

WRATH OF THE RIGHTEOUS 03/01/2015

Attendance

Bruce calls in to find out that there is no parallel universe in which he is a cool surfer dude. Then the video call picks up and he finds out that *Amber* (the feline one) is playing in for *Tim*, who has strep. *Tim* is so distraught to learn this that he decides to join in by Hangout instead of leaving his character's fate up to feline wiles.

Chris and *Ernest* migrate into a conversation about murder hobos and beating people to death with baseball bats while *Tim* struggles to join the video conference. *Paul* stays above the fray, distracting *Amber* by eating his lunch. For her part, *Amber* just wishes she were in a parallel universe where she could put her own food on a plate – then she wouldn't need the humans at all.

Matt and *Patrick* both show up and proceed to hide off camera to the right. Fortunately, they are so talkative that there is no question as to their presence.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	9M4
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	9M4
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	9M4
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	9M4
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	9M4
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	9M3

In the Lair of Xanthir Vang

The characters start the scene facing *Xanthir Vang* in his lair, exchanging questions. Xanthir Vang in all his wormy loathsomeness asks, “You have not drunk of the Nahyndrion elixir, yet you are possessed of mythic powers! How did you get them?”

Tabregon answers, “We were selected by the forces of Destiny to destroy the likes of you. Each of us was touched by mythic forces early in our lives. Beyond that, we do not know why we were chosen.”

Xanthir Vang is not impressed with this answer, in spite of the fact that it is largely correct. He casts quickened *greater invisibility* and vanishes. The characters respond by rolling for initiative.

Tsuguri invokes *invisibility purge*, putting paid to Xanthir Vang’s tricks. It turns out that Vang is flying up above the ground, out of reach of hand weapons.

Arueshalae sends her arrows at the ghastly worm-man. He is faster than her bow-string and evades every last one of her attacks. Xanthir Vang responds by sending a *disintegrate* at *Shawanda*, who resists his vile spell and suffers only a minor wound. Tabregon steps up and channels positive energy, healing her wounds (and those of several others as well).

Calanthe attempts to *dimensional anchor* Vang. He evades the ray, and then looks deeply at her. He asks, “You look really familiar. Didn’t I kill your parents?” Calanthe rages back at him, suddenly consumed with a deep need for revenge against the arcane monstrosity.

Trystan cries out, “You are evil and I shall smite you with the holy powers I wield!” Xanthir Vang writhes negligently, barely acknowledging Trystan’s holy powers.

Antonius grows to massive size and uses Mythic Bullshit to suddenly produce a large blanket that he uses to entangle Xanthir Vang. Tsuguri follows up with a *mythic dispel magic* to peel away some of the worm-walker’s defenses – *repulsion* and *greater invisibility* both evaporate.

Xanthir Vang calls upon his own Mythic Bullshit to *summon* a shadow demon. He is able to cast the invocation even through the entangling cloths that surround him. The shadow demon attempts to possess Antonius. Antonius glares at the demon, denying its attempt. Xanthir Vang follows up with a *cloudkill*, filling the entire room with noxious

vapors. Tabregon casts *dispel magic* to make the clouds go away and moves towards Antonius, shielding him against the shadow demon with his *magic circle against evil*. The demon beats against the invisible magical barrier with a frustration borne of the depths of the burning Abyss.

Trystan draws back his blazing bowstring and sends his finely-trued shafts to strike the worm-walker. His arrows are well-aimed, tearing ragged holes through the arcane monstrosity's body. Xanthir Vang boils in rage!

Antonius grabs the worms forming Xanthir Vang's head and crushes, dispersing the mass into a scattered pile of writhing horror. He stamps upon the fragments as worms spill from the air. Xanthir Vang's robe floats to the floor as worms pour from it. It is a *black robe of the archmagi*.

As Xanthir Vang falls, his dread magic ignites and grants him *false life*, saving him from a journey upon the black path through the dark valley. However, he remains as a shapeless mass of worms and vermin. He swarms Antonius, a million worms attempting to bore into the monk's flesh and tear his organs! Antonius howls under Xanthir's squirming embrace!

The shadow demon, finding that Antonius and Shawanda are protected from its attacks, tries to attack Trystan. Shawanda brandishes *Radiance* at it and forces it to remain in place, fouling its attempt. It responds by casting a *shadow lightning bolt* at Shawanda, Tabregon and Calanthe, to only limited effect.

