

WRATH OF THE  
RIGHTEOUS

## Anevia Tirabade

From her rough origins as a child on the streets, Anevia grew up full of wanderlust and desires to see the world. Her travels took her to strange lands where she saw many wonderful things, but never in her wildest dreams did she imagine she would wind up a paladin's wife.

## ANEVIA TIRABADE

CR 2

## XP 600

Female human rogue 3

NG Medium humanoid (human)

**Init** +7; **Senses** Perception +5

## DEFENSE

**AC** 14, touch 11, flat-footed 11 (+3 armor, -2 broken leg, +3 Dex)  
**hp** 17 (3d8)**Fort** +1, **Ref** +6, **Will** +0; +1 vs. traps**Defensive Abilities** evasion, trap sense +1**Weaknesses** broken leg

## OFFENSE

**Speed** 15 ft.**Melee** short sword +3 (1d6+1/19-20)**Ranged** shortbow +5 (1d6/×3)**Special Attacks** sneak attack +2d6**Rogue Spell-Like Abilities** (CL 3rd, concentration +5)  
3/day—light

## TACTICS

**During Combat** Even before she broke her leg, Anevia preferred to fight with her bow. Although only four of her arrows survived the fall, Anevia relies on her shortbow for most fights until her leg is healed. Until she can secure at least 10 more arrows, she avoids using Rapid Shot, hoping to make every single shot count. If forced into melee, she does her best to flank with her sword, despite her limited mobility.

**Morale** Unless she is fighting with a good friend or her wife Irabeth, Anevia flees to seek out a hiding spot to wait out her enemies if she falls below 5 hit points.

## STATISTICS

**Str** 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 8, **Cha** 13**Base Atk** +2; **CMB** +3; **CMD** 16**Feats** Improved Initiative, Point-Blank Shot, Rapid Shot

**Skills** Acrobatics +5 (+1 when jumping), Climb +3, Diplomacy +7, Disable Device +9, Knowledge (dungeoneering) +8, Knowledge (local) +8, Knowledge (planes) +5, Linguistics +8, Perception +5, Sense Motive +5, Sleight of Hand +9, Stealth +9 (+5 when moving), Swim -3

**Languages** Common, Hallit, Orc, Shadowtongue**SQ** rogue talents (minor magic), trapfinding +1

**Combat Gear** alchemist's fire (2), smokestick (3); **Other Gear** +1 leather armor, short sword, shortbow with 4 arrows, silk rope (50 ft.), thieves' tools, 46 gp

## SPECIAL ABILITIES

**Broken Leg (Ex)** Anevia's leg was broken in the fall, and as a result she moves at half speed and cannot run. She also takes a -4 penalty on all skill checks requiring movement (Acrobatics, Climb, many Stealth checks, and Swim) and a -2 penalty to her AC. If the damage she sustained in the fall is healed, the penalty on skill checks is reduced to -2 and the penalty to AC is removed, but completely healing her leg requires a regenerate spell.

Born a man and originally named Anvenn, Anevia grew up on the streets of Nisroch, and witnessed a hundred horrors by age 12. Anvenn's mother worked for a gang of outlaw artists and thieves, an occupation dangerous in any city but especially risky in the back streets of Nisroch. She raised her son with an appreciation of freedom to speak and love of art, while her gang taught young Anvenn how to pick locks and pockets. Although he proved an adept pupil of thievery, Anvenn always felt awkward in his skin and avoided making friends as a result. In art and literature, Anvenn increasingly found himself identifying with strong female figures rather than their male counterparts—and for most of his life Anvenn would carry the conviction that he had been born into the wrong body.

When Anvenn was 12, the Silent Shroud (Nisroch's ruthless lawkeepers) attacked the guild. As the attack commenced, his mother gave him an address to memorize, and told him, "Go there and tell the lady who answers the door that you're a half-wilted rose. I'll meet you there if I can, but if I don't arrive by dawn tomorrow, she will provide for you." Anvenn knew what his mother was saying, for growing up in Nisroch makes one a realist if nothing else. After a parting hug too brief even for tears, Anvenn fled the guild into the city—and he never saw his mother again.

Arriving at the address, the young refugee was taken in by a priestess of Desna named Veeruh, an old friend of Anvenn's mother. She raised him as her daughter for the next 6 years. While the disguise was intended to throw off pursuit, Anvenn (who now went by the name Anevia) discovered that she felt right in this new persona. As she grew older, she longed to experience life outside of Nidal, and when she turned 18 she left Nisroch forever with her foster mother's blessing.

## NPC Gallery

For the next 4 years she made her way north across the continent. She occasionally made contact with temples of Desna on her travels, offering her services as a thief or scout for whatever missions the temple saw fit to send her on. It was on such a mission that she met the woman who would change her life forever.

