



Wrath of the Righteous

The Worldwound Incursion

PART 1: THE FALL OF KENABRES

PAGE 8

While the PCs attend a ceremony in Kenabres, demons attack. During the onslaught, the ground splits open and the PCs fall into a cavern from which they must escape.

PART 2: LAIR OF THE VILE AND VICIOUS

PAGE 19

Though the PCs near the surface, they must first navigate their way through the lair of depraved mongrelmen who are working with the cult of Baphomet.

PART 3: AMID THE RUINS

PAGE 27

The PCs emerge to find Kenabres in shambles. They escort friends to their homes and clash against the cult of Baphomet before allying with the Eagle Watch crusaders.

PART 4: THE WARDSTONE LEGACY

PAGE 40

The PCs assault the Gray Garrison, and must find and destroy a *wardstone* fragment before the demons use the crusaders' greatest defense against them!

Advancement Track

"The Worldwound Incursion" is designed for four characters and uses the medium XP track.

- 1** The PCs begin this adventure at 1st level.
- 2** The PCs should reach 2nd level at some point early in Part 2.
- 3** The PCs should reach 3rd level as they escape the tunnels and enter devastated Kenabres.
- 4** The PCs should reach 4th level before starting Part 4.
- 5** The PCs should reach 5th level just before or just after destroying the *wardstone* fragment.
- 6** The PCs should be catapulted into 6th level by this adventure's climactic encounter—as part of this, they should also attain their first mythic tier.

The Worldwound Incursion

Adventure Background

For decades, demons have ruled the Worldwound. Fearsome fiends of every stripe—their mottled skin harder than iron, teeth like serrated blades, and eyes burning with Abyssal flames—roam the ruined lands that were once known as Sarkoris, leaving their mark wherever they go. Four crusades have attempted to cleanse the land, but each seems to meet a worse fate than the last. Were it not for the line of magical *wardstones* along the eastern and southern borders, the demons would have long ago overrun north-central Avistan and beyond.

The Fourth Crusade hasn't really ended as much as petered out, yet some refuse to accept that. Amid crippling shortages and record lows in morale among the crusaders, the Mendevian war effort teeters on the brink of collapse. Though the demonic occupation of the Worldwound is growing, as is corruption among the crusaders, a dwindling minority of paladins and priests maintain that the Fourth Crusade is still vibrant and alive, and that the turning point in the war is only a few days away.

The Fourth Crusade is anything but vibrant, but the crusaders are more right than they know about the approaching turning point in the war. It's just that the turning point is likely destined to favor the Abyss.

One of the greatest weapons arrayed against the crusaders is their own mortal ignorance. The crusaders have long held that it is the inherent disorganization of demonic hordes, coupled with the bolstering wall of the *wardstones*, that keeps the world safe from the Worldwound. Unfortunately, while a leaderless mass of demons is indeed a bickering tangle of chaotic, directionless violence, the demons of the Worldwound are far from leaderless. Deskari and his demon lord allies do not want merely to wipe out their enemies physically. They want to annihilate their very natures; to destroy what gives them hope. They want their enemies to fall to their own base instincts and wallow in the countless sins that will, in the end, consign their souls to the Abyss as grist for new demonic life. Only then does Deskari plan to send out the armies of the Worldwound to crush the rest of Golarion.

The corruption that has grown among various crusading companies, knightly orders, and other organizations involved in the war is in large part an unavoidable result of human nature. But over the decades, it's been subtly nurtured and encouraged by the demons—particularly the secret order of the Templars of the Ivory Labyrinth. These cultists of the demon lord Baphomet have infiltrated every major group among the crusaders, working at undermining their morale and corrupting purity from within even as the demon host of the Worldwound relentlessly attacks them from without. For a time, the Templars were content to sow seeds of corruption and lay foundations for rebellion and disorder, but Deskari

has grown impatient. A hundred years after the death of his old nemesis Aroden, Deskari has set his end game in motion, and Baphomet and his cult are hastening to comply by stepping up their acts of corruption and treachery within the ranks.

Deskari's greatest minion is, however, no longer strictly mortal. Areelu Vorlesh, architect of the Worldwound on its Material Plane side, completed her transformation from human to half-succubus soon after the Worldwound opened. Since then, she's focused her efforts on discovering new sources of power for her master. Her greatest discovery was found in a remote location in the Midnight Isles of the Abyss. There, in a cavern below a mostly deserted and forgotten isle called Vazglar, she uncovered a vast deposit of *Nahyndrian crystals*; dark purple crystals that form from the spilled ichor of murdered demon lords. Areelu discovered a method by which several *Nahyndrian crystals* could be liquefied and distilled into an elixir capable of infusing those who drink from it with potent mythic power. This was only the first use she devised for these rare and potent crystals. Working with a hierophant cleric of Baphomet named Hepzamirah and a worm that walks blackfire adept named Xanthir Vang, the three managed to forge a flawless *Nahyndrian crystal* into a single chisel—one that in theory, when struck against a *wardstone*, would destroy the stone in a devastating blast.

Areelu chose the *wardstone* at the city of Kenabres as her target, for it had already been damaged in 4692 AR by Khorramzadeh the Storm King. She brought the balor in on her plan, offering him the honor of using the *Nahyndrian chisel* on the *wardstone*—Khorramzadeh ignored his wounded pride at being treated as a lesser-ranking member of Deskari's armies for the moment, so pleased was he with the prospect of finishing a job he'd started 2 decades ago. If all worked according to her plan, the destruction of the *wardstone* would have an unraveling effect on the others that stood along the Worldwound's border. The armies of the Worldwound began to mass for a great attack to take advantage of the anticipated failure of the magical barrier.

Orchestrating the precision of such a massive attack took time—and while demons do follow orders when their commanders are fearsome and powerful enough, such tasks are still no small undertakings. Today, everything is in place. A massive invasion force, led by the Storm King himself, is prepared to launch its largest attack in more than 20 years, and the people of Kenabres have no inkling that this day may be their last. Of course, there are complications to the plan. The city of Kenabres is still defended by the ancient silver dragon Terendelev, while back in the Worldwound a renegade succubus named Arushalae has discovered the secret of the *Nahyndrian*

WRATH OF THE RIGHTEOUS

crystals and is working to subvert Vorlesh's plan. But it's the presence of a few heroes of mythic destiny, who happen to be in Kenabres during the Storm King's attack, that will prove to be the greatest obstacles of all.

WRATH OF THE RIGHTEOUS CAMPAIGN TRAITS

This Adventure Path assumes your players have selected one of the six Wrath of the Righteous campaign traits presented in the *Wrath of the Righteous Player's Guide* (available online for free at paizo.com) or in the *Pathfinder Campaign Setting: Demon Hunter's Handbook*. While these campaign traits help to explain why the PCs are in Kenabres at the start of this adventure and grant a minor mechanical boon, they also serve another purpose—they set up that each PC's personalized source of mythic power is associated with one of six mythic paths. When the PCs' mythic potential is awakened at the end of this adventure, these traits increase in power as well—see the section on Mythic Campaign Traits on page 54 for more details on how these traits grow.

Part 1: The Fall of Kenabres

For several weeks, excitement has been building in Kenabres—Armasse is coming! Traditionally an opportunity for scholars and priests to come together to study the lessons of history from wars past, since Arodus's death, this holy day has become more about training commoners in weaponry, choosing squires, and ordaining new priests. Over time, Armasse has grown to encompass jousting competitions, mock duels, battle reenactments, and other festival events. In Kenabres, the festival (which takes place on 16 Arodus) is eagerly anticipated, for it provides distractions from the horrors of being on the front line of the war. Smiles on faces normally marred by downcast eyes and furrowed brows do wonders for city morale in the weeks leading up to the event.

Armasse is a citywide celebration, but the majority of the event, including its jousting matches and other entertainments, takes place at Clydwell Plaza, just west of the cathedral. It is here that the campaign begins, with the PCs in attendance near the cathedral's facade—they've been lucky enough to get good spots to observe the opening ceremonies at noon. The players should take a few moments to describe their characters to each other and make introductions before moving on to Waking in Darkness below.

WAKING IN DARKNESS

Once the PCs have introduced themselves, pause for a moment for dramatic effect, then tell the PCs that they are suddenly in a dark place. Their heads throb with thunderous headaches. Their ears ring. They're having trouble breathing. After a few moments, the sounds of

rocks clattering, coughing, and moans of pain, as well as the choking smell of dust, become apparent as their senses seem to return, but it remains pitch black. Feeling around in the darkness, the PCs feel rubble all around them, and realize that their bodies are covered in dirt and filth. Despite the general aches and pains, none of the PCs are damaged. If any of the PCs can create a light source (such as by casting a spell or using some equipment they've recorded on their character sheet), they see that they are in a large underground cavern, one wall of which is an enormous mound of rubble. The air is filled with dust, and now and then small rockslides of gravel tumble down the mound. This is area **A1**, detailed on page 11.

At some point before the PCs begin exploring the area, you should tell the players that as their headaches clear, memories of what just happened flood back. At this point, read aloud or paraphrase the text below. As you do, stop now and then to describe how one player might have scrambled out of the way of a falling statue, or another may have desperately yanked someone out of a suddenly opening crevasse. Remember, the PCs just lived through this event, and even though they don't get to take actions to affect the event's outcome, they were unlikely to be passive observers at the time.

Armasse officially began at noon, with the blessing of the festival by Lord Hulrun himself, ruler of Kenabres. The crowd gathered in Clydwell Plaza quieted as the aged inquisitor took the stage, clad in shining, resplendent armor. He cleared his throat, but just as he was about to speak, a bright light shone from the west, as if the sun were rising from the wrong direction. Hulrun's shadow fell huge and distorted across the cathedral's facade. A moment later, the sound of a thunderous explosion ripped through the air and earth, along with a violent tremor.

To the west, the fortress known as the Kite—the location of Kenabres's *wardstone*—had vanished. In its place, a brilliant plume of red fire, lightning, and smoke erupted into the heavens.

A moment later, a powerful roar accompanied a welcome sight rising from the crowd—Kenabres's greatest guardian, the ancient silver dragon Terendelev, who had until that moment been attending the opening ceremony disguised as a human. Above, another form appeared, as nightmarish as the dragon was breathtaking. A humanoid shape three times the size of any man, with skin coated in fire and lightning, gripped a flaming sword and whip. The creature's identity was immediately obvious: Khorramzadeh, the Storm King of the Worldwound, had come to Kenabres!

As the ground continued to shake and disgorge demons into the streets, the dragon and the balor lord clashed above. The fight was over in a few harrowing moments, as the balor cut deep into Terendelev's body, swooping down to strike the dragon and arresting her charge. A few more blows, and the titanic duo spiraled downward toward the crowd.

The Worldwound Incursion

The sight of the dragon smashing into the facade of the Cathedral of St. Clydwell is one no witness would ever forget. At that moment, a titanic demon erupted at the far end of the plaza, reducing several buildings to ruins as it smashed into this world. The rift it created shot across the plaza, and this time there was no escape—it opened below your feet, angling away into darkness.

Even as you fell, the dragon noticed your plight. Though she saw death standing over her, she seized this final chance to save a few more souls. After she uttered a few arcane words and stretched out a bleeding talon, you felt her magic take hold of you, slowing your plummet into the darkness as if you were feathers falling into a pit. Yet the fall remained as inexorable, and as you drifted downward into the depths, the last thing you saw was the Storm King standing before the ancient silver dragon, his sword lashing out and cleaving full through her neck. As her severed head fell, the rift above you slammed shut, and the light of the world above was gone.

Terendelev's final act, casting *feather fall* on the PCs just as they fell into one of the rifts opening in the plaza, might seem like a random act of mercy, but in fact the dragon's actions were driven by forces greater even than herself. Although the PCs are not yet the mythic heroes they will become at this adventure's close, they will not perish in a fall into oblivion—their destiny is to become the greatest heroes of the Fifth Crusade!

FELLOW SURVIVORS

As the PCs dust themselves off, take stock of their situation, and perhaps manage to get some light going, they notice that the wall of rubble behind them contains numerous examples of how close they came to death. Here and there, bodies are mixed with the rubble—citizens of Kenabres whom the dragon could not save.

Not all of these victims perished, though. In addition to the PCs, there are three other survivors who were saved by the dragon's *feather fall*. These three NPCs are summarized below—full descriptions of each appear in this adventure's NPC Gallery. Each brings resources and skills useful in surviving the caverns below Kenabres, but each is also wounded or otherwise flawed. Keeping these NPCs alive not only might serve to aid the PCs in this part of the adventure, but could very well result in them forging lasting friendships and alliances that have repercussions throughout the Wrath of the Righteous Adventure Path.

During the rest of this Adventure Path, these and other NPC allies will have insights, comments, or actions that can be triggered by certain encounters. When these occur, they appear near the end of each of the encounters under the heading NPC Reactions.

Anevia Tirabade: Anevia is a semi-retired adventurer who settled in Kenabres after falling in love with a crusader

named Irabeth. Her rogue abilities include certain skills the PCs may need to escape the caverns alive.

Aravashnial: Aravashnial is a Riftwarden, a member of a secretive society that has long opposed the works of the Blackfire Adepts and any others who would use planar portals and gateways to undermine or assault the Material Plane. While his blindness severely limits the utility of his spellcasting, his magic and insights could mean the difference between life and death for the PCs.

Horgus Gworm: Horgus is a wealthy aristocrat from one of the minor noble families of Kenabres. He has a number of superficial cuts and scrapes but is otherwise unharmed.

MAKING FRIENDS

The three NPCs trapped with the PCs are frightened, both by their situation and by the fact that they're trapped with strangers. Until an NPC is made at least friendly, they follow the PCs cautiously and do not take part in combat. A friendly NPC will help the PCs as they can in combat and allow the PCs to lead, while a helpful one will share his or her spells and items with the PCs. A successful Intimidate check can make an NPC friendly for a short time, after which the NPC becomes hostile. A hostile NPC won't attack the PCs, but will try to recruit the other NPCs to his or her side and will eventually abandon the PCs, figuring their chances of survival are better on their own. An NPC who does this does not make it far, and at your discretion, the PCs could encounter them again later and have a chance to rescue them before they're lost or killed. Other methods of making an NPC friendly or helpful exist as indicated in the adventure text.

The Diplomacy DCs to make each NPC friendly are listed below, along with the gifts they give the PCs if they're made helpful.

Anevia Tirabade: Starting attitude indifferent (DC 16). If she becomes helpful, she gives the PCs her alchemical items, agrees to make Disable Device checks upon request, and even risks her life to save a PC in danger.

Aravashnial: Starting attitude indifferent (DC 16). If he becomes helpful, he tells the PCs what spells he has prepared, and agrees to cast them as the PCs see fit. He even uses his *wand of false life* or his potions on the PCs if they are badly wounded, but even if made helpful, Aravashnial doesn't risk his life to save a PC during this part of the adventure unless not saving the PC obviously puts his own life in greater danger.

Horgus Gworm: Starting attitude unfriendly (DC 19). Horgus is insulting and crass, but if made friendly he mostly keeps his acerbic comments to himself. If made helpful, he increases his promised reward if the PCs get him to the surface from 1,000 gp to 2,000 gp, and aids as best he can in combat. Horgus never risks his life to save a PC during this part of the adventure, even if made helpful.

WRATH OF THE RIGHTEOUS

Story Awards: If the PCs make an NPC friendly, they earn 200 XP. If they make an NPC helpful, they earn an additional 400 XP. Each of these awards can be gained once per NPC, for a total award of 1,200 XP if all three NPCs are made helpful.

NPC INTERACTIONS

The three NPCs interact with each other as much as with the PCs—specific examples of this interaction appear in the adventure, but you can use the following notes to guide additional interactions between them or to reveal personality traits and bits of NPC history to the PCs as you wish.

Anevia: Anevia knows Aravashnial recently split up with his lover but doesn't know why—she suspects a disagreement over religion. She doesn't know he belongs to the Riftwardens, and believes him to be a self-interested, wizardly merchant who sometimes helps crusaders by casting spells or identifying items for them. She knows Horgus a bit better. She was recently tasked by the Eagle Watch, the knightly order to which her wife belongs, with breaking into one of Horgus's warehouses to find evidence of collusion with Worldwound forces. Instead, she not only uncovered his records of extensive anonymous donations to the cause, but also of a well-tended but hidden personal shrine to Abadar. She doesn't like his attitude, but respects him enough to keep his anonymous donations and faith secret, even if she doesn't understand why he apparently wants to keep his religious side hidden.

Aravashnial: Aravashnial recognizes Anevia by sight only as the wife of Irabeth, a woman with whom he's had arguments in the past over how much direct aid the Riftwardens should provide the war effort. In a way, he lays the blame for the end of his own relationship with his lover Lylina on Irabeth's convincing argument—when Aravashnial tried to use Irabeth's reasoning on Lylina to convince her to open up Riftwarden resources to the crusaders, the resulting argument ended their relationship. As such, he's relatively curt and terse with Anevia. With Horgus, he is awkward and unusually nonconfrontational—a few months back, Aravashnial developed a theory that some of Kenabres's nobles were funding demonic agendas, and among these nobles was Horgus Gworm. The information proved to be false (provided, unbeknownst to Aravashnial, by a cultist of Baphomet who was looking to sow dissent), and while he apologized publicly and paid him a hefty restitution, he knows the noble resents him and is itching for an excuse for revenge.

Horgus: Horgus knows Aravashnial as a conspiracy theorist, and still rankles at the elf's inclusion of him in a now mostly forgotten theory that several of Kenabres's nobles were secretly funding demonic causes. Horgus is itching to find out something scandalous about the elf that he can take public—and if he can't find something

real, he's increasingly considering making something up. He knows Anevia is the wife of Irabeth, and also that Irabeth sold her father's sword to fund Anevia's physical gender transformation since the noble who bought the sword (a man named Kandro Nyserian) borrowed money from Horgus to make the purchase. (For what purpose, Horgus never learned—he knows only that Kandro is slightly behind on his loan payments.) He suspects Anevia was involved in the robbery of one of his warehouses, likely in an attempt to reclaim the sword, but doesn't know she's actually the one who proved his innocence from the false conspiracy postulated by Aravashnial and that the robbery was in fact a completely unrelated crime.

THE KENABRES UNDERGROUND

The city of Kenabres stands above several layers of underground chambers. Deep below the city, caverns skirting the upper edges of the Darklands realm of Nar-Voth have existed for ages, whereas closer to the surface, old catacombs and sewers riddle the rock. The city's explosive growth during the First Crusade saw the construction of more of these tunnels than would ever see use, and today they're home to outcasts, pariahs, and an unusually large number of mongrelmen.

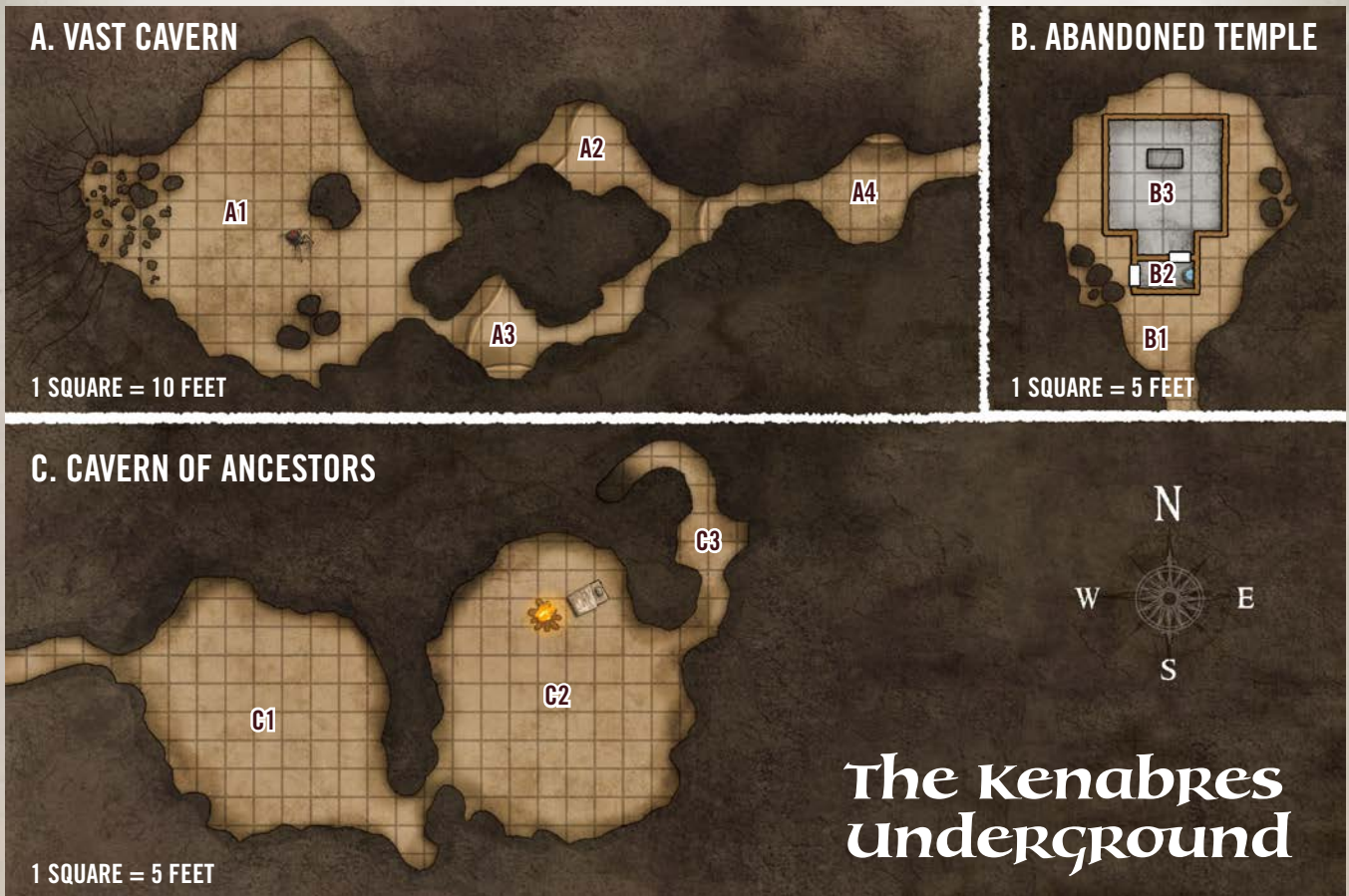
These mongrelmen are the descendants of those who fought in the First Crusade, when the crusaders had little experience in dealing with the unique hazards the Worldwound presented. During the First Crusade, many unknowingly exposed themselves to fell energies and nightmarish radiations. In the years that followed, a shocking number of children born to the crusaders were hideously deformed. Many of these unfortunate innocents were put to death by overzealous inquisitors or even fellow crusaders, but some parents fled underground to raise their children outside of the light of intolerance.

Today, the descendants of these unfortunates are known by various names, such as "mole people," "pitlings," "tunnel people," or most commonly as "mongrels." They have no name for themselves. Life among the mongrels is short and often brutal, with a generation passing in as little as 20 years. Yet today, no fewer than five distinct tribes dwell in the deep caverns, abandoned sewers, and forgotten crypts of Kenabres, which form a vast underground labyrinth.

While the deep cavern into which the PCs have fallen is 230 feet below ground, there are no easy routes back to the surface. Only one way onward exists, and the PCs will have opportunities to learn of the most direct route back to the surface soon enough.

The entire underground network below Kenabres is not mapped in detail. Instead, the rough locations of these caverns and the tunnels that connect them are shown on the map of Kenabres after the fall (see page 26). Remember that

The Worldwound Incursion



The Kenabres Underground

if the PCs don't want to leave Anevia or Aravashnial behind, they move at a speed of 15 feet maximum between these encounter areas. Additional routes to the surface (or even down into the Darklands) exist, but these routes are beyond the scope of this adventure.

A1. Vast Cavern (CR 1)

The ceiling and far walls of this vast cavern recede into darkness. On one side, the wall has collapsed in an enormous mound of rubble—here and there the arms or legs of victims who didn't survive the fall protrude. In the back of the cavern, a disturbing shape looms. Nearly the size of a horse, what appears to be an immense black spider crouches silent and still on the ground.

The walls and floor of this cavern have the rough texture of natural stone. The distant squeaks of bats echo broadly, suggesting that this underground space is large and relatively open. Grit and rock dust covers everything. Clumps of stalagmites jut from the ground.

It should soon become obvious to the PCs that the only way onward is into the beckoning darkness. Before they move on, they need to sort things out with their fellow survivors, as detailed below under NPC Reactions, but an

investigation of the "giant spider" is likely the first thing on everyone's mind.

