

## Wrath of the Righteous

# Demon's Heresy

### PART 1: REBUILDING DREZEN

The PCs begin the task of rebuilding Drezen and transforming it into a bulwark against the demonic hordes.

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### PART 2: INTO THE WOUNDED LANDS

The PCs head into the Worldwound to do reconnaissance, seek out intelligence on the enemy, and follow up on numerous intriguing quests.

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### PART 3: THE DEMON'S REDOUBT

The PCs must come to the rescue of a succubus—one who not only possesses valuable information about the enemy, but is also striving to abandon her evil ways.

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### PART 4: THE IVORY SANCTUM

The PCs strike against the Templars of the Ivory Labyrinth in an attempt to sever their leadership and disrupt their plans.

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### Advancement Track

"Demon's Heresy" is designed for four characters and uses the medium XP track.

- L9** The PCs should begin the adventure at 9th level/3rd tier.
- L10** The PCs become 10th level during the exploration of the Marchlands, before they start Part 3.
- T4** The PCs should be 4th tier before starting Part 4.
- L11** The PCs should be 11th level before attacking the Ivory Sanctum.
- L12** The PCs should reach 12th level at some point in the Ivory Sanctum, preferably before the final battle.
- T5** The PCs should be 5th tier at the adventure's end.

## Demon's Heresy

### Adventure Background

The Templars of the Ivory Labyrinth joined the demonic forces of the Worldwound in 4660 AR, soon after Deskari recruited the Templars' lord, Baphomet, to the cause with promises of prime picks of Golarion to carve away and add to his Abyssal Realm once the war had been won. Experts in infiltration, the Templars were largely responsible for instigating the Kenabres "witch burnings" of 4665, but they had long before this become established in the region, working as mercenaries for Deskari's generals or even as unaffiliated bounty hunters in the borderlands. In those early days, Templar efforts were orchestrated by none other than Baphomet's own daughter, a half-fiend nephilim named Hepzamirah, but as the organization grew, she increasingly relied on assistance. Without question, her favorite and most loyal minion was a man named Xanthir Vang, an accomplished conjurer and influential member of another vile group, the Blackfire Adepts. With Xanthir's aid, and with the arcane support granted by Blackfire Adepts loyal to him, the fortunes of the Templars of the Ivory Labyrinth rose. By the time Deskari officially recruited the group and their unholy lord, Hepzamirah had already returned to the Abyss to serve her father in different ways, leaving Xanthir Vang in charge of the operation in the Worldwound.

Xanthir was slain during the Third Crusade, during one of the few military operations carried out with aplomb and efficiency by the crusaders during that otherwise disastrous crusade, but he did not stay dead long. The combination of the fell influence of the Worldwound and Deskari's will conspired to remake Xanthir from the very worms that crawled in the diseased earth of the battlefield where he lay, and he rose from death as a worm that walks, his power greater than ever. Xanthir took his revenge, single-handedly slaughtering those exhausted and wounded crusaders that had killed him. Indebted to Deskari for the gift of this second life, Xanthir took control of the Templars of the Ivory Labyrinth and chose their base of operations, the Ivory Sanctum (a complex hidden in the northeastern Wounded Lands), as his own.

As the leader of the Templars, Xanthir rules through a combination of fear and strength. The Templars would rather serve a mortal who worshiped Baphomet, but know better than to cross the powerful worm that walks—especially since it appears Baphomet has no issues with the conjurer leading the group. Xanthir mostly leaves the Templars to operate as they always have, giving them a fair degree of autonomy, and only periodically requiring their assistance in his experiments. That these experiments generally turn the tides of the war effort is another reason he is so favored by the demonic commanders. In fact, Xanthir (working with Arelu Vorlesh and Hepzamirah) developed the method for refining *Nahyndrian crystals* into potent

elixirs capable of infusing creatures with mythic power. He was also involved in crafting the potent chisel made of pure Nahyndrian that was then used to further damage Kenabres's *wardstone* in preparation for Khorramzadeh's attack during "The Worldwound Incursion."

Today, Xanthir continues to use the Ivory Sanctum as his personal laboratory, but the site has increasingly become a staging area for the distribution of *Nahyndrian elixir* to those few demons and villains chosen by command for mythic ascension. The process of refining is torturously slow and inefficient, and Xanthir grows increasingly frustrated with the demands of his demonic masters, who continually commanded him to step up production of the elixirs. The conjurer is sure that he's on the precipice of a breakthrough that will allow him to produce the potent elixirs much more quickly, and this has him feeling more anxious than ever.

And Xanthir is right to be concerned, for the liberation of Drezen has nearly put the enemy on his doorstep. The Ivory Sanctum lies about 66 miles from Drezen, and while the Worldwound's demonic commanders are little concerned about this threat—as focused as they are on the southern war—Xanthir fears that time is running out. He's sent his own agents into the region to try to stall the PCs while simultaneously keeping the Sanctum's location hidden, but word of a succubus who has abandoned her demonic roots and who may well know the location of the Sanctum has forced him to push harder on his research. If he completes his refinements, the process of transferring a *Nahyndrian crystal's* mythic power into a living creature will become swift and efficient, and he can abandon the Ivory Sanctum while simultaneously enhancing the most dangerous of the demons' resources. All he needs to complete this task is a little more time.

### Part 1: Rebuilding Drezen

If any one thing can be blamed for the disastrous results of the Second Crusade, it was underestimation. The crusaders assumed that Deskari's demonic armies were disorganized, aimless, and cowardly, and that the first surge through the Worldwound was the crusaders' best shot at victory. In fact, given powerful enough leaders, demonic armies can be extremely focused—at least for a limited time, and 7 years was all the demons needed to smash the defenses of the crusaders, break their spirits, and drive them back to the river borders.

But now it's the demons who underestimate the crusaders—or more precisely, the crusade's greatest band of heroes. Not only did the heroes turn the plan for using the *wardstones* as devastating weapons against the crusaders back on the demons in a backlash of power, but they soon thereafter reclaimed the city of Drezen and the legendary banner, the *Sword of Valor*. The demons

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To the Heroes of Drezen—

Words cannot convey my gratitude for what you have done. I wish that I could say the worst is over, but as you must surely know, the liberation of Drezen is but the first of many steps. You are poised to serve in a way that no others among the crusaders can match. Use Drezen as a base of operations. Set out to explore the Wounded Lands to the south and west for anything else we can use against the demons. You, being on the front lines, doubtless have already isolated several possible leads to investigate, but do not hesitate to consult those I have sent north with you. Sosiel, Aron, Irabeth, and the rest know much of the region's history and legends.

Word of your success and Drezen's liberation has already started to spread, and already I see the results in the faces of my soldiers. They fight with renewed morale. Our increased tenacity along the southern borders should keep the eye of Deskari turned away from you, affording you time to explore and investigate behind enemy lines. With your aid, I now feel that victory is finally something we can hope for.

—Galfrey

### HANDOUT #1

also underestimated the surge of morale and pride such an event would produce—as this adventure begins, the crusaders have gained newfound energies and hope. The sieges along the southern and eastern borders begin to fail, and in places, the crusaders are even pushing back into the Worldwound. In no small part due to the PCs' actions in "Sword of Valor," the demons are no longer entirely on the offensive, and the time is right for these heroes to begin exploring behind enemy lines, searching for methods to further cripple and damage Deskari's demonic host.

Word of the liberation of Drezen travels swiftly back to Queen Galfrey, who wastes no time in dispatching a contingent of paladins and crusaders north to aid in holding, rebuilding, and fortifying the city. The crusaders don't come alone—trailing behind is a small army of laborers and artisans, as well as caravans bearing food and other supplies. These crusaders bear with them a note to the PCs from Queen Galfrey, reproduced above as Handout #1.

### DREZEN

Drezen is a large town, but it's suffered decades of occupation by demonic forces and now an invasion, so rebuilding its economy will take time. The PCs can certainly sell treasures and gear they find during their

adventures here, but the town's base value for purchasing new items begins somewhat lower than expected. Of course, teleporting to larger cities like Nerosyan can give the PCs opportunities to buy more expensive gear, but they can also increase Drezen's base value, as well as the various items available for purchase, by relying more on significant NPCs to manage the city or using some of their downtime to bolster the city's economy.

### DREZEN

LG large town

**Corruption** -2; **Crime** -4, **Economy** -5; **Law** +3; **Lore** +0;  
**Society** -1

**Qualities** holy site, strategic location, tenacious

**Danger** +5

**Disadvantages** ruined

#### DEMOGRAPHICS

**Government** overlord

**Population** 2,150 (1,860 humans, 170 dwarves, 35 half-elves, 20 elves, 20 halflings, 15 aasimars, 10 gnomes, 10 half-orcs, 10 other)

#### Notable NPCs

**High Priest Sosiel Vaenic** (NG male human cleric of Shelyn 7)

**Irabeth Tirabade, Commander of Drezen** (LG female half-orc paladin 7)

**Riftwarden Aravashnial** (CG male elf conjurer 5/riftwarden 3)

**Spymaster Anevia Tirabade** (NG female human rogue 7)

**Treasurer Horgus Gwerm** (LN male human aristocrat 4/rogue 2)

**Warden Aron Kir** (N male human rogue 5/low templar 2)

#### MARKETPLACE

**Base Value** 2,200 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 5th  
**Minor Items** 3d4; **Medium Items** 1d6

#### NOTES

**Ruined** Decades of demonic rule, combined with recent mass combat, has ruined the city—most of its buildings bear damage, and it doesn't currently have enough citizens to function at full capacity. (Economy -6; reduce purchase limit by 50%; reduce spellcasting by 2 levels; reduce available magic items in number to small town level [3d4 minor and 1d6 medium items])

**Tenacious** Despite its devastation, Drezen is now a bastion for law and goodness. (Corruption -2; Crime -2)

### DOWNTIME IN DREZEN

"Demon's Heresy" takes place after the Fifth Crusade begins, but as with most wars, the fighting can stretch out into years. Nevertheless, the longer the PCs take to explore the Wounded Lands south of Drezen, and the longer they take before they defeat Xanthir Vang, the more dangerous things become. If the PCs take too long, the demons should eventually turn their attention to them or the city of Drezen itself, and attacks on the city's outlying areas or

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even the city itself should grow more and more common. The Retaliation section on the next page presents several ideas on how the Worldwound's commanders might react if the PCs take too long to take care of things, but as a basic rule, you should assume the PCs have at least a couple months before things get this bad.

How the PCs spend their downtime is up to them, but *Pathfinder RPG Ultimate Campaign* presents a detailed system by which the PCs can retrain, craft items, build structures, establish groups, gather information, and more. Downtime activities typically consume capital in the form of Goods, Influence, Labor, Magic, and of course time—the PCs have likely already earned some Goods in the previous adventure, and several encounters in this adventure award them more capital. If you're not interested in using the downtime system in your game, simply ignore references in the adventure to rewards of Goods, Influence, Labor, and Magic.

### DEMON'S HERESY NPCs

Additional orders arrive with the crusaders, along with several new appointments for NPCs who have traveled with the PCs. This adventure assumes that the significant NPCs listed below all choose to accept positions among Drezen's rulers and administrators, thus ending their travels at the PCs' side. If the PCs have become particularly fond of any of these NPCs, at your discretion some or even all of them could choose to continue adventuring with the PCs, but the PCs are now 3rd-tier mythic heroes, and the challenges ahead will be increasingly deadly to their non-mythic allies. The best place for these NPCs may well be back in Drezen, helping to provide support to the PCs' efforts in the field.

Each of the following six NPCs provides a Downtime Boon—ignore these boons if you're not using the rules for downtime (see Downtime in Drezen on page 8).

Additionally, you can assume these NPCs have gained a few levels since they joined the PCs; their current levels are listed in the Drezen city stat block on page 8.

**Anevia Tirabade:** When her wife Irabeth takes command of Drezen, Anevia volunteers to serve as the city's spymaster. She spends much of her time in disguise, patrolling the city for signs of demonic influence or treason. *Downtime Boon:* Grants a +4 bonus on all checks made to gather information or research facts and lore.

**Aravashnial:** With the Riftwardens of Kenabres essentially destroyed, Aravashnial wastes no time in establishing a new Riftwarden safe house in Drezen. In addition to rebuilding the group's membership and holdings, he also helps oversee the magical defenses of Drezen. *Downtime Boon:* Reduces cost or time needed to craft magic items by 5%.

**Aron Kir:** While Aron is skilled at reconnaissance, his knowledge of tactics makes him an excellent candidate to serve as Drezen's warden. Acting partially as a captain of the guard and partially as chief engineer for the rebuilding

### DREZEN RECOVERY POINTS

Activity	Recovery Point (RP) Award
Construct building	1 RP per 500 gp value of completed building
Craft magic/mundane item	1 RP per 1,000 gp value of finished item*
Donating gold	1 RP per 2,000 gp
Heal others	1 RP per day spent doing so
Recruit for organization	1 RP per 500 gp value of completed organization

\* Only if item crafted is then donated to the city for its defense.

of Drezen's defenses, Aron fits into the role of warden with ease. *Downtime Boon:* Generates 5 units of Labor per day.

**Horgus Gwerm:** Horgus sees an opportunity in Drezen, and sets to the task of organizing the logistics of supplying the town with the resources it needs. Whether it's his association with the PCs or simply a long-delayed chance to show his true colors, Horgus finally starts to become more personable in his new role as Drezen's treasurer. *Downtime Boon:* Generates 5 units of Goods per day.

**Irabeth Tirabade:** Queen Galfrey appoints Irabeth Tirabade as the standing ruler of Drezen, and after getting over the shock at the promotion, Irabeth swiftly proves to be a capable and just ruler. *Downtime Boon:* Generates 3 units of Influence per day.

**Sosiel Vaenic:** Sosiel is put in charge of ensuring that the spiritual needs of Drezen are met. Though he worships Shelyn, Sosiel turns an old cathedral on Paradise Hill into a multi-denominational temple where crusaders can worship a number of deities and faiths. *Downtime Boon:* Generates 1 unit of Magic per day.

**Other NPCs:** At your discretion, other NPCs the PCs may have grown fond of or who have played unexpectedly important roles in your Wrath of the Righteous campaign may join these six and offer additional benefits to the PCs.

### RESTORING DREZEN'S ECONOMY

Drezen begins this adventure with the ruined disadvantage, and its economy suffers as a result. The PCs won't be able to sell their more expensive items at Drezen at full price, and the number of magic items for sale is diminished.

Fortunately, the PCs can work to remove the city's ruined disadvantage by completing certain downtime activities. The above table lists Recovery Points earned by these activities—these points are earned at the end of the day on which the activity is successfully completed. Once Drezen reaches 60 Recovery Points, it loses the ruined disadvantage; adjust its city statistics as appropriate.

Note that the starting magic items available for sale in Drezen should cycle every game month—reroll new magic items at these times in order to get new options for the PCs to purchase. Note that once the ruined disadvantage

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is removed, this number jumps up to 3d4 minor, 2d4 medium, and 1d4 major items.

**Story Award:** If the PCs restore Drezen's economy, award them 6,400 XP.

### REDEEMING THE CORRUPTION FORGE

When the PCs defeated Staunton Vhane's armies and took Drezen, they also gained control of a powerful magical forge built by the demons in the citadel dungeon. The *corruption forge* was used to transform holy magic items into unholy magic items that could then be utilized by the demonic forces, but with a bit of work, the forge can be exorcised and realigned so that it instead can "redeem" evil magic items, which allows them to be used by good characters.

A successful DC 35 Knowledge (arcana or religion) check is required to even devise a method by which to redeem the *corruption forge*—using the extensive notes about the creation and use of the forge from Staunton Vhane's journal grants a +10 bonus on this check. If the PCs don't hit on the idea, one of their NPC allies might.

Once work begins on redeeming the forge, its actual redemption is handled similarly to the construction of a magic item. At least one person involved in the redemption must have Craft Magic Arms and Armor, Craft Wondrous Item, or Master Craftsman, and the process requires the casting of a *hallow* spell each day. At the end of a day, the redeemer attempts a DC 35 Spellcraft or Knowledge (religion) check—on a success, the *corruption forge* is redeemed and becomes a *purity forge*. On a failure, that day's efforts are unrewarded, but the next attempt's skill check gains a cumulative +1 bonus. Up to four others can aid another on the Spellcraft or Knowledge (religion) check.

Once the forge is redeemed, it can be used to rework evil magic items into good magic items. An unholy weapon can be made into a holy weapon, for example, or a *wand of unholy blight* can be transformed into a *wand of holy smite*. However, some evil magic items, such as a *nine lives stealer* or a *darkskull*, don't have an obvious good analogue. In such cases, you should pick an appropriate oppositional item for the magic item to be redeemed into.

To redeem a magic item, the redeemer must work as if he were crafting the item from scratch, yet the forge supplies much of the magic and energy for the process. Ignore any spell or cost requirements for crafting the redeemed item, and the time required to complete the task is 1/4 the time it would normally take to craft the final item from scratch. At the end of the redemption process, the redeemer must succeed at a Spellcraft or Knowledge (religion) check (DC = 5 + the item's caster level) to redeem the item—if the redeemer fails this check, the item is not redeemed; this can be attempted again, starting the process anew.

**Story Award:** Award the PCs 9,600 XP for redeeming the corruption forge.

## PART 2: INTO THE MARCHLANDS

The PCs are left to determine the right time to begin their exploration of the Wounded Lands. The note delivered by Queen Galfrey suggests that the PCs begin exploring the region to the south and west of Drezen for new information and resources to use in the army, and while the PCs can certainly just head out into the Worldwound to explore, they likely learned of two additional points of interest in the region in the last adventure—the escaped succubus Arushalae and the stronghold of the Templars of the Ivory Labyrinth. These are associated with the two most significant encounter areas in this adventure, and each of them (as well as the methods of discovering their locations) are detailed in their own parts. This part of the adventure focuses on the numerous opportunities and dangers the PCs can encounter in the Worldwound, in a region once known as the Marchlands.

### RETALIATION

When this adventure begins, the demonic rulers of the Worldwound know that they've lost Drezen and that a group of heroes is active in the region, but initially they do little to address this concern, as they are focused on matters to the south. The longer the PCs take to play through "Demon's Heresy," and thus the longer they continue to be active in the area, the more attention they'll draw. Listed below are a few ideas for how the demons might begin to react to the PCs' growing fame. Feel free to use these encounters as you see fit if you feel that the PCs are taking too long to progress through the adventure, but at least for the first 3–4 weeks, Drezen should be relatively unmolested by demons.

**Drake Riders:** At this point, it becomes obvious to the demons that the PCs are the primary threat. A drake rider (an incubus mounted on a rift drake) seeks out the PCs, swooping down to attack them. The drake rider fights to the death. This attack can take place anywhere, but you should time it so that the demons and their drakes attack the PCs when the PCs are all in close proximity.

#### DRAKE RIDER

CR 9

#### XP 6,400

Incubus fighter (roughrider) 3 (*Pathfinder RPG Bestiary* 3 73, *Pathfinder RPG Advanced Player's Guide* 106)

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

**Init** +7; **Senses** darkvision 60 ft.; Perception +24

#### DEFENSE

**AC** 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +6 natural)

**hp** 129 (11d10+69)

**Fort** +15, **Ref** +6, **Will** +9

**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

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**Melee** +1 shocking lance +20/+15/+10 (1d8+11/19–20/x3) or 2 slams +18 (1d4+7)

**Special Attacks** pain redoubled (DC 20)

**Spell-Like Abilities** (CL 8th; concentration +14)

Constant—*tongues*

At will—*charm person* (DC 17), *detect thoughts* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 19)  
1/day—*crushing despair* (DC 20), *summon* (level 3, 2 schirs 40%)

### STATISTICS

**Str** 24, **Dex** 17, **Con** 22, **Int** 14, **Wis** 15, **Cha** 23

**Base Atk** +11; **CMB** +18; **CMD** 31

**Feats** Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Unseat, Weapon Focus (lance)

**Skills** Fly +17, Intimidate +28, Perception +24, Ride +17, Sense Motive +16, Stealth +16, Survival +16; **Racial Modifiers** +8 Intimidate, +8 Perception

**Languages** Abyssal, Celestial, Draconic; *tongues*, telepathy 100 ft.

**SQ** armored charger, change shape (Small or Medium humanoid; *alter self*), steadfast mount +1

**Other Gear** +1 studded leather, +1 shocking lance

### RIFT DRAKE

CR 9

XP 6,400

hp 126 (*Pathfinder RPG Bestiary 3* 106)

**Abduction:** At this point, Xanthir Vang becomes involved in the “Drezen problem.” He sends one of his retrievers north to abduct NPCs—the creatures should take NPCs the PCs have grown fond of, if possible. This attack should happen when the PCs aren't in Drezen, so unless they've arranged ways for their allies back home to contact them, they won't learn of the abductions until later. Xanthir leaves behind a message in the form of a giggling quasit who gleefully says that those taken away are but the first, and that if Drezen is not abandoned by the crusaders within a few weeks, the next visitation will be much more destructive.

**All-Out Assault:** Eventually, Xanthir Vang realizes that the PCs and Drezen must be dealt with. At this point, an all-out assault on Drezen takes place, with armies of demons attacking the city. You can play this out as you wish, either with mass battles where the PCs pit their armies against forces of demons, or as battles within the city as the PCs must face several waves of demons who have found their way inside the city walls. The *Sword of Valor* can certainly aid in these battles, but they should still test the PCs' mettle—three to four back-to-back battles, each with a CR equal to the Average Party Level + 2 should

do the trick. If the PCs defeat the all-out assault, another occurs every few weeks until the PCs finally break the spirit of the northeastern demonic forces by defeating Xanthir Vang himself.

### MARCHLANDS ENCOUNTERS

While the PCs can certainly seek out some of the encounter areas in the Marchlands after learning of them from quests, some of these locations can only be discovered via exploration. “Demon's Heresy” presents an area over



Drake Rider

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## The Marchlands

1 HEX = 12 MILES



6,000 square miles in which the PCs can explore in any way they wish. In order to help focus the players on this region rather than allowing them to wander “out of bounds,” you should prepare a mostly blank hex map on which they can track their exploration. This map should show the West Sellen River, the Ahari Riverbed, and all of the locations along these features up to and including Drezen (but not those west of Drezen).

Detailed rules for hex-based exploration appear on pages 154–159 of *Ultimate Campaign*. Each hex on the Marchlands map is 12 miles across, as measured from corner to opposite corner. The terrain in the Worldwound is trackless at best, and its rugged nature slows travel and exploration time as appropriate—a party moving at a speed of 30 feet can traverse a hex in a day of walking. Flight, magic, mounts, and other methods of travel can certainly speed up this rate.

As the PCs explore the Marchlands, you can liven things up with random encounters generated from the table on page 83 of this book. There’s a 5% chance of a random encounter occurring each time the PCs enter a hex, and a 15% chance per day or night spent exploring or camping. Take care not to overwhelm the PCs with encounters. It’s usually good to limit encounters to one per day.

Merely traveling through a hex does not count as exploration. It takes 2 days to explore a hex. Once a hex is explored, the party earns 200 XP for the effort. This is twice the normal amount of XP awarded for hex exploration, to reflect the inherent danger of exploring the Worldwound.

Note that many canyons and cliffs riddle the Marchlands. Travel and exploration times in a hex that contains canyons or cliffs are doubled unless the entire party has climb or fly speeds.

### A. DREZEN

The reclaimed town of Drezen sits here along the banks of the dry Ahari riverbed. Details on Drezen appear in Part 1 of this adventure.

### B. ABANDONED SWARM CAVERNS

In the previous adventure, the PCs encountered a vescavor queen in the caverns under the dry riverbed. At your discretion, a new creature might move into these caverns, forcing the PCs to return to defeat the latest occupant.

### C. LOST CHAPEL

In the previous adventure, the PCs had a chance to explore and perhaps even reclaim this lost chapel—if they skipped

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that encounter then, they can return here now to drive out the Kabriri worshippers who dwell here. If the PCs defeated those cultists but didn't restore the chapel, new foes might claim the lost chapel. If the PCs also restored the chapel, it's instead tended by a small group of devout priests, and this location gains the Allied type.

### D. KEEPER'S CANYON

As work proceeds on restoring Drezen, so is the smaller town of Keeper's Canyon being rebuilt—though at a slower pace. For the course of this adventure, the armies camped here don't constitute a proper settlement with an economy and the like, but they do offer the PCs a safe place to rest.

### E. VILARETH FORD

A new army of crusaders is now posted here at Vilareth Ford, watching over the northernmost crossing of the West Sellen from Mendev into the Worldwound.

### F. EAGLE ROCK (CR 10)

The ruined remnants of five towers give the top of this escarpment the look of broken fingers jutting into the sky. Below the ruins, the face of the rocky cliff looks almost like the profile of a bird of prey.

A successful DC 20 Knowledge (local) check is enough to identify this unusual rock formation as Eagle Rock, and the ruins above as an abandoned crusader fort built just inside the edge of the Worldwound. Eagle Rock was held throughout the Second and Third crusades, but early in the Fourth Crusade in 4693 AR, the fortress finally fell after a long and harrowing siege by demons and wormlike grimslakes (marrow-eating monsters often found in battlefields in the Worldwound—see page 36). This history is known to anyone who succeeds at a DC 20 Knowledge (history) check, as is the rumor that the ruins atop Eagle Rock remain a place where demons cavort and torment victims snatched from the borderlands.

