

WRATH OF THE RIGHTEOUS



SWORD OF VALOR

⚔ PART 1: CRUSADER'S MARCH

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The PCs are commanded to lead an army north into the Worldwound, retake the lost city of Drezen, and reclaim the magical *Sword of Valor*.

⚔ PART 2: SIEGE OF DREZEN

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After arriving in Drezen, the heroes lead their army against the demons and cultists arrayed in the city, ultimately laying siege to Citadel Drezen.

⚔ PART 3: INTO THE CITADEL

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With the rest of the city taken, the heroes must invade Citadel Drezen and its demon-forged dungeons to defeat its commander, Staunton Vhane, and reclaim one of the Crusade's greatest artifacts.

Advancement Track

"Sword of Valor" is designed for four characters and uses the medium XP track.

- L6** The PCs should begin the adventure at 6th level/1st tier.
- L7** The PCs should be 7th level soon after they start undertaking missions in Drezen.
- T2** The PCs should be 2nd tier when they defeat the mythical chimera of Drezen.
- L8** The PCs should be 8th level soon after they start exploring Citadel Drezen.
- L9** The PCs should be 9th level soon after they start exploring the dungeon.
- T3** The PCs should be 3rd tier at the adventure's end.

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Adventure Background

During the height of the First Crusade, as the initial wave of demons was forced back into the heart of the Worldwound, the crusaders began to build fortresses in fallen Sarkoris to hold the defensive line. The greatest of these fortresses was built by a small army of dwarven crusaders—worshippers of Torag who drew upon the architectural styles of their ancient Sky Citadels to create Citadel Drezen, a squat, almost bunkerlike fortress situated atop a rugged bluff in the northeastern corner of the region. The citadel was completed in 4628 AR and played a key role in the successful end of the First Crusade. In the years after that crusade's end, the citadel drew more and more crusaders, and a town of stone buildings grew rapidly around the citadel's walls. For a time, Drezen served as the unofficial capital of the crusade, and it was in this fortress that many of the crusade's most beloved and sacred relics came to stay. The greatest of these was the *Sword of Valor*—a magical banner once carried into battle by Iomedae herself during the Shining Crusade. Under the aegis of the *Sword of Valor*, several crusading orders struck decisive blows against the demon armies, and its presence in Drezen was believed to make the Citadel's walls impregnable to demons.

Unfortunately, the *Sword of Valor* offered no such protection against traitors.

When a second and much larger invasion of demons surged forth from the Worldwound in 4636 AR, the crusaders rallied again to the fight. The *Sword of Valor* remained in Drezen's walls, to protect the citadel and the city that had formed around it, and its presence repelled several attacks over the course of the next 2 years. But in 4638 AR, an arrogant crusader named Staunton Vhane fell under the influence of what he believed to be a warrior-princess from Kyonin. In fact, this elven beauty was a disguised glabrezu named Jerribeth (a demon who now serves the Templars of the Ivory Labyrinth—see “Demon's Heresy”), who convinced Staunton that Drezen was adequately protected, and that the *Sword of Valor* needed to be carried into battle once again. Believing that the leaders of Drezen were cowards who hid behind the magical banner for their own personal safety, Staunton stole the *Sword of Valor* and brought it out of the city to Jerribeth, who had promised to bring it to the front lines. But when Staunton delivered it, she revealed her true form after accepting the gift, and made Staunton watch as the marilith Aponavicius led her army into the city and took it in a single ruinous assault. Thousands died that night in Drezen, and many more died in the weeks to come as they fled the fallen city into the inhospitable wilds. Staunton was the first and last of that night's victims, for as the battle ended, he was brought before Aponavicius herself and given a choice—death or servitude. Staunton chose the latter.

The loss of Drezen triggered the official start of the Second Crusade, but this time the demons were better

organized, more numerous, and more powerful. The crusaders did their best, but in the end, they were forced to abandon Drezen and its holdings as they raised the *wardstones* along the river banks bordering lost Sarkoris.

And so for the next 75 years, the city of Drezen remained under demonic control. Aponavicius was the nominal ruler of the place, but she spent much of her time elsewhere in the Worldwound or back in the Abyss itself, treating Drezen almost as an aristocrat might treat a summer vacation home. Unable to destroy the *Sword of Valor*, she instead placed it in a secure vault hidden within a new set of chambers she had constructed below the Citadel and promptly forgot about it. When “The Worldwound Incursion” began, Aponavicius did not take part in the attack on Kenabres—rather, she was busy gathering her resources for a protracted siege of Nerosyan itself. That siege began at some point near the end of the previous adventure, so that as “Sword of Valor” begins, not only has the City of Drezen been left in the command of lesser creatures, but the bulk of her armies have moved south to join the war efforts along the Worldwound's southern border. Today, in an ironic twist of fate, Drezen is ruled by the same man who delivered it into demonic hands 75 years ago—Staunton Vhane.

Retrieving the *Sword of Valor* and reclaiming the city of Drezen would be a major victory and a much-needed boost to morale, and as the PCs are about to learn, the time has never been better for a group of specialists to lead a small army north to do just that!

Part 1: Crusader's March

Kenabres took a devastating blow when the Storm King destroyed the *wardstone*. The attack that swiftly followed involved the opening of several rifts in the ground that swallowed up entire city blocks even as armies of demons, from relatively minor fiends like dretches and babaus on up to the hulking destroyers known as ulkreths, rose up to attack and destroy. Many of Kenabres's citizens died during the assault, but many more managed to escape the city, fleeing into the surrounding countryside while the demons remained distracted by the presence of buildings and stragglers within the city walls. Even after the demons retreated, leaving Kenabres a smoking ruin, the situation in the city remained grim. It isn't until the PCs and the city's largest surviving group of crusaders, the Eagle Watch, mount a coordinated attack on the remaining demonic defenders that things start to change for the better.

With the lure of a *wardstone* fragment ripe for corruption removed and the sudden final death-pulse of the border's *wardstones*, the demons have retreated for now. A few stragglers remain in the ruins, but they will soon be hunted down and exterminated. As “Sword of Valor” begins, a new ray of hope shines on the beleaguered city

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with the arrival of Queen Galfrey and her armies, fresh from the defense of other cities along the south. Kenabres is as far north as Galfrey intends to lead her troops, for word is that the demons are focusing most of their attacks to the south, but before she leaves, she intends to meet with the heroes who played such a vital role in the city's defense—and who, if rumors are to be trusted, are the heritors of the *wardstones'* power.

The timing of when to begin “Sword of Valor” is left to you. When the adventure begins, the PCs should be 6th level and 1st tier—if the events of “The Worldwound IncurSION” have left the PCs a bit shy of 6th level, feel free to have them undertake a few missions for the Eagle Watch in rooting out some of the cultists and demons remaining in the city. If the PCs skipped encounter areas in the previous adventure, now's a great time to go back and pick them up.

Kenabres after the fall is a very different city—whereas before the attack it boasted a population of 12,330 souls, at the lowest point only 3,400 people remained within its walls. Even after those who fled the city return, Kenabres's total population rises to only 6,520—barely half its original number. The city feels broken and empty, yet as the PCs pass by, glimpses of hope shine in the eyes of her people. This adventure doesn't spend much time in Kenabres, and once the PCs leave for Drezzen, the Wrath of the Righteous Adventure Path does not return to the city, but you can use the following modified city stat block for the new Kenabres, should the PCs have need of purchasing or selling gear or otherwise staying in town.

RUINS OF KENABRES

LG large ruined city

Corruption +2; **Crime** -3; **Economy** -3; **Law** +6; **Lore** +2; **Society** -3

Qualities insular, racially intolerant (tieflings), strategic location, tenacious, war-torn

Disadvantage devastated

Danger +20

DEMOGRAPHICS

Government overlord

Population 6,520 (6,061 humans, 312 halflings, 66 half-elves, 81 other)

Notable NPCs

Queen Galfrey (LG female human paladin 15)

Captain Irabeth Tirabade (LG female half-orc paladin 5)

Master Quednys Orlun (LG old male human wizard 6)

MARKETPLACE

Base Value 4,400 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 4th

Minor Items +1 halberd, ring of minor fire resistance, ring of sustenance, scroll of raise dead, scroll of restoration;

Medium Items lesser rod of maximize metamagic, stone of good luck, wand of cure serious wounds (48 charges)

NOTES

Devastated The demonic attack on Kenabres has devastated the city—nearly half its population (including all of its powerful leaders) perished and many of its buildings, including two of its most iconic structures (the Cathedral of Saint Clydwell and the Kite) have been destroyed. (Economy -6, Society -4, increase Danger by +10, reduce base value and purchase limit by 60%, reduce Spellcasting by 3 levels, available magic items reduced in number to Village level.)

Government Kenabres is currently without leadership. For now, Queen Galfrey has assumed control of the city as a benevolent overlord—once she has it under control and has ensured there's a new lord to replace Hulrun, the city's government returns to Autocracy.

Tenacious Kenabres refuses to be beaten; despite its devastation, it continues to be a bastion of law and goodness. (Corruption -2; Crime -2.)

War-Torn Kenabres has been fighting against the Worldwound for over a century, and this protracted war has affected its economy. (Increase base value by 10%; decrease purchase limit by 20%.)

A VISIT WITH THE QUEEN

News of Queen Galfrey's arrival spreads quickly through the city as her armies arrive—thousands upon thousands of road-weary and battle-worn crusaders thankful for a place to rest, even if that place has been significantly damaged. The crusaders set about refortifying the city even as their leader seeks out those who played such a key role in its defense, and in the transformation, however temporarily, of the *wardstones* into a potent defense that drove the demons back into the Worldwound, if only for a short time.

By the time she seeks out the PCs, Queen Galfrey has heard the rumors that they are the ones who triggered this event, and that they've become imbued with the *wardstones'* power. The queen is eager to hear their story about how things developed in the Gray Garrison, and is both respectful and wary about the PCs. Present her as a weary commander who nonetheless maintains a heroic facade of hope and faith that, despite current events, this newest crusade will be the last, and that it will end with the forces of good triumphant. Galfrey would prefer to meet with the PCs in a place where they're comfortable—this adventure assumes this to be somewhere within Defender's Heart, but if the PCs have another place in mind, she readily agrees. After she hears their story, she speaks to the PCs directly about their actions and what she wants from them. Read or paraphrase the following.

“While there are some narrow-minded souls among the crusade who blame you for the destruction of the wardstone border, I do not begrudge you for what you did. Far from it. From the sound of it, you saved entire legions of crusaders from a most

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vile fate by preventing Vorlesh from transforming them, and the blast of energy gave us the time we needed to regroup and prepare for what will certainly come next. But you understand the implications of what you've done, I'm sure—the wardstones are gone, but Iomedae has seen fit that you will be their replacement. I can think of no other reason that would explain why their power would have settled in your bodies and souls and didn't merely fade into the ether. In time, the demons will regroup and reorganize—we can trust their inherent chaos to make this period of regrouping longer than it otherwise would take, but we shouldn't underestimate them. They'll be back soon enough. Already I've had reports from along the front lines that small groups of demons are attacking fortifications and settlements along the southern border.

But what intrigues me most is news from several reliable sources that as our fiendish enemies are starting to mass in the southern reaches along the Riftshadow within the Worldwound, they have left several of their northern lairs relatively unprotected. In particular, the fiend Aponavicius has taken the bulk of her army from Drezen, leaving it only moderately protected as she joins with the Storm King in Iz to, no doubt, plot greater attacks on larger targets like Nerosyan, Karcau, and beyond. The time is right to strike into their territory. Drezen was the first of our cities to fall after the First Crusade, and we lost more than our kin and our pride that day. We lost the Sword of Valor, a magical banner carried by the Inheritor herself during the Shining Crusade. If Drezen could be retaken—if the Sword of Valor could once again be held by the crusade... well, I trust I don't need to explain how well that would affect morale. But with the imminent attacks along the border, I cannot spare many to lead an assault on Drezen. And even if I could, a large army attacking the city would only draw Aponavicius back to defend the place. The obvious tactic is to send in a group of capable heroes with a modest but well-trained army to strike now, while the proverbial iron is hot. And this is why I've sought you out. If you can retake Drezen and reclaim the Sword of Valor, not only will you silence the fools who would brand you traitors for destroying the wardstone, but more importantly, you would bolster the entire war effort with your heroism. And I fear we need all the bolstering we can get!

Once she's done, Galfrey notes that she would like the PCs to set off as soon as possible—every day spent waiting is one more day for the demons to catch wind of the plans and to reinforce the city. She certainly has time to answer a few questions though. Likely questions and her answers follow.

How are things on the front lines? “Relatively quiet for the moment, but I expect that to change any moment. Scouts within the Worldwound tell us that the demons and their minions are massing all along the Sarkora River in Riftshadow, and we expect them to hit Nerosyan, Karcau, and other southern points within the week. I need to get Kenabres in order and head back south in a few days as a result, and I hope you'll be well on your way north by then.”

Why do you think this plan will work? “It's risky, but the reward is worth it. And the demons won't expect it. In fact, they might not even notice it, what with their attention focused on the southern borders. If you can secure Drezen quickly enough and find the *Sword of Valor*, it will do most of the work of keeping the place safe once you've reactivated it.”

What's stopping demons from teleporting in as reinforcements once we attack? “Their own nature. Those left behind have been charged with protecting Drezen, and if they abandon that post, even to teleport away for help, they'll likely be killed. No demon wants to be killed. That and their arrogance about their superiority over mortal life should be more than enough to keep them in Drezen until the very end. At that point, when you've broken their morale, they'll teleport away in droves, which should give you several days to complete your mission.”

What can you tell us about Citadel Drezen? “It was built during the First Mendevian Crusade as a strategic foothold inside the Worldwound. Dwarves chiseled it from a rocky hill near the source of the Sellen River. It held for well over a decade, withstanding almost constant war before a traitor turned the *Sword of Valor* over to the demons. We never found out who it was, but with the *Sword of Valor*'s protection gone, the demons overwhelmed Drezen in a night.”

What can you tell us about the Sword of Valor? “Despite the name, it's not a sword. It's a battle standard—an artifact once used by Iomedae herself during the Shining Crusade. The church loaned the banner to the First Mendevian Crusade and allowed it to hang in Drezen, where it bolstered crusader morale and, perhaps more importantly, warded against demonic attacks, deceptions, and even teleportation.”

Where is the Sword of Valor located? “Somewhere inside Citadel Drezen. At one point, it was held in a special vault, but our divinations have only revealed that the banner remains in the Citadel somewhere. Alas, the same wards that protect it against demons also hamper divination attempts—but we know it's still in there, likely kept as a trophy.”

Who are you sending with us? “We're sending three specialists with you. Aron Kir was a cleric of Shelyn here in Kenabres before the temple was destroyed—he can help with healing as needed, but he's also quite knowledgeable about demons and their tactics. Sosiel Vaenic is an expert on siege tactics, traps, infiltration, scouting, and the like; he's where you'll be getting your map of the Citadel, incidentally. And lastly, there's Nurah Dendiwhar. She'll be supporting you with her bardic magic, but she's also an expert on the region and knows more about Drezen than anyone in Kenabres at this point, I'll wager. I'm also going to be sending an army of crusaders with you. There's only a hundred of them, but they're all devout paladins of Iomedae. It's not a large army, but you'll be able to move without attracting attention. Trust me, that's an advantage when it comes to demonic foes. They hit hard, so it's best not to give them the opportunity.”

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About the Queen

Queen Galfrey has what amounts to an extended cameo in this adventure—but she'll have a much larger role to play in the campaign's fourth adventure, "The Midnight Isles." Her appearance here should serve to foreshadow the point where she'll be joining the PCs in the upcoming adventure—you want the PCs to be a little in awe of the queen here, so that by the time she joins them to aid their quest, that event will have the right amount of gravitas. Until then, if the PCs ask for more information about her, you can tantalize them with rumors—that she's immortal (she took the crown in 4601 AR, but has in fact stayed alive for so long through a combination of skill and a few church-provided draughts of the *sun orchid elixir*), that she's met Iomedae (not true, and if asked about this rumor she smiles and says as much), or that she receives visions from her goddess (true, but Galfrey doesn't speak of these except with her closest friends). There are more sinister rumors as well, such as a persistent one that she's secretly in league with the Worldwound and hopes to drag out the conflict as long as possible—these rumors are mere slander, though, and Galfrey generally doesn't regard them as worth talking about when there are more important matters, leaving her deeds and reputation to defend her against such lies. More information about Queen Galfrey appears in "The Midnight Isles."

COMMENDATIONS

Before she takes the PCs to meet their army and experts, Queen Galfrey smiles and tells them that their successes and triumphs have not gone unnoticed. To make it official, she dubs the PCs "Knights of the Fifth Crusade." The title gives the PCs permission to lead armies and rule lands. Of a more immediate note, though, when a knight accomplishes a significant task, he or she is rewarded with one or more *righteous medals*. Currently, there are six different medals a knight can earn in the crusades, each of which comes with a small boon of magic imbued by priests of Iomedae, Sarenrae, and Torag. All six of these *righteous medals* are detailed on pages 62–63. The PCs are each awarded every medal that is appropriate for their achievements and glories so far. Make sure to let the PCs know what they need to do to earn the other medals—once they've accomplished those goals, they can be awarded new medals at the end of any Wrath of the Righteous adventure.

Once the PCs agree to the mission and have been awarded their *righteous medals*, Queen Galfrey escorts them to the camps just outside of Kenabres's northern wall, where her armies wait. She leads the PCs to a group of crusaders at the northern edge of the camps, and as they approach, the knights quickly fall into line, standing at attention.

The queen informs the PCs that these knights have volunteered to aid them in retaking Drezen, and that their loyalty and devotion are true. Three others wait at the camp—the three experts who'll be joining the PCs on their journey. Queen Galfrey introduces Aron, Sosiel, and Nurah, then nods in approval. "I've never been one for ceremony, and you've a lot of work ahead of you—I wish you luck in your mission, and hope to hear of your triumph soon!"

Story Award: Each time everyone in the party earns an identical *righteous medal*, award the party 800 XP—for a maximum total of 4,800 XP if all PCs earn every medal.

AN ARMY AT YOUR BACK

At times during "Sword of Valor," the PCs will face small armies of demons and cultists. These encounters are intended to be resolved with the narrative mass combat rules detailed on pages 234–250 of *Pathfinder RPG Ultimate Campaign*. If you'd rather not include these elements in your Wrath of the Righteous game, you can omit the mass combat encounters that take place in this adventure, but you should replace these encounters with more personal combats against demons and cultists to make up for the loss of potential experience points.

The PCs can choose among themselves who'll serve as their army's commander—it could be one of them, or it could be an NPC they've befriended. Irabeth Tirabade would make an excellent commander, for example. The commander should be someone with a high Charisma score and ranks in Profession (soldier) or the Leadership feat, but these are not requirements for command.

If you can, ask your players to read up on the mass combat rules before this adventure begins. You can also take a moment here to run a few "training combats" for the PCs, where they lead their army against an equal group of crusaders in a mock battle—any damage taken in these training battles isn't real damage, and is instantly healed at the battle's end.

While the PCs' army is currently called the Knights of Kenabres, the PCs are free to rename them to whatever they wish. Remember to adjust the army's Morale check as appropriate for its commander's Charisma modifier and Profession (soldier) ranks or Leadership. Normally, a commander knows a number of boons equal to 1 + 1 additional boon for every 5 ranks in Profession (soldier), but at the start of this adventure, the commander is brand new and doesn't know any boons. New boons can be learned during the course of play as battles are won.

KNIGHTS OF KENABRES

ACR 3

LG Medium army of humans (paladin 4)

hp 16

DV 18; **OM** +8 ranged

Tactics expert flankers, standard, withdraw

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Resources improved armor, improved weapons (mwk cold iron), mounts, ranged weapons (longbows)

Special aura of courage, channel positive energy, divine health, lay on hands, mercy, smite evil, spellcasting

Speed 3; **Morale** +1; **Consumption** 5

SWORD OF VALOR NPCs

Three important NPCs accompany the heroes north—a priest of Shelyn, a tactician and scout, and a Drezen historian. Each of these NPCs has his or her own entry in the NPC Gallery at the end of this adventure. In addition, the PCs may wish to bring allies from the previous adventure along with them as well. This adventure assumes that only Aron, Sosiel, and Nurah accompany the PCs, but you can use the following notes and those on the inside front cover as guides for if the PCs also wish to involve Irabeth, Anevia, Horgus, or Aravashnial in the adventure. These NPCs only accompany the PCs if they're at least friendly. In addition, at times these NPCs may have insights, comments, or actions that can be triggered by certain encounters. When these occur, they appear near the end of the encounter under a heading of NPC Reactions.

Anevia Tirabade: Anevia only accompanies the PCs if Irabeth does as well. If she travels with the PCs, she fights alongside her wife. She scouts a short distance ahead of the army, and before any battle begins, she gives reports that allows the PCs' army to always gain battlefield advantage, increasing its OM and DC by 2.

Aravashnial: Aravashnial only agrees to accompany the PCs if his blindness is cured—fortunately, if the PCs ask Queen Galfrey, she arranges for a *scroll of regeneration* that can be used to restore the elven wizard's sight. In this case, Aravashnial is so grateful to regain his sight that he falls into the role of supporting the PCs and the Knights of Kenabres with great zeal—his advice on how to handle enemy spellcasters grants the army Spellbreaker as a bonus tactic, increasing the army's DV by 4 against armies with the spellcasting ability.

Aron Kir: Aron automatically accompanies the party. His skill at tactics grants the army a +1 bonus to its DV—this bonus is included in the stats above. Aron's presence also helps the PCs in other ways, as noted specifically in the adventure. Unfortunately, Aron's got a secret—he has long battled addiction to a dangerous drug called *shadowblood* (see page 63). When the adventure begins, Aron has mostly kicked his habit, in no small part through the support and aid of his lover, Sosiel. The priest of Shelyn knows Aron's ashamed of the addiction and, against his better judgment, has agreed to keep quiet about it as long as Aron never gets back onto the blood. Unfortunately, Nurah knows of this character flaw, and she soon arranges for a few doses of *shadowblood* to show up in Aron's supplies, tempting him greatly.

Mythic Commanders

If one of the PCs serves as the commander of the Knights of Kenabres, his command of the army is such that he can use his surge mythic ability to adjust *Offense* checks and *Morale* checks. A commander can expend two uses of mythic power to increase his army's DV by the result of a surge die for one battle.

Horgus Gwerm: Horgus has little to add to the tactics of battle, but many of his resources have survived Kenabres's fall intact. If he accompanies the party, his support reduces the army's *Consumption* score by 2.

Irabeth Tirabade: Irabeth only accompanies the PCs if her wife Anevia does as well. If she travels with the PCs, she fights alongside her wife. She can command the army—if she does so, she grants the Bloodied but Unbroken boon to the army (*Ultimate Campaign* 240).

Nurah Dendiwhar: Nurah automatically accompanies the party. Her skill at bolstering courage and lightening spirits grants the army a +1 bonus to its OM—this bonus is included in the stats above. Nurah is a traitor, however—she's secretly a member of the Templars of the Ivory Labyrinth. At certain points, Nurah engages in secret acts of betrayal and sabotage, as detailed in the adventure. Each of these comes with a chance of catching her in the act—if the PCs expose her and either defeat her or let her escape, any further acts of betrayal do not occur, but the PCs only retain the +1 bonus to their army's OM if they can redeem her.

Sosiel Vaenic: Sosiel automatically accompanies the party. Despite the fact that he's a worshiper of Shelyn rather than Iomedae, his faith and inspiring attitude grants the army a +1 bonus to its morale—this bonus is included in the stats above. Sosiel's presence also helps the PCs in other ways, as noted specifically in the adventure.