Creature: The spider is a giant black widow, but fortunately for the PCs, the immense vermin is several days dead, as becomes apparent from the smell and condition of the corpse as it's approached. With a successful DC 11 Perception check, the PCs note two disturbing elements—a muffled chewing sound and a bulge wriggling inside of the spider's abdomen. These come from the activities of a pair of giant cave maggots feeding on the corpse. Though the maggots are well fed, any approach within 10 feet of the corpse (or any attempt to damage it) causes them to burst from the body and undulate forward to attack the PCs.

GIANT MAGGOTS (2) CR 1/2

XP 200 each

hp 7 each (*Pathfinder RPG Bestiary 2* 124)

Treasure: Even a cursory examination of the wall of rubble reveals something of note—a number of silver scales lie scattered amid the stones, each about the size of a human man's palm. These are *Terendelev's scales*, shed as she died, and each one possesses a unique power, infused by her departing soul. A PC who picks up a scale receives

WRATH OF THE RIGHTEOUS

a flash of insight about the scale's properties, along with an emotional rush of sadness tinged with resolute determination. In all, there are a few magical scales scattered around (see page 65 for details of their powers). The number of scales found here should equal the number of PCs in your group.

NPC Reactions: The other three NPCs are in various stages of shock and pain at this point. Their initial reactions and attitudes to the situation and the PCs are summarized below. This adventure assumes that all three NPCs travel with the PCs, even if they're not made friendly.

Anevia Tirabade: Anevia begins the adventure with 6 hit points and a broken leg. She landed fine, but falling rubble has crushed her leg, breaking the bones in several places. She knows she's hurt and is wary of the strangers around her. She remains calm and quiet where she landed, stoically bearing the pain until she's asked to move—upon taking her first step on the broken leg, she collapses with an agonized cry. With a successful DC 15 Heal check and a few minutes of work, a PC can use splinters of wood and rope from the rubble to fashion a splint for her leg, allowing her to hobble with the aid of an improvised crutch formed from a fallen timber; this automatically makes her attitude friendly. If she's completely healed to full hit points; this automatically makes her attitude helpful, her leg mends enough that she can walk without a crutch, yet until she receives a *regenerate* spell, she won't be able to move at full speed. Even if she's not made helpful, she hobbles along with the PCs as best she can, providing arrow fire support in combat only if she feels the risk of losing one of her arrows is worth the shot.

Aravashnial: Aravashnial starts the adventure with 2 hit points and is blinded. He was dangerously close to the Storm King when the demon landed after grounding the dragon, and just before Aravashnial fell, he took a lash to the face and eyes from the balor's flaming whip. Fortunately for the elf, it was a glancing blow that did not decapitate him—but it did destroy both of his eyes and left his face a mass of horrific burns. As with Anevia, this crippling effect requires a *regenerate* spell to heal. Aravashnial is used to being in a position of power and, despite his injuries, he immediately tries to take command of the group. He demands to know everyone's names and what experience they have battling demons or other fearsome creatures. He instructs the most "able" (in his opinion) PCs—strong warrior types—to explore the cavern while the remainder of the group guards the injured, selecting one PC to be his attendant and "eyes." If she's made friendly, Anevia volunteers for this role, freeing up the PCs. A successful DC 20 Sense Motive check reveals the Riftwarden's insecurities and suggests his desire to feel in control. The PCs can reassure Aravashnial by asking his opinion (even if they have no intention of taking it into account) or by promising to check in with him frequently to take advantage of his experience. As long as

Aravashnial feels he is a contributing member of the group, he supports the PCs' decisions and encourages Anevia and Horgus to do the same. Otherwise he challenges the PCs' authority at every turn. While he may not be able to exert much influence over the group, he can make the trip to the surface much more unpleasant.

Horgus Gwerm: Although he is the least injured of the group, Horgus certainly makes the most fuss. Every scrape, every inconvenience is a personal affront to him, and his poor attitude makes him grating to be around—as do his frequent insults to the other NPCs—but in reality, Horgus is a well-read scholar and his knowledge of numerous subjects may well come in handy quite soon.

A2. Abandoned Campsite (CR 1)

This smaller cavern appears to have once served as a campsite or temporary lair. A torn bedroll lies next to the cold remains of a fire. A pile of bones, broken equipment, and rubble lies just past the campsite.

Creatures: The original inhabitant of this cave (a son of the chieftain of the mongrelman settlement of Neathholm) has moved on, his route west forever blocked by the recent collapse in area A1. A pair of giant cockroaches have since made a home in the trash heap. The dog-sized vermin burst from the mound of trash to attack any who pass by.

GIANT COCKROACHES (2)

CR 1/2

XP 200 each

hp 8 each (*Pathfinder RPG Bestiary* 2 58)

Treasure: The junk in this room may prove extremely valuable to the PCs. A thorough search of the room turns up a torn bedroll, three candle stubs (each can burn for 30 minutes), a bent fishhook, 10 feet of badly frayed hemp rope, and a copper brooch depicting a bat perched on a mushroom—both of the bat's eyes are tiny amethysts. This brooch is worth 200 gp, but could be much more valuable when the PCs reach the mongrelman settlement of Neathholm at area G.

A3. Tantalizing Ledge

A stone ledge juts out at a right angle on the south wall of this cavern, fourteen feet off the ground. The leather strap of a backpack hangs from the edge of the ledge, while above, a narrow fissure yawns up into the dark.

Treasure: A crusader's pack fell into this cavern during the battle on the surface. The rift closed, but not before the pack came to rest on this ledge. A successful DC 20 Climb check is required to scale the slippery rock surface to retrieve the pack. The pack itself is a masterwork backpack^{UE} that

The Worldwound Incursion

contains 10 days of trail rations, a flint and steel, a set of caltrops, two flasks of oil, a bundle of 12 arrows, a *potion of cure light wounds*, and a *potion of lesser restoration*.

A4. Small Chamber (CR 1)

Several mounds of rock lie in heaps in this cavern, recently fallen from the walls and ceiling. Now and then, bits of dust settle from cracks in the stone above.

This cave may look unstable, but it weathered the disasters above quite well and is in no real danger of collapse. The true danger lies in one of the chamber's denizens—a pale-scaled cave viper that has been dislodged from its nest and now lies coiled up and cranky amid the stones. The snake is slightly wounded, which (unfortunately for the group) makes it particularly quick to attack any perceived threat.

CAVE VIPER

CR 1

XP 400

Venomous snake (*Pathfinder RPG Bestiary* 255)

hp 13 (currently 9)

B. ABANDONED TEMPLE

After traveling the winding route from area A4 for about 1,900 feet (at a speed of 15 feet through the rough cavern passages, this takes about 25 minutes to navigate), the PCs reach the tunnel's end at a junction. To the north, a 5-foot-wide opening in the wall leads into a cave filled with soft but nasty-looking green light—the tunnel itself continues south beyond this toward area C.

This area was once a small shrine dedicated to Torag, tended by a hermitic priest who chose this location for a place of worship so as to be closer to “the Father of Creation's heart.” Alas, after building the shrine and receiving no sign of gratitude from Torag, the priest lost his faith, cursed his god, and took his own life in spite. This act cursed him to unlife beyond death as a huecuva, and he remains here still, guarding the temple site against intruders even though he has long forgotten why.

B1. Courtyard (CR 1)

A single sizable 20-foot-tall building remains in the center of this 30-foot-high cave, a bunkerlike structure with no windows and walls of worked stone blocks. A 10-foot-long carving of a hammer decorates the building's facade. The ruins of collapsed outbuildings stand to either side.

A successful DC 10 Knowledge (religion) check reveals the symbol on the building as that of Torag. The old stone door leading into the building is stuck, requiring a successful DC 15 Strength check to force open.

Creatures: A pallid giant fly infests these caves—the same species as the maggots in the dead black widow at area A1. This bloated vermin crawls about on the building and attacks anyone who approaches the shrine.

GIANT FLY

CR 1

XP 400

hp 15 (*Pathfinder RPG Bestiary* 2 124)

B2. Antechamber (CR 1)

A stone bench lines the southern wall of this chamber. At the far side of the room, a basin of water sits atop a stone pedestal. A stone door engraved with an image of a hammer stands to the north.

Treasure: The basin contains a 2 doses of holy water.

NPC Reactions: The realization that this building is an abandoned temple to a lawful good deity stirs Anevia's memories of her wife, Irabeth. Anevia grows despondent, but tries to conceal her sudden depression by complaining that her leg is bothering her more than usual and that she needs to rest on the bench for a bit. Horgus Gwerm mutters that Anevia is “slowing them down” and that perhaps the group needs to split up—implying that perhaps it's best to leave her behind and abandon her to her fate. Anevia explodes, saying she's not surprised that a man afraid to acknowledge his own faith wouldn't be moved by a forgotten temple like this, and that to be ashamed of one's faith is as bad as worshipping demons. Horgus is a bit taken aback by her outburst, but then contemptuously remarks on the irony of being chided by someone who (he believes) has been known to consort with thieves. Anevia falls into black, silent anger at this, her eyes narrowing as she draws upon inspiration from her memories of Irabeth to resist escalating the argument.

If the PCs do nothing to defuse this situation, both Anevia and Horgus slip one step toward hostile. If the entire party sides with one of the two, that NPC's attitude doesn't shift, but the other's shifts two steps toward hostile. An NPC made hostile in this event tries to slip off on his or her own soon thereafter. A successful Diplomacy check against the NPC's current attitude (and increasing the DC by 5) prevents one of the NPCs' attitudes from degrading.

Story Award: If the PCs prevent an NPC's attitude from degrading, they earn 200 XP. If they prevent both NPCs' attitudes from degrading, increase this award to 400 XP.

B3. Nave (CR 2)

Broken stone benches line this narrow room. The air is cold and stale, and thick layers of dust cover the floor, benches, and a large altar at the far end of the room.

WRATH OF THE RIGHTEOUS

Creature: The shrine's priest dwells here still, seated on one of the benches facing the altar, his back to the PCs. Close inspection reveals the stocky hooded figure to be a dwarf covered with an equally thick layer of dust. Closer inspection still reveals the horrible truth as the huecuva lurches to life with a shriek. It fights until destroyed, but does not pursue opponents from this room.

HUECUVA

CR 2
XP 600
hp 16 (*Pathfinder RPG Bestiary* 3 150)

Treasure: This shrine was always humble, and little treasure can be found within save for that on the huecuva's body. A pouch on its belt contains two *potions of cure light wounds*, and on one withered hand it wears a knotted gold ring worth 125 gp. The priest's masterwork warhammer lies dusty on the ground, long forgotten.

Development: This shrine can be consecrated—either to Torag or to a new deity—with 8 hours of work cleaning and praying. If the PCs conduct a prayer ritual and succeed at a DC 20 Knowledge (religion) check, they attract the attention of the deity (if the PC worships Torag, he gains a +5 sacred bonus on this check), after which point the party gains the benefits of a *bless* spell for 24 hours. Random monster encounters do not occur in this temple once it's been consecrated.

Story Award: If the PCs consecrate the temple, award them 600 XP.

C. Cavern of Ancestors

The passageway leading south from area **B** continues for about 3,000 feet (at a speed of 15 feet, this takes about 40 minutes to navigate) before ending here after a gradual rise in elevation of 30 feet from area **B**. Tainted First Crusaders whose descendants would become one of the Kenabres mongrel tribes once occupied this cavern. Today, these caves are the home of a misanthropic dwarf named Millorn.

C1. Cavern of Crusaders (CR 1)

Stone figures are carved into the walls of this cavern. Each depicts a different crusader clad in armor and wielding weapons, but their carved stone features contain expressions of sadness.

An examination of the armor portrayed on the statues and successful DC 15 Knowledge (history) check indicates that the soldiers depicted were from the First Crusade. The first generation of mongrels born to this group erected these statues in honor of their parents, but they've long since moved on to other sites.

Creatures: A nest of darkmantles once lived in this chamber, but the dwarf Millorn routinely kills the

darkmantle fledglings for meals, leaving a mated pair here to also serve as guardians for his home. The two darkmantles dwelling amid the room's statues swoop out to immediately attack any foes save for those who look like dwarves—they're deathly afraid of dwarves and won't attack anything that looks like at all like a dwarf.

DARKMANTLES (2)

CR 1
XP 400 each
hp 15 each (*Pathfinder RPG Bestiary* 55)

NPC Reaction: Once he learns about the statues in this room, Aravashnial becomes very intrigued. He shares one of his theories with the PCs if he's at least friendly—an old legend that after the First Crusade a group of crusaders who had become infected with Abyssal energies fled into these caverns to raise their deformed children in peace, and that their descendants live on today in the tunnels below the city. The presence of these statues here gives significant credence to the tale, as the elf assumes they were carved by the children.

C2. Millorn's Palace (CR 2)

A small campfire and a well-used bedroll, along with a few utensils and tools, sits near another cave opening in the far wall of this cavern.

Creatures: At the far end of the cavern, the mad dwarf Millorn maintains his small lair. Originally forced to flee underground to avoid persecution for his research into vile magical traditions, the dwarf has long since become mentally unbalanced from his isolation. He now sees enemies everywhere, and shrieks like a man possessed when the PCs arrive, interpreting them as agents of the crusade come to finally arrest him.

MILLORN

CR 2
XP 600

Male dwarf wizard 3

CE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 22 (3d6+9)

Fort +7, **Ref** +2, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Speed 20 ft.

Melee dagger +2 (1d4+1/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks hand of the apprentice (5/day), hatred

Wizard Spells Prepared (CL 3rd; concentration +5)

 2nd—*blur*, *levitate*

The Worldwound Incursion

1st—*color spray* (DC 13), *mage armor*, *magic missile*
0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 12),
read magic

TACTICS

Before Combat Millorn casts *mage armor* if he hears sounds of combat in area **C1**.

During Combat Millorn casts *blur* once he spots enemies, then casts spells while attempting to stay out of melee.

Morale If Millorn is reduced to 5 hit points or fewer, he drinks his *potion of cure light wounds* and *potion of invisibility*, casts *levitate*, then flees up through the shaft in area **C3**—he may appear again, or the PCs might just find his dead body in a future encounter.

STATISTICS

Str 13, **Dex** 10, **Con** 16, **Int** 15, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 12 (16 vs. bull rush, 16 vs. trip)

Feats Combat Casting, Great Fortitude, Scribe Scroll

Skills Knowledge (arcana) +8, Knowledge (planes) +8,
Perception +5, Spellcraft +8, Stealth +3

Languages Abyssal, Common, Dwarven, Hallit

SQ arcane bond (dagger), greed, hardy, stonecunning,
weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of invisibility*, *scroll of shocking grasp*, *scroll of resist energy*;

Other Gear dagger, light crossbow with 10 bolts, *cloak of resistance* +1, 8 pp, 7 gp

Treasure: Millorn's meager gear is gathered near his camp, consisting of a ratty bedroll, a small pack filled with dried meat, preserved fruit, and some moldy cheese (6 days of rations), and a chipped 6-inch-tall marble statuette of a humanoid throwing a spear. The statuette is worth 75 gp. In addition to his prepared spells, Millorn's spellbook contains *detect secret doors*, *fog cloud*, *grease*, *invisibility*, *resist energy*, *shocking grasp*, and *silent image*. This book is worth 160 gp.

C3. Route Upward

A steeply inclined tunnel leads upward to the north, its walls lined with numerous nooks, handholds, and dozens of iron pitons that have been driven into the walls long ago.

This shaft leads upward at a steep angle for 60 feet. The cracks, handholds, and pitons—placed here years ago by mongrels—allow for a character to ascend the shaft almost as if a ladder were present.

D. Fallen Guard Post (CR 3)

After climbing for 60 feet, the shaft from area **C3** levels out and heads northwest for approximately 2,500 feet (a 30-minute walk at a speed of 15 feet).

The tunnel opens into a large cavern, about seventy feet across. Cylindrical rock formations along the walls arch up to make a domelike chamber, but the walls and floor are riddled with cracks. At the center of the cave, a stone tower that may once have reached the fifty-foot-high ceiling has collapsed onto its side.

Creatures: This stone tower was until recently a mongrel guard post—one of the perimeter defenses maintained by the settlement of Neathholm to the south. The disaster on the surface sent shockwaves rippling through the earth, causing the tower to collapse and killing most of the mongrels who were stationed here. Three mongrels survived, but one of them has been trapped under the rubble.



Millorn

WRATH OF THE RIGHTEOUS

The surviving two mongrels are desperate to free their fellow. If the PCs reach this area without alerting the mongrels, a successful DC 15 Perception check reveals two of them focusing on slowly and carefully digging through the tower's rubble, wary of causing accidental collapse. Now and then they call out, and a muffled voice in the rubble answers back.

If the PCs approach the guard post, the two mongrels drop into defensive stances but are not aggressive. One of the mongrels is a hunchbacked woman named Dyra, her face so warped by tumors that she's incapable of intelligible speech. The second is a man named Lann, and he does the talking for the two. Lann is a tall, thin creature with a face that melds the features of an attractive elven man, a goat, and a lizardfolk. His oversized fingers end in dull, spadelike talons.

Lann would ordinarily be willing to take his time talking with the PCs, but the fate of his friend Crel, trapped beneath the tower, adds urgency to his negotiations. He greets the PCs in a raspy voice, speaking in strangely accented but quite eloquent Common, and asks their intentions. "If your intentions are ill, we ask you to move on and leave us in peace. If they are good, then perhaps you can help. As you can see, misfortune has befallen us."

The mongrels have cleared away enough rubble away that only one large rock remains wedged in place above the small space in which Crel is trapped. Lifting the rock away requires a successful DC 25 Strength check—something the two mongrels alone cannot accomplish. Up to six people can work together to lift the stone, with one rolling the Strength check and the other five attempting to aid another. Alternatively, the PCs can try to dig Crel out, but this is a perilous task, as Lann points out. An attempt takes 10 more minutes of work, but the digger must make a successful DC 15 Knowledge (engineering) or Profession (miner) check (or a similar skill at the GM's discretion)—failure indicates that the rubble shifts and the stone block crushes Crel, dealing him 3d6+6 points of damage. Fortunately, the rock then becomes much easier to move (Strength DC 16), and if the PCs can move it aside quickly enough, they still might save Crel's life.

CREL, DYRA, AND LANN (3)

CR 1

XP 400 each

Mongrelmen (*Pathfinder RPG Bestiary 2* 191)

hp 15 each



Lann

NPC Reactions: Anevia treats the mongrels with curiosity and a bit of pity, while Horgus is disgusted by the creatures and advises the PCs not to trust them—until he's at least made friendly, his attitude imparts a –2 penalty on all Diplomacy checks made against mongrels. Aravashnial is intrigued by them and asks many questions about their history, but his questions quickly start to annoy the mongrels, further imparting a –2 penalty on Diplomacy checks unless he's at least friendly (in which case he ceases his questioning once asked to).

Development: If the PCs save Crel's life, the mongrels immediately shift to friendly in attitude. If Crel dies, their attitude remains unfriendly and the PCs will need Diplomacy or other means to secure their aid. Once the mongrels are at least friendly, they agree to escort the PCs on to their settlement, Neathholm, where their chieftain can reward them for saving Crel's life and the PCs can get some rest.

Numerous tunnels lead out from this area—Neathholm chose this cave as a guard post for this exact reason, but the tremors collapsed the tunnel that once led directly to Neathholm. Fortunately, the mongrels know of an alternative route through a tunnel leading to the southwest, and lead the PCs in that direction.

Story Award: If the PCs save Crel's life, award them 400 XP. If the PCs also manage to make the mongrelmen friendly, award them an additional 800 XP.

E. Broken Road (CR 4)

After winding roughly southwest for 1,875 feet (25 minutes of walking at a speed of 15 feet), the tunnel reaches a significant obstacle.

Ahead, a wide chasm splits the tunnel floor. The floating rock dust in the air and the groans as the tunnel walls settle indicate that the tunnel split recently.

The same tremors that brought down the mongrelmen guard post also created this small chasm. If the PCs are accompanied by the mongrels from area D, they express dismay when they see the chasm—there's a way onward on the far side of the chasm to the southeast, but they also have begun to worry that the tremors may have destroyed their home.

The chasm is 10 feet across, 70 feet wide, and 30 feet deep. The tunnel continues on from the chasm's opposite side about 40 feet east of the entrance. Climbing along the edges of the rift is as difficult as climbing down and

The Worldwound Incursion

then back up, and requires a successful DC 15 Climb check to navigate. With blind and crippled NPCs, however, the obstacle presents an even larger challenge than normal. Using ropes to lower and lift Anevia, Aravashnial, and any PCs unable to attempt the Climb checks is perhaps the easiest method of navigating the rift.

Story Award: The PCs earn 400 XP if no one dies from a fall while crossing the rift.

F. Dead Cultists (CR 4)

The tunnel continues along a mostly southeastern course for about 1,400 feet (just over 18 minutes of walking at a speed of 15 feet) before reaching a circular cavern. If the PCs approach, the mongrels warn them that the cave ahead is one they now rarely use, for it has become the den of a particularly dangerous fungal creature he calls a “spore-cougher.” A PC who succeeds at a DC 15 Knowledge (dungeoneering or nature) check recognizes Lann’s description of the deadly fungus as that of a basidiron. Lann assures the PCs that, with their help, they should be able to defeat the monster and move through its lair—and if they’re lucky, the creature’s out hunting elsewhere.

The tunnel opens into a circular cavern, roughly forty feet in diameter. Thick sheets of fungus grow in the cave, and several tunnels branch off. All of these save one in the north wall lead downward; the northern one leads upward. What appear to be two dead bodies lie on the ground in the middle of the cave, next to a strange heap of ropy green fungus.

The basidiron that dwelled here has been killed recently, but the two men who killed it were slain in the battle—one by the fungus itself, the other in the agonizing few seconds after he struck the death blow to the basidiron only to die himself of the creature’s spores. The mongrels are obviously relieved the “spore-cougher” is dead, and are eager to continue north to Neathholm but are willing to linger long enough for the PCs to investigate the bodies.

Both were cultists of Baphomet, members of the Templars of the Ivory Labyrinth who worked for a woman named Hosilla (see area **H9**). The cultists had been on a scouting mission deeper in the Kenabres caverns when the tremors hit, and were on their way back to area **H** when they were attacked and killed here.

Treasure: Both men are dressed as crusaders of Iomedae, and each still wears a masterwork chain shirt. One of the dead bodies still carries a *potion of cure light wounds*, while the other has a *scroll of cause fear* in a pouch. Between the two of them, they also carry 129 gp.

Curiously, the crusaders are not armed with the longswords typically wielded by Iomedae’s followers, but instead carry glaives and a spiked gauntlet. Furthermore, the body on which the scroll was found clutches something

tightly in his fist—a small symbol of a brass bull’s head with tiny red gemstone eyes. This is an unholy symbol of Baphomet worth 50 gp. A successful DC 15 Knowledge (religion) check identifies the nature of the symbol.

Development: If the PCs ask their mongrelmen companions about the dead men, they note that they’ve seen others like them in the tunnels before. Lately, their presence in the tunnels has increased. Furthermore, the mongrels say that they have some sort of alliance with a different tribe of mongrels—a *bad* tribe—that lives in a small complex southeast of Neathholm.

NPC Reactions: Once the bodies are identified as Baphomet cultists, Anevia is disgusted and Aravashnial delighted. Both have heard the rumors that the cult of Baphomet, known to some as the Templars of the Ivory Labyrinth, had infiltrated various mercenary groups, but proof that at least two had been disguised as Iomedean crusaders is something else entirely. Anevia becomes even more worried for her wife, while Aravashnial argues that they should bring the bodies with them so they can be identified by the church. (In fact, he actually just wants the bodies as proof for yet another of his conspiracy theories.) Horgus doesn’t care one way or another about the bodies.

Story Award: If the PCs discover the truth about the dead crusaders being cultists of Baphomet, award them 400 XP.

G. NEATHHOLM

From area **F**, the tunnel winds north for about 1,100 feet (about 15 minutes of travel at a speed of 15 feet) before reaching a circular, 20-foot-diameter cavern. Four mongrelmen stand guard here before a large stone door. If the PCs are accompanied by Lann and the others, the guards greet their mongrel companions warmly. While they eye the PCs with suspicion, Lann’s word is good enough to let them all enter the chamber beyond the door. Without Lann, the mongrel guards have an initial attitude of unfriendly toward the strangers, and inform the PCs that “Uplanders aren’t allowed into glorious Neathholm!” The mongrel guards must be made at least friendly before they agree to let the PCs into the cave. If the PCs recovered the brooch from area **A2** and show it to the guards, they demand to know where the PCs found it. Regardless of the answer provided, the guards then escort them to Neathholm’s chieftain—for the brooch belonged to one of his sons.

Beyond the stone door lies the settlement of Neathholm.

