

Gazing into the Abyss...

After an audience with the Crusader Queen, the heroes journey to a fortress that straddles the boundary between this world and the demon-haunted realm of the Abyss. There, they must face powerful agents of the architects of the Worldwound and put a stop to the production of the powerful elixirs being used to grant demons mythic power. Beyond the fortress lies the Abyssal realm of the Midnight Isles, lair of the succubus queen Nocticula—and the source of the crystals used to create the mystical elixirs. Can the heroes navigate the intrigues of the Midnight Isles to strike a critical blow for the forces of good? And can they avoid losing their souls to darkness in the process?

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

- “The Midnight Isles,” a Pathfinder RPG adventure for 12th-level characters with 5 mythic tiers, by James Jacobs and Greg A. Vaughan.
- A look into the vast horror of the Abyss and an exploration of its many corrupted realms, by Mike Shel.
- An overview of Nocticula’s realm of the Midnight Isles in a gazetteer of her capital city, by James Jacobs.
- A demonic siege in the Pathfinder’s Journal, by Robin D. Laws.
- Four new monsters, by Amanda Hamon and James Jacobs.



PATHFINDER® ADVENTURE PATH™



Wrath of the Righteous

THE MIDNIGHT ISLES

by James Jacobs and Greg A. Vaughan



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Anevia Tirabade
Spymaster of Drezen

If Anevia accompanies the PCs into the Abyss, you should advance her to be an 11th-level rogue. In Alushinyrra, allowing her to scout the city adjusts random encounter results by -10 (treat results lower than 01 as a major rumor, as detailed on pages 24-25).



Aravashnial
Riftwarden of Drezen

Advance Aravashnial to be a conjurer 5/riftwarden 6 if he accompanies the PCs on this adventure. His knowledge of portals grants a +4 bonus on all saves and checks associated with closing the rift in the Midnight Fane (see Closing the Rift on pages 19-20).

Horgus Gwerm
Foul-Tempered Treasurer

If Horgus accompanies the PCs into the Abyss, advance him to be an aristocrat 4/rogue 8. In Alushinyrra, his skill at haggling and marketplace shenanigans grants the PCs a 5% discount on all purchases in the city, as long as their Notoriety score is at least 25.



Irabeth Tirabade
Leader of Drezen

If Irabeth joins the PCs in their adventures, advance her to be an 11th-level paladin. Irabeth is a competent combatant and healer, and her presence in Alushinyrra increases the PCs' Notoriety score by 3 immediately upon their arrival in the city. This is a one-time bonus.



Queen Galfrey
Ruler of Mendev

Once the rift in the Midnight Fane is closed, Queen Galfrey teleports to Vigil in Lastwall to report on the closing of the rift. There, she aids scholars in the development of a greater ritual for eventual use on the Worldwound itself—an event detailed in *Pathfinder Adventure Path #78: City of Locusts*.



Sosiel Vaenic
High Priest of Drezen

If Sosiel accompanies the PCs into the Abyss, advance him to be an 11th-level cleric. In addition to the extra healing and spellpower the cleric provides to the group, his presence increases the PCs' Notoriety score by 3 upon their arrival in the city of Alushinyrra. This is a one-time bonus.

Aron Kir
Warden of Drezen

If the PCs bring Aron along with them into the Abyss, advance him to be a rogue 5/low templar 6 (he chooses the path of light at 5th level for this prestige class). His aid grants the PCs a +8 bonus on Disable Device checks to deactivate the grinder in area A8 (see page 18).



Arueshalae
Risen Succubus of Desna

Arueshalae knows much about the Midnight Isles, and you can use her as a useful source of information throughout the adventure, whether to give the PCs advice or to help keep them on track. See page 9 for more details on her involvement in this adventure.



Khorramzadeh
Demonic Ruler of Iz

The Storm King keenly feels the need to make significant progress and bring the war to a successful close for Deskari. He spends part of this adventure in the tower of Threshold with Areelu, preparing for what he hopes will be a significant expansion into the Worldwound.



Areelu Vorlesh
Architect of the Worldwound

Areelu leaves Hepzamirah behind as she returns to the Worldwound. Finding the region to be in worse shape than she'd realized in the battle against the crusaders, she meets with Khorramzadeh before returning to Threshold to begin work on expanding the Worldwound beyond its current borders.

Nurah Dendiwhar
Deceitful Worldwound Historian

If Nurah has survived and now works with the PCs, her presence in Alushinyrra grants a +2 bonus on all performance combat checks. If she survives but remains allied with Deskari, she seeks out the Storm King in Iz to renew her pledge of devotion and, she hopes, receive a boon.



Staunton Vhane
Traitorous Warden of Drezen

If Staunton has not yet risen as a graveknight or other undead monstrosity, he does so during this adventure. He murders several minor NPCs in Drezen before escaping, then seeks out the marilith Aponavicius to secure more minions, gear, and supplies to prepare for his vengeance.



Xanthir Vang
Master of the Blackfire Adepts

If Xanthir Vang survived, he spends much of this adventure lying low in the Worldwound. He senses the closing of the Midnight Fane rift, and may prepare an ambush for the PCs there along with several demonic vermin, hoping to slay them when they return from the Abyss.

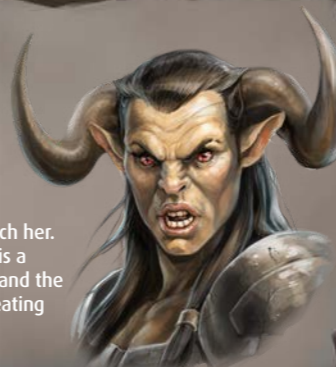


Minacho
Vengeful Agent of Baphomet

It is during this adventure that Minacho makes her play to regain Baphomet's favor by slaying the heroes, yet the terrible curse she suffers at his displeasure significantly reduces her power. She should hound the PCs throughout this adventure as a recurring villain.

Hepzamirah
Daughter of Baphomet

Hepzamirah suspects the PCs will soon find their way to Colyphyr, but she relies on her minions to stop the PCs before they reach her. This arrogant nephilim is a dangerous foe indeed, and the concept of mortals defeating her is unfathomable.



Deskari
Lord of the Locust Host

With each triumph, the heroes become more and more of a concern for Deskari. Working with Baphomet, he arranges for the abduction of Iomedae's herald, knowing that such an affront will all but force the heroes to make a foolish assault on his ally's realm, the Ivory Labyrinth.