MARCHING TO DREZEN

Before she leaves to set Kenabres in order, Galfrey has one final bit of advice—she suggests the PCs travel north directly to Valas's Gift and then follow the east bank of the Sellen River north until they come to Vilareth Ford, at which point they can cross the West Sellen and continue north along its west bank to the dry Ahari riverbed, since this route will provide something of a natural trail to follow. The adventure assumes the PCs take this advice—if they want to change the route, let them. You can simply reassign the encounters along the way (or add new ones) as you wish.

It's a 160-mile journey to Drezen along this route, and the army, which consists of a hundred heavily armored mounted paladins, can cover 36 miles a day (including time lost breaking and setting up camp)—assuming no

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complications, this means the journey to Drezen takes 4-1/2 days. Each day, the army uses a number of units of food and water equal to its Consumption—5 per day (if Horgus is accompanying the PCs, that number decreases to 3 per day). Since foraging for food isn't really an option in the Worldwound, the army must carry its own food and water supplies. While the PCs may be able to resupply along the way, Galfrey strongly recommends they carry as much as they can when they set out to account for delays, such as time spent recovering from battle, or time spent camped near Drezen while the PCs pursue their mission.

The army can carry up to 50 units of food and water at any one time—enough to supply the army to Drezen and give the PCs 5-1/2 days to take the city. The army begins its march fully stocked with food. With Horgus's aid, resupplying along the way, and by keeping focused and not spending too long on encounters or recovery along the way, the army should be able to keep itself fed, but if it runs out of food, it takes a -2 penalty to Morale and takes 1d4 points of damage per day—this damage cannot be healed until food is secured.

The PCs' army is just the right size for the march—big enough to scare off wandering monsters, but small enough not to attract the attention of larger groups of the enemy... with the exception of the armies that lie in wait at Vilareth Ford and Keeper's Canyon.

A. VALAS'S GIFT (CR 3)

Distance from Kenabres: 28 miles

Army Travel Time from Kenabres: About 1 day

Valas's Gift lies northeast of Kenabres, a small town surrounded by surprisingly fertile lands. Once one of Kenabres's primary sources of food and grain, Valas's Gift has been destroyed by demons, and its citizens have scattered into the surrounding hinterlands. When the PCs arrive, they find the village a smoking ruin—a day spent searching the ruins uncovers 2d4 units of food, but no evidence of survivors.

B. VILARETH FORD (CR 2)

Distance from Valas's Gift: 52 miles

Army Travel Time from Valas's Gift: 1-1/2 days

Vilareth Ford is the northernmost crossing point on the West Sellen—few settlements and no fords or bridges exist farther north from here on the Mendev side of the river. Named for the crusader general who first held the ford against a host of tiefling cultists eager to use it as an invasion point, Vilareth Ford has long been watched over by a small contingent of crusaders—yet as the PCs approach the ford, their scouts (Anevia if she's with the PCs) come racing south to intercept the army about 15 minutes before the ford is in sight, bearing grim news. Vilareth Ford has been taken by the enemy!

Battlefield: Just yesterday, the defenders of Vilareth Ford were defeated by an army of tiefling cultists,

Army Encampment Map

A map of the central part of the PCs' army camp is provided on page 12. No specific encounter takes place in this area, but you can use this map as a place for the PCs to confront Nurah when the time comes—whether they catch her stashing *shadowblood* in Aron's gear or otherwise attempting to sabotage something. Alternatively, if the PCs attack the lost chapel (area D) and fail to defeat its half-fiend ruler, they may be attacked later that evening in a retaliatory strike by a few nabasu. They could even be ambushed in their camp after they begin the attack on Drezen, perhaps by the mythic chimera that dwells there!

minions of an incubus named Exorius who serves as one of Drezen's commanders. Exorius is responsible for the eastern approach to the town, and as such has placed the bulk of his armies in the Ahari gorge at Keeper's canyon. A few days ago, he sent one of his smaller groups of tiefling rogues south to claim the ford. These tieflings are led by a cackling, goat-faced brimorak demon named **Umestil** (CE female brimorak), and they managed to take the ford by surprise. The bulk of the crusaders who once protected the place are dead, and their heads and entrails now decorate the bunkerlike structures that line the river's east bank. The tieflings themselves are enjoying a few days of relaxation after the battle, awaiting reinforcements, but they marshal quickly once they realize they're under attack.

There are only 200 tieflings present at Vilareth Ford. The ford itself has a large open area where the army could stage a battle—it's currently being used by the tieflings as an encampment. The surrounding terrain can provide concealment if the PCs wish to attempt to ambush the tieflings (*Ultimate Campaign* 237).

This encounter gives the PCs (and players) a chance to try out the mass combat rules in a situation that favors them. The tieflings were a potent force against the surprised crusaders originally stationed here, but against a highly trained army of paladins who may well have the advantage of surprise, they should be easy prey.

TIEFLING ARMY

ACR 2

XP 600

CE Large army of tieflings (rogue 1)

hp 9

DV 12; OM +4

Tactics standard, withdraw

Special darkvision, sneak attack, spellcasting

Speed 2; Morale +2; Consumption 1

Commander Umestil (Cha +2; no boons)

WRATH OF THE RIGHTEOUS

NPC Reactions: Immediately after the chaos on the battlefield, ask the PCs what they're doing to recover from the fight. Anevia and Aron slip into the surrounding regions to scout out the place and ensure no other enemies lie in wait. At the same time Irabeth, Sosiel, and Nurah set out separately to seek survivors to heal and rescue from the aftermath. In Irabeth and Sosiel's cases, this is legitimate activity, but in Nurah's case it's just an excuse to seek out Aron's equipment so she can stash 4 four doses of *shadowblood* where he'll soon find them. As she does so, she dismisses the *magic auras* on the four vials, knowing that if a PC notices their evil aura even before Aron uses one of them, the damage will be done. Nurah casts *invisibility* while in hiding before she does this to aid her chances of not being seen. Each PC gets a Perception check (opposed by Nurah's Stealth check) and a Sense Motive check (opposed by Nurah's Bluff check) to notice the halfling woman skulking away to a hiding spot to cast *invisibility*—both checks must be successful to notice her and realize she's up to something. At your discretion, a PC who's engaged in something particularly distracting (such as aiding with healing or triage) takes a -4 penalty on these checks. If she's confronted, Nurah abandons her plan and claims to have heard something suspicious and was going to make sure there wasn't a tiefling survivor. If the PC sees through this Bluff, she simply throws her hands up in frustration, saying, "Doesn't matter, I guess, what it was... There's obviously nothing now." She'll attempt again later that night and each night thereafter to plant the drugs amid Aron's gear. If the PCs catch her in the act, she realizes her cover's been blown and attempts to flee, as detailed in her tactics on page 56.

If she's successful, Aron finds the *shadowblood* soon, and while he tries his best to resist, at some point before the PCs reach Drezen he gives in and takes a dose of the drug. He's well-practiced at hiding his habit, but if a PC spends time talking to him after he's started using again, Aron is slightly nervous, and if a PC beats Aron's Bluff check, the PC gets the idea that something is amiss. Aron claims the problem is his fear that the demons are going to finally win this crusade; if the PC doesn't believe this lie, he gets surly and refuses to speak more. If a PC brings this knowledge to Sosiel, the priest knows immediately what's going on and curses at himself for not noticing, blaming the distractions of the march. He's hesitant to reveal what he knows, but if a PC succeeds at a successful 17 Diplomacy check (at your discretion, this check is automatic if the PC

has already established a good relationship with Sosiel) he reveals the fact that Aron's had problems in the past with drug abuse, and that it sounds like he's backsliding.

If the PCs confront Aron about his drug use, with a successful DC 25 Diplomacy check (Sosiel's presence grants a +5 bonus on this check), the PCs convince Aron to give up his supply of *shadowblood*—Sosiel uses *remove disease* to get rid of his addiction in this case. If the check fails, Aron panics and flees. Whether or not the PCs can find him depends on their actions and your leniency—if Aron escapes, he ends up making his way to Drezen on his own where he seeks out the shadow demon under Castle Drezen, as detailed in Part 3. If Aron escapes, Sосiel falls into a bleak depression as well. While he remains with the party, treat him as unfriendly until Aron can be rescued.

Treasure: After the conflict, Aron suggests that the PCs have their army do what they can to scavenge gear and supplies from the field of battle. Some of the paladins might grumble a bit at the idea of looting tieflings, but they'll do as ordered. If a PC succeeds at a successful 20 Diplomacy check while issuing the orders, the grumbling goes away entirely. Scavenged supplies can help the PCs in two ways. First, the PCs can gather up 1d6 units of food and water from the site. Secondly, the weapons, gear, and tools gathered reward the PCs with 3 units of Goods. While this form of capital won't help them immediately, Aron explains that if they do manage to take Drezen, they'll need more goods, and also influence, labor, magic, and of course gold to help get the city up and running again. For now, someone in the party should keep track of the capital they gain in this manner, since it will help them pay for downtime activities during the next adventure. See Chapter 2 of *Ultimate Campaign* for more information on this subject.

Development: As the battle draws to a close, Umestil uses *greater teleport* to return to Exorius at Keeper's Canyon to report. Exorius isn't pleased with the brimorak's failure, and kills her as a punishment. If the PCs manage to prevent Umestil from warning Exorius, though (perhaps by sneaking into the encampment before the battle to assassinate the brimorak), they can ambush Exorius's armies at Keeper's Canyon.

Only a handful of wounded survivors remain of the small contingent that once guarded the area. All of them are imprisoned in a stone building. Currently led by a sergeant named **Kamilo Dann** (LG female human fighter 3), the survivors number a dozen in all. Kamilo puts on a brave face, and her assurance and leadership kept the other survivors from despair, even when some of them



Kamilo Dann

SWORD OF VALOR

were taken away every few hours by Umestil for sacrifice—or worse. The dozen survivors are in no shape to keep the ford protected, but they do know that a greater army lies somewhere to the north in a place called “Keeper’s Canyon.” With a successful DC 25 Knowledge (geography) check, a character confirms this canyon is the one that contains the Ahari riverbed; knowing that a greater army lies in wait there will help the PCs in that battle.

Kamilo volunteers to lead her survivors back south to Kenabres to report that the ford has fallen—Queen Galfrey will send more troops north to reoccupy it soon enough, allowing the PCs to continue on their northern march. With a successful DC 15 Diplomacy check, the PCs can instead convince Kamilo and her soldiers to join their army. Doing so doesn’t change the size of the PCs’ army, but it does allow them to replace fallen soldiers and thus “heal” 1d6+2 points of damage that their army has suffered.

If the PCs are forced to retreat from the battle, however, the tiefling army executes all these prisoners soon thereafter.

Story Award: If the PCs manage to rescue Kamilo and the other survivors, award them 800 XP.

C. KEEPER’S CANYON (CR 4)

Distance from Vilareth Ford: 46 miles

Army Travel Time from Vilareth Ford: 1-1/4 days

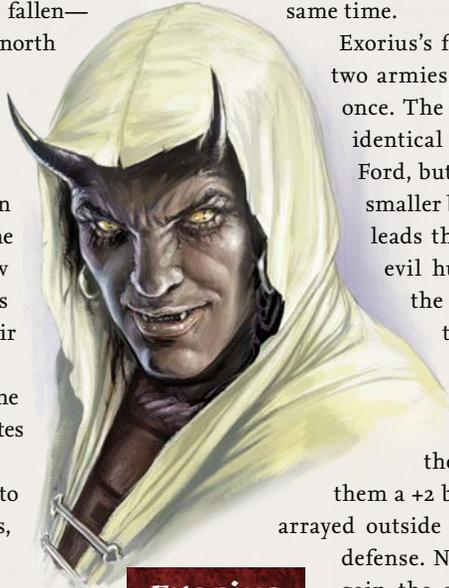
As the PCs continue north along the western banks of the West Sellen River, they’re skirting the edge of the Worldwound itself. Impress upon them how strange and alien things seem on this side of the river—even though they’re not really heading into the blighted lands yet, the sky above seems darker and dimmer, and no vegetation grows on the desolate ground. No easy route inland exists once the PCs start north—the cliffs of the gorge are steep.

If the PCs know (or suspect) that an army lies in wait for them at Keeper’s Canyon, the point at which the now-dry Ahari River once fed into the West Selen, they can slow their approach and prepare an ambush for the forces there. If they simply march up the river, though, they find a larger force than they faced at the ford lying in wait, ready to attack.

Battlefield: Keeper’s Canyon was once a holding of Drezen—a small town that helped to facilitate shipments to and from Drezen. Today, only the shells of a few stone buildings remain, along with a half-dozen leaning pilings in the river from what was once an extensive maze of piers. The incubus Exorius has been ordered by Staunton to guard this choke point, as the dwarf knows this is the most likely route the enemy will take if they’re

foolish enough to march on Drezen. Staunton doesn’t really expect such an attack, though, and neither does Exorius unless he’s been alerted by the brimorak Umestil. Even if he has been warned, Exorius doesn’t see the need to teleport back to Drezen to warn Staunton—after all, he wouldn’t expect any different treatment from Staunton than he plans to give the brimorak from Vilareth Ford. It would be much better, in Exorius’s mind, to report both the attack and his successful defeat of the enemy at the same time.

Exorius’s forces at Keeper’s Canyon consist of two armies, and the PCs need to fight both at once. The larger of the two is a tiefling army identical to the one they faced at Vilareth Ford, but the more dangerous of the two is a smaller but deadlier unit of dretches. Exorius leads the dretches, while an unexceptional evil human fighter named Berrex leads the tieflings. In the unlikely event that the brimorak Umestil was not able to report to Exorius about the PCs, they can attempt to ambush the demon army. In any event, the ruins the dretches occupy grant them a +2 bonus to their DV—the tieflings are arrayed outside of the ruins and do not gain this defense. Normally an army of dretches would gain the significant defense ability, but the paladin army that the PCs command is armed with cold iron weapons and can smite evil, so this ability doesn’t work against them.



EXORIUS

DRETCH ARMY

ACR 2

XP 600

CE Medium army of dretches

hp 9

DV 14; OM +5 ranged

Tactics relentless brutality, standard, withdraw

Special darkvision, spellcasting

Speed 1; **Morale** +5; **Consumption** 0

Commander Exorius (Cha +5; merciless)

TIEFLING ARMY

ACR 2

XP 600

hp 9 (see page 13)

NPC Reactions: The PCs’ allies take the same actions they did after the previous battle—if she hasn’t yet stashed the *shadowblood* in Aron’s gear, Nurah attempts to do so again.

Treasure: Scavenging the field of battle and the ruins turns up 1d6 units of food and water and 2 units of Goods.

Development: Exorius teleports up into the cliffs above the battlefield once it’s apparent his army is defeated, but

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then watches from above—the next time the PCs camp, he teleports into the camp and attempts to kill as many PCs as he can. If brought down to fewer than 15 hit points, he teleports away, abandoning the fight, Drezen, and Staunton alike. He may return to torment and attack the PCs in the future at your discretion.

EXORIUS

CR 6

XP 2,400

Incubus

hp 76 (*Pathfinder RPG Bestiary* 3 73)

INTO THE WORLDWOUND

Beyond Keeper's Canyon, the PCs' route finally takes them westward into the Worldwound itself. It won't take long for the PCs and their allies to notice the difference even a few hundred yards into enemy territory makes, for the Worldwound is the very definition of "hostile territory."

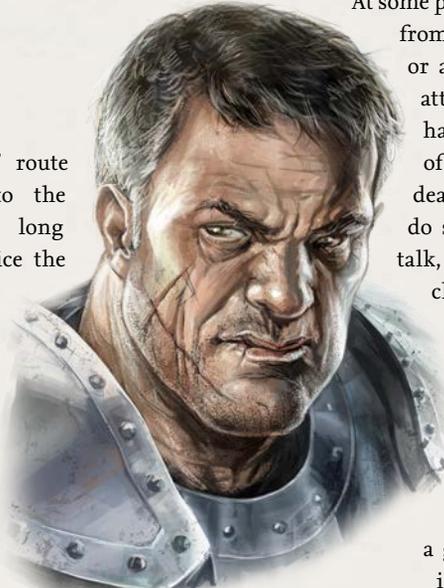
More than demons and monsters, the very environs of the Worldwound are dangerous. Infections, parasites, and diseases infest the water and game alike, making the idea of living off the land dangerous. The weather can vary wildly—calm one day and blasted by hurricane-force winds the next. Some storms are supernatural in nature, and can open rifts to the Abyss or rain down strange precipitation like frozen eyeballs or shards of crystallized locusts. The sun rises later and sets earlier than it should, and the skies are almost always overcast with black and red clouds. When they part, the sky seems dull in color at day, and at night the stars are all wrong, as if one were looking up at an alien realm above. Navigation in the Worldwound is difficult as a result, but in this adventure, the PCs can follow the Ahari gorge so navigation isn't an issue. For simplicity, you should assume that the short journey the PCs make up the Ahari riverbed is not plagued by things like supernatural storms or the like. The next adventure, "Demon's Heresy," confronts the PCs with many of these dangers as they explore the Worldwound on their own. But if you want to challenge your PCs, *Pathfinder Campaign Setting: The Worldwound* contains numerous additional rules on survival in this desolate land.

The difficult terrain of the riverbed route to Drezen halves movement rates—the army can only cover 18 miles a day here rather than 36 miles.

Normally, leading an army into the Worldwound is a difficult task, but in this case, the PCs' army consists of fearless paladins—or mostly so. One man, **Arles Jhestander**

(NG male human ex-paladin 4), is a veteran of several conflicts, each of which ended poorly. His faith has been shaken, and while he's hidden this from his fellows, he can't hide it from Iomedae—as this adventure begins, Arles is an ex-paladin. His fear about the mission only continues to grow as the adventure progresses, and if the PCs don't handle the situation delicately, his loss of faith can work almost as a creeping form of madness among the troops.

At some point after the PCs set out up the riverbed from Keeper's Canyon, Irabeth or Sosiell or another NPC should bring to the PCs' attention that one of the men in the army has been talking about the hopelessness of their task, and predicting a grisly death for everyone involved. Until the PCs do something to curb Arles' demoralizing talk, their army takes a –2 penalty on Morale checks. If the PCs take an extreme solution, such as discharging, exiling, or even executing Arles, this penalty increases to a –4 penalty. The best way to handle the situation is for a PC to sit down with Arles and talk out his fears. You can roleplay this out as much as you want, and if the player does a good job, you can rule that the speech is automatically successful at turning Arles back toward the path toward law. Otherwise, the PC must succeed at a



Arles Jhestander

successful 23 Diplomacy check to do so. One such check can be attempted per day, and after five failed checks, Arles and a few others he's convinced of the futility of the mission sneak out of the army and make their way back to Mendev—if the PCs track down the deserters, the PCs find their mangled bodies a mile or so back, picked off by demons. In this event, the morale penalty increases to –4, as detailed above. Once the PCs manage to successfully take Drezen, any of these penalties to Morale vanish.

Story Award: If the PCs manage to restore hope to Arles, award them 1,200 XP.

D. LOST CHAPEL

Distance from Keeper's Canyon: 15 miles

Army Travel Time from Keeper's Canyon: A little less than a day

In 4629 AR, a year after Drezen was founded and a year before the First Crusade ended, several crusading paladins and priests built a number of chapels in the lands surrounding their new fortress city. Each of these chapels was devoted to a different deity of the crusade (mostly Iomedae, Erastil, Torag, Sarenrae, Shelyn, or Abadar—deities normally served by paladins), and each was intended to serve as a hospital for injured soldiers and a waystation for weary travelers.

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The crusaders built one such chapel here, perched atop the cliff above and overlooking the river below. The specific deity to which this chapel was consecrated to has been deliberately left vague so that you can customize it to your game. If a paladin in your group is wielding the weapon *Radiance* from “The Worldwound IncurSION,” the chapel should be devoted to that paladin’s deity, so that cleansing the chapel can help to awaken *Radiance*’s power. Otherwise, pick a deity associated with a religious PC if possible—or Iomedae or Shelyn if not.

Since Drezan’s loss, these chapels have fallen into ruin. Today, a half-nabasu inquisitor of Kabriri (demon lord of ghouls) named Nulkineth has taken over the ruin, repurposing it for his own dark rites. The vile inquisitor routinely abducts soldiers from the crusaders’ ranks, snatching them from their sentry posts or even wounded soldiers from active battlefields, so he can sacrifice them in Kabriri’s name. Nulkineth has helped countless nabasus achieve maturity over the years he’s been living here—his latest ally is a nabasu named Maugla that is currently out exploring and hunting on its own. When the PCs arrive in the region, Nulkineth sends a gargoyle to find Maugla—the demon then returns to the lost chapel via teleportation for a climactic fight against the PCs as detailed in area D9.

The chapel sits atop the cliff, 90 feet above the Ahari gorge below. A narrow flight of stairs winds up the cliff face to the chapel, but these stairs are treacherous—two successful DC 15 Climb checks are required to navigate them safely—one at a height of 30 feet and a second at a height of 60 feet. The PCs and their army should arrive at this location near the end of a day’s march, and if the PCs don’t succumb to the lure of exploring the chapel themselves, Aron points out that, historically, these chapels often had well-hidden caches of healing magic and supplies. There’s a possibility, however small, that these supplies are still hidden—they were typically stashed in a secret compartment under the altar. At the very least, adds Sosiel, it would be nice gesture to climb up there and clean up the chapel a bit and run off any monsters that might be befouling it with their presence. Nurah is the lone voice of dissent—she points out that there likely are monsters dwelling in the ruins, and that the chapel is a distraction and will only waste time and resources. In fact, she’s hoping the PCs do head up there, since she knows who lives there, and if a fight with Nulkineth and his minions can deplete the PCs’ resources, so much the better.

If the PCs avoid the ruin, Nulkineth notices them anyway. Later that night, he sends his three gargoyles down to the camp to snatch away a few victims to feed to the nabasu. You can play this attack out using the army campsite map—any NPCs who are abducted can be rescued from the ruins above if the PCs act fast. If the gargoyles are defeated, Nulkineth seethes in anger, but prefers to let the army pass by without further antagonizing them.

D1. Temple Grounds (CR 7)

The gates to this small courtyard lie smashed and broken with tall grass growing amid the rubble. Two main buildings stand side by side to the east, separated by a single alleyway. The smaller structure appears to be a stable, while the other is much larger with several doors and stained-glass windows, apparently a chapel judging by the pious statues along its rooftop.

A successful DC 20 Perception check reveals a collection of well-gnawed human bones among the debris—past victims of Nulkineth’s ghoul minions.

Creatures: When Nulkineth first came to Mendev by way of Ustalav, he brought several gargoyle allies with him. They’ve proven to be exceptional hunters and spies, acting as go-betweens that can freely cross the *wardstones* to deliver messages or hunt. Three of these gargoyles currently roost among the statues on the chapel’s rooftop. They maintain a vigilant watch of the main approach to the ruin, relying on their freeze ability to hide. If undetected, they prepare an ambush to take intruders by surprise, eager to provide more captives for Nulkineth’s rituals.

GARGOYLES (3)

CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary* 137)

D2. Ruined Stable

The sharp tang of musty, decaying straw fills this large stable. Its easternmost wall has collapsed into a steep pile of broken beams and rocks that blocks the way to the other side. A large mound of discarded weaponry lies amid the rubble.

Couriers between Mendev and Drezan would stable their mounts here when traveling from Kenabres to the front lines. It stands empty now and almost nothing of value remains, though Nulkineth’s gargoyles occasionally seek shelter here when particularly violent storms hit.

