

WRATH OF THE
RIGHTEOUS

AT WAR WITH THE ABYSS!

Spoiler Warning! On these pages you'll find the background and outline for the Wrath of the Righteous Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the plot for the upcoming adventures as thoroughly as possible.

From humble beginnings, the PCs find great power and use it to fight back against a demonic invasion from the Worldwound. Prepare for battle! The Fifth Crusade is about to begin!

GMs can find more information and tools to aid in running their Wrath of the Righteous campaigns in the following resources: *Pathfinder RPG Mythic Adventures*; *Pathfinder RPG Ultimate Campaign*; *Pathfinder Campaign Setting: The Worldwound*; *Pathfinder Campaign Setting: Demons Revisited*; *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*; *Pathfinder Player Companion: Champions of Purity*; *Pathfinder Player Companion: Demon Hunter's Handbook*; *Pathfinder Player Companion: Mythic Origins*; *Pathfinder Cards: Wrath of the Righteous Item Cards*; *Pathfinder Campaign Setting: Wrath of the Righteous Map Folio*; and the *Wrath of the Righteous Player's Guide*, the latter of which is available as a free PDF download at paizo.com.



Once the PCs ascend into the city, they find the place an apocalyptic ruin. Escorting friends to their homes, following up on clues found in the caverns below to further fight against the Templars of the Ivory Labyrinth, and rescuing citizens from demons and cultists alike occupy the PCs for a time, but eventually they meet up with a ragtag group of crusaders known as the Eagle Watch—the city's last organized defenders.

From the Eagle Watch, the PCs learn that the cult intends to use a fragment from the *wardstone* to work a terrible evil upon the entire Worldwound border. The PCs must infiltrate a ruined fort held by the cultists and fully disable the *wardstone* fragment before the cultists can use its potent magic against the crusaders, but as they do so, the artifact's power funnels into the PCs and triggers their apotheosis into fully mythic heroes!

The worldwound incursion

By Amber E. Scott

Pathfinder Adventure Path #73, Levels 1–5

As the campaign begins, the PCs are in the city of Kenabres attending the yearly celebration of Armasse. Yet before the ceremony begins, the unthinkable occurs as Kenabres's *wardstone* is destroyed in a massive explosion. The balor lord Khorramzadeh the Storm King leads an attack on the city after this brazen opening offensive, slaying the city's greatest defender—the silver dragon Terendelev—in the opening minutes of the attack. As she dies, however, the dragon manages a final act of mercy, ensuring the PCs and a few others survive an otherwise deadly fall into a sudden rift in the ground and land safely in the forgotten caverns deep below the city.

The PCs and three NPCs begin the adventure in these caves, battered and bruised, and must work together to make their way back up to the surface. They encounter tribes of mongrel descendants of the First Crusade as they explore the caves. One of these mongrel tribes has fallen in with the cult of the demon lord Baphomet and his fanatic Templars of the Ivory Labyrinth, and the PCs must defeat them if they hope to escape the dark.

Sword of Valor

By Neil Spicer

Pathfinder Adventure Path #74, Levels 6–8, Mythic Tiers 1–2
After saving the day in Kenabres, the PCs are mythic heroes and everyone knows it. Queen Galfrey of Mendev finally comes to the city's aid and personally rewards the PCs for their courageous acts, then asks them to undertake an even more dangerous mission. With demon attacks increasing, the Fifth Crusade is under way—and reports from the field indicate that it could be the last crusade.

Something must be done to bolster the crusaders' morale and establish a beachhead behind enemy lines, and recovering the city and citadel of Drezen and the potent magical banner known as the *Sword of Valor* lost within those walls is just the thing to do this. The marilith Aponavicius has abandoned Drezen to her lesser minions so as to join the war effort, and Queen Galfrey knows the time to act is now. She puts the PCs in charge of a small army with orders to march north and reclaim both the city and the lost artifact for the glory of the Fifth Crusade! Upon arriving at Drezen, the PCs use their army to retake the ruined town before laying siege to Citadel Drezen itself. While exploring the castle, the PCs learn that the demons have been using powerful components called *Nahyndrian*

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crystals from the Abyss to bolster their magic and power. They also find evidence of a demonic traitor—a possibly redeemed succubus who may possess critical intelligence about the enemy. The current leader of Citadel Drezen is the antipaladin Staunton Vhane, himself a traitor to the crusade. In order to win the day, the PCs must defeat this sinister villain.

