

PATHFINDER[®]

ADVENTURE PATH[™]



HELL'S REBELS

A SONG OF SILVER

by James Jacobs

WAP. 15

KINTARGO



Yolubilis River

Night Road

Silver Road

RECORDS HALL

KINTARGO KEEP

Yolubilis River

BLEAKBRIDGE

THE SILVER STAR

TEMPLE OF ASMODEUS

LUCKY BONES

ARGO ISLE

Ravounel Road

0 1,200
FEET

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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

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ON THE COVER



Wayne Reynolds depicts the devilbound blue dragon Rivozair as she attacks the PCs during one of the adventure's key encounters. And of course, that's James Jacobs's favorite PC, Shensen, on the cover as well!



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WE MADE IT!

When we first dreamed up the Pathfinder Adventure Path line and were deciding how the book would look, we joked about how “one day, if we get to volume #100, we might need to do something about the number on the spine to make it fit!”

I’d always hoped we would get to a point where we had to solve that dilemma, but at the time... Well, 100 months was far, far in the future. Yet time flies when you’re having fun (or scrambling to keep a monthly product on schedule), and now that we’re actually here, it’s a bit surreal. As you can tell, we decided to make this volume a special affair. It’s bigger than normal. The adventure is longer. The book includes a full-color poster map, plus NPC additions for every adventure path we’ve done. And, as you may have noticed, we figured out how to fit a three-digit number on the spine, so that particular little problem ended up being easy to fix.

Of course, the Pathfinder Adventure Path line (and by extension the Pathfinder RPG itself) would have never made it to where it is today without the hard work, dedication, and passion of the talented authors, developers, editors, artists, and art directors I’ve had the honor and pleasure to work with. Folks like Wes Schneider and James Sutter, who helped get the Adventure Path line off the ground. Rob McCreary and Adam Daigle, who now form “Team AP,” as we like to call it, are the unsung heroes of the words you read in these pages. And then there’s the art department, ranging from former art director Sean Glenn, who designed the book’s initial cover treatment, to current art directors Sarah Robinson and Andrew Vallas, who have worked for years to perfect and refine each Adventure Path.

Whew! I guess now we need to start wondering how we’re going to fit a four-digit number on that spine. See you in *Pathfinder Adventure Path* #1,000!

BONUS NPCS

It's a bit self-indulgent, but including your own PCs in adventures is a tradition as old as the game itself. There are probably a few folks out there who will recognize Chuko (who met an untimely end on the blade of a goblin king's axe so many years ago), and a few more who will remember Shensen (who died many more times than Chuko, but who also benefited from many more resurrections and reincarnations).

But my characters aren't the only ones who show up in "A Song of Silver." I ran a truncated version of this adventure at PaizoCon 2015 as a playtest. The players of that game pretty handily cleaned out Kintargo Keep, rescued Jackdaw, and plane shifted Rivozair to the Negative Energy Plane. They went on to assault the Temple of Asmodeus and got caught up in a grand melee in the nave. Alas, we ran out of time before we could complete that fight—Barzillai was still alive, but most of his minions were dead. Two PCs had been dominated by vampires. The battle could have gone either way, had we but the time to finish it off.

I'm proud to present the six characters who participated in that playtest. You can use these characters in your campaign as bonus NPCs—you'll need to build stats for them (setting their levels as appropriate for your game), but their descriptions and personalities were created by my crack team of Silver Ravens!

Laika Tindalos, the Black Dog of Ustlav (Played by Naomi Fritts): Laika (CN female half-orc fighter/rogue) was born to a remote tribe of orcs in Ustlav, only to be captured during a raid and sold into slavery. Eventually, she won her freedom and wound up in Kintargo to study architecture and engineering—she hopes one day to return home and bring knowledge of healing and civics to her tribe.

Linora Avedra (Played by Luis Loza): Reckless, hot-headed, and always ready to solve a problem with her sword, Linora (NG female human cavalier^{APG} [daring champion^{ACG}]) was brought up by a family of Westcrown actors, which only fueled her flair for the dramatic. Her silver tongue ensures that she always has admirers, and she readily goes to great lengths to protect her friends.

Ruthburt MacLaen (Played by Richard Moore): Originally from Korvosa, Ruthburt (N male human magus^{UM} [hexcrafter^{UM}]) came to Chelixa to pursue the slaughter of fiends. He is always accompanied by his scarlet spider familiar Higgins, and rumors hold that Ruthburt owes a debt to Eiseth the Erinyes Queen.

Tividar (Played by Richard Malena): A Kintargo native, Tividar (N male human bard/cleric of Abadar) grew up with one foot in the church and the other in the city's aristocracy. After traveling the world as a Pathfinder, he returned to Kintargo when word of Barzillai Thrune's takeover reached him, and today his calmness and restraint helps keep the rebellion focused.

Ursekk (Played by Brian Kunde): This half-orc's size and strength made him a prize for several Chelish slavers until

he escaped Egorian during a performance battle that went awry. On the run ever since, Ursekk (CG male half-orc fighter [gladiator^{UC}]/pit fighter; *Pathfinder Campaign Setting: Paths of Prestige* 40) was lying low in Kintargo during the Night of Ashes, and sees the Silver Ravens as a chance to finally fight for something worthwhile.

Varin Stone-Hewn (Played by David Mesick): Stubborn, patient, and tough, Varin (CN male halfling oracle^{APG}) has long believed the natural, ideal state of the world is entropy, and joined the Silver Ravens not so much to aid the rebellion as to play a role in the tearing down of one more city's laws and order.

As a special note, Laika and Ursekk were the ones who ended up being dominated by Aluceda, so if you use them in your campaign, you might want to preserve that condition and turn them into vampire-controlled secret agents eager to betray the PCs. Or just go all the way and throw the vampire template on both, adding them to the foes the PCs face in the Temple of Asmodeus!

VARIANT REBELLION RULES

In this adventure more than any other in *Hell's Rebels*, your PCs will be using their rebellion's abilities to influence encounters and the pacing of events. If you're not using the rebellion rules presented in the *Hell's Rebels Player's Guide*, use the following modified rules to resolve certain situations.

Notoriety Check: When a Notoriety check is required, roll d%. If the result is equal to or less than 75, the Silver Ravens' notoriety and reputation precede them; this could be bad (a group of guards might recognize the PCs and raise an alarm) or good (a sympathetic guild might offer fleeing PCs a place to hide), depending on circumstances.

Check Equivalents: The rebellion has three Organization checks: Loyalty, Secrecy, and Security. Allow the PCs to pick which one of these three their rebellion excels at—they have a modifier of +15 for that Organization check, and a modifier of +10 for the other two.

Loyalty Check: This check determines how loyal the other rebels are to the PCs, and how devoted the citizens of Kintargo are to the Silver Ravens.

Secrecy Check: This check determines how good the rebellion is at espionage and how difficult it is for Barzillai Thrune to mount effective attacks against the group.

Security Check: This check determines how well the rebellion does in open conflicts and how able it is to withstand physical challenges.


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PART 1: THE RAVENS RISE 5

The time to strike against Lord-Mayor Barzillai Thrune has come! But Thrune has proven willing to sacrifice innocent lives in the past. The rebellion's leaders must plan carefully to find the best way to move against their foe while minimizing the risk to Kintargo's citizens.

PART 2: STREETS OF BLOOD 8

Blood runs in the streets of Kintargo as the war for the Silver City begins in earnest. While the Silver Ravens fight, the rebellion's leaders must undertake several dangerous missions to erode Thrune's control.

PART 3: UNDER THE DEVI'S BELLS 35

Barzillai Thrune has been forced to retreat to the Temple of Asmodeus, yet he and his allies there remain strong. In order to save Kintargo, the rebellion's leaders must confront these last holdouts of infernal evil in their stronghold and defeat them once and for all!

ADVANCEMENT TRACK

"A Song of Silver" is designed for four characters and uses the medium XP track.

10

The PCs begin this adventure at 10th level.

11

The PCs should be 11th level after exploring the Silver Star and the Records Hall.

12

The PCs should be 12th level before entering the Temple of Asmodeus.

13

The PCs should be 13th level before they enter the Profane Belfry.

The PCs should be well into 13th level by the adventure's end.

ADVENTURE BACKGROUND

The time has come for the citizens of Kintargo to throw off the shackles of their oppressor and rise as a free city!

As Kintargo's newest heroes step up to this challenge, though, they do so knowing full well that they were not the first of the city's great rebel heroes to stand against House Thrune, nor indeed were they the first Silver Ravens. The group was founded in 4606 AR by an elven woman and local folk hero known to the public as "Jackdaw," who gathered four like-minded Kintargan patriots to her side—a fiery-tempered half-elf cleric of Milani named Amyreid, a down-to-earth and compellingly charismatic halfling enchanter named Ba, a roguish and unusually creative human bard named Kyda, and a strong-willed and passionate human ranger named Brakisi. Together, the five formed an adventuring company and used their diverse skills to aid Kintargo's citizens in the dark times following Aroden's death. The Silver Ravens defended the city from natural disasters, supported its people when they were preyed upon by monsters, and spent much of the money they made from their adventures bolstering the city's defenses and public resources.

As their fame grew, the Silver Ravens saw the nature of their role in Kintargo shift increasingly to public defense, and as the years rolled on, they defended the city from many more threats: the first four were attacks by House Thrune, which was forced to turn its attentions away from Kintargo for many years after its fourth stinging defeat; one attack by the now-extinct Borjanni noble family; an invasion of skum led by a priest of the shark-demon Ovono; an infiltration by a cabal of Nidalese vampires known as the Septimix Society; and once from the blue dragon Rivozair. This last battle would be the Silver Ravens' final victory, and even then, they didn't manage to slay Rivozair—they merely forced the dragon to flee to nurture her wounds for several decades on a remote island near Dismal Nitch.

Key to their successes against the vampires, Rivozair, and their short-lived triumph over Thrune was a powerful bardic ritual designed by Amyreid and Kyda, a reworking of an old local mining song into an anthem for Kintargo during the Chelish Civil War. This was the "Song of Silver," and each time Kyda performed the song in Kintargo's Opera House (with the support of her fellow Silver Ravens), potent magical effects infused both the city and the Silver Ravens themselves.

But even with the aid of the "Song of Silver," they could not prevail when Thrune returned to Kintargo in force in 4640 AR with an infernally-augmented army of such scope that the Silver Ravens knew the razing of Kintargo was a very real possibility. They did their best, but after the pit fiend Oughorthan assassinated Kyda and Amyreid during the last performance of the "Song of Silver," the Silver Ravens knew they had finally lost Kintargo. Jackdaw turned herself over to Thrune while Ba and Brakisi went

underground in hopes of rising up in the near future, but they underestimated the degree to which House Thrune had seized control. Over the years to come, House Thrune worked ceaselessly to eradicate all memories of the Silver Ravens. In an ironic turn, not long after House Thrune ended the civil war and seized control of Kintargo, the Silver Ravens engineered their own ignoble end. Frustrated by their failures, Brakisi took steps to plan the abduction of the son of Kintargo's Thrune-installed lord-mayor. When Ba tried to stop him, Brakisi murdered his fellow Silver Raven, only to later be defeated himself by a Hellknight when his abduction plot fell apart. Public opinion of the Silver Ravens soured greatly, and House Thrune found the task of redacting them all the easier.

As the Hell's Rebels Adventure Path began, the Silver Ravens were all but forgotten, but now the time has come again for Barzillai Thrune to do what he, his family, and his church do best—to remove from history any who oppose them.

PART 1: THE RAVENS RISE

"A Song of Silver" begins swiftly on the heels of the previous adventure, "Dance of the Damned." Soon after the PCs triumph at or flee from the Ruby Massacre at the Kintargo Opera House, Barzillai Thrune hears word that his plans have gone awry. If the PCs were captured, Barzillai swiftly moves to crack down on Kintargo, hoping to crush the remnants of the rebellion before they can recover. In this case, you should have the PCs begin this adventure as prisoners in Kintargo Keep, placing them in one of the holding cells in area **D8** with their equipment stored in area **D7**. Give the PCs a chance to engineer their own escape; if they fail, have allied NPCs (likely led by Octavio) step in to set them free and then help them against the remaining guardians of the keep.

This adventure assumes the PCs defeated Barzillai's trap and avoided capture. In response, he now moves to crush the remaining rebels and to draw the PCs out, hoping to force them to make tactical errors in the face of a sudden flood of totalitarian cruelties. This first part of this adventure contains information you'll need to be familiar with to run the rest of "A Song of Silver." Unlike in previous adventures, no rumor tables are provided in this adventure—the people of Kintargo are too distracted by the fighting in the streets to gossip, but if you wish to include rumors, feel free to use unused rumors from previous adventures or make them up as you see fit.

AUTHORITY POINTS

Authority Points are a numerical representation of Barzillai Thrune's hold over Kintargo. Barzillai begins this adventure with 100 Authority Points (though see Previous Victories on page 6). At the start of each new day (not including the first day of this adventure), as long as Barzillai Thrune has at least 1 Authority Point, his

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current total automatically increases by 1d6 points. This represents fatigue among the rebels and their supporters as the fighting continues. He can also gain Authority Points from reprisals (see page 7).

As the PCs rack up successes against his regime, however, they chip away at this total. Reductions to his Authority Points are listed in the Story Award sections of encounters as relevant, and in District Control sections.

Previous Victories: Depending on the PCs' actions in previous adventures, Barzillai may begin "A Song of Silver" with fewer total Authority Points, as detailed below.

Acisazi Alliance: If the PCs secured an alliance with the Acisazi elves in the previous adventure, reduce Barzillai's Authority Points by 10.

Masque Points: If the PCs ended "Dance of the Damned" with 20 or more Masque Points, reduce Barzillai's Authority points by 5.

Menador Keep: If the PCs destroyed Menador Keep and closed the Menador Gap in "Dance of the Damned," reduce Barzillai's Authority Points by 5. Double this reduction to 10 if they recovered the war notes from the keep.

Vyre Alliance: If the PCs secured an alliance with Vyre in "Dance of the Damned," reduce Barzillai's Authority Points by 10.

KINTARGO'S POPULATION

While citizens have likely perished in Kintargo over the course of the campaign to this point, in "A Song of Silver," tracking Kintargo's population becomes important for determining the PCs' overall success at the end of the adventure. The longer their open rebellion persists, the more citizens perish as they get caught in the crossfire or are rounded up and excruciated or sacrificed by the government or the church of Asmodeus, and the less grand the PCs' degree of triumph when all is said and done. Consider tracking Kintargo's current population in a visible area in your game room to add a sense of urgency. The steadily diminishing numbers as the days of revolution pile up can serve as a sort of soft timer to encourage the PCs not to dawdle.

Kintargo's population was at 11,900 as the Adventure Path began, and depending on the number of survivors of the Ruby Massacre in "Dance of the Damned," this total may have diminished by up to 300. To simulate the additional fluctuation of the city's population between your Hell's Rebels campaign start date and the date you begin "A Song of Silver," have the PCs attempt a DC 25 Security check. On a success, the population total does not change (apart from possible reductions from the

Ruby Massacre). If they fail, reduce Kintargo's population by an amount equal to $5 \times$ the Silver Ravens' current Notoriety score, or by 50, whichever number is higher.

CALLING ON ALLIES

The dangers the PCs face in this adventure are significant, but fortunately, they don't have to face Barzillai Thrune alone. During the course of Hell's Rebels, the PCs should have forged alliances with numerous friendly NPCs. Several of these allies are summarized below. If you feel the PCs could use assistance, you could have these allies accompany them on missions, show up to rescue or support PCs in times of need, or even serve as victims who the PCs must step in to rescue as you see fit.

Chuko (CG male tengu ranger 5/

rogue 5): The tengu owner of the War Cage is more than a mere weapons peddler; he's a retired adventurer and a skilled combatant who has finally seen enough of Thrune's atrocities. This, combined with the news of his old friend Shensen's rescue, compels him to finally throw in his lot with the Silver Ravens.

Hetamon Haace (CG male tiefling cleric of

Milani 5): At the start of this adventure, Hetamon Haace, leader of the cult of Milani in Kintargo, goes missing when he's abducted by his half-succubus mother, Natsiel; he is not available as an ally until he is rescued. See "Rescuing the Rose" for more details.

Laria Longroad (CG female halfling brawler 2/

rogue 1): One of the PCs' first allies, Laria is now ready to pledge several of her contacts to the full support of the Silver Ravens. Laria's statistics appear in "In Hell's Bright Shadow," although at your discretion she may have gained a several levels since then.

Mialari Docur (CN female elf rogue 3/sorcerer 4/

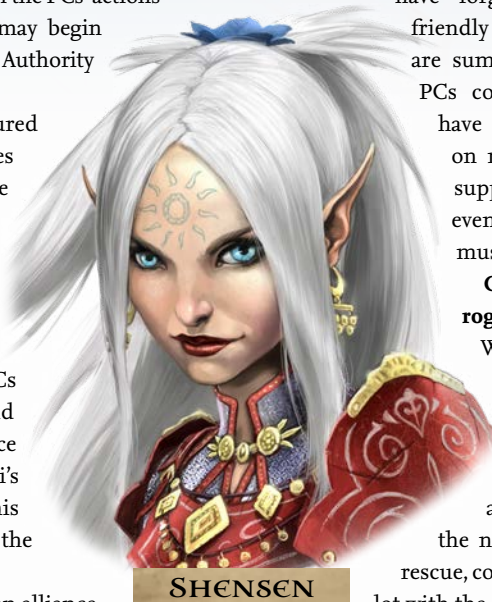
arcane trickster 2): The PCs likely recruited Mialari's aid as an ally in "Dance of the Damned," but as this adventure begins, she pledges the aid of her guild of secret messengers, the Lacunafex, to the Silver Ravens.

Molly Mayapple (CN female halfling wererat rogue 8):

One of the PCs' contacts from Vyre arrives in town at the start of this adventure and seeks out the Silver Ravens. This is the wererat Molly Mayapple, and her news is grim: the PCs have gained the attention of the Skinsaw Cult. In combat, Molly always shifts to her hybrid form—her statistics are presented in "Dance of the Damned."

Octavio Sabinus (LG male human fighter 5/

Hellknight 3): The lictor of the outlawed Order of the Torrent may well now view the Silver Ravens as his



strongest allies. Octavio's statistics appear in "Turn of the Torrent," although at your discretion, he may have gained a few levels since then.

Shensen (CG female half-elf fighter 4/bard 8): Shensen was, until the Night of Ashes at the onset of this campaign, Kintargo's most powerful advocate for rebellion, but she's spent most of this campaign petrified as a trophy in Barzillai's care. The PCs had the opportunity to discover Shensen's petrified body in the previous adventure, and if they haven't yet restored her to flesh, another allied NPC should provide the PCs with a dose of *stone salve* to restore her. If the PCs manage to restore her using their own resources, award them 12,800 XP. Halve this amount if they must rely upon an ally's resources. Shensen's statistics are presented on page 66 of this adventure. Once restored to flesh (with all of her gear intact), she is eager to investigate the ruins of her home (see Mission 2: Rescuing the Rose on page 10).

CONTROLLING DISTRICTS

As this adventure begins, the Silver Ravens control the district of Old Kintargo. As the PCs accomplish missions, they can gain control of additional districts. Each time they have the opportunity to establish control over another district, the PCs must select an ally or a bonus NPC (see the Foreword for the names and personalities of these potential allies) as a leader to help manage things in the newly freed district. As long as this NPC remains active as the district's leader, the danger rating in that district drops to 0 and Barzillai Thrune's maximum possible Authority Point total drops by 10. This NPC can no longer provide any ally benefits to the rebellion or accompany the PCs. Each time the PCs gain control of an additional district in this way, they earn 12,800 XP.

THRUNE REPRISALS

Even though the PCs won't be directly confronting him until Part 3, Barzillai Thrune does not remain idle in this adventure. Every day, Barzillai issues orders to his minions among the dottari, the Chelish Citizens Group, and the Church of Asmodeus, as well as his own personal minions, sending them out into the city streets to take action against the Silver Ravens or to terrorize Kintargo's citizens.

Every day, roll at least once on the Thrune Reprisals table to determine what reprisals Barzillai takes that day. If Barzillai has 75 or more Authority Points (including his daily authority buildup) as the day begins, roll for four reprisals. If he has 50 to 74 Authority Points, roll three times. If he has 25 to 49 points, roll twice. And if he has fewer than 25 points, roll only once. Barzillai takes no reprisals once his Authority Point total reaches 0. These reprisals strengthen Barzillai's hold over the city, each one granting him the listed number of Authority Points.

The timing of these reprisals is left to you to determine. You can have them play out immediately, save

them until the end of the day and present the results as a report given to the PCs by their allies, or sprinkle them out throughout the day to liven up play. In most cases, reprisals occur without PC intervention, although the impact of some reprisals can be mitigated by the Silver Ravens as indicated in the reprisals' descriptions.

THRUNE REPRISALS

d%	Reprisal
1-10	Abduction
11-15	Arson
16-20	Assassination attempt
21-25	Counterstrike
26-40	Defamation
41-45	Devils on the streets
46-50	Dragon strike
51-65	Increased patrols
66-70	Inquisition!
71-80	No reprisal
81-90	Public excruciation
91-95	Supernatural weather
96-100	Violent murders

Abduction (+2 Authority Points): A minor NPC known to the PCs goes missing. This shouldn't be a key ally or significant character, but if the NPC isn't rescued within a week, the event causes a persistent Low Morale event (*Hell's Rebels Player's Guide* 31). A successful DC 20 Secrecy check made as part of a Rescue Character action is enough to recover the missing NPC, or you can develop this into a minor encounter for your PCs to handle in person.

Arson (+1d4 Authority Points): Fires started by Thrune agents result in a few minor shops or homes taking fire damage. One or two buildings even burn to the ground. Reduce Kintargo's population by 3d6 (a successful DC 15 Security check halves this amount).

Assassination Attempt (+4 Authority Points): Roll a Notoriety check. If the result is lower than the Silver Ravens' Notoriety score, Barzillai sends an erinyes out to attack a PC. If the Notoriety check result is higher than the Silver Ravens' current Notoriety score, the erinyes is instead sent to murder an NPC ally of the PCs. You can determine the target randomly if you wish, and then play out the fight with one of the players controlling the NPC's actions if you want. If the NPC is defeated, a successful DC 25 Security check allows the Silver Ravens to swoop in at the last moment to rescue the victim; otherwise, the NPC is murdered and lost as an ally. There should be little sign apart from circumstantial evidence that the devil was sent by Thrune himself.

Counterstrike (+1 Authority Point): If Barzillai's Authority Point total is lower than 30, treat this result as no reprisal. Thrune sends a troop of inquisitors or dottari to attack the PCs' home base (see Defending the Hideout on page 9).

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Defamation (+1d4 Authority Points): Agents of Thrune commit an atrocity, such as the vandalism of a home, the grisly murder of a commoner, or the robbery of a shop. They then plant evidence to frame the Silver Ravens.

Devils on the Streets (+2d4 Authority Points): If Barzillai's Authority Point total is lower than 50, treat this result as no reprisal. A large number of bearded devils or host devils, or perhaps a few erinyes devils make a public attack on a group of suspected Silver Raven sympathizers. Reduce Kintargo's population by 2d6 (a successful DC 20 Security check halves this number).

Dragon Strike (+2d6 Authority Points): If Rivozair has been defeated, treat this result as no reprisal. Thrune allows the blue dragon Rivozair to lash out at a building suspected of housing numerous Silver Raven sympathizers. Reduce Kintargo's population by 3d6+12 (a successful DC 20 Security check halves this number).

Increased Patrols (+2 Authority Points): If Barzillai's Authority Point total is lower than 60, treat this result as no reprisal. Thrune increases the presence of the Chelish Citizens' Group and the dottari. This results in no loss of life but helps maintain Thrune's authority.

Inquisition! (+5 Authority Points): If Barzillai's Authority Point total is lower than 40, treat this result as no reprisal. Thrune sends agents of the church of Asmodeus into the streets. This functions as the Inquisition event, as detailed in the *Hell's Rebels Player's Guide*.

No Reprisal (-1d6 Authority Points): Be it because of diminished resources, dissension in the ranks, or just poor luck on Thrune's behalf, a scheduled reprisal fails to manifest, resulting in a slight reduction to Barzillai's authority over the city.

Public Excruciation (+1d6 Authority Points): If Barzillai's Authority Point total is lower than 50, treat this result as no reprisal. Barzillai doghouses suspected rebel sympathizers on trumped-up charges. Reduce Kintargo's population by 3d6 (a successful DC 20 Security check halves this number).

Supernatural Weather (+2 Authority Points): If the PCs secure the *orb of storms* for themselves, treat this result as no reprisal. Using the *orb of storms* kept in the temple vault (area E31), Barzillai causes unseasonable storms to wrack the city. For the remainder of this day and the next, the Silver Ravens take a -4 penalty on all Organization checks. This reprisal can occur only once per day; reroll this result if it comes up more frequently.

Violent Murders (+2 Authority Points): Once the PCs defeat Hei-Fen, treat this result as no reprisal. Barzillai quickly becomes aware of the presence of the Skinsaw Cult in Kintargo, and has his agents contact the cult to perform additional murders now and then, promising that neither Thrune nor the church will oppose the cult's work in town. Whenever this Reprisal occurs, the cult murders 2d6 citizens. Reduce Kintargo's population by this total (a successful DC 20 Secrecy check halves this number).

ADDITIONAL PROCLAMATIONS

As this adventure begins, Barzillai posts three new proclamations. The PCs should hear of these as the adventure begins, possibly during a meeting with the Silver Council in the rebellion's hideout.

Proclamation the Eleventh—Bleakbridge Closure: "With the uprise in rebel activity, it pains my heart to issue the closure of Bleakbridge to all but official traffic, yet such steps are necessary to ensure your protection! The Silver Ravens must not be allowed free access across the Yolubilis, and until you aid in their defeat, Bleakbridge shall remain closed and under guard." (See *Mission 5: The Bleakbridge Blockade* for more details.)

Proclamation the Twelfth—Public Religion: "Public worship of any deity other than Lord Asmodeus, Savior of Chelias, Master of Humanity, is hereby forbidden. All works of art and artifice bearing the likenesses or symbols of the lesser faiths must be turned over to the dottari. Worship of Zon-Kuthon, Abadar, and Shelyn may continue only within the walls of their respective temples. Noncompliance shall be met with the strictest of correctional steps." (For any PC who publicly displays her faith, the chance of a random encounter increases by 15%, and each day in which a PC publicly displays her faith increases the Silver Ravens' Notoriety score by 1d6 per PC not in compliance. The *Hell's Rebels Player's Guide* provides advice to players for hiding one's faith in public.)

Proclamation the Thirteenth—Outlawing of the Silver Ravens: "The destructive and ruinous anarchists known as the Silver Ravens are hereby proscribed, and until their leaders surrender or are captured, all Silver Raven sympathizers must disavow support of this extremist group, lest they be faced with fines, imprisonment, and excruciation!" (This proclamation is all Barzillai needs to justify the reprisals he begins taking during this adventure.)

PART 2: STREETS OF BLOOD

Allow the PCs time to rest and recover from their ordeal in the Kintargo Opera House before beginning "A Song of Silver" with an emergency session of the Silver Council in the rebel hideout. Before starting this meeting, determine all of the day's reprisals and play them out, presenting them as repercussions of what the PCs managed to pull off the night before in the Kintargo Opera House.

In order to liberate Kintargo, the PCs must undertake missions to erode Lord-Mayor Barzillai's Authority Point total, with the goal of reducing his number points to 0; at that point, the lord-mayor and his allies retreat to the Temple of Asmodeus and Part 3 begins. The missions available for the PCs to undertake to chip away at Barzillai's control over Kintargo are presented in the rest of this part of the adventure. The order in which the PCs attempt these missions is left to them, although their allies suggest prioritizing them in the following order (this is also the order of increasing mission difficulty).

Securing the Opera House: If the PCs haven't already explored the Kintargo Opera House or secured control of it, this becomes the first order of business for them. The opera house is detailed in the previous adventure.

Finding Hetamon: Hetamon Haace has failed to attend the Silver Council meeting, which concerns the other NPCs, and should concern the PCs as well. Finding him should be among the PCs' first priorities.

Reclaiming the Records Hall: The Kintargo Records Hall in the Greens is where Barzillai's proclamations have been created, where his inquisitors toil to rewrite Kintargo's history, and where many important public records have been hidden; defeating those who work for Thrune here will help erode his control.

Confronting the Skinsaw Cult: Molly Mayapple arrived in Kintargo this very morning with dire news for the PCs—the Skinsaw Cult has come to town and may well have secured an alliance with Thrune. The PCs should be prepared to face Skinsaw Cultists in the streets or during other missions, and in time should seek to confront them wherever they may have settled in the city.

Breaking the Bleakbridge Blockade: When the PCs are ready to attempt this important mission, Chuko volunteers to come along—the soldiers stationed there have hired his younger brother Ravzee and Ravzee's gang, the River Talons, as enforcers, and with his aid, the PCs may be able to convince the River Talons to switch sides.

Recovering the "Song of Silver": This adventure assumes that the PCs managed to restore either Jilia Bainilus to life or Shensen to flesh. Either of these NPCs can report something shocking: Jackdaw, the original leader of the Silver Ravens, has been kept as a secret prisoner deep below Kintargo Keep since House Thrune first seized control of Cheliah decades ago. Both NPCs learned this information from Barzillai before the lord-mayor saw to their silence (via vampirism or petrification, respectively). While both had long suspected this truth, they'd never been able to confirm it since Castle Kintargo and its Keep have always been under House Thrune's control (a particular point of contention with Jilia Bainilus, who campaigned several times for full access to the keep). Rescuing Jackdaw will right an old indignity and provide the modern Silver Ravens with the final key to the "Song of Silver."

Slaying Rivozair: The PCs' allies all confirm that Rivozair is a dangerous threat, and that while confronting Rivozair is a significant danger, her defeat will surely put Barzillai Thrune on the defensive. The allies advise the PCs to focus on the other missions first before considering a strike against Rivozair. This mission should begin only once the prior missions have been accomplished, to give the PCs a way to automatically reduce Barzillai's remaining Authority Points to 0.

DEFENDING THE HIDEOUT

At some point during the start of this adventure as the PCs are sorting out their suggested tasks, the alarm goes off—their hideout is under attack! The nature and tactics of this attack are left to you to orchestrate, as it depends strongly upon the location in which the PCs have based their operations.

Creatures: The attack on the hideout consists of at least one dottari troop commanded by the leader of the Chelish Citizens Group, a man named Tombus Regegius. Tombus is eager to prove his worth to Barzillai Thrune, and volunteered to lead this attack. Normally, Barzillai would have preferred to use more trusted agents, but this gives him the opportunity to test the PCs' reactions early on without risking any of his more loyal and important minions. Whether Tombus and his troop of dottari manage to burst in on the PCs in their meeting room or the PCs learn about



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his invasion and manage to confront him elsewhere in the Lucky Bones is left to you to determine. If you like, you can resolve the matter by having the PCs attempt a DC 20 Security check—if they fail, Tombus confronts them when they're unprepared in the middle of the meeting, but if they succeed, you can let the PCs decide where they confront him and give them a few rounds to prepare.

TOMBUS REGEIGIOUS**CR 12****XP 19,200**

Male human aristocrat 4/rogue 9

LE Medium humanoid (human)

Init +9; **Senses** Perception +16**DEFENSE****AC** 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 shield)**hp** 88 (13d8+26)**Fort** +8, **Ref** +12, **Will** +9**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3**OFFENSE****Speed** 35 ft.**Melee** +1 *flaming short sword* +14/+9 (1d6+2/17-20 plus 1d6 fire), +1 *flaming short sword* +14 (1d6+1/17-20 plus 1d6 fire)**Special Attacks** sneak attack +5d6**TACTICS**

During Combat Tombus seeks to flank PCs at the edges of his troop, commanding the soldiers to shift and reconfigure in whatever shape is necessary so that he can make full attacks and take full advantage of his sneak attacks.

Morale Tombus attempts to flee if reduced to 20 or fewer hit points—if he does so, he goes into hiding. He may show up later alongside another Thrune ally, but it's more likely that the next time the PCs encounter him, he'll be in a semi-conscious state near death in the inquisitors' workshop (area **E15**) of the Temple of Asmodeus, being punished for his failure.

STATISTICS**Str** 13, **Dex** 20, **Con** 14, **Int** 8, **Wis** 10, **Cha** 14**Base Atk** +9; **CMB** +10; **CMD** 26

Feats Combat Reflexes, Dodge, Fleet, Great Fortitude, Improved Critical (short sword), Improved Initiative, Iron Will, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +19, Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (local) +15, Linguistics +3, Perception +16, Sleight of Hand +19, Stealth +11

Languages Common, Infernal

SQ rogue talents (combat trick, finesse rogue, offensive defense, weapon training), trapfinding +4

Gear chain shirt, +1 *flaming short swords* (2), belt of incredible dexterity +2, 280 gp

DOTTARI TROOP**CR 7****XP 3,200****hp** 85 (see page 122)

Story Award: If Tombus is defeated or forced to flee, reduce Barzillai's Authority Points by 10.

MISSION 1: RESCUING THE ROSE

While other missions focus on directly opposing the lord-mayor or specific enemies of the Silver Ravens, the PCs' allies push them to make their first mission after the initial defense of their hideout to be the rescue of one of their own. Hetamon Haace, the leader of the city's Milani worshipers and a long-standing ally of the Silver Ravens, has gone missing—he was supposed to attend the Silver Council meeting, but never showed up.

An investigation of his shop, The Devil's Threads, reveals no clues as to his location, but *locate creature* (or similar divination magic) certainly can. If the PCs can't cast this spell, Lictor Octavio Sabinus can do so, using the enlarged *locate creature* spell-like ability granted as a feature of his Hellknight order.

Hetamon Haace is currently being held in an underground chamber below what was, until the Night of Ashes, Shensen's music shop, the Silver Star. Lictor Octavio's *locate creature* ability has a range of 1,440 feet and a duration of 80 minutes, which should be more than enough for him to locate Hetamon's location after wandering through southern Kintargo. Once Hetamon's location is pinpointed under the Silver Star, Shensen is startled but hopeful. She'd assumed that the underground chambers below her home and shop, once a small shrine to Sarenrae, were destroyed during the Night of Ashes, but perks up at the thought that some chambers may remain.

Even if the PCs don't discover Hetamon's location via magic, Shensen remains eager to scout out her old home and invites the PCs to accompany her, as she fears that Barzillai Thrune may have set traps or left guardians behind. In particular, she worries about her pet dinosaur, Guttugger, whom she hasn't seen since she was restored to flesh. No obvious surface access to the underground chambers remains (that portion of the building and its basement have collapsed into rubble, but at your discretion, the PCs or a team of saboteurs might find the well-hidden tunnel leading to area **A8**), but Shensen informs the PCs that she had an escape route that led to a nearby sewer tunnel. If this secret door remains, it should allow access to any surviving chambers below the ruins.