Treasure: The mound of weapons are leftovers from victims snatched up by the gargoyles and fed to the nabasu. Most of the weapons are broken beyond repair, but a few still remain serviceable, including a masterwork battleaxe, a +1 *longsword*, three cold iron daggers, and a +1 *cold iron long spear*.

D3. Desecrated Chapel (CR 8)

The vaulted ceiling of this massive sanctuary reaches nearly thirty feet overhead. Smashed stained-glass windows stretch in narrow bands above the doors. Four angelic statues occupy each corner of the room, though their faces and wings are cracked and broken almost beyond recognition. The walls are covered with disturbing

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shapes and runes that have been scratched into the stone. An altar, befouled with grime and filth, sits against the southern wall.

A successful DC 20 Knowledge (religion) is needed to interpret what religion the defaced statues and stained-glass windows once espoused; a similar check reveals that the fiendish scribbles and markings on the wall as prayers sacred to Kabriri.

Nulkineth's self-assigned calling includes both the spread of Kabriri's faith through ghoul fever and the empowerment of nabasu demons in service to Him Who Gnaws. To this end, he either infects his captives with the disease or gives them over to his nabasu ally. Nulkineth shackles and restrains the infected victims until they perish and rise again as undead. He then soothes and aids the ghouls through their initial hunger, feeding them with carrion taken from the battlefields as he instructs and trains them in the doctrine of Kabriri. Though he currently only has a handful of ghouls at the chapel, he has many more in the surrounding hills, and plans to raise an army by having them prey on refugees and wounded who are fleeing the chaos of the new demonic incursion. Any non-spellcasting abducted NPCs are likely to be found here, bound tightly with ropes and chains. At your option, one NPC might be missing, awaiting the nabasu's return at area D8.

Creatures: Eight ghouls use this chamber as a temple to Kabriri; Nulkineth personally trained two of these as acolytes in the faith. These two cultists spend their time instructing the newest members of the pack. They immediately attack anyone who intrudes here, sending one of the ghouls to the dining hall (at area D4) to ring the temple bell to warn Nulkineth.

Nulkineth has cast *desecrate* on the chapel earlier in the day to increase the fervor of his followers. As a result, the ghouls benefit from a +2 profane bonus on all attack rolls, damage rolls, and saving throws.

ILZEK AND JADISS CR 4

XP 1,200 each

Ghoul cleric of Kabriri 3 (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

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

hp 37 each (5d8+15)

Fort +6, **Ref** +6, **Will** +12

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee flail +8 (1d8+5), bite +6 (1d6+3 plus disease, paralysis), claws +6 (1d4+3 plus paralysis),

Special Attacks channel negative energy 6/day (DC 14, 2d6), disease (DC 14), paralysis (DC 14)

Spell-Like Abilities (CL 3rd; concentration +7)

At will—lore keeper

7/day—touch of chaos

Spells Prepared (CL 3rd; concentration +7)

2nd—*cure moderate wounds*, *detect thoughts*^o (DC 16), *spiritual weapon*

1st—*cure light wounds*, *divine favor*, *protection from law*^o, *sanctuary* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *resistance*

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

TACTICS

During Combat The ghouls use their *scrolls of summon monster V* to each summon a babau and then cast *protection from law* in the first 2 rounds of combat while they let the other ghouls engage the PCs in melee. They then cast *spiritual weapon*, following that up with channeled negative energy before casting *divine favor* and stepping in to melee. The ghouls keep a few cure spells prepared to cast on Nulkineth, should he require their aid.

Morale The ghouls retreat to Nulkineth's side to protect him if reduced to fewer than 15 hit points.

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 18, **Cha** 16

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

Feats Improved Initiative, Multiattack, Selective Channeling

Skills Acrobatics +6, Bluff +6, Disguise +9, Knowledge (planes) +5, Knowledge (religion) +7, Linguistics +7, Perception +10, Stealth +9

Languages Abyssal, Common, Hallit, Necril

Combat Gear *scroll of summon monster V*; **Other Gear** +1 studded leather, flail, 92 gp

GHOULS (6) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

Treasure: As suspected, a cache of healing magic has lain undiscovered under this chapel's altar. The secret to moving the altar aside is very cunningly hidden—locating the switch requires a successful DC 35 Perception check, but Sosiel's tip about the treasure's location grants the PCs a +15 circumstance bonus on this check. The stash is in a sizable hollow space below the altar and is lined with lead to prevent the magical aura of the potions from shining through. In all, there are dozens of *cure light wound* potions stored in here—enough to outfit the PCs' army, granting them the healing potions resource (*Ultimate Campaign* 241). There are enough potions here to allow the army 3 uses of the resource before it is depleted.

Development: If the ghouls succeed in alerting Nulkineth at area D6, he uses his remote viewing ability to scry on the chapel, studying any intruders as he prepares to meet them.

Story Award: If the PCs recover the healing potions and distribute them to their army, award them 1,200 XP.

Sword of Valor

D4. Dining Hall

Three stone tables stand in this room, and their wooden benches lie broken and half-rotten around them. Leather straps with restraints stretch across their surface, buckled tightly in place. Nearby, a knotted rope descends through a tiny hole in the ceiling.

Before the fall of Drezen, the priests took meals here, and the rope was used to ring the temple bell and summon acolytes to dinner. Now, Nulkineth uses this room purely as an interrogation chamber, strapping prisoners to the stone tables so he can torture information out of them. His followers also rely on the temple bell to sound an alarm in the event that the chapel comes under attack.

D5. Kitchen

The ripe stench of decay chokes the air of this room, emanating from the bodies of two deceased soldiers hanging from the rafters. Various cabinets and tables stand around a fireplace in the south wall, and doors lead east, west, and north.

This room once served as a kitchen for the priests. The ashes in the fireplace are decades old, little more than fine soot. Nulkineth and his ghoulish minions use it to hang the corpses they cull from battlefields. His current larder contains two soldiers who perished during earlier battles at Keeper's Canyon.

D6. Nulkineth's Quarters (CR 8)

The broken frames of several beds lie scattered about this large room. Two of the more serviceable ones have been pushed together to make a larger sleeping pallet. A table and several chairs also occupy the center of the room.

Creatures: This room once housed the temple's acolytes. Now, Nulkineth uses it as his bedroom. Currently, he's resting here while he awaits Maugla's arrival (see area D9). A pair of loyal ghouls stands near each door, ready to defend their master if needed. If alerted by the temple bell or other alarms, Nulkineth has his ghouls stand by at each of the doors leading here, ready to flank and paralyze anyone who enters.

NULKINETH

CR 7

XP 3,200

Male half-nabasu human inquisitor of Kabriri 6 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder Campaign Setting: Demons Revisited* 42)

CE Medium outsider (native)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 12, flat-footed 21 (+7 armor, +2 profane, +2 shield)

hp 84 (6d8+54)

Fort +10, **Ref** +4, **Will** +9

DR 5/magic; **Immune** death effects, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 18

OFFENSE

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

Melee +1 *battle aspergillum* +10 (1d6+6/19–20), bite +4 (1d6+3), claw +4 (1d4+3)

Special Attacks bane (6

rounds/day), consume flesh

1/day, smite good 1/day



Nulkineth

WRATH OF THE RIGHTEOUS

Half-Nabasu Spell-Like Abilities (CL 6th; concentration +9)

3/day—*darkness*

1/day—*silence* (DC 15), *unholy blight* (DC 17)

Inquisitor Spell-Like Abilities (CL 6th; concentration +10)

At will—detect alignment, lore keeper (25), remote viewing (6 rounds/day)

6 rounds/day—*discern lies*

Spells Known (CL 6th; concentration +9)

2nd (4/day)—*corruption resistance*^{APG}, *cure moderate wounds*, *spiritual weapon*, *weapon of awe*^{APG}

1st (5/day)—*command* (DC 15), *cure light wounds*, *curse water*, *expeditious retreat*

0 (at will)—*bleed* (DC 14), *brand*^{APG}, *detect magic*, *guidance*, *read magic*, *resistance*

Domain Knowledge

TACTICS

Before Combat Nulkineth casts *corruption resistance* (evil) and *expeditious retreat*.

During Combat Nulkineth first pronounces a justice judgment on his foes and casts *weapon of awe* on his *+1 battle aspergillum*. He then attacks, smiting good against anyone who appears to be a cleric, paladin, or other holy servant of a good deity.

Morale Once reduced to fewer than 20 hit points, Nulkineth flees after casting *darkness* to throw off pursuit. Once he's escaped, he heals his wounds as best he can and then heads straight for Drezen, hoping to trade information about the PCs' army in exchange for safe quarter there.

STATISTICS

Str 17, **Dex** 10, **Con** 20, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +4; **CMB** +7; **CMD** 19

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Toughness, Outflank^{APG}, Pack Attack^{UC}

Skills Fly +8, Intimidate +15, Knowledge (local) +10, Knowledge (religion) +10, Perception +13, Sense Motive +16, Stealth +4, Survival +13

Languages Abyssal, Common

SQ cunning initiative, judgment 2/day, monster lore +4, solo tactics, stern gaze, track +3

Combat Gear *wand of hold person* (10 charges), unholy water (3);

Other Gear *+1 breastplate*, heavy steel shield, *+1 battle aspergillum*^{UE}, holy symbol of Kabriri, powdered silver worth 250 gp, key to area **D8**

SPECIAL ABILITIES

Consume Flesh (Su) Once per day, Nulkineth can entirely consume the body of a human, which takes the half-nabasu 10 minutes of grisly work—doing so grants Nulkineth a +2 profane bonus on all attack rolls and damage rolls, as well as to his AC. In addition, the act grants the half-nabasu 2 temporary hit points per Hit Die. These effects last for 1 hour per Hit Die. Nulkineth has already fed upon a 5th-level prisoner, and the benefits from this ability are figured into his stat block above.

GHOULS (4)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

Treasure: Nulkineth keeps several trophies and treasures in a strongbox that contains 383 cp, 710 sp, 3,827 gp, a beryl worth 500 gp, three opals worth 100 gp each, a gold holy symbol of Sarenrae worth 200 gp, a *knight's pennon*^{UE} (battle), a *+1 chain shirt*, and a *+1 returning dagger*.

D7. Meditation Hall

The stained-glass windows lining the ceiling of this quiet chamber have all been shattered, leaving colorful broken glass scattered across the stone floor.

The priests often used this hall for quiet contemplation. A permanent *silence* effect blankets the room to aid such meditation. Nulkineth uses this room to house more unruly prisoners, or those he suspects are spellcasters—any abducted NPCs who can cast spells can be found here, bound tightly.

D8. High Priest's Quarters

This mostly barren room has two sets of shackles anchored within a nook along the eastern wall.

This room once served as the living quarters for the chapel's high priest. More secure than the rest of the shrine, Nulkineth has turned it into a prison for captives he intends to offer to Maugla (see area **D9**). Both of the strong wooden doors (hardness 5, 20 hp, break DC 23) leading here are locked (Disable Device DC 25).

D9. Open Courtyard (CR 9)

Stunted trees and tangled grass choke this open-air courtyard. A half-broken statue looks to the sky with what once would have been outstretched arms.

The priests used this courtyard for daily rituals to greet each sunrise. The broken statue depicts the chapel's deity, but Nulkineth and his gargoyles defaced it long ago.

Creatures: The timing of when Nulkineth's messenger gargoyle tracks down the nabasu Maugla is up to you, but as soon as it delivers its message, the demon teleports to this location. It's best if Maugla arrives soon after the PCs defeat Nulkineth and are preparing to return to the army, giving them a climactic fight. Maugla is eager to feed—he has yet to successfully gain any growth points, and is becoming increasingly convinced that Nulkineth isn't planning on providing the food he desires. In fact, the demon has decided

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to eat Nulkineth out of spite if it doesn't find more nourishing humanoid fare when it returns. It scours the chapel upon arrival, roaring challenges and beating its wings until it finds victims—either the PCs or as-of-yet unrescued NPCs.

MAUGLA

CR 9

XP 4,800

Nabasu (*Pathfinder RPG Bestiary* 64)

hp 103

TACTICS

During Combat Maugla first casts *mass hold person*, followed by *enervation* targeting anyone still moving. After drawing multiple attackers toward it, the nabasu activates its death-stealing gaze in an attempt to consume a life and gain a growth point. Once reduced to fewer than 50 hit points, Maugla casts *regenerate* and uses *vampiric touch* in an attempt to outlast his opponents.

Morale If reduced to fewer than 15 hit points, Maugla teleports away and does not return.

E. THE GIBBERING SWARM

Distance from Lost Chapel: 10 miles

Army Travel Time from Lost Chapel: 1/3 of a day.

As the PCs and their army draw within 3 miles of Drezen, one final obstacle stands in their way. The Ahari gorge ahead is filled what appears to be a seething, filthy green cloud of pale vapor, but as the PCs approach, it becomes immediately obvious that this “cloud” is in fact a mass of dozens and dozens of swarming Abyssal vermin—ravenous creatures known as vescavors. These creatures are dangerous indeed, more so to an army of paladins with no real way to damage them, for the swarms are immune to weapon damage and aren't slowed by armor. Marching the army into the swarms is certain death.

Climbing the gorge walls isn't a much better option, since the paladins aren't well trained in such endeavors and scaling the 120-foot-high cliffs would require successful DC 20 Climb checks. Fortunately, a solution exists for the problem. Characters who succeed at a successful 25 Knowledge (planes) check or seek advice from Aron (who's spent some time in the past dealing with smaller groups of vescavors) realize the swarm before the PCs is unusually large, which implies the presence of a vescavor queen nearby. These large monsters typically lie at the heart of an underground complex, where they spend months repeatedly spawning ravenous swarms before exiting the caves to hunt and seek a new lair. When a vescavor queen is deep in her spawning, the surrounding area becomes inundated with the swarms, as the PCs are witnessing now. If the queen can be found and slain, the swarms will quickly dissipate, allowing the army to move onward toward Drezen.

The swarms themselves ignore even the presence of an army of a hundred paladins, so long as the army stays at

Reclaiming the Chapel

A paladin who wields *Radiance* feels a strong empathic compulsion from the weapon to spend a bit of time cleaning the chapel. If the PCs take at least three of the following actions, *Radiance* is pleased.

- Dispel the *desecrate* spell in effect in area **D3** (simply letting the spell run out isn't enough).
- Defeat/drive off all of the evil denizens of the ruins.
- Cast *consecrate* or *hallow* anywhere in the ruins.
- Spend a day cleaning up the ruins.
- Give all the healing potions from area **D3** to an army of righteous crusaders.

If at least three of these actions are completed, *Radiance* glows brightly and its enhancement bonus increases permanently by +1. Grant the PCs 2,400 XP for reclaiming the chapel, regardless of whether or not *Radiance* is involved.

least a few hundred yards away. Smaller groups, such as a party of adventurers, can approach even more closely. If the characters spend several minutes observing the swarm, it becomes obvious that clouds of the ravenous creatures constantly swarm in and out of several large holes spread throughout the riverbed. The closest of these holes on the eastern side of the swarm to the PCs lies about 80 feet from the swarm cloud's edge. The hole itself is a 5-foot-diameter opening that drops 40 feet down into area **E1** below.

E1. Hive Entrance

Warm air fills this crystalline cavern, pulled through a vent in the ceiling twenty feet overhead. A continuous, high-pitched noise issues from the three tunnels ahead, a disconcerting drone melded with the discordant buzz of an angry crowd. The walls, floor, and ceiling of this cave glisten with moisture and are caked with a thick red resin resembling dried mucus, giving the chamber the disturbing illusion of being the interior of some great beast's body.

A successful DC 20 Climb check is needed to descend the 20 feet from the surface to the entrance to this cavern, at which point it's a further 20-foot-drop to the cave floor below. The walls, floor, and ceiling are coated with foul-smelling and slippery resin secreted from the vescavors, which imposes a –4 penalty on Acrobatics checks and Climb checks (with the exception of the climb into the tunnel—the shaft above is not coated with the stuff). Here and there, relatively narrow fissures and vents in the ceiling provide access to the surface, and also allow wan sunlight to filter in. These vents allow vescavor swarms to come and go, but are too narrow for a Small or larger creature to navigate.

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E2. The Swarming Chaos (CR 7)

Creatures: There's very little to distinguish the numerous caverns of the hive from one another, but as the PCs move deeper into the tunnels, they spot lone vescavors at first, and soon thereafter larger and larger numbers of the creatures. As long as the PCs remain stealthy, they can navigate these tunnels with relative ease. The vescavors that infest these tunnels are all newly hatched creatures, and are still recovering from the trauma of being born—have them attempt Perception checks at a -4 penalty against the PCs' Stealth checks every minute. If one of the vescavors' Perception checks ever succeeds, the vescavors in the current area suddenly rouse from their torpor and begin to gibber before they attack. Once the hive is riled, more and more vescavors swarm down from above, and in the span of only a few horrifying seconds, the PCs are faced with a fight against thousands and thousands of the ravenous creatures. This initial fight is against two swarms—once they're defeated, the PCs have only 1d6 minutes to get clear of the area before they need to start attempting Stealth checks again to avoid attracting another pair of swarms. There's essentially no limit to the number of swarms the PCs might face here, but if fights against the swarms start to feel old, you should limit further confrontations until the PCs finally encounter the queen in area E3.



VESCAVOR

VESCAVOR SWARMS (2) **CR 5**
XP 1,600

CE Diminutive outsider (chaotic, evil, extraplanar, swarm); *Pathfinder Campaign Setting: Lost Kingdoms* 50

Init +3; Senses darkvision 60 ft.; Perception +9

Aura gibber (15 ft.)

DEFENSE

AC 19, touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

hp 47 (5d10+20)

Fort +7, **Ref** +9, **Will** +2

Immune poison, swarm traits, weapon damage; **Resist** electricity 10, fire 10; **SR** 16

OFFENSE

Speed 30 ft.; fly 40 ft. (good)

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), ravenous, traumatizing

TACTICS

During Combat The vescavors surround any quarry to cut off retreat, all while singing the chorus of the Abyss to inflict

madness on intruders with their gibber and traumatizing abilities. While swarming over opponents, they also devour any weapons and armor to further weaken those venturing into their lair.

Morale A vescavor swarm fights to the death.

STATISTICS

Str 7, **Dex** 17, **Con** 16, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Blind-Fight, Lightning Reflexes, Toughness

Skills Fly +21, Perception +9, Stealth +23

Languages Abyssal

SPECIAL ABILITIES

Gibber (Su) Any creature within 15 feet of a vescavor swarm or inside it must succeed at a successful 15 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same vescavor swarm's gibbering for 24 hours. The save DC is Constitution-based.

Ravenous (Ex) If a vescavor swarm attacks an object or structure, it ignores up to 19 points of hardness (hardness of 20 or higher applies in full).

Every round a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum

hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object can attempt a successful 15 Reflex save to negate this effect. The save DC is Constitution-based.

Traumatizing (Su) Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at DC 13 Will save or gain a type of madness (determined randomly from the list on page 250 of the *Pathfinder RPG GameMastery Guide*). The save DC is Charisma-based.

E3. Hatchery (CR 9)

Multiple passageways within the walls and ceiling provide access to a large cavern. Its resin-encrusted surfaces gleam with slick layers of translucent slime, reflecting a pulsating purple glow from the southeast tunnel.

Creatures: The source of the immense swarm above, a vescavor queen lairs within this cavern, nurtured by the constant ministrations of her brood. The translucent slime provides sustenance for the young swarms born from her womb. The immense creature, which slithered through the abyssal rift in area E4 to nest here, swiftly rouses itself to attack intruders and fights to the death.

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VESCAVOR QUEEN

CR 9

XP 6,400

hp 114 (see page 90)

Development: Upon the queen's death, a shrieking ripple tears through the swarms above—over the course of the next 10 minutes, the vescavors gathered above disperse, leaving the way forward for the PCs' army clear.

E4. Abyssal Rift (CR 9)

A long, rippling crevice of nauseating mauve energy splits the southern wall of this otherwise empty cave, a tear in reality through which roiling clouds of mist churn and twist. The edges of the rift pulse and writhe, widen and contract, almost as if it were an organic thing. The temperature is noticeably hotter here than elsewhere in the caves, and the air carries on it the foul stench of burning flesh.

As the PCs watch, a few fresh new vescavors slip through the strange crack in the wall to buzz hungrily through the air. With a successful DC 20 Knowledge (planes) check, a character confirms the nature of the phenomenon—it is an Abyssal rift, a permanent gate-like portal that allows passage from the Abyss into the Material Plane. It was via this rift that the vescavor queen entered the world, and as the PCs watch, the edges begin to stretch and pulse as if something large were attempting to push through from beyond.

The presence of mortal lives in such close proximity to the rift has attracted a vroock from the Abyss, which seeks to cross over. The rift itself is one-way, and can be sealed automatically with a *dimensional anchor*, *dimensional lock*, *dispel chaos*, or *dispel evil* spell cast upon the rift—doing so prevents the vroock from entering the Material Plane. Casting a *magic circle against evil* or *magic circle against chaos* spell around the rift with the circle's energies radiating inward won't close the rift, but it will prevent any other creatures from emerging and drives the vroock off for now. Other methods to close the rift, such as sealing it over with stone via *wall of stone* or *stone shape* can block entrance if you wish, as can simply collapsing the cavern. If the PCs simply leave the cavern before the vroock comes through, the demon loses interest and does not complete the painful transition—otherwise, it arrives 2d6+4 rounds after the PCs enter this cave. It is staggered for 1d4 rounds, but attacks on sight nonetheless, fighting to the death.

VROOCK

CR 9

XP 6,400

hp 112 (*Pathfinder RPG Bestiary* 69)

Story Award: Award the PCs 3,200 XP if they seal the Abyssal rift; if they do so before the vroock arrives, award them additional XP as if they had defeated the demon in combat.

Part 2: Siege of Drezen

After the vescavor swarms are cleared, it's only a few more hours of marching before the PCs near the ruins of Drezen. The riverbed rises at a noticeable slope for these last few miles, rising up out of the Ahari gorge, and a stink of smoke and grime can be detected on the wind—a telltale sign of a city fallen to filth and horror.

Founded in 4628 AR by the crusaders to establish a lasting foothold in demon-controlled territory, the war-hardened city of Drezen was engineered by talented dwarven crusaders. These dwarves carved the central citadel from a massive, granite plateau, using a style reminiscent of their ancient Sky Citadels, but the city fell before many upper stories or lower levels could be added. As work on Citadel Drezen commenced, greater numbers of stonemasons and architects toiled on the surrounding lands, and it didn't take long before the city could house tens of thousands of crusaders and the many artisans, laborers, and other supporters of the war effort. River traffic and supply lines from Mendev continued to bring a steady influx of soldiers, even as two massive cemeteries were established to bury those they replaced.

Unfortunately, Citadel Drezen fell to treachery in 4638, when an eager young dwarven paladin named Staunton Vhane was deluded by a demon in disguise and tricked into removing the city's greatest defense, the *Sword of Valor*, from its walls. Now, cultists devoted to Deskari and Baphomet control the ruins as well as the city's formidable stronghold—their fires light the city's battlements, the nearby spawning grounds, and the mountain pass where valuable prisoners are taken deeper into the Worldwound for sacrifice or worse. The Abyssal influence on the surrounding terrain has also dried up the tributary of the Sellen River running through the city, creating a wide gulf separating its once-green banks. These cliffs contain several caves and aeries for gargoyles, harpies, and flying demons, all of whom delight in harassing the many slaves and prisoners who make up at least half the city's population. Soldiers and mercenaries constitute the bulk of Drezen's inhabitants, frequently patrolling the streets and eastern approaches before reporting back to the cult leaders and their demonic masters.

