

Wrath of the Righteous



Beyond the Campaign

Amid the horrors, a strange sort of peace swept through the inner sea after the Fall. As the last great push into the worldwound failed, the rift tore itself ten times larger, and demons soon stormed through a dozen nations. Those who remained bonded together to save what they could from the invasion. Chelixa and Andoran joined forces with Taldor to stem the tide of demonic forces. The mighty Ulfen to the west marched through Irrisen, picking up witches along the way, to fight on the new front lines at the Tusk Mountains. In this tragedy, we threw away our petty differences in favor of a chance at life, and still we fight on."

—Captain Thasil Montrou

Beyond the Campaign

The Wrath of the Righteous Adventure Path has reached its climax, and the PCs have taken on the demonic onslaught from the Worldwound, put down the terrible fiends that urged it forth, and sealed an Abyssal scar on the face of Golarion. So what happens next?

Now They Are Legends

If these mythic heroes progress through the Adventure Path as expected, they end the campaign at the highest level they can attain and with the maximum number of mythic tiers. This easily makes them among the most powerful mortals in the Inner Sea region—if not on Golarion altogether. On their path from humble 1st-level adventurers to the heights of mythic potential, it's likely the characters have formulated ambitions of their own. Since the PCs can no longer progress in levels, the only reward left to gain (other than wealth) is a satisfying personal narrative. Many exciting storylines can sprout from long-term interests the characters developed as they progressed through the campaign, and these seeds are the best things to build upon when deciding how to continue this mythic campaign. A few such possibilities are touched upon briefly below.

Create a Realm: Some PCs might just want to get away from it all and make their own quiet place in the multiverse: their own demiplane. It's an expensive endeavor—though the cost for the focus needed for the *create demiplane* spells is low, casting *permanency* each time you add on to the demiplane can get pricey. This might be a good choice for a contemplative character, like an alchemist who wants a special lab, or a wizard dedicated to private study.

Forge a Nation: If the PCs are inclined to build their own kingdom, they could carve out a portion of the ruins of Sarkoris and begin rebuilding. As their fame spreads, the PCs should find no shortage of followers eager to help with building a new town—once the place is safe. If any of the PCs are Sarkorian, they could restore their ancestral lands to their former glory, perhaps after stumbling upon traces of their lineage and homeland in the ruins of the Worldwound. For rules on kingdom building, see *Pathfinder RPG: Ultimate Campaign*.

Found a Religion: Depending on what character classes and tier abilities the PCs chose as they advanced, it's possible at least one PC is capable of granting spells to her followers. If a character has divine aspirations, she could continue the story by spreading her faith to the people of the Inner Sea. How well people accept this new religion is dependent on its tenets, and even a good faith might be regarded differently in Andoran than it would be in Cheliox. For the most part, people of the Inner Sea would be grateful to this burgeoning deity after learning of her involvement in the sealing of the Worldwound.

Guide Politics/Use Influence: Having saved the world and being among the most powerful beings in the Inner

Sea, the PCs have an ability to influence politics in nearly any organization or nation. The PCs could use their clout to edge two nations toward peace, sway the popularity of a certain royal or noble family, or bolster the power of a small state. After the PCs' success leading the fight into the Worldwound, leaders of good nations are inclined to trust them. On a smaller scale, the PCs could build an academy or temple, or found their own organization.

Hunt or Redeem Demon Lords: If Deskari still lives, the PCs may seek to finish the job and assault him in his stronghold—likewise, Baphomet may be a likely target for revenge. But in the case of Noctricula, a different option might exist, for among her faithful are certain heretics who believe she seeks ascension to divinity as the goddess of outcasts, artists, and the glories of midnight. What if these heretics are correct? What if Noctricula's aid to the PCs during this campaign was merely the first of her overtures toward a rise from evil? Of course, the Abyss abhors a vacuum, and if the PCs aid Noctricula in becoming a chaotic neutral goddess, a new queen of succubi is certain to rise in her place—perhaps the transformed soul of Arelu Vorlesh herself will take up this mantle and seek vengeance against those who ruined her plans!

