

WRATH OF THE RIGHTEOUS 07/19/2015

Attendance

Chris cautions, “I’m adjusting the camera views! Don’t get nauseous!”

Bruce points out, “Georgina is trying to socialize our feral kitty Kaylee. She’s suggesting getting another more socialized cat to teach her good habits.”

Ernest offers, “I think Kaylee would feralize the second cat – teach her the survival skills from the street.”

Patrick and *Matt* exult in the fact that they are on camera for a change! They can be seen! They exist!”

Tim is off working so there’s no question – he absolutely doesn’t exist.

Paul makes a dramatic entrance, just in time to contribute to a discussion on the lackluster physics of strong superheroes rescuing falling victims. *Especially* strong superheroes who rescue falling victims by flying *up* at them.

Chris urges everyone to look up the *DTV Shredder*.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	13M7
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	13M7
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	13M7
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	13M7
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	13M7
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	13M7

They've Sure Been Gone a Long time

Tabregon and *Calanthe* are standing guard at the gate of the Ineluctable Prison. *Tabregon* comments, "You know, the others have been gone in there a long time. I think I'll go in and see how they're doing. You can hold the gate here?"

Calanthe agrees, so *Tabregon* ventures into the prison. After a mere seven years of aimless wandering, he manages to find the rest of the group.

Altar Room of the Ineluctable Prison

The characters have entered a massive sacred chamber devoted to Baphomet. A dark-skinned female (perhaps of the Mwangi people) and her four loyal *tarry demodand* bodyguards stand ready to stop the characters.

The drow priestess (for that is what she truly is) cackles gleefully, "Unfortunately my other responsibilities prevent me from giving you the slow and agonizing deaths you so richly deserve! I shall be forced to kill you quickly!" Her method of choice is to bring down a *quickenened mythic flame strike*. Her attack burns straight through the Spell Resistance aura *Trystan* provides, leaving only the characters' allied planetar *Brenda Sargona* untouched. Unholy flame sheets over the group, scorching them all! The priestess follows up with a *firestorm* that leaves the group without eyebrows. *Tabregon* is grateful for his *major ring of fire resistance* that keeps the worst of the damage away. Finally, she rises up ten feet into the air, proof of her unholiness – even the ground refuses to touch her feet!

Tsuguri channels positive energy to heal his friends.

Trystan nocks arrows to his *star bow* and sends a flight of arrows at the priestess. Of five arrows, only one strikes true and it leaves only the barest scratch. She seems surprised that he managed to even do that.

Brenda Sargona draws upon a new trick, *mass charm monster* upon the demodands and the drow priestess. Against all expectations, she manages to charm three of the four demodands. She tells them, "The priestess is your true oppressor! Strike her down!" The demodands take wing and strike at the priestess!

Antonius takes to the air and makes a flurry of attacks upon the priestess. Unsatisfied with normal strikes, he throws a *stunning fist* and a *spell-shattering strike* into

the mix. The priestess is critically wounded, bleeding, and then falls to the ground as her *levitate* breaks. She is also dazed and blinded. *Shawanda* strikes out with *Radiance*, severing her head from her neck.

Tsuguri moves forward to place all of the demodands into his *aura of madness* because that's just how he rolls. Trystan fires off a *holy smite* against them, burning two with his sacred wrath. Then he invokes a *distant barrage* against one of them.

One of the demodands shakes free of confusion (sort of) and *charm* (completely) and attacks *Belinda Sargona*. Another flies past Antonius, leading him to take an attack of opportunity that causes the demodand to forget its previous goals and grapple him instead. Antonius easily evades the demodand's multiple shortsword strikes.

Tabregon irritates the demodands with a *mythic holy smite*. He also blinds them.

Another demodand flaps down to attack *Shawanda*. Her strong armor deflects the attacks. Her return strike cleaves through the demodand's chest, leaving the creature immobile on the ground.