**Creature:** The rumors about demons living at Eagle Rock are, in part, true—a climb up to the ruins reveals a few bones scattered here and there, and also attracts the attention of a single derakni that's been lurking in the area. Also known as locust demons, deraknis are horse-sized demons with scorpion tails, insectoid bodies, and almost humanoid faces. This derakni buzzes out to attack as soon as it sees intruders approaching its lair.

#### DERAKNI

**CR 10**
**XP 9,600**
*Pathfinder Campaign Setting: The Worldwound 43*

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

**Init** +10; **Senses** darkvision 60 ft., scent; Perception +25

#### DEFENSE

**AC** 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

**hp** 126 (11d10+66)

**Fort** +13, **Ref** +13, **Will** +8

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** bite +18 (1d4+8 plus poison), 2 claws +18 (1d4+8), sting +18 (1d8+8/19-20 plus poison)

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

**Special Attacks** drone, poison

**Spell-Like Abilities** (CL 12th; concentration +15)

 At will—*contagion* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*

 3/day—*enervation*, quickened *summon swarm*

 1/day—*insect plague*, *summon* (level 4, 1 derakni or 1d4 vespavor swarms 40%)

#### TACTICS

**Before Combat** The derakni attempts to summon another derakni before entering combat.

**During Combat** The derakni casts *insect plague* and quickened *summon swarm* on the first round of combat. It hopes to throw the PCs into chaos so it can swoop around the edges of the swarms to attack lone heroes who stagger out of the swarm, staying in flight and using Flyby attacks with its sting while keeping its drone effect going as long as possible.

**Morale** The derakni teleports away and does not return if it's reduced to fewer than 20 hit points.

#### STATISTICS

**Str** 26, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16

**Base Atk** +11; **CMB** +20; **CMD** 36 (44 vs. trip)

**Feats** Flyby Attack, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*summon swarm*)

**Skills** Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17

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

#### SPECIAL ABILITIES

**Drone (Su)** The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as part of a move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or be confused for 1d4 rounds. A creature that succeeds at this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

**Poison (Ex)** Bite or sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.



## WRATH OF THE RIGHTEOUS

### G. DELAMERE'S TOMB

Before the Worldwound opened, a complex series of crypts and vaults sacred to a sub-cult of Erastil was hidden here. Today, a rift has destroyed much of the complex, leaving behind only a relatively small cavern through which flows a river of molten rock. Jesker Helton, possessed by a shachath (see page 84), hopes to lure the PCs into this complex and send them to their dooms.

If the PCs are asked by Irabeth to look into the nature of the desecration of the chapel of Erastil and Jesker's disappearance, they may wish to do a bit of preparatory investigation in Drezen before seeking out this site.

#### Investigating Jesker Helton

News of the desecration of the shrine of Erastil and the vanishing of its sole tender, Jesker Helton, has demoralized the crusaders and put them on edge. An investigation of Jesker himself in Drezen can uncover several clues, as determined by the result of a Diplomacy check made to gather information.

**DC 10:** Helton was a relatively young, handsome cleric who joined the Crusade because of his interest in the old Sarkorian worship of Erastil. He recently was mourning the loss of a precious heirloom: his mother's wedding ring.

**DC 15:** There aren't a lot of Erastil worshipers in Drezen, but those who are here all mention that the consecration of the shrine after so many years in demonic hands has been going slowly. Holy symbols often have become lost or damaged and mud stains have appeared on prayer books. Once during a sermon, a longbow hanging over the altar fell and broke. Jesker took these events in stride, noting that the shrine had spent many years in demonic lands, and that a few "unquiet echoes" were bound to remain.

**DC 20:** A few worshipers confess to encounters with Jesker that bordered on flirtatious in an inappropriate way. These few parishioners describe Jesker as charming and kind—but then report feeling very uncomfortable about the encounter afterward. Other witnesses describe recent moodiness and depression. By all accounts this is a change, not Jesker's normal behavior.

**DC 30:** Over the days leading up to his disappearance and the shrine's desecration, Jesker was increasingly relying upon wands and scrolls to aid and heal the needy. He explained that he needed his magic to work a few final benedictions on the shrine to fully consecrate it. At the time, those he tended were too grateful for the free healing to question him.

#### Investigating the Desecration

If the PCs wish to investigate Helton's shrine, they can with ease. The building is a humble wooden chapel with a stone foundation. Within, there are two rooms: a larger temple and a small personal chamber for Helton. Animal blood has been splashed about the shrine and its altar, and

messages in Abyssal have been scratched into the shrine's wooden walls. These messages are blasphemies and insults against Erastil, while smeared in blood across the altar's front is the phrase "Just as Delamere now weeps tears of fire, so shall those who follow go to the pyre!" The statue of Erastil has been smashed to rubble. The entire shrine is under the effects of an *unhallow* spell (CL 9th), to which a *cause fear* effect has been tied—nothing to vex the PCs, but it certainly poses a challenge to less powerful visitors to the building. (Jesker used a few illegally procured scrolls to work these spell effects soon before he fled.)

With a successful DC 30 Knowledge (history or religion) check, a PC recognizes "Delamere" as the name of an old Sarkorian priestess of Erastil. A successful DC 20 Perception check turns up a well-read and filthy book among the rubble in the shrine, called *The Stag King's Bride*—a near-heretical Erastilian holy book bound in green leather. It's an account of a priestess of Erastil named Delamere who taught that cities were among the greatest blights humanity had ever conceived, and that any settlement of more than 53 citizens was inherently evil. According to Delamere's bizarre and nigh-incomprehensible teachings, the fifty-fourth person in any settlement has an unusually high chance to be a traitor to a family, based in part on the theory that a family of five lies at the center of six families of five—grandparents, cousins, and nieces and nephews. The fifty-fourth person, therefore, would be outside of the family, and thus a danger. Delamere's teachings were controversial, but in the smaller towns of northeastern Sarkoris they gained enough popularity that when she died, she was buried in a sizable tomb. Since that time, the families of those who follow her teachings were each assured a place in the large tomb as well. According to the final pages of the book (or to the successful Knowledge check mentioned above), the tomb itself was located in a place of geothermal activity called the Weeping Hills, some 24 miles south of Drezen. Of note in these last pages is a single short message written in ink: "Delamere has the right of it—Drezen is too big for its own good. A trip to her tomb to search for more of her teachings may be in order."

**Treasure:** *The Stag King's Bride* is a somewhat rare book, and is worth 200 gp.

#### Delamere's Tomb (CR 11)

The entrance to what little remains of Delamere's Tomb is hidden at the bottom of a 200-foot-deep chasm. To find it, a PC must descend the chasm, a task made more difficult by the fact that cascades of lava weep from deep Abyssal rifts in the ground to form a river of molten rock that flows southwest to area I. Once at the bottom, a successful DC 35 Perception check reveals the large entrance around one of these rivers of lava, which leads to all that remains of the tomb. If the PCs learn of the location of Delamere's Tomb

## Demon's Heresy

from *The Stag King's Bride* or otherwise know of its location, they gain a +15 bonus on this Perception check.

The tunnel opens into a large cavern, through which a bubbling river of lava flows lazily between a number of gaping pits. A small ledge sits near the center; upon the ledge lies a slab of smoky crystal inside of which a faint humanoid form is visible.

The molten rock illuminates the cavern well. The roof is 30 feet high, and is covered in cracks through which a lot of the gas from the vents seeps. Even so, the cavern is uncomfortably hot—the temperature in this chamber hovers at about 135 °F, filling the area with severe heat (*Pathfinder RPG Core Rulebook* 444). The lava river itself is only 5 feet deep, save at the pool that forms in the southeastern corner, where it's 20 feet deep. The lava flows are not natural geothermal events—they're as much fueled by a thinness between this world and the Abyss as it is by geology. The pits in the chamber are all 100 feet deep. The lava's ability to navigate between the pits is almost supernatural; it never flows into the pits unless physically diverted. A successful DC 20 Climb check is needed to scale the walls of one of these pits.

The slab of crystal is all that remains of Delamere's Tomb—her body lies within the crystal, protected from the Abyssal upheavals that destroyed the rest of her tomb. A permanent *protection from chaos* effect suffuses the crystal—in addition, its magical wards enhance its durability (see Treasure on page 16).

**Creatures:** The source of Jesker Helton's troubles is a shachath named Quinarch. This blasphemous demon has been haunting the Marchlands since the Second Crusade, and has possessed and ruined hundreds of priests and paladins in this time—Jesker is but the latest of the demon's projects. Quinarch had been lurking among the tieflings and cultists stationed at Drezen until recently, when the PCs defeated the demons and reclaimed the city for their own. Ever since, Quinarch has plotted and schemed for a chance to lure the PCs away from Drezen and the protection of their allies and the *Sword of Valor*, hoping to tempt them into a trap so she can ambush them and present their corpses to gain a fine reward from Aponavicius.

The possession of Jesker Helton is Quinarch's plan—not only does she get to foul a good priest's reputation and work, but the demon knows a group of heroes would never be able to resist coming to the aid of someone in such a plight. Still, Quinarch had to stage her trap carefully—leaving behind just enough clues to point the PCs in this direction without, she hopes, arousing their suspicion.

Unfortunately for Jesker, he was a perfect choice as an agent for this plan. With no friends or family in Drezen and without experienced Erastilians to seek out, Jesker had no one to turn to for advice and spiritual counseling. With her subtle demonic powers, the shachath found it easy

### Quest: Desecration of the Father

A desecration of a small chapel of Erastil leads the PCs to track down a possessed priest.

**Task:** Irabeth asks the PCs to investigate the disappearance of a local priest of Erastil named Jesker.

**Reward:** If the PCs solve the mystery and return with the solution to Drezen, they earn 6,400 XP and 400 pp. If they manage to exorcise Jesker and return with him alive to Drezen, these awards increase to 12,800 XP and 700 pp.

to isolate him and damage his faith and his reputation. Worse, as soon as Jesker left Drezen, the demon desecrated his shrine to confuse and undermine the town's entire faith community. Now, as a servant of the Demon Lord Sifkesh, Quinarch pushes for her ultimate triumph—Jesker's "suicide" at the hands of the city's liberators. Even if her plan to trap and slay the PCs fails, she hopes that the cleric's death will gnaw at them for a good long time.

When the PCs arrive, Quinarch is still merged with Jesker's body, and sits atop the crystal "coffin" containing Delamere's body, protected from the heat by *endure elements*. Jesker appears to be in a dire state—the front of his armor is caked in vomit and his eyes are filled with exhaustion.

As soon as the possessed cleric notices the PCs, he stands up and faces them, speaking in a rasping voice: "I've only brought shame upon my family, my god, and all the people who loved and trusted me. You've come here to save me, but you're too late. I'm done with this failure of a life, and now that you're here to witness my end..."

Jesker trails off, at this point. A successful DC 15 Sense Motive check reveals he seems ready to throw himself into the lava, but a successful DC 25 Sense Motive check suggests he's not fully in control of his actions. If the PCs immediately try to talk Jesker out of his suicidal urges, a successful DC 30 Bluff, Diplomacy, or Intimidate check breaks through the demon's control, granting Jesker a new one-time Will save to throw off Quinarch's control and force the demon to leave his body. Otherwise, combat begins with the possessed Jesker taking the drastic actions described below in his tactics.

#### JESKER HELTON

**CR 5**
**XP 1,600**

Male human ex-cleric of Erastil 6

CE Medium humanoid (human)

**Init** -1; **Senses** *detect good*; Perception +4

#### DEFENSE

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

**hp** 48 (6d8+18)

**Fort** +6, **Ref** +3, **Will** +9

## WRATH OF THE RIGHTEOUS

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +5 (1d4+1/19–20)

**Ranged** +1 composite longbow +4 (1d8+2/x3)

**Special Attacks** channel negative energy 7/day (DC 15, 3d6)

**Shachath Spell-Like Abilities** (CL 13th; concentration +15)

Constant—*detect good, misdirection*

At will—*detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

3/day—*chaos hammer* (DC 19), *desecrate*, *greater invisibility*, *major image* (DC 18), *suggestion* (DC 18)

1/day—*blasphemy* (DC 22), *scrying* (DC 19), *summon* (level 3, 1 succubus or incubus 65%)

1/week—*unhallow* (only one such effect can be active at a time)

### Domain Spell-Like Abilities

(CL 6th; concentration +10)

7/day—*calming touch* (1d6+6), *touch of evil* (3 rounds)

### Cleric Spells Prepared

(CL 6th; concentration +10)

3rd—*create food and water*, *dispel magic*, *prayer*<sup>0</sup>, *protection from energy*

2nd—*align weapon*<sup>0</sup> (evil only), *cure moderate wounds* (2), *hold person* (DC 16), *spiritual weapon*

1st—*bless*<sup>0</sup>, *command* (DC 15), *cure light wounds*, *endure elements*, *shield of faith*

0 (at will)—*create water*, *light*, *mending*, *purify food and drink*

**D** domain spell; **Domains** Community, Evil

### TACTICS

**Before Combat** Jesker casts *endure elements* and *create food and water* daily to survive while he waits for the PCs to arrive.

**During Combat** Jesker's first action in combat (one he takes in the surprise round if none of the PCs succeeds at a Sense Motive check as detailed above) is to simply step forward and fall into the river of lava; as he does so, the demon abandons his host as an immediate action, appearing in the flesh on the lava's edge. If the PCs work to prevent Jesker's suicide, Jesker fights back with his spells for a few rounds—the demon would greatly prefer for Jesker's death to be at the hands of the PCs, if possible. If the PCs manage to separate Jesker from his demonic controller, he becomes an ex-cleric and drops to his knees in shame. See Development below for further implications.

**Morale** While possessed, Jesker fights to the death.

### STATISTICS

**Str** 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 18, **Cha** 14

**Base Atk** +4; **CMB** +5; **CMD** 14

**Feats** Combat Casting, Extra Channel, Lightning Reflexes, Toughness

**Skills** Diplomacy +11, Knowledge (religion) +9, Survival +10

**Languages** Common

**Combat Gear** +1 vermin-bane arrows (8); **Other Gear** +1

*studded leather*, dagger, +1 composite longbow (+1 Str) with 12 arrows, silver holy symbol of Erastil worth 25 gp, 21 gp

### QUINARCH

CR 11

XP 12,800

Female shachath (see page 84)

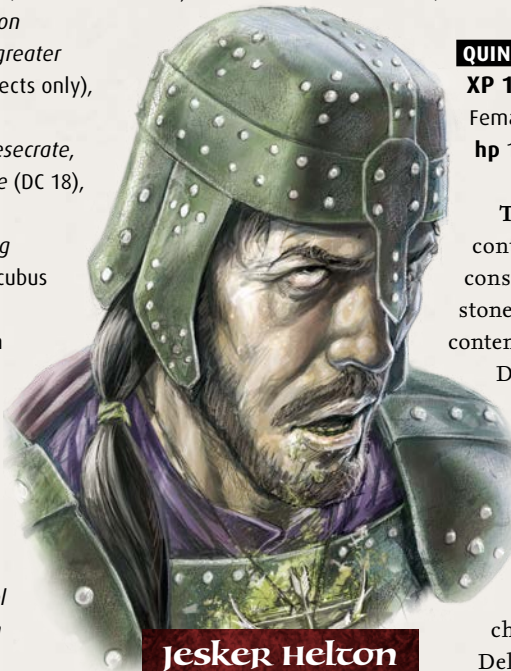
hp 148

**Treasure:** The crystalline “coffin” containing Delamere's remains is considered magically treated unworked stone for the purposes of getting to its contents (hardness 16, hp 1,800, break DC 85). Delamere's body is mummified, little more than a leathery skeleton, but it still wears a suit of *celestial armor* and clutches a +2 composite longbow (+4 Str) against its body. Yet the body's greatest treasure lies draped around the neck—a *talisman of pure good* with only one charge remaining.

Delamere's remains are under Erastil's protection, and a party that simply smashes open the coffin to loot her body finds that the three magic items become cursed. They appear to be the same items as listed above, but the chainmail causes its user to become stunned for 1d4 rounds at the start of every combat, the longbow functions as a –4 composite longbow, and the *talisman of pure good* functions as a *necklace of strangulation*.

**Development:** If Jesker dies without *atonement*, his soul fares poorly before Pharasma at judgment and is sent on to the Abyss—this is what Quinarch wants. The PCs can prevent this fate by casting *atonement* on Jesker's remains within 1 minute of his death, or by bringing him back to life after he's killed. If he's restored to life, or even better, if rescued from the demon, the man remains chaotic evil as a result of his time spent as the demon's puppet. An *atonement* spell will reverse his alignment change immediately; barring that, several weeks or perhaps even months of penance are required to undo the damage the demon did to his soul. Jesker wants to atone, but unless the PCs support him in the days immediately following his rescue, he loses even this shred of faith and slips away into the Worldwound to seek out the cult of Baphomet. If this happens, the PCs could encounter him later as a fully unrepentant cleric of the demon lord.

If Jesker survives this encounter, the treasures sealed within Delamere's coffin do not become cursed if the



Jesker Helton

## Demon's Heresy

PCs liberate them. If the PCs manage to restore Jesker's alignment with an *atonement* spell, the crystal coffin crumbles away into dust, as if Erastil himself were offering the treasures as a reward—if the PCs don't arrange for Jesker's atonement until later, they should receive visions of this event so they know they can return here to claim their reward.

For his own part, Jesker insists on gifting the party his magical arms and armor in thanks and to aid their fight against evil. He now plans on to depart and seek atonement from his church back in his homeland of Molthune, but the PCs can convince him to stay on in Drezen with very little trouble. He can continue on in your game as a friend, companion, cohort, or lover of a PC.

### H. WINTERSUN HALL

Many Sarkorians fled their homeland when the Worldwound opened, abandoning their lands to save their lives. Marhevok Grunhuld-Wintersun (see page 21) is the descendant of Corag Grunhuld-Wintersun, a clanliege who initially made the choice to stay behind and resist the first wave of demons. This wave was eventually driven back by the First Crusade, and Corag's family commended him for his bravery. When the Second Crusade failed to do the same against the larger, more organized attack, the Grunhuld-Wintersuns finally had to flee into Mendev. But when they did so, they brought with them an unwanted and unexpected presence. For in staying stubbornly behind at first, old Corag Grunhuld-Wintersun allowed the exposure of demonic energies to infect his family, and ever since, children born to the clan have suffered. In the least unfortunate circumstances, a babe might be born with a vestigial tail or a deformed foot, while in the worst what was born was a snapping, hissing demonic monstrosity distraught mothers were always quick to put down.

Marhevok Grunhuld-Wintersun, Corag's great-great-grandson, did not escape his family's curse, although when he was first born it seemed that he had. It wasn't until he helped defend his family from a demonic attack that the sinister nature of his Abyssal influence manifested itself. Marhevok had followed in his parents footsteps, becoming a barbarian upon coming of age, and his barbaric rage and power saved his family from destruction at the hands of a pack of babaus. After being gravely injured in that fight, Marhevok thereafter found that whenever he entered a rage, his body twisted and deformed into that of a fiendish brute. The touch of a demon's claw was all that was needed to unlock his inner demonic nature, and as his power grew, so did madness. His three brothers once tried to remove him from power; when he slaughtered them, the rest of his clan fell meekly into line.

Marhevok soon realized Mendev was no longer a home for him, and led his frightened but cowed family west,

### Quest: Stopping the Raids

The PCs help make the road along the border safer for traders and armies to travel by defeating two dangerous foes.

**Task:** Stories of raids by a blind, six-legged dragon or a group of barbarians led by what's been described as a bellowing half-demon are growing more common. The barbarians seem to be based in a place called Wintersun Hall, while the dragon sounds like it's a dangerous local predator called a woundwurm. Irabeth asks the PCs to stop both raids. As the PCs draw near to Wintersun Hall, any PC who has the Exposed to Awfulness trait grows strangely nervous as the site of his old demon-inflicted wound aches and itches.

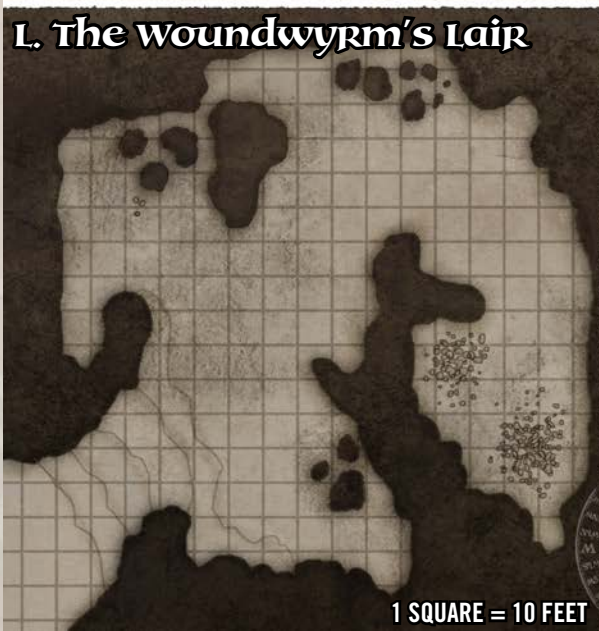
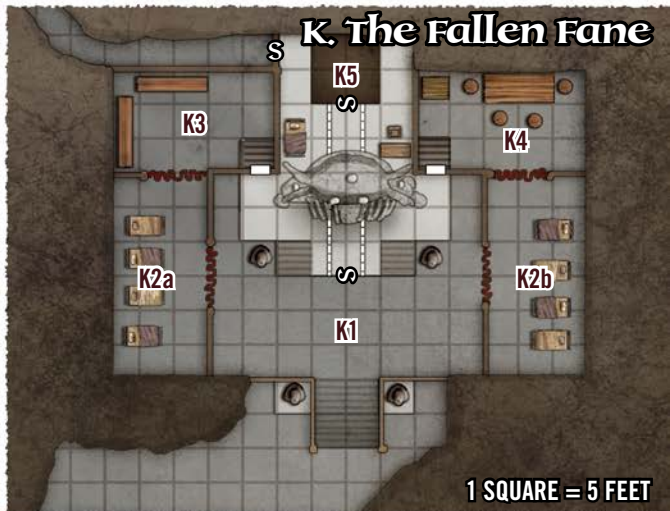
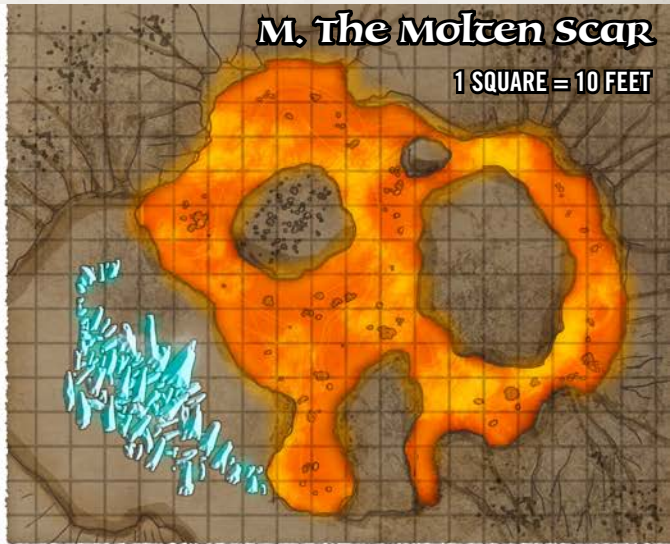
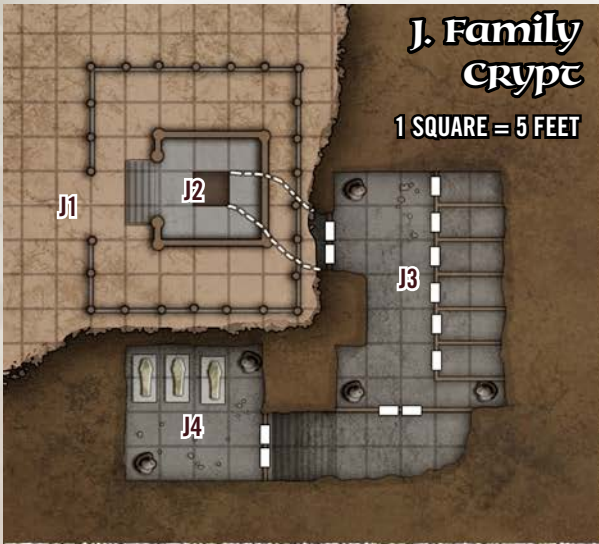
**Reward:** 9,600 XP, plus 8,000 gp paid out by Mendev's government via Drezen. Any character who possesses the Exposed to Awfulness campaign trait completes a mythic trial, as she realizes the connection between her experiences and the condition that afflicts the leader of Wintersun Hall.

back into the Worldwound, to reclaim their ancestral home not 2 months before the siege of Kenabres began. Many of his kin have died since, but Marhevok has worked to keep his minions' numbers up by enslaving crusaders captured through an increasing number of raids on the borders. His followers hate and fear him, but they've come to learn that as long as they do as their bestial lord commands, they can avoid the gruesome deaths he has grown so fond of inflicting to keep his clan in line.

When the PCs arrive at the stronghold, they find the Wintersun clan a depressed and hopeless people. Adults carry on their work with a tired, haunted expression, or stare at the PCs warily. The children are silent and solemn. There is nothing carefree or light in this place, and all encountered here are fearful of their overbearing clanliege.