Retirement: Playing through an Adventure Path is a commitment, and many players are eager to go on to new character concepts and fresh storylines. Sometimes it's nice to finish a campaign by getting the players together for a final session where everyone talks about where their characters ended up after the campaign. That way they can conclude their characters' stories with everyone else and wrap things up after a big high point.

Following Victory

Now that the Worldwound is sealed, there's still much to be done in the broken land once known as Sarkoris. The century-long infestation of demons has defaced this land, but its touch is not permanent. It would take many decades to repopulate Sarkoris, and centuries for the land to completely recover—if that level of healing is even possible. This article points out only the most powerful threats and important issues in each region of the Worldwound—more information about the ruined land and ideas for other adventures there can be found in *Pathfinder Campaign Setting: The Worldwound*.

If any of the Worldwound's major players (such as Aponavicius, Khorramzadeh the Storm King, or Arelu Vorlesh) survived their encounters with the PCs, they might want to take their chances facing off against the PCs again. Each encounter would depend on the NPC's tactics and motivations, but all would likely hit the PCs when they are not expecting it. Likewise, if the PCs know that these enemies slipped through their grasp, they might already have plans to hunt them down.

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Even if the PCs don't personally handle them, many of the following issues may require allocating troops, and PCs may wish to act as advisors to Queen Galfrey.

Frostmire: Compared to other parts of the Worldwound, this region is relatively untouched. The demons flowing in from the Abyss didn't find much of interest in this land, as it was untamed and had few inhabitants to corrupt. Even the barbarian raiders to the south and west don't venture too deeply into Frostmire. Because of this, rehabilitating Frostmire would be relatively easy.

While the PCs were working to close the Worldwound, the Pathfinder Society led an expedition into the demonic land

to locate and secure a lost sky citadel called Jormurdun, located in Frostmire. By the time the PCs successfully closed the Worldwound and completed the campaign, the Pathfinder Society had found the stronghold and secured the entrance. Yet danger remains—the site's current ruler, a kalavakus demon known as Yealek-Vor—still holds the inner depths of Jormurdun and is attempting to transform the citadel to a vast temple to Shivaska the Chained Maiden.

Riftshadow: If the PCs were successful in the campaign, it's likely that most of the powerful beings in Riftshadow have met their ends, though Riftshadow needs serious work if it is ever to be restored to anything resembling normal life. This area is second only to the Wounded Lands in the number of demons and threats that need to be dealt with. Many of demons in Riftshadow are not particularly powerful on their own, but they have numbers on their side. Cleansing the whole region would cost the crusaders a great deal of time and casualties. For every day the PCs spend fighting hordes of demons in Riftshadow, dozens of crusaders live to see another day. Missions could involve reclaiming and rebuilding the fallen cities of Storasta, Raliscrad, and Undarin. The PCs could lead forces of crusaders to drive out the demons and undead, and to rebuild the cities, or at least make them safe for people to try to reclaim ancestral possessions that have sat in demons' hoards for the last century. Sarkorians refugees might be looking for more than heirlooms—thousands of slaves and other mortals destined for sacrifice are held throughout Riftshadow. Most of these camps are located in the demon-run cities in Riftshadow. Last but not least, as the watershed of Sarkora River, this land was once a belt of lush, green forests and fertile fields. If the PCs were able to cleanse the river, such as via a mythic *terraform* spell, it would go a long way to restoring Sarkoris.

Sarkorian Steppe: The armies of demons never truly focused on this region of Sarkoris. The demons populating this land settled into a life as petty warlords leading small bands of demons in clashes with the Kellid barbarians who have worked to hold the steppe for the last century. In this wild land, the PCs could approach Khraigorr Half-Face and his Hornbreakers to better outfit the raiding group and use them to help restore the Worldwound.