Antonius, grappled by a demodand, executes a flurry of blows against the creature. He tears the demodand apart, leaving him stuck to a collection of shattered demodand body parts.

Belinda Sargona and a blinded demodand exchange sword blows! The demodand strikes again and again with shortswords, but it unable to match the planetar's flawless defense. *Belinda Sargona* strikes back, leaving the demodand critically injured. Trystan takes careful aim and shoots it out of the air.

The characters then turn to thoughts of looting. They find that the drow priestess was carrying a wide variety of wonderful items, whereas the tarry demodands mostly carried small objects made out of tar:

- 2 scrolls of *heal*
- *Mithril elven chainmail*
- *Dancing glaive +1*
- *Belt of physical perfection +4* (STR, CON and DEX)
- *Headband of inspired wisdom +6*
- *Mythic Amulet of the Abyss*
- *Ring of invisibility*

- 500 gp worth of diamond dust
- A 5000 gp *planar tuning fork* (tuned to the Ineluctable Prison)
- A 1000 gp reliquary
- A 500 gp gold unholy symbol of Baphomet

Antonius claims the *belt of physical perfection*. The *headband of inspired wisdom* probably goes to the planetar Belinda Sargona. The *mithril elven chain* goes to the characters' new friend, the Halfling *Waxberry*. Tsurugi and Tabregon share the scrolls of *heal*.

Exploring the Mythic Amulet

The drow priestess was carrying a mythic item, which the characters spend some time studying. They find that the *mythic amulet of the Abyss* is both evil and chaotic and bears the sigil of Baphomet. It provides a wide variety of boons and advantages including the ability to transform into a minotaur, but only if the wearer is evil and chaotic.

The Temple to Baphomet

The entire chamber is a shrine to Baphomet, richly decorated with goat-headed statues. The great statue of Baphomet stands upon an altar surrounded by pools of churning blood. The entire area is covered by a *forbiddance* effect. Normally, it would be impossible to *teleport* or *plane shift* into the Ineluctable Prison because it is a private demiplane – but with the priestess' *planar tuning fork* it is possible to do both.

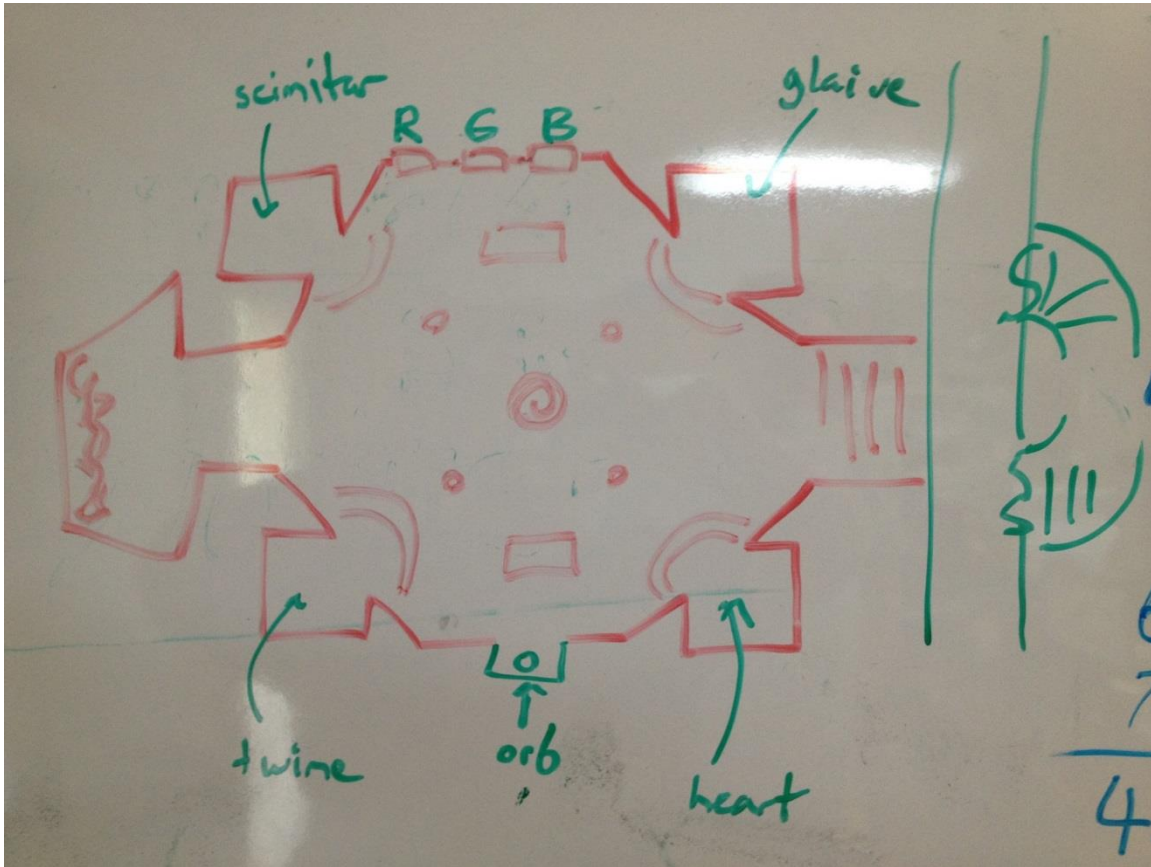
Defeating the drow priestess does count as a mythic trial. The characters go up to the 8th Mythic Tier.