The area immediately surrounding Wintersun Hall has been cleared by axe for an additional 50 feet from the building's edges. The building itself is a stone structure—fragmented foundations remain here and there in the area, but this stone hall is all that survived from the Grunhuld-Wintersun buildings the clan abandoned decades ago. The building itself is a squat structure with a peaked roof. A large mound of broken weapons and armor, body parts, and other refuse from their raids and dinners lies in a heap to the east of the hall, swarming with foul but harmless vermin and diseased-looking scavengers. These cowardly creatures shriek, flop, and fly away upon seeing anyone approaching the hall—this noise is enough to alert the occupants of trespassers, and the Grunhuld-Wintersuns have taken to relying entirely on this method of early warning. These scavengers gain a +12 bonus on Perception checks. If the PCs attack the hall but then retreat,

# Wrath of the Righteous



## Demon's Heresy

further attempts to attack find the place more carefully watched by surviving Grunhuld-Wintersuns, either posted on the roofs or in the surrounding woods.

The hall itself was built with defense in mind. There are no windows, and only small vents for air flow and smoke exist near the roofline. The only entrance into the bunker-like hall is a pair of heavy wooden doors (hardness 5; hp 20; break DC 25) that are kept barred from the inside.

### H1. Entry Hall (CR 5)

The walls of this entryway are painted with scenes depicting beautiful landscapes—vistas of forests, lakes, and abundant wildlife in which several proud-looking Kellids stand, clad in hides and wielding bows or spears. Two looming stuffed creatures stand guard in alcoves to either side of the southern doors—a rearing bear to the west and a golden eagle mounted on a tree-shaped stand to the east.

The secret door behind the eagle to the east can be located with a successful DC 20 Perception check, but the eagle itself is precariously balanced (as anyone who succeeds at a DC 30 Perception check immediately notes). Anyone moving through the square with the eagle must succeed at a DC 20 Escape Artist check or knock the entire display over—the resulting crash will alert the complex.

**Creatures:** Two of the Grunhuld-Wintersuns stand guard here at all times, commanded to keep watch by Marhevok. If the PCs have the decency to knock on the door before entering, the one of the two opens the door a crack and demands to know who they are and what the purpose of their visit is. A successful DC 34 Diplomacy check, DC 15 Intimidate check, or Bluff check opposed by their Sense Motive check (paired with some appropriate roleplaying) is enough to secure an audience with Marhevok. In this case, the two guards escort the PCs to area H6, picking up the barbarians from area H2 along the way.

If the PCs smash down the door or otherwise attack, the two guards fight as detailed in their tactics below.

#### GRUNHULD-WINTERSUN BARBARIANS (2) CR 3

##### XP 800 each

Human barbarian 4

CN Medium humanoid (human)

**Init** +6; **Senses** Perception +8

##### DEFENSE

**AC** 17, touch 10, flat-footed 15 (+5 armor, +2 Dex, -2 rage, +2 shield)

**hp** 47 each (4d12+16)

**Fort** +7, **Ref** +3, **Will** +4; +1 vs. traps

**Defensive Abilities** uncanny dodge

##### OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +11 (1d8+6/×3)

**Ranged** mwk composite longbow +7 (1d8+6/×3)

**Special Attacks** rage (11 rounds/day), rage powers (no escape, scent)

##### TACTICS

**During Combat** The guards both rage, but make a fighting retreat to area H2 to join the other guards there. The barbarians otherwise normally focus their initial attacks on obvious healers, but are particularly hateful toward worshipers of Iomedae and single them out first.

**Morale** Afraid to anger their clanliege with reports of failure, the barbarians fight to the death.

##### STATISTICS

**Str** 22, **Dex** 14, **Con** 17, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 20

**Feats** Cleave, Improved Initiative, Power Attack

**Skills** Intimidate +6, Perception +8, Sense Motive +5, Stealth +2, Survival +8

**Languages** Common, Hallit

**SQ** fast movement, trap sense +1

**Gear** +1 *hide armor*, heavy wooden shield, mwk battleaxe, mwk composite longbow (+4 Str) with 20 arrows

### H2. Communal Chamber (CR 7)

A simple fire pit sits in the middle of the room, and a few tattered bearskins lie on the floor nearby. To the north slumps an old wooden shelf heaped with weapons and pieces of hide armor. The walls are decorated with partially defaced murals depicting men and women in some sort of ceremonial fight.

The murals on the walls here depict a sort of clan history of the Grunhuld-Wintersuns. A successful DC 20 Knowledge (history or local) check reveals that many of the Sarkorian clans who dwelled in the Marchlands practiced a form of election by combat, wherein at any time a member of any clan could challenge the current leader to combat. If the challenger won the fight, the current leader was ousted, but if the challenger lost, he had to submit to any punishment the leader desired. Traditionally, this punishment is the challenger's death, along with the death of his brothers, sisters, and children. The Grunhuld-Wintersuns were obviously followers of this brutal tradition, and the murals proudly make clear their clanlieges were never defeated in such a manner by someone outside of the clan.

**Creatures:** This room once served as a waiting room for visitors until they were granted an audience with the clanliege, but now, most of the clan sleeps here. Attrition has reduced the family to a mere nine members (including Marhevok)—six of those sleep here, although usually only four members are present. These four barbarians do their best to relax here when not called into service for raids, but if the alarm is raised, they immediately prepare for battle. Only if the PCs enter this room escorted by the

## WRATH OF THE RIGHTEOUS

guards from area **H1** do these four allow intruders to pass without a fight.

**GRUNHULD-WINTERSUN BARBARIANS (4)** **CR 3**

**XP 800 each**

**hp** 47 each (see page 19)

### H3. Feast Hall

This room is empty save for a stout and well-worn wooden table surrounded by chairs. The table is filthy and cluttered with broken bones, dented tankards, chipped wooden trenchers, and unwashed utensils.

This is where the elders of the Wintersun clan once met to discuss matters with the clanliege, but today it's where they feast. An examination of the grisly remains proves that the Wintersuns have been practicing cannibalism. The barbarians still carry a bit of shame about this, but with each meal they grow more and more inured to the taboo. Drinking water is provided via the magic decanter Marhevok carries—his control over the food and water is yet another way he maintains control over the family.

### H4. Clanliege's Chambers

An enormous bed occupies the southern portion of this room, while a bearskin lies on the floor to the north. Large mounds of weapons, coins, and other objects lie in a mound to the south of the bed.

The secret door to the southwest can be located with a successful DC 25 Perception check.

**Creatures:** Two desperate-looking barbarians—Marhevok's consorts—dwell here. They're both battered and bruised (reflected in their lowered hit points), but rise up with battle cries to defend their clanliege's bedroom if the place is intruded upon. They immediately surrender if they realize their abusive lord is captured or dead; otherwise, they fight to the death.

**GRUNHULD-WINTERSUN BARBARIANS (2)** **CR 3**

**XP 800 each**

**hp** 30 each (normally 47 each, see page 19)

**Treasure:** Unlike the scraps kept on the shelves in area **H2**, the objects mounded beyond the bed in this chamber are still usable. The treasure is mostly unremarkable loot from numerous raids, and as a whole weighs several hundred pounds, but it's worth 15 points of Goods for downtime activities back in Drezen. Among the treasure is an empty *bag of holding* (type II), overlooked by the barbarians so far.

**Development:** When not out raiding, Marhevok spends the bulk of his time here. If the PCs make it this far into the hall without raising an alarm, they find the clanliege here instead of in area **H5**.

### H5. Great Hall (CR 11)

A one-foot-high ledge runs around the length of this room, upon which stand columns carved to resemble men and women, gazing down into the room in silent judgment. To the southeast, a raised dais supports a fur-covered stone throne, while to the west of this throne sits a pool of water on which a thin rime of ice glitters.

The pool of water is 5 feet deep. Once used for relaxation, it's now the den of Marhevok's pet, the presence of which keeps the waters just shy of freezing solid.

**Creatures:** This chamber is where the clanliege of the Grunhuld-Wintersuns once held court—and it serves in this capacity today, although Marhevok's "court" is a travesty and a cruel parody of the family's legacy. As soon as the alarm is raised, Marhevok relocates to his throne here, ready to receive prisoners and pronounce their death sentences. His pet frost drake, named Beverach, lounges in the nearby pool of water.

When not raging, Marhevok is a tall, muscular, and deeply tanned man with lanky black hair, gray eyes, and a curt expression. When he rages, his body contorts and expands, growing even more powerfully built as great horns burst from his brow, spikes grow from his flesh, and his visage takes on a demonic leer. His clan believes that he has simply been particularly unfortunate in shouldering the curse of the family line; in fact, Marhevok has fully embraced his condition and has been an avid worshiper of Baphomet for years. Indeed, it was one of the leaders of the Templars of the Ivory Labyrinth, a glabrezu named Jerribeth (whom Marhevok still believes to be a beautiful elven woman), who convinced him to return to the old family stading. He found the place in ruins save for this one clan hall, which was in remarkably good repair, and while the clan's numbers have dwindled with each month of raiding, Marhevok's zeal and obsession with his growing demonic power has only increased. Jerribeth has promised Marhevok that soon there will be a place for him as a leader of her armies, but until then she's asked him to raid along the eastern border. In truth, Jerribeth has no real plans for Marhevok—he's simply one more victim of her hobby of destroying families and friendships.

If the PCs have fought their way here, Marhevok stands waiting; he bellows obscenities as they enter and demands the PCs drop their weapons and submit to his rule, but hopes they put up a fight—his tactics are presented in his statistics on page 22.

## Demon's Heresy

If, on the other hand, the PCs are escorted into this room by Wintersun barbarians who have been bluffed, intimidated, or otherwise convinced that the PCs have legitimate business with their clanliege, Marhevok is taken aback. He does not expect a diplomatic visit, and immediately suspects that the PCs are agents of Jerribeth. He even goes as far as to greet them as “puppets of my emerald mistress,” in hopes of currying a favorable report. If the PCs secure an audience with Marhevok, how things proceed depends on their tact. In most cases, Marhevok quickly tires of talk and orders Beverach to kill the trespassers, resulting in a fight. Three possible ways to avoid a full-on fight are mentioned below.

**Appeal to Marhevok's Demonic Lineage:** If one of the PCs has the Exposed to Awfulness campaign trait, upon meeting Marhevok that PC has a sudden and disconcerting sense of kinship. The PC's old demonic wound throbs, and the PC (and only that PC) sees similar scars on Marhevok's body glow red. Marhevok experiences the same strange sensation, and stands bolt upright from his throne, eyes wide, before he welcomes his brother or sister home with open arms. Marhevok assumes the PC has come to join the Wintersuns; if the PC accepts the offer, his first order is to fight at Marhevok's side to execute those unworthy ones the PC has been traveling with so far. If the PC doesn't fight at Marhevok's side, the savage barbarian is shocked at the betrayal and becomes sickened for 1d4 rounds, during and after which he focuses the full attention of his wrath on the traitor. If the PC wishes to speak to Marhevok about their strange shared wounds, the barbarian only says, “Mistress Jerribeth assured me there were others out there who carried her blood in their veins, however diluted, and who needed only the touch of a demon to unlock their full potential—we are kin, you see!”

**Challenge Marhevok's Authority:** The PCs might attempt to challenge Marhevok to combat for rule of the clan. If they do, the barbarian assumes this is but another of Jerribeth's tests, and gladly accepts the challenge, but demands that his pet frost drake Beverach be allowed to fight at his side. While he will not relent on this, with a successful DC 26 Diplomacy or DC 20 Intimidate check, a PC convinces him to allow two PCs to face him in battle instead of one.

**Outright Deception:** If the PCs have learned a bit more about Jerribeth from elsewhere, use magic like *detect thoughts*, or otherwise use this information to their advantage, they can pretend to be envoys sent by the woman to give Marhevok new orders. Marhevok is suspicious by nature but wants to please his mistress, and as such it takes only four successful Bluff checks (coupled with

some appropriate roleplaying) to convince the clanliege to stop raiding. He gains a +5 bonus on Sense Motive checks against any Bluff check that attempts to reduce the amount of violence he's engaged in. Other requests might work as well, but with even one failed Bluff check, the barbarian realizes he's being deceived and immediately attacks.

### MARHEVOK GRUNHULD-WINTERSUN

CR 10

#### XP 9,600

Male human barbarian (savage barbarian) 11 (*Pathfinder RPG Advanced Player's Guide* 79)

CE Medium humanoid (human)

**Init** +2; **Senses** Perception +13

#### DEFENSE

**AC** 20, touch 14, flat-footed 15 (+3 armor, +1 deflection, +2 Dex, +3 dodge, +3 natural, -2 rage)

**hp** 154 (11d12+77)



Marhevok



## WRATH OF THE RIGHTEOUS

### Quest: Finishing the Job

The PCs investigate an old crypt and find unexpected ties to one of their own.

**Task:** A personal missive arrives for a PC—whoever has the Child of the Crusades campaign trait. The letter is from one of the character's relatives, preferably his mother or father—consider hand-writing this letter as a handout for the PC in question. The letter should reveal the following.

- The PC's family has roots in Sesker's Gully. There was a family crypt there.
- When Sesker's Gully fell, some of the PC's ancestors managed to escape thanks to the heroism of an ancestor named Alrys, who stayed behind to fight to the bitter end.
- The PCs' parents recently traveled to the abandoned town during a patrol behind enemy lines and found Alrys's spirit was unquiet and haunted the tomb, but they were unable to put him to rest.
- Alrys supposedly had a cache of demon-hunting gear hidden somewhere in Sesker's Gully—if his spirit can be appeased, he might reveal the location of this cache, assuming it still exists.

**Reward:** Cleansing the evil from the family crypt earns the party 9,600 XP. Any character who has the Child of the Crusades campaign trait completes a mythic trial.

**Fort** +12, **Ref** +5 (+3 vs. traps), **Will** +5; +2 vs. fear, +3 vs. traps

**Defensive Abilities** improved uncanny dodge

#### OFFENSE

**Speed** 40 ft.

**Melee** unarmed strike +18/+13/+8 (1d6+7/19–20), gore +13 (1d8+3)

**Special Attacks** greater rage (26 rounds/day), rage powers (lesser fiend totem, renewed vigor [2d8+8 hp], strength surge +11)

#### TACTICS

**During Combat** Marhevok roars for Beverach, his pet frost drake, to join him in the battle and rages as soon as a fight begins. He fights with his bare hands and the horns that grow from his brow, focusing on the strongest-looking foes first. If reduced to fewer than 90 hit points, he calls out for any Wintersun barbarians in adjoining rooms to help him fight.

**Morale** Marhevok fights to the death.

#### STATISTICS

**Str** 24, **Dex** 14, **Con** 20, **Int** 10, **Wis** 8, **Cha** 12

**Base Atk** +11; **CMB** +18; **CMD** 32

**Feats** Dodge, Improved Critical (unarmed strike), Improved Unarmed Strike, Improved Vital Strike, Power Attack, Toughness, Vital Strike

**Skills** Acrobatics +16, Bluff +12, Intimidate +15, Perception +13, Survival +13

**Languages** Common, Hallit

**SQ** fast movement

**Gear** *amulet of natural armor +1, bracers of armor +3, decanter of endless water, ring of protection +1, unholy symbol of Baphomet with an inscription in Abyssal that reads "Jerribeth"*

#### BEVERACH

CR 7

XP 3,200

Female frost drake (*Pathfinder RPG Bestiary 2* 108)

hp 84

**Development:** If Marhevok is captured or defeated, any of the surviving Grunhuld-Wintersuns immediately surrender. They are eager to return to civilization and atone for their misdeeds while under the brutish man's rule, and have in their hearts long since made peace with the idea that their family line is effectively dead.

The symbol of Baphomet Marhevok carries was a gift from Jerribeth. It carries with it a moderate aura of divination, and a PC who succeeds at a DC 30 Spellcraft check identifies it as a token that would allow whoever gave the symbol to Marhevok an increased chance to scry upon him. Anyone who carries this token takes a –10 penalty on all Will saves to avoid being scried upon by Jerribeth. Any PC who has the Exposed to Awfulness campaign trait feels strangely at ease carrying the token, but is not compelled to do so.

**Story Award:** If the PCs manage to defeat Marhevok, award them XP for any of the Wintersun barbarians left alive who surrender as if those barbarians were defeated in combat as well.

### I. MOLTEN CASCADE

A churning river of molten rock cascades from a high cleft in the wall of the escarpment here, creating a two-hundred-foot fall of lava that plunges into a searing lake of glowing stone far below.

The sight of this "waterfall" of lava is among the most breathtaking and harrowing of sights in the Marchlands. The pinnacle of rock jutting up over the southern portion of the cascade is the highest point of elevation in the Marchlands, and PCs who travel to this peak and spend a day observing the horizons can spot several points of interest as you see fit, such as glimpses of activity from the islands below in the lava lake at area **M** or plumes of smoke rising from Wintersun Hall at area **H**.

### J. FAMILY CRYPT

A small ghost town sits on the northern bank of the Ahari riverbed here. With a successful DC 15 Knowledge (history or local) check, a PC identifies the name of the town as Sesker's Gully, a crusader-founded town that was abandoned after the Second Crusade. Sesker's Gully remains abandoned

## Demon's Heresy

today (at your discretion, some minor groups of monsters or demonic vermin can be encountered here), but one small crypt in the cemetery on the edge of town should hold a special interest for the party, for the name above the crypt's door is the family name of one of the PCs!

The exact name chiseled into the crypt in question should be altered as appropriate in your campaign to be the family name of a PC in your group who took the Child of the Crusades campaign trait. The remainder of this encounter uses the name "Harnaste" as a placeholder for this name. The undead spirit that guards the place should be one of the PC's ancestors, perhaps a great-great uncle; in the case of a long-lived PC, Alrys could be a distant cousin. In addition, if the PC in question is a non-human, you should assume Alrys was an adopted human relation.

If none of the PCs has that campaign trait, change this encounter to be purely a combat encounter. Strike the reward for putting Alrys to rest.

### J1. Mausoleum Entrance (CR 8)

The surrounding cemetery is the most recognizable part of what was once a small village, and amid the old gravestones, this mausoleum remains the largest intact structure. The twin stone and bronze doors that once sealed the mausoleum have been smashed apart, while the family name chiseled above the entrance has been splattered with blood and filth.

Again, the name chiseled on the crypt should be changed to match the family name of the appropriate PC; otherwise, it reads "Harnaste." If the PCs aren't prepared to see this name here, it could startle or frighten them, especially since the PC whose name appears there was unaware of any family ties to the town of Sesker's Gully. In fact, the PC's ancestor, Alrys, was one of the founders of the village. The relation to the PC is distant—Alrys was one of the PC's great-grandfather's cousins (or some similar relation)—and when Sesker's Gully was abandoned and the Harnastes here were lost, the PC's family simply didn't speak much of the tragedy as the generations wore on.

**Creature:** Alrys was the last Harnaste to die in the region, but he was never buried in his family crypt. A minor hero of the First Crusade, Alrys did his best to fight the demons, but in the end, he fell. His spirit, tormented by the conviction that the other crusaders abandoned Sesker's Gully too swiftly, lingered on in the region as a ghostly undead creature—one of the fallen (see page 90).

The recent arrival of a nabasu in the region has further enraged the already bitter undead.

Since Alrys died mere feet from the entrance to his family's tomb, his own lingering shame and frustration prevent him from actually entering his family crypt. As a result, the fallen crusader haunts this region. The nabasu Skulgrym enjoys tormenting the ghostly creature, often from the safety of area J2, where Alrys can't bear to enter.

Alrys swiftly confronts anyone who approaches within 60 feet of the mausoleum, demanding to know what fresh insult approaches. He recognizes the PC as his descendant and focuses on that character, crying out, "And now the child comes before me, not content with a parent's torment! Woe, the bliss of being forgotten yet eludes these old bones!"

In any event, the spectral crusader doesn't immediately attack. Although its decades of torment have twisted and corrupted him into evil, Alrys knows that the PCs may be able to help him. "There is a darkness in the ground below, festering in the place forever barred to me. I am a monster made such by this land, yet the monster below is far worse! Remove it from my proscribed crypt that only its proximity may vex me, for one more night with the demon squatting within may well drive me to seek out your kin, slay them, and bring their souls back

to revel with me!"

Alrys's threats are hollow—the spirit cannot travel more than a few hundred feet from the site of his death, but his anguish and frustration are very real. If the PCs don't soon enter the tomb to seek out the nabasu that dwells within, Alrys attacks. His curse of the unburied ability is different than that of the typical fallen—it compels cursed creatures to seek out and slay the demon Skulgrym. Alrys's descendant takes a –4 penalty on saving throws to resist this curse, and the fallen may attempt to curse this PC as many times in a day as he wishes. In any event, Alrys has nothing to say about his hidden stash of gear until he's been put to rest (see Development, below).

#### ALRYS HARNASTE

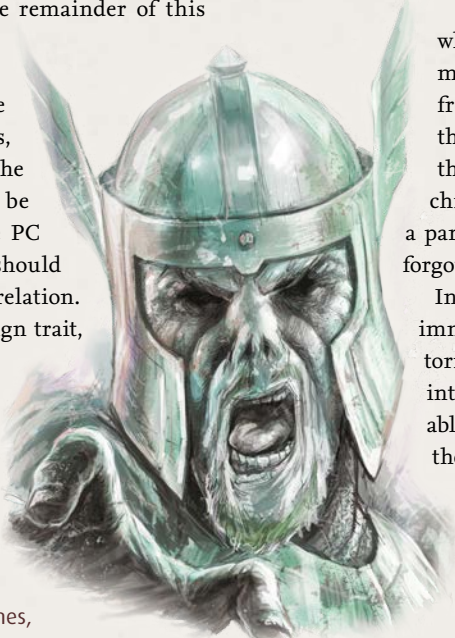
CR 8

XP 4,800

Fallen (see page 90)

hp 93

**Development:** As with all fallen, Alrys rejuvenates if slain. Putting him to rest is more complex than normal—first, the demon living in the tomb below must be slain.



Alrys Harnaste

## WRATH OF THE RIGHTEOUS

After this deed is done, a *hallow* or *consecrate* spell must be cast on the mausoleum and then funeral rites must be performed for the tormented crusader, at which point he is finally released from his miserable existence.

As Alrys is released, he sighs in relief. As his incorporeal body begins to fade away, his countenance changes from anger to peace. He speaks some final words to his PC descendant.

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"You have done for me what your parents could not. They came here, a time ago, and in my anger I attacked them. They defeated me, they thought me vanquished, yet I was not gone—my final release was beyond their abilities. But you have saved me, so allow me to gift a token of my gratitude..."

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With that last words, his voice fades, but then his ghostly body shoots south into the ruined town like a comet. It snakes about until it finally infuses a spot in the ruins of an old church. This spot glows with a golden radiance for 24 hours before fading—if the PCs follow the trail and search the town, they locate the spot with ease.

Buried 4 feet underground at this point is a chest that's gone unnoticed for the past several decades—that much dirt is enough to block *detect magic* and most other divination spells.

The metal chest contains seven *evil outsider slaying arrows*, a +2 *holy cold iron weapon* (the exact type of weapon varies—you should choose a type of weapon that the PC with the Child of the Crusades campaign trait can use), a *horn of goodness/evil*, 3 doses of *incense of meditation*, a *rod of the python*, and a *scroll of resurrection*.

### J2. Mausoleum Interior

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The stone walls within this mausoleum are engraved with images of a celestial woman bearing a longsword and shield. Deep claw marks deface the engravings, and some phrase is scrawled in caked old blood and filth toward the top of the east wall.

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The figure on the walls is easily recognized as Iomedae. The message scrawled on the wall is in Abyssal, and reads: "Filthy usurper." The stairs lead downward to a short passageway that opens into area J3.

If the PC associated with this crypt worships a deity other than Iomedae, consider altering the imagery and insult on the wall as appropriate.

### J3. Family Crypt (CR 8)

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A row of six stone doors, each carved with an image of a saluting woman with a sword and shield, runs along the east wall of this room. Statues of the same woman stand in three of the room's corners.

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The statues and door carvings are of Iomedae. Each door bears a stone plaque with the name of a member of the Harnaste family—these include siblings and cousins. The chill in the air is due to the presence of the defiling monsters and undead in the crypt, and fades as soon as all of these creatures are vanquished.

The doors lead to narrow crypts in which bodies once lay in repose, but the bodies have long since been stolen away by demons who simply teleported past the closed doors and then carted the remains out in the same way, piece by piece, for their own nefarious plots.

**Creature:** Normally denizens of the Abyss, bodaks are unfortunately common in the Worldwound. One of these hateful undead dwells here, drawn to the region by Skulgrym's presence. The bodak feels a strange connection to the nabasu—while he doesn't have any true control over the bodak, it serves him well as a guardian. The bodak's mournful cries are enough to alert the nabasu should it spot the PCs and attack. It pursues relentlessly if the PCs attempt to flee, and fights until destroyed.

#### ADVANCED BODAK

CR 9

XP 6,400

hp 105 (*Pathfinder RPG Bestiary* 2 48, 292)

### J4. Skulgrym's Sepulcher (CR 11)

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Three sarcophagi rest against the north wall of this room, their lids sculpted with the likeness of the occupant in bas-relief, while statues of a woman with a shield and sword stand in opposite corners.

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This chamber is where Sir Alrys Harnaste was to be interred, along with some of his kin. All three caskets are empty—the other remains were long ago taken away by demons, and of course Alrys's tomb was never used to begin with.

**Creature:** The nabasu Skulgrym appeared on the Material Plane only a few weeks ago, and decided to make this crypt his lair because of the gloomy ambience and the fact that his presence here further torments the fallen spirit above in area J1. Skulgrym is in no rush to mature, and has been hunting patrols from Drezen idly over the past few weeks, slowly enough that his predations haven't significantly raised the number of demon attacks and thus haven't drawn added attention. Nonetheless, the demon's been expecting reciprocation for some time, and immediately attacks any intruders as they enter this chamber.

