

WRATH OF THE RIGHTEOUS 10/25/2015

Attendance

Bruce is once again a disembodied presence, much to the relief of everyone else in attendance. *Matt* is even more disembodied, being rather under the weather. All offer sincere hopes for his rapid and full recovery.

Chris points out that on first encounter, Bruce still sounds like Flipper. But when he calls in a second time, all is normal. Technology – it’s really great, precisely half the time!

Bruce observes that some software is currently laughing at him – he’s setting up an exercise for a class, and it isn’t working correctly. *Patrick* urges him to go with it, this will teach the students about the frustration of everyday experiences.

Ernest arrives just in time to hear Patrick and Chris discussing which one of them has more of a drinking problem. Chris’ defense is that he has three dozen wine bottles around because he was able to get a great volume discount by purchasing in groups of 12. Patrick nods knowingly. Ernest just points out, “You should buy your wine in volume because you’re supposed to age it anyway!”

Paul enters. The room quiets in awe.

Everyone spends some time reminiscing about the Burmese front in the Second World War, in particular the highly variable nature of Allied forces. Gurkhas are particularly noted as being consistently impressive in a fight.

Tim rolls in a bit late, explaining that he needed to find a hat at Target, something special to accentuate his Grandpa-like personal style.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	15M9
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	15M9
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	15M9

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	15M9
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	15M9
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	15M9

A Black Room with White Curtains

The characters are in a brothel in the city of Iz, charmingly located in the absolute center of the Worldwound. They find themselves in a conversation with *Sister Perversion*, a tataka rakshasa, a vrolokai and four succubi. They strongly suspect that they will soon be facing naked (or possibly seductively-dressed) simulacra of themselves, because that's just the kind of fun that rakshasas and succubi get up to (there are simulacra all around the brothel, engaging in various deeds with the other guests). The tataka rakshasa is a towering blue-skinned woman with backward-facing hands. Some might describe her as a, "Cool, refreshing glass of water." Others might wonder exactly what those folks are thinking.

Sister Perversion is unmoving, having just recovered from being possessed by *Nocticula*. This happened after Sister Perversion urged the characters to not mention Nocticula's name in the brothel. Of course, the characters took this as an invitation and proceeded to speak her name until she showed up (through possession).

Tsuguri starts off by placing a *blessing of fervor* upon the group. *Calanthe* one-ups that by casting *augmented mythic flesh to stone*, turning her double into a stone statue that is animated and allied to the party. Truly she has found the ultimate solution to every labor-relations problem in the universe.

Antonius moves up to Sister Perversion's balcony and unleashes a barrage of strikes, backed by mythic bullshit and *smite evil*. Noting that she is accompanied by various simulacra, he proclaims, "Valiant stand! I get a sacred bonus to AC of half my

Champion of Irori class level when I am adjacent only to foes!” He rejoins the assault and subdues her. She collapses to the ground.

Shawanda unsheathes the heroic *Radiance* and strikes against her foes! Her sun-bright blade slashes out at the rakshasa, blazing brightly with blood-boiling brilliance. The creature curses with clotted rage as its iridescent ichor pours waterfalls upon the ground.

The horrible vrolokai opens its wings and calls upon its underworld powers. It is a large black-skinned bat-winged demon with four arms and a leering face with dead white eyes. It unleashes its *death-stealing gaze* upon Calanthe, drawing out some of her life force. It attacks Shawanda, a dozen claws grabbing and a hundred teeth gnashing. Shawanda laughs at the vrolokai, her indomitable armor deflecting all of its anger.

Tabregon proclaims, “The queen of this carnival of malice shall not step free!” He places a *dimensional anchor* upon her.

One of the succubi casts a *mind fog* (-10 to Will saves and Wisdom checks), clouding the judgment of half of the group (*Tabregon*, Calanthe and Shawanda). The succubus’ companions cast *dominate person* to follow up. Shawanda’s *adamantine mind* reflects the effect back at a succubus, stunning her. *Tabregon*’s *circle of protection from evil* keeps his mind safe. Only Calanthe finds herself with new loyalties.

Tabregon’s simulacrum finds himself faced with a dilemma: his only damaging spell only affects evil creatures. He settles for healing the rakshasa instead. Shawanda’s simulacrum strikes *Tabregon*, inflicting a trivial amount of damage.

Calanthe, now under the dominance of a succubus, casts *quickenened mythic haste* on all of her new friends and then attempts to transform Shawanda into stone. Shawanda is strong enough to resist Calanthe’s tainted magic, and shakes off the effect.

Tsuguri decides that things are going out of control. He uses *dispel magic* to fix Calanthe’s loyalties and then drops an *aura of madness* upon the succubi and their friends.

