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PATHFINDER

IRONFANG INVASION
Vault of the Onyx Citadel

PART 6 OF 6

ASSAULT THE VAULT!

For months, the merciless Ironfang Legion has struck out against humanity from its impenetrable, otherworldly Onyx Citadel! But now in possession of a key to this stronghold, the bold adventurers must rally their allies, breach the barrier between worlds, tame an alien wilderness, and finally bring the fight to their hobgoblin conquerors! Can the heroes best the Legion's most devious commanders, including the unparalleled warrior-general Azaersi, or will they fall as readily as their homeland before hobgoblin blades?

This Pathfinder Adventure Path volume concludes the Ironfang Invasion Adventure Path and includes:

- "Vault of the Onyx Citadel," a Pathfinder adventure for 16th-level characters, by Larry Wilhelm.
- Suggestions for continuing the campaign beyond the adventure's end, including a gazetteer of the Vault of the Onyx Citadel, by Crystal Frasier.
- An ecology of the Vault Keepers and the mythic Vault Builders, who together compose the xiomorn race, by Greg A. Vaughan.
- Details on the powerful xiomorn-crafted relics adventurers may find when exploring the Vault of the Onyx Citadel, by Tim Hitchcock.
- A bestiary packed with elite Ironfang Legion troops and denizens of the Plane of Earth, by Paris Crenshaw, Kalervo Oikarinen, and Larry Wilhelm.



PATHFINDER ADVENTURE PATH



IRONFANG INVASION

VAULT OF THE ONYX CITADEL

by Larry Wilhelm



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SOUTHERN NIRMATHAS AND IRONFANG TERRITORIES



IRONFANG RECRUIT MANUAL ENTRY 22-1: THE STONE ROAD

You've survived this long, so you might just survive your first day in the field, but there remains one last truth of the Ironfang Legion that you must understand to serve as its blade: the Stone Road.

The Stone Road is ancient, and it was rediscovered and unlocked by our glorious General Azarsi as part of her five great deeds on behalf of all hobgoblins. You will hear rumors that it is magic, that it was made by the accursed dwarves. These are lies, meant to stir dissent, and those caught with such filth on their lips can expect to have them wiped off!

The Stone Road is the ancient way of things, as natural as teeth or gods, and just as useful in making war.



ALWAYS REMAIN ON THE PATH

A worg will as soon take your hand off as call you a friend. Likewise, the Stone Roads are fearsome beasts, even if they are part of the underpinning of the world. The one true rule of the Roads is this: NEVER STRAY FROM THE PATH. Unless you're promoted a hell of a lot further than you can realistically expect, you'll never tread the Roads without a full unit, and you better stay with that unit, or they'll tell tales of you as that damned fool who was never seen again. Things worse than hobgoblins lurk in the dark.

Despite the danger, the Stone Roads are the fastest and quietest route to move troops, all unseen by squinty little human eyes, and they're the key to ousting the humans from a world that should by all rights be ours! Respect the danger, but never let fear set in. Cowards are executed, no matter what they're running from.