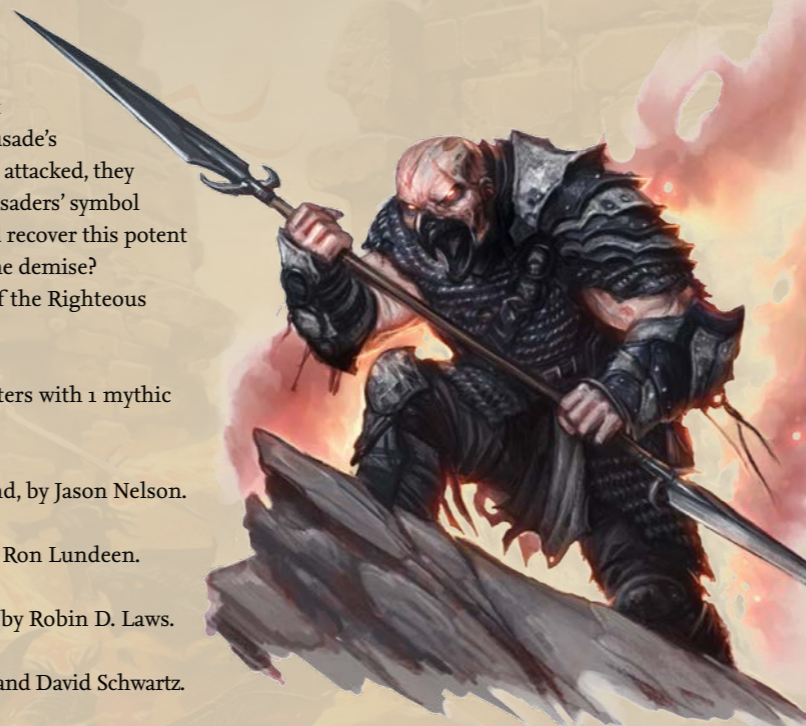


Reclaim Former Glory!

The Wrath of the Righteous Adventure Path continues with "Sword of Valor," by RPG Superstar Neil Spicer. The PCs, now invested with righteous mythic power, are poised to become the greatest heroes of this seemingly endless war against the demons of the Worldwound... provided they can succeed at their first mission. The citadel city of Drezen was once a symbol of the First Crusade's triumph against the Worldwound, yet when a larger horde of demons attacked, they shattered Drezen's defenses and captured both the citadel and the crusaders' symbol of power. Can the PCs help lead an army north to reclaim Drezen and recover this potent relic, or are they marching their comrades and followers to a gruesome demise?

This volume of Pathfinder Adventure Path continues the Wrath of the Righteous Adventure Path and includes:

- "Sword of Valor," a Pathfinder RPG adventure for 6th-level characters with 1 mythic tier, by Neil Spicer.
- An exploration of the ways cultists stitch themselves to demonkind, by Jason Nelson.
- A hoard of legendary relics lost to horrors of the Worldwound, by Ron Lundeen.
- The search for a rogue demon hunter in the Pathfinder's Journal, by Robin D. Laws.
- Four new monsters, by James Jacobs, Jason Klimchok, Jason Nelson, and David Schwartz.



PATHFINDER® ADVENTURE PATH™



Wrath of the
Righteous

SWORD OF VALOR

by Neil Spicer



paizo.com/pathfinder

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Anevia Tirabade
Worldwound Border Scout

Anevia's skill at scouting will prove valuable to the heroes of Kenabres as they lead their army north—not only can she give the PCs advance warning of forces in their path, but she'll find opportunities for them to undermine the enemy's position in the ruined city of Drezen.



Aravashnial
Last Riftwarden of Kenabres

With his sight restored by either the heroes or the queen of Mendev, Aravashnial can join the army marching for Drezen, where his advice on tactics against spellcasting armies grants the Knights of Kenabres a significant advantage over their vile foes.