While wintering in the city of Tymon, Anevia was hired by a Desnan scholar to retrieve several sacred objects from a forgotten shrine in the northwestern River Kingdoms. Unknown to her, though, this “scholar” was in fact a kyton-blooded tiefling spy in service to the Silent Shroud who had been tracking her for years, and the “shrine” she’d been tasked with locating was merely a ruined tower where the agent’s mercenaries were lying in ambush. Anevia was captured, but as fortune would have it, the spy was himself being tracked by a paladin named Irabeth. This half-orc paladin caught up with the mercenaries just as they were preparing to hobble the captured Anevia with a bone saw; she killed the mercenaries and their tiefling leader and rescued Anevia.

In thanks for her rescue, Anevia pledged her skills to Irabeth, but the paladin would have none of it, saying, “You’re welcome to travel with me, but you owe me nothing.” As it worked out, Irabeth was about to return to the city of Kenabres after several years away from home—and by the time the two reached their destination, they’d fallen in love. Anevia had revealed herself to actually be a man to Irabeth, but this didn’t matter to the paladin, who had learned to value a companion’s personality over her appearance. In fact, Irabeth spent a fair amount of her personal wealth (including selling her father’s sword) to fund the purchase of an elixir for Anevia, one that would shift her physical gender to match the rest of her.

Anevia and Irabeth were wedded in the Cathedral of Saint Clydwell soon thereafter. Anevia often marvels at the strange road that led her to this life. She enjoys the prestige she receives as the wife of a member of the Eagle Watch, and assists Irabeth’s work by

volunteering at the Temple of Iomedae. She reads to the sick and helps make bandages and prepare meals. On occasion, the temple asks Anevia to undertake scouting missions along the river and report on activity in the Worldwound. Though Anevia knows her wife worries about her when she agrees to these missions, she loves the feeling of excitement and accomplishment they bring, as well as the fact that they allow her to scratch the itch of wanderlust that surges up within her occasionally.

Anevia is known for her quick wit. Normally a friendly soul, she tends to treat everyone she meets frankly, regardless of their occupation, race, or social standing—a habit that’s made her few allies among some of Kenabres’s less devout or honest citizens. She does her best to hide all traces of the scarred child from Nidal, drawing upon her current happiness to overshadow those evil memories. Anevia tithes to Shelyn and Desna as well as Iomedae, but increasingly considers the Inheritor her patron because she believes Iomedae drew her to Irabeth. Anevia is frightened to be trapped below Kenabres, and while the scared child of Nisroch threatens to emerge, she does her best to stay levelheaded and calm, for in truth she’s more worried about Irabeth and what’s happening on the surface than her own fate.

### CAMPAIGN ROLE

Anevia is one of the three survivors trapped underground with the PCs at the start of “The Worldwound IncurSION,” and is one of eight potential recurring NPC allies in the Wrath of the Righteous Adventure Path. Though her injured leg hampers her ability to travel and fight, Anevia retains her skill with a bow and knows a great deal about Kenabres and the surrounding area, so she can be a valuable resource for PCs who are not local to the city. In addition, all of the time she’s spent on the road has exposed her to a number of unusual

of unusual races and snippets of legends, and she may be able to help the PCs in answering questions relating to dungeoneering and the planes. She can also search for and disable traps and pick locks if the PCs need her to do so. When the PCs finally reach the surface, Anevia’s report of their ability and character does a great deal to inspire Irabeth’s confidence in them.



WRATH OF THE  
RIGHTEOUS

## Aravashnial

A wizard devoted to closing rifts between worlds, Aravashnial bears a deep hatred of demons as a result of his battles in the Worldwound, but his greatest passion is seeing the borders between Golarion and other worlds reinforced.

## ARAVASHNIAL

CR 5

## XP 1,600

Male elf conjurer 5/Riftwarden 1 (*Pathfinder Campaign Setting: Paths of Prestige* 46)

CG Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +7

## DEFENSE

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 35 (6 HD; 5d6+1d8+11)

**Fort** +3, **Ref** +3, **Will** +7; +2 vs. enchantments

**Immune** sleep

**Weaknesses** blinded

## OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +2 (1d6–1)

**Special Attacks** counter-summons, favored enemy (evil outsider +2)

**Conjurer Spell-Like Abilities** (CL 5th; concentration +9)

7/day—acid dart (1d6+2 acid)

**Conjurer Spells Prepared** (CL 5th; concentration +9)

3rd—*heroism*, *magic circle against evil*, *summon monster III*

2nd—*acid arrow*, *levitate*, *resist energy*, *summon monster II*

1st—*mage armor*, *shield*, *sleep* (DC 15), *summon monster I*, *true strike*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *flare* (DC 14)

**Opposition Schools** illusion, necromancy

## TACTICS

**During Combat** Aravashnial is incredibly frustrated at his blindness, and is eager to get back to the surface so he can not only get his sight restored but also aid in the city's defense. His arrogance makes him underestimate the effect his blindness has on his spellcasting, but if made helpful to the party, he casts whatever spells he can on them as requested. He prefers to use *summon monster* in combat, commanding the creatures he summons to "attack the source of that roaring" or using other methods to single out foes without visual cues. He casts *mage armor* and *shield* if he fears that combat is too close, or after he first takes damage.