A small, dark lake ripples in the center of this two-hundred-foot-wide cavern, the walls and ceiling aglow with thick sheets of luminescent fungi. In the center of the lake, over two dozen low stone buildings cluster on a rocky one-hundred-foot-wide island. Lights glow in the windows of the buildings, giving

WRATH OF THE RIGHTEOUS

the settlement an almost welcoming look. Rafts made of mismatched planks of timber bob along the length of a crooked pier at the lake's closest shore.

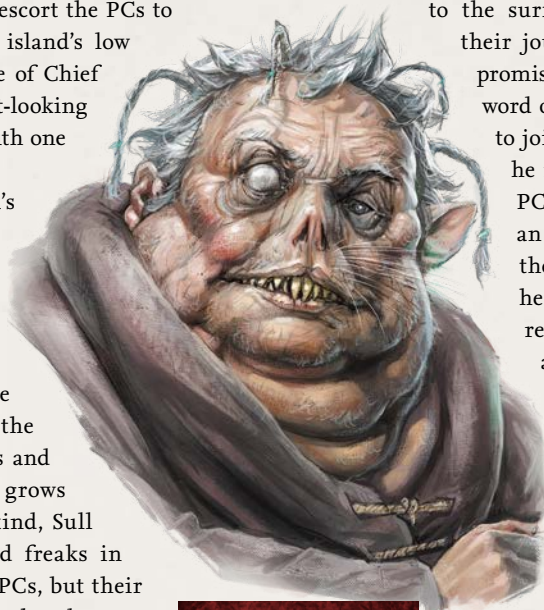
This adventure assumes the PCs have mongrel escorts when they arrive at Neathholm—if they don't, the nervous citizens retreat to their homes and barricade their doors. Guards arrive soon enough to escort the PCs to the largest building atop the island's low central peak—this is the home of Chief Sull, a bloated and unpleasant-looking but mild-mannered mongrel with one clouded white eye.

Chief Sull listens to Lann's report and thanks the PCs for their attempts, successful or not, to free the trapped mongrelman. He then asks the PCs to explain their presence in the caverns. Once Sull learns the source of the tremors that shook the tunnels and caused so much damage, he grows quite concerned. He and his kind, Sull explains, may be outcasts and freaks in the eyes of uplanders like the PCs, but their ancestors helped drive back the demons in the First Crusade. He wants the demons defeated as much as anyone who lives above, and asks the PCs if they're willing to bring this message to the surface—that the mongrels will stand with the inhabitants of Kenabres to defend the city.

Assuming the PCs agree, Chief Sull nods sagely and goes on to inform the PCs that the nearest route to the surface lies to the south, but this exit is guarded by a tribe of mongrels who do not have the same opinions as those of Neathholm. In fact, this smaller tribe, a group he contemptuously calls "the traitors," have consorted for some time with cultists. Chief Sull has ignored them, but that time has passed. If the PCs agree to destroy the traitors as they make their way back to the surface to bring word of the mongrel's pledge to aid the crusade, Chief Sull promises them aid in the form of a small stash of potions (six *potions of cure light wounds* and three *potions of lesser restoration*). His own soldiers, alas, he cannot spare—he needs them to fan out deeper into the tunnels to gather the other mongrel tribes to Neathholm. Once they receive word that the crusaders above will welcome the crusaders below, the mongrels will be ready to rise up and help take back Kenabres.

The PCs can rest in Neathholm safely for as long as they want, though they undoubtedly want to return to the surface as quickly as possible. The mongrelmen of

Neathholm trade occasionally with other underground races and willingly accept both gold pieces and items in trade if the PCs wish to restock. Once the PCs are ready to move on, Chief Sull escorts them to one of the several doors that mark exits from the cavern in which Neathholm is located—the route beyond this door leads directly to the traitors' den, and past that, to the surface. He wishes the PCs luck in their journey, gives them the potions he promised, and tells them he eagerly awaits word of whether the crusaders wish them to join the battle above. At your option, he may allow Lann to accompany the PCs to the traitors' lair and above as an envoy and guide. He certainly tells the PCs they're welcome to return here if they need to retreat, rest, and recover before making additional assaults on the traitors.



chief sull

If the PCs have found the bat brooch in area A2 and give it to Chief Sull, his one good eye gets a bit misty; he accepts the gift, explaining that one of his sons left Neathholm after an argument. Chief Sull doesn't expect his son to return, but he treasures the return of

this brooch nonetheless. In thanks for the brooch's return, he gives the PCs his own *+1 morningstar*, asking only that they use the weapon to split at least one traitor's skull before they reach the surface.

NPC Reactions: Horgus is disgusted by Neathholm and can't be away from the place quickly enough, but Anevia is intrigued by the possibility of recruiting the mongrels to aid the crusade. Aravashnial is delighted to learn that there are entire societies of "mole people" and "pitlings" under the city, but unless the PCs ask him to stop using such phrases, his unintentionally insulting comments impart a -2 penalty on Diplomacy checks made in Neathholm.

Story Award: If the PCs manage to secure Chief Sull's friendship and accept the offer of an alliance, award them 600 XP.

NEATHHOLM

LN Hamlet
Corruption +0; **Crime** -5; **Economy** -2; **Law** +2; **Lore** -1; **Society** -4
Qualities insular
Danger -5

DEMOGRAPHICS

Government overlord
Population 38 (100% mongrelmen)

The Worldwound Incursion

NOTABLE NPCs

Chief Sull (LN male mongrelman ranger 2)

Seer Opoli (LN male mongrelman witch 3)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 2nd

Minor Items +1 arrows (8), +1 buckler, ring of protection +1, earth elemental gem

Part 2: Lair of the vile and Vicious

From the hamlet of Neathholm, the tunnel winds mostly in a southeast direction for about 2,000 feet (26 minutes of travel at a speed of 15 feet). The tunnel narrows down at this point to a 5-foot-wide passageway, the walls carved with picks and chisels. The PCs are now very close to area **H1**—the entrance to the traitors' den.

Unless otherwise noted, doors in the lair are unlocked and rooms are devoid of light sources. The mongrelmen are chaotic evil unless otherwise indicated. If any party members are captured, they are thrown into area **H15**.

H1. Guard Post (CR 3)

Barricades made of heaped loose rocks and wooden boards bisect this cavern. Beyond the barricades, a wooden screen covers the lower half of a tunnel mouth.

Creatures: Two mongrelmen maintain a watch here, keeping an eye out for troublemakers from Neathholm. Once they spot the PCs, they raise alarm by howling and shrieking. Those mongrelmen in area **H2** hear the commotion and raise another alarm, arriving here in 2d4 rounds to aid the fight or start a new fight as the case warrants.

MONGRELMEN TRAITORS (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary 2* 191)

H2. Living Quarters (CR 3)

The lingering smells of cooked meat and rank bodies hang in the air. Ten bedrolls, each piled with coarse blankets and animal furs, surround a fire pit filled with glowing coals. Tanned hides hang stretched on the walls, each crudely painted with scenes of deformed humanoids hunting giant vermin in caves.

Creatures: Of the ten mongrels who live here, a pair is stationed at areas **H1**, **H6**, **H7**, and **H14**. The remaining two are sleeping here. If the alarm is raised, they take 2d4 rounds to wake up and gather their gear—they open the door to the pantry before leaving, so the guardian in that room can come out here to defend the chamber as well. Combat here will alert the cultists in area **H10**.

MONGRELMEN TRAITORS (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary 2* 191)

H3. Pantry (CR 2)

A rack of hooks hangs from the ceiling, cured slabs of meat dangling from them and filling the room with a smoky aroma. A group of barrels appears to hold other preserved foodstuffs.

The meat hanging here is primarily dire rat and mongrel meat—it's all stringy, over-salted, and fairly unappetizing.

Creatures: Wenguag (see area **H4**) managed to befriend a pale-scaled, pink-eyed cave lizard that he uses as a guardian for this room. The lizard, the size of a pony, has no interest in dry or dead meat, and thus leaves the food stores alone. It immediately attacks anything that doesn't look like a mongrel, however, fighting to the death.

CAVE LIZARD

CR 2

XP 600

Monitor lizard (*Pathfinder RPG Bestiary* 194)

hp 22

H4. Common Room (CR 2)

In the southwestern part of this room, stout stone chairs surround a block of larger stone that serves as a table. The table's top strewn with bone dice and cracked clay jugs. Stained canvas pillows rest on the chairs. A copper bowl filled with coals hangs from the ceiling, filling the room with warmth and an orange glow.

A hole in the ground in the southeast corner of the room drops down into area **H6**. A rope ladder hangs down the shaft—the ladder looks rickety, but is quite safe to use.

Creatures: Normally, a few mongrels would be found here, drinking and playing dice, but the recent tremors and other events have the traitors on high alert and none are currently located here save for a blue-skinned creature named Wenguag. This mongrel serves as a sort of guard captain for the traitors. She was once second-in-command, but now that the chieftain's been slain and replaced by the inquisitor Hosilla, Wenguag is keeping her head low until she can figure out what's in store for her. She realizes that killing the PCs and presenting them as trophies will earn her no small favor with the new leader of the tribe.

WENDUAG

CR 2

XP 600

Female mongrelman ranger 1 (*Pathfinder RPG Bestiary 2* 191)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

WRATH OF THE RIGHTEOUS

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

hp 23 (3d10+7)

Fort +4, **Ref** +8, **Will** +6

OFFENSE

Speed 30 ft.

Melee club +6 (1d6+3)

Ranged mwk longbow +8 (1d8/x3)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat Wenduag prefers to attack obvious worshipers of good deities, favoring her bow and staying on her feet to prevent full attacks or being surrounded.

Morale Wenduag fights to the death.

STATISTICS

Str 16, **Dex** 17, **Con** 15, **Int** 12, **Wis** 16, **Cha** 5

Base Atk +3; **CMB** +6; **CMD** 19

Feats Point-Blank Shot, Weapon Focus (longbow)

Skills Climb +8, Knowledge (dungeoneering) +6, Perception +9, Sleight of Hand +9, Stealth +12, Survival +9

Languages Hallit, Undercommon

SQ sound mimicry (voices), track +1, wild empathy -2

Combat Gear *potions of cure light wounds* (2), *wand of longstrider* (10 charges); **Other Gear** mwk chain shirt, club, mwk longbow with 20 arrows, obsidian unholy symbol of Baphomet worth 20 gp, 34 gp

H5. Trash Pit (CR 1)

This narrow hallway slopes downward steeply. The walls are stained with foul-smelling streaks of refuse. A mound of rotting garbage lies heaped at the far end of the hallway.

A character who steps into this area must succeed at a DC 5 Climb check to avoid slipping and falling into the garbage. A fall deals no damage, but aggravates the creature the mongrels keep as a trash disposer.

Creature: A giant amoeba lives amid the refuse, feasting on the garbage the mongrels throw down the hallway. The amoeba fights anything that slides down into its rubbish, but does not pursue foes.

GIANT AMOEBEA

CR 1

XP 400

hp 15 (*Pathfinder RPG Bestiary* 2 24)

H6. Lower Guard Post (CR 3)

The air in this cavern smells of damp and mold. Water glistens on the walls, and collects in a stagnant pool along one wall.

Creatures: Two mongrel guards serve here at all times, rotating shifts with the mongrelmen upstairs. If an alarm is raised, the mongrelmen from H7 arrive in 2 rounds to assist the guards in this room. One mongrel hides behind the barricade on the floor, while the other crouches behind the wooden boxes on the stone shelf and snipes with his crossbow.

The pool of water is only a foot deep, but its waters hide sharp stone points sticking up from the floor. Treat the pool of water as though it contains caltrops.

MONGRELMEN TRAITORS (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 2 191)

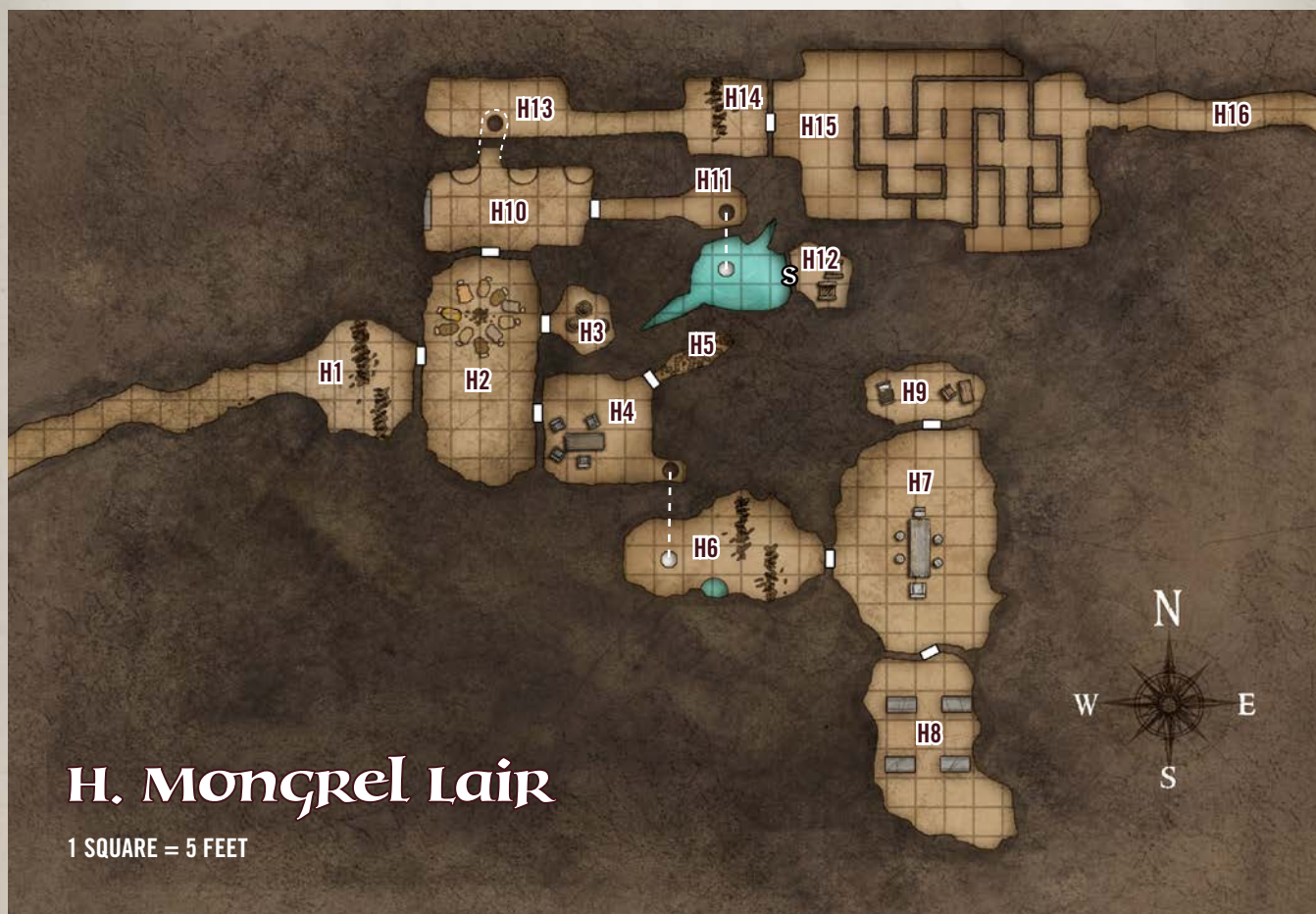
H7. Meeting Hall (CR 3)

Three copper bowls filled with glowing coals hang from the ceiling of this long, natural cavern. The braziers fill the chamber with warmth and soft orange light. In the center of the chamber stands a block of stone that serves as a table, lined with wooden chairs. An enormous bloodstain, maybe a week old, darkens the stone's surface.



wenduag

The Worldwound Incursion



H. MONGREL LAIR

1 SQUARE = 5 FEET

Before he was sacrificed by the tribe's new "leader," the traitor chieftain held court in this room. In fact, it was here that he met with Hosilla when she first approached the tribe with an offer of an alliance with the Templars of the Ivory Labyrinth, and here that she sacrificed him and his lovers in order to secure the attention and fearful devotion of the rest of the tribe.

Creatures: Two mongrelmen guards watch over this area. If an alarm is raised in area **H6**, these two mongrelmen alert Hosilla in area **H9** and then rush to join the fight in **H6**.

MONGRELMEN TRAITORS (2)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary 2* 191)

H8. Kitchen

Old blood stains the floor of this small cavern. Barrels filled with scraps of fur and fat sit against one wall, emitting an foul stench. The two long stone slab tables are covered with skinning tools and piles of freshly butchered meat. Two wooden racks hold drying animal skins.

The mongrels use this chamber to process their food—normally giant rats, fish, giant vermin, and other cave creatures, but a search of the room reveals numerous body parts of other mongrels and even a few human limbs in various stages of butchery.

Treasure: On the southwestern slab, A masterwork dagger that's been used as a cleaver is wedged in between the ribs of a butchered dire rat.

H9. Hosilla's Quarters (CR 3)

A stone pedestal holds a copper brazier aloft in the center of this room. Against the western wall, an enormous pile of animal furs and thick quilts serves as a bed. Sheathed weapons and stone carvings adorn the walls. The eastern half of the room holds a wooden desk, beneath which stands a long, thin iron lockbox.

Creatures: Until recently the home of the mongrel chieftain, this room has been commandeered by an inquisitor of Baphomet named Hosilla. A member of the Templars of the Ivory Labyrinth, Hosilla served for many years as an enforcer for Staunton Vhane, a decorated

WRATH OF THE RIGHTEOUS

crusader and commander of the mercenaries known as the Hammers of Heaven. When the truth of Vhane's treason came out, Hosilla managed to slip away into Kenabres's underbelly, remaining in the city after her onetime employer fled for Drezen.

A few weeks ago, she received word from Staunton that Kenabres's days were numbered and that a major attack would soon come—she should seek shelter and wait for further word for when it would be safe to rejoin him at Drezen. Hosilla decided that the tribe of mongrels she used as spies periodically over the year would give her a perfect place to hide out. A few days before the attack, she came here and informed the mongrel traitors that she would be their new leader. She sacrificed the tribe's leader and his lover to get

their attention, and has since bided her time, waiting for her next set of orders from Vhane to arrive.

Hosilla is attended by a devoted tiefling bodyguard named Uziel, a lanky, close-mouthed man with jagged horns and hooved feet. He is paid for his silence and obedience, and is under orders to prevent any enemies from stepping too close his mistress. The paranoid inquisitor assumes anyone other than mongrel traitors are here to assassinate her, and attacks intruders on sight as a result.



Hosilla

HOSILLA CR 2

XP 600

Female human inquisitor of Baphomet 3

CE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 18, touch 14, flat-footed 16 (+4 armor, +2 deflection, +2 Dex)

hp 21 (3d8+4)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 glaive +5 (1d10+2/x3)

Inquisitor Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect alignment*

5/day—*touch of evil* (1 rounds)

Inquisitor Spells Known (CL 3rd; concentration +4)

1st (4/day)—*command* (DC 13), *magic weapon*, *shield of faith*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 12), *guidance*, *light*, *resistance*, *virtue*

Domain Evil

TACTICS

Before Combat Hosilla prepares for combat by casting *magic weapon*, *shield of faith*, and *virtue*.

During Combat Hosilla favors attacks against foes who are obviously worshipers of good deities. She uses her *wand of spiritual weapon* at range, but prefers to fight with her glaive. She prefers to attack humans, to make use of her Favored Judgment feat and judgment of destruction ability. Once reduced to 6 or fewer hit points, she switches to judgment of healing.

Morale Hosilla tries to escape if brought below 6 hit points, trying to escape to the surface to make her way out of Kenabres to Drezen. If she escapes, feel free to have her appear again (with a few more levels, of course) as an enemy in the next adventure.

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 8, **Wis** 15, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception), Weapon Focus (glaive), Favored Judgment (human)^{UM}, Lookout^{APG}

The Worldwound Incursion

Skills Intimidate +8, Knowledge (dungeoneering) +3, Knowledge (religion) +5, Linguistics +1, Perception +11, Sense Motive +9, Stealth +6, Survival +8

Languages Abyssal, Common, Hallit

SQ cunning initiative, judgment 1/day, monster lore +2, solo tactics, stern gaze, track +1

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *wand of spiritual weapon* (8 charges), alchemist's fire (2), tanglefoot bag; **Other Gear** chain shirt, mwk glaive, antitoxin, bejeweled book of prayers devoted to Baphomet worth 50 gp, lockbox key, orders from Staunton Vhane, 32 gp

UZIEL

CR 1/2

XP 200

CE male tiefling (*Pathfinder RPG Bestiary* 264)

hp 10

Treasure: The lockbox under the desk is fastened with an average lock (Disable Device DC 25 to pick), but can also be opened with the key carried by Hosilla. The lockbox holds a small leather pouch containing an assortment of semiprecious gemstones (three chips of lapis lazuli worth 10 gp each, two bloodstones worth 50 gp each, a citrine worth 50 gp, and a white pearl worth 100 gp) as well as a *scroll of bear's endurance* and a *scroll of remove disease*. The lockbox also contains long, thin darkwood sword case worth 200 gp.

As mentioned in the orders (see Handout #1), the contents of the long darkwood case is the greatest treasure present. The case is not locked—inside lies a breathtaking longsword—a weapon of obviously superior craftsmanship with a razor-sharp blade that appears to be made of shining gold. The blade is in fact made of cold iron that has been magically infused to make it appear as if it were made of gold—yet this is the least of the weapon's latent powers, for this is *Radiance*, a powerful sword once wielded by Yaniel, one of the Worldwound's most famous heroines. More information about *Radiance*, and how it can be awakened to function as a unique *holy avenger*, appears on page 64.

NPC Reactions: Upon learning of the three Templar safe houses, Anevia is eager to get this information to Irabeth and the Eagle Watch. Aravashnial is particularly intrigued by the mention of the Tower of Estrod being a safe house and would like to either investigate it or learn more about it second hand. Horgus is shocked to find out that Nyserian Manor is a Templar safe house—he tries to cover up his reaction if he learns this, but PCs who succeed at a DC 10 Sense Motive check notice his surprise. If pressed, he admits that he knows Kandro Nyserian, but only if he's currently helpful will he reveal that Horgus borrowed a fair amount of money from Horgus to purchase Irabeth's sword.

HOSILLA,

YOU WILL REMAIN, FOR THE TIME BEING, IN KENABRES, BUT KNOW THIS: THE CITY'S DAYS ARE NUMBERED. SEEK A PLACE OF SAFETY—THE UNDERGROUND DEN OF YOUR MONGREL LACKEYS SHOULD SUFFICE TO KEEP YOU SAFE FROM THE DEVASTATION TO COME. I SHALL ASSUME COMMAND OF DREZEN SHORTLY, AND ONCE VORLESH HAS FINISHED WITH THE WARDSTONE AND KENABRES IS NO LONGER OF INTEREST TO US, YOU ARE TO RETURN TO MY SIDE. EXCELLENT NEWS REGARDING THE SALVAGE OF YANIEL'S SWORD FROM THE MUSEUM AS WELL—BRING IT WITH YOU, FOR I BELIEVE THIS WEAPON COULD BE QUITE USEFUL ONCE WE CORRUPT IT. BEFORE YOU LEAVE FOR DREZEN, STOP BY THE THREE SAFE HOUSES (NYSERIAN MANOR, TOPAZ SOLUTIONS, AND THE TOWER OF ESTROD—THE PASSPHRASE REMAINS "I'VE NEW MATERIAL FOR THE ARCHIVES," FOR NOW) TO ENSURE NO EVIDENCE REMAINS BEHIND.

MAY LORD DESKARI AND LORD BAPHOMET WATCH OVER YOU!

S. V.

HANDOUT #1

Story Award: Award the PCs 800 XP for discovering the location of the Templar safe houses and recovering *Radiance*.

H10. Trophy Hall (CR 3)

The worked stone walls of this large room hold a number of shelves, each of which display the preserved bodies of dire rats, bats, rock vipers, cave lizards, and other creatures that pose in eerie stillness. A pair of bedrolls have been laid out to the southeast.

The tunnel to the north ends at a ladder that leads 10 feet up to area H13.

Creatures: The bedrolls belong to a pair of cultists of Baphomet who accompanied Hosilla into the mongrel lair. These cultists, named Leriell and Narah (one a cultist of Baphomet, the other a cultist of Deskari), are somewhat frustrated with their role as "upstairs guards," and would much rather be downstairs relaxing or perhaps up on the surface reveling in the destruction, yet both are too frightened of their inquisitor mistress to speak up. They are guarding against intruders from the north, and are unlikely to expect trouble from the south, but if a fight breaks out in area H2, they peek through the door to watch, preparing their own defense of this area but not joining in the fight. If the PCs head south to area H4, the cultists follow behind, hoping to attack them with surprise. Once one cultist is slain, the other drops her

WRATH OF THE RIGHTEOUS

weapon and attempts to flee to the surface, abandoning Hosilla to her fate.