The Vault of the Ineluctable Prison

The characters go back to searching for the Prison Vault, where the heart of the (onetime) Herald of Iomedae is kept. Tabregon is able to cut the process very short by casting *find the path*. Thanks to the Will of Iomedae, the characters are quickly able to find a short flight of stairs flanked by tapestries. Tabregon's spell tells him that there is a hidden passageway behind an illusory wall behind the tapestry.

As the characters walk through illusory wall they are all affected by a *maze* spell. Only the planetar Belinda Sargona is not affected – everyone else ends up in an

interdimensional maze. Tsuguri realizes what has happened, that the characters are trapped inside a *maze* spell.



Tabregon casts *find the path* again. He immediately walks to one wall of the maze, pushes a brick, and shows everyone the way out. The characters find themselves in an octagonal room, brightly lit by unseen lamps. The ceiling is dome-shaped, inscribed with an eerie pentagon. The characters entered through a tapestry of a giant maze hanging from one of the walls. Four alcoves around the perimeter each hold a single object, floating in the air:

- Burning scimitar
- Red-bladed glaiive
- Burning twine
- Heart

A nook in the far wall contains a floating golden sphere. As usual, the entire area is covered by a chaotic evil *forbiddance* that damages everyone in the group. A statue of Baphomet stands in the center of the chamber.

Tsuguri and Antonius examine (carefully) one of the bowls. It contains the residue that would be expected from having unholy water poured in it. A second looks the same.

The three doors bear three symbols: a goat head, a maze, and a minotaur. They represent Baphomet's three areas of influence and concern: beasts, labyrinths and minotaurs.

The items in the vault look like trophies: the glaive suggests Lammastu, from whom Baphomet escaped. The twine suggests the maze of Asmodeus, which Baphomet solved. The meaning of the scimitar is probably sacred to Sarenrae. The heart is probably the heart of the Herald of Iomedae. The heart radiates a strong aura of chaos, necromancy and evil, suggesting that it has been badly corrupted.