#### SKULGRYM

CR 11

XP 12,800

Male nabasu (*Pathfinder RPG Bestiary* 64)

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

## Demon's Heresy

**Init** +7; **Senses** darkvision 60 ft.; Perception +29

### DEFENSE

**AC** 25, touch 14, flat-footed 21 (+3 Dex, +1 dodge, +11 natural)

**hp** 163 (9d10+114)

**Fort** +15, **Ref** +17, **Will** +15

**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

### OFFENSE

**Speed** 30 ft., fly 60 ft. (average)

**Melee** +2 *vicious battleaxe* +23/+18 (1d8+8/×3 plus 2d6), bite +16 (1d6+3), claw +16 (1d4+3)

**Special Attacks** consume life, death-stealing gaze (DC 20), sneak attack +2d6

**Spell-Like Abilities** (CL 14th; concentration +18)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu or 1d4 babaus 30%)

### TACTICS

**Before Combat** Given opportunity, Skulgrym casts *vampiric touch* on himself for his opening attack.

**During Combat** Skulgrym begins combat by casting *silence* on his axe, then casts *hold person*. He focuses his death-stealing gaze on lightly armored foes, figuring they're more susceptible to the effects. If reduced to fewer than 50 hit points, he casts *deeper darkness*, then tries to summon 1d4 babaus before teleporting out of the crypt to cast *regenerate*. He waits a few rounds before teleporting back into area **J3**, then casts *vampiric touch* and sneaks back into this room to rejoin the fight, repeating these tactics as often as needed.

**Morale** If Skulgrym is brought below 25 hit points and no longer has any healing magic, he teleports to safety and does not return to this location. He may return to this region to track down the PCs for revenge at a later date if you wish.

### STATISTICS

**Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

**Base Atk** +9; **CMB** +21; **CMD** 35

**Feats** Ability Focus (death-stealing gaze), Combat Expertise, Dodge, Improved Initiative, Lightning Reflexes

**Skills** Acrobatics +21, Fly +21, Knowledge (arcana, planes) +20, Perception +29, Sense Motive +21, Stealth +21 (+29 in shadowy areas), Survival +21

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

**SQ** growth points (6)

**Gear** +2 *vicious battleaxe*

## K. THE FALLEN FANE

Religion in Sarkoris was complicated. There was no central faith in the realm; instead, people worshiped deities both real and imagined, pursued philosophies, and sought other paths toward spiritual enlightenment. As a result,

small shrines to various deities were not uncommon through the land. When the Worldwound opened, these shrines were lost. Some remain lost, but many of them have been claimed and corrupted by demonic cults.

One such shrine was built into a cavern at the foot of an escarpment here, not far from the river once known as the Gray Road. Although this fane is now dedicated to the worship of Baphomet and functions as a Templar of the Ivory Labyrinth waystation, it was originally dedicated to the deity worshiped by a PC who possesses the Touched by Divinity campaign trait.



skulgrym

## WRATH OF THE RIGHTEOUS

Today, the shrine functions as a place for agents of Baphomet to rest between patrols of the Marchlands, and is tended not by a cleric but by a practitioner of another one of Sarkoris's old religions—a god caller summoner named Zanedra. Entrance to the fane is via a 30-foot-high cave opening at the base of the cliff—the cave leads to a set of stairs that climb up to the primary shrine (area **K1**).

A PC with the Touched by Divinity campaign trait feels a sudden surge of sadness and anger as soon as he comes within sight of the cave entrance at the base of the cliff, and automatically realizes this was once a place sacred to his religion. As soon as he enters the cave, these feelings grow even more powerful, granting him a +2 sacred bonus on all attack and weapon damage rolls and to his spell save DCs while he's fighting against the cultists who have corrupted

the site. The urge to drive off the cultists and restore the fane is difficult to ignore, and once the PC feels these sensations, he is sickened if he spends more than 24 hours doing something other than working to restore the fane.

### K1. Sanctum of Baphomet (CR 10)

A short flight of stairs flanked by two statues leads up to a thirty-foot-wide opening in the northern cave wall, beyond which the worked stone of a large chamber lit by flickering red torches looms. The ceiling rises a further thirty feet. The room is dominated by a floor-to-ceiling statue of a goat-headed demonic figure seated in a lotus position on a seven-foot-high stone platform, also flanked by statues, against the northern wall.

The looming statue depicts Baphomet, identifiable as such with a successful DC 20 Knowledge (religion) check. The statue serves as an immense altar, and is the focus of an *unhallow* effect (CL 10th) placed there months ago by a traveling priest. A *freedom of movement* effect is fixed to the *unhallow* effect, affecting all worshipers of Baphomet—these effects encompass the entire fane.

An examination of all of the statues, along with a successful DC 20 Perception check, reveals that they all seem to have been magically altered—a successful DC 23 Knowledge (arcana) check confirms they've been reshaped via *stone shape*. Originally, all the statues depicted the deity linked to the PC with the Touched by Divinity campaign trait.

The large central statue completely blocks the northern section of the room (area **K5**). A successful DC 30 Perception check reveals a secret door in the center of the 7-foot-high platform on which the enormous statue sits—this door opens into a 5-foot-wide tunnel that leads to an open pit in the floor of area **K5**.

**Creatures:** Although the fane can accommodate up to eight visiting Templars at a time, only six are present when the PCs first visit. When the PCs arrive, roll 1d4+2 to determine how many Templars are present in this room—any who are not can be found in area **K2a** or **K2b**. If they notice any trespassers approaching, the Templars immediately raise the alarm with shouts and move to attack, while the other Templars in the adjoining rooms join the fight on the second round of combat. Zanedra and her eidolon are located in area **K5**—she takes time to cast preparatory spells as detailed in her stats before she joins the battle here on the fifth round, emerging from the secret door.



Templar of the Ivory Labyrinth

TEMPLARS OF THE IVORY LABYRINTH (6)

CR 5

XP 1,600 each

Human antipaladin of Baphomet 6 (*Pathfinder RPG Advanced Player's Guide* 118)

## Demon's Heresy

CE Medium humanoid (human)

**Init** +4; **Senses** Perception +5

**Aura** cowardice (10 ft.)

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### DEFENSE

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**AC** 20, touch 10, flat-footed 20 (+10 armor)

**hp** 55 each (6d10+18)

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

**Immune** disease

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### OFFENSE

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**Speed** 20 ft.

**Melee** +1 *glaive* +12/+7 (1d10+7/x3) or

mwk short sword +11/+6 (1d6+4/19–20)

**Special Attacks** channel negative energy (DC 15, 3d6), smite good 2/day (+2 attack and AC, +6 damage)

**Antipaladin Spell-Like Abilities** (CL 6th; concentration +8)

At will—*detect good*

**Antipaladin Spells Prepared** (CL 3rd; concentration +5)

1st—*command* (DC 13), *death knell* (DC 13)

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### TACTICS

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**Before Combat** Each Templar uses her fiendish boon on her glaive to make it a +1 weapon.

**During Combat** The Templars use smite good and target any obvious worshipers of lawful good deities on the first round of combat. Whenever a foe is reduced to negative hit points but not slain, the nearest paladin attempts to cast *death knell* on it.

**Morale** The Templars are fanatics and fight to the death.

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### STATISTICS

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**Str** 18, **Dex** 10, **Con** 13, **Int** 8, **Wis** 12, **Cha** 14

**Base Atk** +6; **CMB** +10; **CMD** 20

**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (glaive)

**Skills** Bluff +11, Linguistics +1, Perception +5

**Languages** Abyssal, Celestial, Common, Hallit

**SQ** code of conduct, cruelties (fatigued, staggered), fiendish boon (weapon +1, 1/day), touch of corruption (3d6, 5/day)

**Combat Gear** *potions of cure moderate wounds* (2), *potions of cure serious wounds*; **Other Gear** +1 *full plate*, mwk glaive, mwk short sword, silver unholy symbol of Baphomet worth 25 gp

**Development:** These Templars are fanatics—in addition to fighting to the death, they prove very uncooperative if captured alive, and don't reveal information unless interrogated. If tortured, they pretend to hold out until cracking under the pressure, but any information they give out under such duress is deliberately misleading. Diplomatic attempts to gain information could be successful, but since giving out intelligence is considered “aid that could result in punishment,” a successful DC 42 Diplomacy check is needed to convince a hostile Templar to cooperate. A successful Bluff check can work, but most attempts should be treated as far-fetched (–10 penalty on the check). Magic is the easiest way to get a captured Templar to talk, be it a charm or enchantment effect, *detect thoughts*, or the like.

### Quest: Reclaiming the Fane

The PCs attack a temple of Baphomet, only to learn the staggering truth—that one of their own members is of divine heritage.

**Task:** Anevia makes a discovery while on a long-range scouting mission—a small temple of Baphomet is located about 30 miles west of Drezen. This is an excellent chance to gather more information about the enemy.

**Reward:** Defeating the Templars earns the party 9,600 XP. Any character who possesses the Touched by Divinity campaign trait completes a mythic trial, as she discovers her divine heritage.

What the PCs learn from their interrogations depends, of course, on the questions they ask, but listed below are the two most important bits of information they can discover. If the PCs don't ferret these answers out, you can assume this information comes to light from a Templar prisoner who is turned over to Drezen.

- This sanctum is but one of dozens scattered throughout the Worldwound, but it's the only one in the immediate vicinity. The Templars know that the main base of the Templars, the Ivory Sanctum, is located somewhere in the Marchlands, but beyond knowing it's east of the Gray Road riverbed, none of these Templars know the exact location of the site. None of them have met Xanthir Vang, but they know him by reputation, and have heard rumors that he's some sort of horrific monster made of worms. Most of them have interacted with Jerribeth, but they all believe her to be an elven woman, not a glabrezu.
- Word from the Ivory Sanctum about a traitor succubus who is suspected of spying in regard to a “special project” has many of the Templars intrigued, especially since Jerribeth has offered a bounty of 1,000 platinum pieces for the succubus's capture. Templars in the field have been instructed to keep watch for any information about the succubus's location after she escaped from imprisonment in Citadel Drezen not long before the PCs liberated the city.

**Story Award:** The PCs earn 3,200 XP for successfully learning both of the pieces of information listed above, regardless of the methods used.

### K2. Barracks

A row of four beds, each with a footlocker beside it, lines one wall of this barrack. The walls are covered in carvings that depict humans being tortured by demons or horned minotaurs performing lewd and profane acts in a vast labyrinth.

## WRATH OF THE RIGHTEOUS

Both of these rooms are similar—the beds are used by visiting Templars. As with the statues in area **K1**, the walls here have been manipulated with *stone shape* to change the original imagery to profane artwork associated with the worship of Baphomet. Each locker is provided for visiting Templars to store their belongings, but they generally go unused since the Templars prefer to carry their gear. When the PCs first enter the complex, any Templars not found in area **K1** are found in area **K2a**.

### K3. Storeroom

A pair of shelves sit against the walls here, each laden with a large amount of provisions. A short flight of steps rises up to a door in the southeast corner.

This storeroom contains food and water for visiting Templars. There is nothing of note here.

### K4. Planning Room (CR 9)

A large oak table covered with sits against the north wall, with four round stools placed around it. To the side squats a five-foot-tall and five-foot-wide cabinet with a solid-looking lock.

Zanetra uses this room to keep track of the various projects and tasks the Templars of the Ivory Labyrinth have been undertaking here in the Worldwound. When a new group of Templars arrives for a few days of rest and worship here, she brings them into this room and interviews them, filing their discoveries and reports in a series of ledgers she keeps locked away in the chest.

**Creature:** Although the cabinet is not trapped, it's far from unprotected. A deadly mihstu dwells within the cabinet—it takes up the bulk of the interior and waits patiently for the chance to take out its frustration at being reduced to a simple guardian (Zanetra “recruited” it with the aid of a *scroll of planar binding*). If it hears the cabinet lock being picked, or if anything attempts to force the cabinet open, it flows out through the cracks and attacks anyone other than Zanetra or her eidolon it sees in the room. It cannot pursue foes from this chamber, but otherwise fights to the death.

**ADVANCED MIHSTU** **CR 9**  
**XP 6,400**  
**hp 108** (*Pathfinder RPG Bestiary 2* 190, 292)

**Treasure:** Various documents located in the cabinet reveal the same information given above in the Development section for area **K1**, but in addition to this, the location of the Ivory Sanctum is listed as being “within what remains of the Greengates, beyond Vang’s illusory wall.” With a successful DC 25 Knowledge (geography) check, a character recognizes

that the Greengates was once a large forest just west of the Marchlands, but only a small portion remains today.

### K5. Inner Sanctum (CR 10)

Etched runes, carefully painted in what appears to be fresh blood, cover the bulging southern stone wall of this room. A bed sits to the southwest, while a writing desk sits to the southeast. A ten-foot-wide, ten-foot-deep pit looms to the north.

This room, once the fane’s inner sanctum, now serves its caretaker as a bedroom and private study. The runes on the southern wall (actually the back of the large statue) are invocations to Baphomet written in blood—the unholy nature of the fane keeps the blood fresh and crimson.

A secret door in the southern wall of the pit can be located with a successful DC 20 Perception check—it leads to a short tunnel running south to area **K1**. A second secret door in the northwest corner of the room can be located with a successful DC 30 Perception check. This door leads to a 250-foot-long escape tunnel that exits through another secret door (Perception DC 30) about 40 feet off the ground on the nearby gorge.

**Creatures:** This room is where the fane’s caretaker Zanetra retreats and rests when she’s had her fill of fawning cultists. While she isn’t a divine spellcaster, her faith in Baphomet is still strong and she is more than qualified to serve as the fane’s protector. Multiple similar converted shrines exist throughout the Worldwound, and Zanetra sometimes visits them via *teleport* to compare notes or report noteworthy discoveries or developments. With the recent liberation of Drezen, she is in semi-regular contact with Jerribeth at the Ivory Sanctum, and has been working to establish some spies in the city’s midst—the PCs may be relieved to note that, according to some documents on the writing desk, she’s yet to meet with any success here.

Zanetra’s faith is complex. While she’s a devout worshiper of Baphomet, she also considers herself a god caller, part of an old Sarkorian religious belief that many clans followed. They believed that certain people could call the gods themselves to serve them—in truth, these god callers were summoners and their “gods” were merely their eidolons. Some god callers were cynics and enjoyed this deception, while others believed deeply that their eidolons were indeed “small gods.” Zanetra is one of the latter—her eidolon is a crocodile-mouthed, bat-winged, six-legged bull named Svennarobeth, and she (and the Templars) believe this creature is a direct answer from the Lord of Minotaurs to Zanetra’s prayers. Whether or not this is true, Zanetra believes it with all her being. Svennarobeth spends much of his time in the pit to the north, cracking open the bones of victims delivered by visiting Templars and chewing on broken bits of armor.

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### ZANEDRA

CR 10

#### XP 9,600

Female human summoner 11 (*Pathfinder RPG Advanced Player's Guide* 54)

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +10

#### DEFENSE

**AC** 23, touch 12, flat-footed 21 (+3 armor, +2 Dex, +4 natural, +4 shield)

**hp** 119 (11d8+66)

**Fort** +9, **Ref** +7, **Will** +10

**Defensive Abilities** shield ally; **DR** 10/adamantine (110 points)

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +9/+4 (1d4/19–20)

**Ranged** +1 frost hand crossbow +11 (1d4+1/19–20 plus 1d6 cold)

**Summoner Spell-Like Abilities** (CL 11th; concentration +15)

7/day—*summon monster VI*

**Summoner Spells Known** (CL 11th; concentration +15)

4th (3/day)—*dismissal* (DC 18), *hold monster* (DC 18), *teleport*

3rd (5/day)—*dispel magic*, *fly*, *rejuvenate eidolon*<sup>APG</sup>, *stoneskin*

2nd (5/day)—*barkskin*, *bear's endurance*, *create pit*<sup>APG</sup> (DC 16), *haste*, *resist energy*

1st (6/day)—*endure elements*, *feather fall*, *mount*, *lesser rejuvenate eidolon*<sup>APG</sup>, *protection from law*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *light*, *mage hand*, *mending*, *read magic*

#### TACTICS

**Before Combat** Zanedra casts *barkskin*, *bear's endurance*, *shield*, and *stoneskin* on herself.

**During Combat** Zanedra orders Svennarobeth into melee combat, but hangs back, casting *haste* on the first round of combat and then supporting her eidolon with ranged magic like *hold monster*, *create pit*, or *summon monster VI* (her favorite creatures to summon with this spell are 1d3 babaus). She steps in to heal her eidolon whenever it drops below 40 hit points.

**Morale** Zanedra teleports to the Ivory Sanctum if reduced to fewer than 20 hit points. If Svennarobeth still lives, the eidolon is instantly returned to the Abyss. Zanedra then seeks out Jerribeth to report to her—at your discretion, the glabrezu may slay Zanedra and leave her mutilated body

somewhere on display in the Ivory Sanctum for the PCs to eventually discover, or she may task Zanedra with seeking the PCs out and finishing the job of murdering them. In either case, Jerribeth reports to Xanthir Vang, who then sends a retriever to abduct one of the PCs' allies, as detailed on page 55.

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 18, **Int** 12, **Wis** 8, **Cha** 18

**Base Atk** +8; **CMB** +8; **CMD** 20

**Feats** Deadly Aim, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload (hand crossbow), Toughness

**Skills** Fly +16, Knowledge (religion) +15, Perception +10, Survival +10

**Languages** Abyssal, Common, Hallit

**SQ** aspect, bond senses 11 rounds/day, life link, maker's call, transposition



zanedra



## WRATH OF THE RIGHTEOUS

### Divine Intervention

If any of the PCs has the Touched by Divinity campaign trait, when they defeat the Templars and Zanedra in the fane, a staggering thing occurs. The entire structure suddenly begins to shake and vibrate, and light and energy coruscates over the walls and statues in the complex. As the PCs watch, the defiled structure reverts—its wall carvings and statues regain their original appearance before the fall of Sarkoris. The PC who has the Touched by Divinity campaign trait glows with this same energy, and that PC alone can see the agents of his deity as they move about the fane, reworking the statues and carvings. One of these minions appears before that player at the end of the event to personally thank him. This minion is visible to all party members, and all can hear the minion's revelation that the PC's deity has been waiting for this moment to reveal the truth of his heritage—the PC is the child of the deity. At your discretion, the deity's herald may even manifest before the player to deliver this message. No additional boons or rewards (apart from the completion of a mythic trial for that PC) are granted—this is merely a long-delayed explanation for the character that reveals truths about his past.

**Combat Gear** *potions of cure moderate wounds* (4), *scrolls of planar binding* (2); **Other Gear** +1 leather armor, +1 frost hand crossbow with 20 bolts, mwk dagger, *cloak of resistance* +2, diamond dust for *stoneskin* worth 500 gp, silver unholy symbol of Baphomet worth 25 gp, iron key to chest in area **K4**, silk pouch containing 320 pp and six pearls worth 100 gp each

#### SVENNAROBETH

Male quadruped eidolon (*Pathfinder RPG Advanced Player's Guide* 58)

CE Medium Outsider

**Init** +4; **Senses** darkvision 60 ft.; Perception +12

#### DEFENSE

**AC** 25, touch 15, flat-footed 20 (+4 Dex, +10 natural, +1 dodge)  
**hp** 94 (+45)

**Fort** +10, **Ref** +10, **Will** +5 (+9 vs. enchantment)

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 50 ft., fly 50 ft. (good)

**Melee** bite +14 (1d8+5 plus 1d6 cold), gore +14 (1d6+5 plus 1d6 cold), 2 hooves +12 (1d4+2 plus 1d6 cold)

**Special Attacks** energy attacks (cold)

#### TACTICS

**During Combat** Svennarobeth follows his mistress's orders to the letter, but if left on his own, he prefers to attack obvious worshippers of good deities. He uses Power Attack unless he

goes an entire round without successfully hitting, in which case he abandons that tactic against that foe.

**Morale** Svennarobeth fights to the death.

#### STATISTICS

**Str** 20, **Dex** 18, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +9; **CMB** +14; **CMD** 29 (37 vs. trip)

**Feats** Dodge, Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack, Toughness

**Skills** Acrobatics +16, Fly +20, Perception +12, Stealth +16

**Languages** Abyssal, Common, Hallit

**SQ** devotion, evolutions (ability increase [+2 Str, +4 Con], bite, energy attacks [cold], flight, gore, hooves, limbs [6 legs]), link, quadruped base form, share spells

### L. THE WOUNDWYRM'S LAIR (CR 15)

The Gray Road was one of the major rivers of old Sarkoris, and is worth noting for the unusual fact that it did not drain to the sea; rather, it led from the very place that became the heart of the Worldwound—the prison tower known as the Threshold—to a large body of water known as the Lake Lost to the Sun. Today, the Gray Road is nothing but a dry riverbed, pocked here and there by lakes and rivulets of molten rock that seep in from the Abyss.

The Gray Road riverbed functions something like a small gorge—its banks slope downward at a steep angle to a rocky bed below, on average 50 feet below the surrounding ground. Caves are somewhat common along these rocky banks, but the one located here is larger than most. This cavern is the den of one of the most dangerous creatures to dwell in the Marchlands, and defeating it is part of the Stop the Raids quest (see page 17).

It's important to do some foreshadowing for this encounter—the woundwyrms are a deadly foe, one of the most dangerous the PCs will face in this adventure, and they shouldn't simply find this cavern by accident. They should hear rumors of the woundwyrms, either from other crusaders or survivors of its raids, and may even spot the creature in the skies once or twice. Have the PCs attempt a DC 25 Knowledge (arcana) check; any who succeed recognize the description of the beast as a woundwyrms, and are aware of a few of her strengths and defenses. The battle against this creature is intended to be difficult (since it counts as a mythic trial), but not an automatic death sentence.

**Creature:** In the wake of Aponavicius's departure south, the two most dangerous entities left in the immediate region are Xanthir Vang and the woundwyrms Scorizscar. This woundwyrms takes orders from no one, but has come to an accord with the Templars as part of a non-aggression treaty she made with Aponavicius decades ago. The dragon does not abide any armed group not clearly associated with the Templars in its territory—which she defines as the entire length of the Gray Road riverbed from the lava fields to the south to the lake to the north.

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It isn't difficult to locate Scorizscar's lair. As she feeds, making little distinction between flesh and plant and even stone, she oozes acidic waste from between her scales. The hex this area is located in is particularly devastated, and a successful DC 20 Knowledge (arcana) check identifies the devastation as typical of that wrought by a dragon with an acidic breath weapon.

The cave ceiling is 35 feet high on average and features no natural lighting—Scorizscar is blind. As a dragon mutated by the abyssal energies of Worldwound, Scorizscar is a harrowing foe; if you feel that the PCs aren't ready to face her, feel free to have her lair be empty the first time the PCs arrive. Of course, if the PCs dare to loot the woundwurm's hoard, she will stop at nothing to track the thieves down and finish them off. This could well be a tactic the PCs could use to lure Scorizscar into a trap or ambush.

### **SCORIZSCAR** **CR 15** **XP 51,200**

Female woundwurm (*Pathfinder Campaign Setting: Inner Sea Bestiary* 61)

CE Huge dragon (chaotic, evil)

**Init** +5; **Senses** blindsight 60 ft.; Perception +22

#### **DEFENSE**

**AC** 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, -2 size)

**hp** 225 (18d12+108)

**Fort** +17, **Ref** +12, **Will** +12

**Defensive Abilities** *entropic shield, freedom of movement*;

**DR** 10/good or lawful; **Immune** acid, dragon traits, gaze attacks, illusions, magic paralysis, poison, polymorph, sleep, visual effects; **SR** 26

#### **OFFENSE**

**Speed** 30 ft., burrow 30 ft., fly 60 ft. (average), swim 30 ft.

**Melee** bite +26 (2d8+10), 2 claws +26 (2d6+10), tail slap +21 (2d8+5), 2 wings +21 (1d8+5)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (100-ft. line, 16d6, Reflex DC 25 half, usable every 1d4 rounds), entropic breath, maw of the Abyss

**Spell-Like Abilities** (CL 18th; concentration +23)

Constant—*entropic shield, freedom of movement*

1/day—*polymorph any object* (DC 23)

## WRATH OF THE RIGHTEOUS

### Quest: Dreaming of Demons

A series of disturbing dreams leads one of the PCs to confront the source of her mythic power.

**Task:** A PC who has the Stolen Fury campaign trait begins having disturbing nightmares of the ritual she was exposed to as a child. Each time the PC wakes from the dream (but no more than once per day), allow the dreaming PC a DC 15 Will save to notice a strange emotional “tugging” in her mind. If the party follows the PC’s mental “tugging” sensation, they are eventually drawn to the site where these rituals are taking place—area M.

**Reward:** Defeating the mythic vrock Vorimeraak earns the party 9,600 XP. Any character who possesses the Stolen Fury campaign trait completes a mythic trial when she disrupts the transformation ritual.

#### TACTICS

**During Combat** While Scorizscar’s ability to make flyby attacks and use her breath weapon makes her a dangerous foe at range, this advantage is offset by her limited sight. As a result, she generally begins combat by thundering into melee to make full attacks as often as possible against foes. Scorizscar is fond of using *polymorph any object* to turn particularly vexing foes into obsidian statues—at your discretion, some of these statues might be present in her lair.

**Morale** Scorizscar fights to the death if defending her lair, but flees to heal and recover if encountered elsewhere once brought below 40 hit points.