What Shensen doesn't yet realize is that the complex has become the den of another foe of Kintargo—Hetamon Haace's sinister mother, the half-succubus Natsiel. A minion of the demon lord Mestama, Natsiel glories in bringing pain and misery to humanity, and Hetamon and his father are but two of her preferred victims. Eager to watch one of her favorite places to torment mortals

fall into chaos, Natsiel arrived in Kintargo weeks ago with a coven of green hag allies, and soon thereafter managed to capture and charm one of the city's greatest tiefling advocates, a woman named Strea Vestori. With Strea's aid and advice, Natsiel moved into the ruins below the Silver Star, as the idea of corrupting a hidden shrine to Sarenrae delighted the half-succubus. She kept a close eye on Hetamon in the following days, and despite a few setbacks (notably, the death of one of her green hag followers at the claws of Shensen's dinosaur companion Guttugger), Natsiel managed to ambush her son, capture him, and return with him to her den. She's been feeding on his life force since then, and is considering the best way to approach Barzillai Thrune to secure a significant payment or hunting rights in Kintargo in return for the her son's information about the Silver Ravens. This adventure assumes the PCs waste no time in rescuing Hetamon, but at your discretion, if they take too long, Natsiel turns her son over to Barzillai, at which point the lord-mayor gains 40 Authority Points and Hetamon becomes a host body for the hellwasp swarm kept in the temple (area E16).

SILVER STAR INTRIGUES

The results of Covert Action or Sabotage actions against the chambers below the Silver Star, if successful, are as follows.

Covert Action: With a successful DC 25 Secrecy check, spies determine that a strange snake-like creature has moved into the reservoir near the entrance to the Silver Star. Further, they spot evidence of other humanoids coming and going, including a woman whose description matches that of Strea Vestori.

Sabotage: With a successful DC 25 Secrecy check, a team of saboteurs can confirm a narrow break in the rubble from above that leads down into tunnels below. This fissure leads to area A8 and could provide the PCs an alternative entrance into the complex. The saboteurs warn that they saw signs of a wild animal of some sort in the area, but don't recognize the traces as signs left by Shensen's companion, Guttugger. If Shensen is informed, she suspects the animal is him.

A. SILVER STAR

Shensen can provide a map of the area below her home. She's not sure how much of the area survived the collapse, but her map should give the PCs a clear idea of the layout of areas A1–A8, including the location of all four secret doors in the complex. The chambers remain lit via *continual flames* cast upon silver star-shaped tiles in the ceiling, which is 8 feet in height save for in area A4, where it rises to 15 feet in height. The complex's doors are made of metal-reinforced wood (hardness 5, hp 20, break DC 23, Disable Device DC 30). Shensen does not have a key for the doors, but knows that a spare copy (along with some other supplies) was hidden in her bedroom (area A3).

SPYING AND SABOTAGING

During this adventure, the PCs may wish to utilize rebellion teams to take Covert Action or Sabotage actions before they begin missions. Normally, these are reserved for the end-of-the-week Rebellion actions, but the accelerated schedule of this adventure means that the PCs might not be able to wait. The PCs can use each rebel team capable of Covert Action or Sabotage once per week as they prepare to investigate a site. Once a team is used in this manner, it cannot be used again for another site until a week has passed.

A1. TAINTED RESERVOIR (CR 10)

The waters of this sewage tunnel reek, and thick swaths of slime and fungus cling to the stone walls and narrow, three-foot-wide walkway. The current in the water is lazy, swirling in small eddies as it gathers in a larger reservoir below thick, hanging strands of wispy fungus.

Shensen's suggested approach to the secret door leading to her complex comes from the north, and the PCs need to pass through the reservoir to reach the door. The walkway is quite slippery with sludge and fungus, enough so that moving safely on it requires a successful DC 10 Acrobatics check.

Creatures: A foul and rather rare creature, a slime naga named Erubdiya, has long dwelt in the sewers below Kintargo. Until the Night of Ashes changed everything, Erubdiya led a hidden existence, but with Kintargo in chaos, she has moved into this reservoir with her pet ochre jellies. Her plans to build up an empire of oozes has been put on hold for now, though, as she's spent the last several weeks charmed into serving as a guardian by the half-succubus Natsiel. She now regards the half-fiend as her best friend, but if the charm effect is lifted, Erubdiya ceases combat at once and bargains with the PCs, hoping to give them useful information about Natsiel, her allies, and her strengths in return for the freedom to flee Kintargo with her pet oozes. She also throws in her treasure if she thinks the offer will help buy her safety.

ERUBDIYA **CR 9**

XP 6,400

Slime naga (see page 118)

hp 115

OCHRE JELLIES (2) **CR 5**

XP 1,600 each

hp 63 each (*Pathfinder RPG Bestiary* 218)

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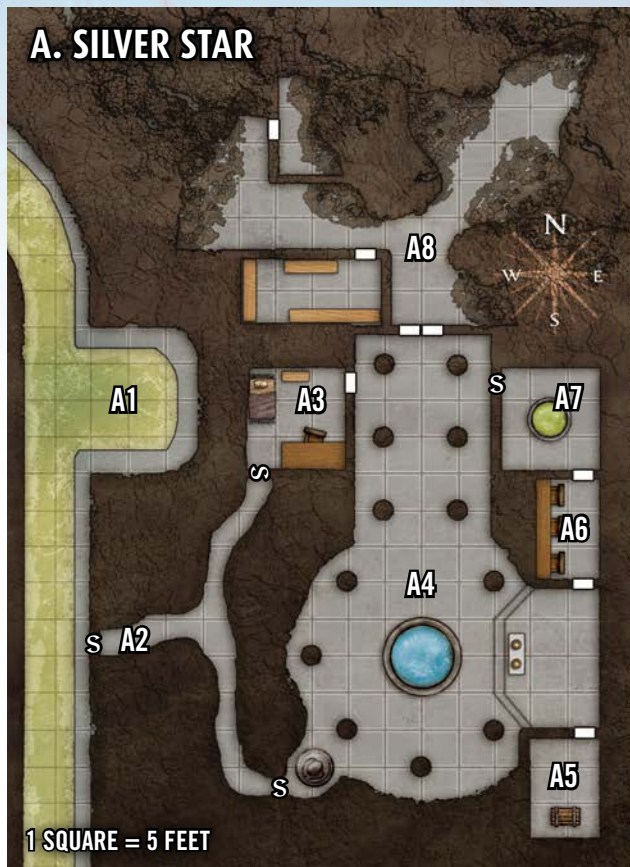
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A. SILVER STAR



1 SQUARE = 5 FEET

Treasure: Erubdiya has found an unusual number of lovely treasures in the sewers below Kintargo. She keeps them in a *handy haversack* hidden in the reservoir. With a successful DC 30 Perception check, a PC finds the sack in the murky waters. The contents include pieces of filthy but otherwise fine jewelry worth 2,300 gp, along with a *ring of swimming* and an ivory *wand of fly* (12 charges).

A2. SECRET ENTRANCE

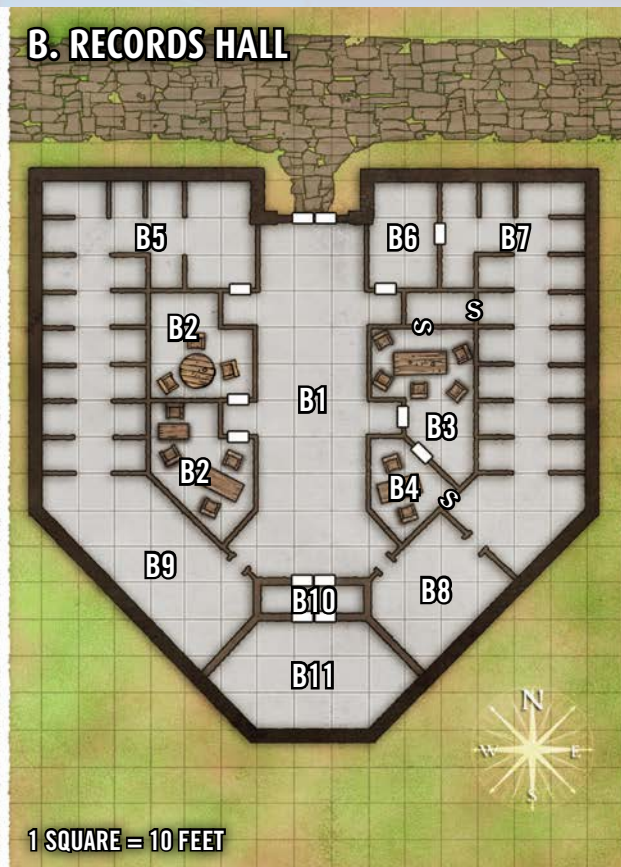
Without Shensen's assistance, a successful DC 30 Perception check is required to locate the secret door from area A1 to area A2, as well as those leading from area A2 to areas A3 and A4. The sound of chanting can be heard through the door to area A4.

A3. SHENSEN'S BEDROOM (CR 9)

This bedroom smells faintly of decaying flowers and exotic perfume. A fine bed sits against one wall, next to a wooden armoire and near an exquisitely carved wooden desk. The walls once featured what appears to have been a mural of a seascape under the noon sun, yet the painting has been defaced with crude graffiti of sea monsters and wrecked ships.

Chanting can be heard through the door to area A4. The vandalism to the mural was performed by Natsiel—it angers Shensen if she's present.

B. RECORDS HALL



1 SQUARE = 10 FEET

Creature: A single figure stands at attention near the door to the northeast—a vacant-eyed tiefling woman dressed in a long cloak and wearing studded leather armor. This is Strea Vestori, once Kintargo's strongest advocate for tiefling rights, but now the charmed puppet of the half-succubus Natsiel. Natsiel keeps Strea around as a combination chambermaid and guardian. While Strea's under orders to attack all intruders and raise the alarm, enough of Strea's personality remains that she doesn't immediately do so. She draws a dagger and readies a *potion of barkskin* upon spotting the PCs, informing the interlopers in a low, menacing voice that they are not welcome and should leave at once. If the PCs don't comply with her demands at once, she attacks the PCs.

STREA VESTORI

CR 9

XP 6,400

Female tiefling rogue 10 (*Pathfinder RPG Bestiary* 264)

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 shield)

hp 78 (10d8+30)

Fort +5, **Ref** +10, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 dagger +10/+5 (1d4+1/19–20), +1 dagger +10 (1d4+1/19–20)

Special Attacks sneak attack +5d6

Spell-Like Abilities (CL 10th; concentration +12)

1/day—*darkness*

Rogue Spell-Like Abilities (CL 10th; concentration +12)

3/day—*message*

2/day—*vanish*

TACTICS

During Combat Strea drinks a *potion of barkskin* on the first round of combat, then uses Quick Draw to retrieve her second dagger. She uses Improved Feint to maximize her sneak attacks unless she's fighting with allies, in which case she prefers to flank and make full attacks. If reduced to 30 or fewer hit points, she casts *vanish* and then retreats to Natsiel's side in area A4.

Morale As long as she remains charmed, Strea fights to the death. If the charm is dispelled, she immediately surrenders—see Development below.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 20

Feats Combat Expertise, Combat Reflexes, Improved Feint, Quick Draw, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +16, Bluff +17, Climb +13, Disable Device +19, Disguise +15, Perception +12, Sense Motive +12, Sleight of Hand +16, Stealth +23, Survival +9; **Racial**

Modifiers +2 Bluff, +2 Stealth

Languages Abyssal, Common, Halfling, Infernal

SQ rogue talents (combat trick, finesse rogue, major magic, minor magic, weapon training), trapfinding +5

Combat Gear *potion of barkskin* (CL 6th), *potion of cure light wounds* (5); **Other Gear** +2 studded leather, +1 daggers (2), *cloak of elvenkind*, 21 gp

Treasure: A hidden, lead-lined compartment in the side of the armoire can be discovered with a successful DC 35 Perception check (Shensen can point it out automatically). Within is a silk pouch containing 55 pp, a small statuette of two romantically entwined succubi worth 450 gp and engraved with an “M” and a heart, three *potions of cure serious wounds*, a *potion of remove disease*, an application of *stone salve*, a *wand of modify memory* (10 charges), and a spare key that unlocks all the doors in the complex. If she's with the PCs, Shensen wants to keep the statuette (a sentimental gift from a friend she remains close-lipped about) but gives the rest to the PCs as thanks for their aid.

Development: If the PCs manage to remove the charm effect on Strea, she tearfully thanks them for rescuing her and eagerly tells them of her captor and the two hags who serve the half-succubus. She knows Natsiel is in the final stages of transforming a third ally into an undead

guardian, and begs the PCs to stop the ritual before it's completed. If Strea survives, she can join the Silver Ravens as an ally (see the Appendix on page 63 for details).

A4. CORRUPTED CHAPEL (CR 12)

Stone pillars support the vaulted fifteen-foot-high ceiling of this open chamber. In the southern half of the room, a low pool of bubbling, foul-smelling liquid steams and hisses. A filth-caked and partially destroyed statue of what was once a winged angel stands in an alcove to the southwest, while to the east, an upraised area supports a similarly vandalized shrine upon which have been arranged a half-dozen groups of three sharp stones that each support a bloody human eye.

Once Kintargo's hidden shrine to Sarenrae, tended by Shensen and a small group of Sarenite acolytes (all of whom are now dead), this chapel is well into the process of being corrupted to the worship of the demon lord Mestama, the Mother of Witches. The eyes balanced on stones on the despoiled altar represent the demon lord's symbol, and the waters of what was once a sacred pool now seethe with vile energies and function as a font of unholy water. The badly mauled body of a fiendish green hag floats in this pool.

The doors to the north not only are locked, but also have several battered benches stacked before them to keep them closed. Natsiel knows that something dwelling in the room beyond killed one of her green hag allies, but for the moment she has barricaded the doors and plans on dealing with what lies beyond after the ritual she's currently performing plays out.

Creatures: The half-succubus Natsiel, along with her two remaining green hag allies, are in the middle of a long ritual to Mestama, the purpose of which is the creation of an undead hag—a witchfire—from the remains of the dead green hag in the pool. When the PCs first arrive in this room, the ritual still has several hours to go. If they retreat without slaying Natsiel, she completes the ritual before the next time the PCs return, and they'll need to face the newly-created witchfire (*Bestiary* 2 281) as well as any surviving creatures here. Both Strea and Hetamon can inform the PCs of the purpose of this ritual. A character can intuit the ritual's purpose by observing the chanting for at least 1 minute and succeeding at a DC 25 Knowledge (religion) check.

As long as Natsiel and the two green hags chant their prayers to Mestama, they take a –20 penalty on Perception checks, but the ritual isn't ruined if they're forced to pause to attack the PCs. Nonetheless, Natsiel is enraged at the interruption, and has little interest in talking—she and her hags attack at once as soon as they notice intruders. If the PCs enter this area by smashing through the door from the north, Natsiel has Strea from area A3 join them in the defense of this room.

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NATSIEL**CR 11****XP 12,800**

Half-succubus human sorcerer 10 (*Pathfinder Campaign Setting: Demons Revisited* 54)

CE Medium outsider (humanoid, human, native)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +4 Dex, +1 natural)

hp 122 (10d6+85)

Fort +12, **Ref** +9, **Will** +11

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +1 *human-bane rhoka sword* +10 (1d8+8/18–20), bite +5 (1d6+5)

Special Attacks claws (2, 1d6, treated as magic weapons, 8 rounds/day), passion, smite good

Spell-Like Abilities (CL 10th; concentration +15)

3/day—*charm monster* (DC 18), *darkness*

1/day—*detect thoughts* (DC 17), *dominate person* (DC 20), *unholy blight* (DC 19)

Sorcerer Spells Known (CL 10th; concentration +15)

5th (4/day)—*feeblemind* (DC 20)

4th (6/day)—*dimension door*, *greater invisibility*, *stoneskin*

3rd (7/day)—*fly*, *haste*, *hold person* (DC 18), *rage*

2nd (7/day)—*bull's strength*, *false life*, *mirror image*, *scorching ray*, *touch of idiocy*

1st (8/day)—*cause fear* (DC 16), *mage armor*, *magic missile*, *protection from good*, *reduce person* (DC 16), *shield*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*

Bloodline Abyssal

TACTICS

Before Combat Natsiel casts *false life* at the start of every day, as well as *mage armor*.

During Combat Natsiel casts *greater invisibility* on the first round of combat, then *stoneskin*, *shield* and *bull's strength* over the next few rounds (or once the alarm is raised, either by Strea in room **A3** or by hearing PCs hammering on the doors to the north from area **A8**). She relies on her green hags to distract foes while casting these spells, then switches over to spells like *feeblemind*, *dominate person*, *scorching ray*, and *magic missile*. If she enters melee combat, she tries to cast *haste* first. In any event, she always uses Arcane Strike to bolster her damage (this +3 bonus on damage rolls is calculated into her attacks above). Once her *greater invisibility* spell is about to expire (or as soon after it's dispelled), she casts *mirror image*.

Morale If reduced to 30 or fewer hit points, Natsiel uses *dimension door* to teleport out of the area to the city above, then flees to the Church of Asmodeus to offer her aid to Barzillai Thrune in destroying the PCs. Barzillai doesn't trust Natsiel that much, but knows that he can use as many allies as he can secure. He agrees to provide healing to the half-succubus and to assign her several erinyes devils as minions. Natsiel can make additional attacks on the PCs for the remainder of the adventure as you see fit, and could even be part of the final retaliatory attack on the PCs during the celebration at the end of the adventure (see page 62).

STATISTICS

Str 18, **Dex** 18, **Con** 20, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +5; **CMB** +9; **CMD** 23

Feats Arcane Strike, Combat Casting, Craft Wondrous Item, Eschew Materials, Exotic Weapon Proficiency (rhoka sword), Great Fortitude, Iron Will, Toughness

NATSIEL

Skills Acrobatics +14, Bluff +18, Knowledge (local) +6, Perception +10, Spellcraft +14

Languages Abyssal, Common

SQ bloodline arcana (summoned creatures gain DR 4/good), change shape, strength of the Abyss

Gear +1 human-bane rhoka sword, amulet of mighty fists +1, belt of mighty constitution +2, boots of elvenkind, cloak of resistance +2, key (unlocks all doors in the area), 775 gp

SPECIAL ABILITIES

Passion (Su) Natsiel drains energy from a mortal she lures into an act of passion—unwilling victims must be grappled before she can use this ability. The passion bestows 1 negative level. She can use this ability up to 10 times a day; removing 1 of these negative levels requires a successful DC 20 Fortitude save.

FIENDISH ADVANCED GREEN HAGS (2)

CR 7

XP 3,200 each

hp 76 each (*Pathfinder RPG Bestiary* 294, 167)

Development: The cleansing and consecration of this chapel back to the worship of Sarenrae can help to reactivate the *Dawnflower Font* in area **A7**, but requires many hours of cleansing and prayer along with the casting of a *consecrate* spell. The PCs can devote any of the Silver Raven teams to this task if they wish, but they must be accompanied by a worshiper of Sarenrae and a character capable of casting *consecrate*—Shensen and Hetamon Haace volunteer for this job if no others are available. The Sarenrae worshiper must attempt a DC 25 Knowledge (religion) check to lead the prayers and the *consecrate* spell must be cast. On a successful check, the chapel is restored and the *Dawnflower Font* can be reactivated as detailed in area **A7**. This check can be attempted once per day.

Story Award: If the PCs manage to prevent the witchfire ritual from being completed, award them 6,400 XP. If the chapel itself is cleansed, award the PCs an additional 9,600 XP.

A5. CHAPEL VAULT

A single large chest lies open near the south wall of this barren chamber.

The door to this room is locked. The chest once contained the chapel's funds and treasures, but Barzillai Thrune's agents looted them during the Night of Ashes. Nothing of value remains today.

Creature: A tightly bound and unconscious Hetamon Haace lies slumped on the floor of this room. Natsiel has dealt 4 negative levels to the tiefling. In addition, he's currently at –2 hit points, but stable. If revived, he is weak and relatively helpless, but very eager to be away from the area. He reveals that Natsiel is indeed his mother,

but that he'd thought she'd ceased tormenting him long ago—see page 64 of *Pathfinder Adventure Path* #98 for more details on Hetamon's history with Natsiel, along with his statistics. He's relieved if she's slain, but if she managed to escape, he remains fearful of her eventual return.

Story Award: Award the PCs 12,800 XP for rescuing Hetamon Haace.

A6. WORKROOM

A long workbench lines the western wall of this room, with materials for binding and repairing books scattered atop it.

The doors to this room are locked. When the chapel was functioning, this room was used primarily to restore old texts, particularly censored or outlawed plays, operas, and other forms of entertainment. Barzillai's agents destroyed all the texts once kept here—nothing of value remains today.

A7. DAWNFLOWER FONT

A shallow basin of fouled water sits in the floor of this chamber, its rim surrounded by the carving of a solar nimbus.

The doors to this room (including the secret door in the northwest corner) are locked.

The basin in this room was once a potent magical pool called a *Dawnflower Font*, but with the desecration of the chapel in area **A4**, its waters have become fouled. Once the chapel is cleansed, the *Dawnflower Font* can be reactivated by the casting of a *hallow* spell linked with a *bless water* spell; this spell need not be cast by a worshiper of Sarenrae. This method of activation can be deduced with a successful DC 15 Knowledge (religion) check—alternately, Shensen can describe the method to the PCs.

If the font is reactivated, its waters have remarkable restorative qualities. A character who drinks waters drawn from the font is affected as if by a *heal* spell (CL 11th). This effect functions only if a character drinks within 1 round of the waters being drawn from the font. The *Dawnflower Font* can be activated in this manner up to 3 times per day, but its effects can benefit a given creature only once per day.

Story Award: Award the PCs 12,800 XP if they cleanse the *Dawnflower Font*.

A8. RUINED CHAMBERS (CR 7)

These partially collapsed chambers are all that remains of a once-larger complex; the chambers collapsed when the structure above was burned and destroyed during the Night of Ashes. A narrow tunnel near the top of a rubble pile in the northeast portion of the ruins winds upward to a well-hidden exit in the collapsed building above.

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The door to the south is not only locked but barricaded from the opposite side; a successful DC 28 Strength check is thus needed to force these doors open from this room.

Creature: Although Shensen fears he perished during the Night of Ashes, one of Shensen's closest friends, an awakened deinonychus named Guttugger, survived that night and has been using these ruined rooms as a hideout for the past several weeks. Fearful of Shensen's fate and unwilling to let her home lie completely unguarded, Guttugger has spent his time since the campaign began living in hiding, mostly in the city sewers and back alleys (the PCs may have heard rumors of the dinosaur—see page 74 of *Pathfinder Adventure Path* #97). He managed to kill several inquisitors and one of Natsiel's green hag allies, but knows that alone he's increasingly in danger of getting in over his head. Although an awakened dinosaur (Shensen paid for the spell to be cast on him years ago after she rescued him from a cruel dinosaur tamer in Vyre), Guttugger is aware of his shortcomings in the intellectual department and prefers to pose as an animal who can't talk rather than give potential enemies the idea that he is anything more than a pet.

The dinosaur adopts a ferocious and angry stance if these chambers are intruded upon, assuming the PCs to be agents of Natsiel or Barzillai Thrune unless they obviously wear the symbols of Sarenrae or are accompanied by Shensen. He won't immediately attack, and if the PCs speak to him, he listens (although he understands only Elven). If convinced the PCs are here to help (with a successful DC 24 Diplomacy check), he relaxes and speaks, informing the PCs in Elven about what he believes is going on in the rooms to the south ("The mean demon lady and her ugly green lady-friends are summoning something bad!") and that he'd like their aid in killing the rest of them. He brags about killing one of the green ladies but warns the PCs against eating her, since her flesh tastes like sewer water. Of course, if Shensen is with the PCs, Guttugger immediately treats them as friends.

GUTTUGGER**CR 7****XP 3,200**

Awakened deinonychus dinosaur rogue 4 (*Pathfinder RPG Bestiary* 84)

CG Medium magical beast (animal)

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +23

DEFENSE

AC 20, touch 17, flat-footed 14 (+1 deflection, +5 Dex, +1 dodge, +3 natural)

hp 88 (8d8+34)

Fort +9, **Ref** +14, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 60 ft.

Melee bite +12 (1d6+5), claw +7 (1d4+3), 2 talons +13 (1d8+5)

Special Attacks pounce, sneak attack +2d6

TACTICS

During Combat Guttugger attempts to charge a flat-footed foe on the first round of combat to maximize his sneak attacks with a pounce. If reduced to 40 or fewer hit points, he flees, hides, and awaits a chance to make another pouncing sneak attack.

Morale Guttugger flees combat if reduced to 20 or fewer hit points unless he's fighting at Shensen's side, in which case he fights to the death.

STATISTICS

Str 19, **Dex** 20, **Con** 17, **Int** 7, **Wis** 14, **Cha** 18

Base Atk +7; **CMB** +11; **CMD** 28

Feats Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (talons)

Skills Acrobatics +26 (+50 to jump), Perception +23, Stealth +26

Languages Elven

SQ rogue talents (bleeding attack +2, weapon training), trapfinding +2

Gear *amulet of mighty fists +1*, *ring of protection +1*

Story Award: If the PCs manage to ally with the awakened dinosaur Guttugger, award the PCs XP as if they had defeated him.

DISTRICT CONTROL: JARVIS END

Once the PCs rescue Hetamon and either defeat Natsiel or force her to flee, they can secure the chambers as a new safe house; reactivating the *Dawnflower Font* can be of a particular boon to the PCs as an additional source of healing. Word of their deeds here spreads quickly, reducing Barzillai Thrune's Authority Points by 10. In addition, control of Jarvis End reverts to the Silver Ravens as soon as they assign an NPC ally and team to patrol the district. The PCs earn 12,800 XP once control of the district is secured in this manner.

MISSION 2: RECLAIMING THE RECORDS HALL

Located in the Greens, not far from the gate to Villegre, the Kintargo Records Hall is a squat, one-story building with no windows and thick stone walls. Before the Night of Ashes, city records were stored here, but when Barzillai Thrune took office as lord-mayor, many of those records were redacted, removed, or destroyed. Today, the Records Hall is nearly empty, used primarily as a workshop by a few dozen inquisitors to craft hundreds upon hundreds of copies of Barzillai's proclamations, as well as to produce a series of tracts and volumes the lord-mayor intends to release some time in the future to present an entirely re-written chronicle of Kintargo's past—one devoid of mentions of rebellion-related activities in the city's past. If Barzillai has his way, a generation from now, few will remember that Kintargo ever stood against Cheliah's government at all. Recovering the numerous

surviving documents and shutting down this operation will help the Silver Ravens erode Thrune's control.

The orchestrator and organizer of this complex and ongoing project is one of Thrune's closest allies, a witch named Tiarise Izoni. Tiarise's focus of study is the intersection of dimensions between this world and the Great Beyond, particularly how the Material Plane intersects with Hell. It was on her advice that Barzillai sought out a copy of the *Book of the Damned* and turned to Mephistopheles to learn more about the ritual to become a genius loci. Tiarise remains loyal to the lord-mayor—if only because she's eager to study firsthand the effects of a mortal becoming a genius loci.

RECORDS HALL INTRIGUES

The results of Covert Action or Sabotage actions against the Records Hall, if successful, are as follows.

Covert Action: With a successful DC 25 Secrecy check, spies confirm that Tiarise and her familiar are not the only inhabitants of the hall. The witch is also served by a troop of inquisitors and an unknown number of additional invisible allies. A successful DC 22 Knowledge (arcana) check after hearing the spies' description identifies these invisible allies as invisible stalkers, but doesn't reveal the number. If the result of the Secrecy check exceeds the DC by 10, the spies also learn that the files the PCs seek are likely secured in the vault (area B11).

Sabotage: With a successful DC 25 Secrecy check, a team of saboteurs can arrange an ambush against the inquisitor troop stationed at the Records Hall. For 1 day after this ambush, the inquisitor troop stationed in the building is understaffed, resulting in its members' maximum hit point total being reduced to 50.

B. RECORDS HALL

The Records Hall was built strong and sturdy to protect its contents from disasters such as flooding and fire, and under Tiarise's direction, the church of Asmodeus has further bolstered the building's defenses against invasion. The building's walls have been inscribed with a lesser form of the wards on the temple of Asmodeus, magically treating them against damage (hardness 16, hp 1,080 [exterior wall] or 540 [interior wall], break DC 70) and making them resistant to transmutation effects (such as *passwall* or *transmute rock to mud*); in order to successfully affect a wall in the Records Hall with a transmutation spell, the spellcaster must succeed at a DC 25 caster level check. If the spellcaster fails, the spell is lost and magical feedback deals an amount of damage equal to twice the spell's level to the caster. Doors in the Records Hall are iron (hardness 10, hp 60, break DC 28, Disable Device DC 30), and the chambers within are lit via *continual flames* burning in lanterns hanging from hooks in the ceiling. Characters can find the secret doors in the building with successful DC 30 Perception checks.

B1. Grand Hall: Before the Night of Ashes, the front door was always left unlocked, but today, the front doors are not only locked but also defended by a *glyph of warding* that triggers if the door is opened by a creature that is not lawful evil. The hall itself is sparsely furnished and empty of decor, but if the occupants are on alert, the inquisitors have formed into a troop to guard this area.

GLYPH OF WARDING

CR 5

XP 1,600

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger touch; Reset none

Effect spell effect (*glyph of warding* [blast glyph], 5d8 sonic damage, Reflex DC 17 half); multiple targets (all targets within 5 feet)

B2. Reading Rooms: Both of these rooms feature high-backed chairs with small swinging desktops to support documents and books. Visitors to the hall would select a chair, have one of the hall's attendants bring them the documents needed, and conduct their research here so that the documents need never leave the building. Both of these rooms have gone unused of late.

B3. Lecture Hall: This room is used by Tiarise to meet with her inquisitor scribes, but is currently empty. A cord attached to a bell hangs in the northwest corner; it was traditionally used to call scribes to lectures, but Tiarise now uses this cord to cast *rope trick* if needed.

B4. Archivist's Office: Tiarise uses this office as a workshop and study. She sometimes sleeps here as well on a long couch, but doesn't consider Kintargo her home. Her actual home is a small complex in the city of Macini; she comes and goes from that site every few days via *teleport* as needed. A search of this office reveals a few incomplete scrolls, 1,200 gp in crafting supplies for the creation of scrolls, and three recently finished scrolls (all scribed at caster level 11th): a *scroll of legend lore*, a *scroll of lesser planar binding*, and a *scroll of cure critical wounds*.

B5. West Archives: Numerous 10-foot-square shelving areas once held copies of all of Kintargo's public contracts, deeds, and other documents pertaining to land use, property ownership, and the like. All of the contents of these archives are missing. Many now exist in area B11, but most have been destroyed. Fortunately, these archives were mostly duplicates, with copies still held by their actual owners throughout the city.

B6. Sorting Room: Clerks used this room as a staging area for dispersing documents to visitors or for filing new or returned documents.

B7. East Archives: Similar to area B5, these archives focused on birth and death records, and as with area B5, these archives are empty.

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RITUAL NOTES

The ritual notes found in the vault are not complete enough to allow PCs to recreate their effects, but learning about them should provide closure to earlier mysteries as well as provide clues and foreshadowing for future events.

Beckon Playmates: A ritual to lure tooth fairies into this world that involves the murder of a child.

Devil-Binding: Rituals for the binding of a devil to a living creature in order to create a devilbound creature. These notes indicate Nox and Rivozair have been subjected to this ritual.

Mephisto Manifestation: A staggeringly complex ritual intended to lure direct intervention of the archdevil Mephistopheles into events on the Material Plane.

Binding the Soul to the Stone: A ritual to transform a person into a guardian undead spirit called a nemhain. Notes further indicate Tiarise has performed this ritual on herself, but that her transformation into an undead guardian will take some time after her death. See *Pathfinder Adventure Path* #102 for more details.

Heart's Harvest: A ritual that may grant some form of immortality that seems to have been of particular interest to Barzillai. These notes mention Barzillai's genius loci ritual, which the PCs can learn more about in Part 3.

B8. Guard Station: This room was once staffed by dottari, but these days it generally houses one of the two invisible stalkers (the other patrols the hall's rooms at this time).

B9. Scriptorium: New documents were once repaired or crafted here, but now this chamber is where several inquisitors toil at producing the hundreds of proclamation copies that are posted throughout the city or work at building the revised histories of Kintargo.

B10. Security Lock: The walls surrounding this room and the vault (area B11) are as thick as exterior walls. Both doors here are protected by *arcane locks* (CL 11th) and *glyphs of warding* (see area B1).

B11. Vault: This chamber is protected by a *forbiddance* spell (DC 20, CL 12th) keyed to lawful evil. The room itself is guarded by an advanced hellcat ally named Megonya—one of Tiarise's favorite pets. She usually lets the hellcat wander the halls, but with the situation as it is now in Kintargo, she keeps the hellcat here to guard the vault. She maintains a *status* effect on the hellcat so that if anyone harms it, she knows that it and the vault are in danger and immediately comes to investigate. This room contains all of the surviving documents from the archives, as well as a locked adamantine-and-darkwood box worth 2,500 gp (hardness 20, hp 40, break DC 32, Disable Device DC 40); Tiarise carries the box's key. Inside the box can be found

several documents, including an infernal contract between Tiarise and an individual named Oughorthan. With a successful DC 25 Knowledge (history or planes) check, a character recognizes the name as that of a pit fiend servitor of Mephistopheles who aided House Thrune in defeating the Silver Ravens during the civil war. Other documents in the chest include rough notes for numerous rituals Tiarise aided Barzillai in devising or researching (these rituals are summarized in the nearby sidebar). Finally, four magic scrolls are found here—two *scrolls of legend lore*, a *scroll of planar ally*, and a *scroll of stone to flesh*.

MEGONYA

CR 8

XP 4,800

Advanced hellcat (*Pathfinder RPG Bestiary* 2 292, 153)

hp 103

CONFRONTING THE WITCH (CR 12)

The Records Hall is defended by Tiarise herself, a group of two dozen inquisitors, and a pair of invisible stalkers Tiarise conjured via *scrolls of planar binding*. When the PCs first make themselves known, Tiarise is in area B4, the inquisitors are working in area B9, one of the invisible stalkers is in areas B8, and the second invisible stalker is in a random room (roll 1d10 to determine this stalker's position, with a 1 indicating area B1, a 2 area B2, and so on; a 10 indicates the stalker is standing guard before the northern door to area B10).

As soon as the PCs are discovered and an alarm is raised, the highly trained inquisitors in area B9 take only 2 rounds to fall into formation, at which point they function as a troop. (If the PCs manage to attack the inquisitors before they organize, treat the troop as if it were dazed for those first 2 rounds.) The troop and invisible stalkers swiftly move to confront the PCs, engaging in melee.

TIARISE IZONI

CR 10

XP 9,600

Female human witch (dimensional occultist) 11 (*Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder Campaign Setting: Pathfinder Society Field Guide* 28)

LE Medium humanoid (human)

Init +2; Senses Perception +11

DEFENSE

AC 19, touch 16, flat-footed 19 (+4 armor, +2 Dex, +1 dodge, +2 natural)

hp 78 (11d6+37)

Fort +8, Ref +7, Will +9

OFFENSE

Speed 30 ft.