Tabregon responds by dropping a *mythic holy smite* upon Xanthir Vang (wounding him sorely) and the shadow demon. The shadow demon dissipates into clotted fragments, flitting away to those forbidding spaces from which it came. Calanthe casts an *augmented mythic magic missile* at the worms, exploding the worms and sending Xanthir Vang slithering away down the night-covered highway towards the black mountain from which none ever return.

Calanthe looks at the mass of disintegrating worms. She says, "And thus I am avenged for the deaths of my parents. This is how we treat assassins who have no respect for life." In saying this, of course, she does not know that she is channeling the only known words of *Argrath* the Liberator, who uttered a sacred oath to tear the Red Moon from the Middle Air.

The defeat of Xanthir Vang counts as a mythic trial for the characters. In addition, there is a large pile of magical objects lying where he once stood. The characters very carefully investigate it.

- *Black robe of the archmage* (hard for the characters to use, until it can be processed through the Forge of Virtue and turned into a *white robe of the archmage*).
- *Lesser maximized metamagic rod*
- *Quickened metamagic rod*
- Scroll of *greater dispel magic*
- Scroll of *limited wish*
- *Staff of conjuration*
- Wand of *mirror image* (8 charges)
- 4 doses of *unholy water*
- *Headband of mental prowess +4* (INT and WIS, plus ranks in Bluff and Sense Motive)
- *Ring of major fire resistance*
- *Ring of protection +5*
- *Rod of withering*
- A key made of adamantine
- A key encrusted with jewels
- An iron key
- Statuette of himself made of ivory (intended for contingency spells) (worth 3500 gold)
- 800 pounds of books and notes (Xanthir Vang's library)
- A *wyrd bottle*
- An empty *blessed book*
- A *silver raven figurine of wondrous power* (with too many eyes and legs on the raven)
- 3402 gold pieces
- 239 platinum pieces

- 4500 gold pieces in gemstones
- A pair of taxidermied spiders the size of housecats (magical). The eyes of the spiders have been replaced with gemstones.
- A wide variety of documents on the activities of the Templars of the Ivory, Sanctum. There are twenty-four documents, all about troop movements, development of various *planar binding spells*, the use of retrievers to abduct enemies, the locations and identities of agents and safe houses, maps of the Worldwound.
- Two vials containing a strange purple residue
- A thick journal
- A platinum coffer containing four doses of ambrosia and a *fortune's arrow*.

Cast a targeted language-dependent spell of 3rd level or less into a *wyrd bottle*, then throw it and the spell works as a splash effect with 10' radius. Ambrosia is the food of the gods, and among other uses allows a mythic entity to completely refill their reserve of mythic power.

The Retriever Hangar and Other Discoveries

Having picked Xanthir Vang's office clean, the characters move back through the territory they previously rushed through to look for valuables. They search through a surprisingly nice bedroom that isn't evil at all, but then immediately get distracted by an illusionary wall with a stairway and a hall behind it. Shiny!

Calanthe asks the others, "Do you want me to send an arcane eye down the hallway to see what is down there?"

Tsuguri muses, "Part of me says that I like surprises. But the sensible part of me says that I'd rather see what's down there."

Calanthe casts the *arcane eye*. She notes that it will last for nine minutes and can travel 30 feet per round. It goes floating down the corridor. Calanthe reports a side cave containing two immense spider constructs with gems for eyes – very similar to the two taxidermied spider eyes. The characters quickly determine that the stuffed spiders provide control for the retrievers in the cave. The *arcane eye* continues down the tunnel and

eventually arrives at an illusionary wall and beyond it a gorge. The cave outlet is about 70 feet up the gorge wall.

Finally We Loot Some Bodies

The characters move back to picking through the dead, including six dead cultists all carrying the standard kit for Templars of the Ivory Labyrinth. Further on, the characters find a cafeteria and a study center. The characters take advantage by stealing (“liberating”) various bits of silverware and office supplies from the Ivory Labyrinth. They also come upon some scrolls and a box labeled “OFF LIMITS” – only Tabregon is willing to look inside, because only he is chaotic good and willing to disobey the rules. The box turns out to contain some rare foodstuffs.

