

The Beginning of the End!

For more than a hundred years, the demon-infested Worldwound has warred against humanity, its Abyssal armies clashing with crusaders, barbarians, mercenaries, and heroes along the border of lost Sarkoris. But when one of the magical wardstones that helps hedge the demons into their savage realm is sabotaged, the crusader city of Kenabres is attacked and devastated by the demonic hordes. Can a small band of heroes destined for mythic greatness survive long enough to hold back the forces of chaos and evil until help arrives, or will they become the latest in a long line of victims slaughtered by Deskari, the demon lord of the Locust Host?

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

- "The Worldwound Incursion," a Pathfinder RPG adventure for 1st-level characters, by Amber E. Scott.
- A gazetteer of the crusader city of Kenabres on the border of the Worldwound, by Amber E. Scott.
- The search for an infamous demon hunter in the Pathfinder's Journal, by Robin D. Laws.
- A complete outline of the Wrath of the Righteous campaign.
- Four new monsters, by James Jacobs, Jason Nelson, David Schwartz, and Jerome Virnich.



PATHFINDER® ADVENTURE PATH™



WRATH OF THE
RIGHTEOUS

THE WORLDWOUND INCURSION

by Amber E. Scott



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Anevia Tirabade
Worldwound Border Scout

Anevia begins this adventure with the PCs, trapped below Kenabres. If she survives, she can aid the remaining crusaders in fallen Kenabres in their attack against the demons, allowing her wife Irabeth to join the PCs in their final mission of the adventure.



Aravashnial
Last Riftwarden of Kenabres

Aravashnial is blinded at the start of this adventure, trapped with the PCs below Kenabres. A member of the secret society of Riftwardens, he soon learns he's the last of his order in the city. If he survives, he can provide the PCs with a significant cache of magical gear to aid them.

Horgus Gwerm
Foul-Tempered Kenabres Noble

Horgus Gwerm begins this adventure trapped below Kenabres with the PCs. While his personality is grating and his attitude poor, his resources are significant. If the PCs can endure him (and if he survives), Horgus supplies the crusaders with much-needed food, water, and support.



Irabeth Tirabade
Leader of the Eagle Watch

An unlikely paladin, Irabeth is catapulted into a position of leadership among her order, the Eagle Watch, when Kenabres falls. She can aid the PCs in their adventure, and if she survives, will go on to help them in future struggles as a ruler of the city of Drezen.



Queen Galfrey
Ruler of Mendev

Galfrey is the Queen of Mendev and leader of the crusade effort. She is leading the defense of Mendev's capital, Nerosyan, during this adventure, so it falls to the Eagle Watch and the PCs to keep Kenabres from complete destruction until she can arrive with her armies to aid them.



Sosiel Vaenic
Priest of the Eternal Rose

When Kenabres falls, so does the temple of Shelyn in Northgate. Besieged by a clot of abrikandilu demons, the ruined temple is defended by its priests. By the adventure's end, Sosiel is the sole survivor. He joins with the PCs in "Sword of Valor" to aid them in their mission to Drezen.

Aron Kir
Crusader Tactician and Engineer

Aron's roguish skills have served him well in his time with the crusaders. He's spent the past several months at Clydwell Keep south of Kenabres, helping to repair and update its defenses, and is trapped there during the attack. He joins the PCs in "Sword of Valor" as an advisor.



Arueshalae
Risen Succubus of Desna

Just as an angel can fall, so can the rare demon rise. The succubus Arueshalae has seen the light of Desna, but was captured and imprisoned by the lord of Drezen in the dungeons below the citadel. She will soon escape, and will eventually join the PCs in their cause.



Khorramzadeh
Demonic Ruler of Iz

Khorramzadeh the Storm King is something of a newcomer to the Worldwound. He made a dramatic entrance to the war in 4692 AR by attacking Kenabres, and after he returns to finish that job at this adventure's start, he shifts his attention south to Nerosyan.



Areelu Vorlesh
Architect of the Worldwound

No one is more to blame for the Worldwound than Areelu Vorlesh. She is currently on the island of Colyphyr amid the Midnight Isles of the Abyss, seeking the perfect crystal to aid in the corruption of the last fragment of the ruined wardstone of Kenabres.

Nurah Dendiwhar
Deceitful Worldwound Historian

Nurah has served the crusade as a historian and researcher for years, while all the time truly serving the Templars of the Ivory Labyrinth. She arrives in Kenabres with Galfrey's army at the adventure's end, and will join the PCs soon, secretly working to betray them.



Staunton Vhane
Traitorous Warden of Drezen

Exposed as a vile, black-hearted antipaladin by Irabeth, Staunton Vhane fled to the city of Drezen with his loyal followers. He's been placed in charge of the city while its marilith ruler is aiding in the war effort, and will confront the PCs in person in "Sword of Valor."



Xanthir Vanc
Master of the Blackfire Adepts

A nightmarish worm that walks, Xanthir leads the Worldwound contingent of the vile Blackfire Adepts. He takes part in the initial attack on Kenabres, personally leading the destruction of the city's Riftwardens and aiding in the creation of the chisel used to destroy the wardstone.



Minagho
Demonic Ruler of Raliscrad

A demon of temptation known as a lilitu, Minagho rules the ruined city of Raliscrad. When she fails to protect the wardstone fragment in this adventure, she falls out of favor with Baphomet, and seeks to regain his support in "The Midnight Isles" by directly opposing the PCs.

Hepzamirah
Daughter of Baphomet

Scion of the demon lord Baphomet, the half-fiend nephilim Hepzamirah currently runs a secret mining operation under the Abyssal island of Colyphyr, providing the cult with the Nahyndrian crystals needed to imbue mythic power into select demons of the Worldwound.



Deskari
Lord of the Locust Host

With the destruction of the wardstones, the introduction of mythic power from the Nahyndrian crystals harvested from the Midnight Isles, and the aid of his numerous minions, Deskari hopes to soon expand his influence far beyond the Worldwound's current border.

