

## WRATH OF THE RIGHTEOUS 12/07/2014

### Attendance

*Chris* greets the first arriver, *Patrick*, with, “Hey, have you ever heard of Garfunkel and Oates?”

*Patrick* unsuccessfully tries to convince *Chris* that he has. *Chris* doesn't even listen as he starts the Youtube video “Pregnant Women are Smug”.

*Ernest* arrives next. Everyone holds their breath as he takes the first bite of his Noodle Hut sandwich. *Ernest* makes appreciative smacking noises. Sandwichness confirmed!!!

*Paul and Matt and Tim* discuss the merits of *Arrow*, *Grimm*, and *Flash*. (*Ernest* and *Chris* proclaim that these are possibly the worst stripper names ever. Everyone else ignores them.) *Paul* explains, “I was told the latest episode of *Grimm* featured elves that could only be defeated if tricked into eating fruit cake. This did not change my decision to not watch *Grimm*.”

*Matt* defends *Grimm* by explaining, “It was their Christmas special!”

*Tim* comments, “That's more clever than the typical *Arrow* episode, where the villains can only be defeated by angst, shouting, sulking, then arrow fire.”

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	8M3
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	8M3
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	8M3
Trystan Rose	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	8M3
Shawanda Jones	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	8M3
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	8M3

## **The Last Few Days**

Several days ago the party started scouting the unexplored areas around Drezen. They found and dispatched a trio of Lamashtu clerics, rescued the animal experiments from that den of horror, then returned to Drezen.

In Drezen, the party was told that a church of Erastil inside the city (but not inside the citadel) had been desecrated. Upon arrival they were told that Jesker Helton, the priest restoring the church, had disappeared. Jesker's flock also told them disturbing stories of floating objects, occasions where the priest could not complete prayers or spells, and mysterious desecrations taking place in the dead of night. They investigated the grounds, then the priest's chamber where they found a clue – the heretical writings of Delamer Atopopo. The writings are heretical because Delamer teaches that settlements over fifty people are doomed to collapse under their own sin... and therefore there should never be towns, cities, or out door concerts. Several of the paladin's remember that Delamer's tomb is quite close to Drezen.

The party searches south of Drezen for the hot spring where Delamer was buried. Before the Worldwound opened that hot spring had been famous for its healing properties. Now that area is famous for being largely unexplored thanks to chasms, lava, and extra terrible monsters... though truth be told everyplace in the World Wound is famous for extra terrible monsters. One such monster is the fearsome dweirgeth. Luckily, the paladins were able to kill the monster despite being unable to identify its genesis.

Delamer's tomb was found at the bottom of a chasm next to a river of lava, which weeps out of demonic orifices in the chasm wall.

## **Now!!!**

Tsuguri casts communal protection from energy (fire), which allows Shawanda, Antonius, Trystan, and Tsuguri to enter the tomb. Inside they find a large blue crystal with the outline of a person inside. On top of the crystal is Jesker. His shirt is coated in vomit; his eyes and expression are vacant.

The group takes in the terrain – the earthquakes of old have left three large pits in the room and several lava flows. Antonius runs and leaps a lava flow separating the party from Jesker.

Antonius says, “Come with us, Jesker. Let us help you.”

Jesker replies, “No! I have failed Erastil, my congregation, and my parents. I must end my life to guarantee all is right.”

Antonius decides that man is not in full control of his actions. He announces to his companions, “Possessed!”

Trystan leaps the lava flow to join Antonius, where he is able to reach Jesker's personality thru reason and force of personality.

Jesker jerks then vomits forth a demon. The demon is actually two bodies joined at the spine. The one is the standard issue horns, scales, wings, and hoofs. The other form is a human woman with a pleasant face. The demon's form is such that it cannot be sneak up on. It is terrible to behold but better than a demon made of vomit.

Meanwhile, Tsuguri has activated the *levitation* scale, while Shawanda clings to him. The pair hand crawl across the ceiling, safely bypassing pit and lava. He then casts *blessing of fervor*. Shawanda pulls the pair the rest of the way across the pit, then drops with sword drawn next to the demon.

The demon utters *a word of power* that robs Trystan of strength and self control (-10 to Strength and dazed). The word paralyzes Jesker and robs the others of 5pts of Strength.

Antonius dashes behind the demon, hoping to flank it. The human form spots him and bashes him with a horribly hard fist. Shawanda and Antonius pound on the demon with sword and three-piece-rod.

