


PATHFINDER[®]

ADVENTURE PATH[™]



ADVENTURE PATH  PART 1 OF 6

THE WORLDWOUND INCURSION

PATHFINDER

ADVENTURE PATH™

credits

Authors

James Jacobs, Robin D. Laws, Jason Nelson, Amber E. Scott, David Schwartz, and Jerome Virnich

Cover Artist

Wayne Reynolds

Interior Artists

Helge C. Balzer, Eric Belisle, Eric Braddock, Sam Burley, Jeff Carlisle, Michele Chang, Diego de Almeida, Fabio Gorla, Johan Grenier, Miguel Regodón Harkness, Jon Neimeister, Maichol Quinto, Doug Stambaugh, and Kieran Yanner

Cartographer

Robert Lazzaretti

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Leads • Adam Daigle and James Jacobs

Development Team • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

Editorial Team • Judy Bauer, Christopher Carey, and Ryan Macklin

Editorial Interns • Jay Loomis and Cassidy Werner

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

Graphic Designer • Sonja Morris

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Kunji Sedo

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Justin Riddler, and Sara Marie Teter

Warehouse Team • Will Chase, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambertz

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>NPC Codex</i>	NPC
<i>Bestiary</i>	B1	<i>Paths of Prestige</i>	POP
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>GameMastery Guide</i>	GMG	<i>Ultimate Magic</i>	UM
<i>Lords of Chaos, Book of the Damned, Vol. 2</i>	BOTD2		

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Publishing, LLC

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

Pathfinder Adventure Path #73: The Worldwound Incursion © 2013, Paizo Publishing, LLC. All Rights Reserved.

Paizo, Paizo Publishing, LLC, the golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Publishing, LLC. Printed in China.



table of contents

Foreword	4
The Worldwound IncurSION by Amber E. Scott	6
NPC Gallery by Amber E. Scott	56
Wrath of the Righteous Treasures by Amber E. Scott	64
Kenabres Before the Fall by Amber E. Scott	66
Pathfinder's Journal: Sweet Ichor 1 of 6 by Robin D. Laws	74
Bestiary by James Jacobs, Jason Nelson, David Schwartz, and Jerome Virnich	80
Campaign Outline	90
Preview	92



Let's Get Mythical!

Whew... here we go! “The Adventure Path where you fight the demons of the Worldwound,” has been on my to-do list more or less from the very start of Pathfinder. Alas, there was a problem: an adventure where you go fight a demon lord at the end is difficult to do with just the *Pathfinder RPG Core Rulebook*.

That’s one of the primary reasons that *Pathfinder RPG Mythic Adventures* came about: It’s here so we can create campaigns where the PCs go beyond the core and tackle truly legendary quests—save-the-world type stuff. With *Wrath of the Righteous*, we’re finally able to head into the Worldwound and face off against its architects, which include some of the most dangerous and deadly foes we’ve ever published in an Adventure Path.

Also, before I go on, I’d like to call out a big hearty thank you to Jesper Haglund (aka “Kajehase” on the

paizo.com messageboards), who came up with the name for this Adventure Path. Without his input, you wouldn’t be starting up a “Wrath of the Righteous” campaign—you’d be starting a “Demonblight Crusade” campaign. I’m pretty sure you’ll agree that “Wrath of the Righteous” is a *much* better title.

Of course, this adventure wouldn’t exist without its author, Amber E. Scott. Amber’s been one of our go-to authors since before Pathfinder was even born, so I can’t express how glad I am that she agreed to kick off *Wrath of the Righteous*—she really hit this one out of the park!

MAKING FRIENDS AND ENEMIES

Of course, there’s much more to *Wrath of the Righteous* than just fighting demons and getting powerful. We’re also going to be trying out some new stuff here. You can expect us to touch upon some of the rules in *Pathfinder*

RPG *Ultimate Campaign* for mass combat and downtime events alike—your PCs will be periodically leading armies against the forces of the Worldwound, after all, and they'll even help liberate the lost crusader fortress-city of Drezen, wherein they'll have chances to help rebuild the city and take part in other downtime-based events. We'll be exploring other themes as well: in particular, the idea of "sometimes ugly people are the good guys, and sometimes beautiful people are the bad guys," in addition to strong themes of redemption—whether it's the redemption of a person, an entire organization, or even a demon!