CULTISTS (2) **CR 1**

XP 400 each

Human cleric of Baphomet or Deskari 1/fighter 1

CE Medium humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 15 each (2 HD; 1d8+1d10+1)

Fort +4, **Ref** -1, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk glaive +5 (1d10+3/x3) or

mwk scythe +4 (2d4+3/x4) or

dagger +3 (1d4+2/19-20)

Ranged dagger +0 (1d4+2/19-20)

Special Attacks channel negative energy 4/day (DC 11, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—touch of chaos, touch of evil

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*command* (DC 14), *cure light wounds*, *protection from good*⁰

0 (at will)—*bleed* (DC 13), *guidance*, *light*

D Domain spell; **Domains** Chaos, Evil

TACTICS

During Combat The cultist casts *protection from good*, then focuses all attacks on obvious paladins or good-aligned priests if possible. She is fond of using *command* on foes who try to stay at range, ordering them to drop their weapons. The cultist casts *cure light wounds* on herself if reduced to fewer than 6 hit points.

Morale Worldwound cultists fight to the death.

STATISTICS

Str 14, **Dex** 8, **Con** 10, **Int** 13, **Wis** 17, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 12

Feats Combat Casting, Improved Initiative, Weapon Focus (glaive or scythe)

Skills Climb +6, Knowledge (religion) +6, Perception +5, Stealth +0

Languages Abyssal, Common, Hallit

Combat Gear *potion of cure light wounds*, *scroll of cause fear*, *scroll of comprehend languages*, unholy water; **Other Gear** mwk chain shirt, mwk glaive (cultist of Baphomet) or mwk scythe (cultist of Deskari), dagger, spell component pouch, unholy symbol, 10 gp

H11. Sluice (CR 2)

A muted roar echoes down the walls of this hallway. Near the eastern end, the worked stone give way to natural cave walls, just before the hall ends at an open shaft. Hanging over the edge of the shaft is a knotted rope—the other end tied to an iron spike driven into the ground

The shaft drops 40 feet down to area **H11b**, one of the underground rivers that flows below Kenabres that the mongrels use as a source of food and water—a PC who succeeds at a DC 5 Climb check can descend to the water below. The river itself extends to the north and south, but the ceiling dips down below the water level in both directions—the chambers that lie beyond in either direction are beyond the scope of this adventure.



cultist of Baphomet

The Worldwound Incursion

The secret door on the eastern bank of the pool can be spotted with a successful DC 20 Perception check—the mongrels have never noticed this door before.

Creatures: The pool at the base of the waterfall currently contains two albino cave gars. The gars feed on smaller fish that swim into the lake as well as any larger creatures foolish enough to enter their hunting ground.

GARS (2) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 2* 128)

H12. Hidden Chamber (CR 2)

The entrance to this small chamber sits a foot above the water level to the west. A thick layer of dust coats the rest of the cavern. Near the far wall sits an old wooden chest covered with dust and cobwebs.

Trap: Though the PCs may suspect spider guardians due to the cobwebs on the chest, the webs were left by mundane spiders that pose no danger. The real threat comes from the old spiked pit still concealed in the floor before the chest.

SPIKED PIT TRAP CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Treasure: This chest was hidden away long ago by a thief who never returned to claim it. Within the chest is a *+1 light wooden shield*, a *ring of climbing*, a *scroll of identify*, a *scroll of magic fang*, two *potions of darkvision*, and 250 gp.

H13. Rat Nest (CR 2)

An old iron ladder, bolted into the wall and covered in rust, leads down a hole to the south of this foul-smelling room.

Creatures: The shredded cloth is a nest for three advanced dire rats. Wenduag befriended and left them to guard the surface approach to the lair. The rats viciously attack anyone not accompanied by a mongrel, but otherwise attack only in self defense.

SEWER RATS (3) CR 1/2

XP 200 each

Advanced dire rats (*Pathfinder RPG Bestiary 232, 294*)

hp 7 each

H14. Upper Guard Post (CR 3)

A rusted iron door sits in the center of the eastern wall of this small chamber. A copper brazier hangs from the ceiling above a flimsy wooden table.

Creatures: Two mongrelmen guards take shifts in this room, ready to intercept any intruders that somehow make it past the dretches. If the PCs are captured and dumped in the dretches' arena, these mongrelmen watch the action but do not interfere unless the PCs kill the dretch.

MONGREL MEN TRAITORS (2) CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary 2* 191)

H15. Dretch Maze (CR 4)

This large chamber must have once been a cistern for the sewer system. Walls made of identical stone blocks hold up a lofty ceiling reinforced with elegant stone arches, while the center of the room contains a more recent-looking structure made of brick walls that reach from floor to ceiling.

Creatures: The structure in the center of the room is actually a crude maze, constructed by the mongrels to create a defense against intruders from the surface to their lair. Before Hosilla's arrival, the mongrels kept several bloated sewer rats in the maze to attack intruders, but when Hosilla arrived, she placed a pair of dretch demons here instead. The fact that the mongrel traitors are afraid of these demons is an added bonus to the inquisitor's sense of cruelty. The two dretches prefer to lie in wait in the maze, so they can leap out and ambush foes. They fight to the death.

DRETCHES (2) CR 2

XP 600 each

hp 18 (*Pathfinder RPG Bestiary 60*)

H16. The Way Up

The old sewer tunnel here leads about a hundred feet east before connecting to more recent sewers—and more importantly, to the first of several ladders leading up the surface. When the PCs emerge from the tunnels, they find themselves in the southeastern section of Kenabres, approximately at the location marked “H16” on the map on page 26.

Story Award: Award the PCs 600 XP for finally making their way out of the Kenabres underground into the ruined city above. For each of the three NPCs whom they manage to keep alive and help to escape, award them an additional 600 XP, for a total maximum award of 2,400 XP.

Wrath of the Righteous



The Worldwound Incursion

Part 3: Amid the Ruins

As the PCs emerge from the sewers, they step into a city vastly different from the one they left at the start of the adventure. Regardless of how long the PCs spent underground, the tremors and demonic attacks have devastated the city, leaving it a smoking, apocalyptic ruin. Deep chasms riddle the city, while the paths of enormous demons have left ruinous trails of rubble extending out from the city's heart. Above, the once-familiar skyline of Kenabres and forever changed—the tower of the Kite and the Cathedral of St. Clydwell having been completely destroyed, while elsewhere plumes of dark smoke still rise from the smoldering remains of burned-down buildings. Fat buzzards wheel above in skies scarred by red smoke and black clouds. The Worldwound has expanded its borders, and now the city of Kenabres is enveloped in it.

The first two parts of this adventure are designed, in part, to delay the PCs' return to the surface so as to give the demons time to wreck the city before moving on. The exact amount of time this takes is left flexible, so that you can easily adapt events to how your game plays out. During the initial attack on the city, when the PCs fell into the caverns below, Kenabres was beset with numerous powerful demons most notably Khorramzadeh the Storm King. The destruction of the Kite and the Cathedral occurred in the first few minutes of the attack, and in the hours that followed, many more buildings fell. Yet as the primary goal of the attack was the destruction of the *wardstone* and the death of the dragon Terendelev, there remained little to keep the more powerful demons here for long. By nightfall of the first day, the more dangerous demons had returned to the depths of the Worldwound to gloat, torment fresh prisoners, and plot their next attacks along the now undefended border. As the PCs explore, they should hear rumors that other border cities have fallen under attack or even have been destroyed. The demon attacks on Mendev, Ustalav, Numeria, and the Realm of the Mammoth Lords increase are detailed in the next adventure.

Before the fall, Kenabres had a population of 12,330. Now, the bulk of those citizens have either fled the city, been taken by demons deep into the Worldwound, or have simply been killed—only 3,400 people remain in the ruined city. The place feels deserted, yet it's never long before the scream of a fresh victim peals through the soot-encrusted streets, indicating that number of survivors has dropped again. Evidence of violence lie everywhere, whether burned buildings, splashes of blood, or dead bodies waiting to be claimed by vultures.

Until the PCs reach Defender's Heart, there are no opportunities to buy or sell gear or to pay for spellcasting. Some of the set encounters can serve as safe places to rest once the dangers there are cleared out, but resting in the ruins themselves could well leave the PCs open to attack

by monsters or cultists. A few barricaded houses still hold citizens who are trying to stay out of sight until the demons leave. Those met on the street are almost always looters or criminals seeking to take advantage of the situation for foolhardy profit—in many cases, these low folk meet their just deserts soon enough, for monsters now rule the streets of Kenabres.

KENABRES RUMORS

As the PCs encounter and rescue citizens, they can learn rumors. A superscript "T" indicates the rumor is true, while an "F" indicates a false rumor.

dzo	Rumor
1	Lord Hulrun was killed during the attack and the demons have his body on display! ^T
2	The Storm Lord killed Terendelev, and then had his minions carry her body away into the Worldwound! ^T
3	The Eagle Watch and a few other crusading groups survived the attack, and have set up a fortified camp at Defender's Heart. ^T
4	The Kite's been destroyed, and along with it the <i>wardstone</i> ! The demons are loose! ^T
5	Nerosyan's been completely destroyed by the demons! ^F
6	Some of the crusaders have gone mad—they're causing as much mayhem as the demons! ^F
7	The mole people are rising up from the sewers. They're abducting survivors for food! ^F
8	Queen Galfrey revealed herself as a succubus and fled into the Worldwound—she's the one who betrayed us! ^F
9	Demon cultists have been hiding in the city all along. They have safe houses scattered across Kenabres! ^T
10	Some of the immense demons who ravaged and destroyed the city are still lurking amid the ruins! ^F
11	Deskari himself took part in the attack on the city! ^F
12	The witch Areelu Vorlesh is planning on coming to the city soon to claim it as a trophy! ^T
13	I've seen horrific flies and other giant bugs with human faces eating people in the streets! ^T
14	The waters of the Sellen have become poisonous, and the rest of our drinking water is going to follow soon! ^F
15	Beware! Most of the "survivors" in the city are actually possessed by demons! ^F
16	There seem to be multiple types of demon cultists at large in the city—they're not all worshipers of Deskari. ^T
17	I swear the sun's been rising later and setting earlier each day—soon it'll be forever night! ^F
18	The demon plague has come to Kenabres. We'll all be dead of it within a week! ^F
19	The Mendevian army is heading to Kenabres to save us, but who knows when they'll get here? ^T
20	The demons have opened a portal to the Abyss where the <i>wardstone</i> once stood... and that portal is growing! ^F



KENABRES ENCOUNTERS

d%	Encounter	Avg. CR	Source
01–20	2d4 dire rats	2	<i>Bestiary</i> 232
21–35	1d6 fiendish vultures	2	<i>Bestiary</i> 3 284, 290
36–45	1d6 tiefling looters	2	<i>Bestiary</i> 264
46–55	1 howler	3	<i>Bestiary</i> 2 159
56–65	1d6 cultists of Baphomet	4	See page 24
66–70	1d4 demonic giant flies	4	See page 48
71–75	1d4 dretches	4	<i>Bestiary</i> 60
76–80	1d3 abrikandilus	5	See below
81–00	Unique street encounter	Varies	See below

EXPLORING KENABRES

At this point, the adventure becomes a sandbox for the PCs to explore. Their NPC allies each have a request for the PCs, and if they recovered Vhane’s orders from Hosilla in area **H9**, they have learned of three locations in the city that might have housed cultists. Eventually, the PCs should learn that the Eagle Watch has fortified Defender’s Heart and seek them out, but until then, you can use the encounters and events presented in this chapter to run their explorations of the devastated city.

While the PCs and their NPC allies know the layout of the city of Kenabres, navigating its ruins adds an extra level of difficulty to traveling within the city walls. While on a tactical, combat scale the difficult terrain isn’t omnipresent, for local travel treat movement through Kenabres as difficult terrain. As a result, it takes a group traveling at a speed of 15 feet about 10 minutes to travel 750 feet through the ruins (about the equivalent of 1 inch on the nearby map). At a speed of 30 feet, it only takes 5 minutes.

There are a number of set encounter locations presented in this part of the adventure for the PCs to explore—each of these is linked to a quest goal that the PCs might have gained from an NPC or from their own campaign traits. Feel free to add additional set location encounters as you wish, using the “Kenabres Before the Fall” article as a starting place and the set encounters presented later in this part as further inspiration.

In addition to set encounters, the PCs should have numerous random encounters with monsters, obstacles, looters, demons, survivors, and other perils as they explore the city. Each time the PCs travel from one site to another, roll on the Kenabres Encounters table to determine what sort of encounter they have along the way. You can roll additional times if you wish, or if the party’s grown tired of these random encounters, roll fewer times or make your own encounter. This adventure assumes that the PCs earn about 5,000 XP from these encounters overall, but you can use more or fewer of them in order to help the PCs earn

enough XP to reach 4th level by the time they’re ready to begin Part 4 of this adventure.

UNIQUE STREET ENCOUNTERS

If you roll a unique encounter, pick one of the following to run. Each of these encounters can occur only once. You may wish to place these encounters rather than wait for them to be rolled up randomly. No maps are provided for these encounters, as they can take place anywhere in the city—you can use *Pathfinder Map Pack: Rooftops and Marketplaces*, or a similar product, for combats that take place in the streets of Kenabres.

Besieged Shop (CR 3): “Fine Fittings” is owned by a human couple—**Belthis** and **Nira Loumis** (both NG human expert 2). The two have weathered the destruction of Kenabres well so far, having remained in hiding in their shop subsisting on food stores. Their shop is a combination tailor/clothing store that specializes in particularly fancy clothing, and the shop has recently attracted the attention of a passing demon—an abrikandilu. These rat-faced humanoid demons delight in the destruction of beauty and artwork, and this abrikandilu has found plenty to wreck in this store. If the PCs defeat the demon, the Loumises are very grateful—the demon’s left them with little stock to reward the PCs with, but they immediately offer each PC a fine outfit worth 100 gp each as thanks.

ABRIKANDILU	CR 3
XP 800	
<i>Pathfinder Campaign Setting: The Worldwound</i> 42	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
Init +0; Senses darkvision 60 ft.; Perception +12	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 natural)	
hp 32 (5d10+5)	
Fort +5, Ref +4, Will +3	
Immune electricity, poison; Resist acid 10, cold 10, fire 10	
Weaknesses hatred of mirrors	
OFFENSE	
Speed 30 ft.	
Melee bite +7 (1d6+2 plus mutilation), 2 claws +7 (1d4+2)	
Ranged improvised weapon +5 (1d6+2)	
Special Attacks destructive attacks, mutilation	
Spell-Like Abilities (CL 5th; concentration +6)	
3/day— <i>cause fear</i> (DC 12), <i>shatter</i> (DC 13)	
1/day— <i>summon</i> (level 1, 1 abrikandilu 50%—already used today)	
TACTICS	
During Combat The abrikandilu opens combat by hurling knives and bits of broken furniture at the PCs. When it engages in melee, it focuses its attacks on the most attractive PC.	
Morale The abrikandilu flees if reduced to fewer than 6 hit points.	

The worldwound Incursion



STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 6, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +7 (+9 sunder); **CMD** 19 (21 vs. sunder)

Feats Improved Sunder, Iron Will, Power Attack, Throw Anything

Skills Appraise +6, Climb +10, Disable Device +8, Perception +12

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, the abrikandilu gains a +5 racial bonus on Strength checks made to break or destroy objects.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, the abrikandilu must focus all of its actions that round on attempts to destroy the mirror.

Mutilation (Su) An abrikandilu's bite causes hideous, ugly wounds that not only mar beauty but supernaturally

diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 13 Fortitude save or take a -1 penalty on all Charisma-based checks. This penalty can stack as high as a -5 penalty with multiple bites and failed saves, and lasts even after the wounds are healed. The penalty reduces by 1 point every 24 hours. This is a curse effect. The save DC is Constitution-based.

Lost Crusaders (CR 4): In front of a ruined shrine to Sarenrae kneels a weeping woman. Surrounding the woman are three human knights in battered armor. Their faces are sooty and grim and their eyes burn with feverish light. One of the knights, a human woman with fresh scars on her face, says to the kneeling woman, "Your sacrifice aids the cause of good." The horrors of the demonic invasion have driven some to the brink of madness. These knights, desperate to drive back the demons, have latched onto an old folktale—that sheathing one's blade in the body of a virgin temporarily transforms the sword into a demon-slaying weapon. They have found a likely candidate and are preparing to carry out their grisly task. The mad knights are eager to finish

WRATH OF THE RIGHTEOUS

their sacrifice, and any attempt to reason with them (their initial attitude is hostile) imparts a –5 penalty on Diplomacy checks. Attacking them is likely the only way to save their victim—as soon as two of the mad knights fall, the others flee. The woman is named Klarah—she was out scavenging for food for her wounded parents (both of whom are hiding in a basement nearby) when the mad knights caught her. She thanks the PCs profusely but has little to offer in reward other than news—she can give the PCs three rumors (none of which should be false rumors). At your discretion, if the PCs didn't find Vhane's orders in area **H9**, she can point the PCs to one of the Templar safe houses, saying she's seen cultists and tieflings coming and going from the building.

MAD KNIGHTS (6) CR 1/2

200 XP each

hp 13 each (use stats for a superstitious mercenary, *NPC Codex* 80)

Street Rituals (CR 4): The initial assault on Kenabres was mostly an attack by demons and powerful magic, but now that the more powerful demons have moved on, cultists have come out of the woodwork. The bulk of the cultists in Kenabres at this point are worshipers of Deskari or worshipers of Baphomet. The Deskari cultists tend to congregate in the ruins of Old Kenabres, while the Baphomet cultists can be found in the outer districts of the city. In this encounter, the PCs come upon a group of cultists (their affiliation corresponding to where in the city this encounter takes place) who have captured a survivor that they're preparing to sacrifice in the middle of the street. At your discretion, you can make the victim be an NPC tied to one of the PCs' backstories.

CULTISTS (3) CR 1

XP 400 each

hp 15 each (see page 24)

Tormented Survivors (CR 4): The rubble has been cleared away from the street here, and an improvised stage made of several partially destroyed wagons and carts has been erected in the middle of the street. On this stage stand four frightened-looking men and women, each armed with jagged broken weapons and clad in bits and pieces of dented, bloody armor. Two quasits flap about nearby as they work to stage a "play" of sorts comprising battles between their victims. Each of the humans are 1st-level commoners and only have 1 hit point left. Four more dead men and women lie scattered about the cleared area—victims who attempted to run away only to be killed by one of the quasits. If the PCs intervene, the quasits order their intimidated human "actors" to protect them. Terrified and cowed, the poor commoners try their best to fight the PCs. If the PCs can defeat the quasits

without letting any of the commoners die, award them an extra 600 XP.

QUASITS (2) CR 2

600 XP each

hp 16 each (*Pathfinder RPG Bestiary* 66)

HOME SWEET HOME

Despite their differences, Anevia, Aravashnial, and Horgus are equally horrified when they behold the true extent of the devastation the demons have wrought upon Kenabres, yet their short time with the PCs has changed them—they bear the shock stoically and with grim determination. All three would prefer to remain with the PCs until they can reach somewhere safe (which turns out to be Defender's Heart). But in the meantime, each has a special favor to ask the PCs.

Anevia: Anevia explains that she and her wife Irabeth share a small home in eastern Kenabres—she asks the PCs to escort her there so she can see not only whether she still has a home, but also whether there's been any word there of her wife's whereabouts.

Aravashnial: Aravashnial is concerned about his fellow Riftwardens, but unless he's helpful, he doesn't reveal this to the PCs—only that he'd like to be brought to Blackwing. (It's at this library that the Riftwardens kept their secret hideout, but as Aravashnial will soon learn, the Riftwardens have fled the city.)

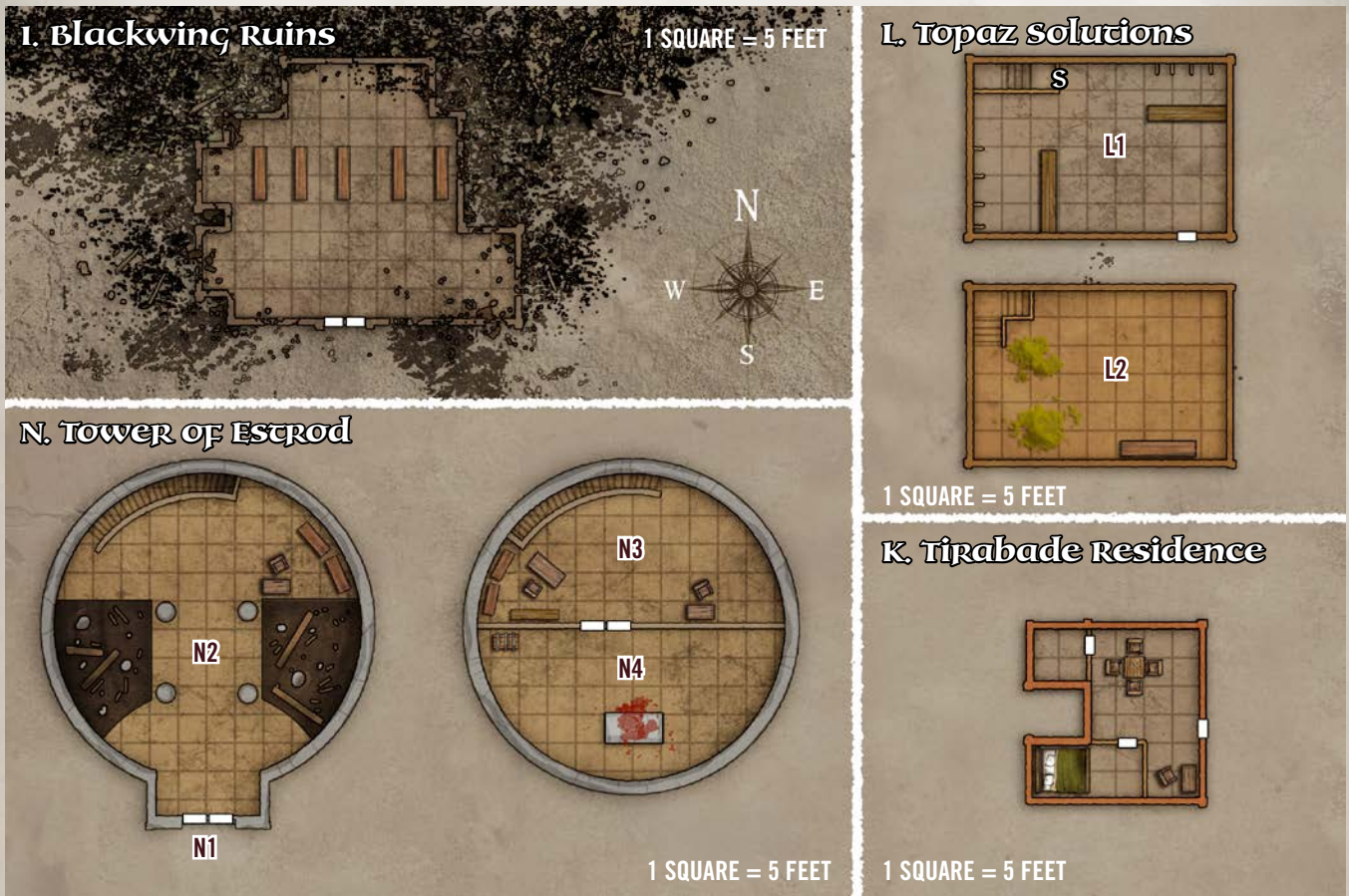
Horgus: Horgus Gwerm demands the PCs take him home before doing anything else—if he's at least friendly, he relents and is patient, but otherwise he throws his hands up in the air in frustration and attempts to make his way home on his own. Whether he survives this journey is up to you, but if he does, his attitude to the PCs should degrade to indifferent at best, and he won't be giving them the reward he promised.

Others: One or more of the PCs may have friends, family, or loved ones in Kenabres. If this is the case, on returning to the surface these PCs may wish to seek their loved ones out. The fate of these NPCs is left to your discretion—they may have fled the city, or perhaps they found refuge in Defender's Heart. Some may even have died or have gone missing. You know your players best, and you should adjust the fates of their families and friends as you feel is appropriate. Feel free to have them appear as prisoners in one of the sites described below, or perhaps they aren't destined to be encountered again until later in the Adventure Path.

I. Blackwing Ruins (CR 4)

The Librarium of the Broken Black Wing—called "Blackwing" to the locals—has a reputation for containing the most complete record of research on demon hunting in the country. The building has also long served as a hidden

The Worldwound Incursion



base of operations for the Riftwardens in Kenabres, its stacks and secret chambers containing numerous facilities and resources for this group of spellcasters.