The vrolokai falls upon Shawanda with unholy glee, tearing away at her life force and her precious blood. *Tabregon* drops a *mythic holy smite* upon the creature, following up with *energy body* to heal Shawanda.

The rakshasa suddenly dies, stricken by a previously undiagnosed brain tumor.

Calanthe *dismisses* two succubi, leaving only two left – plus the vrolokai and a smattering of simulacra.

Antonius grabs hold of Tsuguri's simulacrum and uses it to strike his own simulacrum. Both magical creations are unmade, bursting into a shower of snowflakes that swiftly melt and dissipate in the unearthly heat of the city of Iz.

The vrolokai descends again upon Shawanda, draining more life force and leaving awful blackened wounds across her arms. Tabregon responds with an *augmented mythic heal*, restoring all of Shawanda's injuries and some of her lost life force. Shawanda practically glows with excess life energy. Calanthe decides to end the threat of the vrolokai, she transforms it into stone.

Antonius destroys Tabregon's simulacrum in a flutter of snowflakes. There remaining foes are trapped or hunted down swiftly thereafter. Sister Perversion did have some rather nice equipment, including:

- *keen scythe* +5
- *mithril chain shirt* +5
- *ring of evasion*
- jewelry worth 4400 gold pieces
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The Yearning House Storeroom

There are seven doorways up on the balcony of the Yearning House's great room (probably mostly to private rooms) and a stairway down to the main floor below. One of those doorways leads to a short hallway. The characters investigate. They find a door leading to a storeroom containing various rare liquors and exotic drugs. Tabregon observes that the exotic drugs might be used for various paladin visionquest rituals, to get them closer to their gods. Calanthe notes, "I'm not a paladin!" and pockets as many of them as she can. Tsuguri observes that all kinds of alcohol are suitable for real men and takes steps to acquire everything that can be carried.

The characters also find the kitchen. The cook is a fly-headed *coloxus* demon, assisted by a variety of quasits. Calanthe *dismisses* them all before they can even respond to Tsuguri's cry of, "Health department!" Whatever useful foodstuffs are present get

tossed into the *portable hole* for use by the forces of the Crusade. Tabregon cannot resist commenting upon the interesting irony of deporting hard-working demons with extreme prejudice. Perhaps this adventure has more social commentary in it than otherwise expected.

An Interesting Conversation

The remaining chambers are garishly decorated. Some of them contain customers of the Yearning House, going about business that is entirely their own. They do find an undead *ikorsh*, a kind of created bodyguard that has no skin of its own but which can tear off the skins of others and wear them.

The *ikorsh* indicates that he works for an interested party “to the South” who wishes to see the Worldwound fall. “I have learned much about the situation in Iz. The Soul Foundry hides a unique, immortal demon called *The Suture* whose existence is inextricably tied to the existence of the Worldwound.”

The *ikorsh* suspects that *The Suture* might be the transformed remains of the first demon to travel through the portal. It may be that the only way to permanently close the Portal will require bringing *The Suture* to the site of the original Portal, and that the ritual to close the Worldwound may require the presence of *The Suture*.

The characters take their leave of the *ikorsh*.

Interrogation of the Mistress of the Yearning House

The characters find a chamber that probably belonged to Sister Perversion. It has the sort of décor that an infernal creature would find attractive. More important, it has a *mirror of mental prowess*, a giant mirror with a variety of interesting powers including the ability to see the truth of anyone reflected in the mirror, the ability to see remote locations (including locations on other planes) and the ability to open a portal to any location viewed.

The characters put *dimensional shackles* on Sister Perversion and haul her in front of her own mirror. This is complicated by the fact that she is covered by dozens of toothed mouths that like to bite. Once she is appropriately restrained, Tabregon casts *heal*

on her to bring her back around. Antonius and Tsuguri use her own mirror to interrogate her in spite of the fact that she is willing to tell the characters nothing.

It develops that Sister Perversion reports to *Mistress Onnamara*. She has served many other masters in the past, and is a powerful *seraptis* demon. She has a variety of unpleasant personal habits, which she indulges whenever she is able and has appropriate victims.

Mistress Onnamara is a drider and a powerful cleric of Deskari. The fact that she is a mortal creature is somewhat surprising, considering that she controls the Yearning House in Iz.

Some time ago, Nocticula told the characters that if they put their heads under the liquid in the pool at the center of the main chamber they would be transported to the place where Onnamara is. This is important because Onnamara has the *nahyndrian chisel*. The chisel is made of *nahyndrian crystals* and was used to damage the Kenabres *wardstone* at the start of all these events. It is also necessary to close the Worldwound portal. It has no further use to the demons, but Onnamara is holding it as a holy relic of Deskari.