Melee +1 dagger +5 (1d4/19-20)

Special Attacks hexes (disguise, flight, retribution, slumber)

Witch Spell-Like Abilities (CL 11th; concentration +15)

At will—*feather fall* (self only), *fly* (self only)1/day—*levitate* (self only)

1/week—commune with familiar

Witch Spells Prepared (CL 11th; concentration +15)

6th—*flesh to stone* (DC 20)

5th—*feeblemind* (DC 19), *teleport*

4th—*charm monster* (DC 18), *cure serious wounds*,
dimension door, *phantasmal killer* (DC 18)

3rd—*bestow curse* (DC 17), *dispel magic*, *lightning bolt*
(DC 17), *speak with dead* (DC 17), *vampiric touch*

2nd—*cure moderate wounds*, *false life*, *hold person* (DC 16),
rope trick, *status*

1st—*charm person* (DC 15), *cure light wounds* (2), *mage*
armor, *unseen servant*

0 (at will)—*arcane mark*, *detect magic*, *light*, *touch of*
fatigue (DC 14)

Patron Dimensions (see page 20)

TACTICS

Before Combat Every day, Tiarise casts *false life*, *mage armor*, and *unseen servant*, all at caster level 12th via dimensional augmentation. She casts *status* in this manner as well, targeting her imp Kelaxiax, both of her invisible stalkers, and her hellcat Megonya. Tiarise drinks a *potion of shield of faith* just before combat.

During Combat Tiarise begins combat with her most dangerous spells—*flesh to stone*, *feeblemind*, and *phantasmal killer*, avoiding melee combat if possible. She retreats to take cover in the inquisitor troop if no other option is available, although doing so forces her to attempt concentration checks to cast spells. If reduced to 50 or fewer hit points, she uses *vampiric touch*, delivered by her imp familiar, on the most heavily wounded PC. She commands her *unseen servant* to pick up any items the PCs drop in combat, to open and close doors to break line of sight, or otherwise force the PCs to waste valuable time.

Morale If reduced to fewer than 20 hp, Tiarise casts *dimension door* to teleport to area B3, where she casts *rope trick* on the bell cord to go into hiding. Therein, she casts her healing spells before emerging to take up the battle again. If reduced to 20 hp or less a second time, she casts *teleport* to flee to the Temple of Asmodeus—the PCs can confront her again at Barzillai's side, and this time, she does not flee. If Tiarise is slain, her body swiftly fades away into a coil of shrieking mist that then dissipates, leaving her gear behind but no body. This begins her transformation into an undead guardian, which won't reach its conclusion until the final adventure, "Breaking the Bones of Hell." Methods exist to prevent this transformation from occurring, such as taking care to kill Tiarise while she is in the area of effect of a *hallow* spell, but once she's slain and the transformation begins, the PCs are destined to face her again in the final adventure.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 17

Feats Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Great Fortitude, Improved Familiar, Scribe Scroll

Skills Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (religion) +15, Linguistics +15, Perception +11, Spellcraft +18, Swim +3, Use Magic Device +16

Languages Abyssal, Aklo, Azlanti, Celestial, Common, Dwarven, Elven, Gnome, Halfling, Infernal, Necril, Shadowtongue, Strix, Tengu, Undercommon, Varisian

SQ dimensional augmentation, witch's familiar (devil, imp named Kelaxiax)

Combat Gear *potion of shield of faith* +3 (3), *scroll of charm monster*, *scroll of cure serious wounds*, *scroll of death ward*, *scroll of dispel magic*, *scroll of raise dead*,



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scroll of speak with dead, scroll of planar binding, scroll of true seeing, scroll of zone of truth, wand of alter self (16 charges), wand of cure moderate wounds (19 charges), wand of detect secret doors (14 charges);
Other Gear +1 dagger, amulet of natural armor +2, cloak of resistance +2, handy haversack, platinum unholy symbol of Mephistopheles, Records Hall key, rope (10 feet), spell component pouch, adamantine key worth 300 gp (for the matching box in the vault), 5 pp, 5 gp

SPECIAL ABILITIES

Commune with Familiar (Sp) Once per week, Tiarise can use her link with her familiar Kelaxiax to cast *contact other plane* as a spell-like ability. The entity contacted replies via Kelaxiax, speaking through the familiar in a disconcertingly deep voice. Tiarise gains a +4 bonus on the Intelligence check to avoid ability score decreases when using the spell in this way, and such decreases last only 24 hours rather than a number of weeks.

Dimensional Augmentation (Su) Up to five times per day, Tiarise can augment her spells by incorporating complex mathematical equations in a ritualized manner while casting, inscribing the equations on a nearby surface with chalk or ink. Doing so adds a somatic component and a material component (the chalk equations), and increases the spell's casting time to a number of rounds equal to the spell's level (if the spell's casting time is 1 minute or longer, it is not altered). Augmenting a spell in this way increases its effective caster level by 1.

Dimensions Patron Tiarise gains the following bonus spells from this patron (although she normally doesn't prepare all of them): *blink, dimensional anchor, hold portal, lesser planar binding, and rope trick*.

KELAXIAX

CR —

Male imp (*Pathfinder RPG Bestiary* 78)

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 16, flat-footed 19 (+3 Dex, +1 dodge, +7 natural, +2 size)

hp 39 (3d10); fast healing 2

Fort +3, **Ref** +6, **Will** +8

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +10 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good, detect magic*

At will—*invisibility* (self only)

1/day—*augury, suggestion* (DC 14)

1/week—*commune* (6 questions, CL 12th)

TACTICS

During Combat Kelaxiax remains invisible and perched atop Tiarise's shoulder. He casts *suggestion* on the first PC to deal damage to Tiarise, suggesting that PC drop to his knees to beg forgiveness for the assault. He attempts to sting any foe that grapples Tiarise, but otherwise avoids combat for the most part, save for when he's ordered to deliver touch spells—something he prefers to do while invisible.

Morale If Tiarise is slain, Kelaxiax flees and hides, hoping to avoid the PCs for the rest of his life.

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 17

Feats Dodge, Weapon Finesse^B

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +16, Knowledge (planes) +8, Linguistics +13, Perception +15, Spellcraft +16, Stealth +17, Use Magic Device +13

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven; *beast shape I*), improved evasion

INVISIBLE STALKERS (2)

CR 7

XP 3,200 each

hp 80 each (*Pathfinder RPG Bestiary* 181)

INQUISITOR TROOP

CR 9

XP 6,400

hp 114 (or 50; see page 122)

DISTRICT CONTROL: THE GREENS

Once the PCs recover the documents stored in the vault and disrupt the operations by either killing or driving off Tiarise, control of the Records Hall and the Greens overall reverts to the Silver Ravens once they assign an NPC to watch over the district. Barzillai Thrune's Authority Points are reduced by 20, and the PCs earn 12,800 XP. Recovery of the Mephisto Manifestation ritual notes will aid the PCs in dealing with the situation in the Temple of Asmodeus in Part 3, as detailed on page 39.

MISSION 3: THE SKINSAW FACTOR

Molly Mayapple's warning to the PCs that they've attracted the attention of the Skinsaw Cult is a significant cause for alarm, for this murderous sect of Norgorber worshipers holds great power in the neighboring city of Vyre, and the PCs should be prepared to encounter them at any time. The group of Skinsaw cultists now active in Kintargo are led by Hei-Fen, a worshiper of Norgorber who once lived in Kintargo herself. She was forced to flee the Silver City many years ago when the Hellknights of the Torrent dismantled her guild, the Gray Spiders. Her initial interest and anger toward the PCs was sparked by her discovery that they've moved into her old guildhouse,

but she has since received numerous visions and dreams that have shown her how the deaths of the PCs will aid the advance of the Skinclock, a mythical timepiece said to count down to a great change in reality caused by ripple effects as key members of society are murdered. Hei-Fen knows not what change in fate the murder of the PCs will impose upon the future, only that Father Skinsaw wishes it to be so.

The role the Skinsaw Cult plays in “A Song of Silver” is somewhat fluid. This section presents three waves of attacks the cult can throw at the PCs. In all, the killers in Kintargo consist of 18 human cultists, three arachnid horrors known as jorogumos, and Hei-Fen herself. A few additional minions beyond these have been sent on loan to Barzillai Thrune to help protect the Temple of Asmodeus. The attacks on the PCs can occur at any time or place during the adventure. A group of Skinsaw cultists might ambush the PCs as they return home from a mission. A jorogumo could invade the Silver Ravens’ home base as they rest to try to slay a PC in her sleep. Hei-Fen may even get wind of an upcoming rebellion mission and join forces with the foes awaiting the PCs at the target location.

Balgorrah: In “Turn of the Torrent,” the PCs recovered an evil magical kukri sacred to the Skinsaw Cult. This weapon, *Balgorrah*, is of critical interest to Hei-Fen, and she attempts to recover it during this adventure if possible. If the PCs destroyed the kukri, that becomes one more reason for Hei-Fen to murder them, but if the weapon still exists, at least one of the following encounters should be focused on recovering the kukri. At your discretion, if the PCs lost track of the kukri (for example, if they simply sold it to a merchant), then Hei-Fen should automatically recover the weapon. In this event, the PCs may hear rumors that the merchant they sold the weapon to turned up dead, perhaps as one of the Skinsaw murders resulting from one of Thrune’s reprisals. If she recovers the weapon, Hei-Fen entrusts it to one of her remaining jorogumo minions, who returns it to the cult’s headquarters in Vyre. At your discretion, the weapon may reappear in the hands of a future assassin in “Breaking the Bones of Hell.”

CULTIST ATTACK (CR 10)

The initial attack on the PCs from Hei-Fen’s minions is via a group of six human cultists of Father Skinsaw. These Vyre natives are fanatics, and each has crafted his own magical *skinsaw mask* into a caricature of one of the PCs or their NPC allies rather than the more typical patchwork face these masks normally depict. This initial attack works best if the cultists ambush the PCs on the streets.

There are a total of 18 Skinsaw cultists in town, so, you can repeat this encounter once more, keeping the final group of six cultists in reserve to fight alongside Hei-Fen

CULT MAGIC

While the *agile* weapon special ability is valued by thieves’ guilds of all stripes, the *skinsaw mask* is a notorious item specifically associated with the Skinsaw Cult.

AGILE		PRICE +1 bonus
SLOT none	CL 7th	WEIGHT —

AURA moderate transmutation

A character with Weapon Finesse can apply her Dexterity modifier to damage rolls with an *agile* weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. This weapon special ability can be placed only on melee weapons usable with Weapon Finesse.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, cat’s grace	

SKINSAW MASK		PRICE 1,500 GP
SLOT head	CL 3rd	WEIGHT 1 lb.

AURA faint necromancy [evil]

The wearer of a skinsaw mask gains a +2 competence bonus on Perception checks against creatures that aren’t immune to fear and a +1 profane bonus on damage rolls with slashing weapons made against living creatures. When a mask is donned, the wearer takes 1 point of Charisma damage—most Skinsaw cultists don their masks well in advance of a mission.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, <i>deathwatch</i>	

in the final attack. If you suspect your players will want to track down the cultists’ lair, consider holding off on a second attack so the PCs can face a more impressive group of cultists there.

SKINSAW CULTISTS (6) CR 5

XP 1,600

Human cleric of Norgorber 3/rogue 3

NE Medium humanoid (human)

Init +7; **Senses** Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 51 (6d8+21)

Fort +6, **Ref** +7, **Will** +6

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *war razor* +8 (1d4+3/19–20)

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Special Attacks channel negative energy 3/day (DC 11, 2d6), sneak attack +2d6

Cleric Spell-Like Abilities (CL 3rd; concentration +5) 5/day—bleeding touch (1 round), copycat (3 rounds)

Cleric Spells Prepared (CL 3rd; concentration +5)
2nd—*cure moderate wounds*, *hold person* (DC 14), *invisibility*^o
1st—*cure light wounds* (2), *disguise self*^o, *divine favor*
0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *light*
D Domain spell; **Domains** Death, Trickery

TACTICS

During Combat The cultists organize into pairs, with each focusing on a specific PC in order to maximize sneak attack opportunities. If a cultist gets to act in a surprise round, he casts *hold person* to try to end the fight before it begins. The cultists cast *divine favor* on the first round of combat, then move to flank foes. A cultist reduced to 20 or fewer hit points casts *invisibility*, then flees to heal as best he can with his spells before returning to combat to finish the fight.

Morale A Skinsaw cultist fights to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18

Feats Craft Wondrous Item, Improved Initiative, Martial Weapon Proficiency (war razor), Toughness, Weapon Finesse

Skills Acrobatics +12, Disguise +9, Knowledge (local) +4, Knowledge (religion) +4, Perception +11, Sleight of Hand +8, Stealth +12

Language Common

SQ rogue talent (finesse rogue), trapfinding +1

Gear mwk studded leather, mwk buckler, +1 war razor^{ISWG}, skinsaw mask (see page 21), 60 gp

JOROGUMO ATTACK (CR 12)

Once the PCs survive the first attack by cultists, Hei-Fen calls upon one of her three jorogumo minions for the next attempt to claim a PC's life. Jorogumos are native to distant Tian Xia, but the Skinsaw Cult in Vyre has long used them as assassins, prison wardens, torturers, and spies. Hei-Fen holds one of the three jorogumos back in reserve to defend the Skinsaw lair (see Going on the Offensive on page 23) and has loaned another to the Church of Asmodeus, but sends the third jorogumo in to infiltrate the PCs' hideout at some point when they are within. The jorogumo may attempt to use *charm person* on a low-ranking member of the Silver Ravens, or even on one of the key NPCs, to use that charmed victim as a guide to get close to the PCs, only to shift into its true form and attack with surprise. These jorogumos are, like the human cultists, fanatically devoted to Father Skinsaw, and they fight to the death. They always begin combat by summoning 1d3 giant black widow spiders so as to give themselves flanking partners.

JOROGUMO

CR 12

XP 19,200

hp 161 (*Pathfinder RPG Bestiary* 3 156)

FINAL ASSAULT (CR 13)

Hei-Fen grows frustrated once the PCs dispatch at least one group of cultists and one jorogumo. If the PCs don't discover her hideout and attack, Hei-Fen seeks out one of the groups of Thrune's agents whom the PCs haven't yet defeated (her preference is to join the dottari on Bleakbridge), and offers her aid and that of six cultists in defending the site from the PCs. Alternatively, if the PCs are preparing for a mission that involves exploration, such as going under the Silver Star or infiltrating Kintargo Keep, Hei-Fen and several other cultists may trail them, enter the building after them, and attack them at some point within once their resources are depleted.

HEI-FEN (HYBRID FORM)

CR 12

XP 19,200

Old human natural wererat cleric of Norgorber 12
(*Pathfinder RPG Bestiary* 197)

NE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 29, touch 19, flat-footed 24 (+7 armor, +4 deflection, +4 Dex, +1 dodge, +3 natural)

hp 117 (12d8+60)

Fort +11, **Ref** +8, **Will** +12

DR 10/silver

OFFENSE

Speed 40 ft.

Melee +3 *agile short sword* +16/+11 (1d6+7/19–20) or bite +8 (1d4 plus disease)

Special Attacks channel negative energy 4/day (DC 17, 6d6), curse of lycanthropy

Cleric Spell-Like Abilities (CL 12th; concentration +16)

At will—*charming smile* (DC 20, 12 rounds/day), *master's illusion* (12 rounds/day)

7/day—*copycat* (12 rounds), *dazing touch*

Cleric Spells Prepared (CL 12th; concentration +16)

6th—*harm* (DC 20), *mislead*^o (DC 20), *word of recall*

5th—*charm monster*^o (DC 19), *flame strike* (DC 19), *plane shift* (DC 19), *scrying* (DC 19)

4th—*air walk*, *confusion*^o (DC 18), *cure critical wounds*, *greater magic weapon*, *poison* (DC 18)

3rd—*blindness/deafness* (DC 17), *cure serious wounds* (2), *dispel magic*, *magic vestment*, *suggestion*^o (DC 17)

2nd—*cure moderate wounds* (2), *enthrall* (DC 16), *invisibility*^o, *spiritual weapon*, *status*

1st—*cure light wounds* (2), *disguise self*^o, *divine favor*, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *read magic*

D Domain spell; **Domains** Charm, Trickery

TACTICS

Before Combat Hei-Fen casts *shield of faith* and *air walk* on herself just before combat, and *greater magic weapon* on her short sword and *magic vestment* on her chain shirt before combat. She poisons her sword with a dose of purple worm poison before combat. She always fights in hybrid form to offset her age penalties and to gain a bite attack.

During Combat Hei-Fen uses her ranged spells in the first few rounds of combat to soften foes up or to sow discord. When three of her cultists fall, she casts *harm*, holds the charge, and steps up to deliver the spell to a PC, following up on the next rounds with melee attacks while flanking with surviving cultist allies. She wants to see the PCs die, and resists the urge to use *plane shift* to send one of them away to Abaddon, but uses this tactic on dangerous conjured foes or non-PC allies. If reduced to 40 or fewer hit points, she casts *mislead* and then seeks a hiding place to cast healing spells; she then casts *poison*, holds the charge, and seeks to return to combat with the spell as a touch attack.

Morale If reduced to 20 hp or fewer, Hei-Fen casts *word of recall* to flee back to Vyre. She may return to attack the PCs one last time, preferably during the celebrations on the bridge (see From Hell's Heart on page 62).

STATISTICS

Str 12, **Dex** 19, **Con** 17, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +10; **CMD** 29

Feats Combat Casting, Craft Wondrous Item, Dodge, Improved Initiative, Selective Channeling, Toughness, Weapon Finesse

Skills Acrobatics +12, Knowledge (local) +6, Knowledge (religion) +12, Perception +10, Stealth +17

Languages Common, Tien

SQ change forms, lycanthropic empathy

Combat Gear purple worm poison (3); **Other Gear** +1 chain shirt, +1 agile short sword, amulet of natural armor +1, belt of physical might +2 (Dex, Con), boots of striding and springing, cloak of elvenkind, contract with Barzillai Thrune to perform murders to help destabilize Kintargans' morale and to supply him with cultists and a jorogumo to aid in defending the temple of Asmodeus in return for the dottari and inquisitors of the church turning a blind eye to her actions in Kintargo, 40 gp

SKINSAW CULTISTS (6)

CR 5

XP 1,600 each

hp 51 each (see page 21)

GOING ON THE OFFENSIVE

The PCs may not be content to let the Skinsaw Cult dictate the time of their attacks, and may well choose to go on the offensive. Hei-Fen's choice of a base of operations is not hard-coded

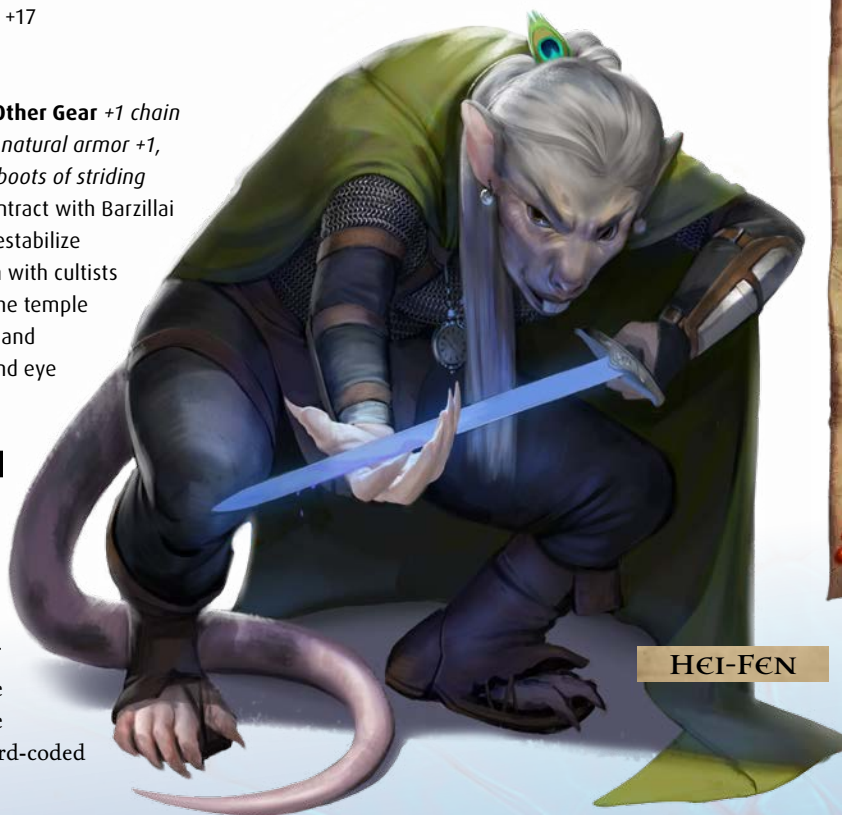
in this adventure, because she prefers to select a site once important to the PCs, if possible. If the PCs have abandoned the Wasp Nest under Long Roads Coffee House, she may move in there. More likely, she'll choose Fair Fortune Livery or even Hocum's Fantasmagorium. The final choice should be selected by you, based on your players' memories of those locations—ideally, this would be a return to a site the PCs once valued or that once caused them concern.

Learning where Hei-Fen is camped out is easier than one might suspect—after all, to a certain extent, Hei-Fen welcomes such a development. All of her cultists know where the base is, of course, so *speak with dead*, *charm person*, *detect thoughts*, and similar spells could result in the PCs learning about the site. Alternatively, they could send out a team of spies to learn more as a Covert Action. With a successful DC 20 Secrecy check, the spies learn where Hei-Fen is hiding out.

If the PCs confront her, they'll face her second jorogumo and six additional cultists, although likely not all at the same time. You should spread out these foes among different areas in the complex, having them rush to each other's aid only once an alarm is raised. The final battle here should be against Hei-Fen and her six cultist bodyguards.

DISTRICT CONTROL: VILLEGRE OR REDROOF

Once the PCs defeat Hei-Fen or force her to flee to Vyre, the Skinsaw cult's presence in Kintargo vanishes (save for



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those cultists still on loan to the temple of Asmodeus). Any murders that have been plaguing the city as a result of Barzillai's reprisals cease. The PCs can select either Villegre or Redroof to gain control of at this point. Regardless of which district they choose, as soon as they assign an NPC to it, they reduce Barzillai Thrune's Authority Points by 10 and earn 12,800 XP.

MISSION 4: THE BLEAKBRIDGE BLOCKADE

Barzillai Thrune has been slowly increasing the tax for those who cross Bleakbridge, the only river crossing that connects north Kintargo to the southern Argo Isle, but as this adventure begins, he closes the bridge down entirely. Numerous shops that lined the bridge are forced to temporarily close, their owners cowering in their shops and spending long nights without beds to sleep in, hoping that the closure will pass before the government finds a reason to seize their goods. The bridge itself is patrolled by troops of dottari, personally commanded by Vannases Trex, leader of the Kintargo dottari. In addition, rumors hold that a local gang of tengu thugs, the River Talons, has been recruited as enforcers as well. These rumors are true, but the River Talons' loyalty to the dottari is shaky at best.

Chuko, one of the Silver Ravens' newest allies, knows this, for his brother Ravzee is the leader of the River Talons. Chuko believes that if he can be smuggled onto the bridge to speak to his brother, he can convince Ravzee to turn on the dottari, and with the aid of the River Talons, the PCs will have an easier time routing the dottari from the bridge and claiming control of the important structure.

BLEAKBRIDGE INTRIGUES

The results of Covert Action or Sabotage actions against Bleakbridge, if successful, are as follows.

Covert Action: With a successful DC 25 Secrecy check, a team of spies can confirm the exact number of foes stationed on the bridge, as well as their locations. In addition, the spies can arrange for an off-site meeting with Ravzee, saving the PCs from the risk of making their own stealthy visit to the River Talon leader on the bridge.

Sabotage: With a successful DC 20 Secrecy check, a team of saboteurs can rig a trap on one of the wooden walkways that run along the outside edges of the bridge; the PCs can move through the trapped square without triggering the trap, but anyone else who enters the trapped area causes that walkway square to collapse, resulting in a 10-foot fall into the waters below if the victims fail a DC 15 Reflex save. A troop that succumbs to this trap does not fall, but instead merely takes 3d6 points damage (Reflex DC 15 half) as a few of its members fall into the river. For every 5 by which the Secrecy check result exceeds the DC, a second 5-foot square on a walkway can be trapped.

C. BLEAKBRIDGE

Bleakbridge is a 475-foot-long stone bridge that spans the Yolubilis, providing the only direct route between the two halves of Kintargo. Both sides of the bridge are lined with wooden shops, many of which feature 5-foot-wide walkways on the outer sides to allow access to back entrances to shops and private fishing platforms. The bridge is 10 feet above the waters below, supported by eight large stone towers and arches. Each of these stone towers rises 20 feet above the bridge—these buildings are used by the dottari as guard posts. The map on page 26 shows the middle of the bridge. The occupants of each shop (all 1st-level human experts) are huddled inside behind locked doors (hardness 5, hp 15, break DC 18, Disable Device DC 20), with the exception of Ravzee (area C4).

C1. Bleakbridge Span: The bridge is supported from beneath by well-maintained wooden beams; the bridge deck consists of tightly fitted paving stones. This span is guarded by two troops of dottari. The sides of Bleakbridge can be scaled with a successful DC 15 Climb check, but the bridge deck is free from traffic and places to hide.

C2. Bleakbridge Cobbler: Vernah Paskerten owns this successful but modest shop. She specializes in crafting and repairing leather boots.

C3. Curio Shop: This shop is a front, owned by the tengu Ravzee. The items for sale here are an eclectic mix of curiosities of little value.

C4. Ravzee's Home: The leader of the gang of thugs known as the River Talons, Ravzee, lives here. (See The River Talons on page 25 for more details).

C5. East Guard Tower: This guard tower is used by two dottari captains as a staging area; the stairs lead up to a platform, on which one captain always serves as a sentinel. Spotting the secret door requires a successful DC 30 Perception check.

C6. Cinnamon Bliss: Saal Morvetchti owns this shop. His apple cinnamon rolls are beloved by the city, but he hasn't fired up his oven since the bridge was closed.

C7. Queen's Jewelry Box: Leena Ravenlips owns this shop. Her costume jewelry is of relatively poor quality.

C8. Charms For the Charmed: Dath Nerekni runs this shop, which specializes in the sale of all manner of tiny carvings, fetishes, and supposed lucky charms. None of them are legitimate magic items.

C9. Hoon's Fishmarket: Lorgun Hoon owns this market, one of several located on Bleakbridge. He's been forced to supply fish to the dottari at no cost, and has been run ragged as a result.

C10. Stable: This stone building is used to house dottari mounts, but the only current occupant is Thunderscar, the horse of dottari commander Vannases Trex.

C11. West Guard Tower: This tower is currently utilized by Vannases Trex; spotting the secret door requires a successful DC 30 Perception check. The stairs

lead up to a guard post that's guarded by a third troop of dottari.

C12. Bleakbridge Cheeses and Smoked Meats: Gednah Verliss runs this shop. Like the fish-market owner, she's been forced to supply the dottari with her wares, and she worries what might happen when her supplies run out in a day or two.

C13. Sunshaders: Dars Daven runs this shop. His specialty is wide-brimmed hats and parasols that provide Kintargans with portable shade from the sun.

C14. Fine Flowers: Merilla Osenkian runs this flower shop. She's also been doing a brisk business selling mint on the black market, and fears the repercussions if the dottari find out that she's been breaking one of Barzillai's proclamations.

THE RIVER TALONS

The tengu thugs known collectively as the River Talons are one of Kintargo's bands of thugs and crooks who never quite made the transition to a full-fledged thieves' guild. While they've allied with the dottari, they haven't yet agreed to aid them directly in combat. Instead, they serve as additional sentinels, perching along shop roofs to keep watch over the bridge and give the advance warning of threats.

The River Talons' leader, **Ravzee** (CN male tengu rogue 5), dwells in area C4, where he mostly keeps to himself and constantly worries about being betrayed by his new allies. Arranging a meeting with him can be tricky, since the dottari respond quickly and violently to any intruders spotted on the bridge. The PCs can use a Covert Action to arrange a meeting with Ravzee off-site, since he can come and go without arousing suspicion. Using a *silver raven* or sneaking into his home to contact him may work as well.

After the PCs make contact, they can convince Ravzee to abandon his agreement with the dottari with a successful DC 35 Diplomacy check, but only if the PCs promise to move against the guards stationed on Bleakbridge and run them off. If Chuko is with the PCs when they attempt this deal, the PCs gain a +20 bonus on the Diplomacy check. If Ravzee agrees to the alliance, he orders his River Talons not to report on any PCs they spot approaching, and when the PCs do engage the guards, Ravzee's gang will swarm up the sides of the roof above area C11 to attack the troop stationed there. This effectively removes that troop from the fight against the PCs, but if the PCs fail to defeat the dottari on this attack, the River Talons are destroyed and cannot provide future aid.

Development: If the River Talons are destroyed, reduce Kintargo's population by 30.

Story Award: If the PCs arrange an alliance with the River Talons, award them 12,800 XP.

CONFRONTING THE DOTTARI (CR 13)

The dottari have closed Bleakbridge; other than their own agents and the River Talons, none are allowed onto the bridge. Any who break this proclamation are confronted by a dottari troop and ordered to turn back. If they ignore this command, the dottari attack immediately. If the PCs don't disguise themselves, roll a Notoriety check. If the result is lower than the Silver Ravens' Notoriety score, the dottari recognize the PCs and don't bother to give them a chance to turn back—they attack on sight.

The dottari forces consist of three dottari troops (one posted atop the roof of area C11, and two posted on the bridge itself between areas C5 and C11), two dottari captains (one in area C5 and one on the roof above), and the commander of the dottari, Vannases Trex (posted in area C11; her mount waits in area C10).



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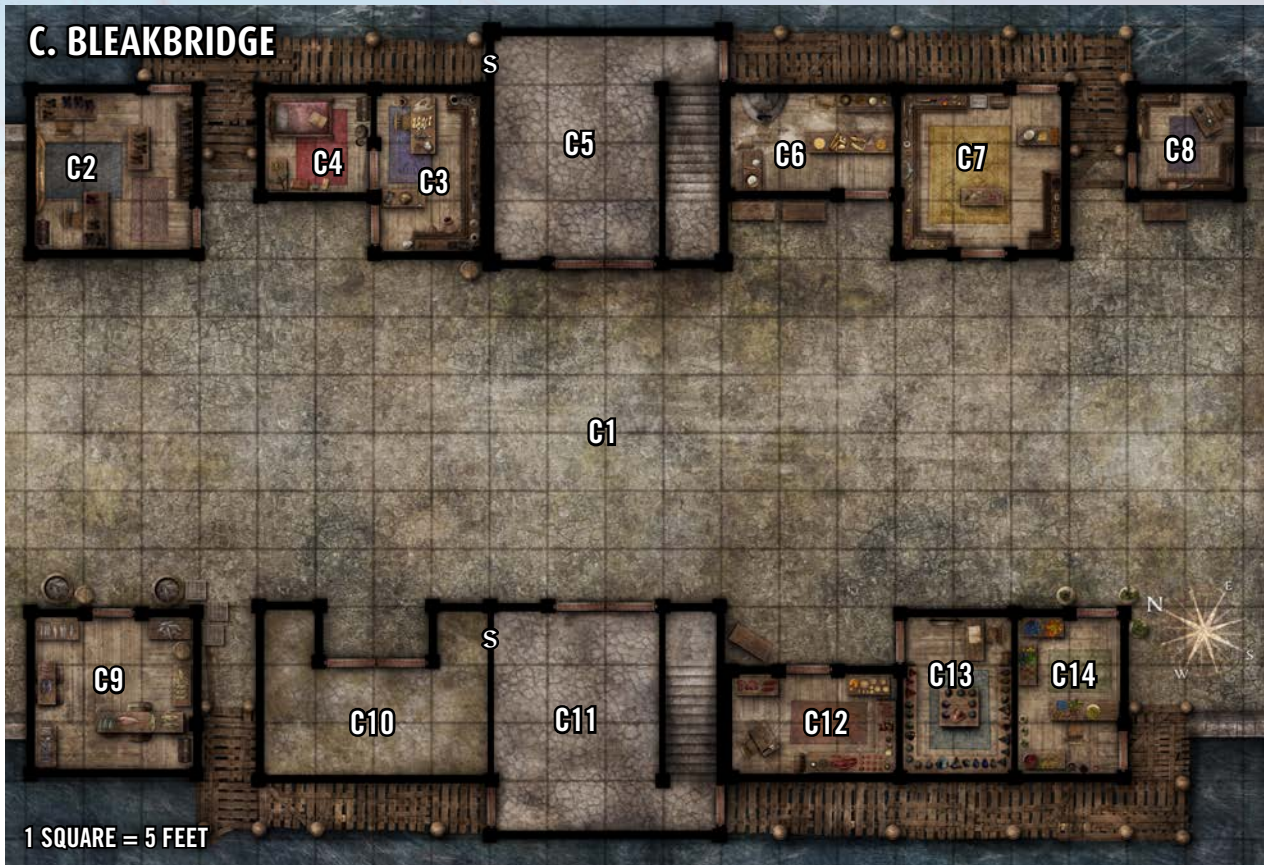
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C. BLEAKBRIDGE



1 SQUARE = 5 FEET

If the PCs try to approach stealthily, the three troops and the captain on the roof can all attempt Perception checks to notice them. If the dottari remain allied with the River Talons, they not only gain a +10 bonus on these Perception checks, but also take no penalties on their Perception checks due to distance once the PCs set foot on the area presented on the map. In addition, all of the dottari forces gain a +6 bonus on Initiative checks because of the River Talons' advance word of intruders.

If the PCs have broken up this alliance, the dottari lose these bonuses, and additionally take a -4 penalty on Initiative checks. In addition, River Talons take out the troop located atop area C11 during the PCs' attack.

Once a fight begins, the troops swiftly engage the PCs. Those on the deck move into melee, while those on the roof of C11 use their volley attacks. The dottari captains move into melee as well, as does Vannases Trex (who takes the time to go to area C10 to mount up before combat). None of the dottari flee as long as Vannases survives, but once she's defeated, any surviving troops take 4d6 points of damage (this simulates the damage to their morale as some members abandon the fight).

VANNASES TREX

CR 9

XP 6,400

Female human cavalier 10 (*Pathfinder RPG Advanced Player's Guide* 32)

LE Medium humanoid (human)

Init +2; **Senses** Perception -1

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 natural)

hp 99 (10d10+40)

Fort +10, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 lance +13/+8 (1d8+4/x3)

Ranged +1 composite longbow +14/+9 (1d8+2/x3)

Special Attacks banner +3, cavalier's charge, challenge 4/day (+10 damage, gain +3 AC), for the king, greater tactician 3/day (Duck and Cover or Shield Wall, swift action, 8 rounds)

TACTICS

During Combat Vannases mounts her horse Thunderscar and emerges from the stables as soon as possible when combat begins (unless delayed, she likely joins the fight at the start of the 4th round—or the 3rd round if the dottari act on the surprise round). She hangs back on the far side of the troops from the PCs and uses her arrows, starting with *sleep arrows* but then switching to *axiomatic arrows* against obvious worshipers of chaotic deities. She holds off issuing a challenge until she isolates a particularly dangerous foe among the PCs, at which point she charges that PC with her lance if she can.

Morale Vannases fights to the death.