While the ruins of Drezen could hold a much larger number of inhabitants, the vast majority have left for the war front far to the south, reducing the settlement to the status of a small town for the time being. The town itself no longer holds much strategic value for the demons, and they're trusting the crusaders' low morale and the defenders holding the southern borders to protect this once-valued prize.

As Drezen is more of a number of standing armies housed in a ruined city rather than a proper city, no stat block is presented here for Drezen as a whole.

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Aron's Nightmares

If Nurah's plan to get Aron using *shadowblood* succeeds, and the PCs haven't yet saved him from his addiction, Aron begins having nightmares during the first night spent near Drezen. Each day, allow the PCs and Sosciel to notice his distress with a Sense Motive check opposed by Aron's Bluff check. If Aron has nightmares three times, he abandons the camp in the third night to seek out the source of his nightmares—the PCs can encounter him again at this point at the end of the adventure, possessed by the mythic shadow demon Eustoyriax.

THE SIEGE BEGINS

The PCs may fear that the demons could simply send reinforcements to help protect Drezen once they start attacking—this is a reasonable fear, since so many demons can teleport at will, and with the *Sword of Valor* inactive, it seems as if there's nothing to prevent all the demons of the Worldwound from teleporting in as soon as word leaks out about their attack.

In fact there are a few things preventing this from occurring, and you can allow the PCs to learn about these things as the adventure proceeds, by interrogating captured prisoners, eavesdropping, casting divination spells, and so on.

First, very few of the current inhabitants of Drezen are eager to call for help. The marilith Aponavicius is short-tempered and tends to punish harbingers of bad news, so the defenders—particularly Staunton—are very keen to defeat the PCs without needing to call on help.

Second, the ruins of Drezen are really not all that tactically important anymore to the demons—the loss of the city did its damage to morale long ago, and they underestimate the boon to hope that recapturing it will bring the crusaders.

Finally, there's the simple fact that the demons are throwing the bulk of their resources into offense. What troops they're holding in reserve are there to protect locations more important to them. Quite simply, with the bulk of their more powerful forces capable of teleporting working along the Worldwound's southern border or traveling to and from locations like Iz and Undarin, there are simply not enough resources left to come to Drezen's aid.

Nonetheless, if the PCs take too long between their initial arrival in Drezen and finally defeating Staunton and his armies, demonic reinforcements will arrive. The PCs can delay this eventuality by staying on the offense, since the defenders are ironically less likely to seek aid from their superiors when things are looking chancy—it's only when they either feel they've got things under control, or realize they're losing control, that they'll seek aid.

This shifting timeline for when Staunton finally breaks down and sends some demons to call in reinforcements is represented by a slowly diminishing number of Siege Points. The PCs start with 10 Siege Points. They gain 1 additional Siege Point for each of the following NPCs still allied with them at this point (provided the NPC is at least friendly): Anevia, Aravashnial, Horgus, Irabeth, and Sosciel. Aron's specialized knowledge grants them 3 Siege Points if he's still allied with the PCs, but this drops to 0 if he's currently using *shadowblood*. If the PCs haven't uncovered Nurah's treacherous nature yet and she remains with the PCs as an "ally," her continued acts of sabotage cost the PCs 1d4 Siege Points per day. Finally, if they haven't addressed the situation with Arles Jhestander yet (see page 16), they lose an additional 1 Siege Point each day due to his spreading despair.

The PCs can earn more Siege Points by undertaking missions or succeeding at mass battles in Drezen (see Battles and Skirmishes, below). They lose 1 Siege Point each day as their troops grow more demoralized and the enemy becomes more eager to call for outside aid.

SIEGE OF DREZEN

Siege Points	Army Attitude	XP Award
0	Doomed: PCs' army takes a -6 penalty on Morale checks. In addition, once a day begins with 0 Siege Points, Staunton feels confident enough in his chances that he risks sending a demon south to the front lines to request help. Every day that the Siege Point total remains at 0, there's a cumulative 20% chance that an army of 200 babaus teleports in to supplement Citadel Drezen's defenses. At your option, more powerful or larger numbers might arrive in the days that follow.	0
1-5	Hopeless: PCs' army takes a -4 penalty on Morale checks; enemy army gains a +2 bonus on Morale checks.	0
6-10	Desperate: PCs' army takes a -2 penalty on Morale checks; enemy army gains a +1 bonus on Morale checks.	0
11-15	Nervous: PCs' army gains a +0 bonus on all Morale checks.	0
16-20	Hopeful: PCs' army gains +2 bonus on Morale checks; enemy army takes a -1 penalty on Morale checks.	800 XP
21-25	Confident: PCs' army gains +4 on Morale checks; enemy army takes a -2 penalty on Morale checks.	1,600 XP
26 or more	Victory Is Assured: PCs' army automatically succeeds at all Morale checks; -4 penalty on all enemy Morale checks.	3,200 XP

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While you should keep the PCs' total number of Siege Points secret, you should not hide the current status of their army's attitude from them. Each day, inform the PCs what the army's current attitude is and what adjustments their morale currently has, as summarized on the Siege of Drezen table on page 24. The first time the PCs achieve a new tier of Siege Points, award them the listed XP.

BATTLES AND SKIRMISHES

A fair number of cultists and minor demons inhabit the ruins of the city, many of which are stationed within Citadel Drezen's courtyard, but others occupy outlying districts of the ruined city. Staunton takes no direct action for now, knowing that an army won't help much in taking the citadel itself, and it is well stocked to withstand a siege—as long as he can hold Citadel Drezen, what the PCs' armies manage to do in the city itself is of little importance to him. The PCs, meanwhile, would do well to take the city first. While they could in theory stage multiple raids and infiltrations of Citadel Drezen and slowly whittle down its defenses, they'd still need to deal with the larger armies of demons and cultists stationed throughout the city. Furthermore, once these outlying armies are defeated, there'll be much less danger to

threaten their own army, making their encampment a safer place to rest and recuperate between forays into Citadel Drezen.

As the PCs arrive in Drezen, Aron and Anevia both volunteer to scout the city to get the lay of the land. If the PCs let both NPCs go, they return in a few hours with their report, including all six of the tactical observations listed below. If only one NPC scouts, the PCs learn only three of these observations (chosen at random). At your option, a PC who is good at sneaking around can substitute for a missing NPC in this scouting mission. You can even roleplay out this initial scouting mission, but take care if you do so that the PCs who aren't as talented as scouts aren't bored. The goal here is to quickly summarize to the PCs what their options are in taking Drezen.

When the scouts return, the following missions are available for the PCs and their army to undertake. Missions listed as "battles" are mass combats, while missions listed as "skirmishes" are ones the PCs should attempt on their own, since they take place in areas where it is difficult for entire armies to function.

Battle 1—Southbank: A large number of tieflings and human cultists alike are camped in Drezen's southern district, and they're guarding a large amount of what

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appears to be captured crusader gear. Not only will defeating these cultists decrease the city's defenses, but the gear could augment the resources of the PCs' army. The PCs earn 2 Siege Points for winning this battle, and lose 2 Siege Points if they fail to do so.

Battle 2—Paradise Hill: A large amount of schir demons hold Paradise Hill, once a district of warehouses and food stores that sat atop the high ground east of the citadel. It appears the demons are now using the area as a prison for captured crusaders—rescuing them could provide reinforcements for the army. The PCs earn 3 Siege Points for winning this battle, and lose 3 Siege Points if they fail to do so.

Battle 3—Drezen Cemetery: The scouts report sightings of large numbers of undead lurking in Drezen's cemetery, particularly ghouls. Until these undead are wiped out, they'll continue to be a dangerous element that could whittle away at the PCs' troops during the night. The PCs earn 1 Siege Point for winning this battle, and lose 1 Siege Point if they fail to do so.

Skirmish 1—Haunted Vault: The largest vault in the cemetery seems to be surrounded by eerie shadows, as if some vile magic were at work within—the vault should be investigated. The PCs earn 1 Siege Point for completing this skirmish, and lose 1 Siege Point if they fail to do so.

Skirmish 2—Ahari Bridge: While the rivers of Drezen are dry, their beds and the steep angled gulches still present a difficulty for mounted paladins to navigate. One bridge is destroyed—securing the remaining bridge will help the army's mobility when the time comes to attack the citadel. The PCs earn 3 Siege Points for completing this skirmish, and lose 3 Siege Points if they fail to do so.

Skirmish 3—Drezen Watchtowers: Citadel Drezen is surrounded by a wall and seven watchtowers. Each watchtower seems to be guarded by a few figures, and each is armed with a large catapult. Disabling as many of these catapults as possible makes the siege more effective. The PCs earn 4 Siege Points for completing this skirmish, and lose 4 Siege Points if they fail to do so.

Battle 1—Southbank

Battlefield: The ruins of Drezen along the southern bank of the Ahari are primarily occupied by cultists, mercenaries, and other human and tiefling soldiers. These groups essentially form two separate armies, both of which must be defeated if the PCs want their siege against the citadel to be able to focus properly on keeping its occupants pinned down.

Which army the PCs choose to target first is left to them, but once a battle begins, the other army is quick to come to the first army's defense. You can assume that the PCs have no more than 4 full rounds of battle before the second army arrives and joins the fight.

TIEFLING ARMY

ACR 2
XP 600

CE Large army of tieflings (rogue 1)

hp 9

DV 12; **OM** +4 ranged

Tactics standard, withdraw

Special darkvision, sneak attack, spellcasting

Speed 2; **Morale** +1; **Consumption** 1

Commander Alarendi (female tiefling ranger 5; Cha +1; no boons)

CULTIST ARMY

ACR 3
XP 800

CE Large army of humans (fighter 2)

hp 16

DV 14; **OM** +3

Tactics dirty fighters, standard, withdraw

Resources improved armor

Special bravery +1

Speed 12; **Morale** +2; **Consumption** 2

Commander Verilenn (male human fighter 4; Cha +2; no boons)

Treasure: The stockpile of captured crusader gear includes a fair amount of magic armor. This can upgrade the Knights of Kenabres's masterwork armor to magic armor, increasing the DV of the PCs' army by 1 additional point. In addition, 15 units of food and water are stored in the area.

Battle 2—Paradise Hill

Battlefield: Aside from Citadel Drezen itself, the most prominent tactical position in the city is Paradise Hill. Originally, it comprised a series of warehouses and storage silos for goods shipped upriver from Kenabres. Fortified guildhouses were later built around it, forming an additional ring of defenses. A vrock named Pozlixt rules this area today, commanding an army of schir demons. The army of schirs have dug in to this hill, and as a result the demons enjoy the benefit of fortifications that grant them a +4 bonus to their DV.

SCHIR ARMY

ACR 4
XP 1,200

 CE Medium army of schirs (*Pathfinder RPG Bestiary* 3 74)

hp 22

DV 18; **OM** +6

Tactics standard, withdraw

Resources improved weapons

Special darkvision, disease, powerful charge

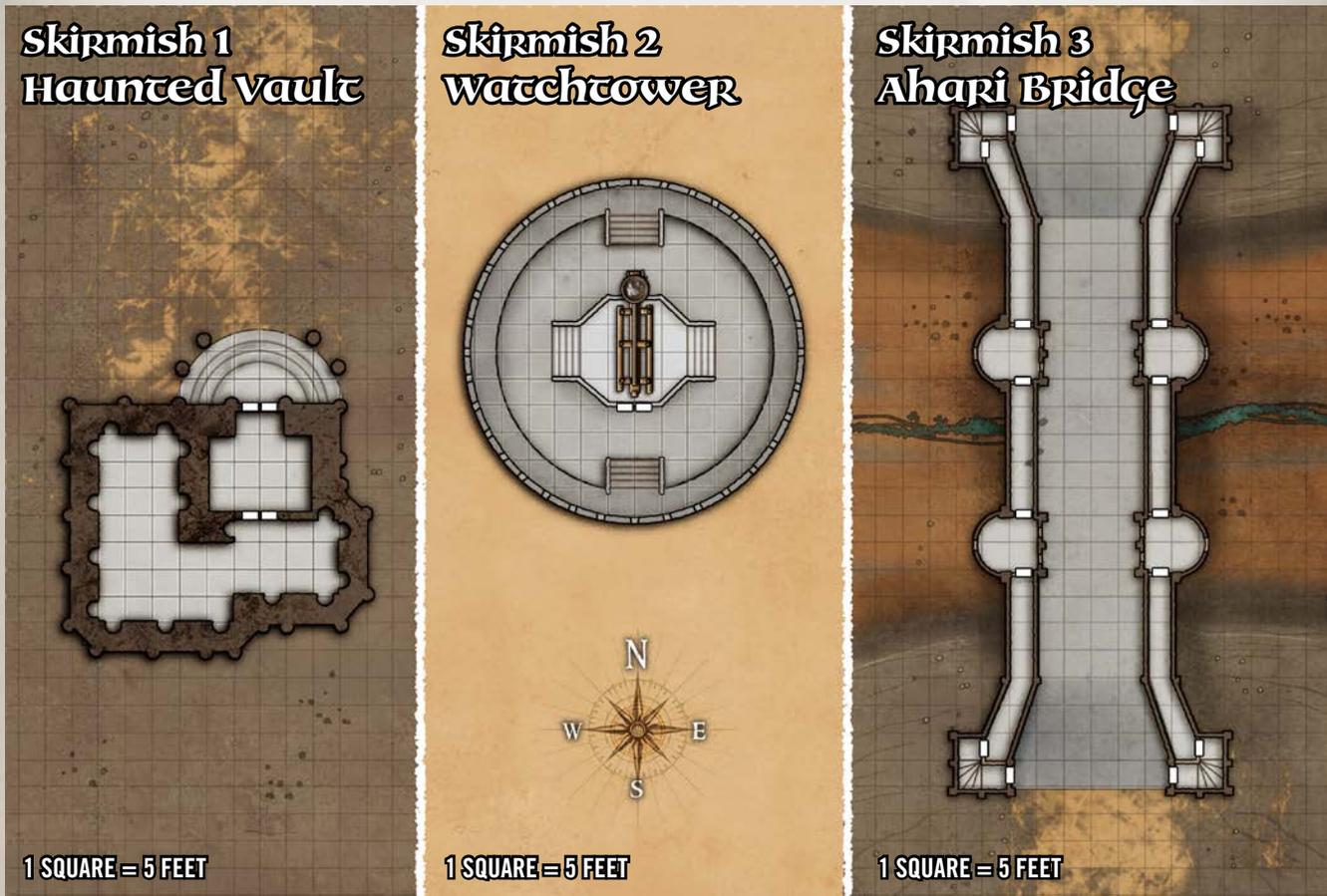
Speed 2; **Morale** +3; **Consumption** 0

Commander Pozlixt (vrock; Cha +3; merciless)

Treasure: Six units of food and water are stored here.

Development: If the PCs defeat the demons here, they can rescue the prisoners, who number just over 200 in all.

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The majority of them are quite capable fighters, enough to form a Large army on their own. If the PCs defeat the cultists in Battle 1 above, they can outfit the freed prisoners in standard armor and with standard weapons, at which point these crusaders can serve as a second army with the following base stats.

RESCUED MERCENARY ARMY ACR 3

1G Large army of humans (fighter 2)

DV 13; **OM** +3

Special bravery +1

Speed 1; **Morale** +0; **Consumption** 1

Battle 3—Drezen Cemetery

Battlefield: A large number of ghouls infest the Drezen cemetery. While they aren't particularly interested in helping the other denizens of Drezen, they are opportunistic, and each night the ghouls are left undefeated, they attack the PCs' army for 2 rounds before retreating back to the cemetery.

GHOUL ARMY ACR 3

XP 800

CE Large army of ghouls (*Pathfinder RPG Bestiary* 146)

hp 13

DV 13; **OM** +3

Tactics standard, withdraw

Special darkvision, disease, paralysis, undead traits

Speed 2; **Morale** +4; **Consumption** 0 **Commander** Turgath (ghast; Cha +4; no boons)

Skirmish 1—Haunted Vault (CR 7)

In the 16 years Citadel Drezen remained in crusader possession, thousands of defenders lost their lives defending it. Originally, the citizens set aside this field to bury their dead, consecrating the ground to prevent the rise of undead. Eventually, the carnage became so great they resorted to cremating remains and sprinkling the ashes across the field. The magical protections have long since faded, and the cemetery is now a desolate place where nothing grows save for a population of ghouls. Even the demons and their allies avoid it.

The ghouls themselves constitute a separate danger the PCs can defeat in Battle 3 above, but even a cursory observation of the graveyard notes that one vault seems particularly corrupted—this stone building stands at the western end of the graveyard, and seems to be cloaked in rippling shadows even during the day, not that daylight

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ever gets all that bright in the Worldwound. The vault is protected by an *unhallow* spell (CL 11th) with *darkness* tied to it. The *unhallow* effect is centered on the center of the vault's roof and surrounds the area to a radius of 40 feet as well as the entire building interior, thanks to numerous vents within the roof that allow the magical emanation to fill the chambers within. This *unhallow* effect is particularly long-lasting, as it is fueled by the unquiet spirits within, and is permanent until dispelled.

The stone front doors to the vault are locked (DC 30 Disable Device, break DC 28), and open into an atrium strewn with bones. The inner doors are not locked. Beyond these doors lies the vault proper. The walls here are lined with niches that once contained the ashes of various commanders from the First Crusade, but they've all been smashed and the ashes strewn about.

Creature: This crypt is the home of a singular undead creature named Moxsahbuul—a winged, ghoulish creature known as a *berbalang*. Moxsahbuul has no direct affiliation with the demons or their cultists, and exists in a sort of uneasy truce with the denizens of Drezen—the demons and cultists allow it to lair in the crypt so long as it agrees to prey only upon prisoners who escape from Paradise Hill. The demons are gracious hosts; every few weeks, they allow a few prisoners to “escape” so that the *berbalang* has victims to hunt. The arrival of the PCs and their army in the vicinity gives Moxsahbuul fresh new victims to hunt, and each night until the PCs seek out this vault and slay the *berbalang*, it uses its projection ability to infiltrate their army and attack soldiers, causing 1d6 points of damage to the army. Alternatively, the creature can attack the PCs in their tents as they sleep.

Note that Moxsahbuul was created in an area affected by *desecrate*, and has more hit points than normal for an advanced *berbalang*. In addition, the unquiet spirits in the area grant the *berbalang* fast healing as long as the *unhallow* effect persists.

MOXSAHBUUL

CR 7

XP 3,200

Advanced *berbalang* (*Pathfinder RPG Bestiary* 3 40, 290)

hp 92; fast healing 5

Development: If the PCs not only defeat the *berbalang* but also cleanse the vault by removing the *unhallow* effect, the spirits of the unquiet dead can move on to the Boneyard—but before they do so, they can sense the presence of other crusaders in the area and infuse these allies' dreams with thanks and hope. The PCs' army gains a +2 bonus on its morale check for the rest of this adventure as a result.

Story Award: If the PCs remove the *unhallow* effect, grant them 2,400 XP.

Skirmish 2—Ahari Bridge (CR 8)

A successful DC 15 Climb check is needed to move down or up one of the steep embankments of the dry riverbeds. While this is unlikely to pose a challenge for many PCs, it's a significant barrier for the PCs' army. In order to reach central Drezen and face the citadel's army, the PCs need to secure the Ahari bridge, as it is the only remaining crossing in town that provides access to the Citadel. The scouts report that the bridge is guarded by feral-looking beasts chained to the bridge's weakened supports and several tieflings on the watchtowers above, and furthermore that each support has been significantly weakened by structural damage. It might take a minute or two, but the beasts chained to the pillars could be driven to tear the bridge down. Marching an army up to the bridges will certainly cause the cultists to destroy it, but a smaller group could sneak in and defeat them quickly without, hopefully, triggering the destruction of the bridge.

Creatures: The bridge crossing into central Drezen is guarded by an 8th-level tiefling sorcerer, eight additional tiefling cultists, and four man-eating aurochs. One of these carnivorous creatures is chained to each of the four supports directly under the four watchtowers on the bridge span. These chains are 20 feet long, and limit the aurochs' movement as a result. If ordered, the aurochs move forward and strain against the chains as they attempt a successful 24 Strength check each round to pull down a support. Each support that crumbles causes a cumulative 25% chance that the bridge collapses—any character standing on the bridge when it collapses falls 30 feet and takes a total of 6d6 points of damage from the fall and crumbling rubble.

Note that while there are enough creatures in this encounter that it would normally be a CR 10 encounter, the fact that the man-eating aurochs are chained to the pilings below the bridge and have limited mobility means that the PCs can focus on them one at a time—the primary danger from the encounter comes from Barrid and his tieflings, and it is these foes that inform the CR 8 score listed above.

BARRID ISEN

CR 7

XP 3,200

Male demon-blooded tiefling sorcerer 8 (*Pathfinder Player*

Companion: Blood of Fiends 20)

CE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

hp 62 (8d6+32)

Fort +6, **Ref** +6, **Will** +9; +2 vs. poison

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+3 plus 1d6 fire)

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Spell-Like Abilities (CL 8th; concentration +12)

1/day—*shatter* (DC 16)

Spells Known (CL 8th; concentration +12)

4th (4/day)—*summon monster IV*

3rd (6/day)—*dispel magic*, *fireball* (DC 17), *rage*

2nd (7/day)—*acid arrow*, *bull's strength*, *mirror image*, *scorching ray*

1st (7/day)—*burning hands* (DC 15), *cause fear* (DC 15), *expeditious retreat*, *mage armor*, *magic missile*, *summon monster I*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*

Bloodline abyssal

TACTICS

Before Combat Barrid casts *mage armor* and *bull's strength* before combat.

During Combat Barrid starts combat by casting *summon monster IV* to summon 1d3 dretches. He then hangs back to attack the PCs with spells, casting *rage* on himself if they manage to engage him in melee. He fights defensively, backing toward the northern edge before he commands the aurochs to tug at the bridge supports to destroy the bridge.

Morale Barrid flees to the citadel by using his wand if reduced to fewer than 20 hit points—the PCs should encounter him again in area **F3**, where he fights to the death. If he hasn't ordered the aurochs to destroy the bridge yet, he does so just before he flees.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +4; **CMB** +7; **CMD** 19

Feats Combat Casting, Craft Wondrous Item, Eschew Materials, Iron Will, Toughness

Skills Bluff +15, Disable Device +4, Perception +9

Languages Abyssal, Common

SQ bloodline arcana (summoned creatures gain DR 4/good)

Combat Gear *potion of cure moderate wounds*, *wand of dimension door* (9 charges); **Other Gear** *amulet of natural armor +1*, *cloak of resistance +2*, 125 gp

TIEFLINGS (8)

CR 1/2

XP 200 each

hp 10 each (*Pathfinder RPG Bestiary* 264)

MAN-EATING AUROCHS (4)

CR 3

XP 800 each

hp 31 each (see page 88)

Development: If the bridge is destroyed, the PCs will need to either march their army the long way around the steeper sections of the riverbed or build ramps leading down to and up from the river to facilitate movement—without magic, either of these options

takes an additional 1d4+1 days (which results in the loss of Siege Points and food stores).

Skirmish 3—Drezen Watchtowers (CR 9)

Not willing to leave the defense of Citadel Drezen to the solid rock it was carved from, its dwarven engineers also placed a curtain wall of guard towers around it. These fortifications were meant to expand the crusaders' ability to monitor all the approaches to Drezen, and to trap attacking armies that breached the outer wall between the siege engines of the fortified guard towers and the battlements of Citadel Drezen. Additionally, each of the seven watchtowers is armed with a standard catapult mounted on a turret that allows the weapon a full 360-degree arc of fire.

