



Pathfinder Adventure Path: Wrath of the Righteous Part 6 - City of Locusts

By Richard Pett



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— 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.



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