Horgus Gwerm
Foul-Tempered Kenabres Noble

Horgus Gwerm was never among Kenabres's most powerful nobles—that is, until the city was nearly destroyed. His resources have survived nearly intact, and he can provide the heroes' army with much-needed supplies to keep them fed during the long march to the ruins of Drezen.



Irabeth Tirabade
Leader of the Eagle Watch

Irabeth is eager to return to active duty, and sees the march to Drezen as an opportunity. Uniquely suited to command, she grants additional boons to the Knights of Kenabres if she's allowed to lead them—alternatively, she can fight by the heroes' sides in battle.



Queen Galfrey
Ruler of Mendev

Galfrey is the Queen of Mendev and leader of the crusade effort. She arrives in ruined Kenabres at this adventure's start to reward the heroes for their valor, but also to recruit them into the Fifth Crusade—and what she hopes will be the last war she and her people will have to fight.



Sosiel Vaenic
Priest of the Eternal Rose

Optimistic and passionate, Sosiel Vaenic is a priest of Shelyn—one of the last in Kenabres after the goddess's temple was destroyed. He provides a boost to morale and additional healing, but can also assist the heroes of Kenabres in numerous other ways as they march on Drezen.

Aron Kir
Crusader Tactician and Engineer

Aron has lead a rough life, but with the support of his lover Sosiel, he's made great strides forward. His knowledge of battlefield tactics aids the defense of the Knights of Kenabres, but if he succumbs to old addictions, he may well become a dangerous liability to the heroes.



Arueshalae
Risen Succubus of Desna

As this adventure begins, the succubus Arueshalae makes a miraculous escape from a prison under Citadel Drezen, leaving behind clues to her unique nature for the heroes to uncover. As the PCs take Drezen, Arueshalae flees south into the Wounded Lands to lie low for a time.



Khorramzadeh
Demonic Ruler of Iz

After his great victory during the assault on Kenabres, Storm King Khorramzadeh shifts his attentions south toward Nerosyan. More interested creating a prolonged, demoralizing conflict than in swift victory, he and his armies lay siege to several southern cities on the border.



Arelu Vorlesh
Architect of the Worldwound

When her attack on the heroes in the previous adventure backfires, Arelu is critically wounded by a blast of energy from the dying *Wardstones*. She spends this adventure in hiding in a secret lair on the Abyss, slowly recovering from these nearly fatal wounds.

Nurah Dendiwhar
Deceitful Worldwound Historian

None would deny that Nurah's skill at bolstering morale is invaluable, or that her knowledge of Sarkorian history is critical, yet the truth is that Nurah is an agent of the Worldwound, and her infiltration of the crusade is about to place the heroes of Kenabres in grave danger.



Staunton Vhane
Traitorous Warden of Drezen

After Irabeth exposed Staunton Vhane for the black-hearted villain he is, the dwarven antipaladin fled back to the city he helped destroy 75 years ago—Drezen. When that city's marilith ruler leaves to join the war front, she places Staunton in charge of Drezen's defense.



Xanchir Vanc
Master of the Blackfire Adepts

The worm that walks, leader of the Worldwound's Blackfire Adepts, spends the first part of this adventure in the south, aiding in several devastating surgical strikes against crusaders and providing key demons with doses of potent and rare *Nahyndrian elixirs* to bolster their mythic power.



Minagho
Demonic Ruler of Raliscrad

Minagho knows she's in danger when she fails to protect the *wardstones*, so she goes into hiding. The lilitu demon spends this adventure posing as a low-ranking tiefling mercenary serving in the south as she desperately plots a way to regain Baphomet's favor.

Hepzamirah
Daughter of Baphomet

Unconcerned with the war effort on the Material Plane, Hepzamirah continues to mine for the rare *Nahyndrian crystals* found under the islands of the Abyss's Midnight Isles, while simultaneously working to keep her operation hidden from agents of Noctacula, that realm's ruler.



Deskari
Lord of the Locust Host

While the backlash that disrupts his armies' first assault on the border angers the demon lord, Deskari views that development as a blessing in disguise. With the *wardstones* gone, his demons are better poised to claim a long and splendidly horrific victory over Mendev.