Tsuguri casts silence on a stone pulled from the ceiling. The demon flies clear of its attackers and the silence, then casts *invisibility* on itself. Trystan runs after the demon and hits with an arrow blessed by Shelyn – the invisible demon screams and collapses to the ground stunned. Shawanda sees the disturbance made by the demon's landing, then uses her *boots of tremor sense* to close in. She stabs the helpless, hapless demon.

Calanthe flies near to Shawanda and casts *glitterdust* – the demon is revealed! Antonius runs over to join in on “demon whaling” time. He beats it like a *glitterdust-*

filled rug, breaking teeth out of both heads and then breaking the skulls for good measure. The demon dies.

The demon's *blasphemy* effect ends about a minute later. Several people drag Jesker clear of the pits and lava.

Jesker is in low spirits, as the demon's influence has robbed him of Erastil's blessings - he can no longer cast divine magic. He is buoyed by the bow handed to him by Antonius. He uses the bow to shoot arrows into the demon's corpse, an action that forces Shawanda to look for evil in Jesker's soul. She is saddened to find it.

Shawanda examines Delamar's tomb. The blue crystal seems to have grown around the woman. In addition, she can see that Delamar was sealed in with her famous armor (Nine Pines) and bow (Blue Horns). The cleric and paladins discuss whether or not Erastil would want them to carry the bow into battle.

Later, outside the tomb and well away from the lava, the group sets up a temporary camp. Trystan recovers his *commune* spell to ask the burning question, "Would Erastil want us (me) to have Delamar's bow?"

Shelyn's reply, "No."

"What's that Shelyn? I can't quite make you out... zzzzCRACKLE," says Trystan. The rest of the group stares sternly at him and he sighs.

## Return to Drezen

The group encounters no monsters or cultists or dangers returning to Drezen, despite a long stop for a push up contest between Antonius and Shawanda. Jesker's warped sense of humor and mood swings are noted by all; everyone watches the man closely.

Antonius ropes several paladins from the army into helping him decorate Jestak's room with country clutter (from the priestesses of Lamashtu's lair) while she is out, as an upgrade from her own human-scalp-intensive aesthetic. Jestak is very, very angry for several days. No one takes credit for the makeover.

Tabregon takes care of the octoeagle and the clawyote. Antonius suggests giving the clawyote to the mercenary army as a mascot and possibly as a guard dog. They all discuss how badass they two animals would be as heraldry on a banner.

The group meets to accept a small reward for rescuing Jesker, dividing the loot, healing Sosiel of his madness, and many other things.

## **Caravans, Ho!**

Over the next week several caravans coming into Drezen report attacks by barbarians lead by a bellowing demon and a blind dragon. Several mercenaries and Jestak are able to identify the barbarians as Sarkorians, probably a tribe operating out of the Winter Sun Hall.

The blind dragon is probably a Worldwound wyrm, which is a race of massive blind dragons covered in purple scales. They breath acid and they can see (tremor sense) despite the sealed eye sockets. And they can inhale opponents. And they can fly and cast spells.

The bellowing demon is actually identified by military intelligence as a half-demon, but cannot offer an explanation for that leap in logic. A later report also reveals that the wyrm is operating solo... it is the barbarians and half-demon that have teamed up.

Irabeth is able to point out the general location of the Winter Sun Hall to our heroes, who decide to head out immediately. They choose a route that will take them thru previously scouted areas, planning to scout unknown areas on the way back. Calanthe, Trystan, Shawanda, Antonius, Tsuguri and Jestak leave Drezen.

## **Construct Blues**

The group travels down the river, which lies outside the Worldwound. They bathe and fill their waterskins. Then they head back into the demon tainted lands. That night they are attacked in camp by huge creatures.

Trystan and Shawanda are on watch. They easily spot the elephant sized creatures at 200 feet distance by the light of the Worldwound's three moons. They move on eight

legs and their eyes change colors from step to step. (The creatures, not the moons – though in the Worldwound that probably needs clarification.)

Trystan raises the alarm, “Evildoers are afoot!”

Antonius and Jestak leap to their feet.

Jestak yells, “Evildoers? I have been told we hate evildoers!”

Shawanda stares sternly at Jestak.

The group prepares with spells as the multi-legged creatures rush the camp. The monsters charge to within fifty feet then release their eye rays.

