

Into the Worldwound!

After reclaiming the city of Drezen and recovering the lost sacred banner known as the Sword of Valor, the heroes have established a significant foothold behind enemy lines. With the demon armies still concentrating their attacks to the south, the heroes must now set off into the heart of the Worldwound to seek out powerful new allies and strike a mortal blow against the Templars of the Ivory Labyrinth—but in doing so, they discover a disturbing truth about the crystalline source of mythic power the demons have been using against the crusaders. Will the heroes survive the terrors of the Worldwound long enough to end the demons' increasing attacks?

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

- "Demon's Heresy," a Pathfinder RPG adventure for 9th-level characters with 3 mythic tiers, by Jim Groves.
- A study of the Green Faith, an ancient philosophy revolving around nature, by Sean K Reynolds.
- A look at the unnatural horrors known as worms that walk, by Amanda Hamon.
- A journey to a crusader outpost inside the Worldwound in the Pathfinder's Journal, by Robin D. Laws.
- Four new monsters, by Jim Groves, Amanda Hamon, and James Jacobs.



PATHFINDER® ADVENTURE PATH™



WRATH OF THE
RIGHTEOUS

DEMON'S HERESY

by Jim Groves



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Anevia Tirabade
Spymaster of Drezen

With the city of Drezen liberated and her wife placed in charge of its restoration, Anevia volunteers to serve as the city's spymaster. She spends this adventure patrolling the city incognito, keeping an eye and ear out for any signs of demonic infiltration and treachery.



Aravashnial
Riftwarden of Drezen

With the Riftwardens of Kenabres essentially destroyed, Aravashnial sees the city of Drezen as a fresh opportunity. He spends this adventure rebuilding the group's holdings, but also helps oversee the development of Drezen's magical defenses.

Horgus Gwerm
Foul-Tempered Treasurer

Although his Kenabres home was among those spared devastation, Horgus has accepted Irabeth's request to aid her in rebuilding Drezen. Now serving as the city's treasurer, he's rising to the challenge, establishing himself as one of the city's key suppliers and organizers.



Irabeth Tirabade
Leader of Drezen

Although some part of her aches for the glory of the crusade, Irabeth knows that Drezen needs her more. Her appointment as the standing ruler by Queen Galfrey came as a shock, but she swiftly proves herself to be a just, capable ruler in the days and weeks to come.



Queen Galfrey
Ruler of Mendev

After sending the heroes north to liberate Drezen, Queen Galfrey entrusts Irabeth to rule while she gives a much more dangerous mission to the heroes—exploring the northeastern Worldwound in the hope of finding intelligence that will aid in the war effort.



Sosiel Vaenic
High Priest of Drezen

Sosiel now sees to the spiritual needs of Drezen, and is transforming an old cathedral there into a multid denominational temple. His faith in Shelyn continues to bolster him, and he is soon regarded as a beloved member of the city's defenders.

Aron Kir
Warden of Drezen

Now recovered from his recent relapse into drug abuse, in no small part through the support of his lover Sosiel, Aron Kir has accepted the post of Warden of Drezen. In this role, he serves as the captain of the guard and helps to see to the rebuilding of the city's physical defenses and infrastructure.



Arueshalae
Risen Succubus of Desna

After her escape from the dungeons below Drezen, the redeemed succubus Arueshalae takes shelter in an old Desnan fortress in the wilds east of the city, now besieged by a demon-worshiping hag. She's destined to become one of the heroes' most powerful allies.



Khorrnzadeh
Demonic Ruler of Iz

The Storm King's defeat at Nerosyan during the Siege of the Diamond City, in large part due to the aid of the Pathfinders, rankles the powerful balor lord. He returns to his palace in Iz to run the war from afar as he plans for greater and more devastating attacks to come.



Arelu Vorlesh
Architect of the Worldwound

As this adventure begins, Arelu Vorlesh has recovered from her recent wounds. She spends much of this adventure on the Midnight Isles, striving to broker a treaty between Deskari and Noctacula, but is frustrated by the Lady in Shadow's apparent disinterest in aiding her cause.

Nurah Dendiwhar
Deceitful Worldwound Historian

While this Adventure Path assumes Nurah was slain in the previous adventure, she may instead have been given a chance at redemption by the heroes. If this is the case, her ability to repent depends on how much the heroes aid her in her attempt to redeem herself from evil.



Staunton Vhane
Traitorous Warden of Drezen

Staunton was likely slain at the end of the previous adventure, but at your option the dwarven antipaladin could well rise as an undead horror. His ghost may come to haunt Citadel Drezen, or perhaps his body and armor go missing—only to rise in the future as a graveknight!



Xanthir Vang
Master of the Blackfire Adepts

Xanthir Vang spends this adventure waiting patiently for the next shipment of potent elixirs to arrive from the Midnight Fane, only to find his Ivory Sanctum has come under attack. The worm that walks fights back as best he can, and if forced to flee, he may well become a recurring villain.



Minago
Vengeful Agent of Baphomet

Minago's lost her post as ruler of Raliscrad, but Baphomet has given her a new chance to regain his favor—if she can defeat the heroes, all will be forgiven. She spends this adventure learning what she can of the heroes, in anticipation of a chance to serve her lord.

Hepzamirah
Daughter of Baphomet

Hepzamirah continues to mine for *Nahyndrian crystals* under the Midnight Isles. The crystals' growing scarcity has her worried she'll need another island to mine, but doing so would bring about ruin unless she can arrange an accord with the realm's demonic ruler, Noctacula.



Deskari
Lord of the Locust Host

Until the heroes disrupt the Ivory Sanctum, they remain below Deskari's notice. The demon lord continues to prepare for a monstrous transposition of the RASPING Rift, his Abyssal realm, into the Worldwound—if successful, this process will crush the crusade in one fell blow.