Unfortunately, Blackwing now lies in ruins—all that remains standing is the Librarium’s facade and its reinforced great hall. When Aravashnial learns of the building’s destruction, he becomes despondent, collapsing to his knees in despair—many of his friends dwelt at Blackwing, after all. The realization that he may well be the only Riftwarden left in Kenabres is hard for him to take, and the elf is essentially nauseated with grief during this entire encounter.

Curiously, the buildings surrounding Blackwing seem not to have been as damaged—it’s as though some force singled out Blackwing for destruction. An investigation of the ruined building may well turn up some clues as to why this is the case, but first, the PCs will need to deal with the ruin’s current occupant.

Creatures: The majority of Blackwing has crumbled to rubble, with only the main hall still standing, its vaulted ceiling sturdy enough to keep this fragment of the whole intact. A group of five librarians (all human experts 3) are the only survivors of the disaster, and they’ve spent much of

their time after the fall huddled here in despair. The first person they grew brave enough to open the doors to offer shelter was a man named Chaleb Sazomal, who appeared to be a crusader in distress. Unfortunately, letting him in ended up being one of their worst mistakes.

Chaleb was an opportunistic, self-centered man even before the fall of Kenabres, a man who joined the crusade for the chance to loot old Sarkorian ruins, impress the ladies, and otherwise turn things to his advantage. With Kenabres’s fall, Chaleb is certain that the demons are going to win, and he wants to be on the winning side—he’s spent the time since the disaster going from building to building, searching for pockets of survivors and any surviving bits of lore to destroy, hoping to build a reputation vile enough to attract the attention of a demonic patron. So far, his antics have caught the attention of two tiefling rogues who have started to follow the cavalier, figuring that if he does get someone’s attention, it’s best to be there to coast along. Blackwing is but the latest stop on Chaleb’s path of villainy.

Chaleb’s only been here for an hour by the time the PCs arrive—the front door to the main hall hangs ajar and the brash sound of his voice barking orders to “stack the

WRATH OF THE
RIGHTEOUS

damn books better!” peals out from within. He has the five frightened librarians cowed—he’s bound four of them hand and foot in the center of the room, while the fifth, a weeping woman named Fenna, is being forced to make a ring of books stacked around the four. Chaleb intends to burn the books and the librarians within the ring, but is growing frustrated that there aren’t enough books to make a big enough ring. The librarian is not digging up new books from the rubble fast enough, and if the PCs don’t intervene within a few minutes, he kills Fenna, light the books he has on fire, and head off to find a new place to despoil.

If the PCs attack, Fenna does her best to aid in the fight, casting *burning hands* on Chaleb if she gets a chance after she takes a few rounds to free the other prisoners from their bonds. It takes a full-round action to untie or cut a librarian free, but once free, the librarian joins the fight against the evil cavalier. Chaleb’s tiefling flunkies do their best to aid him, but some take advantage of the situation to attempt to slaughter the wizards while the PCs are distracted during the fight. The tieflings fight to the

death as long as Chaleb still stands, but flee as soon as Chaleb is killed or surrenders.

CHALEB SAZOMAL**CR 3****XP 800**Male human cavalier 4 (*Advanced Player’s Guide* 32)

CE Medium humanoid (human)

Init -1; **Senses** Perception +5**DEFENSE****AC** 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)**hp** 34 (4d10+8)**Fort** +6, **Ref** +0, **Will** +4**OFFENSE****Speed** 20 ft.**Melee** +1 *heavy mace* +9 (1d8+5)**Special Attacks** cavalier’s charge, challenge (+4, +2, 2/day)**TACTICS**

During Combat Chaleb lost his mount during the initial disaster, so he’s forced to fight on foot, something he finds distasteful. He prefers to attack obvious worshipers of Iomedae or other good deities, figuring that each paladin or priest slain is one more triumph to attract a demon’s attention.

Morale Chaleb is, among other things, a coward—he begs for his life if reduced to fewer than 10 hit points, but if taken prisoner, he does his best to escape at the earliest opportunity. If he can take out one of his captors in the process, so much the better.

STATISTICS**Str** 18, **Dex** 8, **Con** 14, **Int** 12, **Wis** 13, **Cha** 10**Base Atk** +4; **CMB** +8; **CMD** 17**Feats** Dazzling Display, Iron Will, Power Attack, Skill Focus (Bluff), Swap Places^{APG}**Skills** Bluff +10, Handle Animal +7, Intimidate +7, Knowledge (local) +5, Perception +5, Ride -1, Sense Motive +8**Languages** Common, Hallit**SQ** expert trainer +2, mount (currently dead), order

of the cockatrice (braggart), tactician (1/day, 5 rounds, standard action)

Combat Gear *potions of cure light wounds* (2); **Other Gear** banded mail, light steel shield, +1 *heavy mace*, 29 gp**TIEFLINGS (2)****CR 1/2****XP 200 each****hp** 10 each (*Pathfinder RPG Bestiary* 264)**LIBRARIANS (5)****CR 1/2****XP 200 each**Cautious mages (*Pathfinder RPG NPC Codex* 178)**hp** 9 each

chaleb sazomal

The Worldwound Incursion

Treasure: A successful DC 20 Perception check reveals that one of the books stacked in the ring surrounding the librarians is a damaged wizard's spellbook. The few legible remaining pages contain the following spells: *alarm*, *dismissal*, *dispel magic*, *magic circle against chaos*, *resist energy*, and *versatile weapon*^{APG}. The spellbook is worth 700 gp. In addition, a parchment scroll of *dimensional lock* is folded up and tucked into the book's pages. While no further treasures remain easily accessible in the surrounding rubble, a successful DC 15 Perception check while looking through the rubble turns up a half-dozen leathery gray strips of what appears at first to be flesh, but that, upon closer examination, looks to be dried worms of some sort about as long as a human finger. A successful DC 15 Knowledge (nature) check reveals the worms are of no known species from the natural world. These worms are fragments left behind by the worm that walks Xanthir Vang, the region's leader for the Blackflame Adepts, who took part in the destruction of Blackwing and stole several of its greatest treasures—these treasures now lie in his own fortress (see *Pathfinder Adventure Path #75: Demon's Heresy*).

Development: Fenna and the other librarians thank the PCs profusely for saving them; they can point out the spellbook to the PCs and give it to them as a reward for the rescue. The librarians can also tell the PCs that Blackwing was destroyed by a horrific abomination—a man made of worms who used magic and enslaved demons to smash the structure down. They suspect that the worm took several treasures from the ruins before he left, but are unsure what specifically he took. They such see no reason to keep the secret that this location was a Riftwarden stronghold, since they know that all the Riftwardens who were stationed here are dead. They do know that the head librarian, a man named Quednys Orlun, was up near the Cathedral of Saint Clydwell at the time of the disaster. They haven't heard from him since, but there's a chance he may still be alive. The librarians would rather remain here for now to guard the remaining books—the main hall is a strong and safe place as long as they don't open the doors for anyone else. Once the PCs make contact with Quednys at Defender's Heart, he takes action to ensure the librarians are relocated there. Until then, this location can become a safe place for the PCs to rest.

NPC Reactions: The librarians recognize Aravashnial, but none of them really ever spoke with the elf before—he was always somewhat standoffish to those he regarded as “the help.” But now, things have changed—the librarians cling to Kenabres's last Riftwarden and beg him to stay with them to protect them. He does so, thanking the PCs for helping him reach this location and promising to aid them in the future as best he can. If his attitude is helpful, he can be convinced to continue his travels with the PCs, but insists that they look for Quednys and for a way to get the librarians to eventual safety.

Story Award: If the PCs escort Aravashnial to this location, award them 800 XP. Each librarian that survives the fight against Chaleb earns the PCs an additional 200 XP.

J. Gwerm Manor

In the middle of all the chaos and destruction, Horgus Gwerm's manor is something of a miracle, for it seems to have escaped without any damage at all. The fact that Horgus has no family and his servants and guards all fled immediately, leaving the manor abandoned, is the primary reason for this—the demons are more interested in demolishing buildings with people in them. In time, if Kenabres isn't saved, the manor will be razed like all the rest, but for now it still stands.

Horgus is somewhat disgusted that his guards and the help have abandoned the manor—even more so when he realizes that they made off with a lot of his valuables. Fortunately for the PCs, his vault remains locked tight, and while he might grumble about it, he stays true to his word to reward them with the gold he promised him earlier in the adventure (1,000 gp, or 2,000 gp if the PCs got him to promise more).

Gwerm thanks the PCs awkwardly once the award is paid, covering his genuine expression of sentiment by offhandedly remarking, “Of course you recognized my importance immediately, but still, you did a most adequate job of getting us safely to the surface. Above average, even.” Even in thanks, Horgus has trouble being nice. He would prefer to remain at his home for now, and provided the PCs eventually prevent Kenabres's total destruction, Horgus weathers the current violence in his well-stocked vault and can continue to be an ally (even if a frustrating one at times) in adventures to come.

Story Award: For escorting Horgus to his manor, award the PCs 800 XP.

K. Tirabade Residence (CR 4)

Anevia is most anxious to return to the modest home she shares with her wife, Irabeth. The house sits in the southern part of the Gate District, and despite Irabeth's standing and success in the Eagle Watch, is a simple three-room affair. Anevia always imagined herself living in a larger home when she “settled down,” but has largely given up arguing with Irabeth to upgrade their home. It's hard to argue with someone who insists on donating the bulk of the rewards and pay she earns to various charitable concerns.

Creature: When the group arrives at Anevia's house, they find the building abandoned but still standing. Anevia calls out for Irabeth, but there's no answer—Irabeth isn't present, but the house is far from abandoned. One of several criminals Irabeth tracked down during her time in the River Kingdoms was a half-orc cultist of Xoveron named Vagorg, a man whose grandiose plans to burn down an entire neighborhood in Tymon were cut short when he was captured by a fellow half-orc. Vagorg tried to

WRATH OF THE RIGHTEOUS

use his shared race to convince the paladin to let him go, but this only furthered her resolve—she delivered him to the authorities and forgot about him.

But Vagorg did not forget about her. He served for several months in a fighting pit before escaping, but by that time Irabeth had left the region. It took Vagorg many more months to track her down, and he's spent nearly a year and a half since coming to Kenabres watching and waiting for the chance to get his revenge. When Kenabres fell, Vagorg realized fate had given him the perfect opportunity—he hopes to catch Anevia alone, murder her, and leave her body in the bed for Irabeth to find. When he found their home to be empty, he settled in here, waiting

patiently for one of the two to return, at which point he plans to enact his vengeance.

Vagorg keeps an *alarm* spell (mental) active at all times, centered on the front door to the residence. If anyone comes within 20 feet of the front door, he's alerted and immediately prepares his ambush as detailed below in his tactics. Since each casting of *alarm* lasts for 10 hours, he has to cast the spell three times a day—assume he's got six 1st level spell slots remaining if the PCs approach the place during the day, but only five remaining if they approach at night. The front door is locked.

VAGORG

CR 4

XP 1,200

Male half-orc sorcerer 5

CE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 shield)**hp** 35 (5d6+15)**Fort** +3, **Ref** +2, **Will** +4; +4 vs. sickness, nausea, fatigue, or exhaustion, +2 vs. poison**Defensive Abilities** orc ferocity; **Resist** electricity 5

OFFENSE

Speed 30 ft.**Melee** *ranseur of the gargoyle* +4 (2d4+2/×3)**Sorcerer Spells Known** (CL 5th; concentration +9)2nd (5/day)—*bull's strength*, *scorching ray*, *shatter* (DC 16)1st (7/day)—*alarm*, *cause fear* (DC 15), *mage armor*, *shield*, *summon monster I*0 (at will)—*acid splash*, *daze* (DC 14), *flare* (DC 14), *ghost sound* (DC 14), *light*, *ray of frost***Bloodline** abyssal

TACTICS

Before Combat When the alarm goes off, Vagorg drinks a *potion of invisibility*, then casts silent *mage armor* and *silent shield* on himself while moving to the southern nook to wait.

During Combat Vagorg waits for Anevia to be in sight before he begins his attack. He casts silent *summon monster I* (it takes a sorcerer 2 rounds to do so) to summon a fiendish fire beetle to attack Anevia—he repeats this action every 2 rounds. Once he's out of 2nd-level spells, he joins the fight, focusing his ranseur attacks on Anevia while screaming in Orc, "Your wife will find your corpse in bed waiting for her!" If the PCs manage to attack him before he's out of 2nd-level spells, he casts *bull's strength* on himself before attacking in return.

Morale Vagorg fights to the death.

STATISTICS

Str 13, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 18**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Demonic Obedience (Xoveron)^{BOTD2}, Eschew Materials, Martial Weapon Proficiency (ranseur), Silent Spell

VAGORG

The Worldwound Incursion

Skills Intimidate +10, Knowledge (planes) +5, Linguistics +0

Languages Abyssal, Common, Orc

SQ *bloodline arcana* (summoned creatures gain DR 2/good)

Combat Gear *potions of invisibility* (2), *wand of magic missile* (CL 3rd, 11 charges); **Other Gear** *ranseur of the gargoyle*, 42 gp

Treasure: Hidden in a secret niche in the bedroom (Perception DC 25) is a brief note from Irabeth, telling Anevia that when she returns, she can find Irabeth at Defender's Heart. The note says that the password "Silverstrong" identifies them as friends. In addition, Irabeth left two *potions of cure moderate wounds* and three *potions of invisibility* in the niche to aid her wife's journey to Defender's Heart.

NPC Reaction: Anevia is distressed to find not only her wife not home, but one of her old enemies (she can relate the story of Irabeth and Vagorg's history to the PCs, since her wife told her the story) waiting to get revenge on her. She checks the secret alcove as soon as she can, and gratefully gives the PCs the treasures Irabeth stashed there for her in thanks before asking the PCs for one more favor—to help her reach Defender's Heart.

Story Award: For escorting Anevia home, award the PCs 800 XP.

TRACKING DOWN TEMPLARS

At one point, there were many more cultists of Baphomet in the city of Kenabres. But now, the bulk of the demon cultists still active in the city are made up of worshipers of Deskari. While some of them can be found wandering the ruined city, looking for loot or new prisoners, most of these cultists remain behind the barricade near the Gray Garrison (see Part 4). The Templars of the Ivory Labyrinth have mostly moved on to other settlements in Mendev, Ustalav, and Numeria—their strengths at infiltration and subversion are more useful in areas that haven't yet been destroyed. Yet some still remain. The PCs may have found a list of three Templar safe houses in area H9. While evidence remains at all three locations, only the third, the Tower of Estrod, is still populated by Baphomet cultists. The order in which the PCs investigate these safe houses is irrelevant. If they didn't find the note, or simply don't investigate these sites on their own, the Eagle Watch might ask them to investigate these sites later in the adventure.

The Templars and the cultists of Deskari are not currently working hand in hand—in fact, those among the Templars who remain here in town are hanging back mostly to simply loot and enjoy the devastation. If the PCs fail to defeat the Templar presence in the city, however, the cultists in the Gray Garrison can call upon them for reinforcements, so it's best for the PCs to take out the Templars still active before moving on to Part 4.

L1. Topaz Solutions (CR 4)

A wooden sign above the door bears a carving of a bundle of orange herbs and flowers hovering over a beaker filled with smoking orange liquid. The building's windows are tightly shuttered, but the front door hangs halfway off its hinges.

Topaz Solutions was once a relatively unassuming herbalist's shop that specialized in alchemical equipment and potions. Its proprietor, a Templar wizard named Aigon Topaz, has long since abandoned the shop (although he left a "surprise" for crusaders in the basement). The secret door in the northwest corner is built into the back of a series of shelves containing fake alchemical supplies—a successful DC 20 Perception check reveals the stairs beyond that lead down to area L2.

Creatures: Three looters (members of a recently disbanded mercenary group called the Ash Ravens) squat within the herbalist's shop, using the storefront as a safe haven while they build up the courage to scour the ruined city streets for more ill-gotten plunder. The men know that their looting may attract unfavorable attention, and they try to talk their way out of a fight if they can. If the PCs try to force them to give up their goods, they curse and attack. A looter flees if reduced to fewer than 5 hit points.

LOOTERS (6)

CR 1/2

200 XP each

Brigands (*Pathfinder RPG NPC Codex* 266)

hp 15 each

Treasure: The looters keep their collection of treasure in a large sack. The trove consists of 122 gp, 418 sp, a set of silver cutlery worth 125 gp, a brass goblet worth 15 gp, a portrait of a young man in fancy dress cut from its frame and rolled up worth 55 gp, a flask of acid, a flask of alchemist's fire, two vials of antitoxins, three vials of holy water, three +1 *flaming bolts*, an *elixir of vision*, and a *potion of barkskin* +2.

L2. Basement (CR 5)

The air in this basement is damp and musty-smelling. The walls and floor are packed earth, while dozens of gourds hang from the ceiling beams. A sludge of rotting plant matter covers the floor. Against one wall, a wooden table holds a strange apparatus that looks like a clockwork toy of a snake-bodied, six-armed woman holding a sword in each hand. A tightly corked bottle, filled with what looks like water, sits before the statue. A wooden chest covered with engraved runes stands under the table, and a sinister image of a star surrounding a goat's face is painted on the wall above the table.

WRATH OF THE RIGHTEOUS

This hidden basement is where Topaz crafted poisons for use by the Templars of the Ivory Labyrinth.

A successful DC 20 Knowledge (religion) check identifies the image above the crest as one of Baphomet's symbols—one favored by his human worshipers rather than his demonic and monstrous ones. Anyone who approaches within 15 feet of the chest or symbol triggers a *magic mouth* spell that seems to come from the goat's mouth—"Ahh... I hope you are among Iomedae's slaves... I would hate to think of mere peasants wasting such a personal greeting from Lord Baphomet!" As soon as the *magic mouth* finishes its message, the creature in this room comes alive and trap activates.

Creature: As soon as it hears the *magic mouth* activate, the guardian left behind in this room claws its way out of the southernmost heap of vegetation. This malformed vegetable creature is a bloodthirsty mandragora. It attacks obvious worshipers of good deities before any other target, and fights to the death, pursuing foes relentlessly. Note that as a plant, the mandragora is immune to the poison vapors created by the trap.



Mark of Baphomet

MANDRAGORA

CR 4

XP 1,200

hp 37 (*Pathfinder RPG Bestiary 2* 185)

Trap: The chest is merely a lure—it was emptied of its valuables by Topaz before he left, save for five holy symbols of Iomedae stacked under a note that reads, "We don't need these anymore, but figured if you survived our surprise, it would be just plain rude to leave behind an empty chest for your troubles!" All five holy symbols have been coated with malyass root paste (*Pathfinder RPG Core Rulebook* 560)—the contact poison can be noticed with a successful DC 20 Perception check.

Of more immediate concern is the apparatus on the table—this is a clockwork toy set to trigger as soon as the *magic mouth* delivers its message. At this time, the clockwork marilith toy swings down its swords to shatter the bottle, which is a *bilious bottle* (see page 64).

BILIOUS BOTTLE TRAP

CR 1

XP 400

Type magical; **Perception** DC 20; **Disable Device** DC 10

EFFECTS

Trigger spoken word (Baphomet); **Reset** none

Effect 30-foot-diameter cloud of magical vapor (see *bilious bottle* entry on page 64)

Treasure: The marilith statue is a cunningly constructed clockwork that does little more than lunge its arms when a specific word is uttered—in this case, the word "Baphomet." The marilith toy weighs 10 pounds and is worth 250 gp.

M. Nyserian Manor Ruins

What was once surely a stately manor is now nothing more than a pile of rubble and a gouged trough of ruin.

Nyserian Manor was in the path of one of the ulkreths that helped devastate Kenabres—a classic example of the demonic horde not working in complete harmony, for Kandro Nyserian was one of the Templars of the Ivory Labyrinth. Positioned in Kenabres's nobility, Kandro was in a unique position to help facilitate Templar logistics, and he kept secret rooms in his basement for Templars who needed a place to hide if their covers were blown. Kandro managed to escape his manor before it was destroyed, but what fate had in store for him was even worse (see page 43). In any event, little remains of this manor to interest the PCs, other than the fact that the ruined manor is certainly no

longer used by the Templars as a safe house. If the PCs learned that Kandro was the man who bought Irabeth's sword, they might try to search through the ruins for it—but the sword, like Kandro himself, is now located in the Gray Garrison (see Part 4).

N1. Tower of Estrod

This sixty-foot-diameter gray stone tower is missing the bulk of its upper floors—some terrific force smashed its upper sections away, creating huge mound of rubble north of the building and leaving the tower now a mere stump with a jagged top.

The Tower of Estrod served Kenabres for decades as library and research laboratory owned by the city, but after its founder's mysterious death 2 years ago, it has secretly served as a Templar of the Ivory Labyrinth safe house. The cultists used the tower's resources to keep track of crusader accomplishments and strengths while appearing to merely be cataloging a history of the war effort. Much of the tower's holdings have been destroyed when the top was smashed away by an ulkreth, but the bottom two floors remain intact, and serve now as a home for the leader of the Kenabres Templars, a man named Faxon.

The Worldwound Incursion

The tower's front door is kept locked (Disable Device DC 25)—knocking on the door attracts the attention of the cultists within, but they won't let anyone in unless they speak the passphrase ("I've new material for the archives") is given.

N2. Ground Floor (CR 3)

The ground floor of the tower is now open to the air—a tangle of wooden supports above being all that remains of the building's upper stories. Two rubble-filled pools flank a central walkway that crosses to an open area with a few shelves, a desk and chair, and a flight of stairs leading down.

Creatures: Two cultists of Baphomet stand guard here. Any intruders who don't utter the passphrase are immediately attacked—one of the cultists sacrificing himself to delay the PCs while the other races down to area N3 to warn Faxon. If the PCs give them the proper passphrase, the cultists expect them to be cultists looking for a place to rest—they're each given bedrolls and some nasty food, and told to bunk out anywhere there's room on the floor after reporting in to Faxon below.

CULTISTS OF BAPHOMET (2)

CR 1

XP 400 each

hp 15 each (see page 24)

N3. Faxon's Workshop (CR 4)

This semicircular room is empty except for a few bookshelves against the walls and a single desk and chair sit in one corner. A huge set of wood and metal double doors stands in the south wall.

The door to area N4 is kept locked (Disable Device DC 30).

Creatures: The current leader of the Kenabres Templars is a tiefling witch named Faxon, although he only recently came into this role when he discovered his superior was embezzling money from the cult to pay for his addiction to demon's blood. (See the next adventure for rules on this addictive drug.) After he ratted out his superior, Faxon was awarded the role of temporary leader of the Kenabres Templars—a job he only had to manage for a few weeks before the city's fall. Faxon is now merely waiting for word from up high to gather the city's remaining Templars and move on to a new target—he knows something to do with altering the remaining *wardstones* is scheduled to occur soon, and is anticipating the event eagerly.

If the PCs are sent down here by the cultists above to report to Faxon, the witch expects the PCs to give him a list of observations from their patrols, as well as any treasure they've looted—if the PCs do so and manage to Bluff him, he thanks them for their work, promises "Minagho will be sending us on to a fresh city" soon enough, then dismisses

them, expecting them to return upstairs to sleep. If he gets the idea that the PCs aren't actually cultists, he tries not to let on—he sends them all away but asks one of the PCs to stay behind for a personal talk. If the PCs comply, he tries to cast *charm person* on the other PC once they're alone so he can find out whom they really are, then locks that PC in area N4 before heading upstairs to try to capture the others with the cultists' aid.

FAXON

CR 4

XP 1,200

Male tiefling witch (*Pathfinder RPG Bestiary* 264, *Pathfinder RPG Advanced Player's Guide* 65)

CE Medium outsider (native)

Init +3; Senses darkvision 60 ft.; Perception +5



WRATH OF THE RIGHTEOUS

DEFENSE

AC 15, touch 14, flat-footed 11 (+1 armor, +3 Dex, +1 dodge)

hp 30 (5d6+10)

Fort +3, **Ref** +5, **Will** +5

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee morningstar +1 (1d8-1)

Ranged heavy crossbow +6 (1d10+1/19-20)

Special Attacks hexes (disguise [5 hours], evil eye [-2, 7 rounds], misfortune [1 round])

Spell-Like Abilities (CL 4th, concentration +5)

1/day—*darkness*

Witch Spells Prepared (CL 5th; concentration +9)

3rd—*bestow curse* (DC 17), *vampiric touch*

2nd—*blindness/deafness* (DC 16), *burning gaze*^{APG}, *fog cloud*

1st—*burning hands* (DC 15), *charm person* (DC 15),
command (DC 15), *inflict light wounds* (DC 15)

0 (at will)—*dancing lights*, *guidance*, *resistance*, *spark*

Patron Animals

TACTICS

During Combat Faxon opens combat by casting *blindness/deafness* on any obvious healer, and then *bestow curse* on the most heavily armored foe to reduce his Strength score by 6. He follows this up with his other offensive spells and hexes, casting *vampiric touch* once he drops below 20 hit points.

