

## WRATH OF THE RIGHTEOUS 09/13/2015

### Attendance

*Bruce* asks whether the characters kicked over all of Baphomet's various minions in the last session. *Chris* agrees, in the sense that "minions" actually meant "three mythic foes". Then he goes on to point out that *Barbara* is welcome to sit down at the table because after all, the group is willing to tolerate Bruce.

Bruce grumbles something. *Ernest* makes various inappropriate noises, then sings out various angel names drawn from *Beach Boys* songs. *Patrick* sits quietly, content in the knowledge that as the new Herald of Iomedae his character has a halo of swords.

*Matt* shows up in time to avoid most of this unpleasantness.

*Tim* shows up just in time to find that Baphomet is attacking!

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	14M8
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	14M8
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	14M8
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	14M8
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	14M8
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	14M8

### Herald of Iomedae!

*Shawanda* became the new Herald of Iomedae at the end of the last session. In addition to the new halo of glowing swords, she gains a variety of interesting powers. However, there is a cost. In particular, she must pledge to follow no god except Iomedae,

and to faithfully uphold all of Iomedae's values and doctrines. Shawanda asks, "Wow. What are those doctrines, anyway?"

*Antonius* comments, "You've been a paladin of Iomedae for how many years and you haven't already learned them?"

Shawanda admits, "I just started howling incoherently and killing people. Apparently people thought that it sounded enough like 'Iomedae' that they made me a paladin. It's worked out okay since then."

### *How Many Mythic Trials?*

The characters all also realize that they've gone through enough mythic trials that they're 9<sup>th</sup> mythic tier. Ding!

## **The Prison Shakes!**

The very foundations of the Ineluctable Prison shake as Baphomet proclaims his rage over the destruction of his minions! The characters can feel the energy accumulating as the archdemon prepares to manifest. They make what preparations they can in advance of his arrival.

*Antonius* pulls out the *Chalice of Ozem* and intones, "Ozem for Iomedae!" He creates a *globe of invulnerability* around the chalice.

*Trystan* casts a *prismatic sphere* all around the characters. To provide a bit of additional firepower, *Trystan* also summons the Herald of Shelyn, the *Spirit of Adoration*. She is a heavenly warrior who appears to be a work of art that has come to life. She bears a fearsome glaive that trails brilliant colors.

As the characters cast their various spells, the Runelord *Alderpash* notes that because he spent time imprisoned by *Asmodeus*, *Baphomet* has acquired the immunities of a devil in addition to those of a demon – so he is completely immune to both fire and electricity.

## Baphomet Manifests

The archdemon Baphomet appears, floating above the ground. He is wreathed in a wind that affects only him. He holds his moon-glaive threateningly. He booms out, “I am the lord of this realm! Your demon strumpet no longer protects you! Now I shall crush your bones beneath my hooves!”

Calanthe responds with *quicken*ed mythic haste, and then attempts the quick takedown with *flesh to stone*. Baphomet curls his lips cruelly as he ignores her spell – he is immune to petrification. This represents his final opportunity to curl his lips cruelly, or in any other manner.

Trystan casts *true strike* and starts firing arrows, dancing in and out of his *prismatic sphere* to provide some cover. His one shot flies straight and true, striking Baphomet squarely in the chest, but inflicting only a scratch.

Baphomet responds by casting *time stop*. He uses the breathing space thus acquired to summon a squad of balors and peel down pieces of the *prismatic sphere*. The characters don’t notice much of anything going on.

Trystan drops the *prismatic sphere* to bring the party into the fight. As the shield goes down it becomes clear that the group is surrounded by three balors and two labyrinth minotaurs. Baphomet flies over the group and uses his 20’ glaive to touch Tabregon and cast *imprisonment*. The archdemon’s power burns straight through Tabregon’s spell resistance. It is only Tabregon’s willpower that stops it.

Baphomet follows up with a *quicken*ed greater *dispel magic* that strips away several of the characters’ defensive effects. He slashes down at Antonius with his glaive, delivering a horrible bleeding wound. Tabregon’s *shield other* wards off some of the damage. Antonius strikes back four times, getting very badly burned by Baphomet’s *unholy aura*. It inflicts 8 points of STR damage upon him, in addition to the flames. Antonius’ attacks inflict harm that would have destroyed a lesser creature, but leave Baphomet only badly wounded.

Shawanda lashes out at Baphomet, inflicting devastating damage (302 points of damage), slashing completely through him. She steps up and cuts his head off at the neck. This is worth an additional mythic trial, and is completely unexpected. Baphomet is utterly shocked as the flames of the Abyss claim his corrupted soul.