**Morale** If brought below 10 hit points, the wizard drops to his knees and begs for mercy if he believes his foe is capable of granting it. Otherwise, he attempts to flee as best he can.

## STATISTICS

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

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Craft Wand, Iron Will, Scribe Scroll, Spell Focus (abjuration), Spell Penetration

**Skills** Appraise +12, Intimidate +7, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (planes) +12, Perception +7, Sense Motive +5, Spellcraft +12 (+14 to identify magic item properties)

**Languages** Abyssal, Celestial, Common, Elven, Hallit, Infernal

**SQ** arcane bond (staff), planar guide (favored enemy), summoner's charm (2 rounds)

**Combat Gear** *potion of cure light wounds*, *potions of cure moderate wounds* (2), *scroll of dispel magic*, *scrolls of grease* (2), *scroll of web*, *wand of false life* (20 charges);

**Other Gear** mwk quarterstaff, *cloak of elvenkind*, spell component pouch, 13 gp

## SPECIAL ABILITIES

**Blinded (Ex)** Aravashnial's eyes have been destroyed, permanently blinding him. Restoring his sight requires a *regenerate* spell—*remove blindness/deafness* cannot help him.

**Counter-Summon (Su)** Aravashnial can ready an action to use a *summon monster* spell as a counterspell, even though the casting time for *summon monster* is 1 full round. When used this way, *summon monster* is treated as though quickened to a swift action via Quicken Spell, though its spell level is not increased and it can be used only to counterspell. When used to counterspell, a *summon monster* spell can counter any conjuration (summoning) spell or spell-like ability of its level or lower, including an outsider's summon ability.

**Planar Guide (Ex)** Aravashnial's studies as a Riftwarden have granted him favored enemy +2 against evil outsiders.

Aravashnial has always been driven to excel. Both of his parents were wizards, and soon after he learned to read and write, his mother and father began teaching him of magic. He was a dutiful son, but as he grew older, his own personality began to assert itself. He chose to specialize in conjuration rather than abjuration (his parents' specialty), much to his family's displeasure. Further, his growing obsession with Tanglebriar began to worry not only his parents, but also his teachers and fellow apprentices—they believe that Aravashnial had been lured to the worship of dark powers, when in fact the opposite was true. Aravashnial felt the stain of Tanglebriar on Kyonin was an affront to his heritage and to magic itself, and hoped

## NPC Gallery

he would be the one to discover a way to send the demon Treerazer back to the Abyss. As his studies progressed, however, he came to the unshakable conclusion that without outside aid, the best Kyonin could hope for in the longstanding conflict against Tanglebriar was merely a continued stalemate. When his apprenticeship ended, he shocked his family by announcing his intention to join the Mendevian Crusade. He would join the crusaders, learn their methods of battling demons, and then some day in the future return with that knowledge to aid his homeland.

Before setting out for Mendev, Aravashnial decided he should first visit other parts of the Inner Sea to continue his studies as a conjurer. As he traveled, he stopped at every large library he came across to conduct research. While exploring the ruined remains of a library in Galt, he came face to face with a young woman doing the same. Aravashnial discovered the woman's name was Lylina and that she was a conjurer like himself. They traveled together out of Galt, but it wasn't until after they'd crossed the border that Lylina told Aravashnial that she was a member of an organization called the Riftwardens. She invited him to accompany her to Mendev and join her organization.

Aravashnial has spent the last 2 years in Mendev working for the Riftwardens. He has undertaken over a dozen missions into the Worldwound, each time emerging with more scars and a new hatred of demons, but also increased knowledge. When not working directly with the Riftwardens on missions, Aravashnial passes the time drafting possible tactics to use against Tanglebriar, so that if he dies on a mission, what he's learned can be sent back home to aid his people. He supports himself by crafting magic items and selling them to shops in the Gates District and by casting spells for hire, but he doesn't own a storefront himself and would disdain a job as a "store clerk."

Humility has never been one of Aravashnial's defining personality traits. Despite his relatively short time in the Riftwardens, he considers himself one of the most knowledgeable Riftwardens in Kenabres. He is well regarded among his fellows as a talented and courageous wizard. After a brief romance, he and Lylina split up over a heated argument about whether or not the Riftwardens should be more open in their support of the crusade—something that Aravashnial has long believed is important, but that Lylina feared would compromise too many secrets the organization has learned about the enemy. She's since moved on, having left Kenabres to work with the Riftwardens in Nerosyan. Aravashnial still harbors bitterness in his heart over their parting, but tells himself he no longer cares for her.