Creatures: Each of the remaining four guard towers is identical in layout, 40 feet high and hollow within save for a spiraling staircase that provides access to the roof. The tower's edge features a 5-foot-high walkway with battlements to provide cover. The towers themselves are guarded by a group of brimoraks—one demon per tower. The keen-eyed demons keep a lookout at all times, and if



Barrid Isen

WRATH OF THE RIGHTEOUS

they spot intruders, one of them fires a *fireball* up into the air to alert the others and the citadel itself before attacking.

BRIMORAKS (4) CR 5

XP 1,600 each

CE Small outsider (chaotic, demon, evil, extraplanar, fire; *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2* 56)

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 57 each (6d10+24)

Fort +9, **Ref** +8, **Will** +3

Defensive Abilities boiling blood; **DR** 5/cold iron or good; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 16

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee longsword +11/+6 (1d6+3/19–20 plus 1d6 fire), hoof +0 (1d3+1 plus 1d6 fire)

Special Attacks breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 17 half, usable every 1d4 rounds), burning hooves

Spell-Like Abilities (CL 6th; concentration +8)
3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*
1/day—*air walk*, *fireball* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 3, 1 brimorak 50%)

TACTICS

During Combat The brimoraks attempt to summon more brimoraks on the first round, then throw *fireballs* at the PCs on the second. They then all teleport in to attack in melee, using *dispel magic* now and then to combat enemy defenses.

Morale The brimoraks fight to the death.

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +11, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +16

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.

SQ flaming weapon

SPECIAL ABILITIES

Boiling Blood (Su) Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving



Brimorak

scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. Survival checks made to track a brimorak gain a +8 circumstance bonus. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon (Su) As a free action, a brimorak can infuse a wielded melee weapon with fire so that it deals +1d6 points of fire damage. The weapon loses this ability if it leaves the demon's grasp.

Smoke Breath (Su) A brimorak's smoking breath fills a radius of 5 feet—while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison for as long as they remain in the area. A creature that succeeds at a successful 17 Fortitude save gains immunity to a particular brimorak's breath for 24 hours. The save DC is Constitution-based.

Retaliation—The Beast of Drezen (CR 9)

The PCs' successes do not go unnoticed as they wage battles and fight skirmishes in Drezen. Various denizens of the citadel often watch from afar as the PCs' army moves about, and while at first Staunton hopes and believes the city's outer defenders will handle the problem, it eventually becomes clear that they can't. At some point before the PCs are ready to attack the citadel itself (when the PCs reach 20 Siege Points is a good time), Staunton decides that it's time to cut the army's head clean off, and he coaxes one of his most dangerous minions, a chimera named Soltengrebbe, to leave its lair in area **F23** and to attack the PCs.

Creature: Soltengrebbe is no ordinary chimera. A beast with the heads of a snow leopard, a white dragon, and a mountain goat, it was one of Aponavicius's favorite pets for many years. When the shadow demon Eustoyriax came to Drezen less than a year ago, possessing the body of a crusader whom he'd used to travel to the Abyss and back within, he bore a potent gift for the marilith—5 precious doses of *Nahyndrian elixir*—a potent draught distilled from powered crystals formed from the ichor of assassinated demon lords. Each elixir carried within it the power of apotheosis—if the drinker could survive the horrific pain and transformation the elixir wrought, it would emerge more powerful than before. Infused with demonic might, these survivors became mythic creatures. After she tested the first draught out on Staunton, Aponavicius took 1 dose herself and ascended, and then used the other 3 on her favorite minions—a red dragon, a xacarpa, and the chimera Soltengrebbe. Unfortunately for her, only the chimera survived.

SWORD OF VALOR



When she left for the war, Aponavicius left Soltengrebbe behind to aid in the defense of the city. Staunton Vhane sends the mythic chimera out to slay the PCs once it becomes obvious to him he's underestimated their luck and strength. The chimera is only too eager to please, and wings out immediately, seeking the PCs out at once. The place where the chimera attacks the PCs is up to you—it might attack as they're leaving the vicinity of a Skirmish they just completed, swoop down upon them in their camp, or simply assault them while they're moving about the city. The monster isn't subtle—its roars alert the entire city that it is on the hunt!

As a mythic monster, Soltengrebbe represents a significant challenge that the PCs' army simply cannot overcome. No matter how many brave attacks they mount against it, the chimera shrugs off their efforts with its epic damage reduction and its spell resistance, ignoring the Knights of Kenabres to attack the PCs alone.

SOLTENGREBBE

CR 9/MR 4

XP 6,400

Male mythic chimera (*Pathfinder RPG Bestiary 44*, *Pathfinder RPG Mythic Adventures*)

CE Large magical beast (demon, mythic)

Init +10/−10^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, −1 size)

hp 116 (9d10+67)

Fort +9, **Ref** +8, **Will** +6

DR 5/cold iron and epic or good and epic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +14 (2d6+5/19–20), bite +14 (1d8+5/19–20), gore +13 (1d8+5), 2 claws +13 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mythic breath, mythic power (4/day, surge 1d8)

TACTICS

During Combat Soltengrebbe enters battle by unleashing its mythic breath, then lands to use its devastating bites against foes. It focuses its attacks first and foremost on the most heavily armored foes.

Morale Soltengrebbe fights to the death.

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STATISTICS

Str 21, **Dex** 14, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +15; **CMD** 27 (31 vs. trip)

Feats Ability Focus (mythic breath), Improved Critical (bite), Improved Initiative^M, Iron Will, Vital Strike^M, Weapon Focus (bite)

Skills Fly +5, Perception +17, Stealth -2 (+2 in scrubland or brush)

Languages Draconic

SPECIAL ABILITIES

Coordinated Bites (Ex) If Soltengrebbe attacks a single target with both of its bite attacks, it treats that target as if the target were flat-footed against those attacks.

Crushing Jaws (Ex) If Soltengrebbe hits a creature with both bite attacks, it can expend one use of mythic power to savage its prey as an immediate action. This immediately deals 2d6+1d8+7 points of damage as it chews on the victim. In addition, the victim must succeed at a DC 19 Fortitude save to resist being staggered by the pain for 1d4 rounds. The save DC is Strength-based.

Demonic (Ex) Soltengrebbe's transformation into a mythic creature has infused it with many demonic resistances and immunities. It counts as if it had the demon subtype for the purposes of effects that have additional effects against demons.

Dual Initiative (Ex) Soltengrebbe gets two turns each round, one on its initiative count and one on its initiative count -20. See page 227 of *Pathfinder RPG Mythic Adventures* for more information on this mythic monster ability.

Mythic Breath (Su) Soltengrebbe's breath weapon is enhanced from a normal chimera's. It deals 6d8 cold damage and 2d8 piercing damage in a 40-foot cone of freezing wind and shards of jagged ice (Reflex DC 19 half). The save DC is Constitution-based, and includes a +2 bonus from Ability Focus.

Story Award: If the PCs defeat Soltengrebbe, they earn 5 Siege Points. In addition, the defeat of their first truly mythic foe is a mythic trial, allowing the PCs to advance to tier 2 at this point.

Final Battle—Citadel Drezen Courtyard

Staunton keeps the bulk of his armies in reserve within the courtyard of Citadel Drezen's curtain wall. The strength of these armies as well as their defenses depend upon how many battles and skirmishes the PCs have won before they attempt this conflict.

Basic Defenses: Within the curtain wall awaits a Medium army of dretches, a Large army of tieflings, and a large army of cultists. In addition, the defending army gains a +2 bonus to its DV from existing fortifications and a +2 bonus on its Offense checks from the siege engines mounted along the citadel's walls.

Southbank Reinforcements: If the PCs haven't already defeated the two armies at Southbank, these two armies join the final battle in 1d4 battle phases unless the Ahari bridge has been destroyed.

Paradise Hill: If the PCs haven't already defeated the schir army of Paradise Hill, it joins the final battle in 1d4 battle phases (regardless of the status of the Ahari bridge, for schirs are capable climbers and can clamber down and up the river gorges with relative ease).

Drezen Cemetery/Haunted Vault: If neither of these has been defeated, the berbalang Moxsahbuul leads the ghoulish army up to join the battle in 1d4 battle phases unless the Ahari bridge has been destroyed.

Ahari Bridge: If the PCs attempt to march on the citadel before they control the bridge, Barrid orders the aurochs to destroy the bridge as the army is crossing. This deals 2d6 points of damage to the army and automatically routs the army.

Drezen Watchtowers: If the PCs attack Citadel Drezen before defeating the brimoraks and disabling the catapults, the combination of fireball-hurling demons and a few extra troops crewing the catapults increase the OM of all enemy armies by +3 (this is in addition to the existing bonuses granted by the various siege engines mounted on the citadel itself detailed in the Basic Defenses above).

The Beast of Drezen: If the PCs attack Citadel Drezen before they defeat the mythic chimera, the monster swoops down to attack the PCs at some point before their army reaches the citadel.

CULTIST ARMY

ACR 3

XP 800

CE Large army of humans (fighter 2)

hp 16 (see page 26)

DRETCH ARMY

ACR 2

XP 600

CE Medium army of dretches

hp 9 (see page 15)

TIEFLING ARMY

ACR 2

XP 600

CE Large army of tieflings (rogue 1)

hp 9 (see page 26)

Story Award: Once the PCs manage to defeat these last armies, they can begin their assault against Citadel Drezen itself—see Part 3 for details. In any event, award the PCs 4,800 XP for taking the ruins of Drezen.

Part 3: Into the citadel

Large numbers of cultists, tieflings, and minor demons hold the ruins of Drezen, and against these foes, the Knights of Kenabres are the right tool. Yet the leaders themselves are dug in within the walls of Citadel Drezen, and here, large numbers of relatively low-level soldiers are a significant disadvantage. Some of the entities

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within the citadel can cause significant damage on their own, especially when they've got the citadel's defenses supporting them. At the same time, the citadel's defenders can't move against the PCs' army outside the citadel walls. In effect, the war comes to something of a standoff once the PCs seize control of the ruins.

NPC Reactions: Once the PCs besiege the citadel, their NPC advisors all suggest the same course of action: a number of surgical strikes against the Citadel to infiltrate it, take out its commanders, and find and locate the *Sword of Valor*—all before enough time has passed for the defenders to grow desperate enough to call for help. The proximity of their army not only gives the PCs a relatively safe and close place to rest and recover from forays into the citadel, but also keeps the citadel's occupants on edge. At your discretion, some or all of the NPC allies will accompany the PCs on their missions into the citadel, if asked. Irabeth and Nurah volunteer to aid, regardless of whether they're asked—while Irabeth provides welcome combat and healing support, Nurah wants to accompany the PCs to sabotage their efforts within the Citadel. If she's with the PCs, the methods she uses are noted as appropriate in the encounter descriptions.

Note that none of the NPCs are particularly well suited to face the dangers within Drezen—the dangers within are meant to challenge mythic heroes, after all. Having a few NPCs along to help in support roles can certainly aid the PCs, but some of them can provide more aid if they're left behind to focus on their core competencies outside the citadel.

Anevia: While Anevia would like to accompany her wife into the citadel, she also knows that if she's left outside the walls, she can skulk around and cause distraction after distraction in the form of sniping, damage to siege weapons, and the like. If the PCs allow her to undertake this mission, the distractions she causes impose a –1 penalty on all enemy initiative checks inside Citadel Drezen (this penalty does not extend to the Drezen basement). There's a 25% chance each day of shenanigans that Anevia is wounded enough that she needs to take a day off while she recovers.

Aravashmial: While the riftwarden accompanies the PCs if asked, he would prefer to be given leave to scout out the ruins for magical supplies. If the PCs allow this, he returns each night with 1d4 random potions and one random scroll to aid them, to a maximum of 10 potions and five scrolls in all.

Aron: Aron can accompany Anevia to help provide distractions—if he does so, the initiative check penalty imposed upon the denizens of the citadel increases to –2. Like Anevia, he runs a 25% chance of becoming injured each day.

Horgus: Horgus blanches if asked to go into the citadel—he rightly points out that he's not really going to be much help inside, but outside he can help by using his knowledge of geography and what he's learned from local conditions in Drezen to lead a small group of paladins out into the

ruins to scavenge for supplies. Each day, Horgus and his small band recover 1d3 units of food and water for the army as well as 1d4 units of Goods, up to a maximum of 25 units of Goods in all (Goods are supplies the PCs can use in the next adventure to help fortify Drezen).

Sosiel: If Sosiel remains behind, he can support Anevia and Aron alike in their distraction missions—this removes any chance of them being injured during their missions.

CITADEL DREZEN FEATURES

The interior of Citadel Drezen follows the stark practicality of dwarven design. Ceiling heights vary from room to room, but are typically 10 feet. Most hallways are at least 10 feet wide to accommodate the broader shield walls favored by dwarves. These passageways also include multiple choke points and boltholes for added defense, and all doors are made of strengthened iron (hardness 10, 60 hp, break DC 28) and include internal locking mechanisms (Disable Device DC 35) designed to seal off overrun areas. The place is kept unlit (many of the denizens have darkvision—those who don't carry everburning torches), and well-hidden 1-inch-diameter ventilation shafts run throughout the natural rock to bring in fresh air. The overall condition of the citadel's interior is a strange mix of disrepair and cleanliness—the occupants enjoy reminders of the crusaders' crushing defeat, but do not seek to live in filth.

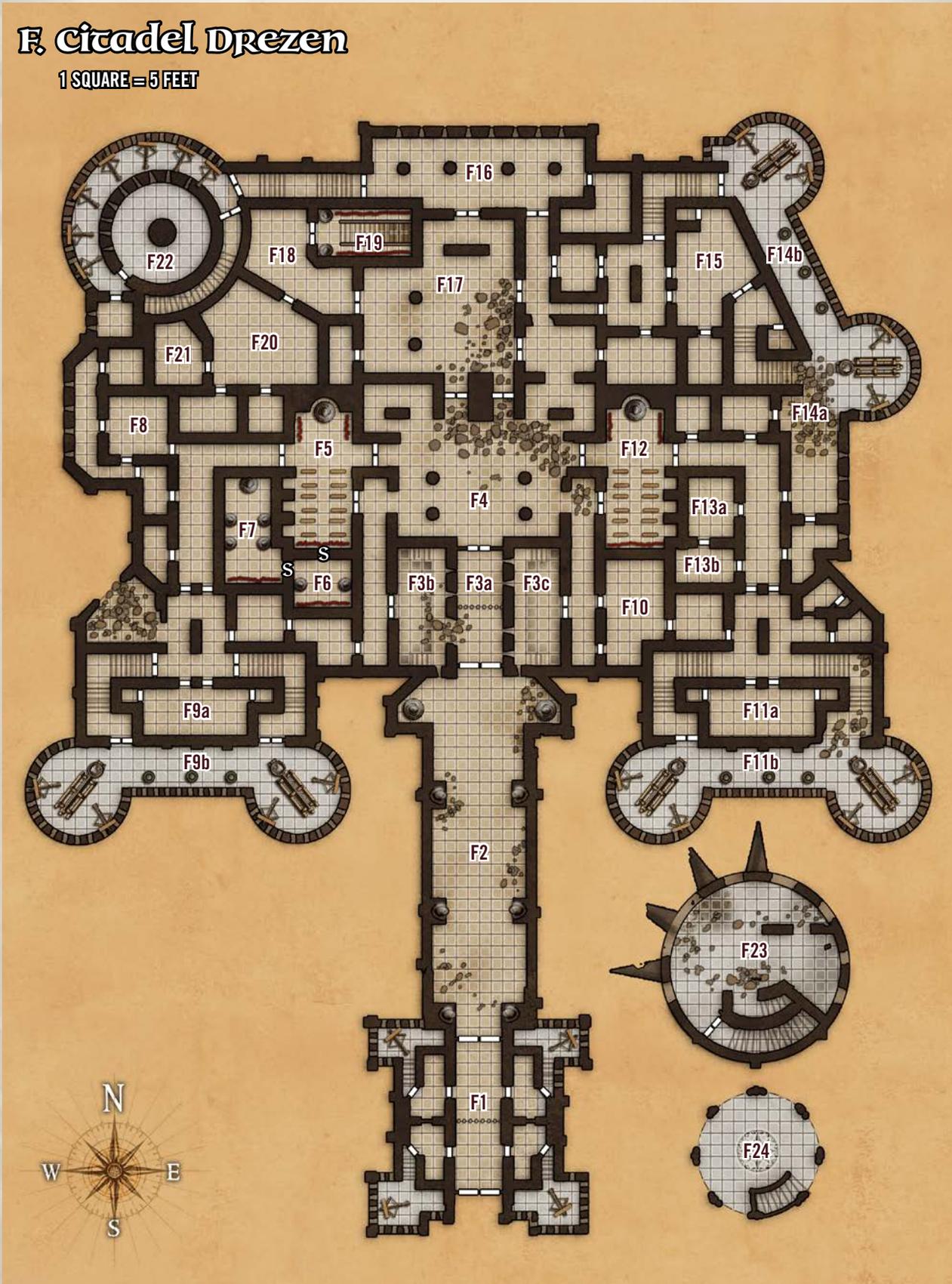
Citadel Drezen is relatively sparsely populated—while Aponavicius ruled, a lot more powerful minions dwelled here with her as advisors, companions, and sycophants. These denizens have traveled with her to the war front, leaving behind bedrooms emptied of valuables—you can assume that the otherwise empty rooms on the map consist of such unremarkable chambers. Each of these rooms has a door that locks from within, of course, so any one of them could serve as an improvised safe room for PCs or for villains.

Aron can provide the PCs with a map of Citadel Drezen—this depiction is accurate in that it shows the entire ground floor save for a few changes, since the demons have made a few alterations. None of the rubble fields in the citadel are shown on Aron's map, and area **F19** is indicated merely as a storeroom—the stairs (as well as the dungeon below) were added by the demons. You should sketch out a map of the citadel for your players to reference when they attack the citadel, adding rooms as the PCs speak to Aron and ask questions—he can tell the PCs what the original uses of the rooms were, but knows nothing of what the demons are currently using them for. This map and Aron's aid grants a +20 bonus on all Perception checks to notice secret doors on the ground floor. Finally, Aron can point out the hidden vault (area **F7**) where the *Sword of Valor* was originally kept. He expresses doubt that the demons decided to keep the artifact in the same room, but it's a good place to check nevertheless.

Wrath of the Righteous

F. Citadel Drezen

1 SQUARE = 5 FEET



SWORD OF VALOR

F1. Gatehouse (CR 7)

Solid iron portals allow passage through this square, mostly intact gatehouse. A damaged portcullis hangs raised just five feet above the floor.

The locking mechanisms on the doors to this gatehouse are broken beyond repair, a casualty of the last assault that the demons never bothered to repair. The ballistae on the upper parapets of the tower were attended by tiefling siege engineers, but once the PCs have won the final battle, these tieflings are among the dead.

Creatures: Although the gatehouse isn't the only entrance into the citadel, it's certainly the most obvious one. A pair of brimoraks stands guard here, under strict orders to avoid becoming entangled in any battles in the courtyard. They hide in the two southern side rooms, observing the central hall through cracked doors. If they see intruders, they each hurl a fireball into the central area before throwing open the door to attack. If a brimorak is reduced to fewer than 20 hit points, it teleports to area **F4**, where it joins the vrock there.

BRIMORAKS (2) **CR 5**
XP 1,600 each
hp 57 each (6d10+24) (see page 30)

F2. Entrance Ramp (CR 8)

Eight weathered statues of horned demons crouch on platforms that overlook the rise of this massive rampway, which leads up to the north to an atrium.

Creatures: The central four demonic statues are in fact gargoyle guardians that take wing and shriek as soon as any intruders pass between them. The gargoyles fight to the death.

GARGOYLES (4) **CR 4**
XP 1,200 each
hp 42 each (*Pathfinder RPG Bestiary* 137)

F3. Sally Port (CR 9)

A portcullis of rune-carved iron bisects this entry hall. Arrow slits mark the passageway's walls near the ceiling twenty feet above. A seven-foot-high section near the floor of the west wall has collapsed and fallen away, allowing access to another room beyond.

The portcullis itself is locked in position (hardness 10, hp 60, lift DC 25, break DC 28). The hole that provides access to area **F3b** is real, but the rubble scattered below

it is a *permanent image* that hides a trap (see below). The double doors to area **F4** are locked.

Area **F3b** is empty, and the doors to the hall beyond have been sealed with a *stone shape* spell—they must be smashed down to gain passage.

Area **F3c** is guarded by four cultists who stand sentinel along an upper balcony along the arrowslits. The half-orc rangers are each armed with composite longbows, and they open fire on the room below as soon as the PCs attempt to bypass the portcullis. If the PCs manage to make their way to area **F4** or take shelter in area **F3b**, the cultists move north to join the vrock in area **F4**.

CULTIST ARCHERS (4) **CR 4**
XP 1,200 each
 CE half-orc ranger 4 (border guard; *Pathfinder RPG NPC Codex* 129)
hp 30 each

Trap: Anyone who attempts to move between area **F3a** and **F3b** by clambering over the rubble suddenly learns that the rubble is a *permanent image* (Will DC 18 to disbelieve) hiding a pit lined with poisoned spikes.

POISON SPIKED PIT TRAP **CR 5**
XP 1,600
Type mechanical; **Perception** DC 20; **Disable Device** DC 20
EFFECTS
Trigger location; **Reset** automatic
Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus shadow essence poison); **Reflex** DC 20 avoids

F4. Templars' Court (CR 9)

This once-beautiful court now lies in disarray. The walls are decorated with murals of angels and templars engaged in all manner of foul acts with beasts and demons. Collapsed stone completely bars the way north, as only five decorative columns still support the thirty-foot ceiling overhead.

Creatures: A vrock named Konneshka serves as the commander for the cultists and demons charged with defending this approach to the castle. She's ready to lead an assault on anyone entering the citadel—she opens combat with a stunning screech that alerts much of the citadel to the attack, but only the denizens of areas **F1**, **F2**, and **F3** come to aid the vrock if they still live. The vrock fights to the death.

KONNESHKA **CR 9**
XP 6,400
 Vrock (*Pathfinder RPG Bestiary* 69)
hp 112

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F5. Inheritor's Chapel (CR 8)

Two rows of stone benches occupy face a raised dais to the north, on which stands a twelve-foot-tall statue of an armored woman with a sword and shield. Faded tapestries hang in tatters to either side, and a larger one on the south wall depicts the armored woman on bended knee before a man wearing green robes. Three smaller, human-sized statues of armored knights stand within small alcoves to the west, each holding a longsword pointing downward.

This chamber once served as a small chapel for ceremonies and communions to the followers of Iomedae in the Mendevian Crusade. For a while, the demons had defaced this chapel, but its most recent caretaker has a more insidious use for the room. A successful DC 30 Perception check is required to notice the secret door.

Creatures: A succubus named Janeamine has claimed this chapel as a sort of “workshop” for her crusader pets. The four crusaders she keeps have served her for many months, and are not only kept charmed but also bear her profane gift (the +2 bonus applies to their Constitution scores). Janeamine enjoys leading her pet crusaders in debased prayers and highly sexual rituals where she takes on the appearance and role of Iomedae—it’s this form that she wears when the PCs arrive. She greets the PCs with a smile, claiming that she is a vision from the Inheritor herself and has come to bless the heroes in their efforts. She doesn’t really expect the PCs to fall for her ruse, but if they do, she embraces the most holy-looking PC to take her up on the offer and begins draining his or her life, telepathically commanding her pet crusaders to attack the others, telling them they are infidels and heretics. The charmed crusaders are blindly loyal to the succubus and fight to the death—if their charm effects are removed, they realize what they’ve done and pledge their support to the PCs.