The balors and minotaurs teleport away as quickly as they can.

Alderpash is very disappointed that he did not get a chance to kill Baphomet. He walks over and starts dumping high-level spells on Baphomet's corpse.

Baphomet's glaive is named *Labyrinth's Final Edge*. It is a *lawful outsider bane unholy wounding glaive +5*. If a good-aligned target or devil is struck by it, they must make a Fortitude save or be *sickened*. Wounds caused by this weapon resist magical healing, requiring a DC 32 level check to heal magically.

Baphomet is also carrying a large collection of major scrolls, tucked into his loincloth. Apparently when you're a demon lord you can wear your magic items. His scrolls include:

- 5th Wall of Stone CL: 9; cost 1,125gp (core)
- 7th Ice Body CL: 13; cost 2,275gp (ultmag)
- 5th Curse of Disgust CL: 9; cost 1,125gp (ultmag)
- 5th Symbol of Striking CL: 9; cost 1,425gp (ultcom)
- 9th Symbol of Strife CL: 20; cost 19,500gp (ultmag)
- 4th Telekinetic Charge CL: 7; cost 700gp (ultcom)
- 5th Stoneskin, Communal CL: 10; cost 1,850gp 6 targets reflected in costs (ultcom)
- 5th Secret Chest CL: 10; cost 1,250gp 6 targets reflected in costs (core)
- 7th Resonating Word CL: 13; cost 2,275gp 6 targets reflected in costs (ultmag)
- 6th Cat's Grace, Mass CL: 12; cost 1,800gp 6 targets reflected in costs (core)

### *Rewards from the Gods*

The Hand of the Inheritor teleports back. He reports, "You are being watched by Iomedae, and she has commanded me to give you a reward for destroying this abomination." The characters who are not already the herald of Iomedae may choose either:

- A favor from Iomedae (good for divine intervention later in the campaign)
- A magical item worth 35,000 gold or less
- A free, no-strings-attached *miracle* spell.
- A +1 inherent bonus to any characteristic.

Calanthe starts out by requesting a *miracle* to create a permanent *gate* between Drezen and Kenabres. Tabregon follows that along by requesting a *miracle* to create 1000 hectares of good farming and pastureland around Drezen. Tsuguri spends his *miracle* to free all of the good prisoners in the slowly-disintegrating Ineluctable Prison. Trystan indicates that he is holding on to his *miracle* for later.

Offered the chance of casting aside his lichdom in favor of becoming human, Alderpash explains that he committed so many evil deeds that a human lifetime is not enough for him to track down and make amends to the descendants of all the people whom he had wronged.

## **A Transformed Drezen**

The characters return to Drezen to find the place transformed. The whole place is surrounded by verdant farmland that has just appeared from nothing. Also, a huge gate decorated with angelic images appeared in the main square. When the gate was opened it was found to lead to a similar gate in Kenabres. The reconstruction of the city had already been well under way; these changes have just dramatically accelerated the process.

The characters go up to 15<sup>th</sup> level and have plenty of time to recover.

### *The End of Baphomet*

Baphomet's cult has been destroyed. All of his clerics are powerless and his demons either teleport away or return to the Abyss. Quite a few of his former cultists end their own lives. Many of the rest destroy all evidence that they were once Baphomet cultists and attempt to return to a more normal life.

All of this creates a lot of unrest within the demon armies, allowing the Crusaders and the characters to travel around cleaning up pockets of resistance and solidifying their hold upon the Worldwound.

## *Heroes of Drezen*

The characters are considered to be heroes of Drezen, particularly Shawanda (the new Herald of Iomedae), Calanthe (the General who liberated Drezen) and Trystan (who is clearly a living demigod). They are assigned honor guards and lionized by the people.

The characters sell various of the magical objects they have acquired. Each character's share of the sale is 39,145 gold, 2 silver, and 5 copper.

Calanthe uses her magical powers to start construction of a new Cathedral of All Deities, a Pantheon if you will. She has the power to create and permanently levitate blocks of stone, which makes this process substantially simpler. She also has 40,000 gold to invest in the construction cost.

Antonius and Tsuguri attract a small congregation of monks eager to learn from them. The fact that their teaching and living styles are so different creates some conflict within the new school.

Tabregon establishes a hospital in the city and a stone-walled steading outside of town. He splits his time between constructing magical arms and armor, healing the injured, and raising cattle and horses for the army. All this development costs him 30,000 gold.

## **The End of the Session**

The characters end the session shopping and performing various good works in and around Drezen. Who can tell what might away them in the last volume of *Wrath of the Righteous!*