- Five bottles of fine wine (worth 100 gold pieces each)
- Three sealed jars of imported candied fruit (worth 150 gold pieces each)
- *A decanter of endless water*
- *A scroll of lesser planar binding*
- *A scroll planar binding*
- *A scroll of summon monster IV*
- *A scroll of plane shift*
- *Two scrolls of summon monster V*
- *A scroll of summon monster VI*
- *A scroll of summon monster VII*

The Cathedral of Chaos

The characters move along into the Cathedral of Chaos, where the local defenders (the spider-things) have already been dispensed with. They also look through the entry chamber where the fiendish minotaurs died. They pick up:

- Two wands of *confusion* (8 charges each)
- Various unusual metal ores that will need to be smelted down to be valuable.
- Two large *glaives* +1

Jerribeth's Quarters

Jerribeth was very enthusiastic about her comforts, and about torturing whatever mortals she could find. The characters find:

- A dead crusader strapped to a cross-shaped table (taken for burial)
- *A rod of the viper*
- *Jailor's dungeon ring*
- Four *prisoner's dungeon rings*
- An iron key
- A bejeweled key
- Fine clothing (shredded and destroyed when Jerribeth changed shape)
- Two dozen extravagant outfits and nice jewelry (worth 4500 gold pieces and 6500 gold pieces, respectively)
- *A necklace of strangulation*
- Numerous documents about the secret signs used by the Templars of the Ivory Labyrinth (worth 8000 gold pieces to the Crusade)

The characters are a bit amazed that a creature that is basically a big toad-demon would be such a clothes horse. When asked about whether this is normal, Arueshalae shrugs and indicates that pretty much glabrezus can do whatever they like most of the time.

The characters find an incomplete letter written by Jerribeth to Hexamirah, Daughter of Baphomet, complaining about the fact that Xanthir Vang is not yet broken to her will, nor are the strange Dark Tapestry entities occupying the Cathedral of Chaos that he brought with him. She was quite impressed, however, with his successes with the nahyndrian elixir and looks forward to the next shipment of crystals “from the Fane” with which to prepare more of the stuff.

Back to the Cathedral of Chaos

The characters determine that the iron circle inlaid into the floor of the Cathedral functions as a *magic circle against evil*, focused inward. It is clearly the place where the cultists used the various summoning scrolls the characters found.

A chamber nearby proves to contain an array of interesting scrolls and potions that the characters stash away for later use. The documents near some of them suggest that they might have been used for demented sex-play with the fiendish minotaurs.

- A scrolls of *commune*
- A scroll of *resurrection*
- Five potions of *cure moderate wounds*
- A scroll of *greater restoration*

Antonius goes back to the cathedral to see if he can topple and deface the statue of Baphomet. The characters topple it just like the statue of Saddam.

Leftovers of the Blackfire Adepts

Tsuguri casts *communal protection from energy (fire)*, giving everyone 108 points of defense against fire damage. The characters find a workshop where the Blackfire Adepts were, except that they are gone now (leaving behind 100 pounds of magical reagents and crafting supplies worth 6000 gold pieces to make magic items) and a masterwork alchemist's lab.

The characters pretty quickly determine that many of the locals decided to up and teleport away, especially after the local glabrezu was killed. And then they find the secret door leading to the treasure chamber.

The Treasure Vault of the Ivory Sanctum

The interior of the treasure room is entirely lined with rune-carved lead that constantly leaks black-colored water. The vault also includes a bound guardian, a gaunt yellow-eyed *thanadaemon*, bound to serve for a term of one hundred and eleven years. As the characters enter he crushes a black soul gem and consumes the souls inside.

Trystan exclaims, "I'm pretty certain that was an evil act!"

Tabregon doesn't answer him: he is too busy casting *magic circle against evil*. Tsuguri follows that with an *aura of madness*. The thanadaemon ignores the madness.

Shawanda steps forward into the vault and engages the death-borne foe, striking deep with her day-touched blade. Trystan invokes the power of the starbow and pierces the chest of the black-souled daemon through with *fortune's arrow*. It draws upon hell-borne vitality to remain standing.

Calanthe provides everyone with *mythic haste* and retreats away from the Styx-blessed vault. Blessed with speed beyond mortal powers, Antonius strikes the thanadaemon again and again with his bane-filled gauntlets, shredding the creature's material and sending it along that dark river that everyone must travel alone to the sunless seas from which none ever return.