Khraigorr is obsessed with defeating a vavakia demon named Gashgelag, with whom he's had a rivalry for some time. Khraigorr pledges fealty to the PCs if they can arrange an honest fight to the death between him and Gashgelag to settle things. If the PCs approach the demon with this offer, the fiend immediately agrees.

Stonewilds: In this former haven for the druids of Sarkoris lair two of the more powerful evils in the Worldwound, still locked in conflict after a century.



Eliandra

Beyond the Campaign

From his palace of Greengrave, the vrolikai inquisitor Shaorhaz commands a large demonic army, and would certainly know of the PCs and their achievement, likely sending multiple waves of minions to confront them and attack from different approaches before seeing to the task himself. By himself, Shaorhaz is a CR 23 threat—his full statistics can be found in *Pathfinder Campaign Setting: Demons Revisited*.

Demons aren't the only dangerous creatures in the Stonewilds, however. The undead druids known as siabrae are as dangerous to humanoids as to the demons they despise. They are led by Auzmezar, Master of the Circle of Hierophants, a mythic siabrae druid who lives with the other siabrae among the stone menhirs that once marked the center of their society. Once the Worldwound is cleared of demonic influence, it would be a great mercy for the PCs to put the undead druids to rest.

The Wounded Lands: Immediately upon the closure of the Worldwound, Mendev begins sending out units of crusaders to scout the Wounded Lands and report back to provide intelligence for missions to rescue slaves and other captives. These units frequently encounter pockets of powerful demons who went to ground when the PCs closed the Worldwound, and the PCs can aid the restoration effort by purging these holdouts on their own. As in Riftshadow, most of the demons' mortal captives live in ruined cities and slave pens. This region also has the largest number of cultists, especially those newly corrupted. While purifying this region, the PCs need to consider what to do with all the cultists. Redeeming them takes time, but many of these wretched souls are simply brainwashed.

Major locations in the Wounded Lands like Iz need to be completely cleaned out, and the PCs could be asked to accompany crusader strike teams, as without their aid, performing this level of building-to-building searches could take years.

Among some of the other important locations in the area is an ancient Sarkorian crypt called the Blackearth Cairn, controlled by a cult of Sifkesh. Its ruler, **Jaalika** (CE female seraptis^{BOTD2} cleric of Sifkesh 12), is exceptionally dangerous as the cult has possession of a potent artifact called the *Crown of Feasting Ravens*. Now that the Worldwound has been healed, Jaalika has grown more paranoid and has dug in her forces to protect the cairn for as long as possible, knowing that any day she could be displaced.

An excellent ally in restoring Sarkoris is **Eliandra** (CG female aasimar cleric of Pulura 20). She has held the temple known as Pulura's Fall for the last century, besieged by spectral undead and a demon named Belsefelek that have kept her and her followers trapped in their stronghold. The wards that keep out the demons and undead also magically sustain Eliandra's life, so she

can never leave Pulura's Fall, but once the siege is ended, she can provide healing and her potent divine magic to those in need.

Eliandra is driven by her faith. Her efforts over the last century have left her with bouts of feeling drained, frustrated, and tired, though her faith in the Shimmering Maiden is strong as ever and she tries hard to keep her situation from coloring her mood. One of the various stains on the land Eliandra is particularly concerned about is Lake Ipona. Now tainted and poisoned, the lake once provided crystal clear water to most of Sarkoris. If the lake could be cleansed and the waters made to flow again, it would wash over the land, revitalizing it and providing sustenance to natural fauna and flora. It would take centuries for the watershed to return to normal by itself, but with the great power wielded by the PCs, they could heal the lands much faster with magic such as that mentioned in the Riftshadow section.

When Heroes Fall

If the heroes fail to close the Worldwound, demons stream into Golarion as rifts open throughout the northern reaches of Avistan—an event the people of the Inner Sea come to refer to as the Fall. The Abyssal scar on the world tears itself 10 times larger, and Deskari's army surges with new recruits. What follow are accounts of what might happen around the Inner Sea if the PCs fail.