STATISTICS

Str 14, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +10; **CMB** +12; **CMD** 25

Feats Deadly Aim, Dodge, Duck And Cover^{APG}, Iron Will, Mounted Archery, Mounted Combat, Shield Wall^{APG}, Toughness, Weapon Focus (longbow)

Skills Handle Animal +15, Intimidate +15, Knowledge (local) +13, Knowledge (nobility) +13 (+18 on checks involving her sovereign), Ride +11, Sense Motive +12

Languages Common

SQ expert trainer +5, lion's call, mount (horse named Thunderscar), order of the lion

Gear +1 chainmail, +1 composite longbow (+1 Str) with 4 +1 axiomatic arrows and 5 sleep arrows, +1 lance, amulet of natural armor +1, 120 gp

THUNDERSCAR

Advanced horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 76 (9d8+36)

Fort +10, **Ref** +9, **Will** +6; +4 morale bonus vs. enchantment spells and effects

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +11 (1d4+6), 2 hooves +11 (1d6+6)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 27 (31 vs. trip)

Feats Dodge, Iron Will, Multiattack, Power Attack, Run, Skill Focus (Perception)

Skills Acrobatics +3 (+11 to jump), Perception +16

SQ devotion, tricks (attack, attack any target, combat riding, come, defend, down, fetch, guard, heel, stay, work)

DOTTARI CAPTAINS (2)

CR 5

XP 1,600

Human fighter 6

LE Medium humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 61 (6d10+24)

Fort +8, **Ref** +3, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk halberd +10/+5 (1d10+4/x3)

Ranged +1 composite longbow +10/+5 (1d8+7/x3)

Special Attacks weapon training (bows +1)

TACTICS

During Combat The dottari captains prefer to let their troops engage foes while they hang back and use their longbows.

Morale As long as Vannases lives, her captains fight to the death. If she's defeated, a captain flees combat if reduced to 10 or fewer hit points.

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 20

Feats Deadly Aim, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Vital Strike, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Perception +7, Sense Motive +7

Languages Common

SQ armor training 1

Other Gear +1 breastplate, +1 composite longbow (+3 Str), mwk halberd

DOTTARI TROOPS (3)

CR 7

XP 3,200 each

hp 85 each (see page 122)

DISTRICT CONTROL: YOLUBILIS HARBOR

Once the PCs defeat the dottari, they can secure control over Bleakbridge and thus the district of Yolubilis Harbor. If they've arranged an alliance with the River Talons, they can have Ravzee command the district if they don't wish to install their own NPC ally. Reduce Barzillai Thrune's Authority Points by 25. The PCs earn 12,800 XP once control of the district is secured.

MISSION 5: JAILBREAK AT KINTARGO KEEP

Normally, an invasion of Castle Kintargo's well-defended keep would be foolish, but once Barzillai all but declares war on the Silver Ravens, many of the guards and Hellknights stationed here are put on patrol elsewhere in the city. A devoted core group lead by Paralictor Ekodyre remains on-site, but the overall defense of the Keep is at an all-time low. Jilia Bainilus, Shensen, or Octavio notes that the PCs need not even enter Castle Kintargo itself; the spire known as Kintargo Keep that rises to the northwest of the castle is their primary target. Flight, *air walk*, and similar effects should provide relatively easy access to the keep's front door—and teleportation could work as well.

Kintargo Keep is a solid stone structure containing five identical floors connected by a central stairwell and a sixth underground floor. This adventure focuses on the entrance level and this underground level—if the PCs stop to explore other floors, use areas **D2–D8** for the layouts. Note that some parties may wish to release all of the keep's prisoners, but Jilia warns them against doing so. Most of those imprisoned in the keep are actual criminals who were placed there by either Jilia herself or her predecessors, after all, and their release would only further compromise the city's safety.

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KINTARGO KEEP INTRIGUES

The results of successful Covert Actions or Sabotage against Kintargo Keep are as follows.

Covert Action: With a successful DC 25 Secrecy check, the team can provide the PCs with a map of areas **D1–D8**, and a rumor that some sort of undead guardian called the “First Warden” rules the oubliette level below the Keep.

Sabotage: With a successful DC 25 Secrecy check, saboteurs can provide the PCs with a copy of a skeleton key that can unlock any door on the entrance level of the keep (including the entrance doors), and if the PCs lack the ability to reach area **D1** via flight, teleportation, or the like, the saboteurs can cause enough distractions in the castle that the PCs can sneak uncontested through the main structure and out across the catwalk.

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The ceilings in the keep are 10 feet high. The doors are made of strong wood reinforced with metal (hardness 5, hp 20, break DC 23, Disable Device DC 30), save for the cell doors, which are made of iron (hardness 10, hp 60, break DC 28, Disable Device DC 40). The interiors are well lit via lanterns mounted on the walls at key locations, although no lanterns burn in cells, keeping them in dim light. The oubliettes (areas **D12–D13**) are entirely unlit.

D1. Keep Entrance: Entrance to the keep is via a causeway from the castle that leads to a pair of iron doors (hardness 10, hp 60, break DC 28, Disable Device DC 40) located 60 feet above ground level.

D2. Foyer: Three wooden barricades have been erected in this room to help defend it from intrusion. Each barricade is 5 feet high, provides cover, and features an array of iron spikes pointing toward the entrance door and up toward the ceiling. With a successful DC 25 Acrobatics check, a creature can leap over a barricade as part of a move action; otherwise, a successful DC 20 Climb check is needed to move past the barricades (this is a move action). Each barricade can also be destroyed (hardness 8, hp 50, break DC 28). An Acrobatics or Climb check that fails by 5 or more, or any attempt to damage the barricade with a light weapon or to break it, results in the character taking 2d4 points of damage from the spikes. These spikes are additionally coated with wyvern poison (*Pathfinder RPG Core Rulebook* 560).

D3. Asmodean Shrine: This room contains a shrine to Asmodeus, used by the Hellknights stationed here for worship. This shrine is often the target of a *desecrate* spell placed by a visiting cleric of Asmodeus (CL 7th), but if Barzillai has fewer than 60 Authority Points, no such effect is currently in place. A total of four suits of Hellknight phantom armor stand guard in this room. They are unlikely to be called out to take part in a larger fight that takes place elsewhere in the keep unless the PCs accidentally stumble into this room.

HELLKNIGHT PHANTOM ARMORS (4)

CR 5
XP 1,600 each

Advanced guardian phantom armor (*Pathfinder RPG Bestiary* 4 288, 213)

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 24, touch 13, flat-footed 21 (+9 armor, +3 Dex, +2 natural)

hp 56 each (3d8+34)

Fort +5, **Ref** +6, **Will** +8; +6 profane bonus vs. channeled positive energy

Defensive Abilities channel resistance +8; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee +1 longsword +10 (1d8+9/19–20)

TACTICS

During Combat These undead suits of armor were created in a desecrated area and have additional hit points as a result. In addition, the above statistics assume these creatures are encountered in the area of an active *desecrate* effect; if encountered outside of such an area, reduce their channel resistance to +2 and reduce all of their saving throws, attack rolls, and damage rolls by 2 as well. These Hellknight phantom armors focus their attacks on obvious worshipers of good deities if possible.

Morale The phantom armors fight until destroyed.

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 11, **Wis** 15, **Cha** 14

Base Atk +3; **CMB** +7; **CMD** 20

Feats Improved Initiative, Power Attack, Toughness

Skills Intimidate +10, Perception +10, Sense Motive +10, Stealth +11

Languages Common (can't speak)

SQ freeze (suit of armor)

Gear +1 longsword

D4. Bunkroom: This room holds 10 double bunks and a few tables where off-duty guards can relax and take their meals.

D5. Prisoner Reception: New prisoners are examined in this room on the entrance level—on lower levels, this room contains numerous cells. The stairs in this room descend down through several floors, all of which are currently empty of guards (all of the Hellknights of the Rack posted to the Keep are located on the top floor at this time).

D6. Warden's Office: The keep's warden, Paralictor Kyrre Ekodyre (see page 30), keeps her office here; a narrow bunk provides a place to rest, although Kyrre also keeps personal quarters in the castle.

D7. Records Hall: This long room contains numerous cabinets that catalog all prisoners held in the keep over the past several decades, including all recent prisoners.

(On lower floors, this space is taken up by additional cells.) The secret door to area **D7a** can be found with a successful DC 30 Perception check; this area contains sensitive records.

A search of the records here, along with a successful DC 30 Perception check, reveals two items of particular interest. First, a file on a prisoner named “Jackdaw” indicated that the prisoner in question is being held in the southeastern oubliette in the Keep’s largely forgotten lowest dungeon level, and that she remains under guard by something known as “The First Warden.”

The second record of interest is a contract between Barzillai Thrune and the Hellknight Order of the Rack. This contract, dated shortly after Barzillai Thrune took control of Kintargo, includes a promise by Barzillai to transfer all resources of the Order of the Torrent to the Order of the Rack once the latter order has been “disbanded.” Several elements in this contract go specifically against certain Hellknight traditions, and a successful DC 20 Knowledge (nobility or local) check is enough to confirm that if the Silver Ravens make these documents public, they can ensure that the Hellknights won’t further meddle in Kintargo’s future. This act not only causes any random encounters with Hellknights to be treated as no encounter, but also removes all Hellknights of the Rack from any further encounters in this adventure. In addition, the public embarrassment reduces Barzillai Thrune’s Authority Points by 5.

D8. Prison Cells: Prisoners of all stripes are kept here. Most of them are legitimate criminals, but at your discretion, you can place friendly NPCs here as well.

D9. Maximum Security Cells: Currently, these prison cells are empty. They have been long neglected, and many contain only skeletons or nothing at all.

D10. Security Chamber: A successful DC 30 Perception check is required to find the secret doors leading into this room. An undead guardian known as the First Warden protects this chamber. See *Confronting the First Warden* on page 31 for more details.

D11. Secret Hall: Four suits of Hellknight phantom armor watch over area **D9** through hidden peepholes, and will come to the aid of the First Warden if needed.

HELLKNIGHT PHANTOM ARMORS (4)

CR 5

XP 1,600 each

hp 52 each (see page 28)

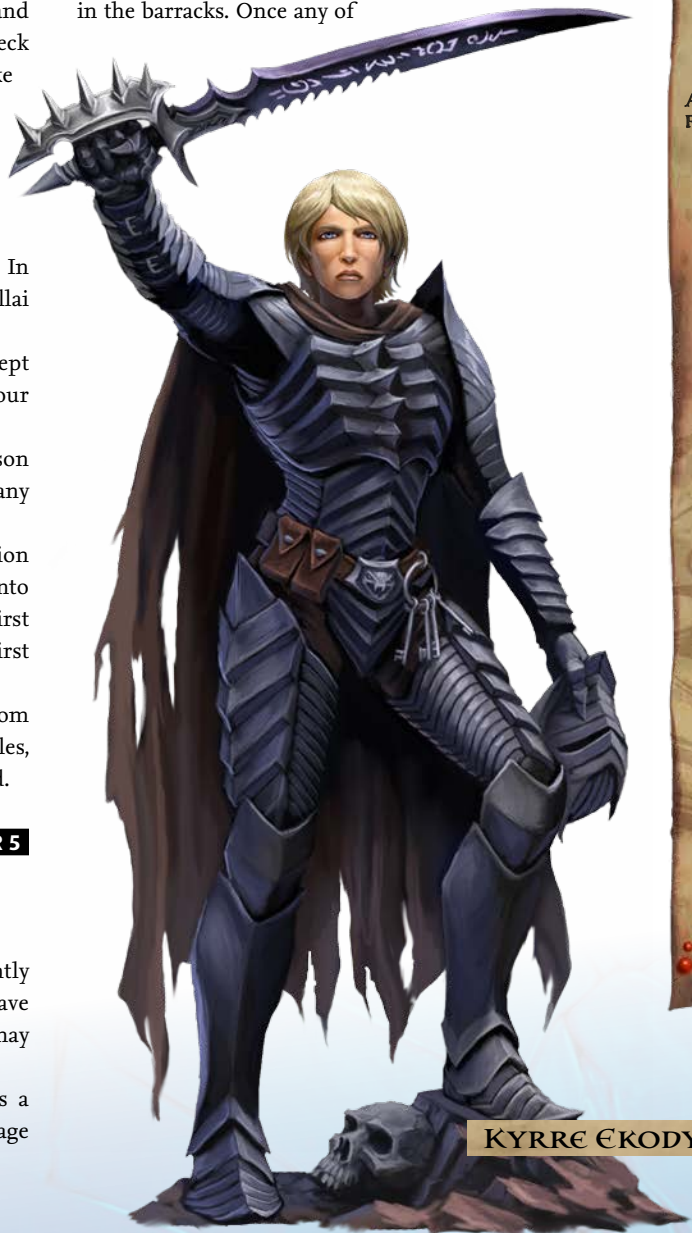
D12. Oubliettes: These oubliettes are currently empty. At your discretion, important NPCs who have been captured by Barzillai earlier in the campaign may be found here.

D13. Jackdaw’s Oubliette: This oubliette contains a single prisoner: Jackdaw. See *Rescuing Jackdaw* on page 33 for more details.

KINTARGO KEEP DEFENDERS (CR 13)

Several Hellknights of the Rack, led by Paralictor Kyrre Ekodyre, remain in place in Kintargo Keep to defend it from intruders. Fortunately for the PCs, House Thrune’s thorough redaction of Kintargo’s history was quite efficient, and while both Kyrre and Barzillai know that one prisoner remains under guard by an ancient Hellknight lich in the dungeons below, neither of them realizes Jackdaw is a significant figure to the rebellion. Her paperwork in area **D7a** merely lists her by name with no context. As a result, a relatively light contingent of guards is stationed here, and they believe Jackdaw has no particular importance.

Still, a group of six Hellknights led by a 12th-level leader pose a significant threat to a 10th-level party. Kyrre is located in area **D6** when the PCs first infiltrate the Keep, while four of the six Hellknights stand guard in area **D2**. The other two Hellknights rest in the barracks. Once any of



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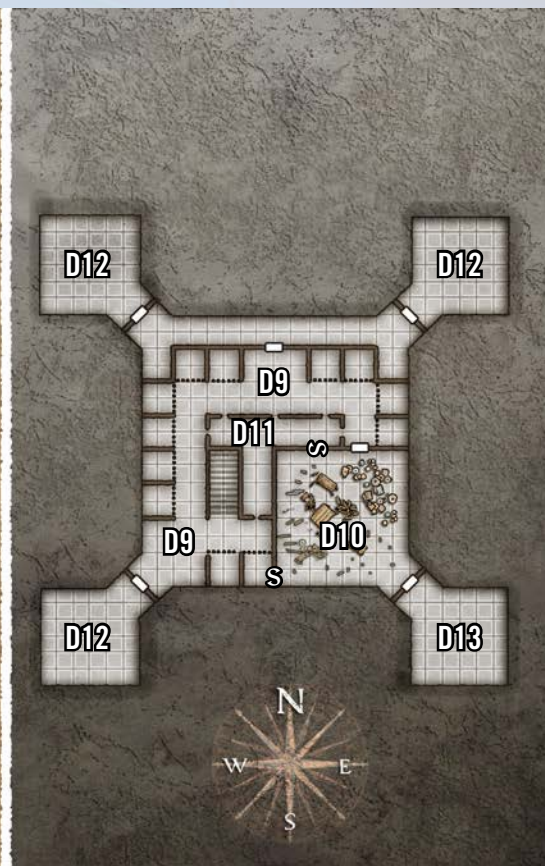
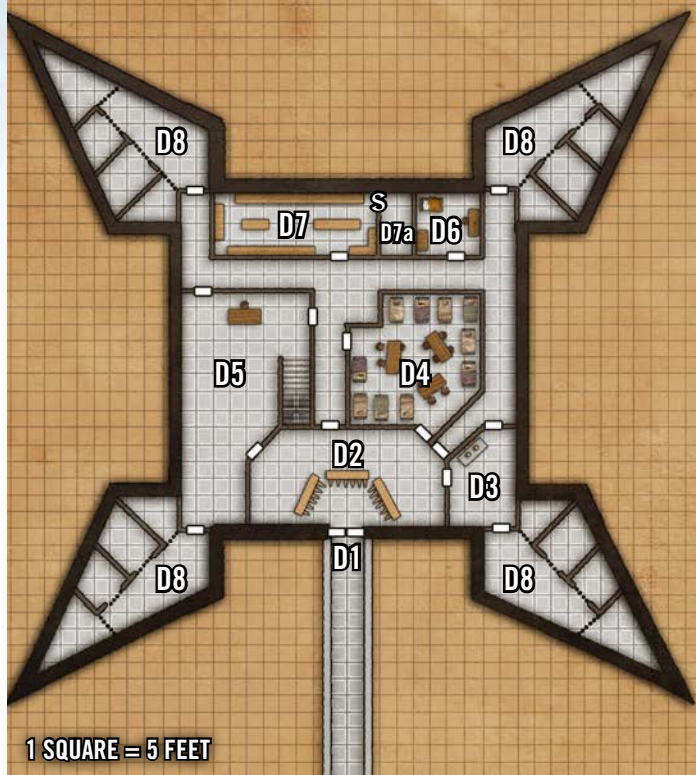
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these NPCs spot the PCs, they raise the alarm with shouts that can be heard throughout the complex. The others respond as quickly as possible, but the PCs should have 1 or 2 rounds against smaller numbers before all of the Hellknights are active in the combat.

Kyrre is a paralictor in the Order of the Rack, one of several who report directly to Lictor Richemar Alamansor. Kyrre sees her recent appointment to Kintargo as a stepping-stone to power. She hopes to someday run her order, and plans on seeking Barzillai's support in making just such a bid once this business with the Glorious Reclamation in the rest of Cheliah dies down. Until then, she serves Lord-Mayor Thruene loyally, convinced that his position as ruler of Kintargo is sound and just. Still, she's somewhat unsettled and nervous about certain elements in the contract between Barzillai and her order. She knows that the way the Order of the Torrent business was handled was not done according to Hellknight traditions. If confronted with the contract from area **D7a**, she may well agree to take her Hellknights out of Kintargo if the PCs can successfully intimidate her or succeed at a DC 26 Diplomacy check—but only if she knows that the PCs have a copy of the contract. If she believes otherwise, Kyrre can't be intimidated to comply in this manner, and the DC of the Diplomacy check increases to 41.

KYRRE EKODYRE

CR 11

XP 12,800

Female human fighter 6/Hellknight 6 (*Pathfinder Campaign*)

Setting: The Inner Sea World Guide 278)

LE Medium humanoid (human)

Init +1; Senses Perception +15

DEFENSE

AC 25, touch 12, flat-footed 24 (+10 armor, +1 deflection, +1 Dex, +3 shield)

hp 130 (12d10+60)

Fort +12, Ref +5, Will +6 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 keen adamantine longsword +19/+14/+9 (1d8+8/17-20)

Ranged mwk composite longbow +14/+9/+4 (1d8+4/x3)

Special Attacks smite chaos, weapon training (heavy blades +1)

Hellknight Spell-Like Abilities (CL 6th; concentration +7)

At will—*detect chaos*

4/day—*discern lies*

TACTICS

During Combat Kyrre uses her bow at the start of combat if the PCs are hampered by other foes in melee or on the far side of barricades, but is eager to switch to her longsword. In melee, she always uses Power Attack, making a sunder attempt with her first attack and regular attacks thereafter.

Morale Kyrre fights to the death.

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +12; **CMB** +16 (+18 sunder); **CMD** 28 (30 vs. sunder)

Feats Bleeding Critical, Critical Focus, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Shield Focus, Step Up, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +16, Knowledge (planes) +4, Linguistics +0, Perception +15

Languages Common, Infernal

SQ armor training 1, aura of law, discipline abilities (censor, wrack), force of will abilities (force of will—compulsion, force of will—fear), Hellknight armor, Hellknight order (Order of the Rack)

Gear +1 *Hellknight plate*, heavy steel shield, +1 *keen adamantine longsword*, mwk composite longbow (+4 Str), *belt of mighty constitution* +2, *ring of protection* +1, key ring (opens all cell doors in areas **D8** and **D9**), 165 gp

HELLKNIGHTS OF THE RACK (6)

CR 7

XP 3,200 each

Human fighter 5/Hellknight 3 *Pathfinder Campaign Setting: The Inner Sea World Guide* 278)

LE Medium humanoid (human)

Init -1; **Senses** Perception +12

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 armor, -1 Dex)

hp 85 each (8d10+37)

Fort +10, **Ref** +2, **Will** +6 (+7 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +14/+9 (1d8+7/19-20)

Ranged composite longbow +7/+2 (1d8+2/x3)

Special Attacks smite chaos, weapon training (heavy blades +1)

Hellknight Spell-Like Abilities (CL 3rd; concentration +4)

At will—*detect chaos*

4/day—*discern lies*

TACTICS

During Combat If faced in area **D2**, the Hellknights stand behind the barricades and fire arrows at the PCs. Otherwise, they prefer to fight in teams, attempting to flank foes if possible and using Greater Sunder with Power Attack to smash through enemy weaponry. They assume all PCs are chaotic and use smite chaos on their first targets unless they have the opportunity to use *detect chaos* and make more informed decisions.

Morale The Hellknights fight to the death.

STATISTICS

Str 17, **Dex** 8, **Con** 16, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +8; **CMB** +11 (+15 sunder); **CMD** 20 (22 vs. sunder)

Feats Greater Sunder, Improved Sunder, Iron Will, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +12, Knowledge (planes) +8, Perception +12

Languages Common

SQ armor training 1, aura of law, discipline ability (censor), force of will ability (force of will—charm), Hellknight armor, Hellknight order (Order of the Rack)

Gear +1 *Hellknight plate*, +1 *heavy steel shield*, +1 *longsword*, composite longbow (+2 Str) with 20 arrows, *cloak of resistance* +1, 315 gp

CONFRONTING THE FIRST WARDEN (CR 12)

When House Thrune first took control of Kintargo after winning the Chelish Civil War, it placed the city's castle under the control of the church of Asmodeus. This control waned after several years, reverting to the Chelish government, which appointed specialized dottari agents who reported directly to Ravounel's archduke. This rendered the castle dungeons one of the few places in Kintargo where even the city's lord-mayors had no right to go. Often, Ravounel's archduke lived in the castle, but the last two archdukes before Barzillai opted instead to live in the Chelish heartland.

None of these later inhabitants of the castle knew much about the mysterious First Warden of Kintargo Keep, and indeed many viewed the stories as little more than tall tales about an ageless warden who stalked the dungeons below the tower. In truth, the First Warden remains a very real presence in the keep. Originally an ancient warpriest of Asmodeus, she underwent a vile ritual and transformed into a lich bound to the Keep's dungeon as penance after she made a failed attempt to countermand and seize control from the region's current acting high priest. Faced with summary execution, the warpriest chose instead to offer herself up as guardian for the dungeon, to watch over the chambers where the greatest of Thrune's enemies in the region would be placed for the next 100 years.

In that time, the warpriest has long forgotten her name and all of the details of her life—the forced transformation into a lich wreaked havoc on her sanity, and she now exists only to watch over the dungeon's occupants. One by one, these occupants died of old age, and now only Jackdaw remains, sustained by the First Warden's daily castings of *create food and water* and her own stubborn will to outlast her captor.

The First Warden doesn't immediately attack intruders—she's somewhat starved for conversation, and eagerly interrogates visitors for news of the outside world. She's had no significant contact with visitors for decades; the rituals that created her keep her confined to these dungeons and so prevent her from seeking news of the world beyond this dungeon. Feel free to use the First Warden as a way to give PCs some hints about the era during the civil war, particularly how the Silver Ravens functioned in those days. Of course, once the First Warden becomes aware of the fact that the PCs are here to free Jackdaw, her patience shatters and she attacks.

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THE FIRST WARDEN

CR 12

XP 19,200

Human lich warpriest of Asmodeus 11 (*Pathfinder RPG Bestiary* 188, *Pathfinder RPG Advanced Class Guide* 60)
LE Medium undead (humanoid, human)

Init +5; **Senses** darkvision 60 ft.; Perception +27

Aura fear (DC 20)

DEFENSE

AC 31, touch 15, flat-footed 29 (+11 armor, +3 deflection, +1 Dex, +1 dodge, +5 natural)

hp 130 (11d8+77)

Fort +12, **Ref** +6, **Will** +12; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4, rejuvenation, sacred armor (+2, 11 minutes/day); **DR** 15/bludgeoning and magic; **Immune** cold, electricity, polymorph, undead traits

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +2 *merciful heavy mace* +12/+7 (1d10+3 nonlethal/19–20

plus 1d6 nonlethal), touch +4 (1d8+5 negative energy plus paralyzing touch)

Special Attacks blessings 8/day, channel negative energy 5/day (DC 20, 6d6), fervor 10/day (4d6), paralyzing touch (DC 20), sacred weapon (+2 1d10, 11 rounds/day)

Warpriest Spells Prepared (CL 11th; concentration +16)

4th—*divine power*, *order's wrath* (DC 19), *summon monster IV*

3rd—*bestow curse* (DC 18), *create food and water*, *dispel magic* (2), *invisibility purge*

2nd—*hold person* (2, DC 17), *silence* (DC 17), *spiritual weapon* (2)

1st—*command* (3, DC 16), *divine favor*, *doom* (DC 16), *sanctuary* (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *light*, *resistance*

TACTICS

Before Combat The First Warden casts *shield of faith* before combat, uses her sacred weapon ability to bolster her mace to an enhancement bonus of +2, and uses her sacred armor ability to grant her full plate the *light fortification* special ability.

During Combat Once driven to attack, the First Warden calls upon the phantom armors standing guard in area **D11** to join her, then casts *summon monster IV* to summon 1d3 fiendish constrictor snakes to fight for her. She also expends a use of fervor on that first round to cast *divine power* on herself as a swift action, then does so again on the second round to cast *divine favor* on herself. On following rounds, she continues to use fervor to heal herself each round with the most powerful inflict spells she can cast.

Morale The First Warden fights until destroyed, trusting that her phylactery will reform a new body a few days after her defeat. She doesn't quite realize, though, that her phylactery is now stored in a long-forgotten vault deep under her family's old estate in Egorian—and the estate was claimed by a rival family after her kin died out. As a result, if she's defeated, she reforms in a forgotten crypt below a distant city, where she may well serve as a plot device for a future adventure of your design, but is unable to return to Kintargo anytime soon.

STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** 12, **Wis** 21, **Cha** 20

Base Atk +8; **CMB** +9; **CMD** 24

Feats Combat Casting, Craft Wondrous Item, Dodge, Improved Critical (heavy mace), Improved Initiative, Lightning Reflexes, Mobility, Step Up, Toughness, Vital Strike, Weapon Focus (heavy mace)

Skills Intimidate +19, Knowledge (religion) +15, Perception +27, Sense Motive +27, Stealth +4

Languages Common, Infernal

SQ blessings (fire: armor of flame, fire strike, law: axiomatic strike, battle companion)

Gear +2 *full plate*, +1 *merciful heavy mace*, *headband of mental prowess* +2 (Wis, Cha)

THE FIRST WARDEN



RESCUING JACKDAW

Jackdaw is imprisoned in area **D13**, personally guarded by the First Warden. Unfortunately for the PCs, the elf's decades of solitary confinement, with only a mad lich for company and a source of food and water, have left the woman somewhat insane herself. As long as she thinks she's alone, she alternates between sleep and softly singing the "Song of Silver" to herself; the PCs could learn the song's lyrics by simply listening outside her door as a result.

Jackdaw is a frazzled elven woman, caked with filth and clad in ratty rags. She wears a rusty iron faceplate that has left sores on her—as they become infected, the First Warden uses her magic to cure the wounds and sickness before they become life threatening. Once relieved of the mask and healed of her physical and emotional wounds, Jackdaw could once again present the figure of authority and inspiration she cut in her youth, yet until then, she sees all intruders other than the First Warden as spies from Thrune and attacks at once. Unarmed, she's not a significant threat, but if the PCs aren't careful, they could accidentally kill the frail woman if they retaliate.

Once rescued and restored to full mental capacity, Jackdaw becomes a loyal and important ally (see the Appendix on page 63 for how she can help the Silver Ravens). She may be past her prime adventuring days, but is still quite capable in combat if armed and armored. Her health remains shaky, though, so while her heart may be in the fight, her body remains frail. Nevertheless, she could well serve as a replacement PC or ally in battle as you see fit. At the very least, she can give the PCs interesting information about the time before her imprisonment, and the knowledge she retains from pre-Thrune Kintargo can help to restore all manner of lost history in time.

JACKDAW

CR 10

XP 9,600

Female middle-aged elf swashbuckler 11 (*Pathfinder RPG Advanced Class Guide* 56)

CG Medium humanoid (elf)

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 17, touch 17, flat-footed 10 (+3 Dex, +4 dodge)

hp 54 (11d10–11)

Fort +1, **Ref** +10, **Will** +4; +2 vs. enchantments

Defensive Abilities charmed life 5/day, evasion, nimble +3, uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.



JACKDAW

Melee unarmed strike +9 (1d3–2 nonlethal)

Special Attacks deeds (bleeding wound, derring-do, dodging panache, evasive, kip-up, menacing swordplay, opportune parry and riposte, precise strike, subtle blade, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (3), swashbuckler weapon training +2

TACTICS

During Combat Jackdaw uses her ragged nails to make unarmed strikes against the PCs as soon as they enter her cell, drawing attacks of opportunity with each attack.

She won't stand down until her Charisma drain from the long years of isolation and insanity is healed, and will need to be restrained until this issue can be addressed if the PCs lack a method of healing her.

Morale Jackdaw fights to the death while insane, but once cured and restored, she flees combat if reduced to fewer than 10 hp—unless doing so endangers an ally, in which case she'll fight to the death to defend that friend.

STATISTICS

Str 7, **Dex** 16, **Con** 7, **Int** 16, **Wis** 13, **Cha**

17 (currently 3)

Base Atk +11; **CMB** +9; **CMD** 26

Feats Combat Reflexes, Deadly Aim, Dodge, Mobility, Point-Blank Shot, Precise Shot, Spring Attack, Weapon Focus (starknife)

Skills Acrobatics +17, Bluff +17, Disguise +14, Intimidate +17, Perception +17, Sense Motive +15, Stealth +14; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Elven, Gnome, Sylvan

SQ dare, elven magic, swashbuckler finesse

Story Award: Award the PCs 12,800 XP for rescuing Jackdaw from Kintargo Keep.

DISTRICT CONTROL: CASTLE DISTRICT

Once the PCs rescue Jackdaw and disband the Order of the Rack Hellknights stationed in the keep, Barzillai Thrune's Authority Points decrease by 20. Control of the Castle District reverts to the Silver Ravens. With Jackdaw's rescue, the "Song of Silver" becomes a resource the PCs can utilize (see the next section). The PCs earn 12,800 XP for this important step toward Kintargo's future.

THE SONG OF SILVER

The legendary "Song of Silver" once allowed the Silver Ravens to shield the city of Kintargo with a potent

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defensive ward. If the PCs recover the sheet music from the Opera House and the lyrics from Jackdaw, they can use the song created by the original Silver Ravens to bolster the city's defenders once again.

In order to function, the "Song of Silver" must be performed on stage in the Kintargo Opera House; no audience is needed, but activating the song requires a successful DC 20 Perform (sing) check. If no PC is capable of such a check, Shensen can perform the song. The performance takes only 1 minute, but once the song is successfully performed, the rooftop of the Kintargo Opera House glows with silver light for a week, during which time the effects detailed below are active. The song can be performed only once per month, so once it's activated, the PCs have only a week to take advantage of its bonuses. The effects can't be dispelled, and they persist without interruption for a week, unless the person who performed the song is slain, in which case the effects end at once.

As long as the effects persist, all weapons wielded in the Kintargo city limits count as silver for the purposes of overcoming damage reduction, and all evil outsiders must succeed at DC 25 caster level checks to use any form of dimensional travel, such as *teleport* or *plane shift*. On a failed check, the effect does not function and the creature becomes staggered for 1 round.

As the song is performed, the performer can select a number of specific targets in attendance in the audience in the Opera House to gain additional benefits from the Song's effects. In addition to the performer, each PC in attendance can be included, along with up to four NPCs of the party's choice. The selected characters gain a +4 sacred bonus on saving throws against charm and compulsion effects and become immune to fear effects for the duration of the song's effects. As an immediate action, a character can end these to automatically succeed at a saving throw or to gain the effects of *breath of life* (CL 20th). Once this action is taken, the character loses the immunity to fear and bonuses on saving throws. The song's benefits otherwise persist only as long as the character remains within Kintargo's city limits. If a character exits the city, the benefits are suppressed but not lost. The duration still runs out as normal, but if the character returns to Kintargo before the duration ends, the effects manifest again.

Story Award: The first time the PCs perform the "Song of Silver," award them 19,200 XP and reduce Barzillai's Authority points by 15.

MISSION 6: DRAGONSLAYERS (CR 14)

One of Barzillai's most dangerous allies, the blue dragon Rivozair is no stranger to Kintargo's citizens. She caused significant devastation during the unrest that hit Cheliox during its civil war, but was nearly slain by the Silver Ravens. Rivozair spent the next several decades avoiding humanity, and growing older, stronger, and wiser in her remote lair on an island west of Dismal Nitch. While she

periodically emerged to raid a passing ship or devastate the occasional small coastal village, she never returned to Kintargo. As the years wore on, her hatred of the city only grew. So when Barzillai Thrune tracked her down and offered her the chance to seek revenge, Rivozair was willing to pay the price: becoming a devil-bound ally of House Thrune.

The dragon returned to Kintargo a few nights after the Night of Ashes, using a *dimension door* spell from Barzillai's *book of infinite spells* to teleport into a newly created hidden chamber below the Kintargo Opera House. Now and then, she emerged via the same method to fly off into the Kintargo hinterlands to feed, but until this adventure begins, Barzillai has held his draconic ally in check. He recently had her relocate her lair to the Temple of Asmodeus (area E36); she likely lost control of the *book of infinite spells* to the PCs in the process but retained her own treasure. As this adventure begins, Barzillai unleashes the dragon, who periodically attacks the city to help maintain the lord-mayor's control.

It's only a matter of time before Rivozair is sent against the PCs, but she's initially wary of the encounter—though these are not the same heroes who defeated her before, they represent the same group. Still, the opportunity to slay the Silver Ravens entices her, and when Barzillai finally gives her the order to act, she does so eagerly. Rivozair emerges from her lair in the temple, perches on the balcony (area E34) and roars, then launches into the sky to seek out the PCs.

The timing of Rivozair's attack depends on the PCs, and occurs either once they finish the other five missions or once they reduce Barzillai's Authority Points to 0. If the PCs finished the other five missions, Rivozair may emerge and swoop toward their current location to attack at once. She might assault the PCs as they're returning home to their hideout, or attempt to draw them out by attacking an allied NPC or a landmark such as the Kintargo Opera House. Choose the nature of her attack and the timing for maximum excitement and drama. Having her attack Bleakbridge is a particularly excellent choice, since this allows you to use the fold-out tactical map of the area again. Note that the dragon is a deadly foe, and if you think your PCs will need the help, feel free to have several allied NPCs at hand to aid in the fight (and perhaps die tragic deaths). On the other hand, if your PCs have been doing particularly well, perhaps they're due an earlier visit from the dragon than this adventure anticipates!

RIVOZAIR

CR 14

XP 38,400

Female adult horned-devil-bound blue dragon (*Pathfinder RPG Bestiary* 4 56, *Pathfinder RPG Bestiary* 94)

LE Huge dragon (earth)

Init +5; **Senses** dragon senses, see in darkness; Perception +22

Aura electricity (5 ft.), frightful presence (180 ft., DC 22)

DEFENSE

AC 37, touch 9, flat-footed 36 (+4 armor, +1 Dex, +24 natural, -2 size)

hp 200 (16d12+96); regeneration 5 (good spells, good weapons)

Fort +15, **Ref** +13, **Will** +13; +4 vs. poison

DR 5/magic; **Immune** electricity, paralysis, sleep; **Resist** fire 30; **SR** 25

Weaknesses contract bound

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +23 (2d8+13), 2 claws +23 (2d6+9), tail slap +21 (2d6+13), 2 wings +21 (1d8+4)

Space 15 ft.; **Reach** 10 ft.

