

WRATH OF THE RIGHTEOUS 05/10/2015

Attendance

Bruce sends word that he will be on in a moment, because he is “washing” squirrels. *Chris* and *Paul* have a vibrant discussion on how best to wash a squirrel, in a manner that is safe for both the squirrel and the squirrel technician.

Ernest doesn’t actually wonder if there are technician squirrels out there, which is a completely different thing from a squirrel technician. He does express his enjoyment of *Matt’s* recent message describing his exciting experiences in Amsterdam.

Tim and his fantastic beard show up soon after. *Paul* exclaims, “That’s amazing! Your beard is becoming so big that it is starting to eclipse you!” *Tim* responds by starting a discussion on British politics and the recent election. And that discussion in turn is derailed by the observation that “Apeshit Mulay” would be a good name for *Chris’s* next character.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Tabregon	Bruce	Male Half-elf Oracle of Iomedae, Touched by Divinity	11M6
Tsuguri Chiba	Chris	Male Cleric of Tsukiyo, Child of the Crusades	11M6
Antonius	Ernest	Male Tien Monk/Paladin of Irori, Stolen Fury	11M6
Trystan	Matt	Male Half-elf Paladin of Shelyn, Touched by Divinity	11M6
Shawanda	Patrick	Female Mwangi Paladin of Iomedae, Exposed to Awfulness	11M6
Calanthe	Tim	Female aasimar Sorcerer of Shelyn, Riftwarden Orphan	11M6

The Action from Last Session

Last session, the characters bribed *Minagho’s* assassin to reveal her location, then captured her and used her as a gift to obtain *Nocticula’s* favor. She revealed that she

doesn't care about the fact that *Baphomet* and *Deskari* are mining Nahyndrian crystals from the island that was once the demon lord *Colyphyr*, lord of poisonous water, dragons and so on. But, if the characters want to end their mining operation she won't stand in their way.

She transported the characters straight to *Colyphyr* where they destroyed some of the inhabitants on their way to the source of the Nameless River (average width of 100 feet).

Antonius proclaims, "I shall name this river!"

Tabregon cautions, "That will be a mythological event!"

Calanthe suggests, "No sense in triggering ontological responses!"

Antonius forges on. "In the name of the forces of Order I name this river the Purifying River of Queen *Galfrey*!"

No ontological response is forthcoming. *Calanthe* is disappointed.

The Barge Master

The characters follow the river up to a calm lake, its waters as smooth as glass. A small barge is beached on the shore nearby. It is long and low, with a hatch for cargo loading in the center of the deck. Towards the bow there is a capstan with a chain looped about it. The other end of the chain extends below the surface of the water.

As the characters approach, the fell-looking Barge master emerges. He drips with water and cold. He tells the characters, "She abandoned me, but you will be my keys to earning a place at her side. Come closer! She says she has no more use for my barge. But she will see how useful I am when I kill you!"

The Bargemaster blasts the characters with cold from his halberd. *Calanthe* is slightly chilled even through her *cold resistance*, but *Tabregon's shield other* splits the damage in half.

Antonius rides in at the bargemaster upon his *carpet of flying*, howling out, "I Silver Surfer his ass!" He charges!

The Bargemaster glares back, rumbling, "I have five auras running, including the *aura of cowardice*!" *Antonius* smashes through them and strikes! He uses his *imprinting hand* to learn that the Bargemaster is a *grave knight*, the sort of undead creature that rises

up from the deaths of the most awful and horrible warriors of evil. Its life force is tied to its armor, and not to its corpse – unless all of the armor is destroyed, the grave knight will eventually rejuvenate. And if someone else is wearing the stuff at the time the effects can be positively undeadening.

Antonius muses over all this new knowledge as he grows to double size and strikes again! His blows rattle the thing's armor plating.

Calanthe tries a *persistent mythic slow* at the Bargemaster and is disappointed to find out that his Will saves are extremely high. The Bargemaster announces, "I am *Kestoghyr!* Know my name and carry it upon your lips as you fly into the dark cloudbanks which no autopilot can ever navigate!"

Kestoghyr slashes at Antonius, striking twice! His *smite good* power burns the Champion of Irori deeply! Tabregon's *shield other* helps deflect the damage aside, keeping Antonius standing.