BREVOY

Small and isolated, Brevoy initially serves as a haven for Mendevian refugees. This causes a political schism among Brevoy's rulers, and thanks to their disorganization, the land is overrun by demons within 6 months of the PCs' failure.

HOLD OF BELKZEN

After the Fall, some of the waves of demons that push through Ustalav flow into the Hold of Belkzen. There they initially meet resistance from the orc warlords. Strong, skilled at warfare, and always eager to fight, many of the proud tribes that held this land for so long refuse to be taken over or wiped out by the agents of the Abyss, and claim a handful of small victories, holding the line within the Tusk Mountains so the demons are forced through Ustalav to get at the heart of Belkzen.

Once more demons make their way through into Belkzen, however, they collect warlike tribes of orcs that venerated various demon lords, pulling them into the demonic host to supplement the forces of chaos streaming from the Worldwound. Some of these tribes are sent into Ustalav to finish off the few pockets of resistance remaining in that haunted land, and others fanned out into neighboring countries such as Varisia, Lastwall, Nirmathas, and the Realm of the Mammoth Lords.

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IRRISEN

As the rulers of a strict and insular nation, the White Witches of Irrisen have no intention of being taken over by demons. As the first refugees press into the icy nation, Irrisen begins amassing armies to defend its borders. An accord is made with the Linnorm Kings to join forces against the Worldwound's expansion, and Irrisen's queen expects to easily end the threat and claim part of the Realm of the Mammoth Lords in the process.

KYONIN

Familiar with ongoing demonic threats, the elves of Kyonin use guerrilla tactics against the invading demons. They know their territory well, and successfully fight back for the first few weeks following the invasion of Kyonin. However, after the demons from the Worldwound align with Treerazer and the elves realize how dire the situation actually is, they decide to evacuate from Golarion once again, retreating to Sovyrian—this time destroying the *aiudara* behind them.

MENDEV

After the fall of Kenabres at the start of the campaign, the failure of the PCs is the final nail in the coffin of the nation of Mendev. The strongest enemy of the demons of the Worldwound, Mendev is the first focus of the fiends of the Abyss. After unending assaults, Kenabres is reduced to complete rubble, and within a matter of weeks Nerosyan falls as well. The demons press the remaining crusaders back to the shores of the Lake of Mists and Veils, and Brevoy takes in many of these refugees. Some flee down into Numeria, but that nation suffers its own losses. Though small pockets of resistance hold their ground, within a month there is nothing left in Mendev resembling a government, and the crusaders are merely a hassle to the demons instead of a threat.

NUMERIA

When the Fall occurs, the Technic League members—in their hubris—think they can use their captive technology to stand against the demons. While some of their weapons are successful at first, they fail to consider that many demons are brilliant in their own right, and have natural immunities to electricity and poison that make some of these technological weapons harmless. In a month, holdouts in Numeria begin seeing demons wielding these same advanced weapons to root out the resistance. Some sadistic and enterprising demons merge demon flesh and robotic technology into death-dealing machines of horror.

The last bastion of defense is Starfall. In the weeks and months after the Fall, the Technic League delves deeper and with more frequency into the Silver Mount, pulling untested technology from within. Some search for weapons, while others hope to find another vessel that would allow them to leave Golarion. Their engineers work

feverishly to study a device they feel could be a weapon to truly turn the tide. Hastily assembling the purported weapon, an engineer accidentally triggers the device and a blinding explosion rocks Starfall, reducing the city to a pile of ash spread around a deep crater. The explosion can be seen for miles, and its mushroom-shaped cloud billows high into the air. Radioactive dust veils the sun and the Inner Sea's winds spread this deadly mix far and wide.