JANEAMINE CR 7

XP 3,200

Succubus (*Pathfinder RPG Bestiary* 68)

hp 84

PET CRUSADERS (4) CR 1

XP 400 each

Charmed LN human warrior 3 (guard; *Pathfinder RPG NPC*

Codex 267)

hp 28 each

F6. False Vault

Two statues stand midway into this room. They each depict an armored woman with her sword raised. Numerous smashed and empty chests sit on the floor.

The contents of this vault were coins and other valuables meant to trick looters into thinking they’d discovered the citadel’s primary treasury. The demons have long since absconded with the coinage. A successful DC 30 Perception check is needed to spot the secret door to area F7.

F7. Secret Vault (CR 8)

A metal rod on which hangs a magnificent banner depicting a sword before a sunburst is raised up in the hands of a statue of an armored woman to the north. Just south of the statue sits a gleaming alabaster altar. Another four statues flank the room, each wearing a real suit of metal armor, while to the south hangs a tattered red and gold tapestry.

Creatures: This room once housed the *Sword of Valor*, but the artifact is not here now—the banner hanging from the statue is a clever fake. Aponavicius had Staunton remove the banner to the newly constructed dungeons below the citadel, leaving behind a surprise for anyone venturing here, for the statue holding the false banner and the altar itself are advanced fiendish mimics that immediately attack anyone who approaches, fighting to the death.

ADVANCED FIENDISH MIMICS (2)

CR 6

XP 2,400 each

hp 66 each (*Pathfinder RPG Bestiary* 205, 294)

Treasure: Three of the real statues wear masterwork full plate, but the southeastern statue actually wears a suit of armor of the pious (see page 62). Although Staunton wanted to use his brother’s talents and the *corruption forge* (see area G7) to corrupt the armor, Aponavicius forbade it—she preferred keeping it as is as a trophy.

NPC Reaction: If Nurah is still with the PCs for this encounter, she hangs back in an effort to stand by the secret door, intending to slip out and seal it behind the PCs with her *scroll of arcane lock*. She then hurries to alert Staunton in area F2o—she’ll fight at his side.

The discovery that the *Sword of Valor* isn’t here is disappointing to the other NPCs, but not surprising to them—Aron suggests that it makes sense the demons would move the artifact somewhere else, and that they should keep eyes out for clues.

F8. Armory

A large number of weapons are stored along the walls of this well-equipped armory.

Treasure: The choicest items kept here include an adamantite battleaxe, 50 +1 arrows, an arrow of human

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slaying, a +2 *breastplate*, a +1 *keen longsword*, a masterwork composite longbow (Str +2), a masterwork flail, a mithral heavy shield, and a suit of +2 *elven chain*.

F9. West Garrison (CR 9)

Dozens of beds fill this wide room, jammed together with little space between them. A dozen decapitated human bodies lie in a heap to the west, while a dozen human heads sit to the east.

The crusaders incorporated three garrisons into Citadel Drezen, each supporting the defense of one of the stronghold's battlements. The two small rooms to the east and west of this garrison are used as privies. The doors to the battlements (area **F9b**) are kept locked—when the PCs first attacked the citadel, the siege engines on the battlements were crewed by a band of Kellid siege engineers who are all dead by the time the PCs get to this part of the castle.

Creatures: The leader of the slain tiefling siege engineers is a Kellid berserker named Jestak. She remains here, brooding over the Drezen army's failure to repulse the PCs. She knows it's only a matter of time before Staunton confronts her and demands an accounting for the failure of her followers. She's already executed them, and hopes that presenting this grisly punishment to the dwarf will mitigate her own punishment, but she still worries that Staunton will kill her as well. As a result, she's been considering abandoning Drezen entirely, but she's not yet worked out how she'll avoid both Staunton and the PCs' forces.

When the PCs arrive, she sees an opportunity—if she can slay them, surely Staunton will be pleased! She shrieks in Kellid as the PCs enter: “You killed them! They died by my blade, but you killed them! Lord Staunton will stay his hand if I give him your heads!”

JESTAK	CR 9
XP 6,400	
Female human barbarian 10	
CE Medium humanoid (human)	
Init +7; Senses Perception +14	
DEFENSE	
AC 23, touch 12, flat-footed 19 (+6 armor, +3 Dex, +1 dodge, +5 natural, -2 rage)	
hp 140 (10d12+70)	
Fort +12, Ref +6, Will +8; +3 vs. traps, +4 vs. magic	
Defensive Abilities improved uncanny dodge, trap sense +3;	
DR 3/—	
OFFENSE	
Speed 30 ft.	

Melee +1 *adamantine greatsword* +15/+10 (2d6+7/19–20)

Special Attacks rage (25 rounds/day), rage powers (increased damage reduction +1, powerful blow +3, quick reflexes, renewed vigor [2d8+7 hp], superstition +4)

TACTICS

Before Combat Jestak drinks a *potion of barkskin* +5 once she hears anyone attempting to open one of the locked doors.

During Combat Jestak rages and attacks the closest PC, focusing her attacks exclusively on that target until he falls before moving on to the next foe.

Morale Jestak fights to the death (but see Development on page 37).

STATISTICS

Str 18, **Dex** 16, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +14; **CMD** 26

Feats Dodge, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Toughness

Skills Acrobatics +14, Intimidate +12, Perception +14, Sense Motive +11, Survival +14



Jestak

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Languages Common

SQ fast movement

Combat Gear *potions of barkskin* +5 (2), *potion of cure serious wounds*; **Other Gear** +2 *hide armor*, +1 *adamantine greatsword*, 385 gp

Development: Although Jestak fights to the death, if the PCs can defeat her without slaying her (a tricky thing, considering the impact ending her rage might have on her hit points), she becomes unusually meek. Humiliated at her failure and now her capture by the enemy, she sees only one chance for survival—to throw her lot in with the PCs. She's worked here in Drezen for some time—she knows about the new chambers below and that the *Sword of Valor* is hidden somewhere in the dungeon, but has never been into the dungeon. She also knows that Staunton's brother is dissatisfied with his position and that the PCs might be able to recruit him as an ally. While she pledges her loyalty to the PCs and will aid them in battle up until the final conflict with Staunton, when that battle occurs she makes a quick judgment based on which side she thinks has a better chance and aid that one—which may well be Staunton if the PCs are low on resources. She abandons the party, fleeing and taking her chances if reduced to fewer than 10 hit points. Jestak could, in theory, be redeemed, and if the PCs successfully do so, she could become a loyal follower or even cohort.

Story Award: If the PCs earn Jestak's aid and learn about the dungeon and Staunton's brother from her, award them 4,800 XP (this is in addition to the XP they earn from defeating her in the first place).

F10. Dining Hall

This room contains several long tables and benches—it's obviously a dining hall, although it seems underused.

Demons have no need to eat, but the tieflings, dwarves, and other cultists that dwell here do. They tend to eat where they wish, though—this hall, once used daily during the First Crusade, has seen relatively little use since.

F11. East Garrison (CR 9)

Overtured beds, broken furniture, and the dead bodies of several cultists litter this large room.

Creatures: This chamber once garrisoned the tieflings and dwarves who guarded the eastern battlements (area **F11b**), but when the PCs defeated the courtyard defense, the cultists here found themselves to be fair game for a ravenous, fresh-from-the-Abyss "newborn" nabasu named Daiatan. The tieflings offered no real nourishment to

the demon, and so it simply killed them, but the dwarves provided a delicious repast. The demon relaxes here now, enjoying the newfound energy and strength granted by its gluttonous punishment of the dwarves—two of whom now stand nearby as ghoul slaves. The nabasu attacks any intruders on sight, as do its ghouls. Currently, Daiatan has gained 2 growth points. If the PCs encounter the nabasu on the same day that their army defeats the citadel's army, reduce this total to 1 growth point. At your option, if the PCs take longer than 2 days to encounter the demon, you can grant it more growth points, but take care to not make it too powerful—anything more than 4 growth points is probably too much. If the PCs take too long, you can instead assume that Daiatan manages to mature and returns to the Abyss if you wish.

DAIATAN

CR 9

XP 6,400

Nabasu demon (*Pathfinder RPG Bestiary* 64)

hp 123 (assumes 2 growth points)

GHOULS (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

F12. Defender's Chapel (CR 8)

A huge statue of a squat dwarf with a massive hammer and shield stands at forefront of this small chapel, flanked by twin tapestries depicting forges. Several rows of benches extend back from the dais on which the statue is mounted, watched over by three more stone dwarven sentinels in the alcoves along the eastern wall. A final, larger tapestry covers the back of the chamber, apparently illustrating and commemorating the construction of Citadel Drezen and its stand against demonkind. All of the room's decorations have been torn, smashed, scratched, and otherwise befouled—their original sacred purpose can be barely seen below layers of filth and ruin. The three eastern statues in particular seem to have suffered the brunt of this blasphemy, for the entire surface of each has been etched with demonic runes.

Creatures: Eager to invoke the favor of Torag, the dwarven crusaders who designed Citadel Drezen established this chapel to honor him. The chapel suffered greatly under demonic rule, and has long since been despoiled, but the greatest insult is doubtless the transformation of the three statues of Torag along the east wall into animated minions of Deskari—graven guardians. While all three still appear to be depictions of Torag, their demonic rune decorations and their eagerness to attack dwarven enemies in preference to other targets leave no doubt as to their true allegiance. The graven guardians are all associated with the domains of Evil and War. Each is armed with a warhammer rather

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than Deskari's typical scythe, but their associated domains still allow the weapons to be magical to a certain extent even though warhammers aren't Deskari's favored weapon.

GRAVEN GUARDIANS (3) CR 5

XP 1,600 each

hp 53 each (*Pathfinder RPG Bestiary* 3 140)

Melee +2 warhammer +11/+6 (1d8+6 plus 1d6 against good targets)

F13. Food Stores

A large number of crates, containers, and barrels of food and water are kept in both of these chambers—enough to function as 16 units of food and water for the PCs' army.

F14. Ruined Parapet (CR 9)

A cascade of rubble has fallen through from the upper parapets into this ruined armory, creating a rise of debris that allows access to the citadel's northernmost parapet.

Creatures: This area was not manned during the attack, and the siege engines kept here have fallen into great disrepair and are all but useless. Until recently, this approach to the citadel was one of the main entrances—a sort of landing pad for flying mounts and other visitors, since Aponavicius looked down upon mere teleportation into the citadel. The area is currently out of service but not unprotected; a group of brimorak demons patrols the area and immediately attacks any intruders, fighting almost to the death—the last brimorak standing attempts to teleport to area F17 to alert the defenders there.

BRIMORAKS (4) CR 5

XP 1,600 each

hp 57 each (6d10+24)

F15. North Garrison (CR 9)

Several orderly military bunks fill this functional garrison, arranged diagonally across the eastern wall.

Creatures: A succubus named Kiranda has dwelled here for many years, serving Aponavicius as messenger, lover, executioner, and bounty hunter. Her current role is as an observer—she's here to watch over Staunton and report his successes and failures to Aponavicius. Kiranda teleports to Aponavicius's side to deliver her reports once per month, but like her mistress, she isn't particularly interested in keeping Drezen at this point—the tactical usefulness of the site has long since passed, and like Aponavicius she drastically underestimates the value to crusader morale should the PCs manage to retake Drezen and regain the *Sword of Valor*.

Kiranda is eager to find out more about the PCs, since if they're able to defeat Staunton and gain Drezen, they're enemies worth keeping an eye on. To a certain extent, observing how the PCs work to take Drezen and perhaps defeat Staunton is more valuable to Kiranda than directly opposing them, since she much prefers to have others face off against dangerous foes. She would prefer to be able to travel with the PCs while they explore the citadel and then return to their base camp, but she knows adventurers are hard to fool.

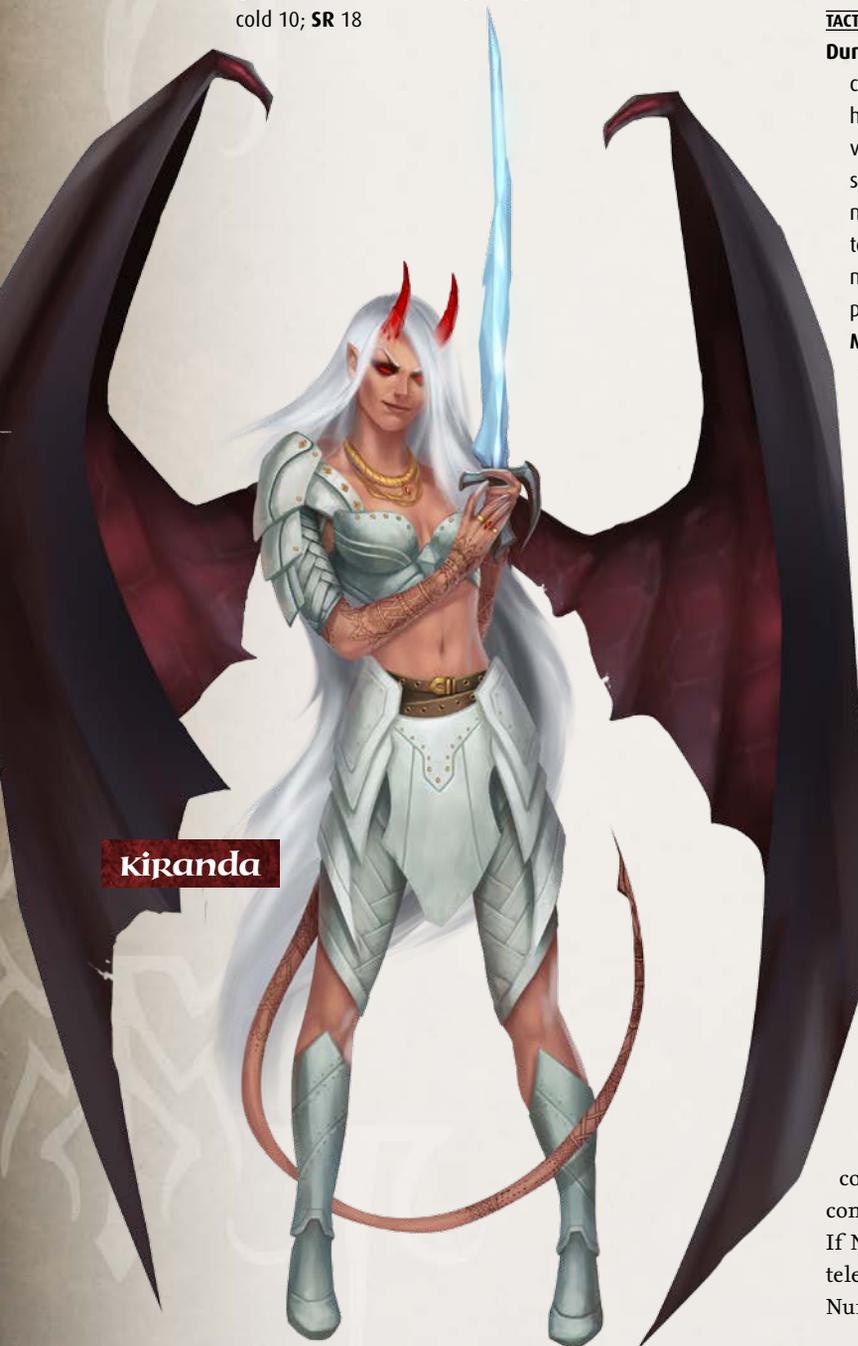
As soon as it becomes obvious that the PCs are going to invade the citadel, Kiranda assumes the form of a human man named Maranse Delaskru. The real Maranse is long dead—a swashbuckling hero from Kenabres who went missing on a mission into the Worldwound 2 years ago and eventually became Kiranda's short-lived plaything. A successful DC 20 Knowledge (history or local) check is enough to recognize her disguise as Maranse, at which point you should secretly roll Perception checks for the PCs to see whether they can penetrate the succubus's Disguise check.

Kiranda goes all out with her disguise. Before she puts manacles on herself and chains herself by the ankle to one of the large, study bunks, she casts *charm monster* on herself, voluntarily failing her saving throw. When the PCs enter, she takes on the role of a crazed man, using her glamered armor to appear to be dressed in tattered plate mail. Her rapier sits on a nearby bed, tantalizingly “out of reach.” She spouts all manner of over-the-top threats about how “Master Staunton will eat your flesh and use your skeletons as bodyguards” and the like, hoping that someone in the group recognizes her as Maranse and thinks he's under the effects of a *charm monster* spell. Her hope is that the PCs dispel the effect to try to rescue him. In this role, she claims to have been controlled by Drezen's powerful seneschal, a woman named Chorussina (in fact—Kiranda has given this woman her profane gift, and while she's deluding the PCs, she gives Chorussina constant updates as to what's going on—Chorussina is currently located below in area G10). She also claims to have endured much as her prisoner, and admits that she fears her soul has been infested with evil and chaos (she explains this is why she radiates chaos and evil if such is detected for). She begs the PCs to release her (the manacles can be opened with a successful DC 30 Disable Device check), at which point she grabs up her rapier and promises to aid them as long as she gets a chance at revenge against the enemy.

If the PCs fall for the ruse, Kiranda plays the role of helpful swashbuckler to the hilt, bravely attacking enemies and offering advice on the layout of the citadel here and there. If she's still with the PCs when they finally encounter Staunton, though, she sheds her disguise with a smirk and joins him in the fight against the PCs. Likewise, if the PCs don't fall for her ruse, she simply assumes her ethereal form to escape her manacles, then returns to solidity, snatches up her rapier, and playfully attacks the PCs.

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RIGHTEOUS**KIRANDA****CR 9****XP 6,400**Female succubus duelist 2 (*Pathfinder RPG Bestiary* 68)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., detect good; Perception +22**DEFENSE****AC** 29, touch 20, flat-footed 21 (+1 armor, +5 Dex, +1 dodge, +2 duelist, +7 natural)**hp** 115 (10d10+60)**Fort** +9, **Ref** +12, **Will** +8**Defensive Abilities** canny defense +2, parry; **DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** +1 *frost rapier* +16/+11 (1d6+6/15–20)**Special Attacks** energy drain, precise strike +2, profane gift**Spell-Like Abilities** (CL 12th; concentration +20)Constant—*detect good, tongues*At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *vampiric touch*1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)**TACTICS****During Combat** Kiranda delights in using her swift, acrobatic combat style against more heavily armored foes, but if she's having trouble hitting them, she hangs back and uses her various mind-controlling spell effects to get armored foes to strip out of their armor. If she can control multiple foes, she may even have them help allies out of their armor. She prefers to leave her victims alive so she can control them thereafter as minions, but won't hesitate to strike to kill if someone proves particularly difficult to affect with mind-control techniques.**Morale** If reduced to fewer than 40 hit points, Kiranda teleports to Chorussina's side in area **G10** to warn her of the PCs. The PCs may encounter her again in that area, at which point the succubus again teleports away once reduced to fewer than 40 hit points—this time far to the south to report to Aponavicius herself. This report has no immediate repercussions, as Aponavicius is focused on her ongoing attacks against Nerosyan, but at your whim the PCs may find themselves ambushed in the future by Kiranda, as she returns with a few demonic minions in search of revenge.**STATISTICS****Str** 17, **Dex** 21, **Con** 22, **Int** 20, **Wis** 12, **Cha** 27**Base Atk** +10; **CMB** +13; **CMD** 29**Feats** Dodge, Improved Critical (rapier), Mobility, Power Attack, Weapon Finesse**Skills** Acrobatics +23, Bluff +29, Disguise +18, Fly +18, Intimidate +18, Knowledge (local) +15, Perception +22, Perform (dance) +17, Sense Motive +14, Sleight of Hand +15, Stealth +18**Languages** Abyssal, Celestial, Common, Draconic, Hallit; *tongues*, telepathy 100 ft.**SQ** change shape (alter self, Small or Medium humanoid), improved reaction +2**Gear** leather armor, +1 *frost rapier*, *boots of elvenkind***NPC Reactions:** Kiranda is one of Nurah's primary contacts among the Worldwound, although she hasn't contacted the halfling directly since the adventure began. If Nurah is with the party when they meet Kiranda, she telepathically communicates with the halfling to keep Nurah informed of her plans, and if she attacks the PCs,

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she commands Nurah to abandon her cover to attack as well. Nurah does so, although with some trepidation—if she takes more than 20 points of damage, she flees into the citadel to seek out Staunton, since she considers him a more powerful ally than the succubus.

F16. Northern Arcade (CR 8)

One wall of this long arcade features several arrow-slits looking out over the northern part of Drezen.

Creatures: Thoxels are demons born from insubordinate souls, and are often used to infiltrate and demoralize enemy troops. While a fair number of thoxels once dwelled in Drezen (many of whom aided in the corruption of captured holy weaponry), most went with Aponavicius on the journey south. The three stragglers found here are some of the few that remain in the city. These thoxels have been ordered to keep an eye to the north against any intrusions, and are expected to come to the aid of the defense of area **F23** or **F17** if a fight breaks out there, but in fact the demons are true to their nature and won't bother to aid combat they hear in neighboring rooms. Only if this room is intruded upon do they attack the enemy, fighting to the death.

THOXELS (3) **CR 5**
XP 1,600 each
hp 51 each (see page 86)

F17. Officers' Court (CR 8)

A ruinous field of debris covers the southeast corner of this large courtroom. Columns support the thirty-foot ceiling overhead.

Creatures: Two half-fiend minotaurs guard this chamber, acting as a last line of defense against anyone seeking to access Staunton Vhane's chambers and the entrance to the dungeons. The half-fiends roar loudly when they spot foes and fight to the death, but do not pursue fleeing foes from this room save to chase them into area **F18** if needed.

HALF-FIEND MINOTAURS (3) **CR 6**
XP 2,400 each
hp 57 each (*Pathfinder RPG Bestiary* 171)

F18. Planning Room (CR 10)

An array of maps depicting the Worldwound and its border nations adorn the walls of this large chamber.

Creatures: Staunton has, over the years, drawn several of his relations into servitude of the Worldwound by dint of his forceful personality and their lack of character. Most

of these cousins, such as Thurl of Nerosyan, he left to their own devices once they were indoctrinated into the worship of demons, but he's never quite been able to wean his brother Joran from the worship of Droskar.

Joran can be found here, seated at the table to the north as he studies a book of prayers to Droskar. He grows increasingly worried not only that his brother has finally gotten in over his head in the conflict against the PCs, but also that his own faith in Droskar is finally crumbling, and by feverishly studying the texts he hopes to bolster his beliefs. Joran hasn't slept in days, and he's been casting *lesser restoration* to keep the effects of exhaustion at bay, but he's still at the end of his rope. Staunton knows this, and were it not for Joran's skill at using the *corruption forge* in area **G7**, he would have had his brother slain months ago—but the smith's ability at working weapons and armor have, so far, kept him from this fate. Still, Staunton doesn't trust Joran to stay alone, and has assigned three babaus to guard him. If faced with foes, the babaus keep Staunton informed via telepathy during the fight.