Onnamara's home is located on her own private layer of the Rasping Rifts. She lives in an otherworldly series of caverns.

Once the characters have extracted all the information they can from Sister Perversion they slay her and take her *mirror of mental prowess* for their own, reasoning that she can no longer use it. Into the *portable hole* it goes!

Onnamara's Abyssal Shard

The characters make some preparations and plunge their heads into the pool. They find themselves in a spiderweb-choked cavern. They are definitely in the Abyss, which is strongly evil-aligned and chaos-aligned – which has various significant effects upon their magic previously mentioned. Tsuguri invokes his *ward against death* to give everyone a *death ward* effect. The characters push their way through the webs, their way significantly eased by Calanthe's *forceful hand*.

The characters find the edge of a deep pit (possibly one of the Rasping Rifts!). Antonius tries using the *ball of twine* to track Onnamara. The ball heads towards the pit and almost rolls over the edge. Antonius swiftly flies down to catch it. Calanthe uses a *wall of force* to bridge over the pit.

On the other side of the pit, the characters find a drider. They all cry out, “Onnamara!”

Calanthe casts *quicken mythic haste* on the group and *quicken mythic flesh to stone* on Onnamara. Calanthe quickly discovers that Onnamara enjoys *greater spell immunity* and can laugh at things like *flesh to stone*.

Antonius flings himself at Onnamara in a tornado of fists and feet, leaving her badly injured. Onnamara responds by casting *blasphemy*. Most everyone resists the effect, leaving them paralyzed for 1 round and reducing STR by 3 for 3 rounds (which mythic power can resolve). Then she steps back to enclose Antonius and Shawanda in a *quicken wall of stone*, forming a dome of stone around them.

Calanthe uses *disintegrate* to burn a hole through the dome. Tabregon locks down Onnamara’s potential routes of escape with *dimensional anchor*. Tsuguri, noting that death spells are not impeded in the Abyss, flings a *slay living* spell at Onnamara. She resists, taking only mild injury. Tsuguri reflects that the spell should perhaps be renamed, “Make living itchy”.

Shawanda comes barreling out of the *dome of stone* and attacks! *Brilliance* severs four spider legs and one of Onnamara’s arms. Her second strike drives deep into Onnamara’s heart, ending her evil-suffused life and dooming her soul. She was carrying quite a variety of items:

- *Staff of the hierophant* (8 charges)
- *Unholy water* (6 doses)
- *Masterwork mithril chain shirt*
- *Amulet of the planes*
- *Belt of physical perfection* +6
- *Headband of inspired wisdom* +6
- *Nahyndrian chisel*
- *Ring of protection* +5

- *Ring of minor fire resistance*
- *Robe of scintillating colors*
- Unholy symbol
- 2 diamonds worth 25,000 gold pieces each
- Fine jewelry worth 8000 gold pieces
- 10 pounds of silver dust (wrapped neatly in packets) (worth 50 gold)
- 2 doses of *true seeing ointment*

Tabregon claims the *staff of the hierophant*. It is about eight feet long, once used in a famous massacre by servants of evil. Also, the bearer gains the ability to speak the language of the Drow. The spiders that decorate it move from time to time. Finally, it cannot be exposed to sunlight because it was made by the Drow. When Tabregon holds it he looks like he's carrying a caber. He denies that the spiders also whisper to him in his sleep. Tabregon also claims the *ring of protection +5*. He is happy to see that it only has seven demonic runes worked into its construction.

The *scintillating robe* is very lightweight and slightly see-through. It has the special quality that the wearer's voice can carry up to 300 feet. It will be used for décor in the characters' residence.

The *belt of physical perfection +6* is also very lightweight and colored to go with the *scintillating robe*. Shawanda claims it.

Staff of the Hierophant

Aura strong varies; **CL** 15th

Slot none; **Price** 220,000 gp; **Weight** 5 lbs.

Description

The staff of the hierophant is a powerful magic item with the ability to both heal and harm, which also gives its wielder a number of protections. The staff is crafted from platinum and topped with a glowing blue diamond. The staff allows the use of the following spells:

- [*Bless*](#) (1 charge)
- [*Cure moderate wounds*](#) (1 charge)

- [Freedom of movement](#) (1 charge)
- [Hold person](#) ([heightened](#) to 5th level, 1 charge)
- [Prayer](#) (1 charge)
- [Searing light](#) (1 charge)
- [Cure critical wounds](#) (2 charges)
- [Flame strike](#) (2 charges)
- [Righteous might](#) (2 charges)
- [True seeing](#) (2 charges)

The wielder of a staff of the hierophant gains a +2 [luck bonus](#) to [AC](#) and on [saving throws](#). The staff is also a +2/+2 [quarterstaff](#), and its wielder may use it to smite opponents. If 1 charge is expended (as a [free action](#)), the staff deals double damage (x3 on a [critical hit](#)) for 1 round. A staff of the hierophant can be used to restore the life of a [dead](#) creature by calling upon the wielder's deity to take the staff as a blessing. This causes the staff to vanish, but restores life to any one dead creature as if casting [true resurrection](#). In addition, after using this effect, the wielder who triggered it receives a +2 [luck bonus](#) on all ability checks, [attack rolls](#), [saving throws](#), and [skill checks](#) for 1 day.