Aravashnial is somewhat of a conspiracy theorist and always has a number of outrageous theories brewing. His latest is that certain groups among the crusaders have been infiltrated by demon cultists, and that their influence has been more damaging to the war effort than actual battles.

As a man used to exploring dangerous areas and taking on ferocious enemies, he would normally be well equipped to journey through these tunnels beneath Kenabres. His blindness has left him at a severe disadvantage, however, and the wizard is deeply shaken. He despises the helplessness he feels and tries to take a strong leadership role in the party. If the PCs can help Aravashnial feel confident in himself despite his blindness, he makes a valuable ally, but if they can't convince him to take a back seat while exploring, he'll get himself killed before he can be much help.

### CAMPAIGN ROLE

Aravashnial is one of the three survivors trapped beneath the ground with the PCs at the start of this adventure, and one of eight potential recurring NPC allies in this Adventure Path. He brings significant firepower to the PCs' party at the start of this adventure, but on a very limited basis. Even without his spells, though, he has a great deal of arcane knowledge. Once the PCs reach the surface, they may find Aravashnial's encyclopedic knowledge of Kenabres and demons extremely useful.



# HORGUS GWERM

A danger-filled youth instilled in Horgus Gwerm the desperate desire to live a safe life. He long ago vowed that lack of money would not be the determining factor in his death, and is fanatically devoted to accumulating wealth so he can purchase more bodyguards and higher fortifications around his manor house.

## HORGUS GWERM

CR 2

### XP 600

Male human aristocrat 4

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +2

### DEFENSE

**AC** 9, touch 9, flat-footed 9 (-1 Dex)**hp** 18 (4d8)**Fort** +2, **Ref** +1, **Will** +5

### OFFENSE

**Speed** 30 ft.**Melee** unarmed strike +4 (1d3+1)

### TACTICS

**During Combat** Horgus prefers to avoid combat. If possible, he finds a good place to hide to wait out a fight. Despite his cowardice, Horgus enjoys shouting advice to his companions from the safety of a defensible location. If forced into combat, Horgus demands a rapier—the weapon with which he’s trained the most (although more as a way to show off than to actually fight). Without a rapier, he’s forced to use his fists or whatever weapon he can scavenge.

**Morale** Horgus flees or surrenders if reduced to fewer than 12 hit points.

### STATISTICS

**Str** 12, **Dex** 9, **Con** 10, **Int** 16, **Wis** 11, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 13**Feats** Alertness, Persuasive, Weapon Focus (rapier)

**Skills** Appraise +10, Bluff +6, Diplomacy +8, Intimidate +8, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Perception +2, Sense Motive +9

**Languages** Azlanti, Celestial, Common, Hallit

**Gear** *cloak of resistance* +1, belt pouch, signet ring, noble’s outfit, waterskin (full of fine wine), jade brooch (120 gp), two pearls (100 gp each), silk handkerchief (10 gp), silver amulet (75 gp), 17 pp

Horgus Gwerm was not born a nobleman—or as a Gwerm, for that matter. He was born Darian Wytt to a comfortable but common family in service to a noble estate: the Gwerms of Egede in eastern Mendev. Horgus’s father was the head huntsman and his mother managed the gardens. His family was respected and well treated and paid a handsome wage, but Horgus never considered himself a “servant.”

The Gwerms were an openhanded, generous family who never kept what they could comfortably give away. Darian often played with the real Horgus Gwerm, the scion of the house and a boy his own age. The Gwerms disdained holding themselves above others and never displayed their money ostentatiously. Their house was large, but modestly furnished, and they didn’t maintain their own estate guard beyond a few loyal soldiers.

It was a happy childhood, but everything changed when a band of five babau demons somehow made their way deep into Mendev to attack several of the outlying noble villas in the Egede hinterlands. Word reached the Gwerm estate; in a panic, the family sent the children away with two soldiers as the rest of the inhabitants began packing up the house’s valuables in preparation for temporary relocation to within the city walls. Ten-year-old Darian and Horgus left with the soldiers, frightened but trying to be brave.

But the demons struck more quickly than anyone expected, teleporting into the estate and murdering with abandon. Darian saw the soldiers escorting him torn to shreds by one of the babaus, and he survived only because he ran in a different direction than the real Horgus—the babaus murdered Horgus, then were distracted by closer prey, allowing Darian to escape.

Darian ran as fast and as far as he could, collapsing eventually from exhaustion in a shallow gorge. When he awoke, the frightened child made his way back to the estate, the only home he knew. He found it in smoking ruins, everyone within dead. A few days later, after the babaus had been defeated, crusaders riding from Egede noticed the smoke and rode to the estate. They found Darian in the kitchen and asked his name.

In a moment that changed his life, Darian said, “Horgus Gwerm.” He didn’t mean to lie, exactly. Rather, in his child’s mind he had a vague idea that he might be punished for what had happened—for being alive when Horgus was not. The riders took him with them on their return trip to the front lines in Kenabres, where relatives of the Gwerms lived. None of the Gwerms had met young Horgus in years and were willing to believe this was the young inheritor of their bloodline. The family took in the orphaned Darian, now Horgus, and raised him as their own.