REALM OF THE MAMMOTH LORDS

After the Fall, the Kellid tribes notice demons scrambling over the Tusk Mountains and begin mounting a force to contend with them. Tribes grudgingly put aside any lasting conflicts and join together in defense of their ancestral lands. Despite their barbarian might and powerful mammoths, the Kellids fare no better against this demonic expansion than the people of Sarkoris did over a hundred years ago. The demonic forces take over the Realm of the Mammoth Lords in short order. After losing more than half of their land, the Mammoth Lords find reinforcements from an unlikely pair of allies—their Irriseni neighbors to the west, backed up by the Ulfen from the Lands of the Linnorm Kings.

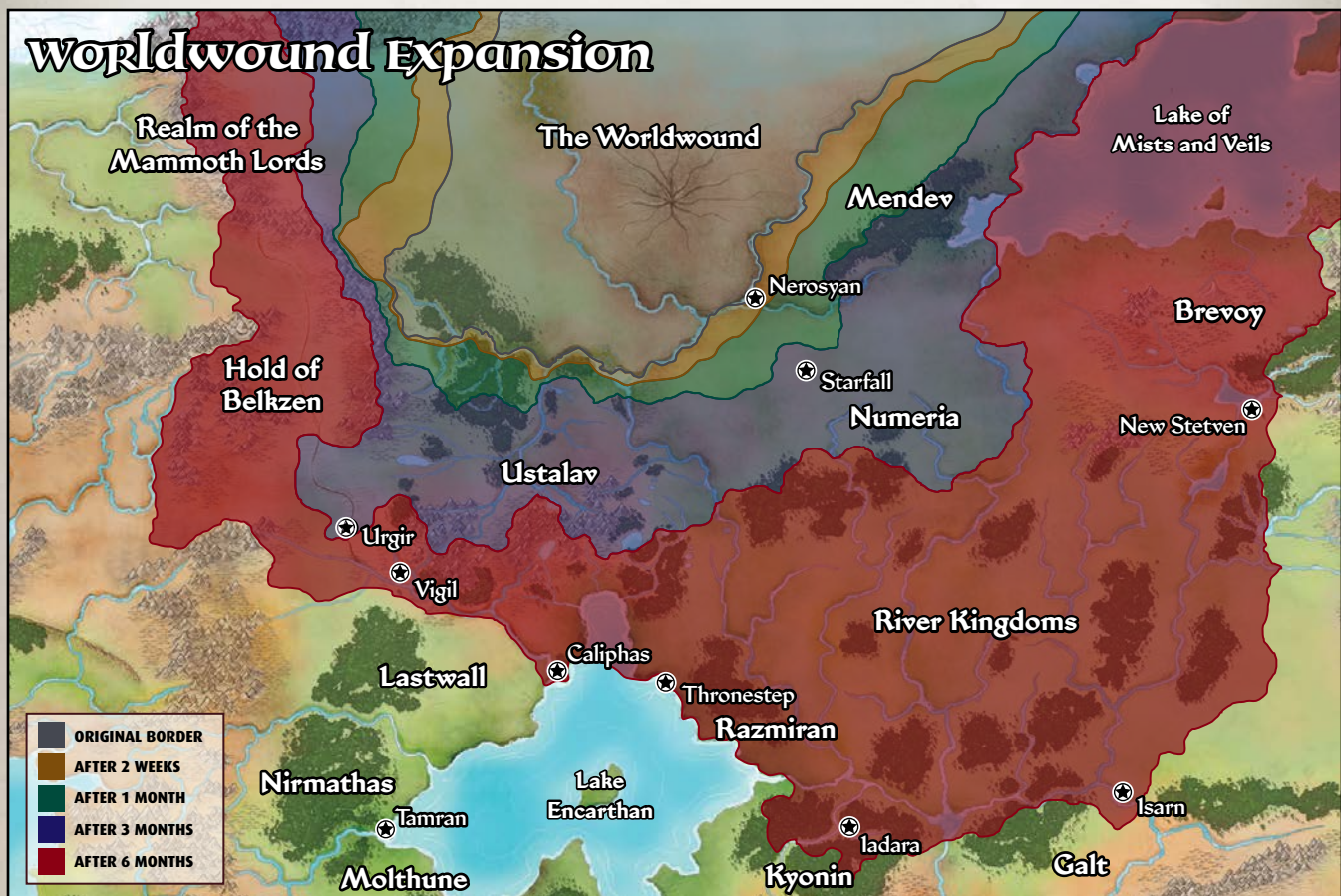
RIVER KINGDOMS

Fractured and disorganized, most of the River Kingdoms fall into demonic hands shortly after Numeria is overrun. Conquering this territory allows the demons to descend into Razmiran, Kyonin, and Galt, prompting a contract between Andoran, Cheliax, and Taldor to temporarily align against the Worldwound's threat.

USTALAV

After standing guard along their northern border for a century, Ustalav's defenses begin crumbling once the Fall happens. The first wave of demons pierces these defenses at the Moutray River at Ardagh. Some forces manage to make a stand for a month, but in time each outpost along the river falls. Dipping into the coffers of House Odranti, the Prince easily raises forces to supply reinforcements, and Countess Carmilla Caliphvaso takes the opportunity to accuse the prince of seeing to his own county instead of putting all of Ustalav first. As the invasion breaches the borders of Ustalav, one of its more powerful denizens—the black dragon Seryzilian—agrees to help the demons take the region if they leave the Graidmere Swamp in the dragon's possession, an offer the demons gladly accept.

Demonic werewolves have long been a threat in the Shudderwood just north of Ustalav's borders, but after the Fall, these creatures make bolder moves into the country, where they bully other werewolves into their pack and infect new people to grow their forces. In short time, these cruel creatures descend into Canterwall.