Trystan yells out, "Death! Blood! Vengeance!" but his heart really doesn't seem to be in it.

Antonius hammers Kestoghyr twice, leaving him looking relatively badly wounded. He invokes his skills as Monk of the Iron Mountain to enhance his defenses, expecting that the grave knight will unleash savage Hell upon him in a moment.

Tsuguri casts *summon monster VI* to bring up two giant wasps to push himself and *Shawanda* closer into battle (they are *levitating*, so could only go up and down without insectoid propulsion). Tabregon casts *air walk* on himself to allow him the ability to move through the air on his own. *Tsuguri* attempts to invoke positive energy to heal everyone nearby, but finds that Kestoghyr is able to suppress nearby positive energy.

Shawanda drifts into Kestoghyr's strike range. The undead strikes her, but *Shawanda*'s return strike with *Radiance* critically wounds him. Then she guards her ally Antonius, hoping to keep the grave knight's blade from his succulent mortal life. And Calanthe casts a *quicken mythic haste* upon all of her allies! Zoom!

Kestoghyr drives his blade at Antonius. *Shawanda* sacrifices herself to take one of his strikes, leaving Tabregon's *shield other* to divert the second. Antonius remains standing, able to deliver a crushing response that breaks through Kestoghyr's armor and disperses his essence.

The characters are left with a very nice set of *full plate +4* that they must completely destroy in order to lay Kestoghyr to rest. He also had:

- Unholy symbol of Baphomet
- *Keen halberd +1*
- *Headband of alluring charisma +4*

Tabregon claims the headband. Calanthe uses Tsuguri's scroll to summon up a *small earth elemental*. It carries the grave knight's armor, allowing Tabregon to cast *plane shift* and send both the elemental and the armor to the positive energy plane. *Zzzzap!*

Antonius is able to figure out that Kestoghyr came from a place in the Prime Material Plane far, far from Golarion. He was sworn to the service of *Hepzamirah*, at least until she scorned him.

You Lose Hepzamirah's Favor when You Don't Care for Your Pets

The characters drag up the chain. They find a large harness containing a partially-rotted (and very dead) sea serpent. No wonder Hepzamirah fired Kestoghyr – what kind of barge master would let his drag-monster die?

The pilot-house of the barge contains a cameo picture of a woman in a small shrine and a staff that turns out to be a *staff of healing* (which Shawanda claims, because Tabregon already has one). The characters guess that the woman is Hepzamirah.

An Unrestful Interlude

The characters continue without the barge, still following the Nameless River upstream. They leave Barge-Murder Lake far, far behind. After many hours of travel the characters settle down to rest in Calanthe's hidden Sanctuary. A couple of hours later, Antonius is on guard, and pokes his head out the door-portal to check on things and gets burned by a gout of acid for his trouble – the green dragon who got away from the characters the day before has been following the group. *Shield other* is still working, so Tabregon suddenly wakes up from a deep sleep shrieking like a little girl (a little girl doused in acid, that is). Antonius slams the door with a shout of, "No solicitors!"

The characters hatch a plan to go outside, capture the dragon, give it a bath, and tell it to not come back. Tsuguri goes out first and gets bathed in acid from the other direction! The one dragon clearly found a friend. Tabregon casts *sanctuary* and follows

him. Shawanda brings the fight to the dragons, killing one of them. Antonius pummels the second into unconsciousness and starts soaping the creature up for its scrub-bath.

The characters drop the dragon in front of their (invisible) front door, unconscious and well scrubbed with a nice blue ribbon tied around its neck. “That’ll teach him!” declares Antonius. An hour later, both the dead and the unconscious dragon are gone.

Waste Not, Want Not – True in the Abyss As Well

After another moon-lit day’s travel and a short rest, the characters surprise four *babau* demons at their camp site. They seem to be roasting a large section of green dragon tail. The characters simply destroy two of them, the others teleport away.

The Towers of the Gorge

After a final day of travel the characters have entered the mountains. The river widens at the base of a towering mountain cliff some 1000 feet high. The characters look upon a massive gorge cutting the cliff, bordered by two thirty-foot barbicans and a massive gate.