JORAN VHANE **CR 7**
XP 3,200

Male dwarf cleric of Droskar 6/fighter 2
 NE Medium humanoid (dwarf)

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

DEFENSE

AC 21, touch 9, flat-footed 21 (+9 armor, -1 Dex, +3 shield)

hp 87 (8 HD; 6d8+2d10+46)

Fort +13, **Ref** +3, **Will** +8; +1 vs. fear, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 *spell storing light hammer* +11/+6 (1d4+4)

Special Attacks channel negative energy 2/day (DC 12, 3d6), hatred

Domain Spell-Like Abilities (CL 6th; concentration +9)

6/day—copycat (6 rounds), dazing touch

Spells Prepared (CL 6th; concentration +9)

3rd—*blindness/deafness* (DC 16), *cure serious wounds*, *dispel magic*, *suggestion*⁰ (DC 16)

2nd—*bear's endurance*, *cure moderate wounds*, *invisibility*⁰, *lesser restoration*, *sound burst* (DC 15)

1st—*charm person*⁰ (DC 14), *command* (DC 14), *cure light wounds* (2), *sanctuary* (DC 14)

0 (at will)—*create water*, *detect magic*, *mending*, *read magic*

D Domain spell; **Domains** Charm, Trickery

TACTICS

Before Combat Joran casts *lesser restoration* daily to fight his sleep deprivation. Before battle, he casts *bear's endurance*.

During Combat Joran doesn't immediately join the fight—he instead hangs back and casts spells on the PCs, suggesting

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that they leave Drezen or trying to blind them or stun them so that the babaus can make sneak attacks. Once one babau is slain, he joins the fight, but he does so while fighting defensively the whole time. He casts healing spells on himself whenever he drops below 45 hit points.

Morale Joran is a coward at heart. If reduced to fewer than 20 hit points, he drops to his knees and begs for mercy. Any babaus who still live shriek in delight at this and move quickly to kill the dwarf if they can.

STATISTICS

Str 16, **Dex** 8, **Con** 20, **Int** 12, **Wis** 16, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 18 (22 vs. bull rush, 22 vs. trip)

Feats Combat Casting, Craft Magic Arms and Armor, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (light hammer)

Skills Bluff +10, Knowledge (arcana) +12, Knowledge (religion) +8, Perception +0, Sense Motive +10

Languages Abyssal, Common, Dwarven



Joran Vhane

Combat Gear *wand of silence* (8 charges); **Other Gear** +2 fire resistance banded mail, +1 heavy steel shield, +1 spell storing light hammer, 9 gp

BABAUS (3)

CR 6

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary* 57)

Treasure: The maps on the walls show planned invasion routes used by the demons to cross into Mendev, Numeria, and Ustalav—these are all quite out of date (Aponavicus either destroyed or took with her the more current maps), but they would still be quite valuable to the crusaders as historical documents that provide insights into the tactical mind of a demonic warlord. Recovering these maps and turning them over to the crusaders earns the PCs a reward of 5,000 gp and the right to wear a *righteous medal of clarity*.

Development: Once all the babaus are slain, Staunton and his allies in area F20 swiftly move in to this room to attack the PCs—and to assassinate Joran before he can surrender.

If Joran survives, he can confirm that the *Sword of Valor* is kept in the dungeons below. He knows of areas G1 through G9 (save for area G6a) and can describe them and their guardians to the PCs, but he hasn't been to area G10 or above—he knows that the *Sword of Valor* is kept somewhere deeper in the dungeon beyond the areas he's visited. He knows that one of the citadel's most important prisoners—a succubus named Arueshalae—recently escaped, and that Staunton was so furious at her escape he had the two kalavakus demons who were guarding her executed, but he's not sure why the prisoner was so important (although he's heard rumors that she was a traitor to the Abyss, Joran doesn't really know what that means and doesn't really believe it's possible for a demon to turn her back on her nature).

Joran can be redeemed in time, particularly if he's spoken to by a religious dwarf who seeks to convert him to a nonevil deity. Neither Droskar nor Deskari have done well by him.

Story Award: If the PCs can save Joran and learn about Arueshalae and other elements that await them in the dungeon below, they earn 3,200 XP (this is in addition to the amount they earn for defeating him in combat).

F19. Dungeon Entrance

These stairs lead down to the Drezen dungeon (area G1).

F20. Officers' Quarters (CR 11)

Rich appointments of fine furniture and plush carpet decorate this oddly shaped chamber. A mahogany desk with several bookshelves occupies the southeast corner, while expansive liquor cabinets follow the curving northern wall. Three doors lead south and west.

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The leaders of Citadel Drezen used this chamber as a place for quiet contemplation and meetings among officers, and the cultists have put it to a similar use.

Creatures: Staunton Vhane—traitor of Kenabres and the current lord of Drezen—awaits the PCs in this room, resigned to his fate. Rather than leading the city's troops in battle of the defense of Drezen, Staunton instead chose to hole up in the citadel. As the siege wears on, he grows to regret this choice, since the stress of waiting for his minions to defeat the PCs only increases as he learns more and more of the PCs' continued success against his foes. At your discretion, if the PCs take more than a few days to finally reach Staunton here and challenge him, the dwarf grows impatient enough that he finally goes on the offensive and seeks out the PCs while they explore the citadel, bringing with him his two half-fiend minotaur guards, as well as his brother Joran and Joran's babau guards in area **F18**. Where he confronts the PCs in such an event is left to you.

In any case, once Staunton confronts the PCs, he relishes the chance to finally solve the problem. Unlike many of the enemies the PCs encounter in this Adventure Path, Staunton has no interest in redemption, and if captured alive, he seeks escape or suicide at all moments.

STAUNTON VHANE **CR 10**
XP 9,600
hp 130 (see page 60)

HALF-FIEND MINOTAURS (2) **CR 6**
XP 2,400 each
hp 57 each (*Pathfinder RPG Bestiary 171*)

Treasure: The liquor cabinets are stocked with a particularly potent dwarven ale—each of the 20 bottles here is worth 150 gp.

Development: Once Staunton is defeated, the PCs have successfully captured Drezen. Any remaining foes within the citadel walls or in the dungeons below stubbornly remain and must be defeated one at a time in order to fully cleanse the place, but all surviving demons and cultists in the city beyond swiftly flee the region once word spreads. At this point, you need no longer track the decay of Siege Points, for reinforcements are no longer a concern. The PCs can take all the time they want (within reason, of course) completing the rest of their mission in Drezen.

Story Award: Defeating Staunton counts as a mythic trial.

F21. Staunton's Chambers

This spacious bedroom is immaculate to the point of spotlessness. The bed sheets are tight against the mattress, and no splinters mar the floor near the well-used sparring dummy in one corner, despite

its obvious heavy use. An inkwell, a blotter, and a black quill sit atop an otherwise bare desk, with a three-legged stool pushed out of the way underneath. A single large chest sits at the foot of the bed.

Treasure: The contents of the locked chest (Disable Device DC 40) consist of treasure Staunton's gathered over the last year, and include 633 cp, 1,427 sp, 5,786 gp, 376 pp, nine garnets worth 100 gp each, a *pearl of power* (2nd level), a *rod of metal and mineral detection*, a *scroll of divination*, a set of stone-carved dwarven figurines worth 600 gp, an expensive pair of vases worth 250 gp each, a silver coffer worth 350 gp, an *elixir of climbing*, a *potion of neutralize poison*, a *wand of nondetection* (23 charges remaining), a dose of *oil of life* crafted from a *cure serious wounds potion* and the quicksilver from a *philosopher's stone* (if he's slain but the PCs don't find this stash, one of his minions uses this oil on Staunton's remains if possible to resurrect him). Despite these incredible treasures, the most valuable object in the chest may well be Staunton's journal.

This journal records events from Staunton's life, recited from his childhood in the Five Kings Mountains to his time spent in the First Mendevian Crusade searching for the lost Sky Citadel of Jormurdun, on to his betrayal of Drezen and his time spent serving Deskari and Baphomet alike. Staunton feels that if his enemies can penetrate this far into his defenses, at least reading the increasingly grisly and harrowing account of the atrocities he's committed over the past 75 years will horrify them, and perhaps shake their faith. The book is, after a fact, his legacy, since he never had children of his own, nor can he count on his allies singing songs of his deeds after he dies.

You can use Staunton's journal to fill in the PCs on the true history of Drezen's fall. To this day, scholars still debate the identity of the person responsible for the city's loss, and this journal finally provides definitive proof. Other notes of interest include the following.

- A list of dozens of sacred and holy weapons and armor he and his brother have successfully tainted through the use of the *corruption forge* in area **G7** (these notes can help the PCs figure out how to use the *corruption forge* and reverse its qualities, as detailed in the next adventure, "Demon's Heresy").
- A description of the *Sword of Valor*, including Staunton's frustration over Aponavicius's desire to keep it as a mere trophy and not to attempt the banner's corruption.
- Several detailed pages of how he hopes to someday torture Irabeth for "ruining nearly everything" when she confronted him almost a year ago in Kenabres.
- Notes on the shadow demon Eustoyriax, an unusually powerful shadow demon who came to Drezen a few weeks after Staunton fled here from Kenabres. The shadow demon arrived in the possessed body of a crusader named Maranse (a man the diary records as now being long dead

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after having been turned over to the succubus Kiranda), and bore gifts from a place called the Ivory Sanctum—five elixirs of distilled power brewed from powdered *Nahyndrian crystal*. The notes explain how Staunton volunteered to take one of the elixirs to test its strength before Aponavicius used one, and of the powers the elixir unlocked in him (drinking the elixir was the antipaladin's moment of ascension to mythic power). The notes go on to describe the grisly deaths the elixirs inflicted on the dragon and xacarpa servants Aponavicius tested them on, and that only the chimera Soltengrebbe survived the transformation. The notes conclude by revealing that the shadow demon Eustoyriax remains here in a chamber below the citadel, where Aponavicius has placed him in charge of protecting the *Sword of Valor*.

- The Ivory Sanctum is the central stronghold of the Templars of the Ivory Labyrinth in the Worldwound, a fortress led by a man named Xanthir Vang who also happens to be the regional leader of the Blackflame Adepts. Staunton records his sole meeting with Xanthir Vang, and indicates he would rather not meet him again—apparently something about the man particularly revolted the antipaladin.
- Finally, Staunton mentions a special prisoner who's been kept in the Drezen dungeons—a succubus by the name of Aureshalae who was captured by Aponavicius. Staunton knows the succubus is some sort of Abyssal heretic and that the marilith wanted her kept prisoner until a special oubliette in the Rasping Rifts on the Abyss was ready for her. The fact that the succubus escaped not long after Aponavicius left Drezen in Staunton's hands is a major point of worry for the dwarf. He's sent several minions out into the Worldwound to track her, noting that her loss of certain demonic abilities is the one saving grace and hoping her inability to teleport or become ethereal will allow his agents to find her and return her to Drezen before Aponavicius finds out she's managed to flee into the wilds of the Wounded Lands. The final note in the diary talks of how he hired an annis hag cultist of Sifkesh to track her down as well, and that if this final attempt fails, he intends to seek out Aureshalae himself once "this matter with the so-called heroes of Kenabres is settled."

Story Award: Discovering the truth of Staunton's journal earns the PCs 3,200 XP.

F22. Seneschal's Tower

This chamber is furnished as a study and a bedroom, but it looks as if the room's inhabitant left the area quickly and recently.

The exterior catwalk features seven ballistae, but these siege engines were not used during the fight.

This room was, until recently, the home of the citadel's seneschal, a woman named Chorussina Domal. When the PCs won their final battle, she gathered her gear and all of the citadel's remaining cultists and relocated to area G10 below, where she's pursuing a "scorched earth" gambit to destroy Drezen rather than let it fall into enemy hands. A successful DC 15 Perception check made while searching the room reveals enough clues that the PCs can determine that the room was once the home of a powerful priestess of Deskari, and that she's relocated somewhere under the citadel and hopes to bring the entire city down into rubble using some sort of ritual.

F23. Soltengrebbe's Den

An open-air terrace looks out from the northwest side of the citadel, its interior shattered and broken. A pile of treasure lies gathered in the southeast corner, while a narrow band of stairs is half-seen just above the nearby rubble choking its entrance.

The mythic chimera Soltengrebbe uses this broken tower as an aerie and nest.

Treasure: The pile of coins and treasure comprises 3,438 cp, 1,319 sp, 7,753 gp, two pearls worth 500 gp each, three garnets worth 250 gp each, eight amethysts worth 100 gp each, 12 agates worth 50 gp each, an emerald-and-ivory scepter worth 4,000 gp, a silver candelabra worth 75 gp, a gold signet ring worth 50 gp, a *bag of holding* (type III) containing a small library of rare books that grant a +4 bonus on Knowledge (planes) checks when they are referenced (these two dozen books are worth a total of 2,000 gp) along with an empty *blessed book*, an *efficient quiver* containing two *javelins of lightning* and 19 +2 *magical beast bane arrows*, an *elemental gem* (earth), a dose of *silversheen*, a *potion of lesser restoration*, a *scroll of dimension door*, a *scroll of move earth*, a +1 *flaming heavy crossbow*, and a suit of +1 *ghost touch full plate*.

F24. Celestial Beacon

The tower's open rooftop seems to have once featured a gold-and-ivory inlay of a conjuration circle, but only the faintest remnants of the magic circle are visible today.

The crusaders arcane and divine spellcasters made use of this magic circle when defending Citadel Drezen against attacking demons, often calling upon angels, archons, and azatas to come to their aid. Unfortunately, the circle is no longer functional.

THE DUNGEON OF DREZEN

The original architects had planned on building multiple levels below Citadel Drezen, but they lost the site to the demons before they were able to begin this stage of

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construction. Ironically, the demons themselves carried out these plans—Aponavicius's architects and engineers built these chambers.

The dungeon lies about 40 feet under the citadel's ground floor. The ceiling height averages to 20 feet, and demonic carvings and twisting runes decorate the walls. Although demons possess darkvision, numerous patches of pulsating, luminescent red lichen brought from the heart of the Worldwound provide dim lighting throughout the dungeon, growing in patches along the walls and ceiling. All doors are made of iron (hardness 10, 60 hp, break DC 28).

In addition, three potent magical effects ward the dungeon as well—when Aponavicius dwelled here, these wards were much more potent and extended up into the citadel above as well, but with her departure the wards have lessened to their current, unaugmented state.

- **Abyssal Infusion:** The dungeon is strongly chaotic- and evil-aligned as a result, and lawful and good spells and spell-like abilities are impeded (*GameMastery Guide* 187)
- **Unhallowed:** An *unhallow* effect (CL 20th) suffuses the dungeon. A *dimensional anchor* is tied to it that affects all creatures save for chaotic evil worshipers of Deskari.
- **Whispers of Madness:** Demonic spirits haunt the walls of the dungeon, and while their constant whispering never becomes loud enough to allow intelligible speech to be heard, the constant susurrus grates on the mind. At the start of every hour spent in the dungeon, non-chaotic-evil creatures must succeed at a 14 Will save to resist taking 2 points of Charisma damage as the whispering slowly drives them mad—a creature that takes an amount of Charisma damage equal to its Charisma score becomes afflicted by a random insanity (*GameMastery Guide* 250). This is a mind-affecting sonic effect.

G1. Prison

The walls of this chamber hold numerous dark, narrow prison cells. Around the main entrance stands an iron cage, with a cell door blocking entrance into the main vault.

These cells were used to house minor prisoners who were generally left to starve to death. All of the prisoners currently imprisoned here are dead. Area **G1a** and **G1b** were used as quarters for tiefling torturers and jailers, but they are now empty. The secret door in area **G1b** can be found with a successful 30 Perception check.

G2. Jailor's Hall (CR 9)

A long passageway extends past multiple prison cells before ending within a barred chamber to the east. An alcove along

the south wall includes another set of iron doors leading south, while opposite this a barred gate provides access to another set to the north.

These larger cells handled any potentially important prisoners captured by Drezen's defenders—crusaders and spies were typically held here for only a few days before they were transferred on to Iz, or brought to area **G10** for sacrifice if they were deemed insignificant.

Creature: A pair of tormented souls guards the hall—spectres formed from the souls of crusaders who underwent particularly vile rituals designed specifically to transform them into these creatures upon death. Each appears as a horribly mangled human paladin with limbs broken in multiple places, and they reach out to suck the life from any living creatures. They do not attack any intruders within the cells or any demons at all unless attacked first—prisoners kept here learned quickly enough to leave the specters alone.

SPECTRES (2)

CR 7

XP 3,200 each

hp 52 each (*Pathfinder RPG Bestiary* 256)

G3. Communal Lock-Up (CR 9)

Ten individual cells line the walls of this communal prison block.

The crusaders used this part of the dungeon to separate higher-value prisoners from the general population.

Creatures: A half-dozen soldiers from the front lines of Mendev were held captive here, but none of them still live—all six are now vampire spawn, and their prison doors are unlocked. As soon as they see intruders, they hiss, shriek, and lunge forward to attack.

VAMPIRE SPAWN (6)

CR 4

XP 1,200 each

hp 26 each (*Pathfinder RPG Bestiary* 271, 276)

G4. Arcane Prison

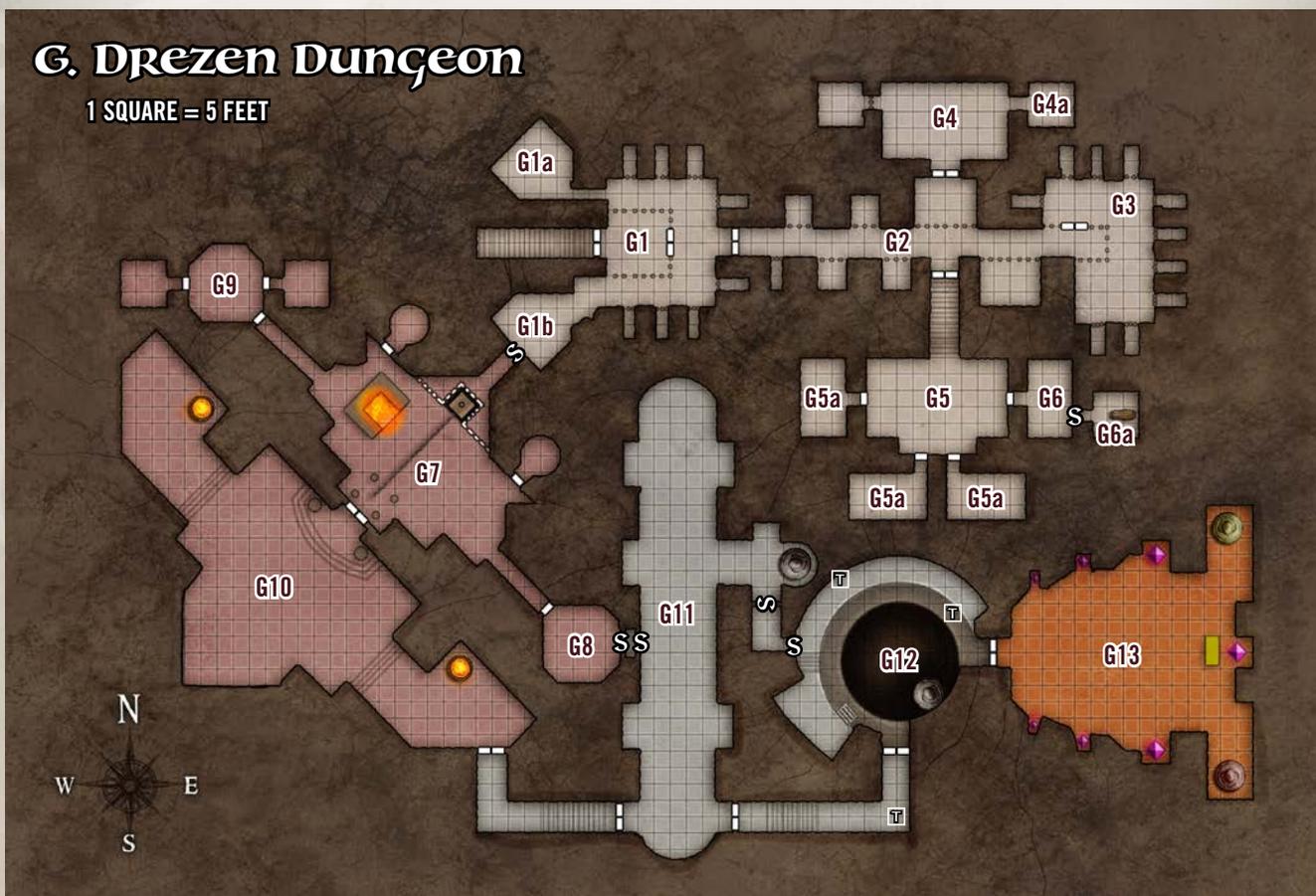
Two large prison cells flank this large interrogation chamber. The entryway to each cell is lined with multiple layers of arcane sigils scribed into the floor, lintels, and even the barred door. While the symbols around the western cell door glow with red light, those to the east do not and its prison door hangs open.

The demons often dealt with prisoners capable of spellcasting, so they provided wards here to hinder them. The wards surrounding the eastern cell have failed. The wards to the west still function, filling the cell beyond with a permanent *antimagic field* (CL 20th).

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G. Drezen Dungeon

1 SQUARE = 5 FEET



The cell to the east has been used for the past several months to imprison a truly wondrous and dangerous creature—a risen succubus named Arueshalae. The walls of her cell (area **G4a**) have been decorated with hundreds upon hundreds of butterfly images, scratched into the stone by the succubus' claws. While the *unhallow* effect persists here, the Abyssal infusion and whispers of madness do not. The entire cell radiates strong chaos and good—auras that increase to overwhelming on the northern wall, where a short prayer has been scratched into the wall (see the Player Handout on page 47).

While the magical aura here may feel like a respite to all characters, worshipers of Desna in this room feel particularly energetic and gain fast healing 1 as long as they remain within the room. In addition, a character who has the A Chance Encounter campaign trait from the *Wrath of the Righteous Player's Guide* experiences an overwhelming sense of déjà vu in this chamber, and she knows that the mysterious person who saved her in childhood was the same person who, until recently, spent time in this cell.

Arueshalae's full story, along with the nature of the divine intervention that allowed her escape from this prison cell and the cell that was her demonic nature, is revealed in the next adventure, "Demon's Heresy."

G5. Torture Chamber (CR 8)

This dank hall contains a restraining table and various implements of torture. The sharp tang of fresh blood hangs heavy in the air.

This well-stocked torture chamber has seen much use over the decades—it's from here that the whispers of madness effect that fills the dungeons emanates, and in this room, and each creature in this room must attempt a saving throw at the start of every 10 minute interval to resist Charisma damage. Three of the surrounding rooms (marked **G5a**) are smaller chambers for torturing single prisoners in isolation; these are equally well-stocked.

Creatures: The babau demons that dwell here have two jobs. The first, tending to the equipment and ensuring it's in top working order, is a job they perform fastidiously but without much delight. The second, slaying all intruders, is one they relish but don't get to pursue all that often, so they greet the PCs' arrival with howls of delight (along with telepathic warnings to the vampire that dwells in area **G6**).

BABAUS (2)

CR 6

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary 57*)

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Development: The vampire Theruk Nul listens to the telepathic battle reports while he casts a few preparatory spells. Once his “Before Combat” spells are cast, he emerges from area **G6** to join the fight.

If the two babaus and the vampire are destroyed, and if the PCs cast a *dispel evil*, *dispel chaos*, or *hallow* spell in this room, they allow the tormented souls in the dungeon to move on. If a player doesn't hit upon this solution on her own, a successful DC 25 Knowledge (arcana or religion) check reveals this possibility. This permanently ends the whispers of madness effect in the dungeon.

Story Award: Grant the PCs 4,800 XP if they remove the whispers of madness effect.

G6. Vampire's Study (CR 10)

Well-stocked bookshelves line the walls this room, while a plush carpet covers the floor.