As Canterwall is the breadbasket of Ustalav, once it falls to the demonic invasion, the rest of the nation slips into starvation. This in turn prompts some vampires to rise against the demons to protect their food supply—the people of Ustalav. The vampires don't rally to the cause until the front lines of the demonic forces reach Ardis or Karcau, and after that they can be seen fighting alongside humans in some of the pitched battles. Also helping in the fight, the Esoteric Order of the Palatine Eye use its knowledge of outsiders and magic against the demons, but as bright as the order's scholars and occultists might be, it's not enough to make much difference. After a few failures, the group leaves Ustalav and regroups farther south to explore a new approach.

As the fight drags on and more counties fall to the invasion, the demons transform Caliphass into a massive slave pen. All captured mortals are brought back to the capital to await sacrifice, torture, or worse. In neighboring Virlych, the marilith Kaltestrua uses the chaos of the Fall to rally demons to her side and march on the Cenotaph. There, instead of working to free the Whispering Tyrant, she gathers the army of undead under her banner and sets off to claim as much of Ustalav as she can. In less than a year, Ustalav is completely overrun.

INNER SEA ALLIANCES

After the Fall, many nations bind together to better fight the oncoming apocalypse.

Inner Sea Alliance: Once it seems Golarion's apocalypse is at hand, Andoran, Cheliax, and Taldor form the Inner Sea Alliance. All three have the wealth and forces to contend, but Cheliax is the best suited to combat the demon horde. Hellknights train and outfit recruits by the hundreds every day. Though most of the forces of Hell are uninterested in the outcome of the conflict, powers in Cheliax are able to secure the aid of an infernal duke and his army of devils. Taldor and Andoran both provide armies, taking Galt and splitting its lands between them.

West Encarthan Confederacy: After Ustalav falls and the Inner Sea Alliance is formed, Lastwall, Molthune, and Nirmathas follow suit and create the West Encarthan Confederacy to march north to defend the new front lines. Razmiran falls within a month of invasion, and its refugees brave Lake Encarthan to reach the western shores to join the confederacy. Internal conflicts invite corruption, but the soldiers are strong and know their battlefields. The West Encarthan Confederacy manages to hold the lines and the demonic threat is contained in Ustalav as long as the Inner Sea Alliance stands.