A shout goes out from the towers. Pit-born tieflings rush to defend the fortress. Tabregon gives himself *spell resistance* while Calanthe launches a *quicken mythic haste* and strikes the left-most barbican with a *persistent mythic flame strike*. The screams of tieflings come from inside the tower, “Sacred magic! It burns! It burns!”

Antonius tows the rest of the group towards the right-most barbican with the *carpet of flying*. He drops Shawanda and Tsuguri upon the tower, matching the two tieflings on top of the tower.

Two immense frog-like demons surge out of the water below the barbicans! They croak out their battle-cry, “Wassssuuuuup!” They launch *blasphemy* at the characters. Tabregon and Calanthe use spell resistance to protect themselves from the attack. The others simply rely upon Tsuguri’s incredible willpower to deflect it.

The tieflings on the left barbican send *chaos hammer* spells against the group. The characters ignore their weak magic. Tabregon shows the demons what good magic looks like by striking both of them with a *mythic holy smite*. The demons howl as sacred energy peels back their froggy skin.

Calanthe fires the *rod of wonder* at the left-hand barbican. Loud laughter erupts from the walls of the tower, drowning out all other sounds in the area. Antonius streaks over to the laughing tower. He leaps from the *carpet of flying* screaming, “Who’s laughing now?”

One of the tieflings screams, “Not me! That would be rude!” His politeness doesn’t save him – Antonius strikes him four times, sending him on the burning path to the eternal forge from which none can ever gain surcease. Then he turns to the other demoniac tiefling and crushes him, flinging his broken body over the burning precipice into the shadowed darkness of the pit down which the lost shall fall forever.

Shawanda slaughters one of the tieflings on the right barbican.

The two *hezrou* fling *unholy blight* at the characters. Tabregon becomes sickened and slightly burned by their evil energy.

One of the four tiefling demoniacs on the right barbican opens his soul to demonic possession. He swells in size and attacks Tabregon with redoubled fury! He is struck by a glaive, but Shawanda takes the (unaccountably weak) strike instead. She wonders why she even bothered. Tabregon responds by engulfing the demon-possessed demoniac with a *mythic holy smite*. She strikes and destroys the possessed demoniac.

Calanthe fires the *rod of wonder* down into the water. Against all expectations, wild laughter emerges from under the water. Now there are two competing laughs.

The two *hezrou* demons submerge and swim away under the water.

Tsuguri decides that the situation on the towers is well under control. He goes into the rightmost barbican. He finds a really nice demonic chess set, carved from devil-bone and demon-bone. The tieflings also have some cards and a couple of odd-looking musical instruments. They also have:

- 4 *amulets of natural armor* +3
- 4 wands of *cure moderate wounds* (1, 8, 9 and 10 charges)
- 4 wands of *dispel magic* (3, 3, 4 and 4 charges)
- 4 wands of *dismissal* (2, 2, 3 and 3 charges)
- 4 wands of *shield of faith* +3 (1, 2, 5 and 5 charges)

The characters swiftly divide up the *amulets of natural armor* and the wands. Tabregon also picks up a *chain shirt* +3 that had been lingering in the party treasure.

Antonius names this location “The Laughing Gate.” He takes a moment to examine the laughing water, to determine whether the laughing moves downstream with the water, which would indicate that Epicureanism is correct, or that the laughing stays in place, which would argue in favor of Stoicism. He is pleased to note that Stoicism appears to win the day.

The Fulsome Queendom

The characters continue beyond the barbican and into the gorge. The river ends at a waterfall, the water falling 300 feet from a crack in the cliff. Antonius demands that it be named in honor of Queen Galfrey as well, and it becomes Galfrey Falls. It is there that the characters receive a telepathic message. They converse in their minds with *Mesmera*, the Fulsome Queen. She wants to speak with the characters, and urges them to come to the top of the torrent. None of the characters have ever heard of her. Neither has the succubus *Arueshalae*.

Antonius lifts the characters up to the top of the waterfall. At the top is a small pool of foul-smelling sludge. From the pool a shape that roughly evokes a succubus emerges, made from the muck and slime of the pool. Various Internet fetishists begin to perspire.



1. The Fulsome Queen

“Thank you for coming to meet me here in my small kingdom! This mountain is mine.”

“We seek the Nahyndrian crystal mines.”