## NPC Gallery

Now well into middle age, Horgus has almost forgotten his true origins and convinced himself that money is the only way to ensure one's safety. If the Egede Gwerms had invested their wealth in high walls and elite guards, they (and by extension, his parents) would be alive today. Horgus adheres strictly to the law, perhaps as compensation for a life built on a lie, and is fanatical about money and power. He haggles over every copper and never pays more than he has to—but when he does purchase something, he goes for quality, never skimping on the important things in life.

The Gwerm family's money came from a variety of pursuits, including agriculture and mining. Horgus is one of the largest investors in the Truestone Quarry and owns a percentage of all the profits the quarry generates. Horgus has long nurtured a vicious hatred of demons and wants very much to see the crusades succeed. His faith in Abadar is deeply personal and private, but has only increased over the years, as again and again the defenses of the city of Kenabres seem to hold out against the demons through but the grace of his god. He makes considerable donations to various crusading groups—not merely the temple of Abadar—but prefers to keep these donations quiet because of his belief that charity only invites beggars.

Horgus has grown into an arrogant, acerbic nobleman with inflated sense of his own importance. He's genuinely shocked and offended if others don't recognize his status. His one redeeming quality may be his ruthless honesty. Though his speech is infrequently buffered by tact, Horgus is known for speaking the truth. He keeps his promises and never reneges on a deal. Businessmen in Kenabres go to Horgus only when they have a desperate need as well as a rock-solid business plan that can stand up to the closest scrutiny. Horgus doesn't mind lending money for a good cause, but he is keenly intelligent and requires a great deal of factual evidence before he closes a deal.

Being trapped in the tunnels beneath Kenabres does not sit well with Horgus Gwerm. Unarmed, forced to travel with strangers through the darkness, he can only imagine the demonic violence on the surface. He hides his fear and helplessness under an extra layer of arrogant bluster. Horgus is an intelligent man with many years of learning behind him, and he fully expects others to recognize his smarts and experience and follow his every command. It is often difficult for others to get along with Horgus for more than minutes at a time, but he is not an evil human being and deserves as much assistance as any other creature.

Though middle-aged, Horgus does what he can to keep fit by practicing with his rapier, but over the past few years, his sparring sessions have grown few and far between. He is a relatively homely man but is never at a loss for female companionship. Beneath his acerbity he possesses an intelligent mind and keen observational powers which some find fascinating.

### CAMPAIGN ROLE

Horgus Gwerm is one of the three trapped beneath the ground with the PCs at the start of this adventure, and is one of eight potential recurring NPC allies in the Wrath of the Righteous Adventure Path. Although he's an arrogant, self-important nobleman with a grating personality, abandoning him to his fate would be an evil act. The PCs must find a way to put up with Horgus's constant "observations," his instructions on how to do everything from scaling a wall to filling a waterskin better, and his regular lamentations over his fate. Under his armor of bluster, though, Horgus's honesty is true, and if the PCs can get him back to the surface alive, he promises them a great deal of money and support in the future. This is a promise he keeps.



WRATH OF THE  
RIGHTEOUS

## Irabeth Tirabade

Irabeth Tirabade has fought long and hard to be recognized as a force for good, and is proud to be a full-fledged member of the Eagle Watch. After years of facing others' suspicion, she finally gained widespread public acceptance after exposing another paladin's treachery.

## IRABETH TIRABADE

CR 4

## XP 1,200

Female half-orc paladin of Iomedae 5

LG Medium humanoid (human, orc)

**Init** -1; **Senses** darkvision 60 ft.; Perception +1**Aura** courage (10 ft.)

## DEFENSE

**AC** 21, touch 9, flat-footed 21 (+9 armor, -1 Dex, +3 shield)**hp** 42 (5d10+10)**Fort** +7, **Ref** +4, **Will** +7**Defensive Abilities** orc ferocity; **Immune** disease

## OFFENSE

**Speed** 20 ft.**Melee** mwk longsword +11 (1d8+4/19-20) or  
mwk morningstar +10 (1d8+4)**Ranged** heavy crossbow +4 (1d10/19-20)**Special Attacks** channel positive energy (DC 14, 3d6), smite  
evil 2/day (+2 attack and AC, +5 damage)**Paladin Spell-Like Abilities** (CL 5th; concentration +7)

At will—detect evil

**Paladin Spells Prepared** (CL 2nd; concentration +4)1st—*cure light wounds*, *lesser restoration*

## TACTICS

**During Combat** Irabeth casts *divine favor* on herself and then activates her divine bond. She prefers to charge into battle to engage the enemy she deems most powerful—usually the one in heaviest armor, but she may instead choose one with an openly displayed holy symbol of an evil god. She uses Power Attack until she misses, at which point she attacks normally.