Special Attacks desert thirst, breath weapon

Spell-Like Abilities (CL 16th; concentration +20)

At will—*create water*, *ghost sound* (DC 14), *minor image* (DC 16), *ventriloquism* (DC 15)

3/day—*dispel good*, *fireball* (DC 17)

1/day—*summon* (level 8, 1 barbed devil 100%)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*invisibility*, *mirror image*

1st (7/day)—*mage armor*, *protection from chaos*, *ray of enfeeblement* (DC 15), *reduce person* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *mage hand*, *message*, *open/close* (DC 14), *prestidigitation*

TACTICS

Before Combat Rivozair casts *mage armor* on herself well before combat begins.

During Combat Rivozair opens combat with her breath weapon, then circles back in flight, summons a barbed devil, and casts *mirror image* before landing amid the PCs to engage them in melee. In melee she uses Arcane Strike (the bonuses are included in her statistics above), using her breath weapon or a *fireball* now and then to hit multiple PCs at once. Against a single particularly dangerous foe, she retreats to range and hits that target with *ray of enfeeblement* and *reduce person* before returning to melee.

Morale If reduced to fewer than 30 hit points, Rivozair casts *invisibility* and flees the region for a time; she may well return to attack the PCs again during the celebration of the Silver Span (see From Hell's Heart on page 62).

STATISTICS

Str 29, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 18

Base Atk +16; **CMB** +27; **CMD** 38 (42 vs. trip)

Feats Arcane Strike, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Toughness

Skills Bluff +23, Fly +12, Intimidate +23, Knowledge (arcana) +22, Knowledge (religion) +22, Perception +22, Sense Motive +22, Spellcraft +22, Stealth +12

Languages Auran, Common, Draconic, Infernal

SQ sound imitation

SPECIAL ABILITIES

Breath Weapon(Su) Rivozair's breath weapon is hellfire. Half of the damage is fire damage and half is damage from unholy energy.

DISTRICT CONTROL: VILLEGRE OR REDROOF

Once the PCs defeat Rivozair (or force the dragon to flee), their fame spreads by leaps and bounds. The PCs can select either Villegre or Redroof to gain control of at this point. Regardless of which district they choose, as soon as they assign an NPC to oversee it, they earn 12,800 XP. Perhaps most importantly, though, the defeat of one of Barzillai's most powerful allies shatters his control over Kintargo and instantly reduces his Authority Point total to 0. By slaying the dragon, the PCs put the paracount on the defensive, and set the stage for the taking of the Temple of Asmodeus as detailed in Part 3.

Story Award: Once the PCs reach this point and force Lord-Mayor Thrune to retreat, award them 12,800 XP.

PART 3: UNDER THE DEVIL'S BELLS

As soon as the PCs reduce Barzillai Thrune's Authority Point total to 0, the lord-mayor realizes that the Silver Ravens have the upper hand. Barzillai knows that if he's slain before he dies of old age, his soul won't fully bond with the *soul anchor* deep under Kintargo where his extracted heart remains. If this happens, he will be sent to Hell to suffer decades of torment before having the chance to return as a genius loci, and thus he now seeks to hunker down in the temple and wait out the uprising until he can receive proper support from the queen of Cheliax. Unfortunately, Queen Abrogail II has her hands full with the Glorious Reclamation, which recently seized control of the city of Westcrown. Help is unlikely to come for Barzillai, and he knows it. As a result, he recruits the aid of the Kintargan high priest of Asmodeus, Corinstian Grivenner, to undertake a dangerous and potent ritual to invoke the direct aid of the archdevil Mephistopheles himself; see the Mephisto Manifestation section on page 37 for rules regarding this development.

The PCs can take time to recover from Part 2, but should not wait too long before beginning the assault on the Temple of Asmodeus. The Mephisto Manifestation will take several days to complete, and disrupting it should be one of the next goals the PCs face. Once it's been stopped, defeating Barzillai is simply a matter of exploring the temple until the PCs can corner the lord-mayor for a final battle.

TEMPLE OF ASMODEUS INTRIGUES

The results of successful Covert Action or Sabotage actions against the Temple of Asmodeus are as follows.

Covert Action: The floor plan of the central nave and temple shop (areas E1–E4) are well known, and the PCs need only a successful DC 10 Knowledge (local) check to know the layout, but the rest of the temple's grounds have been off-limits to the public for decades. With a successful DC 30 Secrecy check, the PCs' spies can secure a map of the temple itself, including the secret doors. This map does not include the map of the belfry (area F).

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This check also allows the PCs to learn that the temple priests have begun the Mephisto Manifestation ritual. If they have recovered the notes on the ritual from the Records Hall, they may know more about how to stop this ritual (see The Mephisto Manifestation on page 37). Finally, this check lets the PCs learn that two infernal engines exist somewhere in the temple, and that these potent engines likely power many of the building's magical effects. Deactivating them will aid exploration of the complex.

Sabotage: With a successful DC 30 Secrecy check, saboteurs can infiltrate the temple and disrupt the Mephisto Manifestation ritual by performing their own counter-rituals, causing it to take 6 days to complete rather than only 3. These disruptions demoralize and vex the temple priests—all divine spellcasters in the temple take –2 penalties on Will saves, caster level checks, and concentration checks for 1 week after the successful sabotage. Furthermore, if this sabotage is successful, the Devil's Bells gain only 1d4 Infernal Power Points instead of 1d6 each time the PCs defeat an encounter (see The Devil's Bells below).

E. TEMPLE OF ASMODEUS

Before the god Aroden's death, this temple was devoted to that deity. After House Thrune took over in Kintargo, they wasted no time in turning the temple over to the Church of Asmodeus, and the surviving half-mad faithful of Aroden were sacrificed in a vile ritual aimed at forcibly converting these priests to the worship of Asmodeus in undeath. These heretical undead are housed within the belfry, and it is their malign influence that causes the Devil's Bells to ring. The temple has the following features.

Doors: The doors in the temple are made of iron (hardness 10, hp 60, break DC 28, Disable Device DC 30) and automatically lock when closed. Their locks are magical—the touch of an unholy symbol of Asmodeus, when wielded by a loyal worshiper of Asmodeus or any archdevil, unlocks a door for 1 minute. A successful *dispel magic* spell against CL 15th dispels one of these locks for 1d4 rounds as if it were a magical item.

Infernal Engines: A pair of magical power generators called infernal engines exist on the temple's upper floor: one in area E29 and another in area E38. If one of these two engines is disabled or destroyed, certain location-based magical effects in the temple are canceled, as detailed in the individual encounters.

Lighting: Periodic glowing pentagrams on the walls and ceiling provide normal light in the temple chambers, unless otherwise indicated.

Unhallowed: The entire interior of the temple functions as if under the effects of an *unhallow* spell with an *invisibility purge* effect that targets creatures that aren't lawful evil. This effect ends if both infernal engines are shut down.

Walls: The magically treated reinforced masonry walls (hardness 16, hp 540, break DC 70) have been infused with potent wards that render them resistant to transmutation effects (such as *passwall* or *transmute rock to mud*); in order to successfully affect a wall in the temple with a transmutation spell, the spellcaster must succeed at a DC 30 caster level check. If the spellcaster fails, the spell is lost and magical feedback deals an amount of damage equal to three times the spell's level on the caster. Ceiling height in the rooms surrounding the central nave is just under 20 feet, giving even the surrounding rooms in the temple a cavernous feel.

THE DEVIL'S BELLS

The Devil's Bells ring out each time the PCs defeat an encounter (what exactly constitutes an encounter is left to you to determine, but should generally consist of a single numbered encounter area. If the PCs activate multiple encounter areas at once, they all count as a single encounter for this purpose). Each time the bells ring out, they gain 1d6 Infernal Power Points (or 1d4 points if the temple has been sabotaged). Whenever the bells reach more than 10 Infernal Power Points, they ring out with a thunderous blast of sound that creates one of the effects on the table below, and their Infernal Power Points decrease by 10. If one infernal engine is disabled or destroyed, it instead takes 15 Infernal Power Points for the Devil's Bells to ring out—if both engines are shut down, it requires 20 Infernal Power Points. These effects target only intruders. The Devil's Bells can be countered via a bard's countersong ability; doing so requires the bard to expend one use of bardic performance and succeed at a DC 30 Perform check.

DEVIL'S BELLS RESULTS

dc	Result
1	Dispel Magic: Each character is targeted by a single <i>dispel magic</i> effect (CL 15th).
2	Sonic Blast: Each character takes 6d6 points of sonic damage (Reflex DC 15 half). This is a sonic effect.
3	Confusion: Each character becomes confused for 1d4 rounds (Will DC 15 negates). This is a mind-affecting compulsion effect.
4	Summon Devil: A barbed devil appears and attacks immediately, as if conjured via <i>summon monster VIII</i> (CL 15th).
5	Vision of Torment: Each PC experiences a vision of herself being tormented forever in Hell. Treat this as a <i>phantasmal killer</i> (DC 17) targeting each PC; this is a mind-affecting fear effect.
6	Necromantic Pulse: The bells waken the restless spirits of several priests of Aroden who have been trapped in the temple walls for the past century. These spirits manifest as 1d4+2 wraiths and attack the PCs at once.

THE MEPHISTO MANIFESTATION

As this part begins, Corinstian Grivenner and several of his priests begin a long, grueling ritual in an attempt to gather the attention of the archdevil Mephistopheles, seeking to gain additional resources to defend the church and destroy the PCs. This ritual involves the sacrifice of several believers and the investiture of a large amount of profane energy, siphoned into the church's altar over the course of several days. See area **E2** for details on how this ritual affects those performing it and how it can be disrupted.

The ritual takes 3 days to complete (or 6 if the Silver Ravens successfully sabotage the ritual), starting soon after the PCs reduce Barzillai's Authority Point total to 0. Once the ritual is complete, Corinstian Grivenner must succeed at a DC 30 caster level check. If he fails, the ritual goes on for another day. He continues to attempt DC 30 caster level checks each day, and gains a cumulative +5 bonus on the check for each day after the first. Once the check is successful, Mephistopheles hears and sends six pit fiends to the temple to serve Barzillai as he sees fit. In this event, the inquisitor sends all six after the PCs to destroy them. In addition, all devils, divine spellcasters, and undead in the temple at the time the ritual is completed gain regeneration 10 (chaotic or good spells or weapons) and a +5 profane bonus to AC and on all saving throws. These boons persist for 1 month before fading. Obviously, preventing this ritual from reaching its successful end is tantamount to the PCs' survival!

E1. TEMPLE FOYERS (CR 7)

Each of the iron doors providing access to the temple are locked tight and warded by a *greater glyph of warding*.

Trap: Each of the doors have been protected by a *greater glyph of warding*, placed recently by Corinstian Grivenner to affect any creature that is not lawful evil that opens the doors. With the temple closed, he has little fear of someone other than one of the PCs triggering either door's trap. Those who succumb to a glyph are transported to a random point on Nessus in Hell.

GREATER GLYPH OF WARDING (2)

CR 7

XP 3,200 each

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Effect spell effect (spell *greater glyph of warding*, plane shift to Hell [Nessus], Will DC 20 negates)

Read the following aloud once the PCs make it past the doors.

A grand, forty-foot-wide hall leads into an immense circular chamber beyond. The walls here are adorned with glowing pentagrams and carvings of hellscape.

NAVE REINFORCEMENTS

Not all of the occupants of the temple assemble to defend the nave if the alarm is raised, but many of them do, as summarized below. The time they take to arrive in the nave once the alarm is raised is listed in parenthesis.

Area E36 (0 rounds): If Rivozair still lives and has retreated here, she roars and launches off the balcony to join the fight immediately.

Area E15 (1 round): The bone devils from the inquisitors' workshop teleport in swiftly in response to the alarm.

Area E19 (2 rounds): The Gardener casts quickened *invisibility* and uses *dimension door* to join the fight, appearing in the hellfire. She then casts quickened *mirror image* and quickened *shield* if necessary.

Area E7 (3 rounds): The harrower Zella Zidlii and the four priests here move into the nave to join the fight as soon as possible.

Area E40 (3 rounds): Barzillai moves to the balcony in area **E36** to look out over the fight and observe the PCs, joining in the battle if the PCs seem to be getting the upper hand.

Area E14 (4 rounds): The priests resting here move quickly to respond to the alarm.

Area E16 (4 rounds, or based on inhabited body): If the hellwasp swarm is inhabiting a creature, it moves to join the battle here as soon as possible. Assuming a speed of 30 feet, it can arrive in 4 rounds, but this could be slower or faster depending on its adopted body.

Area E22 (5 rounds): The Skinsaw cultists come to the defense of the nave, but immediately abandon the temple if Corinstian is slain.

E2. INFERNAL NAVE (CR 15)

The domed ceiling of this immense, two-hundred-foot-diameter hall of infernal worship rises to a height of just over one hundred and twenty feet above. A set of five great ribs of red stone arch up to support the dome—murals of hellfire and damnation cover the space between these ribs. They meet at the apex of the dome above the room's center, and at this convergence shimmers a twenty-foot-diameter disk of red fire, from which descends a churning column of similar flame, creating a pillar of infernal light in the room's center. Five red stone pillars rise up in the center of the room, which descends in a series of five pentagonal terraces to form an arena-like pit. A second set of pentagonal slabs of stone rise in the center to form a five-sided stage. To the south, the curved walls give way to a hundred-and-ten-foot-wide archway shrouded in darkness, twenty feet above which looms a balcony with a golden railing guarding its edge.

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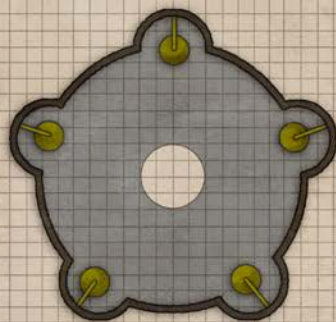
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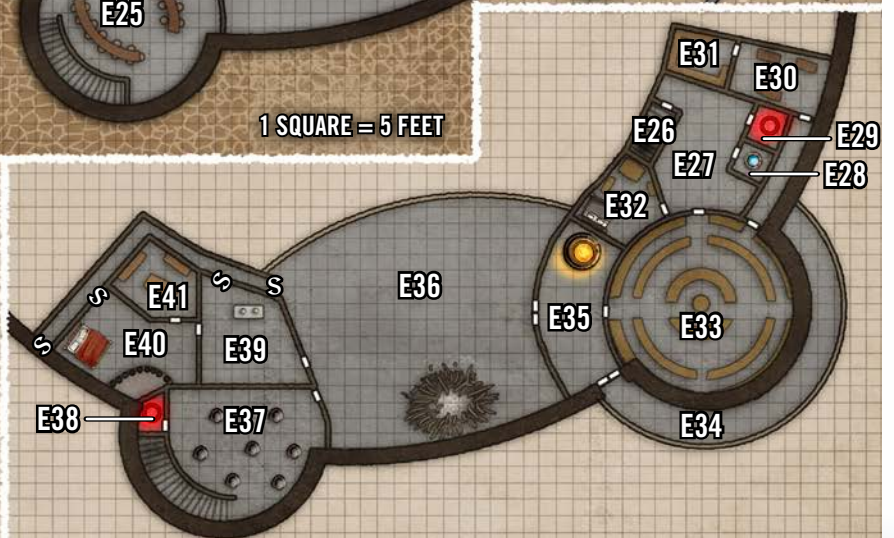


F. PROFANE BELFRY

1 SQUARE = 5 FEET



UPPER FLOOR



This immense chamber, the nave of the temple, is where the priests offered up prayers during their infernal sermons. Supplicants and worshipers would sit in the surrounding terraces to watch and pray, but while the temple could in theory house hundreds of worshipers, in Kintargo, the temple rarely had more than a few dozen. This never bothered the temple high priest, who knew that even if Kintargo's citizens did not attend worship, they still feared his master, the Prince of Darkness.

The 20-foot-wide pillar of crimson fire in the center of the room rises from the center of the stage all the way to the central dome above, where it meets a permanent *wall of force* (CL 20th). The fire itself is a column of hellfire, and it deals 10d6 points of fire damage and 10d6 points of damage from unholy energy per round to any creature that enters the column. The column of Hellfire does not harm worshipers of Asmodeus at all, and it provides concealment to all creatures within its area of effect.

Disrupting the Ritual: Disrupting the ritual is simple in concept. Its leader, High Priest Corinstian Grivenner, must be slain or rendered incapable of continuing the ritual for 24 hours. Any less lengthy interruption doesn't disrupt the ritual, provided Corinstian can resume the ritual with at least five mortal and five devil assistants. Tactics for those involved appear in the Creatures section below.

Creatures: Until the Mephisto Manifestation ritual is complete, this chamber is occupied by a dangerous number of powerful foes, although many of them are focused on maintaining the ritual and do not take direct action against intruders unless they are attacked first. They raise an alarm as soon as they spot intruders. They can attempt to notice anyone who enters the central area, but not those in the foyers, because of their semi-distracted state. The alarm, when raised, causes the Devil's Bells to peal out in a clangor of sound that doesn't trigger any of the supernatural effects listed on page 58 but does alert the temple's defenders. In this event, see the sidebar on page 37 to determine allies' responses to the alarm. Note that this room's CR is based only on the creatures taking part in the Mephisto Manifestation ritual, not additional creatures who answer the cry of alarm. The PCs would be wise to avoid entering this central area entirely and work their way through the surrounding rooms to whittle down the temple's defenders. You should consider allowing PCs who use spells like *divination* or *commune* to seek advice before attacking the temple to learn this key bit of tactical advice.

The participants of the ritual include the following.

High Priest Corinstian Grivenner: The high priest of the temple stands within the pillar of hellfire in the room's center, where he leads the ritual.

High Priestess Aluceda Zhol: The high priestess of the allied temple of Zon-Kuthon stands guard just inside of the darkness of area E3, watching and waiting in case she's needed to defend the ritual performers.

Host Devils and Asmodean Priests: Next to each of the five pillars stand a host devil and a priest, both facing into the room's center as they focus on performing the ritual.

CORINSTIAN GRIVENNER

CR 11

XP 12,800

Male human cleric of Asmodeus 5/exalted 7 (*Pathfinder Campaign Setting: Inner Sea Gods* 200)

LE Medium humanoid (human)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 26, touch 13, flat-footed 26 (+9 armor, +4 deflection, -1 Dex, +4 shield)

hp 122 (12d8+65)

Fort +12, **Ref** +2, **Will** +12; +4 profane bonus vs. fire

OFFENSE

Speed 20 ft.

Melee +2 *unholy heavy mace* +16/+11 (1d8+8)

Special Attacks channel negative energy 4/day (DC 13, 3d6)

Spell-Like Abilities (CL 12th; concentration +13)



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Constant—*protection from good*
7/day—*copycat* (7 rounds), *fire bolt* (1d6+2 fire)
1/day—*deeper darkness*

Cleric Spells Prepared (CL 12th; concentration +16)
6th—*heal*, quickened *hold person* (DC 16), *mislead*^o (DC 20)
5th—*greater command* (DC 19), quickened *divine favor*,
fire shield^o, *flame strike* (DC 19)
4th—*cure critical wounds*, *freedom of movement*, *greater magic weapon*, *sending*, *unholy blight*^o (DC 18)
3rd—*bestow curse* (DC 17), *cure serious wounds*, *dispel magic*, *fireball*^o (DC 17), *magic vestment* (2)
2nd—*bull's strength*, *death knell* (DC 16), *produce flame*^o,
resist energy, *spiritual weapon*, *status*
1st—*command*^o (DC 15), *cure light wounds* (3), *sanctuary*
(DC 15), *shield of faith*
0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *read magic*
D Domain spell; **Domains** Fire, Devil, Evil

TACTICS

Before Combat Corinstian takes time to cast *magic vestment* on his buckler and chainmail and *greater magic weapon* on his *unholy heavy mace* before combat. If he notices intruders, he also casts *bull's strength* and *shield of faith* on himself (enhancing both with his *metamagic rod*) in anticipation of a fight. He also casts *status* every day on a group of four erinyes devils, using his *lesser rod of extend metamagic*, then sends those devils to guard area **E33**.

During Combat Once he's attacked, Corinstian moves to the edge of the hellfire so he benefits from concealment from foes but his own vision isn't blocked. In so doing, he makes sure he's positioned such that one of the Asmodean priests can come cast *shield other* on him as soon as possible. He supports his minions with ranged spells, but focuses on defending his lover Aluceda Zhol if she's being attacked. In melee, he casts quickened *divine favor* (this is included in his statistics above) and casts *fire shield* before moving to use his mace, preferring to strike those who appear to be divine spellcasters of good or chaotic faiths. If he notices the devils in area **E33** are being harmed or attacked via his *status* spell, he alerts those in the nave and sounds the alarm, then sends Aluceda up to alert Barzillai so that they can join in the defense of the chamber.

Morale Corinstian fights to the death.

STATISTICS

Str 16, **Dex** 8, **Con** 18, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +8; **CMB** +14; **CMD** 24

Feats Craft Wondrous Item, Deific Obedience^{SG}, Improved Initiative, Quicken Spell, Selective Channeling, Skill Focus (Knowledge [religion]), Toughness

Skills Bluff +1 (+3 when divine brand is visible), Diplomacy +14 (+16 when divine brand is visible), Disguise -7, Intimidate +10, Knowledge (local) +7, Knowledge (religion) +19, Spellcraft +9

Languages Common

SQ +4 to save vs. fire effects, divine brand, domain (trickery), hell's corruption, religious speaker, vitality

Gear chainmail, buckler, +1 *unholy heavy mace*, belt of mighty constitution +2, rod of lesser extend metamagic, 533 gp

ALUCEDA ZHOL

CR 12

XP 19,200

Female elf vampire cleric of Zon-Kuthon 7/umbral court agent 4 (*Pathfinder RPG Bestiary* 270, *Pathfinder Campaign Setting: Paths of Prestige* 58)

LE Medium undead (humanoid, elf)

Init +9; **Senses** darkvision 90 ft., low-light vision; Perception +27

DEFENSE

AC 30, touch 19, flat-footed 24 (+5 armor, +3 deflection, +5 Dex, +1 dodge, +6 natural)

hp 137 (11d8+84); fast healing 5

Fort +14, **Ref** +11, **Will** +14; +2 vs. enchantments, +4 vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** sleep, undead traits; **Resist** cold 10, electricity 10; **SR** 22

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +11 (1d4+4 plus energy drain)

Special Attacks blood drain, channel negative energy 9/day (DC 19, 4d6), children of the night, create spawn, death's kiss, dominate (DC 21), energy drain (2 levels, DC 21), shadow chains

Spell-Like Abilities (CL 11th; concentration +17)
8/day—touch of darkness (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +14)
5th—*slay living* (DC 19), *spell resistance*, *summon monster V*^o (summons 1d3 shadows)
4th—*air walk*, *enervation*^o, *poison* (DC 18), *sending*, *spell immunity*
3rd—*bestow curse* (DC 17), *contagion* (DC 17), *deeper darkness*^o, *dispel magic*, *speak with dead* (DC 17)
2nd—*blindness/deafness*^o (blindness only) (DC 16), *bull's strength*, *death knell* (DC 16), *hold person* (DC 16), *sound burst* (DC 16), *spiritual weapon*
1st—*command* (2, DC 15), *divine favor*, *obscuring mist*^o, *sanctuary* (DC 15), *shield of faith*
0 (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *stabilize*
D Domain spell; **Domains** Darkness, Undead^{APG}

TACTICS

Before Combat Aluceda casts *air walk*, *magic vestment*, *spell resistance*, and *shield of faith* before combat.

During Combat Aluceda uses *air walk* to stay away from melee, then uses ranged spells on foes; she starts with a *summon monster V* and follows with other spells thereafter, but tries to stay within 30 feet of at least one PC so she can attempt to dominate that PC with her gaze if the opportunity presents itself. She uses touch spells in melee, but often holds the charge and then delivers them with her slam attack so she can use energy drain

on foes at the same time. If Corinstian is defeated, she alerts Barzillai with a *sending* unless the inquisitor has already joined the fight, then retreats to area **E9** to join her minions there.

Morale Aluceda fights until destroyed, then becomes gaseous and retreats to her closest coffin (in area **E9**).

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 16, **Wis** 18, **Cha** 22

Base Atk +8; **CMB** +11; **CMD** 30

Feats Alertness, Blind-fight, Combat Casting, Combat Reflexes, Craft Wondrous Item, Deceitful, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Tenebrous Spell, Toughness

Skills Bluff +36, Diplomacy +10, Disguise +21, Knowledge (nobility) +21, Knowledge (religion) +17, Perception +27, Sense Motive +14, Spellcraft +17, Stealth +13

Languages Common, Elven, Infernal, Necril, Shadowtongue

SQ blessings of darkness, change shape, elven magic, eyes of darkness (5 rounds/day), gaseous form, shadow jump, shadowless, spider climb, tenebrous magic

Combat Gear *wand of enervation* (9 charges);

Other Gear +2 *glamered studded leather*, *cloak of fangs*^{UE}, *glove of storing*, *headband of mental prowess* +2 (Wis, Cha)

SPECIAL ABILITIES

Blessings of Darkness Aluceda's cleric levels stack with her umbral court agent levels for the purpose of determining the effects of her Darkness domain abilities.

Shadow Chains (Sp) When Aluceda uses her touch of darkness ability, she manifests shadowy chains that increase the reach of her touch attack by 5 feet. A creature struck by this attack must succeed at a DC 18 Reflex save or be entangled for 1d4 rounds in addition to the normal effects of the ability.

Shadow Jump (Su) This ability functions as the shadowdancer ability of the same name.

Tenebrous Magic Aluceda receives the Tenebrous Spell feat as a bonus feat and can apply its effects without increasing the spell's level (all of her spells have been enhanced by this feat). This feat (detailed on page 15 of *Pathfinder Campaign Setting: Inner Sea Magic*)

boosts a spell's effective caster level and save DCs by 1 when the spell is cast in darkness or dim light, and attempts to dispel such a spell take a –2 penalty (double these modifiers if the spell has the darkness or shadow descriptor or is of the shadow subschool). She must succeed at a concentration check (DC = 15 + 2 × spell's level) to cast such a spell in bright light, and attempts to dispel such a spell in bright light gain a +4 bonus.

Umbral Courtier (Ex) Aluceda gains a +4 competence bonus on Bluff, Diplomacy, and Knowledge (nobility) checks—these bonuses are included in her statistics above.

ASMODEAN PRIESTS (5)

CR 6

XP 2,400 each

Human cleric of Asmodeus 7

LE Medium humanoid (human)

Init –1; **Senses** Perception +4

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, –1 Dex, +2 shield)

hp 63 each (7d8+28)

Fort +7, **Ref** +1, **Will** +9

Resist fire 10

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *heavy mace* +8 (1d8+2)

Special Attacks channel negative energy 4/day (DC 14, 4d6)

Cleric Spell-Like Abilities (CL 7th; concentration +11)

7/day—*fire bolt* (1d6+3 fire), *touch of law*

Cleric Spells Prepared (CL 7th; concentration +11)

4th—*air walk*, *order's wrath*⁰ (DC 18), *sending*

3rd—*cure serious wounds* (2), *dispel magic*, *fireball*⁰ (DC 17)

2nd—*cure moderate wounds* (2), *hold person* (DC 16), *produce flame*⁰, *shield other*

1st—*burning hands*⁰ (DC 15), *command* (DC 15), *cure light wounds* (3), *sanctuary* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *light*

D Domain spell; **Domains** Fire, Law

TACTICS

During Combat These priests protect their superiors; when in the presence of Aluceda or Corinstian, one priest moves to cast *shield other* on a superior while others move in to refresh the spell as their



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colleagues die. They use *sending* to raise alerts, and *air walk* to pursue fleeing foes. Otherwise, the priests focus on channeling energy or using their attack spells. They switch to melee only when forced, or when doing so would prevent a foe from engaging a superior in melee. An Asmodean priest prefers to save his healing spells to aid his betters, but if reduced to 10 or fewer hit points, he casts *sanctuary* and then moves to support allies with healing rather than continue direct combat.

Morale Asmodean priests fight to the death.

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13

Base Atk +5; **CMB** +6; **CMD** 15

Feats Brew Potion, Combat Casting, Selective Channeling, Toughness, Weapon Focus (heavy mace)

Skills Intimidate +8, Knowledge (religion) +10, Spellcraft +10

Languages Common

Combat Gear *potion of cure moderate wounds* (3), *potion of cure serious wounds* (2); **Other Gear** +1 *chainmail*, +1 *light steel shield*, +1 *heavy mace*, silver holy symbol of Asmodeus, 20 gp, 6 sp, 7 cp

ADVANCED HOST DEVILS (5)

CR 7

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary* 4 288, 53)

Development: If one infernal engine is taken off-line, the column of hellfire vanishes. If both engines are off-line, the *wall of force* vanishes, opening the way into area F1 above.

Story Award: If the PCs disrupt the Mephisto Manifestation ritual, award them 19,200 XP.

E3. THE PRINCE'S PULPIT (CR 13)

Creature: This entire area is shrouded in absolute darkness akin to that created by a *deeper darkness* effect (CL 20th), a supernatural field of midnight powered by the infernal engines above. This area was once the heart of the temple when it served Aroden. Today, empty of decor and furnishings, it is the den of a vile magical beast from the depths of hell—a fiendish amphisbaena that cannot abide the light and was born and bred in the darkest pits of Erebus to serve Asmodeus's favored minions. Known as a serpent of darkness, this creature slithers and hisses as it patrols its occluded domain, but does not emerge from the dark. The serpent of darkness is here not so much to serve as a guardian as to profane the once-sacred Arodenite sanctum with its infernal touch, but it ferociously attacks anyone it recognizes as an intruder to the temple.

SERPENT OF DARKNESS

CR 13

XP 25,600

Fiendish variant advanced amphisbaena (*Pathfinder RPG Bestiary* 2 292, 25)

N Huge magical beast (extraplanar)

Init +8; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent, see in darkness; **Perception** +23

DEFENSE

AC 27, touch 13, flat-footed 22 (+4 Dex, +1 dodge, +14 natural, -2 size)

hp 174 (6d10+65); fast healing 5 (only in darkness)

Fort +13, **Ref** +12, **Will** +7

Defensive Abilities split; **DR** 10/good; **Immune** petrification; **Resist** cold 15, fire 15; **SR** 18

Weakness darkness dependency

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee 2 bites +19 (3d6+8/19–20)

Space 15 ft.; **Reach** 5 ft.

Special Attacks poison, smite good

TACTICS

During Combat The serpent of darkness prefers to attack the strongest, most heavily armored foes if an obvious champion of a good deity is not apparent. It uses smites good with its first attack in combat, and is fond of using Power Attack (taking a -4 penalty to deal 8 extra points of damage on each hit), but abandons this tactic if it can't hit its current foe with at least one bite per round.

Morale The serpent of darkness fights to the death in the dark, but if reduced to 40 hp or less while in any amount of light, it flees to find a dark place to hide and heal.

STATISTICS

Str 26, **Dex** 18, **Con** 21, **Int** 5, **Wis** 17, **Cha** 8

Base Atk +13; **CMB** +23; **CMD** 38 (can't be tripped)

Feats Ability Focus (poison), Dodge, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Power Attack

Skills Acrobatics +12, Climb +16, Perception +23, Stealth +0, Swim +16

Languages Infernal (cannot speak)

SPECIAL ABILITIES

Darkness Dependency (Ex) While in darkness, the serpent of darkness has fast healing 5. Outside of darkness, the serpent of darkness loses its fast healing, its damage reduction, and its spell resistance, and takes a -4 penalty on all attack rolls and saving throws.

Development: If one of the infernal engines is off-line, the darkness here becomes regular darkness that those with darkvision can see through. If both infernal engines are off-line, the darkness vanishes entirely.

E4. TEMPLE SHOP (CR 12)

The curved walls of this room are covered with shelves holding all manner of unholy symbols, pentagram-adorned jewelry, evil-looking tomes, statuettes of devils, and paintings depicting hellscape, devils, and worse. A counter separates the store-like chamber from an alcove to the east.

This chamber is where the temple of Asmodeus sells wares to citizens and worshipers. Arrangements for healing spells are handled here as well, along with the sale of potions, scrolls, and other approved magic items.

Creatures: The shop is tended by an imposing, 10-foot-tall creature—an unusually sadistic mercane named Ahrli. Unlike most mercanes, Ahrli is a devotee of Asmodeus, and in particular he enjoys making money off of deals that ultimately harm good-aligned customers. The mercane wears a *ring of mind shielding* to hide his unusual alignment, but the fact that he operates out of the temple and is attended by a silent but glowering barbed devil should keep the PCs on their toes.

When he spies the PCs, Ahrli engages them in a friendly manner, explaining that he's merely an eager merchant looking to make some money. He's signed a contract to serve the temple for several more years but claims to have no interest in the PCs' business here. This is, of course, a bluff; he hopes to sell the PCs his cursed gear so that they'll be hampered in their attempts to harm the temple. If the PCs see through his ruse or attack, Ahrli smirks and orders his barbed devil companion to deal with the PCs while he escapes via *plane shift*. He leaves his *secret chest* here for a day or two, hoping the PCs loot its curses in the meantime, but does not return to the temple.

AHRLI CR 6

XP 2,400

Male advanced mercane (*Pathfinder RPG Bestiary 2* 292,188)
LE Large outsider (extraplanar)

hp 63

BARBED DEVIL CR 11

XP 12,800

hp 138 (*Pathfinder RPG Bestiary 72*)

Treasure: In addition to the *ring of mind shielding* Ahrli wears, he keeps several cursed items in his *secret chest*; unlike most mercanes, Ahrli keeps the chest nearby, knowing that if he's slain, his collection of curses can still vex or harm his slayers. Ahrli charges the normal asking prices for the items he claims they are so as to not arouse suspicion. The items include a *bag of devouring* he claims is a *bag of holding* (type I), a *gauntlet of fumbling* he claims is an empty *glove of storing*, a *necklace of strangulation* he says is a *periapt of health*, and a *stone of weight* he claims is a *pink rhomboid ioun stone*.

Not all the items in his chest are cursed, of course. Among them are a few items he intends to sell to legitimate worshipers of Asmodeus once this "Silver Raven business" blows over. These include a *potion of cure serious wounds*, a *scroll of restoration*, a *necklace of adaptation*, and a *pink and green sphere ioun stone*; he may sell one of these legitimate items to the PCs if he thinks that it will help earn their trust.

E5. WORKSHOP

This workshop seems to be focused on the creation of alchemical supplies and potions, although a small forge sits against the southern wall.

Treasure: The temple priests use this shop to craft potions and magic items. Currently, there are 40 pounds of miscellaneous supplies worth a total of 3,500 gp in this room, but no completed items.

E6. LIBRARY (CR 11)

Floor-to-ceiling shelves filled with hundreds upon hundreds of books line the walls of this room, while a long table with several high-backed chairs sits in the room's center.