Trystan has the ability to *commune* with Shelyn. He meditates for an hour and asks a series of questions:

1. Is it safe to touch the artifacts in the room? No
2. Is it safe to touch the doors? Yes
3. Does the statue animate? Yes
4. Do we need unholy water to remove the heart? Yes
5. Does Alderpash have the power to purify the heart? No
6. Do the doors need to be opened in specific order to be opened safely? No
7. Will calamity ensue if a bowl is filled with holy water? No

Tsuguri casts *commune* from a scroll for a few more questions:

1. Is the heart the heart of the Herald of Iomedae? Yes
2. Do we need the gold orb to remove the artifacts? No
3. If we don't use unholy water is there any point in being careful? Taking the artifacts triggers the traps
4. Is it safe to touch the gold orb? Yes
5. Do the doors unlock the artifact? No
6. Do the artifacts unlock the doors? No
7. Will the twine help us? No

The characters decide that the doors probably hide foes that will attack when the artifacts are disturbed. Trystan opens the black minotaur door to see a shimmering gateway and a minotaur that rushes out to attack him;. It has pure white hide and a gold head. Trystan steps out of the way of its charge attack.

Tsuguri unleashes the *chains of light*. The minotaur is paralyzed. Tsuguri calls out, "Advance!" and the characters advance to strike at it. Shawanda kills it in one strike. The characters collect everything of value it carried:

- Bronze mask
- *Large great axe +1*

Trystan tries opening the door again. He gets another minotaur. It charges Tabregon, slamming straight into him and sending him flying 25 feet. Shawanda advances upon it and slashes it three times with *Radiance*, mighty strikes that would have felled a lesser opponent thrice over, yet only enough to lightly injure the creature. Antonius leaves it critically wounded. And Trystan finishes it. The characters pick up the valuables from the body:

- Another bronze mask
- A second *large great axe +1*

The characters decide to grab the heart, but first both Tsuguri and Tabregon place *blade barriers* in front of the three doors. Antonius and Shawanda station themselves next to the statue of Baphomet. Trystan will pick up the heart.

As soon as Trystan crosses the threshold of the alcove, he finds himself in a *maze*. He flies through the maze. As he does, he can hear *maze minotaurs* behind him. He comes bursting out of the tapestry, not holding the heart.

On his second attempt, he is defended by a *dimensional anchor* courtesy of Tabregon. The *maze* magic has no hold upon him. He grabs the heart, takes two negative levels, gains a lot of defenses good against worshippers of Iomedae, and a deep understanding of how deeply the heart has been corrupted. As he grabs the heart, he feels it beat. When it beats, the planetar Beverly Sargona almost takes a point of CON damage.

Meanwhile, the golem comes to life. It immediately exhales a 10' cube of poisonous gas on Antonius, Beverley Sargona and Shawanda (all of whom resist the

poison). The golem strikes directly at Beverley Sargona, striking again and again at the angel. Tabregon casts *cure critical wounds* to bring it back to health.

Shawanda strikes with *Radiance*, scoring and carving at the golem's near-impenetrable hide.

Seeing an opportunity, Trystan flies over to pick up the ball of twine. He doesn't suffer any additional negative levels.

The golem attempts to crush Beverley Sargona into jelly. The planetar withstands its massive strikes, then benefits from Tabregon's *heal* spell. Tsuguri triggers an attack of opportunity from the golem then invokes a *painful gambit* to allow Shawanda and Antonius to take attacks on the golem. They take the golem down.

Still *dimensionally anchored*, Trystan takes the rest of the artifacts – the Sarenrae scimitar and the Lammastu glaive. It turns out that the scimitar *Dawnflower's Kiss* is corrupted. The glaive is evil – it is an *unholy speed glaive +4*. The twine is the *Beast Twine*. The characters also took the gold orb, which turns out to be something like 80 pounds of gold.

Tsuguri casts *atonement* on the heart. This suppresses the negative levels and the corruption effect, but only for 24 hours. If the characters are able to find the Herald within that time, it might be enough to restore the Herald.

The End of the Session

The session ends with the characters holding the Stolen Heart of the Herald of Iomedae. They have risen up to the 8th Mythic tier and 14th level.