

# **PATHFINDER**<sup>®</sup> **ADVENTURE PATH**<sup>™</sup>



ADVENTURE PATH  PART 3 OF 6

## **DEMON'S HERESY**



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<i>Bestiary</i>	B1	<i>Lords of Chaos, Book of the Damned, Vol. 2</i>	BOTD2	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Mythic Adventures</i>	MA	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>NPC Codex</i>	NPC	<i>Ultimate Magic</i>	UM
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## Personalizing the Worldwound

**S**o we're trying a few different things this time around. *Pathfinder RPG Ultimate Campaign's* been out for months now, so folks should have had time to look through the numerous new rules and options therein—in “Demon’s Heresy,” your players’ characters will have opportunities to take advantage of the downtime rules from that book. While it’s easy to get caught up in the excitement of demon hunting and seeking out new quests and adventures, remember that it can get exhausting if every single game session focuses on fight after fight.

The PCs in *Wrath of the Righteous* are legends—or at the very least, they’re well on their way to becoming such. And they should have the chance to feel like legends. Giving the PCs time to develop idolizing followers, found groups and cults of personality, launch businesses, create magic items, and otherwise leave a lasting mark on the newly revitalized city of Drezen not only helps to break up the stress of

crusading in a demon-haunted wasteland; as the *Adventure Path* wraps up in “City of Locusts,” it also helps the PCs to be much more invested in Drezen’s fate when the marilith Aponavicius decides she wants “her” city back!

### PERSONALIZED QUESTS

There’s more to “Demon’s Heresy” than downtime and demons, though. In this adventure, every one of the player characters should have a chance to follow up on some loose end from her childhood or character background. This adventure assumes you’re using the campaign traits found in the *Wrath of the Righteous Player’s Guide* (free online at [paizo.com](http://paizo.com)). Each of these traits not only grants the PCs a few abilities and perks and offers a reason for why they of all the crusaders were fated to become heroes, but also introduces some mystery or unexplained event. Why does one PC feel such a close bond to a specific deity? What was the purpose



of the vile ritual another PC was exposed to as a child? What really happened to a third PC's Riftwarden parents? These questions and more should be at the backs of your players' minds for the past few adventures, and in "Demon's Heresy," they'll get a chance to learn some answers.

When possible, the quest to find answers for each player's personal mystery should drive much of this adventure's exploration of the Worldwound. Some are directly tied to events and locations that play into the overall plot, but others are not as closely tied in to the greater storyline. This should not result in those players' personal stories being any less satisfying and important to your game, though!

When a PC solves her personal mystery, she completes a mythic trial. This adventure assumes that each PC eventually completes five mythic trials, but the personal nature of these quests means that individual characters will arrive at these points in different times during the adventure. This means the PCs may not all reach 4th tier at the same time—but by the end of the adventure, all of the PCs should be of the same tier. A summary of the five mythic trials the PCs should complete during the course of this adventure are listed below. If the PCs miss one, either adjust things so they'll encounter it soon or replace it with a similar trial of your own design.

**Trial 1:** Defeat the woundwyrms.

**Trial 2:** Rescue and ally with Arueshalae.

**Trial 3:** Complete personal mystery.

**Trial 4:** Shut down the Ivory Sanctum.

**Trial 5:** Defeat Xanthir Vang.

## NON-MYTHIC HERESY

"Demon's Heresy" assumes that its PCs begin at 3rd tier, and that during the course of the adventure they'll advance to 5th tier. Regardless of whether you use *Pathfinder RPG Mythic Adventures*, *Wrath of the Righteous* is a high-powered campaign, and there are a lot of ways you can adapt the adventure so it still works for a non-mythic group. Listed below are some tips on how to adjust your game so that you can run "Demon's Heresy" for a non-mythic group, but also check out the messageboards at [paizo.com](http://paizo.com), where plenty of other gamers and I will be around to offer advice.

**Ad-Hoc Experience:** The encounters in this adventure generally fall into a CR range of 9 to 14. It's thus best if you start this adventure with 10th-level PCs, and you should run them on the fast XP track. When the PCs would earn their second mythic trial, award them enough XP to advance them a level. It might be easier to just inform the PCs that they can level up to 11th level after they've defeated three of the encounters in the Marchlands, to 12th level once they rescue Arueshalae, to 13th level once they finish all of the optional quests in the Marchlands, and to 14th level at the end.

**More Characters:** Consider giving each PC Leadership as a bonus feat, so that each has a cohort to help support

## on the cover

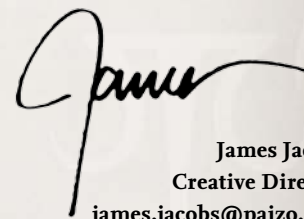
The slithery villain Xanthir Vang, one of the masterminds behind the events that plague the good guys during "Wrath of the Righteous," appears on our cover this month—courtesy of Wayne Reynolds—along with a scene in the Worldwound wherein our iconics run afoul of the locals.

her in battle. Note that including a large number of cohorts can quickly cause play to grow cumbersome, so if these cohorts are NPCs with supporting roles, such as healing or item crafting, they can stay out of combat and still help to bolster their leaders. In addition, you should consider having NPCs come along to help the PCs anyway—certainly having Arueshalae's help in Part 4 could spell the difference between victory and utter doom.

**Hero Points:** Consider using the hero point mechanic from the *Pathfinder RPG Advanced Player's Guide* as well—this helps the PCs take control of their fates and adjust the flow of the story in a way that aids them in accomplishing normally impossible tasks. If you use hero points, each time you reach a point when the PCs would normally gain a mythic tier, they should earn a number of hero points equal to the tier they would have gained (4 hero points after 2 mythic trials, 5 hero points after 3 more trials). Of course, alter these hero point awards as you see fit.

**Extra Supplies:** Keep an eye on the difficulty of the adventure. As the adventure progresses, add more support treasures in the form of healing potions, *scrolls of raise dead*, or increasingly powerful magic items that will help the PCs survive. A lot of treasure has been lost in the Worldwound, after all, be it Sarkorian magic lost during the initial opening of the Worldwound or the gear of the countless fallen crusaders over the past hundred years.

**Adjust Statistics:** Finally, take some time to look ahead, and if you see a particularly difficult encounter, you should adjust the difficulty downward to something that you feel the PCs can tackle. You can still run mythic monsters against non-mythic players, of course—just keep an eye on the CR regardless of whether a creature is mythic or not! If you absolutely don't want to use the mythic rules in your game, you'll need to rebuild the mythic monsters and NPCs to hit their target CR using the non-mythic rules.



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