#### STATISTICS

**Str** 31, **Dex** 13, **Con** 22, **Int** 14, **Wis** 13, **Cha** 20

**Base Atk** +18; **CMB** +30; **CMD** 42 (46 vs. trip)

**Feats** Blind-Fight, Critical Focus, Dodge, Flyby Attack, Improved Initiative, Power Attack, Snatch, Staggering Critical, Stunning Critical

**Skills** Acrobatics +19, Bluff +18, Diplomacy +15, Fly +18, Intimidate +26, Knowledge (planes) +23, Perception +22, Spellcraft +23, Survival +22, Swim +22

**Languages** Abyssal, Common, Draconic

#### SPECIAL ABILITIES

**Entropic Breath (Su)** Instead of a line of acid, a woundwyrms can exhale a 30-foot cone of *acid fog* (as the spell) that persists for 1 minute. Any creature that begins its turn within the entropic breath is confused (Will DC 25 negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.

**Maw of the Abyss (Su)** As a full-round action, a woundwyrms can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. This acts as a drag combat maneuver against creatures, and acts as a Strength check with a +10 bonus to break objects. Unattended objects weighing less than 100 pounds are automatically drawn into

the woundwyrms maw. Creatures and objects alike take 1d12 points of sonic damage per round within the cone. While using this ability, a woundwyrms cannot speak, use its breath weapon, or make attacks with its bite attack.

**Treasure:** The caravan goods Scorizscar has taken lie in heaps in the easternmost wing of his cave. Most of these are ruined, but if the PCs root about the debris of the caravan, they can find salvage worth 18 points of Goods.

The dragon’s actual treasure is mixed in with the Goods, and is worth much more. This hoard consists of 12,300 cp, 17,450 sp, 4,800 gp, 260 pp, five tourmaline gemstones worth 50 gp each, a platinum holy symbol of Iomedae in the form of a tiny longsword worth 500 gp, a *wand of stonesskin* with 22 charges, a suit of +4 *mithral scale mail*, a +3 *cold iron evil-outsider-bane longsword*, a *belt of dwarvenkind*, and a scroll tube trimmed in gold worth 250 gp that contains a *scroll of restoration*, a *scroll of greater dispel magic*, a *scroll of heal*, a *scroll of spell resistance*, and a bloodstained letter written in a hasty hand. The letter is addressed to Sosiel Vaenic—it’s a final message from his missing brother Trever that describes how his patrol was attacked by the woundwyrms and Trever managed to survive. The letter goes on to indicate that Trever intends to make his way to the creature’s lair to attempt a rescue of several fellow crusaders who were taken alive, and that if he doesn’t make it, whoever finds the letter should deliver it to his brother Sosiel. Sosiel recognizes the magic longsword as his brother’s as well, but allows the PCs to keep it, saying that’s the least he can do to thank them for bringing him the letter.

**Story Award:** If the PCs deliver Trever’s note to Sosiel, award them 9,600 XP for the act of kindness that allows the man some closure in his life. Scorizscar’s death removes one of the area’s greatest threats, and counts as a mythic trial.

### M. THE MOLTEN SCAR (CR 13)

A pool of bubbling lava sputters and boils here, surrounding three small stone islands at the bottom of a shallow crater. The southeastern shore of the lava pool bears a large deposit of glittering blue crystals. They shimmer with energy that periodically arcs out to strike the center of the westernmost island, where the ground seems to have been scorched black by great heat.

There are places in the Worldwound where the taint of the Abyss is stronger, and the barrier between realities is thinner. Such a place is the Molten Scar. Once a crystal-covered island that rose from the waters of the Gray Road, it is now a pool of bubbling lava near a larger lake of molten rock. The influence of the Abyss is strong here, making it

## Demon's Heresy

a perfect location for vile rituals similar to one that, many years ago, nearly transformed one of the PCs into a demon (assuming a PC has the Stolen Fury campaign trait).

**Creatures:** As more and more *Nahyndrian crystals* are successfully mined, processed, and delivered to the Worldwound's demonic leaders for use in transforming select minions into mythic champions of the Abyss, the power of the demons as a whole grows. One of the more recent demons granted this gift is the vrock Vorimeraak, who personally slaughtered dozens of crusaders during a recent attack on Nerosyan. A dose of a *Nahyndrian elixir* granted by Aponavicius herself was the demon's reward, and the vrock now seeks to repay the gift by bolstering the Worldwound's demonic forces in a particularly vile way.

Rituals that allow a creature to transform itself into a demon have long existed, but most of these require willing subjects. Not so in the case of the Azverindus Rite (named after a now long-dead demon lord of secrets, libraries, and transformation), a particularly vile ceremony that allows a demon to transform an unwilling victim into a demon. Vorimeraak's mythic ascension unlocked the secrets of this ritual in her mind, and she's used it a dozen times already to transform captured crusaders into demons loyal to the Worldwound. Xanthir Vang hopes to use Vorimeraak and the Azverindus Rite to "save" the succubus Arueshalae if he can capture her alive, restoring her to a proper demonic mindset.

It was a different demon in a different time that attempted to perform the Azverindus Rite on one of the PCs, and it was that ritual's failure that unlocked the PC's mythic potential. Further, it continues to link to that PC's soul, allowing him to sense when other Azverindus Rites are performed via his dreams. Upon coming in sight of the region, such a PC understands finally the fate he nearly succumbed to as a child. It's up to you whether an Azverindus Rite is underway at this time—if one of the PCs' NPC allies has been abducted, the PCs may be just in time to intervene before that ally is transformed. The Azverindus Rite takes 24 hours to perform, and any interruption is enough to ruin that

attempt—the PCs need only to attack Vorimeraak and her two vrock companions in order to disrupt the ritual, but the vocks are incensed at the interruption and immediately attack in return. If no ritual is active at this time, the PCs can still find Vorimeraak and her assistants here, preparing the site for an upcoming ritual.

Vorimeraak and her two vrock minions begin combat by taking to the skies and starting a mythic dance of ruin, then swoop down to spray foes with spores and tear into them in melee once they've cast *mirror image* and *heroism*. As long as Vorimeraak lives, the other vocks fight to the death. She abandons her minions if reduced to fewer than 30 hit points, teleporting back to the Ivory Sanctum, where she may encounter the PCs again.



**Vorimeraak**

## WRATH OF THE RIGHTEOUS

### Quest: Saving a Succubus

The PCs must track down the mysterious risen succubus Arueshalae and save her before her resolve fades and she submits to her base desires.

**Task:** In "Sword of Valor," the PCs find several clues as to Arueshalae's existence, including a prayer scratched by her into a prison wall and mention of her in Staunton's journal. If the PCs don't try to seek her out on their own, Arueshalae calls for their help via *dream*. In any event, an allied demon would be an invaluable resource for intelligence, and tracking down and recruiting Arueshalae should be one of the party's primary goals in this adventure.

**Reward:** Defeating Jaruunicka, ringing the *Bell of Mercy*, and rescuing Arueshalae earns the party 9,600 XP. Any character with the Chance Encounter campaign trait completes a mythic trial once safely reunited with his savior, Arueshalae (in addition to the trial everyone completes).

#### VORIMERAAK

CR 11/MR 4

XP 12,800

Female mythic vrook (*Pathfinder RPG Mythic Adventures* 184)

hp 152

**Melee** +2 *corrosive scythe* +16/+11 (2d6+11/x4 plus 1d6 acid), bite +9 (1d8+3 plus bleed), 2 talons +9 (1d6+3 plus bleed)

**Gear** +2 *corrosive scythe*

#### VROCKS (2)

CR 9

XP 6,400 each

hp 112 each (*Pathfinder RPG Bestiary* 69)

**Treasure:** A careful search of the crystalline patch of ground and a successful DC 15 Appraise or DC 25 Perception check yields 30 large and uncut precious stones in a rainbow of different colors, which can be knocked loose from rock formations that would never be found so close together naturally. The whole lot is worth 3,000 gp.

### N. ARUESHALAE'S REDOUBT

A mostly collapsed castle sits within a copse of petrified trees here. Once the home of a brotherhood of rangers allied to the Green Faith, this ruined keep is now besieged by the minions of a hag priestess of the demon lord of heresy, for within the ruined walls hides the risen succubus Arueshalae. This area is detailed in Part 3.

### O. THE GREENGATES

The relatively small patch of woodlands found here is all that remains of a once much larger forest called the Greengates. The trees that survive here today are twisted and

diseased—navigation through the forest is exceptionally difficult (movement rates are reduced to 1/4 normal speed), and wandering monster encounters are twice as frequent within the trees. One of the Worldwound's numerous rifts intrudes upon these trees, and at the northernmost edge of this rift lies the hidden entrance to the Ivory Sanctum—this location is detailed in Part 4.

### Part 3: The Demon's Redoubt

The risen succubus Arueshalae was given a chance at redemption by Desna herself, after the succubus was trapped in the dying dream of a seduced priestess. Since then, Arueshalae has been desperate to atone for her sins—a path she increasingly fears can only lead to a fall even deeper into cruelty and demonic evil. She hopes to help the crusaders by providing a key bit of information—knowledge about how the demons are transforming their greatest villains into mythic monsters—and in so doing save herself from a path she's increasingly come to realize is fundamentally wrong.

Arueshalae knows that the demons are mining *Nahyndrian crystals* somewhere in the Abyss, that they're refining them in a hidden factory here in the Worldwound, but not where those two locations are. She does know that the information she needs is hidden in the Ivory Labyrinth, the stronghold of Baphomet's Templars, but that even she would be no match alone against the defenders of that fortress. In short, she needs allies, and the new group of heroes rising in Drezen may be just the allies she seeks.

But until that word reaches her, Arueshalae teeters on the brink of despair. After escaping from a prison below Drezen, she fled back to an old haunt—a ruined fortress once sacred to Desna, and a place she remembered from the dreams of the elven priestess she murdered just before her brush with Desna. The PCs may well be able to track Arueshalae down before she reaches out to them, but regardless of when they arrive, they find the succubus besieged by those who would see her return to her wicked ways.

#### SEEKING ARUESHALAE

Arueshalae's escape from Drezen was a considerable point of distress for Staunton Vhane, as was the fact that none of his agents were making any headway in tracking her down. In desperation, mere hours before the PCs first arrived in Drezen, he approached a particularly specialized hunter of heretics to track her down—an annis cultist of Sifkesh named Jaruunicka. Staunton impressed upon the hag the need for secrecy, since he wanted to resolve this problem without his superiors finding out. While Staunton has since been defeated by the PCs, Jaruunicka has not abandoned her hunt, for capturing the heretical succubus and turning her back to her true nature has become something of an obsession.

## Demon's Heresy

Although Arueshalae couldn't teleport to the redoubt, her flight from Drezen was several weeks ago. Much of it was made while flying, so she's left no physical trail behind to follow. Her constant *nondetection* ability helps prevent divination spells from locating her. Scrying on her or using another means to locate her requires a successful DC 30 caster level check. The hag Jaruunicka used divination and commune spells to eventually locate Arueshalae, but it took her some time to do so even then. While the PCs could simply stumble across the redoubt while exploring, chances are good that unless they get lucky with some divination magic, they won't make much headway in trying to find Arueshalae until she reaches out to them.

This allows you to stage when this part of the adventure occurs. Since the PCs should be 10th level before attempting this part of the adventure, you should wait until they've had enough encounters elsewhere before having Arueshalae learning of the PCs via her mythic commune with power ability. That evening, she uses her *swallowtail bracers* (see page 63) to cast *dream* and to contact one of the PCs—this is the PC who has the Chance Encounter campaign trait if possible. Arueshalae's dream message reveals to the PC her location and her call for help. In the dream, she shows the layout of the redoubt as well as the fact that she's taken shelter in the old bell tower (areas **P9–P10**); she also indicates to the PCs what sorts of foes have laid siege to her redoubt, and that if they can reach the *Bell of Mercy* in the southeastern tower of the ruins, they can perhaps use the old artifact to their advantage. How the PCs plan their rescue of the demon is left to them—the following sections describe the region and the opposition in detail; react to their rescue plans as needed.

### JARUUNICKA

Arueshalae is the definition of demonic heresy, and her very existence sets a dangerous precedent. As a priestess of Sifkesh, the demon lord of heresy, the annis hag Jaruunicka understands and even appreciates Arueshalae's situation, yet cannot abide it. Heresy, to Jaruunicka, is intolerable when its her own beliefs being flouted. She would have tracked down Arueshalae for free, but Staunton's payment for the service was nonetheless welcome. When the PCs arrive, Jaruunicka is in area **P8**.

#### JARUUNICKA

**CR 12**
**XP 19,200**

 Female annis cleric of Sifkesh 9 (*Pathfinder RPG Bestiary 3* 16)  
 CE Large monstrous humanoid

**Init** +7; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 29, touch 16, flat-footed 26 (+2 armor, +3 deflection, +3 Dex, +1 dodge, +11 natural, -1 size)

**hp** 167 (16 HD; 7d10+9d8+89)

**Fort** +13, **Ref** +11, **Will** +15; +4 vs. mind-affecting effects

**Defensive Abilities** *freedom of movement*; **DR** 5/bludgeoning; **SR** 17 (27 vs. worshipers of Desna)

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +23 (1d6+11), 2 claws +23 (1d6+11/19–20 plus grab)

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

**Special Attacks** aura of madness (DC 18, 9 rounds/day), channel negative energy 3/day (DC 14, 5d6), heresy, rend (2 claws, 2d6+13)

**Annis Spell-Like Abilities** (CL 7th; concentration +7) 3/day—*alter self*, *fog cloud*
**Demonic Obedience Spell-Like Abilities** (CL 16th; concentration +16)

 1/day—*suggestion* (DC 13)

**Jaruunicka**

## WRATH OF THE RIGHTEOUS

### Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—master's illusion (9 rounds/day)

7/day—copycat (9 rounds), vision of madness

### Cleric Spells Prepared (CL 9th; concentration +13)

5th—*nightmare*<sup>0</sup> (DC 19), *slay living* (DC 19)

4th—*air walk*, *confusion*<sup>0</sup> (DC 18), *freedom of movement*, *spell immunity*

3rd—*cure serious wounds*, *dispel magic*, *magic vestment*, *nondetection*<sup>0</sup>, *speak with dead* (DC 17)

2nd—*cure moderate wounds* (2), *death knell* (DC 16), *hold person* (DC 16), *invisibility*<sup>0</sup>, *status*

1st—*command* (DC 15), *cure light wounds* (3), *lesser confusion*<sup>0</sup> (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *mending*

**D** domain spell; **Domains** Madness, Trickery

### TACTICS

**Before Combat** Jaruunicka casts *air walk*, *freedom of movement*, *magic vestment*, *spell immunity* (*charm monster* and *suggestion*), and *shield of faith* before combat. She casts *status* on her two drake riders and the derakni at area **P1** every day, so if something happens to any of these creatures, she knows.

**During Combat** Jaruunicka hangs back in combat initially, using a few of her spells at range or channeling negative energy to attack foes, then moving in to heal demonic allies as necessary. Once she enters melee combat, she starts by casting *slay living* on a PC healer, then moves on to make full attacks as often as possible. She prefers worshipers of Desna as targets if possible.

**Morale** Jaruunicka fights to the death.

### STATISTICS

**Str** 28, **Dex** 16, **Con** 20, **Int** 11, **Wis** 18, **Cha** 10

**Base Atk** +13; **CMB** +23 (+27 grapple); **CMD** 39 (43 vs. grapple)

**Feats** Combat Casting, Command Undead, Craft Wondrous Item, Demonic Obedience (Sifkesh)<sup>80T02</sup>, Dodge, Improved Critical (claw), Improved Initiative, Improved Natural Armor

**Skills** Bluff +11, Knowledge (planes) +9, Knowledge (religion) +11, Linguistics +5, Perception +15, Spellcraft +17

**Languages** Abyssal, Common, Giant, Hallit

**Combat Gear** *potions of cure moderate wounds* (2), *scroll of greater dispel magic*, *scroll of blade barrier*, *scrolls of heal* (2);

**Other Gear** *amulet of mighty fists* +2, 4,000 gp

### SPECIAL ABILITIES

**Heresy (Su)** Once per day as a standard action, Jaruunicka can utter heretical words against a religion other than one that reveres a demon lord. A worshiper of the chosen religion must be able to hear this utterance, or this ability fails.

Jaruunicka gains SR 27 against spells cast by worshipers of this religion until she uses this ability again—she currently possesses this SR against spells cast by worshipers of Desna.

### DEMONS AND THEIR KIND

Sifkesh has afforded Jaruunicka several demonic minions to aid her in her quest to capture Arueshalae—these

creatures are spread throughout the redoubt as follows: area **P1**: one derakni; area **P3**: one hezrou; area **P4**: one rift drake and one rift rider; area **P5**: one bebilith; area **P7**: one rift drake and one rift rider.

### DERAKNI CR 10

**XP 9,600**

**hp** 126 (see page 13)

### HEZROU CR 11

**XP 12,800**

**hp** 145 (*Pathfinder RPG Bestiary* 62)

### DRAKE RIDERS (2) CR 9

**XP 6,400 each**

**hp** 129 each (see page 10)

### RIFT DRAKES (2) CR 9

**XP 6,400 each**

**hp** 126 each (*Pathfinder RPG Bestiary* 3 106)

### BEBILITH CR 10

**XP 9,600**

**hp** 150 (*Pathfinder RPG Bestiary* 32)

### SCAVENGERS

Two types of scavengers have been attracted to the region: will-o'-wisps and grimslakes.

The will-o'-wisps have dwelled in the immediate area for some time. As these beings feed on negative emotions, Arueshalae's inner turmoil is like a rare and potent tonic for them; they can be found flitting and bobbing throughout the ruined fortress. The will-o'-wisps avoid combat until someone falls to 10 or fewer hit points, at which point they dart in to attack, regardless of the side the wounded creature fights on. Of course, the fact that the will-o'-wisps deal electricity damage means they can't really hurt demons. There are six will-o'-wisps in all in the area—they can join any battle as you wish.

The wormlike grimslakes are foul scavengers that are more intelligent than they appear. Normally content to crawl around on battlefields and chew on the dead, the four grimslakes in area **P6** were convinced by the hag to serve her in return for promises of fresh bodies to feed upon.

### WILL-O'-WISPS (6) CR 6

**XP 2,400 each**

**hp** 40 each (*Pathfinder RPG Bestiary* 277)

### GRIMSLAKES (6) CR 6

**XP 2,400 each**

*Pathfinder Campaign Setting: The Worldwound* 55

CE Large aberration (extraplanar)

## Demon's Heresy

**Init** +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

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### DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 68 each (8d8+32); fast healing 5

**Fort** +6, **Ref** +5, **Will** +10

**Defensive Abilities** slashing scales; **Immune** disease; **Resist** acid 10, fire 10

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### OFFENSE

**Speed** 20 ft., burrow 20 ft., climb 20 ft.

**Melee** bite +11 (2d6+6 plus grab), sting +11 (1d6+6 plus grab)

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

**Special Attacks** constrict (1d6+6), marrow drain, penetrating jaws

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

3/day—*death knell* (DC 12), *ray of exhaustion* (DC 13)

1/day—*slow* (DC 13)

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### TACTICS

**During Combat** The grimslakes focus their attacks on the closest target, but if a target falls, these ravenous creatures descend on the body to feed unless they're threatened by adjacent foes.

**Morale** The grimslakes fight to the death.

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### STATISTICS

**Str** 22, **Dex** 13, **Con** 19, **Int** 6, **Wis** 14, **Cha** 11

**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 24 (can't be tripped)

**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Step Up

**Skills** Climb +25, Perception +13

**Languages** Abyssal

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### SPECIAL ABILITIES

**Marrow Drain (Ex)** A grimslake's tail is covered with suckers that extend long, thin, razor-sharp tendrils to drill into its victim's bones, draining the victim of marrow. The grimslake can drain marrow from any creature it is grappling or from any helpless creature as a swift action. The victim can resist this painful attack with a successful DC 18 Fortitude save; otherwise, it is staggered from the horrific agony for 1 round and takes 1 point of Constitution drain. The save DC is Constitution-based.

**Penetrating Jaws (Su)** A grimslake's bite attack penetrates cold iron and silver damage reduction.

**Slashing Scales (Ex)** The scales running in a line down a grimslake's back have razor-sharp ridges and spines, and the creature is adept at lashing at attackers with these scales. Any creature that attacks a grimslake with a natural weapon, unarmed strike, or light weapon must succeed at a DC 15 Reflex save or take 1d4 points of slashing damage. The save DC is Dexterity-based.

### RESCUING ARUESHALAE

When Jaruunicka arrived in the region after her long search, Arueshalae initially put up a fight. She slaughtered all of Jaruunicka's retriever and babau minions, as well as a drake rider and his mount (the bodies of all of these except for the inedible retrievers have been mostly eaten by the

grimslakes) before she was forced to retreat to area **P10** to ring the *Bell of Mercy*. This created a nearly indestructible fortress for Arueshalae to hide out in, but also allowed Jaruunicka to dig in and lay siege to the tower.

Since then, the situation has become something of a stalemate. Arueshalae isn't sure she can defeat Jaruunicka's remaining troops and doesn't want to be captured, and Jaruunicka's minions are hurt by the *forbiddance* effect surrounding areas **P9** and **P10**—and have trouble breaking into the fortified tower anyway. The arrival of the PCs on the scene tips the balance in Arueshalae's favor, though. Inside of area **P10**, she cannot directly observe the outside world, but once combat begins in area **P6**, she moves down to area **P9** to crack open the door to watch. Once she sees the PCs in a fight against Jaruunicka's forces, she swiftly moves to join the battle, firing her bow from the stairs to area **P9**. At this point, she uses telepathy to make contact with the PCs—if one of the PCs has the Chance Encounter campaign trait, she contacts that PC first; otherwise, she'll contact the PC whose religious beliefs most closely match hers as a worshiper of Desna. Note that the range of her telepathy is wide enough for her to easily communicate with the PCs anywhere in the redoubt.

Once she makes telepathic contact, Arueshalae can give the PCs exact information about the foes engaged in the siege, and advises them that the leader is a powerful cleric. She also tells them that they can take shelter in the bell tower, but that the *forbiddance* effect might harm some of them who aren't worshipers of Desna, so they should take care before entering the warded area.

### REDOUBT FEATURES

After a century of brutal war, very little of this old Desnan holy place remains intact. The roofs of most locations have crumbled away long ago, leaving only areas **P8–P10** with roofs—the rest of the fort has been left open to the elements. The walls vary from 5 to 20 feet high and are scored with deep gashes or pitted by acid and alchemical burns, making them relatively easy to scale (Climb DC 10). Many of the standing exterior walls are crumbling. As a testament to the passage of time, a few sparse sickly trees have taken root amid the broken stones of the lonely hilltop ruins.

This part of the adventure should not play out as a room-by-room exploration of the redoubt. Rather, the PCs should have several combats that can spill over into one another as they attempt to make their way to Arueshalae's side. Brief descriptions of key areas in the redoubt, as well as their initial guardians, are given below. Unless the PCs are particularly stealthy, combat in one area should quickly attract the attention of creatures in other areas, which rush over to join the fray; if the PCs aren't quick in resolving a battle, they may find themselves overwhelmed and forced to retreat.



# WRATH OF THE RIGHTEOUS

## Arueshalae's Redoubt

1 SQUARE = 5 FEET



**P1. Guard Post:** A pair of old portcullises (hardness 8, hp 25, break DC 20) bar entrance into this old guardpost. Jaruunicka has stationed a derakni here. The locust demon hides in the southwest corner and casts *insect plague* to fill the area to the east as soon as the PCs enter and start working on the second portcullis.

**P2. Lower Landing:** The stairs leading up to area P5 are partially collapsed—treat them as difficult terrain. While nothing lurks on this lower landing, it's under watch by the demons at areas P3 and P4.

**P3. Cistern:** The builders of the original structure prepared an underground cistern before they began construction, so they wouldn't be solely dependent on magic for fresh water in case of a siege. The well shaft is too narrow for Small and larger creatures. The rotted remains of a rope are still attached to a broken bucket that sits at the bottom of the reservoir. The cistern itself is unremarkable, save that its waters are brackish and polluted from the presence of a hezrou making the cistern its lair. The hezrou discovered the fortress years ago and has dwelled in the cistern for some time. It noticed Arueshalae when she first arrived and attacked in order to defend its territory, only to be gravely wounded by her. Now that more demons and creatures infest the redoubt,

the hezrou is even more irritated. It has remained in the cistern because it suspects whatever is transpiring is far too political for its taste. But if the hezrou senses any activity around the cistern (like conversation or pulling on the rope), it changes to gaseous form to rise up and defend its territory. If combat breaks out in area P2, the hezrou rises up to observe quietly, and once one side appears to be weakening, it joins the fight on the winning side (even the PCs), hoping to curry favor from the more dominant force.

**P4. Overlook:** A drake rider incubus and his mount perch atop the western stone wall here, keeping a watchful eye for intruders. If they spot any, the drake shrieks a challenge as the rider and mount take to the air and attack.

**P5. Battlement:** One of the tools Jaruunicka used to track down Arueshalae were a pair of retrievers and a bebilith. When she first arrived, the two retrievers attacked and were cut down quickly by Arueshalae's arrows, but the bebilith was smarter and hung back. The bebilith dragged the bodies of the two retrievers, creating a tangle of hideous limbs the bebilith has fashioned into a crude nest. The bebilith is eager to capture and eat Arueshalae, and avoids coming out to risk combat against the PCs unless they attack it first.