Creature: The temple's library consists of an extensive collection of books about Hell, the worship of Asmodeus and archdevils, and similar topics. The library is watched over by a contract devil named Nezramerrian. Sent to serve as the librarian here as punishment for failing to deliver a complex contract to his own masters, Nezramerrian has several decades left in his punishment, and evinces a combination of shame, humility, and frustration. He does not take part in the greater defense of the temple, but views any intruders here to his domain as a welcome opportunity to vent some frustrations. He attacks on sight, and fights to the death, since his terms of punishment offer no other option.

NEZRAMERRIAN CR 11

XP 12,800

Advanced contract devil (*Pathfinder RPG Bestiary 3* 290, 76)
hp 162

Treasure: No magical books are stored here, but the books that are here are worth 1,600 gp in all. If used to aid in research for Knowledge (arcana or planes) checks regarding Hell or related topics, the books grant a +4 bonus on the attempt.

E7. REDACTORIUM (CR 12)

Nearly a dozen scrivener's desks line the walls of this room. Between them stand wooden towers containing stacks of parchment, ink, pens, and tiny razors and knives for the scraping away of text from paper or parchment.

While many churches or monasteries feature scriptoriums, this Temple of Asmodeus features something that's just the opposite—a workshop known as a redactorium, where scribes work to adjust, change, and erase history as needed. Most of the revision of Kintargo's history occurred in this very room.

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Creatures: Of late, the redactorium hasn't been as busy. Barzillai is less interested in reforming the past than he is in manipulating present events. Still, a group of four Asmodean priests work diligently here on various minor projects under the watchful eye of another of Barzillai's minions, a Varisian harrower who sold her brothers and sisters to a visiting Chelish slaver in Korvosa many years ago in return for passage to Cheliax and a letter of recommendation to House Thrune. Zella Zidlai first came to be obsessed with Asmodeus during her early years in Korvosa's Acadamae, and while she isn't a divine spellcaster, she's as deeply religious as any Asmodean priest. She has served the church for several years, providing arcane spellcasting to shore up their needs or advice from harrow readings, all in return for the hope of earning a special place in Hell once she dies. Her obsession with Hell extends to her custom-designed harrow deck—the card backs feature pentagrams, while the art itself is all of a decidedly infernal theme.



ZELLA ZIDLAI

Zella spends most of her time here crafting new harrow decks, hoping to see her personal design some day gain popularity in Cheliax and beyond. If she hears trouble nearby, she casts *prying eyes* and starts looking around the temple, but if she hears the alarm in the nave, she leads this room's priests to area E2 to join the fight.

ZELLA ZIDLAI**CR 10****XP 9,600**

Female human harrower 6/wizard 5 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 276)

LE Medium humanoid (human)

Init +4; **Senses** Perception +12

DEFENSE

AC 24, touch 16, flat-footed 19 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +4 shield)

hp 105 (11d6+64)

Fort +7, **Ref** +8, **Will** +9; +1 vs. enchantment

OFFENSE

Speed 30 ft.

Melee +2 *defending bladed scarf* +11 (1d6+2)

Special Attacks hand of the apprentice (7/day), harrow casting

Harrower Spell-Like Abilities (CL 11th; concentration +15)
1/day—*divination*

Wizard Spells Prepared (CL 11th; concentration +15)

6th—*chain lightning* (DC 20)

5th—*prying eyes*, *sending*

4th—*black tentacles*, *dimension door*, *locate creature*, *scrying* (DC 18)

3rd—*dispel magic*, *fireball* (DC 17), *haste*, *spiked pit*^{APG} (DC 17), *suggestion* (DC 17)

2nd—*cat's grace*, *create pit*^{APG} (DC 16), *false life*, *glitterdust* (DC 16), *rope trick*

1st—*charm person* (DC 15), *grease*, *mage armor*, *magic missile*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *light*, *message*

TACTICS

Before Combat Zella casts *cat's grace*, *mage armor*, *false life*, and *shield* before combat. In addition, each morning she performs a blessing of the harrow for Barzillai. Make sure to note what effect her blessing grants to herself and Barzillai (since this is a random bonus, it is not already calculated into her statistics or Barzillai's).

During Combat Zella begins combat with *chain lightning*, then follows with her pit spells to keep the PCs from controlling the battlefield. She enjoys using her spirit deck attack on severely wounded enemies in hopes of killing them with the attack. If forced into melee, she fights with her bladed scarf, using its bonus to aid her AC while she seeks to move to range or find allies so she can return to spellcasting.

Morale Zella is eager to meet her final reward in Hell, but believes suicide will undo her hard work. She fights to the death as a result.

STATISTICS

Str 10, **Dex** 18, **Con** 16, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 21

Feats Arcane Strike, Combat Casting, Craft Magic Arms and Armor, Dodge, Exotic Weapon Proficiency (bladed scarf), Harrowed^{ISWG}, Scribe Scroll, Toughness, Weapon Finesse

Skills Craft (painting) +16, Fly +18, Knowledge (arcana) +18, Knowledge (religion) +18, Perception +12, Perform (string instruments) +13, Spellcraft +18

Languages Common, Draconic, Infernal, Shadowtongue, Shoanti, Varisian

SQ arcane bond (+2 defending bladed scarf), blessing of the harrow, spirit deck, tower of charisma, tower of intelligence, tower of strength

Gear +2 defending bladed scarf, belt of mighty constitution +2, cloak of resistance +1, ring of protection +1, infernal-themed harrow deck worth 600 gp, 146 gp

SPECIAL ABILITIES

Blessing of the Harrow (Su) Once per day, Zella can spend 10 minutes to provide a 24-hour-long bonus by performing a harrowing for herself and all allies within 20 feet. Roll 1d6 to determine the results: 1 = +1 on all attack rolls, 2 = +1 to AC, 3 = +1 on weapon damage rolls, 4 = +1 on all skill checks, 5 = +1 on all saving throws, 6 = +1 on caster level checks and concentration checks.

Harrower Abilities To speed game play, Zella's harrower class abilities presented here use die rolls to resolve their effects, but you can use the rules given in the harrower prestige class if you have a *Pathfinder Cards: Deluxe Harrow Deck*.

Harrow Casting (Su) Up to six times per day, Zella can perform a harrow casting by adding a somatic component and focus component (her harrow deck) to a spell as she casts it. When she does so, she rolls 1d6 three times: 1 = Zella gains the tower of charisma; 2 = Zella gains the tower of intelligence; 3 = Zella gains the tower of strength. The bonuses granted by these tower effects stack. She gains no benefit from results of 4–6.

Spirit Deck (Su) As a standard action once per day, Zella can create a translucent harrow deck made of force and cause it to strike a target within 30 feet. She rolls 1d6 six times to determine how much force damage the deck deals (the results are cumulative): 1 = 5 points of damage; 2–3 = 3 points of damage; 4–5 = 1 point of damage; 6 = 0 points.

Tower of Charisma (Su) Each time she rolls a 1 when using harrow casting, Zella increases the spell's save DC by 1.

Tower of Intelligence (Su) Each time she rolls a 2 when using harrow casting, Zella adds a +1 bonus on rolls made to penetrate Spell Resistance.

Tower of Strength (Su) Each time she rolls a 3 when using harrow casting, Zella's spell deals 1 extra point of damage per damage die (if the spell deals hit point damage).

ASMODEAN PRIESTS (4)

CR 6

XP 2,400 each

hp 63 each (see page 41)

E8. SACRISTY

The northwest wall of this room features several towering mirrors. Cabinets line the walls to the northeast and southwest.

This room is where priests prepare for rituals. The mirrors allow them to ensure their attire is in order, while the cabinets contain supplies such as incense, robes, and other mundane items necessary for conducting Asmodean services.

Treasure: A successful DC 30 Perception check reveals a hidden stash of 2 doses of *incense of meditation*.

E9. TEMPLE CRYPT (CR 13)

This large chamber is cloaked in shifting shadows; the air carries in it the nip of frost. To the east and west, towering stone shelves laden with red pottery urns reach from floor to ceiling, while the central portion of the floor is set with dozens of pentagonal paving stones, each bearing an etched name. To the north, a wide circular pool of blood under a domed ceiling contains six stone pillars—five arranged in a pentacle around the sixth at the center. Each pillar features a honeycomb of openings that drain thick rivulets of blood down to fill the surrounding pool.

This chamber has long served the temple as a crypt. When the Asmodeans took over, they removed the remains of the priests of Aroden kept here. The shelves to the east and west contain the cremated remains of hundreds of Asmodean priests, while the bones of prior high priests and other worshipers of note lie interred below the paving stones. The blood pool and bleeding pillars to the north are relatively new additions to the room—the gruesome work of Corinstian Grivenner, created as a gift to his lover Aluceda. It was, in fact, the crafting of this grisly blood fountain that won over Aluceda's affection, and the vampiric Kuthite often visits this area.

The blood fountain is infused with unholy energy. The fountain never overflows, but as long as the pillars within it seep with blood, it infuses all of area **E9** with necromantic power. All undead in this room function as if in the area of a *desecrate* spell that contains an altar (these bonuses are calculated into the statistics for the hound below). The blood pool itself is only 2 feet deep and counts as difficult terrain for any Medium or smaller creature wading through it.

The central pillar has a hidden compartment at its base the size of a coffin; a successful DC 30 Perception check reveals the secret panel. The area within is filled with soil from Nidal, and serves as one of Aluceda Zhol's coffins. The lighting in this room remains dim at all times. Only light or darkness spells of at least 7th level can alter the light level.

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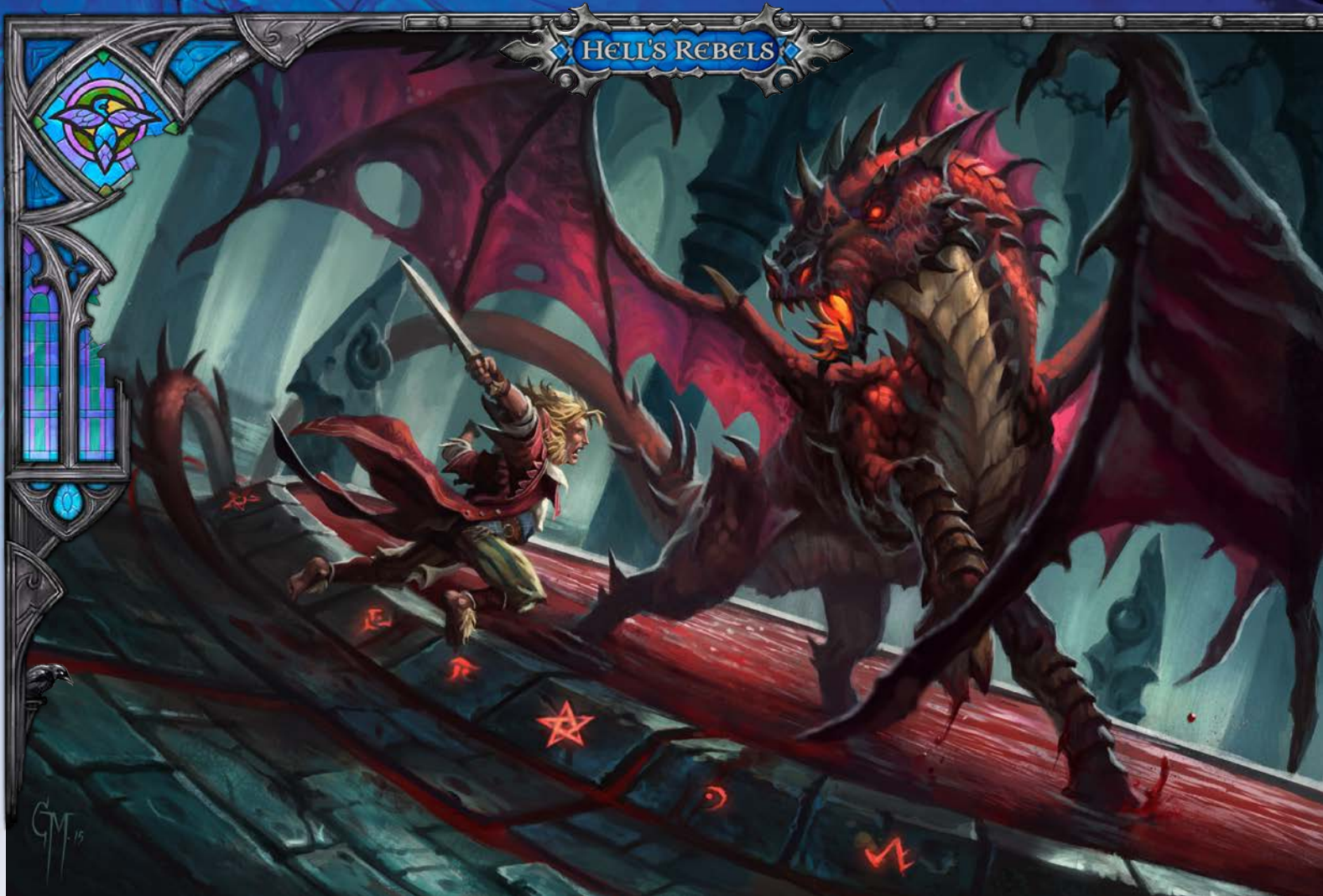
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Creatures: The blood pool is guarded by a group of five blood golems. As long as they remain standing in the blood, these golems gain fast healing 5. They can move through the blood without difficulty. Yet the golems are not the most dangerous guardian of the crypt—a 14-foot-tall dragonlike creature that appears to be made of congealed shadow lurks within the room. This horrifying monster was once an oversized shadow mastiff that appeared more as a reptilian beast than a hound, but when Aluceda encountered it, she transformed it into a vampiric minion. The vampiric hound now guards Aluceda's coffin, and all of this room, with a single-minded fury.

VAMPIRIC HOUND

CR 11

XP 12,800

Shadow mastiff vampire (*Pathfinder RPG Bestiary* 3 241, *Pathfinder RPG Bestiary* 270)

LE Large undead (outsider, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, -1 size)

hp 135 (6d8+70); fast healing 5

Fort +15, **Ref** +14, **Will** +9; +6 vs. channeled positive energy

Defensive Abilities channel resistance +4, shadow blend;

DR 10/magic, 10/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 50 ft.

Melee bite +22 (3d6+13), slam +22 (1d8+13), tail slap +17 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bay, blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19)

TACTICS

During Combat The vampiric hound begins combat by baying. The walls of this room block the bay's effects from affecting creatures in nearby rooms, but don't block the sound entirely. If she hasn't already been defeated, Aluceda comes to investigate this room in 1d4+2 rounds. After it bays, the vampiric hound moves to attack the creature closest to its mistress's coffin, making slam attacks on rounds during which it can't make full attacks.

Morale The vampiric hound fights to the death. If defeated, it becomes gaseous and retreats to its coffin in area E12.

STATISTICS

Str 33, **Dex** 17, **Con** —, **Int** 6, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +24; **CMD** 36 (40 vs. trip)

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness

Skills Acrobatics +13 (+21 when jumping), Bluff +12, Perception +27, Sense Motive +27, Stealth +20; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common (can't speak)

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

BLOOD GOLEMS (5) **CR 6**
XP 2,400 each
hp 64 each (*Pathfinder RPG Bestiary 4* 130)

Development: Aluceda Zhol can be found here if she fled a fight in area **E2** during daylight hours. If she flees while it's dark outside, she instead returns to her temple, the Shadowsquare, and may play a role during the final counterattack (see *From Hell's Heart* on page 62). If encountered here, she fights until destroyed.

If one of the infernal engines is shut down, the blood stops flowing from the pillars but the pool remains full. If both are shut down, the blood fountain runs dry.

E10. NECROMANCY CHAPEL

This chamber seems to be both a vile chapel and a torture chamber. Tables for the torment and desecration of bodies sit in the middle of the room, their tops strewn with sinister tools. Barrels filled with noxious, damp earth sit against the walls. To the south stands a looming statue of a gaunt man with coils of chains braided through dozens of wounds in his body.

The statue and many of the items in the room can be identified with a successful DC 10 Knowledge (religion) check as sacred to Zon-Kuthon, while a successful DC 20 Knowledge (religion) check suggests that the barrels of earth are for the preparation of coffins for vampires. The room functions as a chapel to Zon-Kuthon, but is used only by Aluceda Zhol.

Treasure: The vivisection tools on the tables are worth 300 gp in all, save for one long stiletto that functions as a +1 *keen dagger*. Sitting atop one closed barrel is an almost used-up *wand of animate dead* with 3 charges remaining.

E11. FUNERARY CHAPEL (CR 11)

This large room contains several long worktables for the construction of coffins or the preparation of the dead for burial. A line of shelves to the southeast holds all manner of supplies and tools for these tasks, while to the northeast, an alcove contains dozens of empty urns for ashes. The center of the room features a circular, forge-like oven large enough to accommodate something the size of a coffin.

The priests of Asmodeus are responsible for the care of Kintargo's dead. While the specialist known as the Gardener (see area **E19**) cares for the graveyards known as the Temple Gardens, the priests prepare bodies for burial or cremation. The oven in the center of the room is a magical crematorium—its fires light automatically when a coffin is placed within, dealing 8d6 points of fire damage each round to anything inside.

Creatures: While the priests are typically keep the Temple Gardens free from undead, Aluceda Zhol has placed two of her vampire minions here to wait on her. The vampires are currently engaged in the meticulous carving of a wooden coffin bearing complex designs, but immediately abandon their task to attack once the PCs enter the room. The vampires' own coffins are located in area **E12**, and they flee to that area if they're forced into *gaseous form*.

VAMPIRES (2) **CR 9**
XP 6,400 each
hp 102 each (*Pathfinder RPG Bestiary 270*)

E12. STOREROOM (CR 9)

Stacks of lumber and supplies for building coffins line the walls. At the far side of the room sit three elegant wooden coffins—two human-sized, and one nearly twice as large.

The coffins at the far end of the room belong to Aluceda's three vampire minions—the two in area **E11** and the larger one in area **E9**. The coffin-building supplies are mundane.

Creature: Situated cunningly on the floor in the center of the room is the storeroom's guardian—an advanced trapper kept in a docile state by regular visits from Tiarise and her *charm monster* spells. It waits for the second person to cross onto it before attacking, hoping to divide the PCs into different groups on either side. The trapper fights to the death unless freed from its charm, in which case it breaks off the fight at once and bargains for mercy. The trapper may even agree to accompany the PCs and aid them in fighting the temple's guardians. The creature is unusually intelligent, but doesn't really understand the situation it's found itself in and really just wants to return to its favorite domain: the sewers below Kintargo.

ADVANCED TRAPPER **CR 9**
XP 6,400
hp 149 (*Pathfinder RPG Bestiary 4* 288, 187)

E13. INFIRMARY

Four beds separated into semi-privacy by folding screens sit in the southern portion of this room, while to the north, several chairs face a long wooden counter.

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For the right price, temple priests offer healing and recovery services. If monetary payment can't be arranged, the clergy require those seeking aid to sign contracts for various forms of promised servitude. The room is currently empty.

Treasure: A successful DC 30 Perception check made while examining the counter reveals a hidden panel that contains five *scrolls of cure moderate wounds*, a *scroll of remove curse*, and two *scrolls of remove disease*.

E14. PRIESTS' CELLS (CR 11)

Each of these rooms is similarly furnished: two wooden beds sit at one end, separated by a folding wooden screen decorated with old, defunct contracts, while a table with two chairs sits at the other. In all, the nine rooms here can accommodate up to 18 priests at a time. More priests than this serve the temple, of course; these cells are used communally and only as needed by on-site priests—they aren't personal rooms.

When the PCs first enter the temple, a total of five Asmodean priests are relaxing in some of these rooms. If one is attacked, he raises the alarm and the others join in his defense. All five come to the aid of those in the nave if the alarm there is raised. On each future visit to the temple, 1d6 additional priests are located here as reinforcements, up to a potential maximum of 20 priests.

ASMODEAN PRIESTS (5)

CR 6

XP 2,400 each

hp 63 each (see page 41)

E15. INQUISITORS' WORKSHOP (CR 12)

Cages, iron maidens, racks, and other instruments of torture adorn this room, leaving little doubt as to the chamber's sinister purpose.

Creatures: Although the temple's inquisitors (with the exception of Barzillai) are all out patrolling the streets of the city or serving in the Records Hall at this time, three bone devils remain on guard here, ready to torture any prisoners delivered into their clutches. They are on call to respond to alarms from the nave, but immediately attack any intruders here as well, fighting to the death.

BONE DEVILS (3)

CR 9

XP 6,400 each

hp 105 each (*Pathfinder RPG Bestiary* 74)

E16. CELL (CR 9)

The door to this room is kept locked at all times. The chamber within is dark, and has no furnishings.

Creature: The temple priests keep a single hellwasp swarm in this chamber for special occasions. If an allied NPC has been captured by the church (perhaps

Hetamon, is if Natsiel turns him over), he is placed in this room for the hellwasp swarm to inhabit. Barzillai has found that hellwasps make a highly effective method of interrogation, and an even better method of terrorizing those who once counted the hellwasp as a friend. If an NPC ally succumbs to this swarm, it is likely just a matter of time before Barzillai sends it out to attack the PCs. If encountered here without a body, the swarm attacks at once, seeking to claim a host.

ADVANCED HELLWASP SWARM

CR 9

XP 6,400

hp 114 (*Pathfinder RPG Bestiary* 3 290, 146)

E17. STAIRWELL

These stairs lead up to area E26.

E18. CONJURATION CHAPEL (CR 13)

This large circular chamber is bare, save for a single lectern not far from the only door. No book sits on the lectern, but the wood appears scorched. In the center of the room, a softly glowing pentagram flickers on the floor.

This room has been enhanced to aid in the casting of conjuration spells with the lawful or evil descriptors; such spells cast here function at caster level + 2. The pentagram in the center of the room is a permanent *magic circle against law* (CL 20th). An investigation of the lectern confirms what appears to be the cover of a book scorched into the wooden top. Markings feature a fiendish skull and other patterns that can be identified with a successful DC 30 Knowledge (arcana or planes) check as matching the description of the diabolic *Book of the Damned*. Barzillai used a copy of that book here to study for the genius loci ritual, but has long since handed the book off to agents of Mephistopheles for their own occult purposes.

Creature: A single ice devil is bound to this chamber as a guardian; it cannot leave the conjuration chapel and thus won't move to aid in protecting the nave. It fights to the death against any intruders in this room.

ICE DEVIL

CR 13

XP 25,600

hp 161 (*Pathfinder RPG Bestiary* 77)

Development: If one infernal engine is deactivated, the permanent *magic circle* fades. If both are deactivated, the conjuration enhancement effect in the room ends.

E19. GARDENER'S WORKSHOP (CR 12)

This large room is equipped to serve as a sculptor's workshop, with a strong stone table in the middle of the room capable

of supporting several large blocks of stone. A kiln for firing pottery sits to the southwest, while pottery wheels and a workbench for smaller stone carving projects sit to the north. Several completed gravestones and a well-crafted statue of a devil sit in the antechamber to the west.

Creature: An unusual traveler from distant Vudra uses this workshop. She's never revealed her name to anyone in the Inner Sea region, and is known to her current employer—the church of Asmodeus—as “The Gardener.” Her loyalty to the church and Asmodeus is true, and it was her faith in the Prince of Darkness that led to her flight from her homeland long ago. As a strange, scaly vishkanya, she found few places in the Inner Sea that would accept her. She lived for a time in Daggermark, but repeated assassination attempts convinced her to move on. It was somewhat random chance that saw her arriving in Kintargo and being accepted by Corinstian Grivenner, who had just lost the temple's prior Gardener to a mishap involving the high priest's anger. The Gardener has worked for the temple for the past 2 decades, providing not only fine gravestones for new occupants of the Temple Gardens and exquisite urns for those who opt for cremation instead, but also helping to patrol the graveyards to keep the threat of undead down.

The Gardener is loyal to the church and responds to alarms raised in the nave. If encountered here, she's toiling on a hulking statue of Barzillai carved from red marble that she plans on turning into a stone golem as a gift for the lord-mayor. The Gardener knows it's best to have powerful inquisitors on her side rather than as enemies. She doesn't attack the PCs on sight, and is amused by their arrival. Her interrogations of them should carry a mocking air of imperious disdain for the PCs, the Silver Ravens, and all they stand for. She may offer a particularly attractive PC a discount on a gravestone if the PC agrees to spend some private time with her; any PC foolish enough to take her up on this offer will need that gravestone quickly. If the PCs attack, she sighs as if bored, observing that “So-called saviors like you are always so eager for violence—why is that, I wonder?”



THE GARDENER

THE GARDENER

CR 12

XP 19,200

Female vishkanya sorcerer 12 (*Pathfinder RPG Bestiary* 3 281)
LE Medium humanoid (vishkanya)

Init +3; Senses low-light vision; Perception +6

DEFENSE

AC 23, touch 15, flat-footed 19 (+4 armor, +3 Dex, +1 dodge, +1 insight, +4 shield)

hp 111 (12d6+67)

Fort +6, **Ref** +7, **Will** +8; +12 bonus vs. poison

Defensive Abilities poison resistance; **DR** 10/adamantine, 10/lethal; **Resist** cold 10

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +1 *disruption light mace* +6/+1 (1d6)

Sorcerer Spell-Like Abilities (CL 12th; concentration +16)
7/day—grave touch (6 rounds)

1/day—grasp of the dead
(12d6 slashing, DC 20)

Sorcerer Spells Known (CL 12th; concentration +16)

6th (3/day)—*chain lightning* (DC 20)

5th (5/day)—*cone of cold* (DC 19),
telekinesis (DC 19), *waves of fatigue*

4th (7/day)—*animate dead*, *dimension door*, *phantasmal killer* (DC 18),
stoneskin

3rd (7/day)—*dispel magic*, *fly*,
halt undead (DC 17), *haste*,
vampiric touch

2nd (7/day)—*false life*, *ghoul touch* (DC 16), *invisibility*, *mirror image*, *see invisibility*, *spectral hand*
1st (7/day)—*alarm*, *chill touch* (DC 15), *detect undead*, *mage armor*, *magic missile*, *shield*

0 (at will)—*arcane mark*,
bleed (DC 14), *detect magic*,
ghost sound (DC 14), *mage hand*, *mending*, *message*,
prestidigitation, *touch of fatigue* (DC 14)

Bloodline undead

TACTICS

Before Combat

The Gardener casts *stoneskin*, *mage armor*, *shield*, *fly*, and *false life* before combat.

During Combat

The Gardener

favors area-effect spells in combat, and tries to stay at range, moving between attacks to minimize the number of full attacks made against her. She casts

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quickened *mirror image* on the first round of the fight, then quickened *spectral hand* on the second round, saving a 6th-level slot for *chain lightning*. She uses *vampiric touch* often once her *spectral hand* is active.

Morale The Gardener fights until reduced to 20 hit points or fewer, at which point she surrenders and offers to join the PCs. She honors her word and fights with them until they encounter Barzillai, at which point she betrays the PCs and attacks them once more, this time fighting to the death.

STATISTICS

Str 9, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 18

Base Atk +6; **CMB** +5; **CMD** 20

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Eschew Materials, Quicken Spell, Still Spell, Toughness

Skills Bluff +8, Craft (alchemy) +7, Craft (sculpture) +9, Escape Artist +5, Fly +13, Knowledge (arcana) +7, Knowledge (nature) +4, Perception +6, Stealth +5

Languages Common, Vishkanya

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells), poison use, toxic

Combat Gear *scroll of break enchantment, scroll of displacement, scroll of greater invisibility, scroll of speak with dead, scroll of teleport*; **Other Gear** +1 disruption light mace, dusty rose prism ioun stone, handy haversack, 48 gp, 3 sp, 3 cp

E20. GARDENER'S QUARTERS

This is a sparsely decorated bedroom, complete with an uncomfortable-looking bed and a simple table on which grow several strange and exotic plants in ceramic pots.

This room is where the Gardener sleeps; she has little interest in physical comforts, and spends most of her hours working on her carvings or patrolling the Temple Gardens.

Treasure: The plants growing in the pots are exotic hybrids of various poisonous herbs and fungi. A successful DC 30 Craft (alchemy) check and 2d4 hours of work with the plants is enough to extract one of the following: 2 doses of black lotus extract, 2 doses of hemlock, 6 doses of id moss, 6 doses of sassone leaf residue, and a single dose of tears of death. A single successful check allows a character to harvest all available doses of a single poison, but a separate check must be attempted for each kind of poison. Failure by 5 or more results in exposure to the poison and the doses being ruined.

E21. SERVANTS' QUARTERS

Each of these four rooms features two bunk beds. These chambers were used by the temple's servants, but when this part began, Corinstian gathered all the servants in the nave and sacrificed them to begin the Mephisto Manifestation ritual. There is nothing of interest here now.

E22. COMMON ROOM (CR 13)

A long table runs down the center of this room. The walls are decorated with black-and-crimson tapestries featuring pentagram designs.

Creatures: Once used by the temple servants as a common room, this chamber is currently occupied by a group of six Skinsaw cultists led by a jorogumo, fanatics loaned to Corinstian as additional temple guards by Hei-Fen in return for permission to operate in the city without impediment. The cultists rush to defend the nave if the alarm is raised; otherwise, they spend their time here in prayer and meditation, waiting to be called upon. They eagerly attack the PCs on sight.

SKINSAW CULTISTS (6)

CR 5

XP 1,600 each

hp 51 each (see page 21)

JOROGUMO

CR 12

XP 19,200

hp 161 (*Pathfinder RPG Bestiary* 3 156)

E23. SERVANTS' CHAPEL (CR 12)

A stone altar carved with pentagrams stands at the far end of this room, flanked by statues of a handsome devil. Several long wooden pews face the altar, while tapestries depicting scenes in Hell hang on the walls. Over a dozen human bodies, their throats cut, lie amid sticky pools of blood on the floor.

The statues in this chamber can be identified as depictions of Asmodeus with a successful DC 10 Knowledge (religion) check. The temple's servants worshiped in this small chapel. After Corinstian sacrificed the 16 staff members whose bodies now lie on the floor, the Asmodean priests dumped the bodies here to get them out of the way.

Creatures: In addition to providing the soul energy needed to start the Mephisto Manifestation ritual, Corinstian's sacrifice of these 16 people resulted in several of them rising as spectres. The high priest hasn't realized this yet, but once he does (after he finishes the Mephisto Manifestation ritual), he recruits the undead as allies. Currently, six spectres haunt the room. They do not seek to leave the area, but immediately attack any intruders. Even if these undead are defeated, additional spectres may rise from the remains here unless a *hallow* spell is cast on the room.

SPECTRES (6)

CR 7

XP 3,200 each

hp 52 each (*Pathfinder RPG Bestiary* 256)

E24. KITCHEN

This dark, silent kitchen seems not to have been used in several days.

This kitchen hasn't been used since the beginning of this part of the adventure; the priests have been otherwise occupied and no staff members survive to work here.

E25. REFECTORY (CR 12)

Two immense, curving tables fill this otherwise empty room. The walls are decorated with tall, glowing stained glass windows depicting handsome devils in the act of creating contracts, torturing the damned, or slaying angels.

Creatures: The temple priests and inquisitors took their meals here, but have not done so recently. The stained glass windows all depict Asmodeus, and are fitted into alcoves lit by *continual light*. Three of the panes—the three depicting Asmodeus slaying angels—are in fact powerful stained glass golems created not long ago by the Gardener with Corinstian's aid. These golems ignore those who openly wear the holy symbols and colors of Asmodeus, but swiftly step out of their windows to attack all others who enter the room. They do not pursue foes out of the refectory.

ADVANCED STAINED GLASS GOLEMS (3) **CR 9**
XP 6,400 each
hp 120 each (*Pathfinder RPG Bestiary* 2 292, 138)

E26. STAIRWELL

These stairs lead down to area E17.

E27. HALL OF NINE INFERNOS (CR 10)

Nine towering paintings hang on the walls of this room. Each painting measures five feet wide by fifteen feet tall, hangs four feet off the floor in a frame of iron etched with unsettling runes, and bears a small plaque at the base. The paintings depict diabolical figures standing before disturbing Hellscape.

Trap: These nine portraits depict the nine rulers of Hell within their nine infernal realms. The plaques below each list in Infernal the archdevil's name and the layer of Hell he rules. The eyes of the devils seem to follow those who pass through the room, while the fires and lighting within the background of each flickers and shifts. These portraits constitute a deadly trap that affects all creatures the paintings notice who are not lawful evil. When triggered, the nine portraits seem to open into their actual represented planes of Hell to allow the eight archdevils and Asmodeus himself to step through into

the room. This effect duplicates that of a *weird* spell—those who observe it become convinced all nine rulers of Hell have come to take them away for eternal torment.

THE NINE INFERNOS **CR 10**
XP 9,600

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger visual (*detect law, detect evil, true seeing*); **Reset** automatic (1 minute); **Bypass** lawful evil alignment

Effect spell effect (*weird*, Will DC 23 disbelieves, then Fort DC 23 partial)

E28. SCRYING CHAMBER

A four-foot-wide font sits on a stand in the middle of this room, its concave surface filled with murky water that bubbles softly with a sulfurous reek. A small desk with a few papers spread across its top sits to one side of the smoking font.

The font is filled with foul waters imported from the city of Dis—the waters never evaporate (despite their constant bubbling) and function as unholy water. Corinstian uses this font for casting scrying spells. The papers on the table nearby contain notes about the Silver Ravens, divined by the high priest. The notes also contain some brief, frustrated jottings—apparently Corinstian has had trouble securing additional support from Cheliah in these troubled times.

E29. EAST INFERNAL ENGINE (CR 6)

A glowing magic circle pulses softly in the floor of this room, while tendrils of rune-worked etchings radiate out in twisting patterns across the floor from the circle's edges, traveling up the walls to dozens of glowing motes of light. The air in the room feels charged with energy and carries a faint stink of brimstone.

The magic circle here is an infernal engine: a powerful prison built to contain and harvest the life energy of an outsider trapped within. Reverse-engineered from ancient Thassilonian designs, infernal engines provide magical power and energy to many significant structures throughout Cheliah. Many of these engines are large, complex devices, but this one, like its companion in area E38, is relatively small and consists only of this single magic circle linked to the runes in the walls.

A successful DC 25 Knowledge (arcana or planes) check is enough to recognize the circle and its lines of runes as a minor infernal engine, and that it can be shut down via one of the four methods detailed in the sidebar on page 53. An infernal engine draws its power from an outsider trapped within the circle. Once so

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trapped, the outsider can still speak and remains aware of its surroundings, but can take no significant actions. It gains 1 permanent negative level per month; the save DC to remove this negative level is 20, but in time, any creature that fuels an infernal engine accumulates a number of permanent negative levels equal to its Hit Dice, at which point it crumbles to fine red ash and the engine shuts down. While imprisoned within an active infernal engine, a creature can't be removed from within the circle (as if it were locked in place via *temporal stasis*). The infernal engine offers no protection against attacks.

Creature: This infernal engine's source of energy is a rakshasa named Vizmaravash. The tiger-headed fiend currently has 8 permanent negative levels, and has largely come to peace with his situation after several months of frustrated anger. He spends his time meditating, and does not notice the entry of any visitors. He is patiently awaiting his death and inevitable reincarnation, and hopes only to retain enough fragments of memory from this life that he might seek revenge on the church of Asmodeus in his next life.