Morale Faxon fights to the death.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 15

Feats Combat Casting, Combat Expertise, Dodge

Skills Bluff +7, Disguise +5, Knowledge (arcana) +12,
Knowledge (planes) +12, Perception +5, Stealth +10

Languages Abyssal, Aklo, Common, Draconic, Hallit,
Infernal, Undercommon

SQ fiendish sorcery, witch's familiar (scorpion named Nox)

Combat Gear *wand of cure moderate wounds* (9 charges);

Other Gear morningstar, heavy crossbow with +1 bolts (12),
bracers of armor +1, *cloak of resistance* +1, key to area **N4**,
key for chest in area **N4**, 29 gp

N4. Shrine to Baphomet

This semicircular room has been outfitted with numerous demonic decorations. The green glass lanterns hanging on the walls give the room an eerie glow. A brazen minotaur head hangs from one wall above an altar covered with wavy-bladed knives and curved bulls' horns, while star-shaped symbols in red decorate other walls. A large wooden chest sits near the west wall.

This room is a shrine to Baphomet—it is still under the effects of an *unhallow* spell (with a *zone of truth* spell tied to it that affects all creatures) cast several months ago by the

previous leader of the local Templars. Faxon is the shrine's current guardian, although he increasingly worries about getting the various rituals and prayers exactly right, since he was never properly trained to serve as a cult leader by his superior. The star-shaped symbols are the same symbol of Baphomet found in area **L2**.

Treasure: The brazen minotaur head on the wall is an active *brazen head* (see page 64).

The wooden chest is locked (Disable Device DC 30)—Faxon carries its key. Within are various items looted from the ruins over the past several days by the cultists, including 2,310 cp, 759 sp, 122 gp, 11 pp, five silver holy symbols of Iomedae worth 25 gp each, a masterwork longsword, two masterwork scimitars, 450 gp in various fine housewares like silverware and table settings, a *wand of bless weapon* (18 charges), and a currently broken *phylactery of faithfulness*.

The chest also contains a sheaf of papers documenting the cultists' movements around the city. These papers not only indicate that the plan to attack Kenabres was several years in the planning, but that there were a large number of Templars of the Ivory Labyrinth involved. This list of names is valuable to the crusaders—it can't help Kenabres at this point, but since several of the names on the list include people operating in other cities, the crusaders will pay 2,000 gp for it in reward.

Finally, there's a short note in immaculate handwriting—a letter from the lilitu Minagho to Faxon (see Handout #2 on page 39). A successful DC 20 Knowledge (local, history, or planes) check identifies Minagho as the demonic ruler of the ruined city of Raliscrad in the Worldwound, and Vorlesh as the woman rumored to have helped open the Worldwound in the first place. The "*Nahyndrian crystal*" is a much more obscure subject—with a successful DC 35 Knowledge (planes) check, the PCs know that *Nahyndrian crystals* are said to be the crystallized fragments of a murdered demon lord's life force, though what use such an object could be put to is unknown.

Story Award: Grant the PCs 1,600 XP if they discover the missive from Minagho and learn more of the cult's plans for Kenabres.

O. DEFENDER'S HEART

The largest inn in Kenabres is Defender's Heart—a stout stone structure that survived the fall of Kenabres with ease. Built to last and largely ignored by the initial demonic attack (which focused much more on Old Kenabres and the riverfront), Defender's Heart was a perfect choice as a place for surviving crusaders and veterans of the war to gather and form a sort of defensive line. The majority of the surviving crusaders now housed here belonged to the Eagle Watch (see page 72), and they have assumed control of the various other leaderless mercenaries while they wait for the Mendevian army to come to the city's aid.

The Worldwound Incursion

While the inn is owned and run by a one-armed man named **Kimroth Otai** (LG old male human expert 2/ fighter 3), he's largely ceded control of the building to the Eagle Watch—the highest-ranking survivor of which is the half-orc paladin Irabeth Tirabade. Along with a handful of experienced crusaders and city guards, Irabeth has spent the past several days gathering intelligence on the assault, formulating plans to defend the inn against periodic attacks by demons and cultists, and working to keep morale up by promising the Mendevian army is only a few days away from helping to retake Kenabres.

Alert guards are posted at every third window in the large structure, and as such the PCs should approach the barricade with caution—a too-bold approach results in a crossbow bolt fired over their heads and an order to drop their weapons. If the PCs' found Irabeth's note, they can use the password "Silverstrong" to gain entrance. Otherwise they must willingly disarm themselves and agree to be escorted in by armed crusaders. A sincere plea for clemency (and a successful DC 25 Diplomacy check) allows the PCs to enter the camp armed.

If Anevia is with the PCs, the guards recognize her as their commander's wife and automatically grant the party entrance. Anevia lets out a joyful cry as Irabeth appears, quickly coming to greet her once word of her return spreads. The women embrace tenderly before Anevia introduces her wife, Irabeth, to the PCs. Irabeth thanks the party for keeping Anevia safe and swears to assist them in whatever way she can. If Anevia isn't with the PCs, Irabeth is still intrigued by their resilience—more so once she hears their harrowing story.

Irabeth explains that she's now in charge of the Eagle Watch, at least, until the Mendevian army arrives to help reclaim the city. She knows that word got out about the attack, but has also heard that Nerosyan and other cities along the border are facing their own plights—so far, she's relatively certain that none of the other border cities have suffered as great a defeat as Kenabres, but she can confirm that this city's *wardstone* has been destroyed and that as a result, the entire network of *wardstones* has diminished in power to a shadow of its former strength. She thanks Iomedae daily for the inherent disorganization of the enemy, noting that had the demons made as focused an attack on Nerosyan as they did on Kenabres, things would be dire indeed. (She, along with many other crusaders, doesn't realize that the demons are deliberately drawing out the war so as to give the crusaders a more protracted time in which to lose hope and fall into despair and sin.)

Irabeth wants to know all about the PCs' adventures—any additional information they can give her about the nature of the attack on Kenabres is most welcome. When certain topics come up, she has more information for the PCs as well, as detailed below.

Faxon,

You did well to report your superior's mishandling of funds, and I trust that you will continue to serve as loyally in the weeks to come. You need not command the Kenabres Templars for long, for the city is about to die—I only wish I could be there to take part in its murder, for I have fond memories of my Red Morning Massacre. No matter, I suppose, for your mortal kin will all fall soon enough—as I said, Kenabres's days are short. Vorlesh has already left to meet with our Lord's daughter in the Abyss to secure a Nahyndrian crystal of the proper purity, and once she has what she needs, she'll arrive in Kenabres to finish the job and turn the wardstones fully to our use. You will know when she succeeds, I suspect! Praise Lord Baphomet!

Minagho

HANDOUT #2

Mongrels of Neathholm: Irabeth is delighted to learn that the mongrels of Neathholm (people she prefers to call the "First Descendants," out of respect for their original parents), and agrees to send some Eagle Watch knights down to contact Neathholm and work out the alliance. Securing this alliance not only nets the PCs a story award (see below), but it can also help them in their final assault on the Gray Garrison.

Templars of the Ivory Labyrinth: If the PCs mention the Templars and their safe houses, Irabeth becomes very interested. The Templars of the Ivory Labyrinth are, in her opinion, one of the most dangerous elements of the enemy. "They have spies everywhere," she says, "and have apparently been among us for decades. Only recently has proof of their presence been manifesting. I personally managed to root out one of their more powerful members—the leader of a group called the Hammers of Heaven. We all thought of Staunton Vhane as a model crusader, but as far as I was able to discern, he's been working for the demons for decades. There's even evidence he may have been the one to betray Drezen 75 years ago. They knighted me for that discovery, but I'm still not sure why, since he slipped through my fingers and is out there still, causing who knows how much more damage..." Irabeth trails off here for a moment before she shakes her head to clear her thoughts, then informs the PCs that she can reward them for their efforts against the Templars of the Ivory Labyrinth (or, if the PCs haven't yet found and explored the

WRATH OF THE RIGHTEOUS

three safe house sites, she offers them a reward if they'll do so). Each safe-house site cleared earns the party a reward of 1,000 gp.

Nahyndrian Crystals: If the PCs have found the letter mentioning *Nahyndrian crystals*, Irabeth looks grave and says, "We've heard mention of these crystals before, and I fear that they're tied to something far worse than what's already happened to Kenabres." She certainly has more to say, but tells the PCs that her friend Quednys can explain things better.

Story Award: For making contact with the Eagle Watch and allying with Irabeth, award the PCs 800 XP. For finalizing the alliance between Neathholm and the crusaders, award the PCs 1,200 XP.

A SAFE HAVEN

Defender's Heart is meant to be a haven for the PCs—a place where they can relax, recover, and resupply. The building is quite large, and the crusaders, merchants, mercenaries, and others who have gathered here number nearly 200. There are only a few rooms still unoccupied in the huge inn, but Irabeth arranges for these to be used by the PCs for as long as they remain in the city. Room and board are provided, and the PCs can store treasure here without fear of it being stolen.

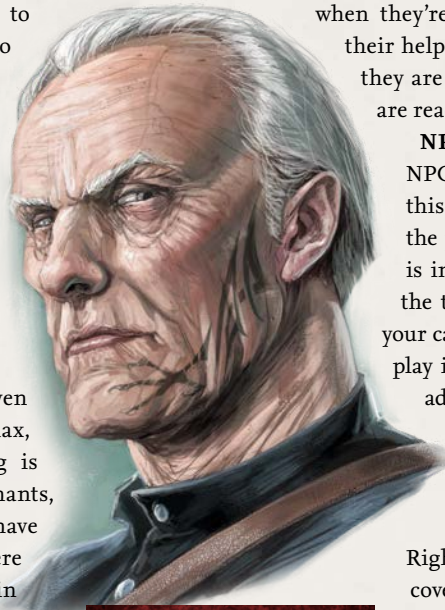
Characters who expect to be able to simply take what they want should soon learn that while times are tough, the Eagle Watch doesn't have the authority to impose martial law over the survivors, and for purposes of keeping up morale among the merchants and other citizens here, they've done their best to avoid wholesale requisitioning of gear. There are enough merchants in the place that the PCs can even sell off their unwanted treasure and purchase new gear and supplies—you can assume that anything costing 100 gp or less is readily available for purchase, and that anything beyond that up to a maximum of 2,500 gp has a 75% chance of being available for sale.

That said, there are many low-level clerics and paladins of Iomedae, Sarenrae, and Torag present, and they provide healing free of charge—any PC who has hit point damage or ability score damage can have that damage healed for free during a stay here.

Everyone in Defender's Heart hopes that the Mendevian army will arrive soon, but as the days have worn on hope starts to fade. In truth, the Mendevian army is making its way north, but it won't arrive for several more days—its arrival should coincide roughly with the point at which

the PCs finish this adventure. There's no official "timer" for when Areelu Vorlesh returns to Kenabres to corrupt the *wardstone* fragment kept in the Gray Garrison, but the players shouldn't be made aware of this. Irabeth encourages the PCs to wrap up any lingering tasks they might have in the city, such as exploring more Templar safe houses or escorting allies to their homes, but lets them know that when they're ready she has something she'd like their help with—an important task she believes they are particularly suited for. When the PCs are ready, continue with Part 4.

NPC Reactions: At this point, the three NPCs who traveled with the PCs throughout this adventure should separate ways with the party—the final part of this adventure is intended to focus on the PCs alone. But the three NPCs should not fade away from your campaign entirely—they can continue to play important roles in all of the upcoming adventures. Notes on how to incorporate Anevia, Horgus, and Aravashnial, as well as Irabeth and even other allies the PCs have yet to meet, will be presented throughout the Wrath of the Righteous Adventure Path, on the inside covers and in the adventures themselves.



Quednys Orlun

PART 4: The Wardstone Legacy

Once the PCs have recovered from their ordeals, Irabeth approaches them with a grim, worried expression. She explains that their arrival at Defender's Heart couldn't have been more timely, and asks them to come meet with a man named Quednys Orlun to find out why.

Quednys Orlun (LG old male human wizard 6) is an aged and angular human with an eagle's talon tattoo on his cheek. Founder and head librarian of Blackwing, Quednys was at the Cathedral when the attack began, and was instrumental in saving several citizens from certain death. He suffered a nearly fatal wound in doing so, but survived after he was brought to Defender's Heart and healed. Since then, Quednys has helped keep order in the inn. He believes that Blackwing was completely destroyed, and is haunted by this fact. If the PCs fill him in on what happened to his library, he is both distraught about not having been there to help himself and grateful that the PCs were there instead. Soon after the meeting with the PCs and Irabeth, he sees to it that any survivors still hiding out there are relocated to Defender's Heart as soon as possible.

Irabeth begins the meeting with the PCs by thanking them again for all they've done so far, and then by making sure they're willing to help the city some more. The entire Wrath of the Righteous Adventure Path assumes the players

The Worldwound Incursion

are in it to fight demons and save the world, more or less, but this point in the campaign is when the PCs may first realize the role that destiny has in store for them.

Once she's assured of the PCs' righteousness, Irabeth continues—read aloud or paraphrase the following.

"As horrific as recent events have been, we've come to realize that they are, in fact, merely a prelude. The razing of the Kite, the destruction of our wardstone, Terendelev's murder, and the assault on the city were nothing more than opening gambits. The Worldwound is on the march in a more concentrated assault than we've seen since the fall of Drezen. It's fair to say the Lord of the Locust Host is finally making his move. The end of this hundred-year-war is upon us, and it falls to us to ensure victory.

"While the Templars of the Ivory Labyrinth were scattered, those who serve the Lord of the Locust Host himself remain concentrated in Old Kenabres. What we've heard from within the barricade they've erected is ominous. The cultists are waiting for something, and based on our own information and what you've managed to recover so far, it sounds like the vile witch Areelu Vorlesh will soon be coming to Kenabres. And it appears that we've determined what she intends to do.

"When the wardstone was destroyed by the Storm King, it exploded and destroyed the Kite. The network along the border failed, but did not fade completely. I believe this is because a significant portion of our wardstone still exists, and that the cultists have taken it to the old garrison in Old Kenabres. From what we've learned, they're hoping to engineer a way to somehow reverse the field generated by the wardstones—essentially, to use our own greatest defense as a devastating weapon.

"The attack on Kenabres had a predictable result: causing the crusade to gather at the border to defend it. Some wonder why the demons haven't attacked in stronger numbers. I believe that Areelu was counting on us massing along the border, and that if she can corrupt the wardstone field, she can strike a devastating blow against us all. In effect, we've lined up for the slaughter.

"Vorlesh is surely seeking some object of great Abyssal power, likely the Nahyndrian crystal mentioned in the missive you recovered, and with it she intends to turn the source of our hope into an unimaginable nightmare. We cannot hope to evacuate everyone from the border—I doubt they would give up the defensive line even if they knew what the enemy planned. But we can still stop this from happening—we just need to have someone infiltrate the Gray Garrison, locate the wardstone fragment, and destroy it."

It is this task that Irabeth hopes the PCs will take upon themselves—if they don't volunteer, she asks them to do so point-blank. All of Kenabres's greatest defenders

perished, fled, or were captured—this final task falls to those few who remain, and of them, the PCs are the best situated to take on the mission. A small, elite force like the PCs can strike at the Gray Garrison, infiltrate it, and deal with the situation—especially if Irabeth and the other surviving mercenaries go on the offensive throughout the city. By doing so, the crusaders will have to abandon their defensive position and will certainly take losses, but luring

the cultists now in control of Old Kenabres out to attack a few dozen sudden uprisings of crusaders will certainly give the PCs the advantage they need to attack the Gray Garrison.

Irabeth doesn't expect the PCs will be able to achieve their goal on the first try—she even suggests they plan for multiple attacks on the Gray Garrison. She and her fellow crusaders will time their own strikes with each of the PCs's attacks, and while the cultists will certainly shore up their defenses between forays, multiple strikes should wear them down. As long as the PCs can destroy the wardstone fragment before Vorlesh's arrival, it will all be worth the risk.

While none know when Vorlesh is scheduled to arrive (and thus it's safe to assume she could show up at any minute), Irabeth tells the PCs that Quednys has the perfect tool for finishing off the wardstone's destruction—a *rod of cancellation* he salvaged from a ruined wizard's shop.

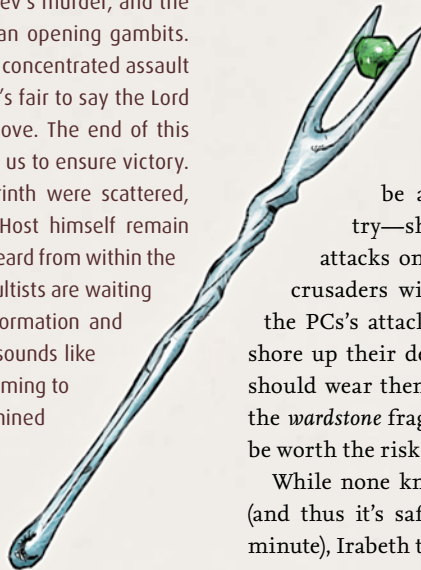
With this item, the PCs should be able

to drain the last vestige of power from the fragment; in so doing, it will completely sever the wardstone's connection remaining connection to the field. Doing so will rob Vorlesh of a crucial chink in the wardstone field's armor and prevent her from using it against the crusaders unless the demons can manage to destroy another wardstone—"Something I don't think is possible in the short term, for the Kenabres stone has suffered numerous attacks over the past several years that made this final destruction possible. Almost," she adds wryly, "as if the demons have been planning for this day from the start." If the PCs suggest simply reclaiming the fragment and keeping it safe, Irabeth sadly shakes her head—she points out the fragment is useless at this point to the crusaders, and as long as it exists it will continue to be a liability. It must be destroyed.

ADDITIONAL AID

Other allies the PCs may have made during the adventure can help as well.

Anevia: If Anevia survived and was reunited with Irabeth, the paladin's relief is enough that she feels confident leaving the orchestration of the distraction attacks to her subordinates—she tells the PCs that she can't ask them to



rod of cancellation

WRATH OF THE RIGHTEOUS

do anything she wouldn't attempt herself, and volunteers to accompany them on the journey. When Anevia finds out about Irabeth's intention to accompany the PCs, she makes them promise to keep her wife safe—she understands that her crippled leg would only hinder their chances.

Aravashnial: If he is at least friendly with the PCs at this point, Aravashnial tells the PCs that he knows of a hidden cache of Riftwarden equipment that can help them in their mission—he wasn't sure the cache survived until recently. The cache includes eight *potions of cure serious wounds*, four *potions of lesser restoration*, 10 +1 *evil outsider bane arrows*, a *chime of opening*, two cold iron weapons (pick types used by PCs), a *wand of magic missiles* (CL 5th, 31 charges), and a *wand of daylight* (24 charges).

Horgus: In perhaps the most unanticipated development, Horgus Gwerm (if he's at least helpful toward the PCs) donates a fair amount of his personal supplies to Defender's Heart. These additional supplies bolster morale enough that the crusaders fight particularly well. This results in the first defense escalation (see below) being delayed, so that the first of the PCs' attempts to destroy the *wardstone* suffers no consequences if the heroes are forced to retreat and try again.

Neathholm: If the PCs have helped secure an alliance with Neathholm, the mongrels provide additional support. Each PC gains the support of a mongrelman ranger (use stats for Wenduag on page 19) who follows his or her orders. Each PC controls this mongrel's actions, but keep in mind that it won't take obviously suicidal actions.

ENTERING OLD KENABRES

The cultists have claimed the heart of Old Kenabres. The walls surrounding this district are normally well patrolled by tieflings and cultists alike, but if the PCs wait for the crusaders to attack, these guardians are spread thin enough that it's a simple matter to enter the district uncontested.

Inside Old Kenabres, random monster encounters are much more common. Normally, there's a 20% chance of an encounter every 30 minutes, but if the PCs wait for the distractions, they should have only one chance at an encounter per attempt to infiltrate the Gray Garrison. Roll on the table on page 28 if an encounter occurs.

P. THE GRAY GARRISON

The Gray Garrison is so-called for its squat, plain gray stone facade. Before the fall, the Gray Garrison served as a museum, tended by several aged curators who kept the structure in working order out of a sense of duty and to honor the past. Once the initial attack on Kenabres was over, the cultists chose it as their base of operations due to its central location and its ease of defense.

The Gray Garrison has two full floors and a partial third floor. Rooms within are lit via *continual flames* placed inside lanterns, as the lack of windows makes the accumulation

of smoke a discomfort. The air quality is stuffy, warm, and uncomfortable, but the cultists hardly notice—air quality in the Worldwound is far worse, after all. Doors are made of stone and can be barred from both sides, but unless otherwise indicated, they cannot be locked.

GARRISON DEFENSE ESCALATIONS

The following encounter areas present the Gray Garrison as it is populated and defended when the PCs first attack. If the PCs attack the garrison without the Eagle Watch and other crusaders running a series of distractions, many more defenders are present—area **P1** is patrolled by twelve cultists, four additional vermlaks, and six howlers. Every other encounter inside the garrison contains twice as many abrikandilus, tieflings, and cultists than listed.

If the PCs retreat to regroup and recover for additional assaults, the garrison's defenses escalate through the following stages as Jeslyn calls in more and more troops to defend the place. You can place the escalation troops as you wish in the garrison—use them to repopulate rooms the PCs previously cleared or augment other chambers as feels logical. The additional troops for Escalation 1 are present the second time the PCs attack the garrison; those in Escalation 2 are there for the third attack, and so on—these additional foes are cumulative, and any from prior escalations who weren't slain remain in subsequent escalations.

Escalation 1: Six tieflings, four dretches, 1 mandragora (from area **L2** if it survives), and Faxon (if he survives)

Escalation 2: Six cultists, six tieflings, four vermlaks, three abrikandilus, and one schir

Escalation 3 and beyond: Six cultists, six tieflings, three abrikandilus, two schirs, and one babau

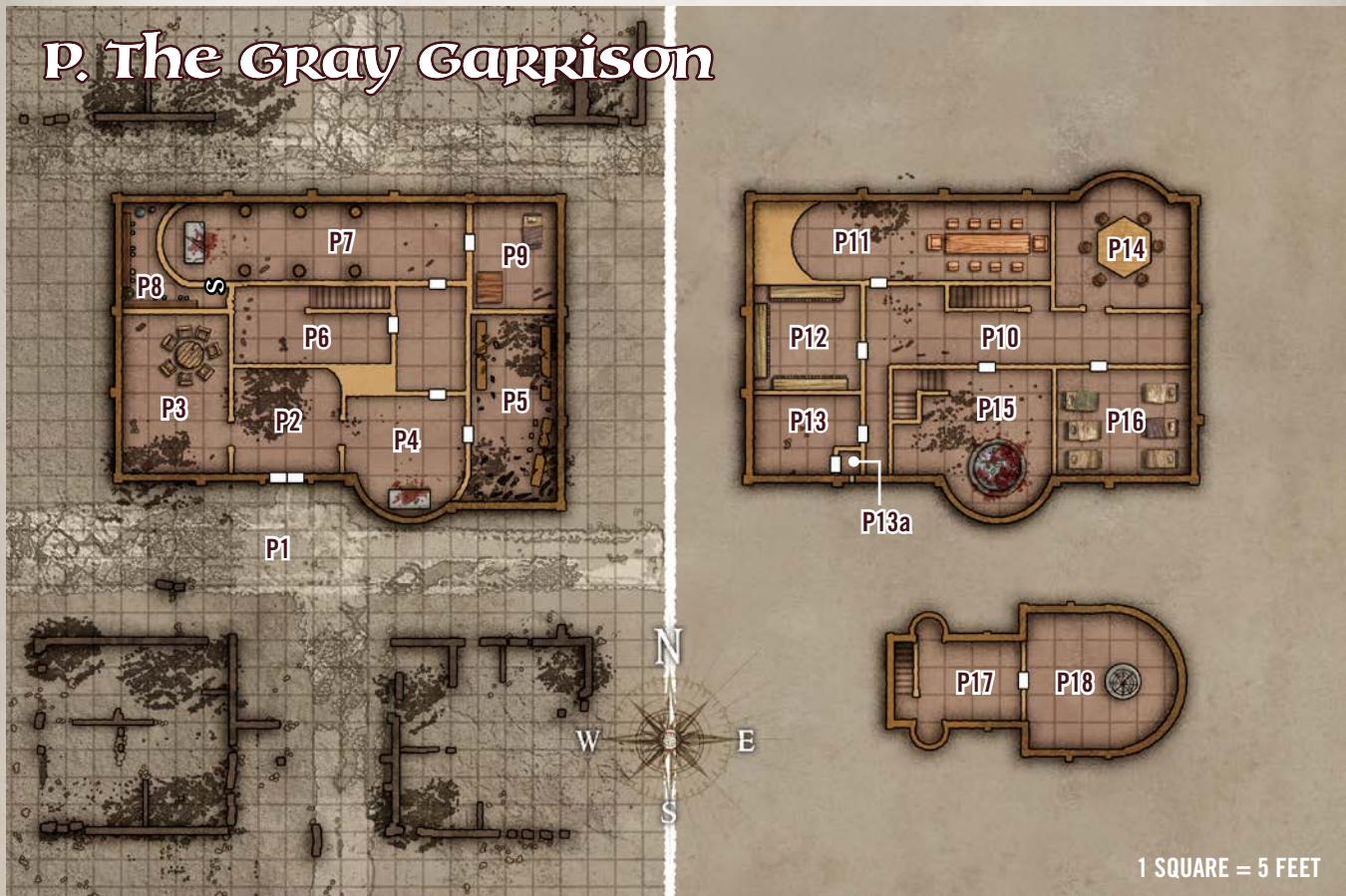
P1. Garrison Courtyard (CR 5)

A large stretch of buckled ground and rubble stretches before the Gray Garrison, an aptly named structure that squats across from the open ground that once stood before the Cathedral of Saint Clydwell. That cathedral is no more—nothing remains but a towering mound of rubble and a deep, jagged rift in the ground.