**Morale** If Irabeth drops to 15 hit points or fewer, she drinks a *potion of cure moderate wounds* and retreats unless she's protecting an ally or an innocent, or if she is on a holy mission. In such cases, Irabeth prefers to fight to the death, although not if doing so would cause greater evils by preventing her from delivering important tactical messages to her superiors.

## STATISTICS

**Str** 18, **Dex** 8, **Con** 13, **Int** 10, **Wis** 12, **Cha** 14**Base Atk** +5; **CMB** +9; **CMD** 18**Feats** Lightning Reflexes, Power Attack, Weapon Focus (longsword)**Skills** Diplomacy +7, Heal +6, Intimidate +4, Knowledge  
(religion) +5, Linguistics +2, Sense Motive +6**Languages** Abyssal, Common, Hallit, Orc**SQ** code of conduct, divine bond (weapon +1, 1/day), lay on  
hands (2d6, 4/day), mercy (shaken)**Combat Gear** *potion of cure moderate wounds*, *potion of lesser  
restoration*, holy water (4); **Other Gear** mwk full plate, +1  
*heavy steel shield*, mwk longsword, mwk morningstar, heavy  
crossbow with 10 bolts, cold iron holy symbol of Iomedae, 7 gp

Irabeth Tirabade grew up on a small farm a few days' ride east from Kenabres, daughter of a retired crusading couple. Her parents were loving and protective, but knew their child would face battles they could not fight for her. They explained to Irabeth that not everyone would understand her heritage and taught her how to firmly but kindly stand up for herself. Occasionally their farm was targeted by vandals and troublemakers looking to harass the family. Irabeth learned from her father—an orc possessed of a near-saintly level of calm and self-restraint—the value of an even temper and the responsibility that comes with physical power as he dealt with such incidents honorably and even-temperedly.

When Irabeth was of age, she told her parents that she had decided not to take over their farm but instead felt a calling to fight for all those who suffered injustices. Her parents, especially her father, were proud of her decision, but they worried for their daughter, as all good parents would.

Irabeth felt uneasy seeking her destiny in Kenabres, a city known for its intolerance of strangers. Instead she journeyed west and south, traveling by river through Ustalav until she came to Lastwall. Irabeth had heard tales of the knights of Lastwall and thought she might find guidance and training there. However, she had not considered the implications of its people spending their lives on the border of Belkzen. The distrust and prejudice she faced in Vigil were greater than any she would have faced in Kenabres, and the first few months were almost enough to crush her spirit. Her strong moral upbringing and the lessons her parents had taught her sustained her, however, and soon Irabeth learned to deal with the insults and aggression she found in the city.

A year after she came to Vigil, Irabeth had still not secured admission to the Crusader War College. While she had become a paladin of Iomedae, final entry into the

## NPC Gallery

knighthood eluded her, and it was with a heavy heart that she realized her race was the cause. Rather than force the issue, she left Lastwall and traveled east, back through Ustalav, until she reached the River Kingdoms. For a time, she served there as a mercenary, enjoying that land's open-mindedness and ample opportunities to bring Iomedae's justice to bandits and scoundrels.

Irabeth made something of a name for herself as someone to whom you could go for justice in the western River Kingdoms, but life on the road had finally begun to wear her down. She decided on one more mission before returning home to her parents, and accepted a bounty to hunt down and bring to justice a tiefling from Nisroch who had been causing problems near Tymon.

The half-orc paladin caught up with the tiefling at a ruined tower, where he and his companions had just captured a frightened young woman. Seeing that the tiefling had produced a bone saw with which to hobble his prisoner, Irabeth didn't pause to issue an arrest—she bellowed and charged into battle, killing the entire band of Nisrochi mercenaries. Little did she know that the prisoner she'd rescued would become the love of her life.

The woman introduced herself as Anevia and pledged her life to Irabeth, who declined the offer. Instead, she told Anevia she was returning home to Kenabres, and invited her along if she was looking for companionship.

Over the course of their journey north, they fell in love. By the time Anevia chose to reveal her secret to Irabeth, the observant half-orc had already known for several days that she was a man—it made no difference to Irabeth, who knew better than to judge a person by appearance alone.

When the two reached Kenabres, they were deeply in love, and that love helped to sustain Irabeth when she learned of a tragedy. After she left home, her parents had reenlisted in the crusades only to end up being among those slaughtered by demons at the notorious Eagle Rock massacre. Only her father's magic sword was recovered. Had Anevia not been there to support Irabeth, the paladin would have certainly stormed off into the Worldwound in a suicidal attempt to slay every demon within.

Instead, Irabeth worked her way through her grief, and she sold the family farm and relocated to a new home in the city itself with Anevia. The night Irabeth proposed to

her lover, she presented her with a gift—a magical elixir that would transform Anevia physically to match the rest of her gender. She never told Anevia that she'd sold her father's sword to pay for the elixir, for doing so brought Irabeth the final bit of closure she'd needed. Her father's legacy allowed her to bring joy to the one she loved more than anything, and that was precisely what she needed to get on with her new life.