Creatures: Born from the union of an Ustalavic noblewoman and an orc raider from Belkzen, Theruk Nul found a better life for himself when he became a vampire. Still, distrust and resentment encouraged him to move north and into the Worldwound. There, he found the cult of Shax to his liking and became both a priest and an assassin in service to the demon cause. He relishes all kinds of torture, but the bloodier the better, so he can sate himself on his victims. The undisputed jailor of Drezen, he carries the keys to the remaining cells in the citadel's prison level, only retiring here to ponder and record the secrets he pries from his captives. The loss of the succubus prisoner vexes the vampire greatly—he still can't figure out how she managed to escape her cell, kill the vampire spawn he left there to guard her, and flee the dungeon without him noticing, and hopes that Aponavicius blames Staunton for the loss, not him, when she returns.

Theruk is currently sipping blood from the veins of a doomed crusader named **Idrian Vosner** (LN male human fighter 4). Nearly drained of blood to feed Theruk's thirst, he's currently unconscious but stable at 0 hit points.

The secret door to the east can be found with a DC 30 Perception check, but the door itself is locked (no key exists—Theruk uses gaseous form to come and go, but a character can pick the lock with a successful 30 Disable Device check). The room beyond (area **G6a**) is empty save for Theruk Nul's coffin.

THERUK NUL CR 9 **XP 6,400**

Male vampire half-orc cleric of Shax 6/assassin 2
 CE Medium undead (human, orc)
Init +8; **Senses** darkvision 60 ft.; Perception +24

HEAR MY PRAYER, LADY LUCK. FOR IT IS LUCK I NEED IN ESCAPING THIS CELL. NOT JUST THE LIFE BEHIND THESE BARS, BUT AN ETERNITY SPENT SHACKLED TO THE ABYSS ITSELF. IF YOU TRULY ARE THE TENDER OF DREAMS, THEN TENDER UNTO ME A NEW EXISTENCE. LET ME SING THE SONG OF THE SPHERES, SEE THE STARS WITH NEW EYES, AND ESCAPE THE PIT INTO WHICH MY SOUL WAS CAST. BRING ME GOOD FORTUNE, MY LADY. BRING ME A NEW SPIRIT MADE CLEAN. AND I WILL FOREVER BE YOURS, IN LIFE, AND IN FAITH. I AM READY. FINALLY READY.

PLAYER HANDOUT

DEFENSE

AC 29, touch 18, flat-footed 24 (+5 armor, +3 deflection +4 Dex, +1 dodge, +6 natural)

hp 113 (8d8+74); fast healing 5

Fort +13, **Ref** +9, **Will** +10

Defensive Abilities channel resistance +4, orc ferocity; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *vicious dagger* +13 (1d4+8/19-20 plus 2d6), slam +7 (1d4+4 plus energy drain)

Special Attacks blood drain, channel negative energy 10/day (DC 20, 3d6), children of the night, create spawn, death attack (DC 13), destructive smite (+3, 7/day), dominate, sneak attack +1d6

Spell-Like Abilities (CL 7th; concentration +11) 7/day—inspiring word (3 rounds)

Cleric Spells Prepared (CL 7th; concentration +11)

3rd—*contagion* (DC 17), *dispel magic* (2), *magic vestment*^o
 2nd—*darkness*, *eagle's splendor*, *hold person* (DC 16),
shatter^o (DC 16), *spiritual weapon*

1st—*command* (DC 15), *divine favor*^o, *murderous command*
 (DC 15, 2), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *resistance*
D Domain spell; **Domains** Destruction, Nobility

TACTICS

Before Combat Theruk uses his *wand of death knell* to kill Idrian, then casts *magic vestment*, *eagle's splendor*, *shield of faith*, and finally *divine favor*.

During Combat Theruk first attempts to dominate any weak-willed warriors to turn them against their allies. Based on prior experience, he prefers to target barbarians, fighters,

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and rogues rather than obvious paladins or priests. Against the latter, he casts *shatter* on holy symbols and flanks with allies like dominated minions.

Morale Theruk fights until destroyed. If reduced to 0 hit points, he retreats back to his coffin at area **G6a** to recover.

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 12, **Wis** 18, **Cha** 24

Base Atk +5; **CMB** +10; **CMD** 25

Feats Alertness, Combat Casting, Combat Reflexes, Command Undead, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Selective Channeling, Toughness

Skills Acrobatics +14, Bluff +15, Disguise +17, Intimidate +9, Perception +24, Sense Motive +14, Stealth +27

Languages Abyssal, Common, Orc

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, poison use, shadowless, spider climb, uncanny dodge

Combat Gear *wand of death knell* (39 charges); **Other Gear** +1 shadow studded leather, +1 vicious dagger



Theruk Nul

Treasure: Theruk Nul has devoted many years to championing the causes of the Abyss and Lord Shax. The collected works of his study represent centuries of recorded history dating back to the First Mendevian Crusade and the days of ancient Sarkoris. The vampire's tomes also serve as an authoritative source on the Outer Planes, providing a +4 circumstance bonus to anyone consulting them as part of a Knowledge (planes) check. The collection numbers 300 books in all, and is worth 2,000 gp.

Story Award: In the unlikely event that the PCs rescue Idrian, award them 1,200 XP.

G7. Corruption Forge (CR 10)

A ten-foot-wide cage encloses an elevated lift at the top of this high terrace. A line of chains and an array of pulleys allow the cage to be lowered down into the room or moved across the room to a set of double doors at the far side of the chamber. The terrace and cage both overlook a large chamber with walls that seem to glow red hot. Heat wavers in the air, and wisps of vapor periodically waft up from the floor and walls, but the temperature atop the terrace is rather cool. Below, in the center of the room, squats a large forge made of black and red metal.

This chamber radiates strong chaos and strong evil—the whole room is heavily influenced by the Abyss, and it is here that Aponavicius's minions reworked captured holy weapons and armor to transform them into corrupted versions for use by evil soldiers and demons. The heat of the room is contained purely within the room itself—those standing on the balcony or in the outer halls are protected, as are those within the cage itself (which is used not only to allow non-flying creatures to descend the 20 foot drop to the floor below, but also to contain prisoners who need to be kept alive long enough for them to be sacrificed in area **G10**). It requires a full-round action to move the cage 10 feet using the machinery atop the platform.

Characters within the room itself take 1d6 points of fire damage per round from the heat—demons are immune to this, of course, and when Joran or other humanoid crafters need to use the forge, spells like *resist elements* are employed. The forge itself grants a +2 bonus on all Craft checks made while using it, but it also allows a character with the Craft Magic Arms and Armor or Master Craftsman feat to transform a magic item from lawful and/or good to chaotic and/or evil. This process takes multiple days, during which the crafter must toil on the weapon or armor as if crafting it from scratch. Since the *corruption forge* doesn't play a significant role in this adventure, rules for how it functions do not appear here—they're detailed in the next adventure, "Demon's Heresy," where the PCs have a chance to reverse the forge's effects.

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Creatures: A group of four salamanders dwell in this chamber, bound into service via binding spells cast by one of Aponavicius's many allies. The salamanders serve as assistants for any forge projects in the room, and also act as guardians—the salamanders attack any obvious intruders on sight, fighting to the death.

SALAMANDERS (4)

CR 6

XP 2,400 each

hp 76 each (*Pathfinder RPG Bestiary* 240)

Development: It's possible to alter the *corruption forge* so that instead of transforming objects into chaotic or evil items, it transforms objects into good items. The notes in Staunton's journal can help this project; otherwise, a character who succeeds at a 20 Knowledge (arcana) or Spellcraft check realizes this is possible. Information on how this long-term project can be achieved (as well as rules for how the forge can be used to corrupt or redeem items) is detailed in the next adventure, but the first step is casting both *dispel evil* and *dispel chaos*—casting both of these spells on the forge within 1 round of each other causes the *corruption forge* to become magically dormant—doing so also removes the Abyssal infusion effect within the dungeon.

Story Award: Grant the CPs 3,200 XP if they remove the Abyssal infusion.

G8. Forge Maintenance

Implements and tools for crafting and shaping weapons and armor lie strewn about the tables in this hexagon-shaped chamber.

The spare tools kept here are used with the *corruption forge*. The secret door in the east wall can be found with a successful 35 Perception check, as can the second one that opens directly into the upper wall of area G11 20 feet above the floor of that room.

G9. Demonic Armory

This wide chamber connects with two small vaults to the east and west. All three chambers hold a variety of weapons and gear of varying quality, but many weapon racks lie empty, as well.

Treasure: Though the army of Aponavicius took the best equipment with them, a fair amount of armor and weaponry remains here. While none of the armor or weapons are masterwork, they're all very solidly made. Although they're not of great value to the PCs, who certainly have better gear, when taken as a whole, the armor and weapons stored here are worth 10 units of Goods, and can be of use in the next adventure when the PCs aid in the rebuilding of Drezen.

G10. Ritual Chamber (CR 10)

A small dais of steps descends into this oddly shaped chamber, while more stairs lead to the northwest and southeast. Lit candles surround the circle of arcane purpose scribed on the floor. Overhead, the ceiling rises nearly forty feet. A large crystal hangs overhead from a heavy chain, pulsing in the reflected light.

This chamber is where the demons performed most of their rituals and worship of Deskari. It's also where Aponavicius and her greatest allies performed their own conjurations—the *dimensional lock* effect that functions elsewhere in the dungeons does not function here.

The western wall in the northern side chamber features what appears to be a large archway, yet the inside of the arch is filled with solid stone. The arch radiates faint conjuration magic—a successful 25 Spellcraft check reveals that this was once a portal, but it is now inactive. This portal once led to Aponavicius's personal extraplanar domain, but when she left Drezen she deactivated it—she now accesses her lair via other methods (see "City of Locusts" for more details).

Creatures: With the collapse of their forces defending the upper levels of Citadel Drezen, a handful of surviving cultists led by the seneschal of the citadel have fled here. The seneschal is a tiefling woman named Chorussina Domal, and rather than fleeing the region, she's decided that the destruction of Drezen is a better plan. She and several demon minions have gathered here while she works at leading them in a long, grueling ritual designed to draw upon the numerous rifts throughout the Wounded Lands and trigger the formation of a new one. If successful, the ritual will destroy Citadel Drezen, affect the ruins with an earthquake, and hurl the *Sword of Valor* into the Abyss.

Fortunately for the PCs, this ritual requires a great deal of concentration, and Chorussina and her demons take a –4 penalty on Perception checks as they stand in a circle and slowly chant, focusing on the immense crystal hanging above. The amount of time they require before they finish their ritual is up to you, but this adventure assumes they're still some time away from completion when the PCs arrive. Infuriated at the interruption, they all fight to the death.

CHORUSSINA

CR 9

XP 6,400

Female middle-aged demon-spawn tiefling conjurer 7/
demoniac 3 (*Pathfinder Player Companion: Blood of Fiends* 20,
Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2 46)

CE Medium outsider (native)

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

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +2 deflection, +3 Dex)

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hp 112 (10 HD; 7d6+3d8+72)

Fort +10, **Ref** +8, **Will** +11; +4 vs. disease and vermin attacks

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4-1/19-20)

Special Attacks energumen +2 (3 rounds/day)

Arcane School Spell-Like Abilities (CL 9th; concentration +13)

7/day—acid dart (1d6+3 acid)

Demonic Spell-Like Abilities (CL 10th; concentration +11)

1/day—*shatter* (DC 13), *summon monster III* (vermin only)

Conjurer Spells Prepared (CL 9th; concentration +13)

5th—*summon monster V*, *wall of force*

4th—*charm monster* (DC 18), *dimension door* (2), *fire shield*

3rd—*dispel magic*, *displacement*, *lightning bolt* (DC 17),

stinking cloud (DC 17), *suggestion* (DC 17)

2nd—*bear's endurance*, *cat's grace*, *false life*, *mirror image*, *web* (DC 16)

1st—*alarm*, *charm person* (DC 15), *mage armor*, *magic missile* (2), *shield*

0 (at will)—*acid splash*, *light*, *message*, *prestidigitation*

Opposition Schools divination, necromancy

TACTICS

During Combat As soon as combat begins, Chorussina quits focusing on the ritual, retreats to a corner, and casts *wall of force* to protect her from the PCs. While her minions attack the PCs, she takes the time to cast *fire shield*, *displacement*, *bear's endurance*, *cat's grace*, *false life*, *mirror image*, *mage armor*, and *shield* on herself. She uses energumen to gain a +2 bonus to her Constitution, then dismisses the *wall of force* to attack. The effects of these spells and her energumen are precalculated into the stats above. Once she attacks, she casts her offensive spells on the PCs while her energumen lasts, then continues casting unless she become confused.

Morale Chorussina fights to the death.

STATISTICS

Str 9, **Dex** 16, **Con** 19, **Int** 18, **Wis** 13, **Cha** 13

Base Atk +5; **CMB** +4; **CMD** 19

Feats Combat Casting, Craft Wondrous Item, Demonic Obedience (Deskari)^{BOU2}, Forge Ring, Iron Will, Scribe Scroll, Toughness

Skills Disable Device +5, Intimidate +14, Knowledge (arcana, planes) +17, Knowledge (engineering, history) +10, Knowledge (religion) +11, Perception +3, Sense Motive +14, Spellcraft +17

Languages Abyssal, Common, Hallit

SQ arcane bond (*ring of forcefangs*), damned, demonic mark, profane gift, summoner's charm (3 rounds)

Combat Gear *scroll of dimension door*, *scroll of dispel magic*;

Other Gear mwk dagger, *cloak of resistance* +2, *headband of vast intelligence* +2 (grants ranks in Sense Motive), *ring of forcefangs*^{UE}, *ring of protection* +2

SPECIAL ABILITIES

Damned (Ex) If Chorussina dies, her soul travels to Deskari—a successful DC 20 caster level check is required to bring her back to life.

Demonic Mark (Ex) Deskari's rune marks the back of Chorussina's neck; she can use this mark once per day as she casts a spell to not expend that spell as it is cast—doing so gives the chaotic and evil descriptors to the spell.

Energumen (Su) Once per day, Chorussina can open her soul to a form of demonic possession for 3 rounds, during which time she gains a +2 profane bonus to an ability score of her choice. After these rounds expire, she becomes confused for 3 rounds as the spirit then revels in full control of her body; she can attempt a successful 25 Will save to end the confusion at the start of each round as a free action.



Chorussina

Sword of Valor

SCHIRS (3)

CR 4

XP 1,200 each

hp 37 each (*Pathfinder RPG Bestiary* 3 74)

G11. Hall of Deception (CR 10)

Swaths of pulsating red lichen illuminate this long, 30-foot-high, alcove-lined hall. The alcoves themselves display elaborate, colorful murals of demonic entities, each with inscriptions chiseled into the stone below them. At the far end of the hall stands a massive iron framework that displays a red banner.

What appears to be the *Sword of Valor* on display in the northern part of the hall is in fact a *permanent image* meant to lure intruders near. Each of the murals on the walls depicts the demon lord Deskari mutilating and savaging a different deity—Iomedae, Sarenrae, Torag, Desna, and Shelyn.

One of the alcoves is larger than the others. This one contains a small shrine devoted to Deskari, and includes a lifelike statue of the insectoid demon lord. A secret door in the south wall of this alcove can be located with a successful 30 Perception check, as can the secret door leading to area G8 (note that this secret door is 20 feet off the ground).

Trap: The trap is triggered as soon as anyone attempts to interact with the illusory *Sword of Valor* or attempts to leave the room. When it's triggered, the murals disgorge five living, breathing Deskaris who attack up to five different targets, affecting these victims as if by *phantasmal killer*, save that any creature slain by this effect doesn't die—rather, it is rendered unconscious but stable at –1 hit points and is driven insane, gaining psychosis (*GameMastery Guide* 251) and secretly becoming chaotic evil. A worshiper of one of the five deity victims takes a –2 penalty on her saving throw.

DEATH OF RIGHTEOUSNESS (5)

CR 5

XP 1,600 each

Type magic; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger location; **Reset** none

Effect spell effect (variant *phantasmal killer*, Will/Fortitude DC 16); multiple targets (up to 5 targets in area G11)

G12. Gauntlet of Ruin (CR 10)

A five-foot ledge runs the length of this circular pit. A second elevated ledge stands above the ledge with a short series of steps rising to a small platform ahead of it. To the southeast, a giant statue of a six-armed woman with a serpentine body rises out of the pit. It looms over each ledge with outstretched arms bearing an intimidating array of exotic weapons.

The statue in this chamber depicts the marilith general, Aponavicius, armed with a katana, a shotel, a falcata, a

khopesh, and a kusarigama—it can be identified as such with a successful DC 15 Knowledge (local) check. The pit itself is 40 feet deep, but appears to be 10 feet deep. In fact, the 10-foot-deep floor is in fact an *illusory wall*, with the real floor being 30 feet below this and covered by a glistening colony of green slime. The statue sits atop a 30-foot-tall pillar so that it appears to sit on the pit's false floor.

Traps: While the statue of Aponavicius looks intimidating, the traps that guard this chamber are the true perils. Each one is identical: when a creature steps in the area indicated on the map, the wall facing the pit pulses with mauve energy as a telekinetic pulse attempts to hurl the victim into the pit.

TELEKINISIS TRAPS (3)

CR 7

XP 3,200 each

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*telekinesis*, bull rush, +12 CMB check); 40-foot-deep pit (4d6 falling damage); green slime (*Pathfinder RPG Core Rulebook* 416)

G13. Chasm of Shadows (CR 11)

This chamber is cloaked in *deeper darkness*. If the PCs manage to remove this effect, read them the following.

The north and south walls of this chamber feature three alcoves each, and each contains a large, jagged purple crystal on a pedestal. A seventh crystal sits on a seventh pedestal to east, just behind a marble slab on which sits a crumpled red banner. Two statues of demonic figures flank this slab in alcoves—the northern one depicts a goat-headed winged demon and the southern one is an insectoid horror armed with a scythe.

The seven crystals in this room are rock crystals carved to resemble *Nahyndrian crystals*. All seven radiate faint chaos and evil, but are relatively valueless. The northern statue depicts Baphomet, while the southern one depicts Deskari.

Creature: The chamber itself has served as the vault for the *Sword of Valor* for many decades. Until recently, its guardian was a snakelike demonic monster called a xacarba, but after this creature was destroyed by the side effects of a *Nahyndrian elixir*, the mythic shadow demon Eustoyriax was appointed the chamber's new guardian. If Aron has managed to slip away from the PCs while under the influence of *shadowblood*, he becomes possessed by Eustoyriax, and the PCs encounter him here, acting as the guardian of the *Sword of Valor*. While possessing Aron, the demon fights with a vengeance, knowing that Aron's death only means the demon needs to finish the fight in his true form.

An experienced, manipulative demon, Eustoyriax has lived many centuries in service to Baphomet, spying and

WRATH OF THE RIGHTEOUS

cultivating secret societies and conspiracies to tear down the trust between the crusading armies of Mendev. The demon is frustrated by having to serve as a guardian in this room, but he knows better than to disobey a demon as powerful as Aponavicius, so he does his best to guard the *Sword of Valor* from all intruders.

EUSTOYRIAX

CR 11/MR 4

XP 12,800

Male advanced mythic shadow demon (*Pathfinder RPG Bestiary* 67, 294; *Pathfinder RPG Mythic Adventures*)

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal, mythic)

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +25



Eustoyriax

DEFENSE

AC 25, touch 25, flat-footed 17 (+7 deflection, +6 Dex, +2 dodge)

hp 155 (10d10+100)

Fort +9, **Ref** +13, **Will** +11

Defensive Abilities endure sunlight, incorporeal; **DR** 10/cold iron and epic or good and epic; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 21+

OFFENSE

Speed fly 40 ft. (perfect)

Melee bite +16 (1d8 plus 1d6 cold), 2 claws +16 (1d6 plus 1d6 cold)

Special Attacks mythic power (4/day, surge 1d8), possession mastery, pounce, shadow blend, sprint

Spell-Like Abilities (CL 10th; concentration +17)

At will—*deeper darkness*, *fear* (DC 21), *greater teleport* (self only), *telekinesis* (DC 22), *summon* (level 2, 1d3 shadows, 75%)

3/day—*magic jar* (DC 24), *shadow conjuration* (DC 21), *shadow evocation* (DC 22)

1/day—*summon* (level 3, 1 shadow demon 50%)

TACTICS

During Combat Eustoyriax tries to possess any obvious healers in the group for the first 3 rounds of combat before switching to physical attacks. If the doors to area **G12** are open, he uses telekinesis to try to push foes into the pit in that room.

Morale Eustoyriax fights to the death.

STATISTICS

Str —, **Dex** 22, **Con** 23, **Int** 18, **Wis** 18, **Cha** 25

Base Atk +10; **CMB** +16; **CMD** 35

Feats Ability Focus (*magic jar*), Blind-Fight, Combat Reflexes^M, Dodge^M, Improved Initiative

Skills Acrobatics +19 (+7 when jumping), Bluff +20, Fly +27, Intimidate +17, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (planes) +17, Perception +25, Sense Motive +17, Stealth +19

Languages Abyssal, Common; telepathy 100 ft.

SQ shadowblood

SPECIAL ABILITIES

Endure Sunlight (Ex) Eustoyriax does not possess the standard shadow demon weakness of sunlight powerlessness.

Possession Mastery (Su) Eustoyriax can use *magic jar* three times per day. When he affects a creature with this ability, he can use all of its abilities, including spellcasting.

Shadowblood (Su) As a standard action once per day while possessing a living creature, Eustoyriax can create a single dose of *shadowblood* by cutting his borrowed flesh and allowing the blood to fill a vial.

Treasure: The *Sword of Valor* lies in a heap on the slab of marble. The artifact's betrayal and 75 years of possession by demons haven't diminished its resilience—it's just as difficult to destroy as ever and is still protected by a *dimensional anchor* effect, but its other powers lie dormant until it is touched by a lawful good character or any



good-aligned divine spellcaster. At this point, the artifact wakens, imparting its abilities to the person who activated it, and making the battle against Eustoyriax much easier!

Story Award: Reclaiming the *Sword of Valor* and defeating its mythic shadow demon guardian is a mythic trial.

Concluding the Adventure

Once both Citadel Drezen and the *Sword of Valor* are recovered, the Fifth Crusade gains a renewed foothold in the Worldwound and a potent symbol to rally their armies against the demons. Several pieces of key information the PCs likely discovered while exploring the citadel certainly suggest future missions, such as tracking down the supposedly redeemed succubus Arushalae or seeking the source of the *Nahyndrian crystals*, but before such missions can be undertaken, the PCs need to help get Drezen back up on its metaphorical feet.

Many of the foes in this adventure can be redeemed if captured—such opportunities decline in future adventures as the PCs begin to face more and more devoted minions of the demon lords. Staunton Vhane himself is

one such foe who is beyond redemption—in fact, if he's slain, his unquiet spirit might linger, transforming him into a graveknight if his armor isn't completely destroyed. If you wish to have Staunton return as a graveknight, you can use him to hound the PCs as you wish in future adventures—this undead antipaladin has no official role to play in future *Wrath of the Righteous* adventures.

Furthermore, if one of the PCs still wields the sword *Radiance*, recovered in the previous adventure, the liberation of Drezen and recovery of the *Sword of Valor* cause the sword's latent magical properties to further resurface. In the hands of a paladin, its enhancement bonus is now 1 higher than normal.

For now, the PCs have earned the right and luxury of a short rest. Word comes soon after the *Sword of Valor*'s recovery in the form of a *sending* from one of Queen Galfrey's aides that more soldiers are marching north to aid in the occupation of Drezen, and that they should arrive very soon. But the PCs should know better than to get comfortable, for the horrors that await them inside the Worldwound itself shall soon make themselves dreadfully clear in “Demon's Heresy.”