Vizmaravash wakes if attacked, and casually observes those who do so with something akin to a smile. He does

not speak unless spoken to, in which case he is calm and accepting of his fate. If the PCs wish to accelerate his death, he thanks them, and in return, Vizmaravash can tell the PCs that he was placed in the ring by Barzillai many months ago after the church of Asmodeus caught him preying upon its worshipers, tormenting them in private until they recanted their god and died atheists. Although he acted against an evil church, Vizmaravash is not a good creature, and if there are any obviously religious characters in the group, the rakshasa scoffs at them too, remarking how free they would feel if they allowed him to cut them loose from the blinders of faith before sending them into death.

If the PCs neutralize the engine, Vizmaravash does not exit voluntarily. He has accepted his fate and wishes to meet it head-on rather than stagger out with most of his life permanently drained away. Only if the PCs manage to remove all 8 of his permanent negative levels does the rakshasa regain his will to live, in which case even offers to join forces with the PCs (until reduced to 20 hit points or fewer, at which point he abandons the PCs and flees). The rakshasa bears a particular hatred for Zella Zidlii, who used a *scroll of binding* to trap him in the engine in the first place. If he allies with the PCs, he demands to seek the harrower out at once to get revenge.

VIZMARAVASH

CR 6

XP 2,400

Male rakshasa (*Pathfinder RPG Bestiary* 231)

hp 75

Weakness 8 permanent negative levels

Story Award: If the PCs deactivate this infernal engine, award them 12,800 XP. The temple's magical enhancements diminish as detailed in each encounter area.

E30. RELIQUARY (CR 10)

This room's walls are blank and bare save for a single ten-foot-diameter pentagram etched into the eastern wall that's been scrubbed with red pigment to make it stand out. Three glass display cases, each containing an apparently fresh body part on a fine red silk cushion, are the room's only furnishings.

This chamber holds three relics sacred to the Kintargan church of Asmodeus. All three are decades old but have been kept fresh by constant application of *gentle repose* spells over the years.

VIZMARAVASH

The southernmost display case bears a plaque identifying it as “Voice of the Serpent,” and contains a lower jaw (complete with immaculately styled goatee) and tongue—the tongue is forked like a serpent’s. With a successful DC 15 Knowledge (history) check, a character identifies this as the jaw of the first high priest of Asmodeus to serve in Kintargo, the half-fiend Alger Mandraxaid.

The display case to the northeast is labeled “Windows to Erebus.” It contains a pair of what appear to be freshly plucked eyes, still glistening with moisture—one eye is green and the other blue. A successful DC 20 Knowledge (history) check identifies it as having belonged to Meyib Tanessen, a changeling priestess of Asmodeus who crafted the temple’s infernal engines back in 4649 AR.

The display case to the northwest contains a severed left arm, the finger of which bears a gold-and-sapphire ring bearing the holy symbol of Aroden. The case bears a plaque that reads “Hand of the Final Fool,” and a character who succeeds at a DC 35 Knowledge (history) check identifies this arm as having belonged to Andax Tasetas. Once the high priest of the Temple of Aroden before Thrune took over, Andax now exists as the undead guardian Asmoden in the belfry above (see area F).

The cases themselves are made of glass and do not open—they must be smashed if the contents are desired. The jaw and eyes are little more than preserved flesh, but Andax’s arm could well be of use to PCs if they bring it before the huecuva in area F.

Trap: Each of the doors in this room bears a *glyph of warding* identical to those on the doors to the temple itself in area E1.

GREATER GLYPHS OF WARDING (2)

CR 7

XP 3,200 each

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (spell *greater glyph of warding*, plane shift to Hell [Nessus], Will DC 20 negates)

Treasure: The ring bearing the holy symbol of Aroden on Andax’s finger is a *ring of protection* +4. Unfortunately, Aroden’s death and Andax’s resulting madness have corrupted the ring, and it is cursed with a drawback as a result: the wearer of the ring cannot cast any divine spells.

E31. VAULT (CR 13)

The door to this room is trapped with a *glyph of warding*. See area E30 for details.

This room’s perimeter is ringed by a single, four-foot-high stone shelf, atop which sit several small chests, neatly ordered stacks of coins and bars of precious metal, and all manner of bejeweled or obviously magical treasures.

DEACTIVATING AN INFERNAL ENGINE

In order to deactivate an infernal engine, one of the following four tasks must be accomplished. Any attempt other than removing the fuel that fails to shut down the engine results in a backlash of energy that deals 6d6 points of fire damage and 6d6 points of damage from unholy energy to all creatures within a 30-foot-spread of the engine (this doesn’t affect the creature acting as the engine’s fuel).

Deactivation: A successful DC 30 Disable Device or Use Magic Device check can manually turn the engine off; this requires 2d4 rounds of work. As a full-round action, the engine can be reactivated with another equally difficult check.

Destruction: Destroying the stone into which the engine is infused destroys the engine as well. See page 36 for statistics for the temple walls (and floor, in this case). Once destroyed, the engine must be rebuilt—an expensive and difficult task that will take months at a minimum.

Neutralization: The infernal engine functions at caster level 20th. An *antimagic field* prevents it from functioning as long as the antimagic effect persists, and a *mage’s disjunction* can permanently deactivate it. *Dispel magic* and similar effects merely render it inert for 1d4 rounds, after which it reactivates if its source of fuel remains within the circle.

Remove the Fuel: Killing the engine’s source of fuel or removing it from the circle deactivates the engine. Restarting the engine requires using *planar binding* or *planar ally* to call a new outsider into the circle, or *binding* to trap an already present outsider within the circle.

Creature: This room’s only light source also happens to be its guardian—an advanced shining child bound to serve as the vault protector. The advanced shining child radiates its blinding light at all times, and thus likely affects the PCs as soon as they open the door. It moves at once to attack. While it cannot exit this chamber, it can certainly use its spells or searing ray on targets in the room beyond.

ADVANCED SHINING CHILD

CR 13

XP 25,600

hp 184 (Pathfinder RPG Bestiary 2 292, 245)

Treasure: The bulk of the temple’s treasury is stored here, but even a cursory examination reveals that much of the temple resources seem to have been used. Barzillai has not been easy on the church’s resources, for his genius loci ritual demanded significant sacrifices, as do the rituals to bind devils to souls and enact the Mephisto Manifestation.

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Still, what remains is impressive. In all, the various stacks, chests, and coffer hold 249,300 cp, 102,000 sp, 45,000 gp, 2,100 pp, and various art objects and items of jewelry worth 23,500 gp in total. In addition, the vault contains a *rod of cancellation*, a set of *ring gates* (these are sometimes used by Corinstian to retain access to the temple while he's on a journey, but both are kept here at other times), an *orb of storms* (this orb is used to enact the supernatural weather reprisals; see page 8), two *scrolls of binding* (each worth 8,000 gp and capable of affecting a creature with up to 10 HD; both scrolls contain the hedged prison version of the spell), a *scroll of resurrection*, and a *talisman of pure good* (1 charge remaining) confiscated years ago from a priest of Milani who attempted (and failed) to use the item on the church's high priest. If the PCs slay Corinstian Grivenner and retreat from the temple for more than 24 hours, an Asmodean priest uses the *scroll of resurrection* to restore him to life. If the priest's attempt to use the scroll backfires, Corinstian instead returns as an advanced mohrg and is placed in the nave to serve as a guardian.



ASMODEN'S ARM

E32. HIGH PRIEST'S CHAMBERS

This well-appointed room serves as both a lavish bedchamber and a personal shrine. A red stone altar emblazoned with pentagrams sits to the north against a wall, a brazier burning softly with smokeless red flames atop it. A canopied bed with fine silk sheets stands to the southwest, while a red-and-black, ten-foot-tall statue of a leering devil stands to the southwest.

With a successful DC 10 Knowledge (religion) check, a character recognizes that the statue depicts Asmodeus. This chamber is where Corinstian Grivenner retreats to rest, perform personal rituals, and increasingly to escape from what he's come to view as Barzillai's growing madness. If he survives the disruption of the Mephisto Manifestation ritual, he is likely encountered here, praying furiously for intervention from Asmodeus—intervention that will not come.

E33. SPECIAL COLLECTIONS

This sixty-foot-diameter circular chamber sprawls below a domed roof painted to give the illusion of falling upward into a vast pit that opens into darkness. Eight concentric rings depicting various hellscape circle the edges of the pit, all focusing inward on what appears to be a single ominous eye staring down from the pit's depths, forty feet above. The arcs of several curving bookshelves in the room hold hundreds, perhaps thousands, of books, scrolls, and tablets.

This large library contains a wealth of knowledge and lore about the church of Asmodeus and the history of Cheliah alike. While the focus of the books here is on Hell and the worship of Asmodeus, books on the history of Kintargo are present as well. If these resources are used to aid any Knowledge check pertaining to Kintargo, Hell, or the worship of devils, the character attempting the check gains a +8 bonus on the roll.

Creatures: Four erinyes devils, all of whom are under the effect of a *status* spell cast by Corinstian Grivenner, stand guard in this room. Each is perched atop one of the 15-foot-tall curved bookshelves, and from these vantage points they use their longbows and *unholy blight* spell-like abilities against intruders. If any of these devils takes any damage or suffers a debilitating effect and Corinstian still lives, he alerts the rest of the temple. At the minimum, Aluceda Zhol and Barzillai come to investigate the intrusion within 1d4+2 rounds of such an alert.

ERINYES DEVILS (4) CR 8
XP 4,800 each
hp 94 each (*Pathfinder RPG Bestiary* 75)

Treasure: No magical books are stored here, but the mundane books in the special collections are worth 10,000 gp in all. If they're used to aid in research for Knowledge (arcana or planes) checks regarding Hell, the *Chelish Crux*, the Kintargo Contract, or other related topics, the books grant a +10 bonus on the attempt.

E34. THE PRINCE'S WATCH (CR 7)

This fifteen-foot-wide balcony wraps around the southeastern tower of the Church of Asmodeus. Beyond its three-foot-high iron railing lies a commanding view of Kintargo's Redroof district and the winding, silvery path of the Yolubilis River beyond.

Historically, the high priest of Asmodeus used this balcony to address the city at large, yet in recent decades the balcony has gone unused.

Trap: The double doors leading into the temple are locked and warded with a *greater glyph of warding*.

GREATER GLYPH OF WARDING
CR 7
XP 3,200
Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (spell *greater glyph of warding*, *plane shift* to Hell [Nessus], Will DC 20 negates)

E35. CHAMBER OF ASCENSION (CR 12)

A single immense brazier sits to the north of this otherwise empty hall. The brazier is nearly ten feet across and low to the ground—a short flight of three shallow steps leads up to the lip, allowing easy entrance to the brazier.

This chamber is used only rarely, whenever a new priest of Asmodeus is to be ascended to the role of high priest of Kintargo. The high-priest-to-be is the focus of a 9-hour ritual that culminates in the priest stepping into the brazier, which then immolates and burns away his clothing and flesh in a blast of hellfire. If the priest survives, he emerges as the new high priest—if he does not, he is declared unworthy, and the search for a new high priest continues. A successful DC 20 Knowledge (religion) check reveals this information, as well as the fact that the brazier is harmless, at least for now.

Creatures: Not so harmless are the two lumbering, black-furred Nessian warhounds that stand guard here. The monsters howl with fury if they see anyone not clad in the regalia of Asmodeus, and attack at once—they fight to the death, but do not pursue foes from this chamber.

ADVANCED NESSIAN WARHOUNDS (2) **CR 10**
XP 9,600 each
hp 150 each (*Pathfinder RPG Bestiary* 294, 173)

E36. CHOIR

This immense open choir overlooks the central nave of the temple, and the ceiling above rises into a half-dome fifty feet overhead. Little of interest is located here now, save for a huge nest heaped in the center made from a tangle of shredded parchments, tomes, and treasure.

The nest in this room is the current lair of one of Barzillai's most dangerous minions, the devil-bound dragon Rivozair. In all likelihood, Rivozair has been either slain or driven off by the PCs by the time they reach this area, but in the off chance the dragon hasn't attacked them yet, she is encountered here, looming over her treasure and waiting for the chance to leap into a fight against the Silver Ravens. She immediately joins any combat in area E2.

Treasure: The majority of Rivozair's treasure remains on a distant uncharted island west of Dismal Nitch, guarded by various minions and traps she's put in place over the past several decades, but when she came to Kintargo to join forces with Barzillai, she brought along her favorite treasures. In addition, Barzillai has allowed the dragon to keep much of what she plunders from the non-Chelish merchant ships and caravans she raids every few weeks. This treasure, which is mixed in with thousands of tattered pages of defunct contracts and redacted texts, consists of

75,000 cp, 27,300 sp, 8,300 gp, 760 pp, various gems and art objects worth 9,000 gp in total, a +2 *spell storing sawtooth sabre* (currently empty), a *minor crown of blasting*, a *phylactery of positive channeling*, and a *gem of brightness* with 20 charges. It's relatively small hoard, yet it's enough to ward off the night terrors a dragon might endure without a bed of wealth on which to slumber.

E37. HALL OF TRIUMPHS (CR 12)

The northern wall of this large domed chamber features numerous paintings and portraits of various legendary or historical figures in poses of defeat or humiliation. Several statues of heroes in similar stances stand on display atop short plinths.

In the so-called "Hall of Triumphs," the temple displays works of art commemorating the defeat of Thrune's enemies in Kintargo. It's a place where priests can relax and meditate, as well as a place to bring potential enemies to warn them of the foolishness of opposing the church. Among the works of art here are depictions of Jackdaw's imprisonment and the defeat of other members of the original Silver Ravens. Barzillai intended to move the petrified statue of Shensen here before the PCs disrupted his attempt to kill them in the previous adventure. If any key NPCs or PCs have been killed or defeated by Barzillai's minions over the course of the adventure, artwork depicting their defeat can be found displayed here.

Creatures: Despite the displays, this room is little more than a glorified guard post, where two clay golems built to resemble Asmodeus himself defend the entrance to area E38. The golems can be fooled if the PCs dress as temple priests, but they immediately attack anyone not dressed as or escorted by an obvious worshiper of Asmodeus. They do not pursue foes from this room.

CLAY GOLEMS (2) **CR 10**
XP 9,600 each
hp 101 each (*Pathfinder RPG Bestiary* 159)

E38. WEST INFERNAL ENGINE (CR 4)

Creature: This chamber is similar in appearance and use to area E29, save that its source of fuel is a despondent and furious lillend named Nirikki who was called into the infernal engine via a *planar binding* spell cast by Tiarise Izoni. Even closer to death than the rakshasa in the other engine, Nirikki remains hopeful and enraged, despite her weakened state. Her skin is cracked and rent with raw fissures, her scales dull and falling out, her hair patchy and brittle, yet she remains alert and watchful for an opportunity to escape and get revenge on the church of Asmodeus. If the PCs can free her, she'll aid them as best she can, although with 6 permanent negative levels, she may not be much help.

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At the very least she offers bardic performances and what limited healing she can provide.

Nirikki's proximity to Barzillai's quarters has allowed her to overhear several interesting tidbits of conversation. She suspects that the lord-mayor has performed a ritual to extend his life, and that it very nearly killed him; he had to recuperate for several weeks after performing it. She hasn't been able to piece together everything, but can tell the PCs that each day he lives, he's one day closer to something he refers to as his "final apotheosis." She's also heard him speak of Cheliaz several times in the first person, as if he had increasingly come to identify as the land itself.

NIRIKKI**CR 4****XP 1,200**Female lillend azata (*Pathfinder RPG Bestiary* 26)**hp** 43**Weakness** 6 permanent negative levels

Story Award: If the PCs deactivate this infernal engine, award them 12,800 XP. The temple's magical enhancements diminish as detailed in each encounter area.

E39. OUTER SANCTUM

This area is under the effects of a *forbiddance* spell (CL 15th) keyed to lawful evil.

The walls of this room have been painted with harrowing images of the damned being tormented in hell by legions of devils. A deep, strangely warm red carpet covers the floor, while a softly glowing altar of red metal sits to the north.

The secret door to the north can be found with a successful DC 35 Perception check. It leads to a secret hall that provides access to areas **E36**, **E40**, **E41**, and at the far end, exit from the building itself. This exit opens 20 feet off the ground. Occupants who use this exit typically have flight or *air walk* to prevent a fall.

Treasure: This chamber's altar is a magical altar of Asmodeus—it grants those who pray at it the ability to cast *hold person* (DC 13) as a spell-like ability once in the next 24 hours. Full details on this magical item appear on page 246 of *Pathfinder Campaign Setting: Inner Sea Gods*—only Barzillai has used this altar anytime recently now that he has claimed these chambers as his own.

E40. HIGH INQUISITOR'S CHAMBERS (CR 9)

This area is under the effects of a *forbiddance* spell (CL 15th) keyed to lawful evil.

An elegant four-poster bed sits in the western corner of this large, carpeted chamber. The walls glow softly with dozens of pentagrams, while to the south, a caged stage-like area looks out over the room. Its iron door hangs open, and scraps of meat and bone are strewn within.

This chamber, normally set aside as a personal chamber for the leader of the Asmodean church, Aspexia Rugatonn, when she visits from Egorian, was claimed by Barzillai as one of several residences upon his arrival in Kintargo. Today, this room serves as his last refuge in the face of the Silver Ravens' growing control over the city.

Creature: The caged area to the south is intended for the storage of personal slaves or other high-value minions, but Barzillai uses it as a kennel for his current favorite pet—a powerfully muscled mastiff with lambent red eyes, tall pointed ears, and a long sinuous tail. Named Hellgouille, the beast exudes a stink of brimstone, and its growl sounds like the grinding of a sarcophagus lid. Despite its infernal appearance, it is neither a devil nor a hound, but rather a physical manifestation from Barzillai's mind, a side effect of the ritual he's gone through to begin his transformation into a genius loci. The hound represents Barzillai's ideal of what a truly magnificent beast would be. The creature itself is essentially an advanced fiendish animate dream, and it swiftly lunges out of its pen to attack any intruders, its howl alerting Barzillai if he slumbers here or toils nearby in area **E41**. The animate dream fights to the death.

HELLGOUILLE**CR 9****XP 6,400**

LE advanced fiendish animate dream

hp 114 (*Pathfinder RPG Bestiary* 2 292, 29)

Development: There is little of value here. In the unlikely event that the PCs manage a fully successful stealth infiltration of the temple and arrive here without alerting Barzillai, there's a 15% chance he's here sleeping, guarded by the chamber's diabolic sentinel, but he is more likely to be found in his inner sanctum (area **E41**).

E41. INNER SANCTUM (CR 15)

This area is under the effects of a *forbiddance* spell (CL 15th) keyed to lawful evil.

Deep red carpeting, walls that depict murals of damnation and torment in Hell, and a wealth of infernal decorations and diabolic religious trappings on several workbenches and shelves in this room leave no doubt as to the devilry to which this chamber is devoted. Several sheets of parchment bearing designs for complex mechanical devices lie on a table to the northeast, while to the northwest a second table is covered with numerous diabolic religious items. A workbench in the middle of the room supports a partially completed object that seems to be part glass display case, part clockwork torture instrument.

This room is currently under the effects of an *unhallow* spell placed by Corinstian Grivenner. A *freedom of movement* spell is fixed to this *unhallow* effect, and it applies to all lawful evil creatures in the chamber. This inner sanctum

currently serves the lord-mayor of Kintargo as a private retreat, workshop, and personal shrine. A successful DC 20 Knowledge (religion) check is enough to note that while a few items devoted to the worship of Asmodeus can be found here, the bulk of the objects are associated with the worship of Mephistopheles—not an entirely heretical step for an inquisitor, but certainly an unusual one.

Creature: Barzillai Thrune is most likely to confront the PCs outside of this area, and he flees elsewhere if forced to retreat from such a battle. If the PCs do manage to confront him here, the man is honestly startled and flustered, yet does his best to fight the PCs nonetheless. He attempts to move to area E36, at the minimum, so that if needed he can teleport to safety or more easily call for aid from others in the temple—he would really rather not fight enemies in his inner sanctum.

BARZILLAI THRUNE

CR 15

XP 51,200

hp 191 (see page 64)

Treasure: Barzillai uses the northwestern table as a personal shrine for worship of his patron gods, Asmodeus and Mephistopheles. The mixing of worship of these two is not without precedent—many diabolists venerate multiple devils in this way—but for someone so highly placed in Asmodeus's church to do so is unusual. The various bejeweled icons and unholy symbols gathered here are worth 7,500 gp in all—good aligned churches will pay this full price as a bounty and then destroy the items. In addition, 1 dose of *incense of meditation* sits on this table, along with two *elixirs of truth* and a *candle of truth*. Finally, a bloodstained *silver raven figurine of wondrous power* sits here. Countless rituals have corrupted it such that it is now cursed. When used by anyone who isn't lawful evil, the cursed silver raven figurine functions as a *scarab of death*, and shrieks and attempts to claw and burrow its way into the user's body to eat its heart.

The table covered with parchments and notes mostly contains detailed designs for complex torture devices or excruciation methods Barzillai has invented over the years, but an investigation of the notes turns up several pages of research into the Heart's Harvest ritual, with much more detail than the notes found in area B11 of the Records Hall. A character who can read Infernal and succeeds at a DC 25 Linguistics check to decipher Barzillai's shorthand learns that the lord-mayor has completed this ritual. Full details on how the ritual works and where he performed it are absent, but the fact that he learned these details from the diabolic *Book of the Damned* and a personal discussion with Mephistopheles himself are mentioned. In addition, the goal of the ritual—to bind his spirit to the archduchy of Ravounel with the hope of, in time, suffusing all of Chelias as a genius loci—are revealed, as is the fact that if he is slain before he's able to live out his natural lifetime

in the region, his soul will be forfeit to Mephistopheles for torment. The notes do not make clear that killing him too soon merely delays his return as a genius loci. The PCs will discover this over the course of the final two adventures.

The central worktable holds a partially completed display case that Barzillai intends to be used to display his heart once he's undergone his transformation and the organ no longer needs to reside in the *soul anchor*. Notes near the case reveal his plan to have his heart displayed within (with the clockwork mechanism rotating and artificially massaging the heart to give it the appearance of beating), although details on where his heart can currently be found are not included. The partially completed display case is worth 2,000 gp as a curiosity, but the real objects of value here are the *goggles of minute seeing* and *headband of vast intelligence +4* (which grants ranks in Craft [clockwork] and Use Magic Device) that sit nearby.

F. PROFANE BELFRY (CR 15)

Physical access to the temple belfry is possible via a 20-foot-wide opening in the roof of area E2; this opening is 120 feet above the nave's floor, and until the infernal engines are shut down, it's also blocked by a column of hellfire and a *wall of force*. The entirety of the belfry's interior is protected by a *forbiddance* spell (keyed to lawful evil) placed by Asmoden (see Creatures on page 58). While the belfry's lack of doors, corridors, and stairs makes *guards and wards* a mostly pointless spell to cast, Asmoden nonetheless casts the spell to create two *stinking cloud* effects (DC 22) to fill the area just above the central opening into the belfry; the clouds stretch from the belfry floor to the domed ceiling 50 feet above in a column of roiling yellow vapor.

The domed ceiling of this nearly one-hundred-foot diameter circular belfry rises fifty feet above a twenty-foot-diameter hole in the floor below. The stink of brimstone fills the air, along with the periodic moan or cry of a tortured soul, all with an underlying bone-aching drone that fills the chamber with a low-grade and almost nauseating thunder. Five alcoves surround the room, each of which contains a massive bronze bell that hangs from a hook. Each bell ripples with ribbons of crimson fire that periodically shift and surge into the face of one of those tormented souls whose cries haunt the belfry.

When the church of Asmodeus claimed this temple at the end of the Chelish Civil War, they sacrificed the surviving priests of Aroden in this room, choosing the belfry as the site for their first and most potent blasphemous conversion from worship of the God of Humanity to the veneration of the Prince of Darkness. The temple's previous high priest of Aroden, Andax Tasetas, was the last one sacrificed—he was forced to not only watch, but take part in the transformation of his flock into blasphemous undead horrors known as herecites (see page 116). The procedure not only caused the

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bells to become invested with infernal power, but also broke the last fragments of Andax's faith and soul. He willingly took his own life at the end of the ritual and rose from death as an undead divine guardian huecuva—a heretical monstrosity who views himself as the true incarnation of Aroden and Asmodeus merged into one divine being named Asmoden.

The bells themselves, known now as the Devil's Bells, have since rung out at intervals influenced by events in the city, the twitching spirits of the heretics imprisoned here, and the whims of Asmodeus himself. As long as the bells remain so possessed, they continue to ring in this way, periodically inflicting dire magical effects on those in the temple who do not worship Asmodeus.

Bell Effects: The bells, and their effects on those in the room when they ring, are described below. A bell rings out at the start of a round, and its effects last until the end of the round. All five bell effects are sonic effects, and they have no effect on creatures in the area of a *silence* spell and can be countered by a bard's countersong. The bell effects do not affect Asmoden or the heretics. If one infernal engine is deactivated, all creatures attempting saving throws against the bells' effects gain a +2 bonus; if both infernal engines are deactivated, this bonus increases to +5. As long as the bells remain possessed, they function as minor artifacts and cannot be destroyed (although a *mage's disjunction* has the normal chances of disjoining a single bell).

Bell of Torments: All intruders in the room take 8d6 points of sonic damage as the tormented souls shriek out, repeating random clauses from countless broken contracts both real and imagined. A successful DC 15 Reflex save halves the damage.

Bell of Slaves: All intruders in the room must succeed at a DC 15 Will save to resist the urge to fall prone at the start of their turn, as if bowing down on their hands and knees before a master. Affected creatures must remain prone for the duration of the round; they can otherwise act normally but take any appropriate penalties for being prone. This is a mind-affecting effect.

Bell of Pride: All intruders must succeed at a DC 15 Will save to resist being overwhelmed with false pride and confidence. During this round, those who failed this save are considered flat-footed against all attacks, take a –4 penalty on saving throws, and cannot cast spells defensively or take the aid another action. This is a mind-affecting effect.

Bell of Tyrants: Each intruder in the room must succeed at a DC 15 Will save on her turn to resist being paralyzed with fear. This is a mind-affecting fear effect.

Bell of Infernal Darkness: All intruders in the room must succeed at a DC 15 Fortitude save to resist having the darkest corners of Hell infuse their minds. Those who fail the save are blinded and take 1d4 points of bleed damage as blood pours from their now-empty eye sockets. This bleed damage can be stopped normally, but

the blindness effect is permanent (though sight can be restored by *remove blindness/deafness* or similar effects).

Creatures: Asmoden himself spends his time in the belfry, enthralled by tormented visions of his failures in life that bring him heretical ecstasy in undeath. During the day, Asmoden appears as he did in life as Andax: a handsome and kindly man with long black hair and a well-trimmed beard. At night, his true form is revealed: a skeletal frame to which leathery flesh and strips of dry ligaments cling. Smoky fire burns in his eye sockets and mouth, while cracked and broken horns and splintered, useless angelic wings betray his true nature. In either form, his left arm is missing from the elbow down. This limb is on display in the reliquary (area E30)—see his missing arm special ability on page 60 for the consequences of showing the arm to him. Asmoden rouses from his tormented visions at seemingly random intervals to direct the four heretics who serve him to aid in the ringing of the bells. The five undead immediately move to attack any intruders in the belfry, and as they do so, Asmoden raises high his rotten arms to call upon the bells for aid and support. This is a free action for the huecuva, and causes the bells to ring out during any combat that takes place in the room. One bell rings per round in the order described below; after the 5th round, the pattern repeats. The bells continue to ring until Asmoden and all four heretics are destroyed. They also fall silent if no further foes remain in the belfry to vex the undead for 1 full minute.

ASMODEN

CR 13

XP 25,600

Male divine guardian huecuva oracle 11 (*Pathfinder RPG Bestiary* 4 60, *Pathfinder RPG Bestiary* 3 150, *Pathfinder RPG Advanced Player's Guide* 42)

CE Medium undead

Init +8; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +24

Aura faithlessness (30 ft.)

DEFENSE

AC 29, touch 18, flat-footed 25 (+8 armor, +4 deflection, +4 Dex, +3 natural)

hp 200 (14d8+138); fast healing 5

Fort +12, **Ref** +10, **Will** +15; +2 vs. channel and positive energy effects; +6 vs. channeled positive energy

Defensive Abilities ability healing; **DR** 5/magic or silver;

Immune undead traits; **SR** 23; **Weakness** missing arm

OFFENSE

Speed 60 ft.

Melee +2 *human-bane mithral longsword* +22/+17 (1d8+11/17–20 plus 2d6 vs. human) or claw +14 (1d4+7 plus disease)

Special Attacks disease

Spell-Like Abilities (CL 14th; concentration +9)

At will—*dimension door* (within sacred site only)

3/day—*alarm*, *knock*

1/day—*arcane lock*, *augury*, *clairaudience/clairvoyance*, *commune*, *dismissal* (DC 21), *forbiddance*, *guards and wards*, *hold portal*

Oracle Spells Known (CL 11th; concentration +17)

5th (5/day)—*flame strike* (DC 21), *mass inflict light*

wounds (DC 21), *slay living* (DC 21), *spell resistance*

4th (7/day)—*fear* (DC 20), *freedom of movement*, *inflict critical wounds* (DC 20), *order's wrath* (DC 20), *poison* (DC 20)

3rd (7/day)—*animate dead*, *blindness/deafness* (DC 19), *contagion* (DC 19), *deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 19)

2nd (8/day)—*bull's strength*, *death knell* (DC 18), *false life*, *hold person* (DC 18), *inflict moderate wounds* (DC 18), *silence* (DC 18), *sound burst* (DC 18)

1st (8/day)—*cause fear* (DC 17), *command* (DC 17), *divine favor*, *doom* (DC 17), *inflict light wounds* (DC 17), *sanctuary* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilize*, *virtue*

Mystery bones

TACTICS

Before Combat Asmoden casts *spell resistance*, *false life*, *desecrate* (the possessed bells function as an altar for this spell's effects), *bull's strength*, and *shield of faith* before combat—most likely as soon as he sees the *wall of force* or *hellfire column* below deactivate because one or both infernal engines have shut down. He also activates his *armor of bones* ability before combat.

During Combat Asmoden casts *quicken divine favor* on the first round of combat (these effects are included in his statistics above). On following rounds, he uses *Quicken Spell* as needed to cast any other before-combat spells he hasn't yet cast. He prefers to hang back to cast spells at range, but if forced into melee, he uses *Power Attack* and focuses his wrath on human foes if possible. He casts *mass inflict light wounds* whenever a herecite is brought below 30 hit points to heal his allies or harm intruders. If brought below 50 hit points, he casts *sanctuary* and uses *inflict* spells to heal himself before returning to combat.

Morale Asmoden fights until destroyed, confident that the Devil's Bells will rejuvenate him (see Development below).

STATISTICS

Str 19, **Dex** 18, **Con** —, **Int** 6, **Wis** 16, **Cha** 22
Base Atk +10; **CMB** +19; **CMD** 32

Feats *Command Undead*, *Extend Spell*, *Improved Critical* (longsword), *Improved Initiative*, *Martial Weapon Proficiency* (longsword), *Quicken Spell*, *Weapon Focus* (claw), *Weapon Focus* (longsword)

Skills *Acrobatics* +4 (+16 to jump), *Linguistics* +0, *Perception* +24, *Perform* (percussion instruments) +19, *Sense Motive* +8, *Spellcraft* +6, *Survival* +9; **Racial Modifiers** +5 *Perception*, +5 *Sense Motive*

Languages *Common*, *Infernal*, *Necril*

SQ *blessed life*, *divine swiftness*, *false humanity*, *oracle's curse* (clouded vision), *revelations* (*armor of bones*, *bleeding wounds*, *death's touch*, *undead servitude*), *sacred site*

Combat Gear *crown of swords*; **Other Gear** +2 *human-bane mithral longsword*, 985 gp



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SPECIAL ABILITIES

Missing Arm (Ex) Asmoden is missing his left arm, and thus must drop or sheathe his longsword in order to make claw attacks. He can use Still Spell to cast spells while wielding his sword. During any round in which Asmoden's missing arm is visible to him, the huecuva must succeed at a DC 25 Will save to avoid being staggered. If a PC forcefully presents the arm to Asmoden (this is a move action), the huecuva takes a -5 penalty on this Will save that round. If Asmoden reclaims his arm, it reattaches instantly; he not only loses this special weakness, but also is healed of 4d6+20 points of damage and gains a second claw attack.

HERECITES OF ASMDEUS (4)

CR 10

XP 6,400 each

hp 138 each (see page 116)

Development: As long as the Devil's Bells are not exorcised, the herecites and Asmoden automatically rejuvenate 24 hours after being destroyed.

EXORCISING THE DEVIL'S BELLS (CR 13)

As long as the Devil's Bells remain infused with diabolic power and the heretical wrath of the belfry's occupants, they continue to periodically ring out over Kintargo and inflict their magical effects on everyone in the temple who isn't lawful evil. In order to end this effect, the bells must be exorcised by taking the steps below. A PC can learn these steps to cleansing the bells with a successful DC 35 Knowledge (arcana) check. Note that texts in both the library (area E6) and the temple's special collections (area E33) can aid in this check. Steps 1 and 2 can be taken in either order, but steps 3–5 must be accomplished in the order presented.

Step 1: Both infernal engines must be shut down.

Step 2: Asmoden and the herecites of Asmodeus must be destroyed.

Step 3: A *hallow* spell must be cast in the belfry. Alternatively, five *consecrate* spells cast at CL 12th or higher must be cast, each one focused on a different bell.

Step 4: The chorus of the "Song of Silver" must be rung out upon the five bells with a successful DC 15 Perform (percussion) check. If the PCs fail this check, the bells ring out discordantly and remove any *hallow* or *consecrate* effects in the belfry, necessitating the repetition of step 3 above.

Step 5: One of the five bells must be the target of a *dispel evil* effect within 1 minute of the completion of Step 4. This causes the infernal energy infusing all five bells to physically manifest as a glowing, fiery radiance. This radiance persists for 3 rounds before the bells ring out discordantly (removing the *hallow* or *consecrate* effects as described above). In order to discharge and exorcise the evil infusing a glowing bell, a nonevil creature must touch the bell. Doing so plunges that creature into a semi-real phantasmal vision associated with that bell's nature, and if the creature can endure the vision

and defeat it, that bell becomes exorcised. Each bell's vision and the method to defeat it is unique; see below for details. If even one bell remains possessed at the end of the third round, the bells ring out discordantly, undoing the effects of steps 3–5 and forcing the process to start over at step 3.

Each vision imposed by a bell places a PC into a particularly harrowing scene. Let the player explain how her character reacts to the scene before asking for the check to see if the PC exorcises the bell. At your discretion, if the event is roleplayed particularly well, the character gains a +5 circumstance bonus on the check to exorcise the bell.

It's best to play out Step 5 with the PCs taking actions in initiative order. It's a free action to touch a bell and to experience the vision that follows (including the roll to exorcise the bell), but a character must be adjacent to a bell to touch it. Visions may seem to last for hours or more to the PC, but in fact last no longer than a blink of an eye. If devils are in the belfry (as a result of rolling poorly on a check—see Creature below), they gain no special advantage over a character who touched a bell, and a character who touches a bell can still take any normally available actions in a round that she does so.