“Yes! That is what I hoped you would help with. I would like you to drive them off. And also to slay the dragon.”

“We’ve slain several dragons.”

“There is a powerful umbral dragon that has taken up residence in the mountain. its presence defiles and insults me.”

“What help can you offer us to drag off these interlopers?”

“This large cavern is the lair of the dragon. She is now off hunting. I will gladly help you to fight it. You may also find interesting items in its treasure horde, hidden under a mirage.”

Tabregon casts *dispel magic* backed by mythic power to eliminate the mirage. He reveals a massive hoard, perhaps 6000 pounds of treasure. The characters pick out some of the nicer items, flinging them into the *bag of holding* for later review (results of review included below):

- Wand of *water breathing* (26 charges)
- Wand of *prayer* (31 charges)
- *Ring of protection +4*
- *Rod of cancellation*
- *Ghost-touch Warhammer +2*
- *Scarab of protection* (7 charges)
- *Major crown of blasting*
- Gold scepter studded with emeralds (40,000 gp)
- *Lyre of storms*
- 230,000 copper pieces
- 56,400 silver pieces
- 8500 gold pieces
- 1230 platinum pieces
- 5 flawed diamonds (900 gp each)
- 1 large ruby (5000 gp)

Waiting for the Scaly Tenants

The characters stand around waiting for the dragon. When it appears, it flies in with inhuman speed, a vengeful cloud of darkness, red eyes and vengeance. It flies directly to the treasure hoard. Its *alarm* spell has already warned it that there were intruders interfering with its treasure.

Calanthe casts *quickened mythic haste*, moves away from the probable breath-weapon zone, and fires the *rod of wonder*. A bolt of lightning strikes the dragon! But dissipates to nothing against the dragon's spell resistance.

Antonius, protected by *invisibility* that the dragon can easily pierce, moves in to the attack. He lands four attacks along its flank, cracking scales but leaving the creature mostly unharmed. He does learn that it is vulnerable to lawful magic weapons. The

creature is both a very old umbral dragon, and also an *entropic* dragon that has been exposed to potent chaos magic.

Tsuguri activates a death repose aura, granting folks within 30 feet *death ward*. He advances upon the dragon, drawing much of the rest of the group with him. Tabregon covers himself in a *sanctuary* and invokes *energy body* just in time for the umbral dragon to engulf him (and everyone else) in a cone of shadows. Most of the characters suffer STR damage.

Calanthe fires the *rod of wonder* at the dragon. The dragon mocks the insufficient power of Calanthe's magical toy.

Antonius simply stomps on the dragon, flying up above it to keep clear of its breath weapon. It ignores his attacks.

Tsuguri casts a *phantasmal web* at it. It ignores the spell.

Shawanda flies up at the dragon's underbelly. She carves her initials upon its belly, ensuring that it will attack her. Tabregon quickly casts *mythic shield other* on Shawanda to help absorb the damage. The dragon tears into her, but her defenses absorb the damage.

Calanthe zips over to Tabregon to cast *quicken flight*, then launches a *quicken maximized mythic magic missile* swarm at the dragon, ripping through its flanks. As Calanthe tells the others, "Because it's mythic, it goes through every goddamn thing there is!"

Antonius yells out, "Stunning fist! Stunning fist! Stunning fist!" as he hammers down upon the wounded dragon. He connects three times, leaving the dragon critically wounded but still flying. Tsuguri hammers it with a *blade barrier*. It staggers and falls from the air. Shawanda and Calanthe dodge out from underneath it as it falls. Shawanda finishes it off.

Tabregon passes around the *restoration* spells to correct the STR drains.

Mesmera the Fulsome Queen is eager to name the characters as Champions of the Fulsome Mountain. The characters address their attention to the treasure. Calanthe opens up a portal to her mansion to let the characters warehouse it all inside.

Shawanda gets the *ring of protection +4*, handing her *ring of protection +2* to Tabregon. She also gets the *major crown of blasting* giving her both a fancy gold tiara and the ability to blast one enemy per day with *searing light*. Huzzah!

The End of the Session

The session ends with the characters doing their best to avoid the full extent of Queen Mesmera's gratitude. Next time, the group will move on to another of the locals – the Abyssal Harvester!