## Demon's Heresy

**P6. Main Courtyard:** The main courtyard is infested with grimslakes—the scavengers coil and writhe about down here, keeping a watchful eye on all approaches, and start shrieking eerily if they spot enemies. The grisly remains of several babaus, a rift drake, and a drake rider lie strewn about the courtyard.

**P7. Tower Foyer:** Jaruunicka's second surviving drake rider is stationed here. The incubus and his mount stay perched on the southeast corner of this ruined foyer, allowing both to keep watch over area **P6** and the eastern approach, including the second set of stairs below.

**P8. Arueshalae's Chamber:** This simple chamber has been cleaned of debris. A simple, clean pallet lies on the floor along with a few pieces of makeshift furniture fashioned from wood taken from the rubble. This chamber served as Arueshalae's home after her escape from Drezen, and it was here in a hidden cache in one wall that she found many of the sacred weapons and items she now carries, including the *spherewalker staff*, *starknife*, *starbow*, *efficient quiver* (and its arrows), and *swallowtail bracers* (see page 63)—all welcome additions to her gear, since she had to scavenge the rest from other creatures she encountered and defeated in battle on her way here from Drezen.

Today, the chamber has been claimed by Jaruunicka as her base of operations. While the furnishings are still serviceable, the hag has decorated them all with unholy symbols of Sifkesh, ruining any value they may have once had to Arueshalae. Furthermore, the walls and floor of the room have been inscribed with invocations to Sifkesh—Jaruunicka's been spending the past several days in a complex ritual of prayer and sacrifice in hopes of weakening the effects of the *Bell of Mercy* (see area **P10**) to allow her minions to breach Arueshalae's defenses, but so far, these rituals have not had the success the cleric has hoped for.

Jaruunicka relies upon her *status* spells to let her know when trouble comes to the redoubt—once she notices that one of the drake riders or the derakni are being damaged, she prepares her defensive spells as detailed in her tactics, then emerges from this room to seek out the battle. Once she engages the PCs, Jaruunicka's outrage at their desire to help Arueshalae boils over. She shrieks comments like the following as she fights: "Why do you even care about this creature? In life she was filth, and was judged, condemned, and even exalted for her wretchedness. Do you hear me? Judged by your gods! There are no second chances! Not for me, not for her, and not for you!"

Jaruunicka wants to capture the PCs alive. She hopes that she can use them as hostages to force Arueshalae out of her tower—whether or not this works is up to you, but if it does, the PCs should have a chance to escape and aid Arueshalae in one last fight for their lives. Alternatively, Jaruunicka may use the PCs as sacrifices to bolster her ritual—in this

case, the PCs should have a chance to escape before she attempts to murder them.

**P9. Tower of the Fourth Sphere:** This tower is the tallest remaining portion of the fort, and its walls are protected by the effects of the *Bell of Mercy*. When Arueshalae activated the bell, it created a 120-foot-radius sphere of *hallow* and *protection from evil*, within which was a smaller 60 foot radius sphere of *forbiddance* and magical fortification to the tower itself. See page 62 for full details on these areas' exact effects. Since the area of effect is focused on the bell itself in area **P10**, the area at ground level affected by these effects is smaller, as indicated on the map.

The walls of this tower are magically enhanced by the bell (hardness 16, hp 1,800, break DC 65)—damage to them is repaired at the rate of 5 hit points per round. The door into the area is a stout stone door barred from the inside (hardness 16, hp 120, break DC 48); damage to it is also repaired at a rate of 5 hit points per round. If the PCs make their presence known to Arueshalae, she swiftly descends from area **P10** to open the door and let them in.

The succubus knew that this tower housed a potent artifact, but until she was forced in here to activate it, she was hesitant to tread upon these sacred grounds, not trusting her own redemption had come far enough to allow her within the tower without repercussions. To her relief, she found herself quite welcome here, though she's now trapped by the demons outside.

**P10. The Bell of Mercy:** The upper floor of the tower is 25 feet above the lower floor. Its only contents are a large silvery bell suspended 10 feet off the ground—this is a potent Desnan artifact called a *Bell of Mercy* (see page 62), the source of the wards that have so far protected Arueshalae. The succubus herself has been spending much of her time recently in meditation in this room, praying to Desna for guidance. While the bell's yoke can be detached, it is enormously heavy and difficult to transport. Arueshalae suggests leaving the bell here for now because of its size and weight, at least until a relocation plan is devised. Its eventual transportation to a more suitable site, such as Drezen, is left for the GM to develop.

### MEETING THE RISEN SUCCUBUS

The overall goal of this part of the adventure is to put the PCs in contact with a powerful ally—one of the most powerful friendly NPCs they'll encounter during the Wrath of the Righteous Adventure Path. The encounters awaiting them in the final part of "Demon's Heresy" in the Ivory Sanctum are deadly indeed, and assume that Arueshalae is accompanying the PCs, but before she joins them, she needs to make sure they're trustworthy. The same can certainly go for the PCs—after all, it may be difficult for many to accept the idea that a demon could be redeem herself from evil.

## WRATH OF THE RIGHTEOUS

### Redemption Effects

Once Arueshalae becomes chaotic good, her path to redemption ability is replaced by the redeemed ability, and her energy drain ability is replaced by invigoration.

**Invigoration (Su)** Arueshalae can choose to infuse a portion of her own life energy into a mortal during an act of passion, such as a kiss. She gains 1 negative level when she uses this ability, while the target creature is affected by *restoration* and *breath of life* (both at CL 12th). If after 24 hours Arueshalae succeeds at a DC 20 Fortitude save, this negative level is removed (failure means it must be removed via normal means). She cannot use this ability on herself.

**Redeemed (Ex)** Arueshalae gains the good subtype and is no longer in danger of being staggered in the presence of other demons. She regains full use of her succubus spell-like abilities, and can use her anarchic gift on an unlimited number of creatures. Her constant spell-like ability to *detect good* changes to *detect evil*.

After her rescue, Arueshalae expresses her heartfelt gratitude and introduces herself. If one of the PCs has the Chance Encounter campaign trait, she smiles when she encounters that PC and reminds him that they've met before. She remains soft-spoken and almost shy until she has a sense of how the PCs react to her, and explains her concern if they ask.

Once introductions are made and stories exchanged, Arueshalae expresses interest in aiding the crusaders against the Worldwound, but worries that her nature would make it difficult, if not impossible, for the paladins and priests of the crusade to accept her aid. If the PCs don't volunteer to do so, she asks if the PCs would represent her to the Crusade, hoping that they can find a place for her outside the Worldwound so she can focus on her own redemption rather than spending nearly all of her hours avoiding her kind. As a show of good faith, she tells the PCs she's learned the site of the Templar stronghold—the Ivory Sanctum. Further, she volunteers to travel with the PCs to this location to defeat the leaders of the Templars who are stationed there. She tells the PCs that the Ivory Sanctum is where potent *Nahyndrian elixirs* have been distributed to various powerful demons to greatly enhance their power. Not only would a strike against the Ivory Sanctum remove the leadership of the Templars of the Ivory Labyrinth and thus strike a telling blow against one of the most subversive enemy groups, but any information that could be recovered about these *Nahyndrian elixirs* and the crystals they're made from would be an incredible discovery—for once the crusaders know where the crystals are being refined, that site can be attacked.

Arueshalae hopes that aiding the PCs in this mission would be enough to ensure her acceptance among the crusaders. In any event, together defeating Jaruunicka and rescuing Arueshalae counts as completing a mythic trial.

### ARUESHALAE'S REDEMPTION

When the PCs finally meet Arueshalae, her alignment is chaotic neutral, but she's still striving to become chaotic good. She's close to making this final change, but must still perform several penances before she can shed the last remaining bit of evil clinging to her.

Arueshalae must perform four more penances before she becomes chaotic good. After each time she performs one of the acts listed below, she must then succeed at a DC 26 Will save for the penance to count toward her redemption. If a good-aligned PC takes her under his proverbial wing to help guide her, she gains a +1 bonus on this roll—good-aligned PCs can aid in this manner. She may attempt any of the following penances as many times as she wishes; once she successfully earns a penance, performing that same penance again doesn't count toward redemption.

- Maintain an anarchic gift with a worshiper of Desna for no less than 1 week, during which time the worshiper of Desna must remain faithful to Desna and cannot perform any evil acts.
- Willingly submit to a *geas/quest*, *mark of justice*, or similar spell from a good spellcaster.
- Donate a magic item worth at least 10,000 gp to a good-aligned creature or organization (this includes giving a magic item to a good-aligned PC).
- Help defeat Xanthir Vang and the Ivory Sanctum's inhabitants without payment for providing this aid.
- Show mercy to a vanquished foe.
- Accept an *atonement* spell cast by a worshiper of Desna (this can't serve as a shortcut to becoming chaotic good, but can function as a penance if Arueshalae succeeds at her DC 26 Will save).
- Fall in love with a good-aligned mortal (and have that love reciprocated).

At your discretion, other possible penances can exist as opportunities to do good deeds come up in play. See pages 18–19 of *Pathfinder Player Companion: Champions of Purity* for more on redemption, if you wish to explore this element of the game further. Note that because Arueshalae is a demon, her path to redemption is more difficult than normal.

Arueshalae can relapse as well—each time she performs a minor evil act, the number of penances Arueshalae must perform increases by 1. If she ever has to perform more than 14 penances, she reverts to chaotic evil and can never again redeem herself—in this case, she regains her demonic abilities and immediately teleports away from the PCs, now plotting their destruction in an attempt to regain her standing in Nocticula's court. Sample minor evil acts

## Demon's Heresy

include using her energy drain on a creature, casting a spell with the evil descriptor, praying to an evil deity, using an evil magic device, mind controlling a good creature to commit evil acts, and so on. Note that performing a major evil act, such as killing a creature with her energy drain or sacrificing a creature to a demon, immediately undoes her work and she reverts to chaotic evil.

**Story Award:** If the PCs help Arushalae finish her journey and become chaotic good, award them 12,800 XP.

### Part 4: The Ivory Sanctum

The Templars of the Ivory Labyrinth are a specialized cult that serves Baphomet. Nominally the lord of Minotaurs, Baphomet is much more than a bestial god of these creatures, and his origin and history are complex and shrouded in secrets. Further details on this enigmatic demon lord appear in later adventures (particularly in “Herald of the Ivory Labyrinth,”) but it’s during this part of “Demon’s Heresy” that the PCs finally are able to strike a significant blow against Baphomet’s servants.

While the Templar rank and file are organized into cells, with each one serving as an independent entity that has little to no contact with others, the Templar leaders in the Worldwound are responsible for much of the organization of the cult. This leadership dwells in the Ivory Sanctum, and a strike against this fortress will destabilize the entire Templar operation in the Worldwound. Those cells that report directly to the Ivory Labyrinth will be thrown into chaos, which will swiftly ripple downward, eventually affecting all of these subversive cultists and setting back by years their efforts to sabotage the crusades from within.

Perhaps even more important, defeating the Templar leaders in the Ivory Sanctum will temporarily disrupt the distribution of *Nahyndrian elixirs*, preventing the demons from advancing more of their kind to mythic stature. In order to permanently disrupt this, the PCs need to travel to a different complex where the raw *Nahyndrian crystals* are refined, and thence to the Abyssal mine from which they’re being procured. These events compose the next adventure, but information on how to get to these locations can be recovered in the Ivory Sanctum.

If the majority of the PCs aren’t at 4th tier yet, guide them toward the previous mythic trials before starting this part.

### IVORY SANCTUM FEATURES

The Ivory Sanctum is located at area O on the Marchlands map. The PCs can certainly stumble across the location of this fortress by accident while exploring, but it’s more likely they are directed here either by the intelligence gathered from area K4 or by Arushalae.

Unless specifically noted otherwise, the ceilings in the fortress are 20 feet high. Lighting is provided by glowing demonic runes (*continual flames*) high on the walls in most

### Quest: Child of Vengeance

An orphaned PC learns of his parents’ fate and has a chance to avenge their death.

**Task:** Aravashnial tells a PC who has the Riftwarden Orphan campaign trait that he’s been looking into the PC’s parents’ past to try to find out what happened to them as a way of repaying the PCs for helping him back in Kenabres. He’s learned that the PC’s parents were assassinated while on a secret mission for the Riftwardens. The assassin was a powerful Blackfire Adept named Xanthir Vang, who the PCs may now know currently leads the Templars of the Ivory Labyrinth. It’s unlikely that the PC’s parents’ remains still exist, but some of their belongings may still lie among Vang’s trophies and treasures. At the very least, defeating this powerful fiend might bring the PC closure.

**Reward:** Helping the PC recover an heirloom earns the party 9,600 XP. Any character who possesses the Riftwarden Orphan campaign trait completes a mythic trial.

rooms. All walls within the Ivory Sanctum are tiled in ivory and bone, under which the walls, floor, and ceiling are all magically treated reinforced masonry (hardness 16, double normal hp, break DC +20 normal—see page 411 of the *Core Rulebook*). Furthermore, the structure resists magic that attempts to bypass walls, such as *passwall* or *transmute rock to mud*. Attempts to use this type of magic on the structure fail unless the spellcaster succeeds at a caster level check (DC = 20 + twice the spell’s level). The doors in the Ivory Sanctum are made of iron (hardness 10, hp 60, break DC 28) and can be locked (Disable Device DC 30), but are generally left unlocked unless otherwise noted, since only Xanthir Vang and Jerribeth have keys.

Note that while the Ivory Sanctum is the headquarters of the Templars of the Ivory Labyrinth here in the Worldwound, it’s not an overly religious site. Other allied agents, such as the Blackfire Adepts, the cult of Deskari, and even strange alien allies maintain a presence here as well. The leader of the Ivory Sanctum, Xanthir Vang, is not the true leader of the Templars—that role belongs to Baphomet’s daughter, Hepzamirah, but for the past few years she’s been working on the *Nahyndrian crystal* harvest in the Abyss and has increasingly left stewardship of the Templars in Vang’s squirming hands.

### Q1. The Greengate Gorge (CR 10)

The walls of this rocky gorge rise up in nearly vertical cliffs of jagged stone to either side, joining in a sheer cliff to the north. Mounds of rubble—much of which appears to be fragments of statues of crusaders and demons—lie in heaps near the gorge’s end.

# Wrath of the Righteous

## The Ivory Sanctum

1 SQUARE = 5 FEET



## Demon's Heresy

The actual entrance to the Ivory Sanctum is not only blocked by a portcullis (see area Q2), but also hidden by an *illusory wall* (DC 22) placed by Xanthir Vang. The presence of this *illusory wall* is revealed in the notes from area K4. Arueshalae has also learned about the wall through her research. The bulk of the denizens within the sanctum do not use this approach to enter or exit, however; instead, they use *teleport* or *dimension door* to come and go. The gorge walls are 200 feet high here.

**Creatures:** Six basilisks dwell in this area, clambering around among the rubble and doing their best to soak up the muted rays of sunlight as best they can. The basilisks are kept fed by the Templars, who smash apart and collect petrified remains when they need to send out or receive shipments of supplies, keeping the gorge relatively free of clutter. At these times, the basilisks are lured to a box canyon a few hundred feet to the south where they're kept corralled, but currently the six monsters have the run of the area. They are ill-tempered, and noisily attack anyone who approaches the area, fighting to the death.

### BASILISKS (6)

CR 5

XP 1,600 each

hp 52 each (*Pathfinder RPG Bestiary* 29)

### Q2. Sanctum Entrance (CR 11)

This room's floor is decorated with basalt tiles, each of which has been crafted to represent one section of a complex labyrinth. Ivory lined columns support the ceiling, every inch engraved with a mix of images of mazes, minotaurs, and men and women writhing in ecstasy or agony.

The portcullis radiates moderate transmutation magic, as do two small tiles on the northern face of the columns to either side of the gate. A *telekinesis* effect raises or lowers the portcullis if two separate people place their hands on these tiles and concentrate on raising or lowering the gate—it takes a single-full round action to either raise or lower it. With a successful DC 30 Use Magic Device check, a character can raise or lower the magical portcullis from either side.

**Creatures:** This foyer is guarded at all times by advanced half-fiend minotaurs—fiendish guardians brought from the Ivory Labyrinth years ago. Although there are technically 10 of these half-fiends living in the complex, only four of them are on guard duty here at any given time, with two others enjoying their time off either sleeping

in area Q4 and the other four away on longer patrols in the hinterlands, coming and going via the long tunnel at area Q18a. Those stationed here stand in the east and west portions of the room, two to the north and two to the south. They roar loudly upon spotting intruders, using unholy blight on foes who attempt to breach the portcullis to the south. They can attack intruders through the vertical bars of the portcullis with their glaives, chopping downward in powerful blows. These guardians fight to the death. If a battle here takes more than 5 rounds, the demons from area Q9 comes to investigate.

### ADVANCED HALF-FIEND MINOTAURS (4)

CR 7

XP 3,200 each

hp 69 each (*Pathfinder RPG Bestiary* 171, 294)**Melee** +7 glaive +14/+9 (2d8+14/x3) or

bite +13 (1d8+8), gore +13 (1d6+8)



Half-Fiend Minotaur

## WRATH OF THE RIGHTEOUS

### Q3. Hallway

This wide hallway snakes to the south a slight angle. Double doors are set on each wall, while to the southwest sits a weapon rack designed for oversized weapons. Two glaives are stored here.

The doors to areas **Q5** and **Q6** are always locked.

**Treasure:** The two glaives on the rack are both Large +1 *glaives*. They're extra weapons normally used by the half-fiend minotaurs.

### Q4. Scions of Baphomet (CR 9)

A strong animal musk pervades this bedroom. At each corner of the western wall sits a bed, filthy with stains and quite a bit larger than what is customary for humans. To the east is an oversized weapon rack.

**Creatures:** The large beds are little more than saggy mattresses in partially broken frames, and are used by half-fiend minotaurs. Two are sleeping here unless they've been roused by the sound of battle in area **Q2**.

#### ADVANCED HALF-FIEND MINOTAURS (2)

CR 7

XP 3,200 each

hp 69 each (*Pathfinder RPG Bestiary* 171, 294)

**Melee** +1 *glaive* +14/+9 (2d8+14/x3) or  
bite +13 (1d8+8), gore +13 (1d6+8)

### Q5. Jerribeth's Quarters (CR 14)

A writing desk, a full-length mirror, a semicircular bath, and a canopied bed sit in the four corners of this large room. A contraption that resembles a cross between a wooden gurney and a torture table sits in the center of the room, its corners adorned with bloodstained leather straps. A set of manacles attached to a short chain is attached to one of the bed's posts.

This chamber is the boudoir of the nominal leader of the Templars of the Ivory Labyrinth, the glabrezu Jerribeth. The tub to the northeast is built right into the floor and walls, and is 3 feet deep. The tub radiates faint evocation magic, and its temperature can be controlled (from ice cold to almost boiling hot) by mental command. The masterwork manacles are attached firmly to the bed, but a creature chained to them can pull them free from the bed with a successful DC 26 Strength check, even if it can't escape from the manacles themselves. The contraption in the room's center is a torture rack that pivots to stand the victim upright, upside down, or flat on their back. Once secured, a victim can escape the device with a successful DC 35 Escape Artist check or DC 27 Strength check. The desk serves as a place to read and write as well as a dresser. Its drawers are filled

with extravagant articles of clothing, as well a number of instruments capable of inflicting both pleasure and pain. An unfinished note, written in Abyssal, sits under a human jawbone that's being used as a paperweight—the note appears on page 45 as Handout #2. (Jerribeth normally summons a demon to deliver her notes to Hepzamirah, but has not finished this letter yet.)

**Creature:** Jerribeth has long served the half-fiend Hepzamirah as second-in-command of the Templars of the Ivory Labyrinth, and continues to chafe at the fact that she must still serve as second-in-command under Xanthir Vang. Jerribeth is faithful to Baphomet, and she sees Vang, as a cultist of a different demon lord and a member of an entirely different secret society, as an untrustworthy liability. She knows better than to openly move against a favored minion of Deskari—at least, until she's absolutely sure she can prevail in a confrontation against him.

Jerribeth is a unique glabrezu. She's an advanced member of her kind with an unusual ability to change shape as a swift action into a humanoid form or back to her true form—a gift from Baphomet himself to aid her in her position as a leader among the humanoid cultists she has been tasked to interact with. She's come to favor the form of a beautiful green-haired elven woman, since she's found that this beautiful form works wonders when she's seducing and manipulating mortal minions. As a Templar spymaster, Jerribeth has been responsible for numerous atrocities over the past 100 years, and was active in the Worldwound decades before Baphomet became involved directly. It was Jerribeth, for example, who lured the dwarf Staunton into betraying Drezen so many years ago. At your discretion, she may be behind some of the unfortunate events in the PCs' backgrounds as well, particularly for those with the Exposed to Awfulness or the Stolen Fury campaign traits.

Jerribeth is responsible for many of the hand gestures, secret signs, and passwords the Templars use to transmit information, and several of the notes in her desk (see *Treasure*, below) contain notes on this information. Jerribeth specializes in seduction of the spirit, but knows the power that a glimpse of a shapely, silken thigh has over the body. She can be a patient listener, thoughtful conversationalist, or ferocious and demanding lover as needed. She rarely leaves the Ivory Sanctum, preferring to use summoned demons to deliver her messages and demands, but on rare occasions she accepts special invitations to call upon the truly rich, powerful, and decadent. These opportunities grant her an opportunity to use her charm and sensuality to sell the cult to the jaded elite.

A consummate actor, Jerribeth only ever breaks character when forced to take violent action. She prefers

## Demon's Heresy

to solve problems through discussion and temptation, as the PCs discover when they arrive in this chamber and find her lounging on her bed with a recently murdered companion (a torn-apart Templar whose failure on a mission ensured a grisly punishment) spread out across the foot of the bed. Jerribeth reacts to the PCs' arrival with a smile, calling them each by name and apologizing for "the mess." She doesn't hide her allegiance to the Templars, but does see a use for the PCs and offers to make a deal: she'll grant them a *wish* if they agree to simply do what she assumes they're here to do—track down and kill Xanthir Vang. She won't help the PCs any more than by granting them a *wish*, but she grants this *wish* without strings attached (within what she considers reason), believing that Vang's death will, in the long run, help Baphomet's interests in the region. They'll certainly help her interests! Her only condition is that the PC who makes the *wish* must wear one of her *prisoner dungeon rings*, which allows her to monitor that PC's status and location.

If the PCs comply, Jerribeth warns them about the brain collectors in area **Q8**, and teaches them a secret hand sign (extend the thumb and first two fingers of the left hand and touch both corners of the mouth simultaneously with index and middle finger tip) they can use to pass through area **Q9** without being attacked by the demons that guard that area. Of course, once the PCs defeat Vang, they are no longer of use to Jerribeth, and she quickly moves to attack them at this point (accompanied by the horned demons from area **Q9** if they still live). If the PCs attack her first or otherwise annoy her, she shrugs and spares no mercy as she attacks.

### JERRIBETH

**CR 14/MR 2**
**XP 38,400**

Female mythic glabrezu (*Pathfinder RPG Bestiary 61, Pathfinder RPG Mythic Adventures*)

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic<sup>MA</sup>)

**Init** +4/-16, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft., true seeing; Perception +26

#### DEFENSE

**AC** 30, touch 8, flat-footed 30 (+22 natural, -2 size)

**hp** 206 (12d10+140)

**Fort** +18, **Ref** +6, **Will** +11

**DR** 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

#### OFFENSE

**Speed** 40 ft.; *air walk*

**Melee** *rod of the viper* +20/+15/+10 (1d8+14 plus poison), bite +20 (1d8+6), claw +20 (1d6+6), 2 pincers +20 (2d8+6/19-20)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** dual initiative<sup>MA</sup>, mythic power<sup>MA</sup> (2/day, surge +1d6), rend (2 claws, 2d8+18)

**Spell-Like Abilities** (CL 14th; concentration +22)

*Hepzamirah,*

*Our esteemed representative of the Lord of the Locust Host continues his dalliance with his guests. It should not surprise me that one such as he would look to the Dark Tapestry for alliances. Despite his condition, he remains a child of this tiny plane, and I suppose I should not concern myself overmuch with his pastimes, yet the presence of these aliens in your Father's Ivory Sanctum vexes me still. They are not so dangerous—not to one such as myself—yet I remain concerned for the dangers they may represent. Their presence is more a symptom than the problem itself.*

*Vang has been supplying them with victims intended for sacrifice. He knows better than to short my needs for the rituals, yet still. These mortals belong to your Father, not some clattering tangle of legs and brains. Even so, our Dominion visitors possess some interesting powers. I have not yet managed to crack their minds and tempt them with my wishes—nor have I cracked Vang, for that matter—but I will. And when I do, we will have an interesting new tool to use against these crusaders. Vang will simply need to accept the fact that, when that time comes, these "guests" were never his at all, but merely waiting upon the will of your Father to join in the war.*

*The effects of Nahyndrian elixir continues to impress me. My own experiences, combined with the fact that the last four demons who imbibed survived with ease, tell me that Minagho's serpentine scum and her insane scientist have finally perfected the recipe. I look forward to the next shipment from the Fane, and hope to be able to join you soon to aid you in recruiting more of the lords and ladies of Midnight to our cause.*

*And in regard to the Drezen situation, you need not fear. I am in the process of*

### HANDOUT #2

Constant—true seeing

At will—*chaos hammer* (DC 22), *confusion* (DC 22), *dispel magic*, *mirror image*, *reverse gravity* (DC 25), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only)  
1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)



## WRATH OF THE RIGHTEOUS

### Cleric Spells Prepared (CL 14th; concentration +22)

7th—*destruction* (DC 25), *greater scrying* (DC 25)  
6th—*heal*  
4th—*air walk*  
2nd—*bull's strength*, *eagle's splendor*

### TACTICS

**Before Combat** Jerribeth casts *air walk*, *bull's strength*, and *eagle's splendor* on herself.

**During Combat** Jerribeth opens combat by reverting to her true form as an immediate action and then using *power word stun* on a party healer. On the following rounds, she casts her spells and uses her spell-like abilities at range. Her first act in melee is to cast *mirror image*. She avoids full attacks against enemies like paladins or rangers who are quite

strong in melee against demons, instead using *Power Attack* to make a single attack with her *rod of the viper* before moving away to keep her foes from being able to make full attacks against her. She casts *heal* on herself once she's reduced to fewer than 75 hit points.