Construction Requirements

[Craft Magic Arms and Armor](#), [Craft Staff](#), [bless](#), [cure critical wounds](#), [cure moderate wounds](#), [flame strike](#), [freedom of movement](#), [heightened hold person](#), [prayer](#), [righteous might](#), [searing light](#), [true resurrection](#), [true seeing](#); **Cost** 110,000 gp.

To the Soul Foundry!

The Soul Foundry is not far from the Yearning House. It is one of the few working facilities in the nearly-deserted city of Iz. The choking smoke of soul byproducts clouds the air near the bunker-like stone building. It stands near to the actual Worldwound rift itself. The southwestern façade is open to the air, revealing the forge within. The surrounding plaza is covered in broken debris.

As the characters approach, the broken dragon skeleton lying upon the plain starts to glow and animates. The creature's head is attached to the rest of its body only by ghostly glowing tendrils. Tsuguri sees it move in time to turn on his *aura against death*. The skeletal dragon takes to wing and casts *greater invisibility*, vanishing from sight. Except not from the sight of those who can see invisible things, of course.

Calanthe casts *quickened mythic haste* upon everyone nearby, and *true seeing* upon herself.

Antonius leaps to the sky to attack. As he nears the skeleton, the bracer in which he has mounted his *scale of Terendelev* becomes chill and starts to rime with ice. His strike inflicts great damage upon the greenish glow and the skeleton.

Tsuguri takes a quick guess on where the undead *Terendelev* might be. He casts *greater dispel magic* and casts away the *invisibility*. *Terendelev* responds by engulfing everyone in negative energy-infused cold. This also causes many of the characters to become *shaken* due to dragonfear (except Shawanda, who is immune to fear).

Antonius launches himself into *Terendelev* again, crashing into its skull and reducing its INT from 28 to a mere 19 ("Flowers for Algernon!"). His strike destroys its aura and cracks great pieces of skeleton free. Shawanda follows up with *Radiance*, flying straight through the old dragon's rib cage and breaking its spine. Bones shower from the sky as the skeleton loses cohesion and collapses.

One *staff of the hierophant* later, the characters *true resurrect* the dragon *Terendelev*. The dragon scales all rejoin her body. She thanks them, then explains, "I hope my protection was of some help to you. As I saw you falling into the Abyss, that was all I could do to help you survive."

Terendelev knows little of recent developments – the characters fill her in on everything that has gone on since the *wardstone* was cracked and *Kenabres* was destroyed. She is quite surprised to hear of the greater role that the mongrelmen are now playing in the city of *Kenabres*. She indicates that her greatest wish now is to return to *Kenabres* and aid in the restoration.

In the meantime, she offers some guidance on fighting the Storm King *Korramzadeh*. He is a *balor* and fights with a *vorpal flaming whip* and a sword. The whip is by far the greater threat. And when killed, like any *balor* he will explode in a fiery

blast. And as the Storm King he is able to inflict electrical damage instead of fire damage (as is typical for a *balor*).

On her way out of Iz, Terendelev very helpfully strafes the local neighborhoods with her cold breath weapon.

The Anteroom of the Soul Foundry

The characters charge forward into the burning range of the forge. There are six salamanders and a mythic elder fire elemental standing about the forge, which Terendelev obligingly hits with a massive blast of cold. The ancient dragon obliterates the salamanders, leaving only the wounded elemental for the characters to deal with.

The elemental surges forward out of the forge to engage the characters, engulfing Tabregon. Tabregon avoids its attack. Then the elemental invokes *blinding blaze* and dazzles most of the characters near it. It's *shroud of flame* burns all who are nearby.

Tsuguri, annoyed at being blinded, puts *mass protection from fire* on everyone except Calanthe (who flew away). And then Calanthe flies back and quickly *dismisses* the elemental. Poof! Out like a candle!

The End of the Session

The characters are at the start on their path through the Forge. There are perhaps six encounters left in the whole adventure path, so *Wrath of the Righteous* will likely end with the coming of the new year.