The PCs may wish to spend some time looking over the cathedral ruins, but nothing of any real value remains there—the demons were quite thorough in their looting of the place. No trace of Terendelev's body remains—the Storm King carried it back with him to his lair in Iz.

The front doors to the Gray Garrison are kept locked (Disable Device DC 30). The only other apparent point of entry is a small shutter on the wall 15 feet above and just to the left of the front doors. Succeeding at a DC 25 Climb check allows a PC to reach the shutter, which leads to area **P13a** but is barred from within (Disable Device DC 30 or break DC 25).

The worldwound Incursion



Creatures: Two hideously obese, naked men armed with scythes guard the Gray Garrison's entrance. Succeeding at DC 15 Knowledge (local or nobility) check is enough to identify one of the men as a rotund version of Kandro Nyserian, while a successful DC 10 Knowledge (local or nobility) check allows the PCs to recognize the other as a bloated version of Lord Hulrun—once the leader of Kenabres!

In fact, both of these men are vermleaks, hideous wormlike demons who can wear dead humanoid bodies almost as if they were armor. In this form, they appear to be living but morbidly corpulent versions of the dead men. As the PCs draw near, the vermleaks grimace in delight and ask if the heroes have come here to turn themselves over to Deskari. Both demons stay at their posts, grinning and watchful, not reacting to any approach until they are either attacked or any intruder approaches within 30 feet.

VERMLEKS (2) **CR 3**
XP 800 each

Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2 54

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init -1; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +8

DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, -1 Dex, +3 natural)

hp 30 (4d10+8)

Fort +8, **Ref** +0, **Will** +5

Defensive Abilities abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee scythe +6 (2d4+3/x4) or bite +6 (1d6+3)

Special Attacks inhabit body

Spell-Like Abilities (CL 3rd; concentration+4)

3/day—*mass inflict light wounds* (DC 16), *spider climb*

1/day—*gentle repose*, *summon* (level 2, 1d4 dretches, 50%)

TACTICS

During Combat The vermleaks start by casting *mass inflict light wounds* on the PCs. They repeat this whenever one of them is reduced to fewer than 20 hit points, as the damage heals them. Otherwise, they move in to hack at foes with their scythes. A vermleak abandons its flesh as soon as it can after dropping below 12 hit points—it can no longer attack with its scythe at this point and instead relies on its bite and spell-like abilities.

Morale The vermleaks fight to the death.

WRATH OF THE RIGHTEOUS

Iomedae's Attention

Although the PCs are unlikely to realize this, it's as they enter the Gray Garrison that they truly first come to Iomedae's attention. Their mythic potential, combined with their presence in this despoiled place where her crusaders once worshiped and barracked, has attracted her interest, and as the PCs work their way through the Gray Garrison they have numerous chances to perform acts that please the Inheritor. The religions and beliefs of the PCs are irrelevant in this case—Iomedae knows better than many gods that having multiple faiths and diverse specialties can make a group much stronger. Each time the PCs please Iomedae in the Gray Garrison, they earn a Devotion Point, as indicated in the encounter text. At the end of the adventure, total the Devotion Points the PCs have earned in order to determine how the Inheritor rewards them for their service so far.

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 15

Feats Deceitful, Great Fortitude

Skills Bluff +10, Disguise +10 (+18 when inhabiting a corpse),
Escape Artist +6 (+14 when not inhabiting a corpse),
Knowledge (religion) +8, Perception +8, Sense Motive +8,
Use Magic Device +8

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points.

Flesh Armor (Su) When a vermlek wears a humanoid body, it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.

Inhabit Body (Su) A vermlek can crawl into and control the body of a dead Medium humanoid. This process takes 1d4 rounds for the vermlek to complete, during which it is considered flat-footed. It loses its own burrow speed while inhabiting a body, but gains the ability to wield their scythes.

Story Award: If the PCs return the remains of the two men to Defender's Heart for proper burials, award them 800 XP and 1 Devotion Point per body (see page 54).

P2. Foyer

Along the northern wall of this room, a frieze depicts a line of mounted crusaders crashing over a horde of twisted demons. The crusaders' faces have been obliterated and vile graffiti is carved over the entire scene. Fresh blood stains the floor.

The tiefling guards in area **P3** automatically notice any intruders not taking effort to move quietly.

P3. Meeting Hall (CR 4)

The faces of the portraits that hang on the walls of this room have been slashed. Two marble planters lie smashed in pieces on the ground, and mud streaks across the white stone floor.

Creatures: This meeting hall is occupied by six tieflings passing the time at the table, playing a card game and using severed body parts harvested from human victims as gambling chips. Five tieflings swiftly move to attack intruders in area **P2** if they hear them, while one of them flees to area **P7**, banging on the door to **P6** as he runs by to alert the guards within.

TIEFLINGS (6)

CR 1/2

XP 200 each

hp 10 each (*Pathfinder RPG Bestiary* 264)

P4. Befouled Shrine

A bracket shows where a longsword once hung over a stylized gold sunburst affixed to the south wall. Lines of strange runes are carved into the walls on both sides of the sunburst. Dried blood and excrement have been smeared across the sunburst and a short bench for kneeling that sits on the floor.

A successful DC 12 Knowledge (religion) check identifies this alcove as a shrine to Iomedae where visiting guards knelt and prayed before moving deeper into the garrison. The runes are prayers to Iomedae written in Celestial, however the letters are unusually florid and complex.

When the fortress was built, a secret armory was included. This room contains a clue as to the secret room's method of entry. If a Medium creature kneels before the shrine on the bench, the angle of view creates an optical illusion that can be noticed with a successful DC 15 Perception check. The overly complex letters of the prayers engraved on the wall take the shape of a longsword on which is written, "Let us inherit thine arms, Iomedae." This is the password to open the secret door to area **P8**.

Story Award: The PCs earn 1 Devotion Point for taking a few minutes to clean up the shrine.

P5. Destroyed Museum (CR 5)

This room was once some sort of museum, but its contents have been smashed and scattered across the room—even the shelves have been shattered and torn apart in places. The decapitated bodies of two knights, their armor and bodies broken and mangled, lie in the ruins.

The Worldwound Incursion



This room was once used to display memorabilia from the First Crusade, as a successful DC 15 Knowledge (history or religion) check confirms while searching the rubble.

Creatures: The cause of this destruction (and indeed the cause of most of the destruction and vandalism in the Gray Garrison) still lurks here—a pair of ratlike abrikandilu demons. They ignore any cries of alarm on the first assault on the garrison, for the demons are currently enjoying a grisly game of puppetry, using the severed heads of the two dead crusaders to entertain themselves with mock conversations in high-pitched Celestial. If the PCs enter the room, the demons shriek in delight and drop their “puppets” to attack, fighting to the death.

ABRIKANDILUS (2) **CR 3**
XP 800 each
hp 32 each (see page 28)

Treasure: The two bodies here belonged a pair of paladins who attempted to retake the Gray Garrison

on their own—they made it this far before being slain, their bodies distracting the abrikandilus for quite some time. One of the paladins’ +1 *adamantine morningstar* lies discarded in the corner of the room—while the abrikandilus couldn’t break this object no matter how hard they tried, they did use it to pulverize the paladins’ bodies and gear, all of which is completely destroyed.

Story Award: Performing a benediction over these bodies or removing them for proper burial earns the PCs 1 Devotion Point.

P6. Stairway (CR 5)

The door to this room is locked and barred from the inside (Disable Device DC 30 or break DC 25)—the tieflings knock on the door three times if they want to be let in.

Along one wall of this long room stands a smashed sideboard. A stone staircase leads upstairs.

Creatures: A single tiefling guard stands guard at the base of the stairs—if he hears anything other than three

WRATH OF THE RIGHTEOUS

of knocks on the door, he orders the three filthy dretches slouching in the center of the room to get up and get ready to attack anyone who comes through the door, then retreats upstairs to join the guards in area **P10**. The dretches fight to the death, pursuing relentlessly even beyond the garrison if necessary.

TIEFLING

CR 1/2
XP 200
hp 10 (*Pathfinder RPG Bestiary* 264)

DRETCHES (3)

CR 2
XP 600 each
hp 18 (*Pathfinder RPG Bestiary* 60)

P7. Desecrated Temple of Iomedae (CR 4)

Blood and filth smear floor of this long room. Six white stone statues of famous heroes line the hall—each clawed, bloodstained, partially smashed, or otherwise defaced. At the far end of the hall, a raised dais holds an upturned alabaster altar. Sitting atop the upside-down altar is a hideous mass of severed limbs that have been stitched together into a vile monstrous insectoid shape. Before the dais, seven ratty bedrolls have been laid out on the floor.

The secret door to area **P8** is exceptionally well hidden, requiring a successful DC 30 Perception check to notice. If the PCs have accumulated at least 1 Devotion Point, however, the door's outline glows softly once they search the room, reducing the Perception check DC to 12. Anyone standing within 5 feet of the wall who utters the phrase "Let us inherit thine arms, Iomedae" causes the secret door to swing open. Otherwise, it must be opened with a successful DC 30 Disable Device check or smashed down (hardness 8, hp 60, break DC 28).

Creatures: The bedrolls are used by the cultists of Deskari that dwell in the garrison, but only three of them are present (the other four are upstairs in area **P14**). If the cultists have been alerted by a guard from area **P3**, they've called Othirubo in from area **P9** to join them in defending the room; otherwise, the sound of battle here calls the tiefling captain to join the fight in 1d4+2 rounds. The cultists fight to the death.

CULTISTS OF DESKARI (3)

CR 1
XP 400 each
hp 15 each (see page 24)

Story Award: If the PCs slay the cultists, right the altar, bury the body parts, and clean the shrine (this last task takes about 30 minutes of work if done by hand), they earn 2 Devotion Points.

P8. Hidden Armory

This small chamber is free of dust. A holy symbol of Iomedae hangs unmolested on the wall above a weapon rack filled with swords, crossbows, and spears. Three wooden dummies wear pristine suits of armor. A shelf holds several leather quivers, each stamped with a golden sun. Two silver shields hang from pegs on the wall.

Treasure: This hidden armory was to be used in the event of an enemy attack that required crusaders to force entry and possibly rearm themselves. The weapon rack contains three cold iron longswords, two cold iron shortswords, two heavy crossbows, a composite longbow (+2 Str), a masterwork cold iron heavy mace, two cold iron longswords, 50 cold iron crossbow bolts, 100 cold iron arrows, a +1 *longsword*, 5 +1 *holy arrows*, and an *arrow of evil outsider slaying*.

The armor dummies hold two sets of masterwork chainmail and a +1 *breastplate* emblazoned with Iomedae's holy symbol.

The two heavy steel shields are both marked with the holy symbol of Iomedae. One is a masterwork shield, and the other is a +1 *blinding shield*.

P9. Priest's Chambers (CR 5)

A long table and six chairs have been pushed against the western wall. On the opposite wall, a tapestry depicting a map of Mendev hangs from a silver rod—the tapestry has been slashed several times and splashed with filth. A bedroll sits on the floor, and on the nearby table is an array of alchemical devices and a long wooden sword case wrapped with cords, as if ready for travel.

Creatures: The leader of the tieflings, an alchemist named Othirubo, has chosen this room as his own. He's been spending his time lately trying to devise a formula for a solution that causes a holy symbol steeped within it to become infested with the demon plague such that it infects any who touch it. Succeeding at a DC 20 Craft (alchemy) check is enough to figure out what Othirubo is attempting, and that he's a long, long way from success.

Othirubo has worked for the deformed half-elf Jeslyn for many years, and is quite faithful to the woman—he has, in fact, harbored feelings for her for many of those years, but has never quite worked up the courage to approach her about them.

OTHIRUBO

CR 4
XP 1,200

 Male demon-blooded tiefling alchemist 5 (*Pathfinder Player*
Companion: Blood of Fiends 20)

CE Medium outsider (native)

The Worldwound Incursion

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 23, touch 14, flat-footed 20 (+3 armor, +1 deflection, +3 Dex, +2 natural, +4 shield)

hp 41 (5d8+15)

Fort +6, **Ref** +7, **Will** +3; ; +4 vs. poison

Resist acid 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19–20)

Ranged bomb +7 (3d6+2 fire)

Special Attacks bomb 7/day (3d6+2 fire and catch fire, DC 14, 10-ft. radius)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*shatter* (DC 13)

Extracts Prepared (CL 5th)

2nd—*barkskin*, *blur*, *protection from arrows*

1st—*bomber's eye*, *cure light wounds*, *expeditious retreat*, *shield*, *true strike*

TACTICS

Before Combat Othirubo drinks his mutagen to bolster his Dexterity, then drinks an extract of *barkskin*, *blur*, and *shield*.

During Combat Othirubo uses his bombs in combat, switching to his dagger once he's down to one bomb (he saves this one for escape—see below).

Morale If he drops below 15 hit points, Othirubo uses a smoke bomb to cover his retreat, then flees to area **P18**, knocking three times on the door to area **P6** if the PCs haven't already forced the door open. He drinks elixirs of *expeditious retreat* and *cure light wounds* along the way as he gets the chance.

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 17

Feats Brew Potion, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything

Skills Bluff +6, Craft (alchemy) +10, Disable Device +5, Knowledge (arcana) +10, Perception +10, Sleight of Hand +11, Spellcraft +10

Languages Abyssal, Celestial, Common, Hallit

SQ alchemy (alchemy crafting +5, identify potions), mutagen, discoveries (enhance potion 2/day, explosive bomb, smoke bomb), poison use, swift alchemy

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*, *potion of barkskin*, *potion of invisibility*, *potion of spider climb*; **Other Gear** +1 leather armor, dagger, *ring of protection* +1, portable alchemy kit, four silver holy symbols (two of Iomedae, one of Shelyn, and one of Desna)

Treasure: The alchemical equipment on the table consists of a masterwork alchemy lab, but the contents of the plain-looking sword case are likely of more interest to the PCs, for inside can be found a +1 *evil outsider bane longsword*. This weapon belonged to Irabeth until recently, when she sold it to a nobleman so she could afford a gift for her wife. A small note on a piece of parchment tucked into the case is reproduced on page 49 as Handout #3.

NPC Reaction: Irabeth is shocked to find her father's sword here. She would prefer to wield it herself, but if the PCs ask, she lets one of them wield it instead. Regardless, at the end of the adventure, she lets one of the PCs take it, saying, "I suspect you'll need it more than I at this point."

Story Award: If the PCs defeat Othirubo, they earn 1 Devotion Point.

P10. Upper Landing (CR 4)

The stairs in this wide, debris-littered hallway lead down to area **P6**.

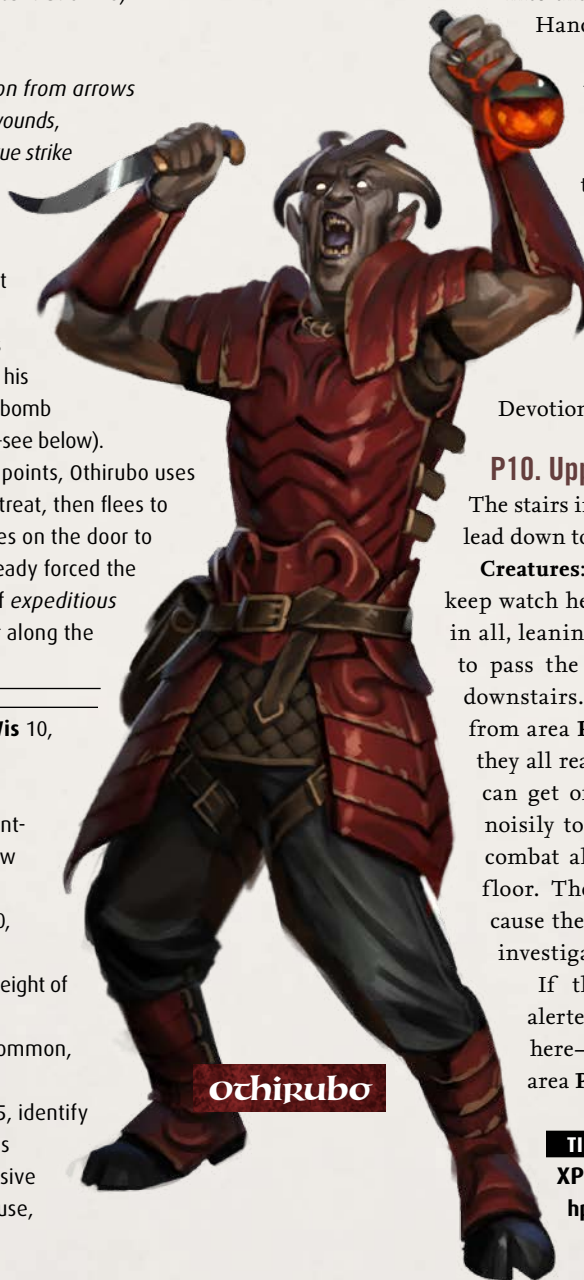
Creatures: The last of the tiefling guards keep watch here—there are six of the tieflings in all, leaning against walls or softly chatting to pass the time unless they hear fighting downstairs. They expect their fellow tiefling from area **P6** to flee up here, at which point they all ready to attack intruders before they can get off the stairs. The tieflings fight noisily to the death, so that the sound of combat alerts every other denizen on the floor. The sound of combat in this area cause the four cultists in area **P14** to come investigate in 1d3 rounds.

If the tieflings here haven't been alerted, there are only two of them here—the other four are sleeping in area **P16**.

TIEFLINGS (6) **CR 1/2**

XP 200 each

hp 10 each (*Pathfinder RPG Bestiary* 264)



Othirubo

WRATH OF THE RIGHTEOUS

P11. Conference Chamber (CR 4)

A long table engraved with a relief map of Mendev stands to the east in this long room. A dozen bodies lie scattered about the room, each bearing a gaping empty hole in the chest.

Creatures: Jeslyn keeps a particularly foul-tempered monster—a peryton—as something of a pet. She's endlessly amused by the peryton's savagery, but because she quickly get annoyed by its constant chattering and the scraping sounds it makes when it rubs its antlers on stone, she's put the monster in here. The peryton is intelligent, but enjoys being treated as a pet by the deformed half-elf, as long as she regularly supplies him with corpses to chew the hearts out of. The tieflings are frightened by the peryton—if the PCs open the door to this room before the tieflings in area **P10** are slain, they become shaken as the monster comes flapping out to attack the PCs.

PERYTON

CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary 2* 207)

P12. Library (CR 4)

Bookshelves line the walls of this small library. Many of the tomes have been torn to shreds, and smoldering piles of ashes fill the room with an acrid stench. One small stack of books on a circular table seem to have escaped destruction.

Creatures: The few valuable works the cultists decided to set aside as loot are now guarded by a schir demon—a man-sized fiend with a goatlike head, patches of filthy fur, and hooved feet. The schir is bored with its duties but afraid to take its boredom out on the remaining books, knowing the punishment it would receive would be significant. It leaps on the opportunity to attack someone—as it does so, it telepathically alerts Jeslyn of the situation.

SCHIR

CR 4

XP 1,200

hp 37 (*Pathfinder RPG Bestiary 3* 74)

Treasure: The surviving six books are history texts, tomes on geography, and tactical manuals. Each is worth 50 gp. The seventh tome is a *manual of war*^{UE}.

P13. Aerie (CR 5)

Several stacked horizontal shelves hold a number of small, straw-lined bird cages. A stack of parchment, three quills, a pot of ink, and a pile of tiny cylindrical objects cover a nearby table, while a small wooden door is in one corner of the room.

From this room, the crusaders sent messages to other cities via carrier pigeons. The pigeons are long gone, but the window through which they were released in area **P13a**, while barred from the inside, could give the PCs an alternative route into (or out of) the garrison.

Creatures: The Worldwound is infested with all manner of demonic vermin—enormous, normally mindless monsters that have become infused with abyssal energies that grant them vile intellects and many of the traits shared by demons. Three of these creatures, demonic giant flies with faces that look all too human save for their deformed rasping maws and tiny half-formed hands on the tip of each spindly leg, dwell in this room. They attack on sight, fighting to the death. As with other telepaths in the garrison, when they attack, they alert Jeslyn of the battle—if the PCs have entered the garrison from area **P13a**, she makes sure that the cultists and tieflings in the building gather in the outer hall to hit the PCs all at once when they emerge into the room.

DEMONIC GIANT FLIES (3)

CR 2

XP 600

Pathfinder RPG Bestiary 2 124, *The Worldwound* 53

CE Medium magical beast

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 20 (2d8+11)

Fort +7, **Ref** +3, **Will** -2

DR 5/cold iron; **Immune** acid, disease, electricity, poison;

Resist cold 10, fire 10

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +4 (1d6+4 plus disease)

Special Attacks breath weapon (60-ft. line, 2d6 acid damage, Reflex DC 15 half, once every 1d4 rounds)

Spell-Like Abilities (CL 2nd; concentration +4)

1/day—*darkness*

TACTICS

During Combat The demonic giant flies buzz over to attack the PCs immediately in melee, casting *darkness* at the start of combat and then focusing their bites on obvious worshipers of good deities. As they attack, they use their telepathic powers to alert Othirubo in area **P9** and Jeslyn in area **P18** of the PCs' arrival and actions, keeping their contacts updated throughout the fight.

Morale The demonic giant flies fight to the death.

STATISTICS

Str 16, **Dex** 17, **Con** 18, **Int** 10, **Wis** 7, **Cha** 15

Base Atk +1; **CMB** +2; **CMD** 15 (21 vs. trip)

Feats Improved Initiative, Toughness

Skills Acrobatics +8, Climb +16, Fly +12, Perception +7

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

The Worldwound Incursion

P14. War Room (CR 5)

Stacks of scrolls, books, maps, and more sit atop a large hexagonal table in this room. The walls are painted with detailed maps of Sarkoris, over which features of the Worldwound have been painted.

Creatures: This room was once used by the crusaders as a war room, and it's used now for a similar purpose. A group of four cultists of Deskari stand around the table, slowly sorting through a huge amount of intelligence on Mendevian troop movements, tactics, resources, defenses, and war plans that have been captured throughout Kenabres. The cultists find the work dreary, but they know how important it is, so they're doing their best to get all the information sorted properly so when it's sent on to their masters in the Worldwound, the information within can be interpreted swiftly and efficiently. If the cultists don't move to aid the tiefling guards in the outer room, they can be found here, concentrating on their task. They fight to the death.

CULTISTS OF DESKARI (4)

CR 1

XP 400 each

hp 15 each (see page 24)

Treasure: The troop movements are incredibly valuable to the Worldwound, and their recovery pleases and relieves the Eagle Watch. Misfiled among the stacks of papers is a single *scroll of restoration*—a PC can locate it with a successful DC 25 Perception check. If the PCs don't get to these papers before the garrison reaches Escalation 2, the bulk of the documents have been bundled and sent away, along with the scroll.

Story Award: Recovering the documents earns the PCs 1 Devotion Point.

P15. Scrying Chamber (CR 4)

The door to this room is locked (Disable Device DC 30)—Jeslyn carries the key, so the PCs must either pick the lock or break the door down to proceed (hardness 8, hp 60, break DC 25).

The southern portion of this room holds a wide alabaster basin filled with bloody entrails. The outside of the basin is carved with images of warriors around a raised sun, holding longswords aloft. A flight of stairs ascends to the west.