**Morale** Jerribeth teleports away to safety if reduced to fewer than 50 hit points after she's already used *heal*. She does not immediately return, but should eventually seek revenge against the PCs—likely after fleeing back to the Abyss to join Hepzamirah in the Midnight Isles.

### STATISTICS

**Str** 35, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 26

**Base Atk** +12; **CMB** +26; **CMD** 36

**Feats** Improved Critical (pincers), Improved Initiative, Lightning Reflexes<sup>M</sup>, Multiattack, Persuasive, Power Attack

**Skills** Bluff +31, Diplomacy +27, Disguise +23, Intimidate +10, Knowledge (arcana, local) +9, Knowledge (planes) +12, Knowledge (religion) +18, Linguistics +9, Perception +26, Sense Motive +18, Spellcraft +18

**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Hallit, Necril, Undercommon

**SQ** change shape (any humanoid form, *alter self*), simple divine spellcasting<sup>MA</sup>

**Gear** *rod of the viper*, *jailer's dungeon ring*<sup>UE</sup>, *prisoner's dungeon ring*<sup>UE</sup> (4), iron key (opens all doors in the Ivory Sanctum except those to areas **Q12a** and **Q19**), bejeweled key worth 1,000 gp (opens the secret door into area **Q12a**), fine clothing worth 1,000 gp (automatically destroyed when she reverts to her true form), mithral key worth 600 gp (opens the door to area **Q5**)

### SPECIAL ABILITIES

**Change Shape (Su)** Jerribeth can use this ability as an immediate action to either assume humanoid form or return to her true form.

**Treasure:** The desk drawers contain two dozen extravagant outfits—in all, these exquisite articles of clothing are worth 4,500 gp. A staggering amount of jewelry worth a total of 6,500 gp is here as well, along with a *necklace of strangulation* she keeps to punish thieves. In addition, numerous documents in the desk contain all sorts of information about the secret signs used by the Templars. It takes 2d6 hours of study and a successful DC 20 Intelligence check to fully comprehend these notes, after which point a character gains a +10 circumstance bonus on all Sense Motive checks made to interpret hidden messages from Templars of the Ivory Labyrinth. These documents are worth an 8,000 gp reward if they're turned over to the Mendevian Crusade.

**Story Award:** For those without a Wrath of the Righteous campaign trait (including if you aren't using them in your game), defeating Jerribeth counts as a mythic trial.



Jerribeth

## Demon's Heresy

### Q6. Prisoner Cells

A series of lonely cells, each empty and devoid of furnishings, lines the walls of this room. Two sets of double doors lead north and west, respectively.

These cells radiate moderate abjuration magic. No doors provide access to the cell interior—prisoners are placed within the cells via magic (typically *teleportation* or *dimension door*) while the prisoners are unconscious. The iron cell bars are narrow and strong (hardness 10, hp 60, break DC 30).

If an NPC ally of the PCs has been captured, they may be able to find the unfortunate NPC here, bound tightly with rope and lying in one of these cells. Since the neh-thalggus often use these prisoners as experimental stock, an NPC found here may be suffering from ability score damage as a result of numerous painful surgical procedures.

### Q7. Alien Laboratory (CR 9)

The air of this octagonal room is foul with the sickly sweet scent of blood and decay. A pair of stone slabs, each raised four feet above the floor, sit against the walls to the east and west. Each slab bears a human cadaver in an advanced state of dissection—the bodies are restrained via shackles, suggesting that the operations were performed on living victims. The floor is sticky with old blood and other fluids, while the northwest wall is covered from ceiling to floor with strange black runes and symbols.

This room serves as both laboratory and dining room for the neh-thalggus who have come at Xanthir Vang's invitation to join him in the Ivory Sanctum (see area Q8). The bodies on the slabs are two of the creatures' more recent victims—both have had their skulls opened and the brains removed, in addition to other surgical mutilations. A steel tray piled with strange metal surgical tools sits on the western body's opened torso—the tools themselves are of an alien and disturbing design.

A successful DC 20 Knowledge (arcana) check made while studying the bodies reveals they were likely used as part of some sort of anthropomancy ritual (divination through extracting and studying humanoid organs). The writing on the wall is in Aklo. A successful DC 25 Knowledge (engineering) reveals that it's a massive and complex equation, that incorporates elements of alchemy, arcane magic, and metallurgy that are normally believed to be unrelated. While the exact purpose isn't readily clear, it's evident the work is unfinished. A successful A DC 25 Knowledge (arcana) check reveals that the equation is part of an attempt to alter planar binding spells to work on natives of the Material Plane.

### Q8. Brain Collector Lair (CR 12)

The exact dimensions of this cavernous room are difficult to discern because of the presence of thick sheets of strange fibrous materials not unlike tangles of webs or filaments of fungus that cover the walls and ceiling in the room's northern half. Three large pods, or perhaps cocoons, hang in the tangles about twenty feet above the bare floor.

This room's ceiling is in fact 40 feet high, but the upper 20 feet are obscured by tangles of ropy filaments of weblike growths. The fibers are partially animated and warm to the touch, as if they were made of living flesh, but their texture is more vegetable in feel. The webs are an organic form of decor grown and sculpted by the room's current occupants. The growths move to aid a neh-thalggus that climbs in them, effectively granting these creatures a climb speed of 20 feet (Climb +15) while navigating them. Other creatures treat these squares as difficult terrain, or take a –8 penalty on Climb checks made in the tangle. The pods are akin to hammocks—the neh-thalggus sleep within these hanging sacks.

**Creatures:** Three advanced neh-thalggus have accepted Xanthir Vang's invitation to join him here in the Ivory Sanctum. The worm that walks has promised the brain collectors their pick of new brains and other stock to experiment upon from victims sent for sacrifices, and in return he's asked the neh-thalggus to develop a variant of *planar binding* that functions on creatures native to the Material Plane. In so doing, Vang hopes to be able to conjure crusader commanders directly from their homes and fortifications to torment, mind-control, and interrogate as the need arises. The brain collectors still have a lot of research left to do in solving this problem, but Xanthir is nothing if not patient.

All three brain collectors are particularly hale and cunning for their kind, and are armed with *wands of confusion*. They also carry various surgical tools, but don't use these in combat. If their lair is invaded, they swiftly emerge from their pods and begin using their wands and casting spells against foes on the ground below, fighting until one of their number is slain. At this point, the surviving two make a fighting retreat to the west, hoping to reach area Q19 and enlist Vang's aid—once they're within 100 feet of area Q19, they use telepathy to call for help from the worm that walks. Vang uses this as an alarm, and begins preparing for combat himself, but doesn't immediately come to the neh-thalggus' aid—he prefers to let them come to him if they really need help.

**ADVANCED NEH-THALGGUS (3)**

**CR 9**

**XP 6,400 each**

**hp 125 each** (*Pathfinder RPG Bestiary* 2 197, 292)

## WRATH of the RIGHTEOUS

**Treasure:** Each of the neh-thalggus carries a *wand of confusion* (each wand has 1d6+4 charges). In addition, each of the sleeping pods contains 900 gp in assorted gems and fragments of strange metal ores.

### Q9. Cathedral of Chaos (CR 12)

A twenty-five-foot-tall, ivory-colored statue of a goat-headed man grasping a glaive with a crescent-moon-shaped blade dominates this spacious chamber from atop a five-foot-tall dais. A series of black columns speckled with white flecks lines the walkway that leads down the center to an altar at the statue's feet. The vaulted ceiling is painted to resemble a starry sky, while the floor is tiled with a black-and-gray labyrinth pattern. Blood-red curtains separate two areas east and west of the dais, which is flanked by a pair of massive braziers.

A continual flame burns within each of the braziers, but the urnlike shape directs the light up at the statue, bathing it in an eerie glow, but leaving the rest of the room dimly lit. The statue itself is of Baphomet, and this entire chamber is under the effects of *unhallow* as well as an *invisibility purge* that affects everything except

for chaotic evil creatures (CL 17th), placed here several months ago by a visiting cleric of Baphomet.

The two curtains obscure the entrances to side chambers sometimes used by visiting priests or Jerribeth. The floor of area **Q9a** is inscribed with a *magic circle* in the form of the sign of the Abyss—a seven-armed rune within a circle. The conjuration circle functions as a *magic circle against evil*, focused inward, when it is used in conjunction with *planar binding*, *planar ally*, or similar spells.

Area **Q9b** is a meditation room furnished with a few tables and chests, which allows it to serve double duty as a storage area. Jerribeth sometimes uses this room for her private prayers, and keeps a small ivory statuette of Baphomet on the northern table. Alongside the idol are common instruments of worship, including a large polished silver bowl for blood offerings and silver sacrificial daggers.

**Creatures:** Two horned demons guard the temple area. Placed here by Jerribeth and held by a pair of *planar ally* spells, the two kalavakuses have been commanded to prevent intruders from entering this temple and to challenge intruders seeking to use the adjoining passageway to the south, but they do not move to enter combat in area

**Q2** unless specifically commanded to do so by their mistress. Once they do enter combat, they fight to the death.

#### KALAVAKUS DEMONS (2) CR 10

XP 9,600 each

hp 125 each (*Pathfinder RPG Bestiary* 278)

**Treasure:** The chest in area **Q9b** contains five wooden unholy symbols of Baphomet, four cat-o'-nine-tails, a few small black books that contain simple worship chants written in Abyssal (worth 25 gp each), four vials of unholy water, two *potions of enlarge person*, four *potions of unnatural lust*<sup>UM</sup> (marked "To overcome nerves"), an *elixir of love*, five *potions of cure moderate wounds*, a *scroll of commune*, a *scroll of resurrection*, and a *scroll of greater restoration*. A lead-lined false bottom in the chest (Perception DC 35) contains a *manual of bodily health +2*.

Neh-Thalççu

## Demon's Heresy

### Q10. Strategy Room (CR 13)

A large table, its surface covered with scrolls and maps, is the only furnishing in this otherwise empty room. A large jar containing a deformed, twitching locusts sits in the center of the table.

This room is the operations hub for the Templar's spy network and for several other plans in various stages of development (such as the development of variant *planar binding* spells, the use of retrievers to snatch up enemies, and battle plans for dozens of possible assaults on dozens of sites along the Worldwound borders). Other topics covered include the locations of the homes of sleeper agents, safe houses, secret passages and underground tunnels connecting to important locales, and hidden shrines to Baphomet. There are also a couple maps of the Worldwound itself. These maps are of value as they depict the area as it is, rather than old Sarkoris. Regions are broken out by demonic commanders alongside notes that outline and tentatively schedule *Nahyndrian elixir* distribution.

**Creatures:** Two Templars of the Ivory Labyrinth stand guard in this room at all times. They know that the information on the table has the potential to be incredibly damaging, but also that it's quite useful to keep handy. The *swarmlord's jar* that sits atop the documents (see Treasure on page 50) is in fact a sort of "scorched earth" option if intruders seem to be about to gain control of the documents. In this case, one of the Templars smashes the jar, releasing a locust swarm into the room that immediately teems over the tabletop. The swarm has the ability to quickly damage objects, and automatically destroys all of the documents on its first action in a round as part of its attack.

The Templars aren't the only guardians of this area, though. A fly-headed coloxus demon in the service of Areelu Vorlesh can often be found here as well. Named Grillixbee, this demon's chief responsibility is to facilitate and maintain amiable relations between the cults of Deskari and Baphomet. The demon is often in this office, quietly ignoring the Templar guards as she works to constantly transcribe the battle plans and notes here before teleporting away weekly to stash them in a distant vault. In this manner, if the documents here are lost, they can be recovered with only minor losses from whatever new additions were made in the past few days. The demon also spends a fair amount of time mediating disputes, be they between cultists of Deskari and Baphomet, between Templars and Blackfire Adepts, or even between Xanthir Vang and Jerribeth. It's this final pair that vexes and distresses the coloxus the most, since either of these two could crush her if they had a mind to. She fears that the antagonism between the two will soon come to a head, and that when that occurs, she'll be slain in the crossfire.

When the PCs arrive, Grillixbee telepathically orders the Templars to stay their hands, then initiates a new telepathic conversation with the PCs. The demon asks them their business in the Ivory Sanctum, and doesn't seem phased at replies like, "We're here to kill everything!" Grillixbee has made the decision that Xanthir Vang is the better option to ally with in the end, and she offers the PCs a deal: if they agree to assassinate Jerribeth, Grillixbee promises to do what she can to mediate a meeting between the PCs and Vang. If the PCs agree to this deal, the coloxus is delighted and tells them where Jerribeth can be normally found (area Q5), that Jerribeth actually a glabrezu, and that the PCs should not listen to her offers of alliance, noting without irony that it's foolish to trust a demon. Grillixbee escorts the PCs to area Q5 as well so that they can make the trip without having to fight foes along the way, and once they're ready, she casts *haste* on the party (noting wryly that she would also cast *invisibility*, if Jerribeth didn't have the ability to see invisible creatures) just before they make their attack. If they successfully defeat the glabrezu, Grillixbee escorts the PCs to area Q19 for their "meeting" with Xanthir Vang—but of course, the demon has no intention of keeping her bargain this long and betrays the PCs by joining Vang in an attack against them after she telepathically alerts Vang about her plans as she approaches the area.

In the end, Grillixbee's loyalties lie with Areelu and the Worldwound. She's got little interest in the success or failure of the cult of Baphomet or the Blackfire Adepts beyond what they might be able to contribute to the Worldwound's expansion. As such, one thing Grillixbee won't tolerate is any attempt to steal or otherwise gain the information on the table—attempts to secure the documents are a surefire way to cancel any deals in the making and force the coloxus to attack. In battle, Grillixbee starts by casting *mind fog* and then follows up with *confusion*, using quickened *invisibility* for the next few rounds to make sneak attacks on the enemy. If reduced to fewer than 30 hit points, she teleports away to the city of Undarin to make a personal report to Areelu's agents. Whether she is slain for her failure or survives to seek revenge against the PCs in the future is up to you, but as written, Grillixbee has no significant future role to play in the rest of the Adventure Path.

#### TEMPLARS OF THE IVORY LABYRINTH (2)

CR 5

XP 1,600 each

hp 55 each (see page 26)

#### GRILLIXBEE

CR 12

XP 19,200

Female coloxus (*Pathfinder RPG Bestiary 3* 72)

hp 168

## WRATH OF THE RIGHTEOUS

### LOCUST SWARM

CR 2

**XP 600**

**hp** 18 (*Pathfinder RPG Bestiary 4* 183)

**Trap:** All of the documents on the table are protected by *explosive runes* placed by Xanthir Vang—in case the guardians of the area are unable to defend the documents or trigger the *swarmlord's jar* to destroy them. There are dozens of documents in all, but the PCs should only receive experience points once for the trap, whether they remove them or trigger them all. Note that one blast from a single *explosive runes* trap is enough to destroy all the documents on the table, but this doesn't set off a chain reaction—*explosive runes* only detonate when they are read.

### EXPLOSIVE RUNES TRAP

CR 5

**XP 1,600**

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

#### EFFECTS

**Trigger** reading; **Reset** none

**Effect** spell effect (*explosive runes*, 6d6 force damage, Reflex DC 21 half); multiple targets (all targets in a 10-foot burst)

**Treasure:** The jar on the table is a *swarmlord's jar* used as a paperweight. The documents themselves are priceless to the crusaders—see Story Award, below.

**Story Award:** Gathering the intelligence in this room and delivering it to the crusaders deals a major blow to the Worldwound. Each of the 24 documents is worth a 400 XP reward—if the PCs manage to save them all, they can earn the full 9,600 XP for this achievement.

## Q11. Workshop (CR 12)

A smokeless forge sits in the northwest corner of this room, next to an anvil. A weapon rack stands against the north wall, while two tables to the east and west, respectively, are covered with tools, alchemical supplies, magical reagents, books, and more. Several wooden chests sit under the western table, while to the north of the eastern table sits a second weapon rack; whereas the northernmost rack contains several weapons that appear to be in fine condition, this more southern one contains weapons that appear to be damaged.

This room is used primarily by the Blackfire Adepts as a workshop to craft magical items and weapons. The bulk of these weapons are then distributed to Templars or officers in the Worldwound army. The adepts grumble about the work, but they know better than to do so where their master Vang might overhear, since the production of magic items is one of the requirements of the alliance the Blackfire Adepts have struck with the lords of the Worldwound. In return, the Blackfire Adepts are allowed

unprecedented access to the various rifts and portals found throughout the Worldwound, as well as cooperation with various demonic agents and the like. Over the past several decades, the Blackfire Adepts have profited greatly by this arrangement.

The forge is magical—it runs hot enough to work adamantine but creates no smoke and doesn't impact the overall temperature of the room. A creature pushed into the forge takes 12d6 points of fire damage per round (Reflex DC 18 half). The six chests under the table have lead linings that are then cushioned by thick padding made of demon fur. Each of these chests is used to transport a single draught of *Nahyndrian elixir*. When new shipments arrive from a place called the Midnight Fane (see "The Midnight Isles"), the Blackfire Adepts take those chests and return empties for future deliveries. No deliveries of the elixir are scheduled to happen during this adventure.

**Creatures:** Four of the of the eight Blackfire Adepts stationed in the Ivory Sanctum can be found here at any time of the day, working furiously on repairing weapons, crafting new weapons, or working on personal projects in their limited free time. These cultists are loyal to Vang, but not so much the Templars of the Ivory Labyrinth, and while they certainly prepare themselves for combat if they hear an alarm or other sounds of battle, they don't abandon their tasks to aid others in nearby rooms—the single exception is if Xanthir Vang commands their assistance. Of course, they are intolerant of interruptions, and swiftly attack anyone who dares enter this room unless she's dressed as a Templar, in which case they hold off the attack until it becomes clear that the PCs aren't simply Templars here to pick up newly repaired weapons.

### BLACKFIRE ADEPTS (4)

CR 8

**XP 4,800**

Human sorcerer 6/Blackfire Adept 3 (*Pathfinder Campaign*

*Setting: Paths of Prestige 12*)

CE Medium humanoid (human)

**Init** +2; **Senses** Perception +9

#### DEFENSE

**AC** 23, touch 13, flat-footed 20 (+4 armor, +2 Dex, +1 dodge, +2 natural, +4 shield)

**hp** 66 (9d6+33)

**Fort** +5, **Ref** +5, **Will** +7; +2 vs. poison

**Resist** electricity 5

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +6 (1d4+1/19–20) or

2 claws +5 (1d4+1 plus 1d6 fire)

**Special Attacks** blackfire pact

**Sorcerer Spells Known** (CL 8th; concentration +12)

4th (4/day)—*dimension door*

3rd (6/day)—*rage*, *stinking cloud* (DC 18), *summon monster III*

## Demon's Heresy

2nd (7/day)—*bull's strength*, *glitterdust* (DC 17), *mirror image*, *rope trick*

1st (7/day)—*cause fear* (DC 15), *grease* (DC 16), *mage armor*, *magic missile*, *protection from good*, *shield*

0 (at will)—*acid splash*, *bleed*, *detect magic*, *light*, *mage hand*, *message*, *open/close*, *read magic*

**Bloodline** abyssal

### TACTICS

**Before Combat** A Blackfire Adept casts *bull's strength*, *mage armor*, and *shield* before combat.

**During Combat** A Blackfire Adept prefer to hang back in combat. She begins by casting *mirror image*, followed by a *summon monster III* spell to summon a dretch. An Adept is fond of using *grease* on weapons or holy symbols, and of preparing an action to cast *magic missile* at spellcasters in order to disrupt their spellcasting.

**Morale** A Blackfire Adept saves at least one 4th-level spell to escape, casting *dimension door* once reduced to fewer than 15 hit points to relocate to area **Q16**, where she knocks on the door to area **Q19** to report. Adepts may be encountered again at Vang's side if the PCs reach area **Q19** within 24 hours; otherwise, adepts return to their duties. At Vang's side, a Blackfire Adept fights to the death.

### STATISTICS

**Str** 12, **Dex** 14, **Con** 14, **Int** 12,  
**Wis** 10, **Cha** 18

**Base Atk** +4; **CMB** +5; **CMD** 18

**Feats** Augment Summoning,  
Craft Wondrous Item, Dodge,  
Eschew Materials, Extend Spell,  
Spell Focus (conjuration), Sacred  
Summons<sup>UM</sup>, Toughness

**Skills** Bluff +12, Knowledge (arcana) +13,  
Knowledge (planes) +13, Linguistics +2,  
Perception +9, Spellcraft +13

**Languages** Abyssal, Common, Infernal

**SQ** blackfire taint, bloodline arcana  
(summoned creatures gain DR 3/good)

**Combat Gear** *wand of summon monster IV* (14 charges); **Other Gear** *amulet of natural armor* +2, 17 pp

### SPECIAL ATTACKS

**Blackfire Pact (Su)** As a standard action, a Blackfire Adept can create a destructive resonance between herself and a target within 30 feet. She gains a +1 profane bonus on attack rolls and caster level checks against the target, while the target takes a -1 penalty on saves against

the adept's attacks and spells (-2 against conjuration effects). This effect lasts for 2 rounds (Will DC 16 reduces to 1 round), and the effect ends if the target moves more than 30 feet away from the Blackfire Adept.

**Blackfire Taint (Su)** A Blackfire Adept gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks against demons.

**Treasure:** The tools and supplies on the worktables consist of a masterwork alchemist's lab, three sets of masterwork tools for crafting weapons and armor, and a set of masterwork tools for gemcutting and crafting jewelry. In addition, there are 100 pounds of magical reagents and crafting supplies worth a total of 6,000 gp that can be used to offset the cost of creating any magic item.

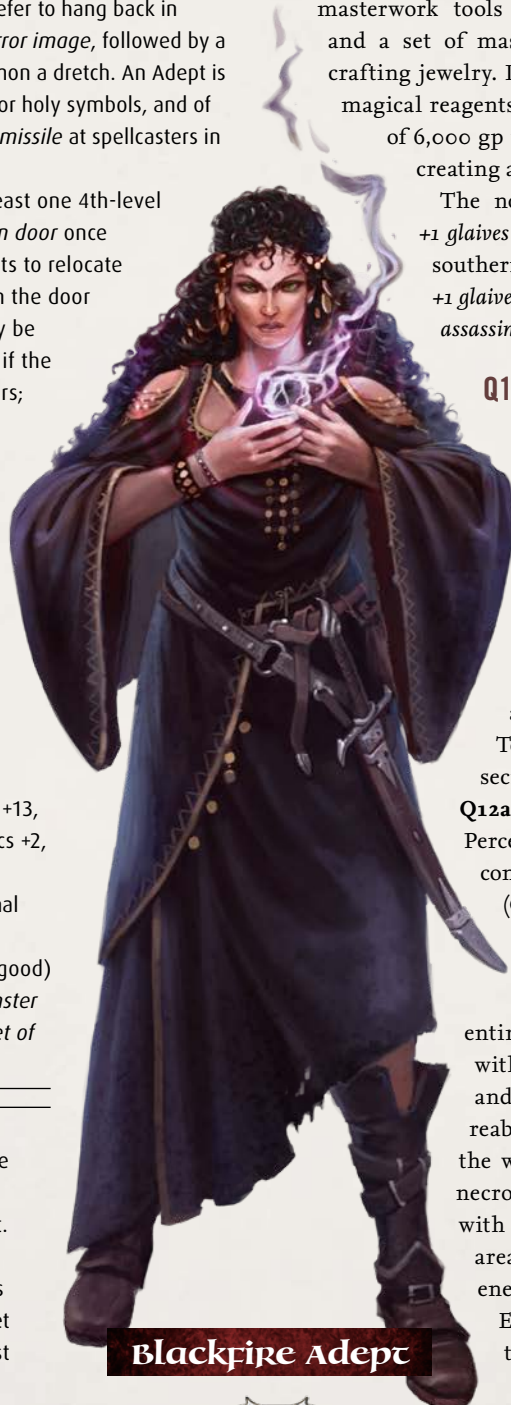
The northern weapon rack contains two +1 *glaives* as well as a +2 *unholy longsword*. The southern weapon rack contains a broken +1 *glaive*, a broken +2 *keen glaive*, and a broken *assassin's dagger*.

### Q12. Sanctum Vault (CR 13)

Two long cabinets line the north and east walls of this room, while pegs on the walls are adorned with cloaks and robes.

The cabinets contain clothing for religious ceremonies, as well as other ritual implements and accessories for Blackfire Adepts, Templars, and other cultists. The secret door that provides access to area **Q12a** can be found with a successful DC 30 Perception check, but it is also locked both conventionally and with an *arcane lock* (CL 11th; DC 40 Disable Device or break DC 38)—both Xanthir Vang and Jerribeth carry keys for the door.