Demon's Heresy

By Jim Groves

Pathfinder Adventure Path #75, Levels 9–11, Mythic Tiers 3–4
With the demons of the Worldwound focusing most of their interests toward more southerly targets, the PCs can hold and even expand the reach of the newly reclaimed Drezen. Eventually, the PCs must leave their new base of operations to take part in a number of missions into the wilds of the Worldwound itself—rescuing lost crusaders, gathering crucial wartime intelligence, and tracking down the redeemed succubus Arueshalae. All this builds up to a final confrontation and invasion of the primary fortress of the Templars of the Ivory Labyrinth. In this deadly dungeon, the PCs face off against not only the leader of the Templars in the region, but also a powerful worm that walks agent of the demon lord Deskari: a Blackfire Adept named Xanthir Vang. But defeating the Templars here only cuts off the cult's hand; in order to stop the cult of Baphomet from supplying the Worldwound with *Nahyndrian crystals*, they must undertake a dangerous quest indeed—they must travel to the Abyss itself!

The Midnight Isles

By James Jacobs and Greg A. Vaughan

Pathfinder Adventure Path #76, Levels 12–14, Mythic Tiers 5–6
Among the discoveries in the previous adventure is the location of a sort of processing center where freshly gathered *Nahyndrian crystals* are brought from the Abyss to the Material Plane—here, the crystals are transformed into the vile elixirs that have been giving the demons the ability to transform themselves into mythic creatures and invoke devastating works of magic against the crusaders. If the PCs can disrupt this processing center, they'll strike a blow against the demon armies—but if they can close the portal to the Abyssal realm of the Midnight Isles within the complex, that blow will be crippling.

There's only one catch: to close this portal, the PCs must first travel through the portal into the Abyss itself. Once there, closing the portal is only the first part of a larger job—they must discover where the cult is harvesting their *Nahyndrian crystals* and shut down that entire operation, robbing the whole Worldwound of this mythic resource.

In the Abyss, the PCs must explore the Midnight Isles and discover what they can about the source of these powerful crystals. After a tense encounter with the demon lord Noctricula herself (who seems particularly vexed that the cult of Baphomet is mining crystals in her realm), the PCs learn the crystals are distilled essences of dead demon lords and that they form at the hearts of each of the Midnight Isles. The PCs travel to the distant island where the Templars have been mining the crystals and defeat the true leader of the cult—a fiend who happens to be one of Baphomet's own daughters. Upon her death, Baphomet rages, gloating that he has captured Iomedae's herald and that he intends to corrupt this icon of goodness in revenge!

Herald of the Ivory Labyrinth

By Wolfgang Baur

Pathfinder Adventure Path #77, Levels 15–17, Mythic Tiers 7–8

An encounter with Iomedae sends the PCs into another Abyssal realm—Baphomet's Ivory Labyrinth, a sprawling maze the size of an entire world. There, they must seek out a legendary prison where Baphomet is torturing and corrupting Iomedae's herald.

During the harrowing exploration of the prison, the PCs must use all of their mythic might. But as they reach their goal, they find they are too late—Iomedae's herald has become Baphomet's slave. The PCs must defeat this fresh new horror, only to be thrown into direct conflict with Baphomet himself. If the PCs can survive this fight, one of their own could well ascend into the role of Iomedae's new herald!

City of Locusts

By Richard Pett

Pathfinder Adventure Path #78, Levels 18–20, Mythic Tiers 9–10

Returning to Golarion, the PCs find that their successes have forced Deskari's forces to accelerate their final attack. After defending Drezen from the armies of the marilith Aponavicius, the PCs begin their final quest—closing the Worldwound portal! To prepare for this legendary quest, they must first travel to Iz, defeat the balor lord who rules there, and continue on to the ruined prison tower of Threshold where the first portal to the Abyss opened over a century ago. Once again they must travel to the Abyss to finish this task, but this time their efforts are opposed by Areelu Vorlesh—the mythic half-fiend who created the Worldwound in the first place—and her patron Deskari, demon lord of the locust host. Can the PCs survive, seal the Worldwound closed, and slay a demon lord in the heart of his seat of power?

