

PATHFINDER[®] **ADVENTURE PATH**[™]



ADVENTURE PATH  PART 6 OF 6

CITY OF LOCUSTS

PATHFINDER

ADVENTURE PATH™

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<i>Advanced Player's Guide</i>	APG	<i>GameMastery Guide</i>	GMG	<i>Pathfinder Adventure Path #73</i>	AP73
<i>Bestiary</i>	B1	<i>Lords of Chaos: Book of the Damned, Vol. 2</i>	BOTD2	<i>Pathfinder Society Field Guide</i>	PSFG
<i>Bestiary 2</i>	B2	<i>Lost Kingdoms</i>	LK	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Mythic Adventures</i>	MA	<i>Ultimate Magic</i>	UM
<i>Bestiary 4</i>	B4	<i>Mythical Monsters Revisited</i>	MMR	<i>The Worldwound</i>	WOR
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It's the End of the World(wound)

Changes are coming to Avistan by the end of the Wrath of the Righteous Adventure Path, whether your players' characters succeed at or fail their quest to close the Worldwound. The Worldwound is either going to expand significantly and, perhaps, consume all of Avistan—or even all of Golarion... or it's going to close and be over and done with, all thanks to the actions of a unique band of mythic heroes, the likes of which an Adventure Path (and by extension Golarion) has never before seen.

Keep two things in mind for this adventure. First, it's meant to showcase the horrors of the Worldwound as a motivation to the heroes, and thus features mature themes that include torture, suicide, and sexual content—adjust encounters as appropriate for your players' comfort levels.

Second, the consequences of this adventure are limited to this Adventure Path. The events of this adventure can alter the geography of the Inner Sea region. They can see the death and rise of gods. They can change the course of any future

campaigns in dramatic ways. The article “Beyond the Campaign” on page 64 explores these possibilities in greater detail, but remember, we at Paizo make no assumptions about when most Adventure Paths, including this one, begin in relationship to any others. Future Adventure Paths and products published by us will continue to assume that the Worldwound is still open, that Deskari and Areelu are still plotting, and that the crusaders are still traveling north to bolster Mendev's borders. The time may come when we might decide to do a sequel of sorts to Wrath of the Righteous... but for now, that time is a long way off. The next Adventure Path—Mummy's Mask—takes place far to the south and is focused on Osirion rather than the Worldwound and mummies instead of demons!

Immortal PCs

The PCs have reached 9th tier as this adventure begins, and that means they're all immortal. This mythic ability is a

game changer—a total party kill is no longer the end of the campaign. This adventure anticipates that, and to a certain extent even expects it. If the PCs are all slain, their equipment is claimed by those who defeated them and their bodies are destroyed, eaten, or scattered; when they come back to life 24 hours later, the PCs may be together or split up, but the first few times this happens, no immediate foes should be nearby. Give the PCs a chance to recover and reoutfit themselves with lesser gear—at this point, the primary goal for the PCs should be a rematch against the foe that defeated them, but unless they took pains to protect their gear, they may find the rematch to be even more difficult. However, the fact that they now know more about their foe and can prepare more appropriately, combined with the likelihood that the foe thinks they're still dead and will be startled to face them again, gives them an advantage in this next fight. Also consider giving the PCs a chance to regain their gear in other ways, such as by infiltrating the foe's lair and gathering their equipment before facing their nemesis again. Alternatively, the significant NPCs and the crusaders can certainly reoutfit the PCs with loaned gear and items in the interim.

Death, in the end, should be a temporary setback for the mythic PCs at this point, but remember that if they die too often and lose too much time, Deskari and Areelu may be able to tear the Worldwound wide open! (See “Beyond the Campaign” for the timeline of this apocalyptic event.)

Wrapping Things Up

The various allies the PCs have gathered to their side during the course of this adventure have had months, perhaps even years, to get to know the PCs, advise them, and aid them. This adventure makes no assumptions that any of these NPCs still live, but it's likely that at least a few of them (if not all of them) do. You'll know by this point which of these NPCs are particularly important to the PCs, and you should take pains to include them in this adventure. Give these NPCs a chance to wrap up their storylines. If one of them has been hungering for vengeance against an enemy the PCs confront in this adventure, try to let that NPC be present at that final fight. If an NPC has been pursuing a romantic relationship with a PC or another NPC, perhaps the two lovers get married in a hasty ceremony conducted after Drezen is defended but before the PCs set off on their mission. At the end of this adventure, these NPCs can help the PCs close the Worldwound, since the close bonds they forged over the course of Wrath of the Righteous represent a potent source of power to wield against the disruptive and devastating forces of the Abyss.

Consider also the PCs' campaign traits. While the stories stemming from the PCs' campaign traits played out to their intended conclusions in the third adventure of Wrath of the Righteous, these traits continue to affect the PCs beyond that point. As this Adventure Path concludes, look for ways to use the PCs' campaign traits to provide a bit of closure as well!

on the cover

Wayne Reynolds finishes off the Wrath of the Righteous with the campaign's two most dangerous villains—seductive and deadly Areelu Vorlesh in the foreground, and Deskari himself dealing with some pesky adventurers in the background!

Mythic Trials in “City of Locusts”

Unlike the last few adventures, there aren't a lot of mythic trials awaiting the PCs this time. If they miss one here or there, feel free to allow the defeat of other powerful foes or the discovery of significant bits of world lore to stand in for replacement trials!

Trial 1: The PCs must defeat Aponavicius (most likely by invading her realm and slaying the marilith; see page 12).

Trial 2: The PCs must retrieve the *Nahyndrian chisel* and defeat Mistress Anemora (see page 25).

Trial 3: The PCs must find the Suture, determine his nature, and rescue him from the Foundry (see page 35).

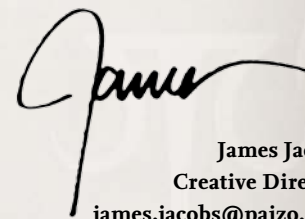
Trial 4: The PCs must defeat the Storm King (see page 36)

Trial 5: The PCs must traverse the heart of the Worldwound (see page 45).

Non-Mythic Finales

In previous adventures, options to run the adventure for a non-mythic group were available. In “City of Locusts,” this gets a bit more complex. Many of the encounters in this adventure are significantly higher in power than CR 20. In addition, “City of Locusts” has a relatively hard-and-fast time limit—the adventure more or less forces the PCs to push through more encounters before resting and recovering than normal.

If you want to run “City of Locusts” for a non-mythic group, your best bet is to simply rebuild the more powerful foes so that they're closer to CR 20 in power. Consider replacing Deskari's stat block with that of Echo of Deskari (see page 48), and then rebuild all other monsters in the adventure as appropriate so that none have a CR as high as the Echo does. Further, you should remove or at the very least significantly expand the restrictions imposed by the countdown before the Worldwound opens. Even then, the adventure should prove a memorable and quite challenging one for a high-level party!



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