A blue ray misses Calanthe. Shawanda is cooked by a red ray; 41pts of fire damage. Antonius is hit by a urine colored ray; 45pts of electricity damage. Jestak is hit by a brown ray, but manages to avoid getting petrified.

Shawanda charges using Calanthe's *mythic haste*, then blinds a single spider with her *shield of blinding*. Then she closes with another spider and stabs it with her sword.

Calanthe and Tsuguri both try blinding type spells (e.g. *glitter dust*) against the crystal spiders, managing to do everything but blind them... except for one.

The spiders heal their minor damages. The blinded spider shoots its eye rays into the sky. The remaining spiders eye ray their foes: a ray misses Trystan, Tsuguri is electrified (22pts). One spider claws and bites Shawanda (47pts, which becomes 19 after her various defenses kick in). The other spiders run past Shawanda to the main group.

Spiders successfully grapple Shawanda and Jestak.

Jestak screams from beneath a spider, “Throw me a knife! Grappling! This is how you took me out!”

Antonius runs up invisibly and uses his monk and paladin powers in combination to beat the spider grappling Jestak. Despite many hits and one critical, the spider still stands.

Noting the lack of blood, Antonius shouts, “They're constructs\*!” Then a leaping spider tackles him to the ground.

\* *The crystal spiders are actually retrievers, demon built constructs that hunt prey, returning the victim to suffer the demon's pleasure.*

Calanthe slows one with a spell. Tsuguri uses a healing burst. Trystan shoots many arrows, destroying the spider grappling Jestak.

The spider grappling Shawanda uses its eye beams to electrify her (and itself). Then it claws and bites the paladin.

The blind spider continues staggering about, firing its eye beams at random.

Jestak worms her way out from under the retriever carcass, snatches up her great sword, and attacks the spider grappling Antonius. This breather allows Antonius to reverse the grapple and pin the spider.

Shawanda demonstrates that being pinned is meaningless to a paladin of her caliber as she slices her attacker apart, then uses *mythic* haste to run back to her comrades.

Calanthe *slows* the blinded retriever.

A retriever screams, “Squeeeeeeeeeeee!!!” as it reverses the grapple on Antonius. Then Trystan shoots it full of arrows. Antonius crawls out from under the corpse.

Tsuguri observes, “Perhaps there is a medal for crawling out from beneath the dead.”

The blind, slowed and heavily wounded retriever is destroyed by Shawanda's sword thrust.

Our heroes heal, then collect crystalline skulls from the destroyed constructs. Everyone agrees they will make mighty fine lanterns, but stops at Antonius' suggestion of declaring Saturdays “Shirtless Pushups Beneath the Crystalline Spider Skulls Day!”

## Winter Sun Hall

The next morning the group eats breakfast and continues on to the Winter Sun Hall. They spot a vrock sunning itself on a high ledge about 300' away.

Calanthe shoots it with *mythic magic missiles*. The vrock stands up and looks around for its attacker, which allows Trystan to hit it with multiple arrows (139 points). The vrock falls down and does not move again. Antonius climbs to the perch, where he searches for intel and valuables. He finds only the 400 pound vrock corpse. It is missing a finger off its claw. “That’s funny,” he thinks, not putting this together with the vrock claw they cut off by closing a portal back in the vescavor lair, or the clawless vrock

leader of the forces in Paradise Hill outside of Drezen. “Just some dumb dead demon. Well, peace out.”

That afternoon the party finds a broken fortress that is not on their maps. Its five broken towers sit up top walls broken in multiple places. The group climbs a debris pile to the top of a wall. Humanoid bones are everywhere, most have been cracked to allow access to the marrow.

A buzzing sound proceeds the approach of a flying locust demon. Antonius hits it with a thrown *returning hand ax*. It casts *insect plague (spiders)* and *quicken summon swarm (wasps)*.

Tsuguri casts communal protection from energy (fire) on his comrades. Shawanda attempts a spell to draw the locust demon's attention. Trystan declares smite on the demon, then shoots it full of arrows (82pts); this also disrupts its casting of the *insect plague* spell. Antonius throws his ax again. Calanthe hits the area with a *fireball*, which destroys the wasps, wounds the others slightly, and the demon heavily.

Saddened that there will be no marrow today, the locust demon teleports away.

The group waits several seconds for the demon to return. It does not. They search its lair finding nothing but a nest constructed from strands of human hair, bones, and AOL CDs.