The characters wait for a moment, then Tabregon uses a scroll of *greater dispel magic* to get rid of the invisibility that was hiding all the shelves and the various items on them. The western shelf has treasures of monetary value, many of them taken from Kenabres. The northern shelf contains only two items – a suit of armor sacred to Iomedae and an heirloom item (a *necklace of adaptation*) important to Calanthe (that is a mythic trial for her). The southern shelf has a large collection of magical treasure.

- 2500 gold pieces
- Art objects weighing 60 pounds (worth 16,000 gold pieces)
- *Mithril full plate* +3 emblazoned with the holy symbol of Iomedae, originally worn by the paladin *Yaniel*.
- Calanthe's heirloom item, a *necklace of adaptation*
- *A great axe* +3
- *A sword of the planes*
- *A rod of empower metamagic*
- *A staff of healing* (6 charges)
- *A 5x5 foot carpet of flying*
- *An instant fortress* (a white stone ivy-covered tower, very much made in paladin style)

Shawanda's blade *Radiance* becomes a +3 *holy* weapon in the hands of a paladin wearing the armor of Yaniel. Defeating the Ivory Sanctum counts as a mythic trial, raising everyone to the fifth mythic tier. The characters also all raise up by one level.

Some Magical Object Distribution

Tabregon takes the *rod of empower metamagic*, the *staff of healing* and the *ring of major fire resistance*. Calanthe takes the *rod of quicken metamagic*, a scroll of *greater dispel magic*, a scroll of *limited wish*, the wand of *mirror image* and the *staff of*

conjunction. Tsuguri takes the *rod of lesser maximize metamagic*. Trystan takes *fortune's arrow* and the *sword of the planes*. Shawanda claims *Yaniel's mithril full plate +3*. Antonius takes the *ring of protection +5*. Other item distributions include:

Calanthe	scroll of <i>lesser planar binding</i>
Calanthe	scroll of <i>planar binding</i>
Tsuguri	scroll of <i>plane shift</i>
Tsuguri	scrolls of <i>summon monster IV, 2x V, VI, VII</i>
Shawanda	<i>decanter of endless water</i>
Calanthe	<i>instant fortress</i>
Tsuguri	<i>headband of mental prowess +4</i>
Tabregon	<i>rod of withering</i>
Tsuguri	<i>silver raven figurine</i>
Calanthe	2 wands of <i>confusion</i> (8 charges each)
Calanthe	<i>rod of the viper</i>
Tabregon	scroll of <i>greater restoration</i>
Tsuguri	scrolls of <i>communion, resurrection</i>
Jestak	<i>great axe +3</i>
Antonius	<i>carpet of flying</i>
Uziel	<i>mithril elven chain +2</i>

The characters bring the two retriever stuffed animals back for their trophy room, along with the statuette of Xanthir Vang. The characters donate some 23 potions of *cure moderate wounds* to their mercenary army. The *jailor's dungeon ring* and the *prisoner's dungeon rings* go to Irabeth to allow her to keep better control of high-value POW's.

The Secrets of Xanthir Vang's Journals

The characters head back to Drezen. They hand the journal over to *Aravashnial* and give Jerribeth's incomplete letter over to *Irabeth*. *Aravashnial* is able to tell the characters that the journal covers Xanthir Vang's involvement both in the manufacturing of *nahydrian elixir* and the manufacture of the chisel that was used to crack the *wardstone* of *Kenabres*. The *nahyndrian* crystals are made from the blood of assassinated demon lords. *Nocticula* has assassinated a number of demon lords, and their bodies become

islands in her realm. The nahyndrian crystals are made from the fossilized demon lord essence that is mined from these islands. According to the journal, Noctacula has not given her permission for mining expeditions to the islands. The alliance have agents including *Minagho* and *Heptzamirah* the Daughter of Baphomet who are trying to secure an alliance with her. Heptzamirah is the leader of the Ivory Templars.

If Noctacula were to join in the alliance and provide wide access to the crystals it could spell doom to the Crusade. And this leads into the next adventure, ***The Midnight Isles***, in which the characters venture into the realm of Noctacula!

The End of the Session

The characters end the session back in Drezen, enjoying the spoils of the conquest of the Ivory Sanctum. Everyone goes to 10th level and 5th Mythic Circle.