Creatures: The crusaders once used this basin as a scrying font, but Jeslyn befouled it with the entrails of the six crusaders she then animated as zombies and set to guard this chamber. The zombies stand around the basin, staring mournfully into it with their bellies open and

LORD STAUNTON,

I BELIEVE YOU WILL FIND THE ENCLOSED WEAPON TO BE A SINGULAR AND FAMILIAR DELIGHT, FOR IT ONCE BELONGED TO YOUR OLD "FRIEND" IRABETH. SHE SOLD IT TO KANDRO NYSERIAN, OF ALL PEOPLE—I'VE NO IDEA WHY. KANDRO'S BEEN SITTING ON IT FOR YEARS—STILL WOULD BE, EXCEPT HIS HOME GOT SMASHED BY AN ULKRETH. SHAME. HE MANAGED TO SAVE THE SWORD AND CAME HERE, BEGGING FOR AN ESCORT NORTH TO DREZEN, DOUBTLESS SO HE COULD GIVE YOU THE SWORD AND WEASEL SOME CASH TO HELP HIM SET UP A NEW HOME. I HOPE YOU DON'T BEGRUDGE A CREATMITY I TOOK—OUR FRIEND NYSERIAN SERVES NOW AS A WARM SUIT FOR A VERMLEK AS PUNISHMENT FOR ONLY REVEALING THE SWORD NOW INSTEAD OF WHEN HE FIRST ACQUIRED IT. I SUSPECT THE BLADE WILL TAKE TO YOUR BROTHER'S TOUCH NICELY!

YOUR LOYAL SERVANT,
OTHIRUBO

HANDOUT #3

gaping—they turn to attack the PCs immediately, but do not pursue from this room.

HUMAN ZOMBIES (6)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

Development: If the PCs have accumulated at least 4 Devotion Points, empty the basin of its entrails, and then fill it with water, the water glows and shimmers, then gives them a vision of area P18 and Jeslyn studying the *wardstone* fragment. The view then extends out of that room, through area P17 to reveal the fiendish minotaur guard there, and finally down the stairs to show themselves looking into the pool before the waters go blank.

Story Award: Cleaning the scrying pool earns the PCs 1 Devotion Point.

P16. Barracks

Six cots sit in two orderly rows in this room. The bedding has been tossed on the ground, and an iron lockbox lies on its side, empty. A lidless box holds scraps of moldering food, while a pair of large barrels nearby look to be filled with water.

The garrison's soldiers used this room as a barracks, and the tieflings continue to use it as such today. If the PCs have made it this far without raising alarms and without escalating the garrison, they can find four of the tieflings otherwise encountered in area P10 sleeping here.

WRATH OF THE RIGHTEOUS

P17. Hall of First Fatalities (CR 5)

At the top of the spiral stairs, a wide hall stretches for thirty feet before ending in a door. Two alcoves on both sides of the hall hold torches that burn with white light. Each torch illuminates a pedestal, on each of which rests a battered and broken steel helm.

Creatures: Jeslyn's personal bodyguard, a gift to the cult of Deskari from the Templars of the Ivory Labyrinth, stands sentinel here—a fearsome fiendish minotaur. The creature is named Deradnu, and its blood-red fur and glowing yellow eyes leave little doubt as to its Abyssal nature. Deradnu is slow-witted, but knows that if he serves Jeslyn well, he'll be given an award—he blows a warning on his *horn of battle clarity* as he sees the PCs, a sound that easily alerts the half-elf oracle in the next room.

DERADNU CR 5

XP 1,600

Fiendish minotaur (*Pathfinder RPG Bestiary* 206, 294)

hp 45

Treasure: The torches lighting the pedestals are both everburning torches, while the mangled helms on display were, until recently, the helms of the first two crusaders confirmed to have died in the First Crusade. Jeslyn has destroyed both of the helms and then artfully arranged the ruins here.

In addition to the *horn of battle clarity*, Deradnu carries a collection of six ivory figurines in a belt pouch. Each figurine depicts a nude humanoid woman with disturbing animalistic features; they are worth 45 gp each.

Story Award: If the PCs repair both helmets (this requires a *make whole* spell or 8 hours of work in a forge with a successful DC 15 Craft [armor] check), they earn 1 Devotion Point.

P18. Wardstone Chamber (CR 6)

The door to this room is locked (Disable Device DC 30)—Jeslyn carries the key, so the PCs must pick the lock or break the door down to proceed (hardness 8, hp 60, break DC 25).

This circular room's original purpose is unclear, but now it seems to be a trophy hall of some sort. A low stone pedestal sits on the floor in the middle of the chamber under a domed ceiling. Atop the pedestal is an iron, barbed cage—and within the cage sits a chunk of softly glowing white stone.

The object in the cage is the largest surviving fragment of the Kenabres *wardstone*. The cage that enshrines the *wardstone* fragment was created by the lilitu Minagho via a *wish* within hours of the artifact's destruction—the bars are made of steel (hardness 10, hp 60, break DC 25). The

fragment itself weighs 100 pounds, and deals 6d6 points of damage per round to any evil outsider that touches it. For this reason, and because the fragment must remain relatively close to the *wardstone's* original location for the plan to use the fragment to corrupt the *wardstone* field's effects, Minagho elected to keep the fragment in town, leaving a glabrezu in charge of its defense. Soon after Minagho left, the glabrezu found himself unable to resist the urge to join in the fun of the coming attack on Nerosyan, and shifted the responsibility down to one of his underlings—and so it went a few more times until the safekeeping of the fragment fell to a priestess of Deskari named Jeslyn. This fatal error of shirking responsibility among the demonic host, fortunately, gives the PCs a chance to disrupt their entire plan.

Creature: Jeslyn is morbidly afraid she won't be able to protect the *wardstone*, and if she learns that the PCs have invaded the garrison, she refuses to leave this room. With each escalation in the garrison's defense, she adds a few more demons and cultists to this room to help her protect the stone, but at the same time wants to make sure various other parts of the garrison are protected from intrusion as well. The stress of the whole situation has taken its toll on the woman, and she functions as if sickened for this encounter.

Jeslyn is more than a simple cultist. Her oracular powers granted her a rare gift from Deskari. One was once an attractive half-elf, but exposure to various Abyssal energies have twisted her limbs and afflicted her with her wasting curse, manifesting as a twisted foot and a deformed, insectoid arm. This limb appears ferocious, but she can't make additional unarmed attacks with it or even make fine manipulations of objects—it does allow her, however, to wield two-handed weapons like her scythe.

JESLYN CR 6

XP 2,400

Female half-elf oracle 7

CE Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +11

DEFENSE

AC 22, touch 15, flat-footed 20 (+6 armor, +3 deflection, +1 Dex, +1 dodge, +1 natural)

hp 80 (7d8+45)

Fort +8, **Ref** +5, **Will** +6; +4 vs. disease, +2 vs. enchantments

Defensive Abilities resist life; **Immune** disease, sickness, sleep

Weaknesses sickened

OFFENSE

Speed 30 ft.

Melee +1 *scythe* +9 (2d4+5/×4)

Special Attacks soul siphon 1/day

Oracle Spells Known (CL 7th; concentration +11)

3rd (5/day)—*animate dead*, *bestow curse* (DC 17), *inflict serious wounds* (DC 17), *summon monster III*

The Worldwound Incursion

2nd (7/day)—*bull's strength*, *bear's endurance*, *false life*, *hold person* (DC 16), *inflict moderate wounds* (DC 16)
 1st (7/day)—*cause fear* (DC 15), *command* (DC 15), *divine favor*, *inflict light wounds* (DC 15), *obscuring mist*, *sanctuary* (DC 15), *shield of faith*
 0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *stabilize*

Mystery bones

TACTICS

Before Combat Jeslyn casts *bull's strength*, *bear's endurance*, *false life*, and *shield of faith* once she fears the PCs are drawing near.

During Combat Jeslyn casts *divine favor* on the first round of combat, then attacks with her scythe. If she's having trouble hitting foes, she abandons the scythe and instead uses her inflict spells. She uses *bestow curse* to lower ability scores against foes—she's particularly fond of reducing Wisdom scores for clerics, but doesn't bother using spells with saving throws against paladins.

Morale Jeslyn fights to the death.

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +5; **CMB** +8; **CMD** 23

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Martial Weapon Proficiency (scythe), Skill Focus (Perception)

Skills Intimidate +13, Knowledge (planes) +9, Knowledge (religion) +9, Linguistics +3, Perception +11

Languages Abyssal, Common, Elven, Hallit, Necril

SQ oracle's curse (wasting), revelations (armor of bones, resist life, soul siphon)

Combat Gear *scroll of dispel magic* (3); **Other Gear** +1 scythe, *amulet of natural armor* +1, *cloak of resistance* +2, keys to areas **P15** and **P18**, 350 gp in onyx gems for *animate dead*, 32 gp

Story Award: If the PCs defeat Jeslyn, award them 1 Devotion Point.

DESTROYING THE WARDSTONE FRAGMENT

To destroy the *wardstone* fragment, a PC needs only to touch the *rod of cancellation* to the stone with a successful touch attack. The fragment itself only has an AC of 5, but it gets a +12 Will save to resist the rod's touch on each successful hit (Will DC 23 to resist being drained of all magical properties). If the PCs have lost the *rod of cancellation*, all is not lost—they can still smash the *wardstone* apart in time, but since the *wardstone* fragment has hardness 25 and 50 hit points, this could well take some ingenuity.

As soon as the PCs manage to destroy the *wardstone*, several things happen over the course of the next few rounds. During these rounds, the PCs receive visions of events from the *wardstone's* "life." The PCs automatically fully comprehend the creatures and events in these images without needing to make Knowledge checks.

Immediately: When the *wardstone* fragment is destroyed, it explodes in a blast of golden light and the sound of an angelic choir. Hundreds of razor-sharp shards of stone spray outward, destroying the cage the fragment was inside and dealing 20d6 points of piercing damage to Jeslyn and any of her allies in the room—the explosion miraculously avoids harming the PCs and their allies.

Round 1: An unexpected side effect of the *wardstone's* destruction occurs. If the holy energies stored in all of the *wardstones* were the waters of a vast lake formed by a dam, then the fragment just destroyed was the plug in that dam holding the waters back. Rather than simply diffusing the *wardstone's* border as the Eagle Watch theorized (and thus removing the border from possible corruption), all of the



Jeslyn

WRATH OF THE RIGHTEOUS

energies of the *wardstones* along the border rush out of the “hole” caused by the final destruction of the last and largest fragment of the Kenabres stone. The energy of all of these simultaneously draining artifacts infuses the PCs (though not Irabeth or any other ally present, nor does the energy harm allies) with incredible power, causing them to glow with golden light. All debilitating conditions and wounds are immediately healed as the PCs are restored in an instant to full health. All expended spells are instantly restored, and all limited use per day abilities recharge. Any dead PCs are restored to life as if by *true resurrection*, but are automatically stunned for a few rounds as the power surging through their bodies overwhelms every sense. Irabeth, if she’s present, frantically tries to help the PCs recover for the next few rounds, but to no avail.

This event does not go unnoticed. All along the border, other *wardstones* flash with golden light as well, momentarily supercharging their effects. Thousands of demons are destroyed by the flash of light, and many more are wounded. The attacks along the borders suddenly cease, and the surviving demons flee back into the depths of the Worldwound, thus they do not witness the *wardstones* fade into total inertness. Although the

defenders rejoice at the unexpected pulse of energy, the fact that their greatest defense has apparently burned itself out is cause for concern—ramifications of this development are explored in the next adventure.

Round 2: Areelu Vorlesh learns of the development via magical links to the Material Plane, and immediately abandons her efforts to secure the perfect *Nahyndrian crystal* to corrupt the *wardstone*. She works quickly to prepare a vengeful strike against the PCs, hoping to corrupt the mythic power they’ve now got within them to somehow salvage part of her plan. The PCs, still stunned, receive a vision of the first *wardstone* being erected in the Kite here in Kenabres in 4639 AR, in a ritual involving the aid of the Hand of the Inheritor—the herald of Iomedae: a golden, winged angel with a halo of small swords around his head. This event happens soon after the Second Crusade begins.

Round 3: In the year 4665 AR, the PCs see a vision of a 20-year-old Hulrun leading the burning of dozens of supposed “witches” in the courtyard of the Kite before the *wardstone*. This event launches the Second Crusade.

Round 4: In the year 4692 AR, the PCs see a vision of Khorramzadeh the Storm King leading a brazen attack on Kenabres. The Storm King manages to strike a resounding blow with his sword against the *wardstone*, which suffers only the tiniest of cracks as the balor’s sword shatters. Khorramzadeh is then attacked and forced to flee when the silver dragon Terendelev nearly kills him—this event launches the Fourth Crusade.

Round 5: In the year 4712 AR, the PCs see a vision of Irabeth chasing a burly dwarven man—Staunton Vhane (leader of the Hammers of Heaven mercenary group) into the courtyard containing the *wardstone*. Both paladins are heavily wounded, and as Staunton backs against the *wardstone*, smoke rises and he screams in pain. He ducks to avoid one of Irabeth’s blows, then manages to smash her knee with his hammer, dropping her to the ground. Staunton seems ready to deliver a death blow, but the sound of approaching soldiers forces him instead to back away and summon a fiendish giant wasp that he swiftly mounts and then flies away to the north, abandoning Kenabres.

Round 6: The PCs see a vision of Minagho, a beautiful demonic woman with a long thin tail, clawed hands, and curling horns protruding from where her eyes should be, placing the *wardstone* fragment in this room and of Jeslyn using a *wish* granted by Minagho to create the cage around it before Minagho teleports away.

Round 7: The PCs see a vision of an event they know will now never happen—Areelu Vorlesh using a deep purple *Nahyndrian crystal* the size of a human’s head to corrupt the fragment, causing the entire border to flash with nauseating mauve fire that devastates the border cities and transforms countless crusaders into half-fiend slaves of the Worldwound. The PCs should realize at this point that the



WARDSTONE FRAGMENT

The Worldwound Incursion

demons' entire plan was to draw as many crusaders to the border to defend it from their attacks, in order to maximize the damage this event would have caused.

Round 8: Areelu activates a device called an *imago lens* in the Abyss that allows her to use a *project image* spell to appear before the PCs. The PCs are no longer stunned. Proceed with Areelu's Vengeance below.

Story Award: Grant the PCs 4,800 XP for destroying the *wardstone* fragment.

AREELU'S VENGEANCE (CR 11)

Areelu Vorlesh's projection from the Abyss via the *imago lens* appears as a somewhat transparent beautiful demonic woman with batlike wings, a horned brow, and glowing red eyes. She regards the still-stunned PCs with a smoldering, furious expression, then says, "This only delays your kind's extinction. But at least I can take steps to hasten your own." If Irabeth is with the PCs, she bravely attempts to charge the image of the powerful witch, but Areelu waves her hand and Irabeth stops dead in her tracks, grasping at her throat as she suddenly seems to be suffocating. The witch seems frustrated when her *mass suffocation* spell fails to affect the PCs, and she says, "The death throes of your *wardstone* seem to be protecting you from my magic. No matter. They cannot protect you from my slaves!"

With this, Areelu spreads wide her arms and a rift tears open in reality. A half-dozen babaus tumble through into the room, and beyond them the PCs catch glimpses of even greater demons preparing to enter—vrocks, glabrezus, even a marilith—when suddenly the energy infusing them pulses back outward. The PCs are no longer stunned. In the same moment, the *mass suffocation* spell affecting Irabeth is dispelled—she drops to the ground, unconscious at 0 hit points. As this happens, the powerful energy hits the Abyssal rift and slams it shut—Areelu screams in pain as the magical feedback tears into her body, breaking bones and shredding her wings. An instant later, her projected image vanishes—her connection to the Material Plane has been severed and she has been critically (but not mortally) wounded, and she won't be able to further target the PCs directly for some time, but the six babaus that managed to clamber into the Material Plane before the rift closed remain and immediately attack.

Creatures: The babaus ignore Irabeth and focus their attacks on the PCs. Normally, a group of six of these so-called blood demons against a group of 5th-level PCs would be a devastating and one-sided battle, but for this battle, the PCs remain bolstered by the magical effects surging through their bodies. Each PC gains the following effects during the battle.

- Damage reduction 10/good
- Regeneration 5 (unholy damage or evil spells)
- Resist acid 10 and fire 10

- Each PC glows with bright light that automatically dispels any 3rd-level or lower darkness effect they enter.
- Each PC's attacks are treated as good for the purposes of overcoming damage reduction, and deals +2d6 points of damage against creatures with the evil subtype.
- Once per round as an immediate action, a PC can roll 1d12 and add the result to any d20 roll he just made.

Obviously, this battle should be one the PCs should have little chance of losing—the babaus need to use sneak attacks if they even hope to be able to damage the PCs, and even a PC severely reduced to negative hit points doesn't die, since the babaus have no way to negate the PCs' regeneration. In a worst case scenario, the babaus manage to reduce all of the PCs unconscious and then kill Irabeth before they leave the area to seek out other victims in Kenabres—the PCs should waken soon thereafter with 1 hit point each, still alive but without their ally.

The babaus each attempt to summon more babaus on the first round of combat, then spend the second round likely failing to inconvenience the PCs as they use darkness or foolishly try to dispel the supernatural effect bolstering the PCs (as this effect is not a spell effect, it can't be removed by *dispel magic*). Once the PCs have killed at least four of the babaus, the remaining ones realize they're hopelessly outclassed and attempt to teleport away.

BABAUS (6)

CR 6

XP 2,400

hp 73 each (*Pathfinder RPG Bestiary* 57)

Treasure: In addition to Jeslyn's remains (despite her likely grisly death, the explosion did not harm her gear), six *wardstone shards* remain, embedded in the walls. These fragments only contain a small fraction of the original *wardstone's* power, but they can still be quite a boon to the PCs.

Development: After the PCs defeat the babaus (or after they are temporarily defeated and waken after the babaus abandon their bodies for new victims elsewhere in Kenabres), the power infusing their bodies fades—yet not completely. Exposure to the combined might of the *wardstones* has awakened the legendary potential within each of them—and from now on, nothing will be the same for the Worldwound's newest mythic heroes!

Story Award: The PCs should earn full XP for this fight, despite the fact that they're unlikely to be significantly challenged by the babaus—this XP award is as much a representation of the boost of power they've just received and their bolstered morale and righteousness as it is experience learned via combat.

In addition, this final encounter grants each PC their first mythic tier. They likely also have gained enough XP to reach 6th level, so take a bit of time at the end of the session

WRATH OF THE RIGHTEOUS

Devotion Point Awards

Iomedae takes note of the PCs as they work their way through the Gray Garrison. Ancient laws and edicts beyond mortal comprehension prevent her, or any of the deities, from taking a direct hand in mortal affairs, even when those affairs are being threatened by a demigod like Deskari, but neither will the Inheritor sit idly by without providing a small boon to those PCs who took time out to honor her fallen garrison.

After the *wardstone* is destroyed, the next time the PCs rest, they have a singular, shared dream in which a scarred but beautiful woman dressed in plate armor visits them and thanks them for their kindness and service before apologizing for the fact that she cannot help them in the future. Yet she can grant them a token of her gratitude, and kisses each dreaming PC on the brow.

When the PCs waken, their Devotion Points are gone—in their place they gain additional rewards, depending on how many points they accumulated overall. Note that these rewards are cumulative; earning 10 or more points grants all four of the following permanent boons.

1–4 Devotion Points: Each PC gains a permanent +2 bonus to a skill of her choice.

5–7 Devotion Points: Each PC gains 5 permanent hit points.

8–9 Devotion Points: Each PC gains a bonus feat of his choice (the PC must qualify as normal for the feat's prerequisites).

10 or more Devotion Points: Each PC gains a +2 increase to an ability score of her choice.

to make sure that your players are comfortable with how *Pathfinder RPG Mythic Adventures* works and the new options it allows. From here on out, the PCs will only grow more and more legendary in power—if you'd rather not include *Mythic Adventures* in your *Wrath of the Righteous* campaign, notes in the following adventures in this Adventure Path will give you advice on how to run the adventure without these rules.

Concluding the Adventure

If the PCs fail to destroy the *wardstone* fragment before Areelu manages to corrupt it, your *Wrath of the Righteous* Adventure Path isn't necessarily over. When the corruption occurs, it causes a blast of Abyssal energy to blanket the border—those who aren't slain outright by this event are likely to be transformed into chaotic evil half-fiends and immediately join the demonic ranks. You can rule that this blast of energy interacts strangely with the PCs' strange destinies, and that this event is in fact what grants them their first mythic tier. In this case, consider also giving each PC a weakness of some sort as well (*Mythic Adventures* 134) to

reflect the fact that their apotheosis was triggered by a force at odds with their souls. In this case, Kenabres and most of the other cities along the border are lost, and it simply becomes even more imperative that the PCs retake Drezen in the next adventure!

"The Worldwound Incursion" assumes this doesn't happen, however, and that the PCs manage to prevent Areelu's plan from taking place. The PCs have managed an incredible victory, in no small part due to the fact that several of the demons have underestimated the mortals—perhaps none more so than Minagho, whose abandonment of the *wardstone* fragment results in a particularly gruesome punishment—she will have a chance to correct her failure later, in "The Midnight Isles."

In the meantime, the PCs finally have a chance to rest and recover. With the pulse of sacred energy along the border having slain so many demons and driven off the others, the incursion of Kenabres ends. The PCs can explore and investigate their new powers, or spend a few well-deserved days to relax with friends. As days wear on, the crusaders likely grow nervous in anticipation of the next of the demonic attacks, as the *wardstones* are no more. Details of what comes next are provided in the next adventure, "Sword of Valor," which begins as Queen Galfrey arrives in war-torn Kenabres to not only present the PCs with medals for their service, but also to request of them an even greater mission. The PCs will be asked to travel into the Worldwound to retake the citadel and city of Drezen to retrieve a powerful artifact of the First Crusade—the banner known as the *Sword of Valor*.

MYTHIC CAMPAIGN TRAITS

When a PC becomes mythic, his choice of mythic path can enhance his existing campaign trait (see page 8) if he chooses a path associated with that trait. As the Adventure Path continues, additional encounters and events give the PCs a chance to follow up and even resolve some of the outstanding questions about their traits—full details on these encounters are presented in the third adventure, but for your clarification, brief notes on what these developments will entail can be found below.

Chance Encounter (Trickster): The PC gains a +2 trait bonus on Reflex saves. By expending one use of mythic power, the PC can take 20 on an Acrobatics, Bluff, Disguise, Sleight of Hand, or Stealth check without an increase in the time required to make the check. The mysterious woman the PC encountered was in fact a disguised Arueshalae, and her act of saving the PC was the first of her conscious acts toward her redemption. This PC will have a special bond with the redeemed succubus when the party encounters her in the third adventure.

Child of the Crusades (Marshal): The PC gains a +2 trait bonus on Will saves. Whenever he successfully

The Worldwound Incursion



saves against a mind-affecting effect from a demon, as an immediate action the PC can expend one use of mythic power to cause the demon to become staggered for a number of rounds equal to the PC's mythic tier. The demon can reduce this effect to 1 round by making a successful Will save ($DC = 10 + \text{the PCs' mythic tier} + \text{the PC's Charisma modifier}$). The PC will learn about a secret cache of gear and weapons his parents left behind in the Worldwound in the third adventure.

Exposed to Awfulness (Guardian): The PC gains +3 hit points per level. When she is reduced to negative hit points by an attack or effect from a demon, as an immediate action the PC can expend one use of mythic power to heal damage equal to $2d6 + \text{twice her mythic tier}$. This healing occurs after the damage is done—if the damage is enough to kill the PC, she cannot activate this ability. The PC will discover the reason her body grew stronger after her exposure to her childhood's demonic attack in the third adventure.

Riftwarden Orphan (Archmage): The PC gains a +4 trait bonus on caster level checks to penetrate a demon's spell resistance. Once per day, he can recharge a charged

magic item by expending one use of mythic power. Doing so adds a number of charges equal to $1d10 + \text{his mythic tier}$ to the item, up to its normal maximum number of charges. The PC will learn what happened to his Riftwarden parents during the third adventure.

Stolen Fury (Champion): The PC gains a +2 trait bonus on Fortitude saves. By expending one use of mythic power as a swift action, she can ignore a single demon's damage reduction for 1 minute, and increases the critical multiplier of any weapon she wields against that demon by 1. The PC will learn the true purpose of the ritual he was exposed to as a child during the third adventure.

Touched by Divinity (Hierophant): The PC can select a second domain granted by his affiliated deity. He can use the 1st-level spells of both domains as spell-like abilities a number of times per day each equal to his mythic tier. By expending one use of mythic power, he may use any of these two domains' spells as a spell-like ability, but may only use spells of a level equal to or less than his mythic tier. The PC will discover that he is the child of the associated deity in the third adventure.