One of the biggest things we're doing with *Wrath of the Righteous* is trying to put certain NPCs into "co-starring" roles. You've probably already noticed the inside covers of this book. Inside the front cover we'll be posting updates for the eight most important allies the PCs meet in the campaign, while in the back we'll be doing the same for eight of the more important villains. For the good guys, these details should help you keep track of what the NPCs are up to before they meet the PCs and what they might do after they've met. For the bad guys, these notes can help you if the PCs do something unusual (like attempt to scry on someone) before they meet that villain, but also give you information on what that villain might do if he escapes his fate and avoids being killed by the PCs. More detailed notes on NPC actions will be referenced as appropriate in the adventures in which their roles are most prominent.

In many cases, NPC allies might end up traveling and even adventuring with the PCs. In these cases, you should not reduce the XP the PCs earn. The NPCs themselves should not "rob" experience points from the PCs—the encounters in *Wrath of the Righteous* tend to be tough ones, after all. The rate at which an NPC ally levels up should be determined by in-game events, not by the accumulation of XP, and the inside covers provide advice on what levels NPCs should be beyond their initial levels when first encountered.

STARTING WRATH OF THE RIGHTEOUS

While the PCs don't start this Adventure Path with mythic powers, their characters have mythic potential. Your players should know from the start that this is a mythic campaign. If you would rather run *Wrath of the Righteous* as a standard, non-mythic game, you can do so, but you'll need to make adjustments as you go. In this adventure, since the PCs don't become mythic until after the adventure is over, you can run things without adjustment, but in future volumes, we'll provide a few notes and words of advice to aid you.

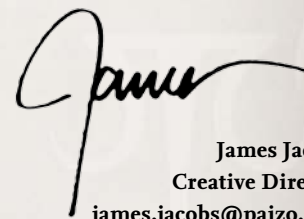
This adventure begins with the PCs trapped in a cavern hundreds of feet below the city of Kenabres, and presents the reason for their situation in the form of a flashback as read-aloud text. If you desire a more traditional beginning in which you allow the PCs to roleplay out their reactions to the initial attack on the city, you can do so, but keep in mind that

On the cover

Wayne Reynolds returns to the Adventure Path with an illustration of Irabeth Tirabade, a paladin suddenly thrust into a key leadership role after disaster strikes Kenabres. And what's a disaster on the Worldwound border without a balor like the Storm King in your city killing your dragons?

the initial attack on Kenabres by the Worldwound involves demons of incredible power, and if the PCs were exposed to it, in all likelihood most or all of them would perish, even if only from falling masonry or fiery explosions. Some of Kenabres's most powerful NPCs, like Terendelev and Lord Hulrun himself, perish in this attack—by sheltering the PCs from these events and presenting them as campaign background, you can ensure your party survives long enough to start the campaign!

It's important to know what equipment the characters have with them when the game starts. You don't want to undermine the shock of the campaign's opening by asking to see exactly what gear they bring with them to the opening ceremonies, but neither should you assume the PCs leave everything at home. While Kenabres is a city, it's also one located on the front lines of one of the Inner Sea's longest-standing wars. No one in Kenabres walks around unarmed, and those who own armor certainly wear it wherever they go. The bulk the people gathered at Clydwell's Plaza are fully geared, so you can assume the PCs are as well. It's fine to assume that each PC has whatever gear is recorded on his character sheet, save for particularly large objects. Note that certain classes also have animal companions, familiars, mounts, or eidolons. You can assume that familiars and other small creatures hid in a master's pocket or under a hat and were otherwise protected via the fortuitous *feather fall* spell, as were the PCs. Purchased mounts with no special bond to the characters spook and flee before their owners fall—at your discretion, the PCs may encounter these mounts again when they reach the surface. The point isn't to rob the PCs of their starting wealth, but to give them the terrifying thrill of stumbling into an adventure unprepared!



James Jacobs
Creative Director
james.jacobs@paizo.com