Irabeth's discovery of the treachery of Staunton Vhane, at the time a respected mercenary leader, have brought her fame to an extent that she still isn't comfortable with.

### CAMPAIGN ROLE

Irabeth is one of eight potential recurring NPC allies in the *Wrath of the Righteous* Adventure Path. She takes control of the remaining defenders of Kenabres after the city's fall, and assists the PCs by marshaling her meager forces. With Irabeth's help, the PCs can destroy the *wardstone* fragment before Areelu Vorlesh can use it to corrupt the effects of Mendev's defensive border. If you wish, Irabeth can also accompany the PCs if they require a little extra muscle on their side. Irabeth is devoted to the service of Iomedae,

and she can help guide characters through any moral or ethical quandaries they face.







# WRATH OF THE RIGHTEOUS TREASURES

The following unique treasures can be found in “The Worldwound Incursion.” Player-appropriate handouts for the treasures detailed here appear in the *Pathfinder Cards: Wrath of the Righteous Item Cards*.

<b>BILIOUS BOTTLE</b>		<b>PRICE</b> 500 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 2 lbs.
<b>AURA</b> faint conjuration		

A *bilious bottle* appears to be a tightly stoppered container of water. It can be thrown as a splash weapon. When a *bilious bottle* is opened or shatters, the foul fluid inside immediately expands into a 30-foot-radius cloud of noxious vapors. These vapors are invisible, but any creature within the area of effect of the cloud must succeed at a DC 14 Fortitude saving throw at the start of its turn or suffer one of the following random effects. The vapors created by a bilious bottle dissipate after 1 minute, or automatically if exposed to anything more than a moderate wind. The vapors created by a *bilious bottle* are a poison effect.

d8	Result
1	The subject takes 1d6 points of acid damage.
2	The subject’s eyes glow red for 2 hours, during which time it gains darkvision out to 30 feet.
3	The subject takes 1d6 points of fire damage.
4	The subject develops wheezing, labored breathing for 2 hours, which imposes a –2 penalty on Stealth checks.
5	The subject takes 1d6 points of cold damage.
6	The subject develops a persistent nosebleed, taking 1d4 points nonlethal damage every 10 minutes for the next hour.
7	The subject takes 1d6 points of electricity damage.
8	The subject experiences a persistent adrenaline rush. For the next 2 hours, subject receives a +2 bonus on Initiative checks but takes a –2 penalty on Dexterity-based skill checks due to uncontrollable trembling.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 250 GP
Craft Wondrous Item, <i>stinking cloud</i>	

<b>BRAZEN HEAD</b>		<b>PRICE</b> 6,500 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 10 lbs.
<b>AURA</b> faint divination (evil) and enchantment (evil)		



A *brazen head* is an object sacred to the cult of Baphomet. Most *brazen heads* appear to be the head of a minotaur, but others in the shape of humans, animals, or multi-faced demons exist.

When mounted on a wall in an area sacred to Baphomet, the *brazen head* constantly breathes out invisible vapors that fill a 60-foot spread. Any evil creature in this area gains the benefit of a *bless* spell.

When in the area of an *unhallow* spell cast by a worshiper of Baphomet, a *brazen head* can be used once per month to perform an augury. Rumors exist of more powerful *brazen heads* capable of casting *divination* or even *commune*.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,250 GP
Craft Wondrous Item, <i>bless</i> , <i>augury</i> , must worship Baphomet	

<b>RADIANCE</b>		<b>LEGENDARY WEAPON</b>
<b>SLOT</b> none	<b>CL</b> 20th	<b>WEIGHT</b> 4 lbs.
<b>AURA</b> strong abjuration		



In 4692 AR, soon after the start of the Fourth Crusade, a paladin of Iomedae and renowned demon slayer named Yaniel spoke out against the Mendevian crusaders, accusing them of negligence and sloth, and claiming these faults were what allowed Khorramzadeh to

invade Kenabres and damage the *wardstone*. Her accusations cut too close to the truth, and in a moment of weakness her superiors threatened to excommunicate her. Instead, she said she would enter the Worldwound and fight the Fourth Crusade on her own, with only her magic sword *Radiance* for company. The church was happy to see Yaniel go, and in the 2 years that followed, she was thought to have been slain. Yet when she returned to Kenabres in 4694 AR, leading a small army of crusaders she’d rescued, both Yaniel and her superiors had changed. For her part, Yaniel had shed her pride and insubordination, and had gained a new appreciation for the difficult decisions leaders are forced to make. And the church leaders had learned that sometimes the truth is exactly what you need to hear. Alas, Yaniel was assassinated before the year was out, slain by the lilitu demon Minagho only a week into her second personal crusade. Her followers managed to return to Kenabres with *Radiance*, but Yaniel’s body had been taken. The sword had gone dark after Yaniel’s death, its magical powers apparently lost, and so the crusaders elected to place it in the Gray Garrison on display. Yet several months ago it was stolen by the Templars of the Ivory Labyrinth, who

## Wrath of the Righteous Treasures

plan to soon send the sword north to Drezen for corruption into a weapon of evil.

