

The Last Crusade!

The heroes of the Fifth Crusade have risen to undreamed of heights of power and have dealt blow after blow to the demonic armies of the Worldwound. As they return from their last foray into the Abyss, however, they find that their enemies are no longer just sending minions after them—now they've drawn the attention not only of the leaders of the Worldwound, but even of their demonic patron, Deskari, Lord of the Locust Host. Permanently closing the Worldwound is within the heroes' grasp, but in order to achieve their goal, they must venture where no crusader has ever returned from intact: the crumbling City of Locusts. There, they must defeat its powerful demonic ruler—yet even this is just a stepping stone to the final battle against Deskari himself!

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

- "City of Locusts," a Pathfinder RPG adventure for 18th-level characters with 9 mythic tiers, by Richard Pett.
- Suggestions on how to continue your mythic adventures after the campaign concludes, and what happens if the PCs fail, by Adam Daigle.
- A look into the cults of Deskari, Lord of the Locust Host, and their desire to bring on the apocalypse, by Sean K Reynolds.
- Death and theft in a demonic wasteland in the Pathfinder's Journal, by Robin D. Laws.
- Four new monsters, by James Jacobs, Nicolas Logue, Jason Nelson, and Tyler Pomplon.



PATHFINDER® ADVENTURE PATH™



WRATH OF THE
RIGHTEOUS

CITY OF
LOCUSTS

by Richard Pett



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Anevia Tirabade
Spymaster of Drezen

If Anevia accompanies the PCs, advance her to be a 17th-level rogue. After the campaign, she semi-retires with her wife to help rebuild the Tirabades' family farm, yet as long as demons remain, she continues to go on scouting missions into the Worldwound to finish them off.



Aravashnial
Riftwarden of Drezen

Advance Aravashnial to be a conjurer 7/riftwarden 10. After the campaign, Aravashnial returns to Kenabres to restore the Riftwarden presence, hoping to focus the group on watching over Sarkoris to prevent a new Worldwound from opening in the future.

Horgus Gwerm
Foul-Tempered Treasurer

If Horgus accompanies the PCs, advance him to be an aristocrat 4/rogue 14. He returns to Kenabres after the campaign to aid in rebuilding the city, his time spent with the heroes having reformed his self-centered personality into one of altruism and patriotism for his country.



Irabeth Tirabade
Leader of Drezen

If Irabeth joins the PCs in their adventures, advance her to be a 17th-level paladin. Although offered stewardship of Drezen after the campaign, Irabeth and her wife Anevia opt instead to return to rural Mendev, where they hope to rebuild the Tirabade farmstead.



Queen Galfrey
Ruler of Mendev

If Queen Galfrey accompanies the PCs, advance her to be a 17th-level paladin. Soon after the campaign, she is able to finally look for an heir to her throne—either by pursuing a romantic interest with a PC or choosing a likely hero to directly inherit her mantle of rule.



Sosiel Vaenic
High Priest of Drezen

If Sosiel accompanies the PCs, advance him to be a 17th-level cleric. After the campaign, the church, impressed with his devotion, offers him the chance to found a new cathedral anywhere he chooses—he selects his hometown of Carpenden in Andoran.

Aron Kir
Warden of Drezen

If the PCs bring Aron along to travel with them, advance him to be a rogue 7/low templar 10, opting for the redemption choice at the final level of low templar and making him NG. He and Sosiel are wed, and he accompanies his husband to Carpenden to found a Shelynite temple.



Arueshalae
Risen Succubus of Desna

Arueshalae should be advanced to be a master spy 10/trickster 6 if she accompanies the PCs. Unless she remains with a lover on the Material Plane, she travels to Desna's court to pledge her loyalty, and becomes, in time, a powerful agent of the goddess.



Khorramzadeh
Demonic Ruler of Iz

Khorramzadeh hopes that his final minions cannot fail, but stands ready to take matters into his own hands. If the PCs survive this adventure, chances are good they defeat the balor lord twice—the second time as an undead, mythic nightwalker risen from his remains.



Arelu Vorlesh
Architect of the Worldwound

Unless the PCs think to capture her soul, Arelu undergoes that rarest of transformations upon her death—her soul retains its memories and knowledge as she becomes a powerful and unique nascent demon lord who, given time, will surely rise in power to menace Golarion once again.

Nurah Dendiwhar
Deceitful Worldwound Historian

If Nurah has survived and has been redeemed, she volunteers to accompany the PCs in their final mission. If she remains villainous, she can be encountered in the Soul Foundry, working as one of the Filleted Man's minions. In either event, she's now a 17th-level bard.



Staunton Vhane
Traitorous Warden of Drezen

If Staunton has come back as a graveknight in your game, he should be encountered again in Aponavicius's lair, serving as the marilith's deadly bodyguard. In addition to having gained the graveknight template, he is now an antipaladin 15/champion 4.



Xanthir Vang
Master of the Blackfire Adepts

If Xanthir Vang still survives, he's now a conjurer 8/blackfire adept 10/archmage 6. He is now located in Threshold, where he serves as the leader of the raspers, locust-bodied worms that walk. He can be encountered anywhere in the adventure where raspers are located.

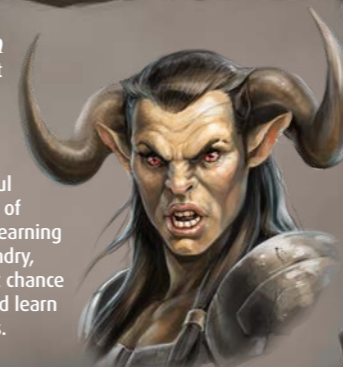


Minagho
Vengeful Agent of Baphomet

If Minagho survived the previous adventure only to be first imprisoned by Baphomet and then rescued by the PCs, she remains their allies only until she sees a chance to betray them in a final attempt to curry favor with both Arelu Vorlesh and the demon lord Deskari.

Hepzamirah
Daughter of Baphomet

Hepzamirah remains dead because of her father's actions, but at your discretion, her soul might be found in one of the soul gems in the Yearning House or the Soul Foundry, giving the PCs one last chance to interact with her and learn any of her final secrets.



Deskari
Lord of the Locust Host

Deskari spends the bulk of this adventure in the heart of his Abyssal realm, the Rasping Rifts, focusing Abyssal energies on expanding the Worldwound. Only if the PCs manage to end this ritual does he seek them out and attack them, hoping for vengeance!