The inside of area **Q12a** is entirely lined with lead inscribed with countless tiny Abyssal prayers and runes that constantly sweat and reabsorb cold black water. The runes on the walls radiate strong evil and strong necromancy magic, for they are infused with the waters of the River Styx, filling area **Q12a** with potent and debilitating energies and a low, discordant drone. Every round a creature remains in this area, it must succeed at a DC 15



**Blackfire Adept**

## WRATH OF THE RIGHTEOUS

Fortitude save or gain a negative level as these energies leach away knowledge and memories—a humanoid slain by this effect immediately becomes a bodak. This is a death effect that does not affect worshipers of demon lords or chaotic evil outsiders. This effect functions as a magic item of caster level 20th for the purposes of *dispel magic*, and can be disabled as a magical trap with a successful DC 35 Disable Device check (although if disabled in this way, the walls reactivate after 1 hour).

**Creature:** The inner vault is protected by more than stygian weeping walls—a denizen of the River Styx has been bound into the vault to serve as its guardian for no more than 111 years. This creature is a gaunt, yellow-eyed thanadaemon, and although it's still got several decades left in its term of service, it's certainly frustrated by the position—serving as a vault guardian for a demon cult is, to the daemon, below its status as a deacon of death. Vang takes care to keep the thanadaemon regularly supplied with a filled soul gem, and the thanadaemon crushes the gem as soon as it hears anyone attempting to open the secret door (or on the first round of combat otherwise) to gain fast healing 15 for 15 rounds. The daemon fights to the death to defend this room, but cannot pursue foes out of area Q12a.

### THANADAEMON

CR 13

XP 25,600

hp 172 (*Pathfinder RPG Bestiary 2 74*)

**Treasure:** Three stone shelves sit along the walls of area Q12a, each appearing to be empty. In fact, any object placed on these shelves immediately becomes invisible—one final precaution against theft. Anyone who feels along the top can feel the objects hidden there, or the *invisibility* effect can be dispelled (it functions at CL 15th).

The western shelf is also the narrowest. Treasures of purely monetary value are stored on this shelf, including four chests (each containing 2,500 gp), and several art objects comprising captured holy symbols, jewelry, paintings, fine clothing, statuettes, dinnerware, and more. In all, the 60 pounds of art objects stored here are worth a total of 13,500 gp. Approximately a third of these objects are treasures that Xanthir Vang recently stole from the Librarium of the Broken Black Wing during the destruction of Kenabres.

The northern shelf contains only two objects. One is a suit of +3 *mithral full plate armor* emblazoned with the holy symbol of Iomedae. This suit of armor once belonged to the paladin Yaniel, but has been kept here as a trophy for quite some time (see the next adventure, “The Midnight Isles,” for full details on Yaniel’s fate). Recovering this suit of magic armor is a significant event for the current wielder of *Radiance*, Yaniel’s sword. If this character

claims the armor as her own, or alternately donates the armor to the crusade for use by a worthy paladin, *Radiance* functions as a +3 *holy weapon* the hands of any paladin (or a +2 *weapon* when wielded by any other creature).

A second treasure sits upon the northern shelf—but this treasure should be customized to be a specific magical treasure of use to a PC who has the Riftwarden Orphan campaign trait. This item is a special heirloom—an object once owned by that PC’s father or mother. It should be a relatively minor item worth no more than 9,000 gp; its true value lies in helping that PC close a chapter of her life and accomplish a mythic trial. If the PC in question is a wizard, the heirloom should be his parent’s spellbook, filled with spells of your choice.

The largest collection of magical treasures lies on the southern shelf—as with the western one, several of these items (at your discretion) were stolen from the Librarium. If the PCs seek to return these items, the Riftwardens graciously allow the PCs to keep them (or barring that, to pay half price as if purchasing them as a reward). The items kept here include a +3 *greataxe*, a *sword of the planes*, a *rod of empower metamagic*, a *staff of healing* with 6 charges, a 5-foot-by-5-foot *carpet of flying*, and an *instant fortress*.

**Story Award:** If the PCs manage to loot the vault and therefore either deal with or simply endure the effect of the walls in area Q12a, award them 9,600 XP.

### Q13. Templar Barrack (CR 7)

A total of nine beds line the east and west walls of this barrack. A single large wardrobe stands against the southern wall.

The doors to this room are unlocked, and from two wall fixtures hang shuttered lanterns burning with *continual flame* spells. The wardrobe is unlocked and contains spare bedding as well as the armor of any Templars currently sleeping here. Area Q13a is a combination washroom and latrine with magical self-cleaning facilities.

**Creatures:** There are eight Templars of the Ivory Labyrinth currently serving in the Sanctum. Their schedule is relatively tight, with an 8-hour shift of guard duty in area Q10, 8 hours of training and study in area Q14, and 8 hours reserved for eating, relaxing, and sleeping. If the alarm hasn’t been raised, a pair of sleeping Templars can always be found here. The Templars are not wearing their armor, and it thus takes some time for them to join a battle. If the alarm has been raised, these Templars don their armor and are either encountered here or with their fellow Templars in area Q14.

### TEMPLARS OF THE IVORY LABYRINTH (2)

CR 5

XP 1,600 each

hp 55 each (see page 26)

## Demon's Heresy

### Q14. Training Hall (CR 9)

Four combat training dummies stand in this large room, while empty weapon and armor racks line the west wall and part of an alcove to the north. A few benches sit against some of the walls, while to the west, a pair of large archways open up into what seem to be a pair of classrooms.

Visiting Templars use this central area to practice their combat maneuvers, while area **Q14a** is used to meditate, pray, and plan tactics. Several circular cushions in the room provide a place to sit and conduct these activities. Area **Q14b** is a classroom where Templars and Blackfire Adepts alike listen to lectures from their leaders.

**Creatures:** The remaining four Templars of the Ivory Labyrinth occupy this room. If the PCs arrive without having set off an alarm, 1d4 Templars are training in the main room, either against the combat dummies or each other; the remaining Templars are meditating in **Q14a**. If the alarm is raised, one of them alerts the Templars in area **Q13**, and as a result there are a total of six Templars here. They then take up positions in the northwest alcove and in area **Q14a**, keeping out of sight while they wait for the intruders to spread through the room before moving in to channel energy before attacking. As soon as at least half their number are defeated, the remaining Templars swallow their pride and make a fighting retreat to area **Q15** to enlist the aid of the Blackflame Adepts and demons there. Once they do so, they fight to the death.

**TEMPLARS OF THE IVORY LABYRINTH (4)** **CR 5**  
**XP 1,600 each**  
**hp 55 each** (see page 26)

### Q15. Living Quarters (CR 12)

The northern third of this long room of this room contains a stove, a firepit, and a table. An open door leads to a well-stocked pantry. In the central part of the room sits a long wooden table surrounded by stools, while to the south stand three long bookcases and a pair of writing desks.

This area is surprisingly tidy. The firepit and stove are magical devices similar to the forge in area **Q11**—they provide fire but no smoke. The pantry contains several weeks' worth of preserved food and dry goods for meals; the Templars and Blackfire Adepts are their own cooks, and they treat the kitchen with respect as result.

The bookshelves to the south constitute an extensive library devoted to Mendevian, Sarkorian, and Ustalavic history, along with a large amount of lore about the Abyss and several books on the nature and creation of planar portals. Taking the time to consult this collection grants

a +4 circumstance bonus on appropriately associated Knowledge checks.

**Creatures:** As they spend so much time in the field, the Blackfire Adepts have grown accustomed to using *rope trick* to provide shelter when they sleep. This allows the cultists the luxury of catching rest wherever they can—and currently, 1d4 of the adepts are doing just this at the southern end of this room. Those cultists who aren't sheltering via *rope trick* are instead seated at writing desks or among the stacks, reading or writing. The cultists are swift to prepare for intruders if they hear violence in area **Q14**—they're in no hurry to rush to the Templars' aid, but do cast preparatory spells or to grab a few of the scrolls from the shelves to use them to summon up demons to aid them in combat.

**BLACKFIRE ADEPTS (4)** **CR 8**  
**XP 4,800**  
**hp 66** (see page 50)

**Treasure:** On a high shelf sits a closed box marked "Off limits!" Inside are five bottles of fine wine from Ustalav worth 500 gp each, along with three sealed jars of candied fruit imported from Katapesh (each jar is worth 150 gp if unopened). A *decanter of endless water*, the Sanctum's primary water source, sits nearby.

Several scrolls sit on the bookshelves as well if they're not used by the cultists in preparing for a fight—a *scroll of lesser planar binding*, a *scroll of planar binding*, a *scroll of plane shift*, a *scroll of summon monster IV*, two *scrolls of summon monster V*, a *scroll of summon monster VI*, and a *scroll of summon monster VII*.

### Q16. Guard Post (CR 14)

The ivory-tiled walls of this otherwise empty, thirty-foot-high room are decorated in a complex tangle of labyrinthine patterns. To the east, the tiles give way to a massive, floor-to-ceiling wall carving of a leering goat-headed demon wielding a glaive with a blade shaped like a crescent moon.

The stairs to the west are hidden by an *illusory wall* similar to the one masking the entrance to area **Q2**. The door to area **Q19** is locked and protected further by *arcane lock* (CL 11th; Disable Device DC 40 or break DC 38)—only Xanthir Vang carries the key to the door.

**Creature:** This final chamber before Xanthir Vang's den is watched over by a pair of derakni demons. One of the lumbering, locustlike fiends stands in the eastern portion of the room, while the second lurks at the top of the stairs beyond the *illusory wall*. As soon as this derakni notices intruders, it telepathically alerts its companion beyond this wall. The first derakni attempts to summon another



## WRATH OF THE RIGHTEOUS

into this room to engage the PCs in melee while it hangs back and uses enervation and other ranged attacks. The second teleports to their nest about 2 miles to the south and gathers another pair of deraknis from the nest. All three then teleport back here so that by the third round of combat, four deraknis (plus more if any summoning attempts are successful) stand before the PCs. The teleporting deraknis appear in the stairwell and tunnel to the west of area Q16—while they can't see through the *illusory wall*, they can certainly send swarms in to attack the PCs, or step through one at a time as room opens up. The deraknis teleport away to recover if reduced to fewer than 15 hit points, and may be encountered again if the PCs return to this area later.

### DERAKNIS (4) CR 10

XP 9,600 each

hp 126 each (see page 13)

### Q17. Guest Quarters

A comfortable-looking bed with a soft mattress and a headboard sits in the northwest corner, with a wardrobe and writing desk in the northeast corner. An intricately woven rug lies on the floor.

When the Ivory Sanctum hosts important visitors, they are allowed to stay in this relatively fine bedroom as a show of trust and respect. If a powerful NPC has escaped from the PCs earlier in this adventure and fled to the Ivory Sanctum, the NPC can be found here, recovered from her wounds and ready for a rematch. Tactics vary, but in most cases, the occupant of this room seeks to move to area Q19 to join Vang in the last defense of the Sanctum.

### Q18. Retriever Cave (CR 14)

A rough-walled passageway leads north from this immense cavern. To the south of the passageway, a small mound of rubble lies on the ground before a tunnel that winds into the blackness.

The tunnel to the south (area Q18a) winds about 600 feet roughly to the south with an upward slope before ending at an *illusory wall* that opens out into the southern gorge, about 70 feet off the ground. This exit is hidden with an *illusory wall* similar to the one that masks the entrance to area Q2. Furthermore, the length of tunnel leading from the northern stairs to area Q16 to the rubble field at Q18a is under the effects of *unhallow* linked to an *invisibility purge* that affects all creatures.

**Creatures:** Vang's retrievers wait with the patience only a construct can endure, standing at attention in the room and keeping a watchful gaze upon the tunnel to the

west—they immediately attack any creatures they notice unless Vang himself is present. The retrievers squeeze into the 10-foot-wide tunnels if they need to in order to pursue foes to the south or north, but do not pursue foes into area Q16 or out of the tunnel itself to the south. They otherwise fight to the death.

### ADVANCED RETRIEVERS (2)

CR 12

XP 19,200 each

hp 167 each (*Pathfinder RPG Bestiary* 234, 294)

### Q19. Vang's Chambers (CR 16)

A seven-armed rune is inscribed in a circle of iron on the floor of this large room. Black candles sputter here and there around the circle's outer ring. Several cabinets and bookshelves filled with scrolls, tomes, and strange objects sit against the northern, eastern, and southern walls, along with a writing desk. To the southwest is a stone sarcophagus, and a flight of stairs leads down to a smaller cave-like hollow to the west. What appear to be dead, finger-length worms—some shriveled and some still slimy—are scattered throughout the room and its furnishings.

The *magic circle* in the floor is a duplicate of the one located in area Q9a, but it bears an additional enhancement. Any demon that is conjured into the circle is invigorated, gaining the effects of *haste* and *good hope* for 2 minutes after its arrival.

This chamber, and the smaller cavern to the west, are the personal quarters of Xanthir Vang. He keeps the door locked, and though the room is not warded against teleportation effects, he verbally and harshly discourages visitors from teleporting into it directly. The bookshelves contain an extensive library for magical research focused on planar energies, portals, and the Abyss, but also features a robust collection of texts about Sarkorian history and lore and the Dark Tapestry (particularly the *neh-thalggus* of the Dominion of the Black; Xanthir suspects they have greater plans for Avistan than merely aiding him here in the Worldwound, though he isn't particularly concerned so long as his own plans are going well). This library is similar in theme to the one in area Q15, but the books here are much more exacting, rare, and valuable—taking the time to using this library grants a character a +10 circumstance bonus to appropriately associated Knowledge checks.

The sarcophagus is what Vang uses for a bed. As a worm that walks, he has no need for sleep, but he does occasionally enjoy the chance to recline in the sarcophagus. The "bed" suits his morbid sense of humor, but also in a sense serves as a container so that when he relaxes and allows his body to disincorporate, he doesn't spread out in an unsightly mound on the floor.

## Demon's Heresy

The western steps lead down to a secondary chamber where Vang keeps several of his treasures, and is also where he performed much of his research into the nature of *Nahyndrian crystals*.

**Creature:** Xanthir Vang spends the vast majority of his time here, either meditating in his “bed” or conducting research into one of several projects. His current project involves research into an obscure race of dimensional monsters capable of shifting between the planes with shocking accuracy—these monsters are notoriously difficult to conjure, though, and so far Vang hasn’t managed to solve the problem. Another significant project is the development of a method to conjure mortal creatures from this very plane—he’s contacted several alien intelligences, including the neh-thalggus in area Q8, to aid him in this.

Xanthir’s initial reaction to the PCs’ arrival in his home is not combat, but he’s prepared for a fight if the PCs attack. His tactics are summarized in his stat block on page 60, but a suggested round-by-round battle plan appears in the Xanthir’s Tactics sidebar. Obviously, you should adjust these tactics to meet your PCs’ actions as best you can—Xanthir is quite intelligent, after all. Don’t be afraid to metagame a bit with him—using what you know about the PCs’ fighting tactics and weaknesses against them even if Xanthir wouldn’t necessarily know about them is an excellent way to model the tactics of a creature with an Intelligence score of 26.

If allies remain for him to call upon, Xanthir doesn’t hesitate to do so—especially if the PCs make the error of entering through the tunnel at Q18a to confront this room early in their exploration. In this case, Xanthir makes greater use of *dimension door* and *teleport* to move about the Ivory Sanctum, rallying the denizens in a more coordinated assault against the PCs. If the PCs are forced to retreat, he uses his retriever drones to send the advanced retrievers in area Q18 after them.

If the PCs attempt to speak with Vang, the worm that walks is eager to learn more about these new heroes and how they gained their power. Speaking in a slithery, rasping voice, Vang proposes an exchange of information—for every question he answers, each of the PCs must answer one of his—and the PCs must answer his questions first! Vang is amused by this game, and keeps up his end of the bargain for a while, answering questions as he sees fit. You should use this opportunity to answer some dangling questions from previous plotlines in the Adventure Path as you see fit, but don’t reveal too much about upcoming developments. If the PCs press for answers to questions like “Where are the *Nahyndrian crystals* coming from?” or “What is Deskari’s/Baphomet’s final plan?” he quickly tires of the interview and suddenly attacks.

### Xanthir's Tactics

Xanthir is a complex foe. Suggested round-by-round battle tactics for the mythic worm that walks are listed below.

**Round 1:** *Swift action:* Xanthir casts *greater invisibility* with his *rod of quicken metamagic*. *Move action:* Xanthir flies up near the ceiling, as far from PCs as possible. *Standard action:* Xanthir casts *disintegrate* on the most heavily armored PC.

**Round 2:** *Swift action:* Xanthir casts *repulsion* with his *rod of quicken metamagic*. *Move action:* Xanthir moves to a new location in the room to keep enemies guessing as to his invisible location. *Standard action:* Xanthir casts *cloudkill* (this fills the room, but with his blindsight and immunity to poison, Xanthir can still function with ease).

**Round 3:** *Swift action:* Xanthir casts *displacement* with *rod of quicken metamagic*. *Move action:* Stow *rod of quicken metamagic*. *Standard action:* Xanthir casts *mythic telekinesis* to try to hold a healer or melee-focused PC at bay for several rounds.

**Round 4:** *Swift action:* Xanthir casts *summon monster VI* (as a swift action using mythic power) to summon 1d3 babaus. *Move action:* Xanthir draws a *rod of withering* if melee combat seems likely; otherwise, he draws a *staff of conjuring*. *Standard action:* Xanthir casts *spiked pit* on any non-flying PCs (note that the *cloudkill* vapors will flow down into the pit), or otherwise cast *slow*.

**Round 5:** At this point, Xanthir continues casting *summon monster* spells to conjure demonic allies as swift actions. He casts *mythic dispel magic* when needed (or once reduced to 50 or fewer hit points so that he can heal), replenishes his *cloudkill* as needed with his *staff*, and uses blackfire eruptions or offensive spells until defeated. Melee combat is a last resort for Xanthir, but if it comes to that, he switches over to using his *rod of withering*.

#### XANTHIR VANG

CR 16

XP 76,800

hp 139 (see page 60)

**Treasure:** The collection of books and notes in this room weighs a total of 800 pounds, but in all is quite valuable—it’s worth a total of 12,000 gp. Xanthir’s gear includes many valuable magic items, but even more magical items lie almost forgotten or ignored on the shelves about the room. An unused *word bottle*<sup>UE</sup> sits on one shelf, while an empty *blessed book* gathers dust on another. A *silver raven figurine of wondrous power* perches on his writing desk, although the raven has an unexpectedly large number of eyes and legs (these are purely cosmetic flourishes and do not affect the item’s stats). Pouches of coins lie here and there, 3,402 gp and 239 pp in all,

## WRATH OF THE RIGHTEOUS

along with numerous gemstones worth a total of 4,500 gp. A pair of what appear to be taxidermic spiders the size of a house cat sit on the southern shelf—these are each *retriever drones* currently linked to the two retrievers in area **Q19**.

Additionally, copies of the various items of interest from the table in area **Q10** can be found here as well—duplicates Vang kept as insurance against accidental destruction of the originals, but also useful for PCs if they aren't able to recover the full collection at area **Q10**.

Xanthir's spellbooks are a significant collection. He keeps them in a *bag of holding* (type IV) hidden in a secret compartment built into the base of his sarcophagus—a successful DC 30 Perception check reveals the hidden panel. A slender mithral key worth 500 gp is hidden in the spine of one of these books—it can be discovered with a successful DC 25 Perception check. Note that Xanthir keeps a few spare spellbooks hidden in other locations throughout the Worldwound, so those spells represented in this collection don't represent the entirety of the spells he knows. Feel free to add to the list of spells as you see fit. The spellbooks here contain all the spells he has prepared plus the following.

- 1st**—*identify, mage armor, summon monster I*
- 2nd**—*arcane lock, eagle's splendor, fox's cunning, owl's wisdom, summon monster II, summon swarm*
- 3rd**—*explosive runes, fireball, haste, magic circle* (all four), *nondetection, stinking cloud, summon monster III*
- 4th**—*animate dead, black tentacles, contagion, dimensional anchor, illusory wall, stone shape*
- 5th**—*cone of cold, dismissal, lesser planar binding, persistent image, sending, wall of stone*
- 6th**—*antimagic field, contingency, greater dispel magic, planar binding, shadow walk, wall of iron*

**Preparation Ritual—Abyssal Binding (Su):** By spending the boon granted by this ritual as a free action while casting a *planar binding* spell (including the lesser and greater variants), the wizard gains a +4 bonus on all opposed Charisma checks attempted against a chaotic evil outsider, and the maximum duration of an open-ended task increases by 4 days. See page 121 of *Pathfinder RPG Ultimate Magic* for more rules on spellbook preparation rituals.

The spellbooks are worth 12,000 gp as a whole.

An examination of area **Q19a** reveals the presence of a locked chest similar to those found under the table in area **Q11**. The chest can be opened with a successful DC 40 Disable Device check, or with the mithral key mentioned above. The chest contains two vials containing a strange purple residue; each vial radiates faint conjuration and necromancy magic. These vials once contained *Nahyndrian elixir*, but are now empty—Xanthir was studying the residue for a time but gained no further insights from it. The chest also contains a thick journal written in Abyssal and in code. A successful DC 30 Linguistics check is

required to break the complex code. If the PCs can't figure out the code, they have a chance to learn more at the start of the next adventure. The contents of this journal focus on Xanthir's involvement in the refinement of *Nahyndrian crystals* into things such as the elixirs used to grant demons mythic power and the chisel that was used to deliver the death blow to the Kenabres's *wardstone*. Hints of new uses for these crystals should make the PCs nervous, including preliminary plans for the creation of a *Nahyndrian golem* of incredible power. The most important clue found in the journals is the revelation that the *Nahyndrian crystals* are being mined in the Abyssal realm of the Midnight Isles, but the PCs might be more disturbed by the fact that the journal reveals the crystals to be the fossilized lifeblood of assassinated demon lords! The fact that the ruler of the Midnight Isles, the demon lord Noctacula, has not yet granted permission for the mining project is of note as well—the journal records several attempts by the cult of Baphomet to bring Noctacula into the alliance associated with the Worldwound, but so far, the Queen of Shadows has not agreed to join. The journal vaguely mentions a few new attempts to forge such an alliance that will soon be undertaken by the Templars stationed in the Abyss; these are the latest entries in the book, and mention two women in particular as agents working to secure an alliance: Minagho (who is apparently trying to win back the good graces of Baphomet after failing to protect the remnants of the Kenabres's *wardstone*) and Hepzimirah, the daughter of Baphomet (who is the true leader of the Templars of the Ivory Labyrinth, and the one in charge of the *Nahyndrian crystal* mining operation on the Midnight Isles). The thought of one of the most powerful demon lords in the Abyss joining the fight against the crusaders should be sobering indeed.

Two other objects lie in the chest as well, powerful and dangerous treasures left here almost as if as an afterthought: a platinum coffer (itself worth 1,000 gp) containing 4 doses of *ambrosia*<sup>MA</sup> and a *fortune's arrow*<sup>MA</sup>.

**Story Award:** Defeating Vang counts as completing a mythic trial (see *Concluding the Adventure*, below).

## CONCLUDING THE ADVENTURE

With the defeat of Xanthir Vang, Jerribeth, and the other denizens of the Ivory Sanctum, and the recovery of the cult's plans and secrets, the PCs deal a critical blow to one of the most insidious and dangerous organizations in the Worldwound. Once the Templar of the Ivory Labyrinth's secrets and plans are made plain to the crusaders, a well-informed and highly efficient reckoning takes place, and very few hidden agents or corrupt crusaders escape notice. Many of the treasonous individuals revealed are high-ranking commanders or consultants on the war effort, and their loss deals something of a blow to the crusade's

## Demon's Heresy



momentum in the short run, but in the long run the PCs have set into motion the redemption of a troubled organization. Going forward, this crusade will be the most honorable and righteous of any since the First Crusade!

The demonic rulers of the Worldwound, at this point, have also come to realize that the PCs are a significant threat, and if the PCs don't take action soon, they'll find themselves increasingly the focus of deadly attacks and assassination attempts. Fortunately for the PCs, Queen Galfrey herself has a plan for them—but this is hardly a safe one. She wants the PCs to take the fight to the source of it all—to travel to the Abyss itself and disrupt the burgeoning alliance with Nocticula, the Lady of Shadows, before it can form!

The final two mythic trials the PCs can complete in “Demon's Heresy” are closely linked. Defeating Xanthir Vang is one such trial. The second trial requires the PCs to disrupt the Templars of the Ivory Labyrinth—this can be accomplished if the PCs defeat Jerribeth *and* Xanthir Vang in addition to recovering as much intelligence as

possible from the Ivory Sanctum, but other combinations of accomplishments can suffice as you see fit.

As for Arueshalae, her fate is in large part left to the PCs. The crusaders are naturally hesitant and suspicious of allowing a demon into their midst, particularly one like a succubus who is already notorious for deceit and trickery. The PCs' sponsorship can go a long way toward Mendev's acceptance of her, but even after she completes her redemption, she struggles against the fear, ignorance, and prejudice leveled at her by the Crusaders. Her continuing story is chronicled in the next adventure, but for now, she may need to rely more on the PCs for protection and a safe place to live until she's been accepted by those she hopes to one day count herself among.

In any event, Xanthir's journal, along with much of the other intelligence gathered in his chambers and elsewhere in the Ivory Sanctum, will be an invaluable resource at the start of the next adventure. More information on the secrets contained with these documents will be revealed in “The Midnight Isles.”