*Radiance* was once a powerful weapon, yet since Yaniel's death the blade has become inert. When handled by a paladin, however, the blade suddenly glows with golden light and functions as a +1 cold iron longsword that radiates light as a torch on command. The weapon shifts and changes its form to match the paladin's deity's favored weapon (in the hands of a paladin who doesn't worship a deity, the weapon remains a +1 longsword). Certain events and tasks can awaken *Radiance's* latent powers, eventually transforming it into a full-fledged holy avenger—these events are noted in the following adventures in Wrath of the Righteous as they occur.

In addition, *Radiance* is a legendary item (*Pathfinder RPG Mythic Adventures* 169) that bonds with a mythic paladin as soon as it is wielded in combat—in this adventure, *Radiance* bonds if a paladin uses it in the final encounter against Vorlesh's babaus. The weapon has two daily uses of legendary power that recharge each day, but does not currently possess any legendary attributes, for it has yet to be wielded by a mythic paladin. As *Radiance* has its own ability to grow in power, it cannot be given the upgradable legendary item ability.

### DESTRUCTION

A paladin must knowingly slay an angel with the blade, at which point the sword can be destroyed normally with damage.

RANSEUR OF THE GARGOYLE		PRICE 4,310 GP
SLOT none	CL 5th	WEIGHT 12 lbs.
AURA faint transmutation		



A ranseur of the gargoyle appears to have a head crafted of obsidian, but is in fact as hard and resilient as steel. This weapon functions as a +1 ranseur that grants a +4 bonus on disarm checks rather than the typical +2 bonus a ranseur grants. Up to 5 times per day

as a swift action, the wielder of a ranseur of the gargoyle can cause its skin to harden for 1 round, gaining a +2 enhancement bonus to its natural armor score.

CONSTRUCTION REQUIREMENTS	COST 2,310 GP
---------------------------	---------------

Craft Magic Arms and Armor, barkskin

TERENDELEV'S SCALES		MINOR ARTIFACT
SLOT none	CL 19th	WEIGHT —
AURA strong (varies)		



These palm-sized silver dragon scales are unique items—essentially minor artifacts resulting from Terendelev's death on the Storm King's blade.

Each of *Terendelev's scales* grants a different power to the person who carries them. The powers

granted do not function at all if more than one scale is carried. The powers of the four scales are listed below—any nonevil creature that handles a scale immediately understands its use.

**Cloudwalking:** Three times per day as a standard action, a scale can be used to cast *levitate*. A pillar of roiling clouds rises below the levitating object or creature, growing and shrinking with the target's altitude. This pillar is 5 feet in diameter (regardless of the target's size) and provides concealment (20% miss chance) to any creature or object wholly contained within.

**Disguise:** Three times per day as a standard action, a scale can be used to cast *alter self*. While disguised, the target gains a +4 bonus on all Bluff checks made against evil creatures.

**Resistance:** Three times per day as a standard action, a scale can be used to cast *resist elements*—but only against electricity or cold.

**Sacred Weaponry:** Three times per day as a standard action, a scale can be used to cast *align weapon*, but only to make a weapon lawful or good. Unlike a normal *align weapon* spell, this effect can be cast on an unarmed strike or natural weapon.

### DESTRUCTION

The Storm King Khorramzadeh can destroy each of *Terendelev's scales* merely by eating it.

WARDSTONE SHARD		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1/2 lb.
AURA Strong abjuration		



When the final fragment of the Kenabres wardstone shatters, a few tiny shards of the stone remain behind. The magic remaining in these fragments is fleeting, usable only once before the shard becomes an inert sliver of stone. As a

standard action, a wardstone shard may be rubbed along a weapon or a suit of armor to transfer the shard's magic to the weapon or armor for 1 day.

**Weapon:** A weapon enhanced by a wardstone shard gains the evil outsider bane quality, and is treated as being made of cold iron and as a good weapon for the purposes of overcoming a demon's damage reduction. The shard cannot be used to enhance ammunition in this manner, but can be used to enhance a weapon that fires ammunition; doing so causes the weapon to impart these qualities to the ammunition as it is fired.

**Armor:** A suit of armor enhanced by a wardstone shard gains the spell resistance (13) armor special ability, but only against evil outsiders. Against demons, this spell resistance increases to 17. A nonmagical suit of armor also gains a +1 enhancement bonus as well.

### DESTRUCTION

A wardstone shard may be destroyed simply by crushing it—a shard has hardness 16 and 12 hit points.