Another day's travel takes the group to a forest. Within the woods are a number of ruined stone buildings. Amongst those buildings is a stone hall that is still intact. There are no windows. There are very tiny openings in the roof line for cook fire smoke to escape. Everywhere outside lies evidence of a battle lost by the denizens of this place: broken armor, bones, and broken weapons. Scavengers feast on the recent victims.

Trystan volunteers to scout up to the doors and borrows the levitation scale from Tsuguri. He drinks an invisibility potion and sneaks up on the bunker-like hall. Discovering that the doors are barred, he begins rattling them.

A voice from within, “Who’s there?”

Trystan pulls out a flute and starts playing.

The voice cries out, “A demon! A flute playing demon! Run!”



Our heroes gather at the double doors, buff up briefly, then Shawanda uses a *chime of opening* to force the doors revealing a pair of barbarians with drawn weapons.

Calanthe shoots a barbarian with *magic missiles*, then Jestak carves him into several pieces. Tsuguri uses *aura of madness* to confuse the remaining guard. Then Shawanda stabs him to death.

The heroes notice the walls in this section of the hall are painted with scenes of wildlife, abundant lakes, hills and woods. A stuffed eagle and bear guard the entrance.

Everyone takes a moment to discuss, “Have we made a mistake?”

Tsuguri casts *cure light wounds* on the merely unconscious barbarian.

Calanthe yells out in Hallit, “We are here to parley!”

The doors at the far end of the hallway.

A barbarian yells out from cover, “You must speak to our leader, Barhavgok. Sheathe your weapons and come with us.”

### **Take Us To Your Leader**

The heroes are let into the main hall, escorted by four barbarians. On the far side of the chamber is a throne on a raised dais. A tall, tanned man with grey eyes sits upon the throne.

A small pool of water stands near the throne, covered in a rime of ice. A small ice drake raises its head out of the pool.

The party spokes persons discuss caravans, barbarian raids, and how this is all bad for business... and how the barbarians might join the crusade.

Shawanda's scar pulses. An identical scar on Barhavgok pulses too. The barbarian chieftain stands up and yells, “Sister!”

Shawanda and Barhavgok rush together and hug. She pulls away upon detecting moderate evil on him.

The chieftain explains, “You must be here to join me! We will be touched by demons and grow powerful.”

Shawanda retorts, “Not for me. I fight against such things.”

Barhavgok sneers, “Then you die!” He rages, growing horns and his skin reddens.

He orders, “Bevaroc! Attack!”

Tsuguri uses *aura of madness* to confuse the barbarians, then grants his companions a free move action. Calanthe casts *mythic haste*.

Jestak chops a confused barbarian into pieces, while screaming, “Bring me your nubile men!”

Bevaroc the frost drake bites itself (8pts). Barhavgok punches himself! Only one of the barbarians, a guard, is not confused; he decides to commit suicide by attacking Jestak. The remaining guards hit themselves or other barbarians.

Trystan uses mythic initiative to cast *shield* upon himself, then steps toe to toe with the chieftain and shoots him full of arrows, including an *arrow of human slaying*. The slaying arrow kills him immediately.

Shawanda stares at the dead barbarian a moment, then runs at the confused frost drake. She kills the beast in two blows, including a critical.

Calanthe declares, “Make the rest prisoners!” She notices that Jestak isn't stopping and places herself between Jestak and the confused foes, forcing Jestak to cease... begrudgingly.

The barbarians surrender immediately after Tsuguri removes the *aura of madness*. The cleric whispers a prayer to Tsukiyo.

**Loot:**

- From the two dead barbarians: two sets each of *+1 hide armor*, master composite long bows (+4 strength), masterwork battle axes.
- Chieftain: *amulet of natural armor +1*, *bracers of armor +3*, a *decanter of endless water*, a *ring of protection +1*, and an unholy symbol of Baphomet with an inscription of the word, *Jarabeth*.
- Shawanda gains a mythic trial out of her encounter with her sibling in “*touched by awfulness*”.

- The chieftain's bed chamber includes two bruised concubines, a bag of holding (type II), plus the tribe's treasure. That treasure is military unit quantities of “goods”.
- The six prisoners are recruited into the crusader army. They are allowed to keep their equipment.

Calanthe strips down then dives into the frost drakes pond in search of loot. Her nature protects her from the extreme cold, but not from ogling eyes.

Our heroes settle down for the night within Winter Sun Hall. The horrors of the Worldwound's unknown sectors can wait for a new day.