Bell of Torments: The PC endures a vision where she is tormented in Hell by all of her enemies. Select one creature from this campaign (or the character's background) to be the primary tormentor in this vision. That creature should be one that particularly vexed or frightened that PC. As the torment proceeds, the PC finds she carries her favorite weapon in her hand, and can make an attack roll against her tormentor (AC 28). If she hits, she strikes her tormentor down, the vision ends, and the bell is exorcised; otherwise, the PC immediately succumbs to her torments and wakes from the vision, having taken 1d4 points of Strength drain and 2 points of Constitution drain.

Bell of Slaves: The PC endures a vision where he feels an overwhelming force of oppression as he toils on a project for a cruel master. This master should be someone the PC was forced to obey at some point in his past or during a previous adventure, be it an overbearing parent, an enemy NPC who charmed or dominated him, or an actual master from a previous period of enslavement. As the toil proceeds, the PC must attempt a DC 21 Fortitude save (to endure the physical exhaustion and finish the task), a Reflex save (to break free and escape slavery), or a Will save (to stand up to his master and force the master to relent). On a successful save, the PC survives his enslavement and the bell is exorcised; otherwise, the PC seems to experience a lifetime of slavery and dulling of the mind, only to wake from the vision an instant later and take 1d4 points of Intelligence drain and 2 points of Constitution drain.

Bell of Pride: The PC experiences a vision where she has been called before one of the gods (preferably one the PC worships) to display either her skill at craft, her talent at performance, or her knowledge of lore. The PC must succeed at a DC 30 Craft, Knowledge, or Perform check

to impress the deity and exorcise the bell. If she fails, the deity laughs mockingly and transforms, revealing that the deity was in fact Barzillai Thrune. He has her dragged through streets thronged with jeering Kintargans as all of her allies and friends laugh at her humiliation. The PC wakes from the vision and takes 1d4 points of Wisdom drain and 2 points of Constitution drain.

Bell of Tyrants: The PC finds himself standing in a court of law before Judge Barzillai Thrune. The PC has been accused of being a traitor to Cheliah, and all of his allies and friends are among the crowd, jeering at him. Judge Barzillai asks the PC to defend himself before his peers, at which point the PC must succeed at a DC 30 Bluff, Diplomacy, or Intimidate check to sway the crowd to his side. On a success, the crowd riots and tears Barzillai limb from limb and the bell is exorcised. On a failure, the crowd riots and tears the PC apart, only for the PC to waken a moment later from the vision, having taken 1d4 points of Charisma drain and 2 points of Constitution drain.

Bell of Infernal Darkness: The PC finds herself standing somewhere of great personal happiness from her childhood, or perhaps at a place in the adventure where she achieved great success. A loved one is at her side—a parent, sibling, lover, or close friend. But then, an all-encompassing darkness rises up and suffuses the land, blotting the horizon as Barzillai himself rises like a titan to become the world around the PC. The world begins to unravel around the PC, and reality spirals up into a gaping hole in the towering Barzillai's chest, where his heart should be. The PC must lead her loved one to safety through a tumultuous landscape by succeeding at a DC 30 Acrobatics, Climb, Escape Artist, Ride, Stealth, or Swim check. On a success, she leads her companion to safety and escapes the world that Barzillai has become and the bell is exorcised, but on a failure, Barzillai surrounds them and the PC's companion turns on her and kills her while professing Barzillai to be her one true lord, causing the vision to end and the PC to take 1d4 points of Dexterity drain and 2 points of Constitution drain.

Creature: Each time a PC fails a check to exorcise a bell by 5 or more, the bells all ring at once and immediately summon an erinyes from Hell to defend the bells. These devils try to slaughter the PCs, but vanish instantly once all five bells have been exorcised or the bells reset back to Step 3 of the exorcism. No XP is earned from defeating these devils; the reward for their defeat is part of the story award below.

ERINYES

CR —

hp 94 (*Pathfinder RPG Bestiary* 75)

Story Award: Once all five bells have been confronted and defeated during Step 5, the belfry is completely

exorcised; award the PCs 25,600 XP. In addition, as the infernal magic fades from the bells, latent energies of hope merging with the thanks of the long-tormented Arodenite souls bound to the site wash over and infuse the PCs. This potent wave of supernatural energy affects each PC with a *heal* spell (CL 20th).

DISTRICT CONTROL: TEMPLE HILL

Once the PCs defeat or drive off all of the Asmodeans, devils, and allied creatures in the temple, deactivate both infernal engines, and exorcise the Devil's Bells, the temple of Asmodeus falls and the district of Temple Hill falls under the PCs' control—and with it, so does control of Kintargo. The PCs earn 19,200 XP for this final triumph against Barzillai Thrune.

CONCLUDING THE ADVENTURE

This adventure ends as soon as the PCs manage to gain control of all of Kintargo's districts—a task that goes hand in hand, if not with the death of Barzillai Thrune, then at least with his expulsion from the city. As soon as the PCs succeed in claiming Temple Hill, they have earned their rest, but the days of their anonymity are likely at an end. The nature of their heroic acts, from the rescue of Jackdaw to the breaking of the Bleakbridge blockade, and from the likely public defeat of a dragon to the toppling of Lord-Mayor Barzillai Thrune, no doubt firmly ensconces the leaders of the Silver Ravens in the eyes of Kintargo's citizens as heroes of the highest order. The questions of the nature of the PCs' role in the city's future and how the city will defend against Thrune retaliation are covered in the next adventure, "The Kintargo Contract." For now, though, you should give the PCs time to rest, relax, and recover.

If she has survived, Jilia Bainilus is swiftly and unanimously reinstated as Kintargo's lord mayor. If the PCs did not restore her to life from her vampiric state or if she did not survive this adventure, leadership of the Silver City should fall to a new commander. This should not be one of the PCs, since their destinies as Kintargo's protectors still have several chapters to play out, but you can ask your players for their suggestions on who among their NPC allies should take up the role. The most likely candidate for the role is either one of the city's aristocrats or the high priest of either Shelyn or Abadar. Work with your players to determine who best fills this role for your game.

THE SILVER SPAN CELEBRATION

Before the next adventure begins, but after the PCs have had a chance to recover from this one, the nobles, leaders, and people of Kintargo make plain their desire to celebrate and honor all the PCs and the Silver Ravens have done for Kintargo by renaming Bleakbridge to the Silver Span. Statues of the PCs (and at your discretion,

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any NPCs who played key roles) are commissioned by artisans to be placed on the Silver Span's towers, and the city decides to hold a public celebration and festival on the bridge. All of the PCs and their allies are invited to this celebration, and you should feel free to play out as little or as much of this event as you wish. You should allow each PC opportunities to show off to the crowd in her own fashion, be it to attempt Perform checks for the people's entertainment, recount battles and triumphs, perform mock combats, or merely rub shoulders with her allies. A large wooden platform has been erected between the two stone towers—at 20 feet square, it leaves little room for passage by but is the focus of the celebration. It's here that the statues stand under a sheet, awaiting revelation at the ceremony's climax.

You can use the information provided for Bleakbridge on page 24 for this celebration, with all of the shopkeepers in the area coming to the PCs to present them with small gifts of thanks. Other NPCs the PCs have aided or helped along the way should make appearances as well—each PC should receive 500 gp in minor gifts of thanks from her adoring public. If you wish, you can prepare an itemized list of the various baubles, snacks, and trinkets the public gives each PC so each player has a customized list of gifts.

At the height of the celebration, Lord-Mayor Jilia Bainilus calls the PCs up onto the stand to publicly thank them for their service to Kintargo and to officially rename Bleakbridge the "Silver Span." She unveils the statues, crafted with the aid of magic by sculptors from the Alabaster Academy, then presents each PC with a silver key—"Keys to the Silver City." These keys are each worth 1,000 gp, but more importantly, the presentation of the award to the PCs grants them a permanent +5 bonus on Diplomacy checks to gather information in Kintargo and a +5 bonus on Perform checks to earn money in Kintargo. Finally, the PCs gain a 10% discount on all purchases made in Kintargo (with the exception, at your discretion, of purchases from NPCs who have cause to hate the PCs or the Silver Ravens) as a result of their fame.

FROM HELL'S HEART (CR VARIES)

At the height of the celebration, preferably as the PCs are at the center of attention receiving their keys to the city, you have the opportunity to stage one final battle. Any NPCs who have escaped the PCs have seethed and yearned for revenge, and it is during the Silver Span Celebration they make their attack. These enemies are most likely to teleport into the area and call out in rage to the PCs, promising that their deaths will be the most memorable to mark this day in Kintargo.

Some possible final encounters are summarized below—feel free to adjust and customize them to include NPCs who have caused particular trouble for the Silver Ravens or who the PCs have come to hate.

Barzillai (CR 16): If Barzillai escaped death by teleporting away, he teleports into the area with allies to make one last attack against the PCs, hoping that if he can defeat them in this public battle, Kintargo's spirit will be broken; he fights to the death. If Rivozair still lives, Barzillai arrives mounted on the dragon and the fight is simply with the two of them; otherwise, he arrives with four bone devils.

Rivozair (CR 14): If Barzillai was defeated but the dragon Rivozair survived, she makes one final attack on the PCs on her own, this time fighting to the death.

Others (CR 13): If both Barzillai and Rivozair were defeated, then you should custom-build an attack by any other key NPCs who survived, aiming for CR 13. If Hei-Fen lives, she could attack along with six Skinsaw cultists. If Natsiel survived, she might confront the PCs with five charmed Asmodean priests. Tiarise could secure the aid of a trio of erinyes devils to launch an attack on the PCs. If multiple foes survived, focus on those with whom the PCs have cultivated a particular enmity.

Collateral Damage: As this fight progresses, lesser agents of the enemy (be they surviving dottari loyal to Thrune, disguised priests of Asmodeus, skulking Skinsaw cultists, or even bearded devils) move to slaughter innocents. The PCs should remain focused on the fight at hand, leaving the other Silver Ravens to defend the citizens. At the end of each round, the PCs must succeed at a DC 20 Security check to protect the citizens of Kintargo. On a failed check, 2d6 citizens perish (reduce Kintargo's population by this amount).

Story Award: For this final defeat of the city's enemies (or merely for enjoying the fruits of their success, if the PCs managed to prevent this final attack from ever happening), increase the Silver Ravens' Rebellion rank to 20.

Finally, as this last battle ends, the PCs earn one final XP award, depending on how Kintargo has fared.

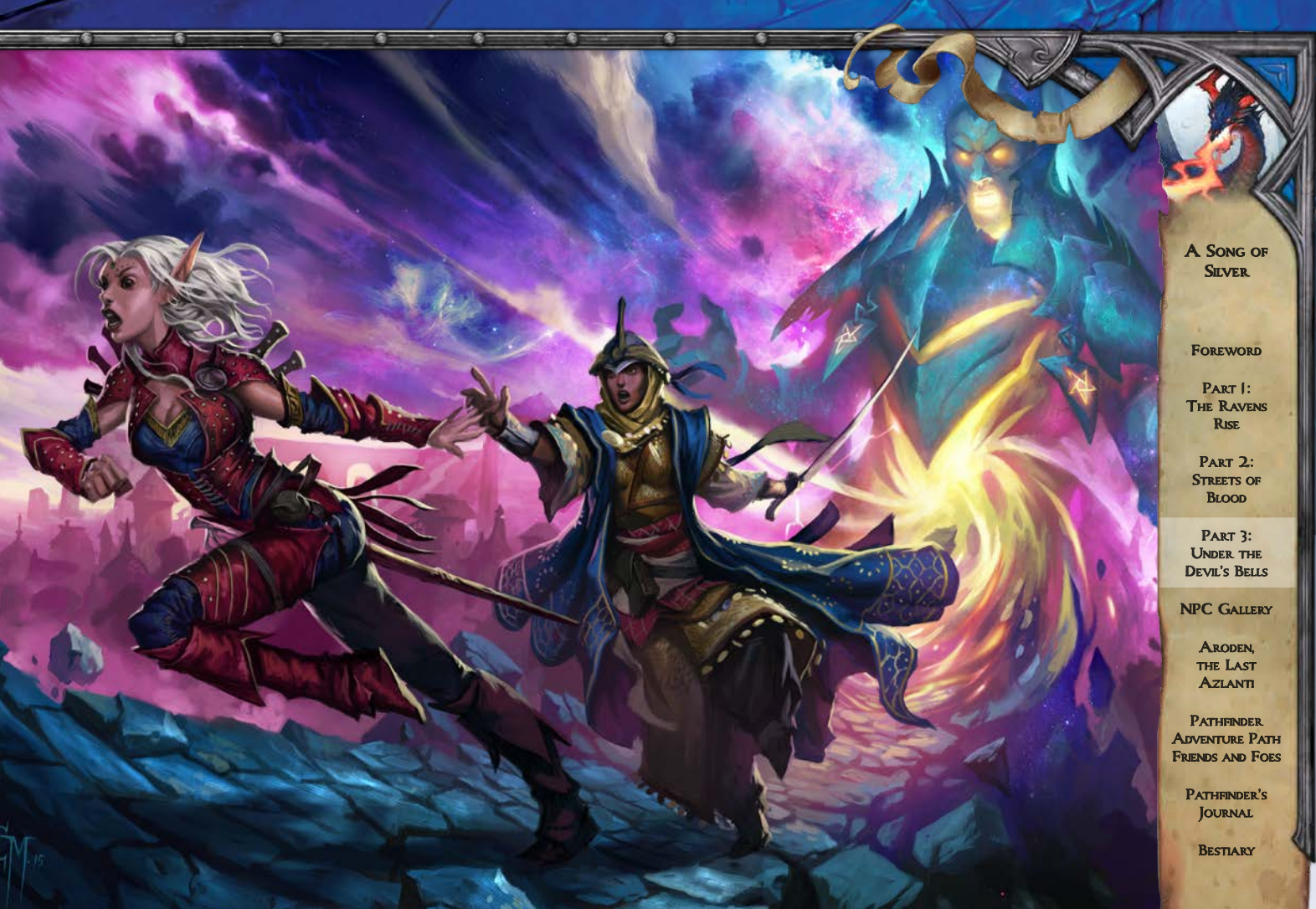
Unmitigated Triumph: If the city's population is at least 9,000, the PCs earn 25,600 XP.

Grim Success: If the city's population is below 9,000 but above 7,500, the PCs earn 9,600 XP.

Tragic Loss: If the city's population is below 7,500, the PCs earn no additional XP for this pyrrhic victory.

BARZILLAI'S CHELISH CRUX

Once Barzillai is slain, either during a fight in the temple or after he returns during the Silver Span Celebration, the PCs must gain control of the *Chelish Crux* he keeps within the cavity in his chest that once held his heart. The next adventure documents the contents of this magical puzzle box and the steps the PCs must take to open it. If the PCs defeated Barzillai before he could flee, they may even manage to open the crux and examine its contents before the Silver Span Celebration plays out. In any event, full details on the *Chelish Crux*, its contents, and the ramifications these contents present are detailed in the next adventure, "The Kintargo Contract."



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APPENDIX: TEAMS AND ALLIES

During this adventure, the PCs have the opportunity to recruit bonus teams and several allies to augment and enhance the Silver Ravens. Once the Silver Ravens take control of Kintargo, the following teams may step out of the shadows and throw in with the group. These don't count against the rebellion's normal maximums.

UNIQUE TEAMS

The PCs have the opportunity to recruit the following teams during "A Song of Silver." The PCs earn 4,800 XP each time they recruit one of these teams.

Bellflower Network: The Bellflower Network functions as a specialized group that grants the Covert Action, Rescue Character, and Sabotage Rebellion actions. They grant a +2 bonus on any Secrecy checks to resolve a Sabotage action.

Lacunafex: The Lacunafex functions as a specialized group that grants the Covert Action, Gather Information, Spread Disinformation, and Sabotage Rebellion actions. They grant a +2 bonus on any Secrecy checks attempted when resolving a Covert Action.

Order of the Torrent: The Order of the Torrent functions as a specialized group that grants the Reduce Danger, Rescue Character, and Sabotage Rebellion actions. It grants a +4 bonus on any Security checks attempted when resolving a Rescue Character action.

UNIQUE ALLIES

The PCs have the opportunity to recruit the following allies during "A Song of Silver." Each unique NPC recruited earns the PCs 800 XP. At your discretion, you can also use them as inspiration for creating allies of your own design, perhaps out of NPCs the PCs have grown attached to through the course of play. All of these unique allies can function as officers for the rebellion.

Chuko: Chuko's advice allows the Silver Ravens to reroll one Security check per week.

Hetamon Haace: If the PCs remain allied with the Rose of Kintargo, they replenish their stock of supplies as this adventure begins and can place up to six minor caches, four intermediate caches, and two major caches—see page 61 of "Turn of the Torrent" for details on these caches. These benefits continue even while Hetamon is abducted.

Jackdaw: Jackdaw's return to the Silver Ravens is a huge boost to the organization's morale, resulting in a +1 bonus on all organization checks.

Molly Mayapple: Molly's skill at espionage allows her to grant any team she leads as an officer the Covert Action and Sabotage Rebellion actions.

Shensen: Shensen's advice allows the Silver Ravens to reroll one Loyalty check per week.

Strea Vestori: Strea's advice allows the Silver Ravens to reroll one Secrecy check per week.

BARZILLAI THRUNE

With one foot in the government and the other in the church, Barzillai Thurne stands as one of Asmodeus' most dangerous inquisitors and House Thurne's most feared paracounts, yet his true allegiance is to himself.

BARZILLAI THRUNE

CR 16

XP 76,800

Male advanced human inquisitor of Asmodeus 15

(Pathfinder RPG Bestiary 294, Pathfinder RPG Advanced Player's Guide 38)

LE Medium humanoid (human)

Init +10; Senses Perception +25

DEFENSE

AC 30, touch 17, flat-footed 27 (+11 armor, +4 deflection, +3 Dex, +2 natural)

hp 206 (15d8+135)

Fort +20, Ref +12, Will +22

Defensive Abilities stalwart; Resist fire 20

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +3 flaming impact heavy mace +20/+15/+10 (2d6+8/19–20 plus 1d6 fire)

Special Attacks exploit weakness, greater bane (15 rounds/day), judgment 5/day (2 simultaneous)

Inquisitor Spell-Like Abilities (CL 15th; concentration +22)

At will—detect alignment, discern lies (15 rounds/day)

1/day—hold person (DC 13; granted by the altar of Asmodeus in area E39)

10/day—touch of fatigue (DC 24)

Inquisitor Spells Known (CL 15th; concentration +22)

5th (4/day)—flame strike (DC 22), greater command (DC 22), mark of justice, spell resistance

4th (5/day)—detect scrying, dismissal (DC 21), hold monster (DC 21), sending

3rd (7/day)—cure serious wounds, dispel magic, nondetection, searing light, speak with dead (DC 20)

2nd (7/day)—cure moderate wounds, death knell (DC 19), invisibility, lesser restoration, spiritual weapon, weapon of awe^{APG} (DC 19)1st (7/day)—alarm, burst bonds^{APG} (DC 18), command (DC 18), cure light wounds, divine favor, sanctuary (DC 18)0 (at will)—bleed (DC 17), brand^{APG} (DC 17), detect magic, detect poison, light, read magicDomain Torture inquisition^{UM}

TACTICS

Before Combat Barzillai casts *detect scrying* and *nondetection* every day, and *spell resistance*, *stoneskin* (from a scroll), and *weapon of awe* before combat begins.

During Combat On the first round of combat, Barzillai activates his *boots of speed* as a free action, pronounces judgments of healing and justice as a swift action, and casts *divine favor* as a standard action. Barzillai uses ranged spells, preferring *flame strike*, *greater command* (to order foes to fall prone), *hold monster*, *searing light*, and *spiritual weapon*. In melee, he takes a swift action at the start of a round to imbue his mace with the *bane* weapon special ability. At fewer than 75 hit points, he casts *sanctuary* to recover before returning to battle. Barzillai uses his teamwork feats when he's adjacent to or flanking with allies, as summarized below.

Coordinated Defense: He gains a +2 bonus to his CMD.

Outflank: His flanking bonus on attack rolls increases to +4.

Precise Strike: He deals +1d6 points of precision damage when he damages a foe he flanks.

Shake It Off: He gains a +1 bonus on saves per adjacent ally (maximum +4).

Shielded Caster: Barzillai gains a +4 bonus on concentration checks.

Morale If reduced to fewer than 50 hit points, Barzillai uses his *ring of spell storing* to teleport to an unoccupied family estate in Egorian, where he has stashed enough supplies to recover from his wounds. It takes him a few days to arrange for a second *teleport* spell to be placed in his ring, after which he returns to Kintargo with allies in disguise, hoping to get revenge on the PCs. See Concluding the Adventure on page 61 for more information. Barzillai is incredibly hard to kill (see his Heartless special ability below), but if he's stunned as a result of hit point loss, his allies try to take his body away to safety until he can be restored.

STATISTICS

Str 20, Dex 16, Con 24, Int 15, Wis 24, Cha 18

Base Atk +11; CMB +16 (+19 bull rush); CMD 33

Feats Combat Casting, Coordinated Defense^{APG}, Craft

Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Critical (heavy mace), Iron Will, Outflank^{APG}, Power Attack, Precise Strike^{APG}, Shake It Off^{UC}, Shielded Caster^{APG}, Toughness, Weapon Focus (heavy mace)

Skills Bluff +15, Craft (torture device) +13, Intimidate +25, Knowledge (arcana, planes, religion) +20, Knowledge (local, nobility) +12, Linguistics +12, Perception +25, Sense Motive +22, Spellcraft +20

Languages Aklo, Azlanti, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal, Shadowtongue, Strix, Varisian

SQ critical precision, monster lore +7, solo tactics, stern gaze +7, torturer's presence, track +7

Combat Gear *ring of spell storing*, *scroll of blade barrier*, *scroll of geas/quest*, *scrolls of stoneskin* (2), *wand of cure critical wounds* (17 charges), *wand of order's wrath* (21 charges); **Other Gear** +5 *improved fire resistance breastplate*, +3 *flaming impact^{ve} heavy mace*, *belt of physical perfection* +4, *boots of speed*, *Chelish Crux* (see page 62 for details), *cloak of resistance* +4, *headband of inspired wisdom* +4, *ring of protection* +4, adamantine and ruby holy symbol of Asmodeus worth 4,000 gp, gold ring with five rubies worth 2,500 gp

SPECIAL ABILITIES

Heartless (Su) Barzillai's heart is ensconced deep under Kintargo in the *soul anchor*. In its place he has stashed a magical puzzle box known as a *Chelish Crux*. See Concluding the Adventure for more information on this puzzle box and its contents. Barzillai's heartless condition renders him immune to bleed damage and grants him a +4 bonus on all saving throws versus death effects. It also grants him the benefits of the advanced creature simple template. If reduced to negative hit points, Barzillai becomes staggered but doesn't fall unconscious. If his hit-point total drops to a negative amount of hit points that equals or exceeds his Constitution score (–24 hp at his current Constitution score), he doesn't die—he merely becomes stunned. This stunned condition can't be removed by any effect as long as he remains at –24 hp or fewer, but is removed immediately if he is healed above this total. A *destruction* or *disintegrate* spell (or another effect that completely destroys the body) or a death effect can kill him if the damage caused by the attack reduces him to –24 hp or fewer. Effects like *flesh to stone*, *imprisonment*, or *trap the soul* that normally bypass damage reduction instead invoke a clause in his with Mephistopheles—rather than suffering the normal effect from the spell or item, he is struck dead on the spot. (In the case of the *talisman of pure good* from area **E31**, a spike of iron impales Barzillai before retracting into the pit created while leaving his gear, and more importantly, his *Chelish Crux*, behind in a smoking heap—this foreshadows his torment in the infernal realm of Caina in the final adventure.) Finally, reducing him to –191 hp via any damage source results in the utter destruction of his body and kills him. If Barzillai has fast healing active as a result of his judgment of healing, the fast healing effect continues to heal damage until he is actually killed. This healing can potentially restore him to full mobility if it brings him above –24 hp. This ability, plus his PC-equivalent wealth, increases his CR by 2.

Paracount Barzillai Thrune sees House Thrune and the Church of Asmodeus as fine ideals for the tending of a land and a nation, yet he has long been frustrated with the flaws in both organizations. If but all would cleave to his convictions, Cheliax would rise to power unparalleled in its history, and would be able to achieve its right to rule as humanity's greatest empire.

Barzillai has abandoned his plans to control House Thrune or the Church. Today, his sights are set higher. He hopes that by becoming a *genius loci*—a spirit of a place—he can essentially become Cheliax itself. When research and contact with Mephistopheles revealed a method by which he could siphon his soul into a region of the Material Plane itself to achieve this very goal, Barzillai swiftly set his plan into motion. The advent of the Glorious Reclamation gave him the perfect excuse to relocate to Kintargo, where the Silver Ravens have swiftly become the most significant threat to his plans.

CAMPAIGN ROLE

Barzillai Thrune is Hell's Rebel's primary antagonist, and his death only delays this function. Beyond his appearance in "A Song of Silver," he will return in the last adventure, partially transformed into a devil, to face the PCs one last time.



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SHENSEN

Adored by Kintargo's citizens and detested by the Chelish government, Shensen has mastered the subtle art of using song and performance to criticize House Thrune. Of course, when satire fails, she's always willing to adopt more aggressive acts of rebellion against the "Thrunies."

SHENSEN

CR 11

XP 12,800

Female half-elf bard (Dawnflower dervish) 8/fighter 4

(*Pathfinder Campaign Setting: Inner Sea Magic* 34)

CG Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +12

DEFENSE

AC 27, touch 19, flat-footed 20 (+6 armor, +2 deflection, +6 Dex, +1 dodge, +2 natural)

hp 106 (12 HD; 8d8+4d10+44)

Fort +8, **Ref** +13, **Will** +8 (+1 vs. fear); +2 vs. enchantments; +4 vs. bardic performance, language-dependent, and sonic; +4 morale bonus vs. charm and fear effects

Immune sleep

OFFENSE

Speed 30 ft., swim 60 ft.

Melee +1 *flaming burst mithral scimitar* +22/+17

(1d6+15/15–20 plus 1d6 fire) or

mwk whip +15/+10 (1d3+6 nonlethal)

Special Attacks bardic performance 24 rounds/day (move action; countersong, distraction, fascinate [DC 20], inspire competence +6, inspire courage +4, suggestion [DC 20])

Bard Spells Known (CL 8th; concentration +14)

3rd (3/day)—*confusion* (DC 19), *cure serious wounds*, *glibness*

2nd (6/day)—*blindness/deafness* (DC 18), *detect thoughts* (DC 18), *invisibility*, *suggestion* (DC 18)

1st (6/day)—*charm person* (DC 17), *cure light wounds*, *disguise self*, *grease*, *undetectable alignment* (DC 17)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*

TACTICS

Before Combat Shensen casts *undetectable alignment* every day.

During Combat Shensen opens a fight by using her *rod of wonder*, always eager to see what fate has in store, then stows the rod before moving on to casting ranged spells or entering melee combat. She uses her *wand of haste* once it appears she has to engage in melee combat, then activates her battle dance and Arcane Strike abilities (her attacks above have been adjusted to account for these bonuses) and prefers to remain mobile in combat, making full attacks only if surrounded. She relies on

her spells and her *wand of sound burst* for ranged combat. She occasionally brings her *rod of wonder* back into the fight, sometimes a bit too often, intrigued and delighted as she is by the rod's random effects. Her bardic performances do not bolster allies, and as such she generally takes on a more aggressive role in battle, rather than a support function.

Morale Shensen fights to the death if allies are in danger, but otherwise flees combat if reduced to 25 hit points or fewer—with the exception of combats involving apes or gorilla-like foes, in which case she'll flee combat if reduced to 50 hit points or less. Because there's nothing more frightening than an angry gorilla.

STATISTICS

Str 10, **Dex** 22, **Con** 14, **Int** 14, **Wis** 9, **Cha** 22

Base Atk +10; **CMB** +14; **CMD** 29

Feats Arcane Strike, Dervish Dance^{ISWG}, Dodge, Improved Critical (scimitar), Iron Will, Toughness, Vital Strike, Weapon Focus (scimitar), Weapon Specialization (scimitar), Wind Stance

Skills Diplomacy +21, Knowledge (local) +9, Knowledge (nobility) +9, Knowledge (religion) +11, Linguistics +7, Perception +12, Perform (dance) +21, Perform (sing) +21, Spellcraft +17, Swim +23

Languages Aquan, Common, Elven, Infernal, Tengu

SQ armor training 1, battle dance, elf blood, meditative whirl, poison use, reincarnated, spinning spellcaster, versatile performances (dance, sing)

Combat Gear *potion of fly* (2), *rod of wonder*, *wand of haste* (10 charges), *wand of sound burst* (14 charges);

Other Gear +2 *mithral chain shirt*, +1 *flaming burst mithral scimitar*, mwk whip, *amulet of natural armor* +2, *belt of incredible dexterity* +4, *headband of alluring charisma* +4, *pearl of the sirines*, *ring of feather falling*, *ring of protection* +2, earrings, noble's clothes, 74 gp

SPECIAL ABILITIES

Battle Dance (Ex) When Shensen uses bardic performance to inspire courage or inspire greatness, the bonuses granted are doubled but apply only to her (these bonuses are already adjusted accordingly in her special attacks above). All other functions of bardic performance function normally.

Meditative Whirl (Ex) Once per day when using battle dance, Shensen can spend a move action to apply the Quicken

Spell metamagic feat to any *cure* spell she is about to cast (effectively spending a move action and a swift action to cast the spell); this does not alter the spell's level.

Reincarnated Shensen was born a drow noble but was reincarnated into an aquatic half-elf; she retains her +2 bonuses to Intelligence, Wisdom, and Charisma from her birth heritage, and a +2 bonus to Dexterity from her current incarnation. She also retains proficiency with the hand crossbow and poison use, but rarely uses such weapons or tactics. She's lost all other drow abilities as the result of the reincarnation.

Spinning Spellcaster (Ex) Shensen gains a +4 bonus on concentration checks to cast spells defensively.

When a group of adventurers encountered a small band of drow in the Scar Thicket of Cheliah's Whisperwood, a furious battle ensued. The only survivor of the battle was a Keleshite druid of Sarenrae named Izorah, and as she sorted through the bloody aftermath, she was mortified to discover the dark elves had among them a young drow child who had perished in the fiery magic Izorah's group had used. Overwhelmed with grief for her part in the child's death, Izorah used *reincarnate* to give the child a second chance at life, restoring her in the form of an aquatic half-elf and naming her Shensen. Izorah then retired from the adventuring life to raise Shensen as her own daughter.

Freed of her drow lineage both physically and spiritually, Shensen grew up a devout worshiper of Sarenrae. One day, though, a band of Thrune soldiers tried to claim Izorah's grove for the Chelish government. Izorah hid Shensen before confronting the soldiers, but the druid was petrified by a Thrune wizard in the resulting fight. Shensen watched from hiding as the mercenaries razed her home and then left, taking Izorah with them as a trophy.

Shensen spent her years following these events adventuring with an eclectic group of companions, including a tengu named Chuko who fancied himself a pirate yet carried a deep-seated and ironic hatred of thieves, and often went up against House Thrune. After a misadventure ended in a tragic fire in an Egorian market, the group disbanded and Shensen and Chuko fled to the northwest, both finding a new home in Kintargo. They remain friends today, but no longer adventure together as Chuko has lost his interest in civil disobedience. Shensen, on the other hand, has long seethed at the stubbornness and cruelty inherent in Cheliah's

government, and has vowed to take the whole beast apart, one sin at a time. She has become a specialist in infiltrating and redeeming Chelish organizations.

Until the Night of Ashes, Shensen enjoyed a life filled with comforts and admirers as a well-adored performer in the Chelish Opera House (thanks largely to her daring roles involving skilled swordplay or particularly risqué acts) and the organizer for Kintargo's small underground Sarenite faith. She gathered blackmail material on dozens of Kintargo's nobles, usually by seducing the sons and daughters of the city's elite or traveling aristocrats and then using the besotted nobles to learn scandalous family secrets.

Shensen maintains a strong presence among Cheliah's black marketeers, both to aid her fellow insurgents and to finance her own expensive habits (such as her fondness for exotic drinks, and food for her pet deinonychus, Guttugger). Yet her greatest passion remains her devotion to the reformation of Cheliah. Although friendly, artistic, and quick-witted, Shensen is prone to impulsive choices and emotional outbursts. She's easily distracted by things of beauty, particularly brightly colored reptiles and exquisite swords. Her faith is strong, but her true devotions

are to her friends, her pet dinosaur, her art, her vices, and her political cause—things that often put her at odds with the tenets of her faith. She enjoys long swims in the open ocean and is particularly frightened of gorillas.

CAMPAIGN ROLE

Before the PCs rebuilt the Silver Ravens, Shensen was the closest thing Kintargo had to a rebel leader. Now, once Jackdaw is freed and the PCs are in charge, Shensen is more than eager to cede her role of protector and defender of the city; responsibility and considering the repercussions of her passionate, spur-of-the-moment decisions have never been among Shensen's strong points. She has no significant role to play in the rest of the Hell's Rebels Adventure Path, allowing you to utilize her in your campaign as you see fit—as “insurance” to come in and rescue the PCs if they get in over their heads, perhaps, or possibly as a replacement PC if a character dies down the road. Finally, she can bolster the Silver Ravens as detailed in the adventure's appendix if the PCs accept her into the group as an ally.



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ARODEN, THE LAST AZLANTI

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ARODEN

THE LAST AZLANTI

As incandescent rocks from the depths of space brought doom to Azlant, the legendary first and greatest empire of humankind, one man shepherded the terrified survivors to a new existence across the sea. This hero, a master of spell and blade named Aroden, became associated with an ancient prophecy that spoke of the Last Azlanti who would lead humanity to a new Age of Glory. Aroden's accomplishments—founding Taldor and Absalom, raising the *Starstone* from the Inner Sea, and becoming a living god—proved his status as the manifestation of humanity's destined greatness. Just over a century ago, Aroden's doctrine predicted his glorious return. Instead, under circumstances still clouded in mystery, Aroden died. The following years have seen his clergy scattered and powerless, his vast international religion fallen to near irrelevance, and his legend increasingly forgotten.

Aroden was ambitious, far-seeing, and shrewd. He encouraged invention and innovation, and disliked anything that undermined civilization or caused suffering, such as assassination, theft, disease, and predatory monsters. His legacy is everywhere—in the names of months, upon the immense stone bridge spanning Avistan and Garund, and in crumbling churches in virtually every human city on two continents. To the faithful of Aroden, history is doctrine, and the Last Azlanti has one of the best-recorded and impactful histories of all Golarion's deities.

Although records from Old Azlant are fragmentary at best (especially concerning the empire's tumultuous final days), legend holds that Aroden was a master blacksmith as a mortal, renowned for his unequaled craft. In time, he became Azlant's foremost swordmaker, known not just for the blades he created, but also for those he personally wielded in defense of the empire during the political chaos and civil wars of Azlant's last decades. His most famous creation as a mortal, a clear jewel-bladed sword called the *Azlanti Diamond*, was to be the personal weapon of the next emperor. When the empire's doddering ruler failed to choose his successor from a field of unimpressive and dangerous candidates, he asked Aroden to decide who was worthy to wield the blade and lead the empire. Seeing no alternative, Aroden decided to keep the *Azlanti Diamond* for himself, a choice that many believe provoked the wicked veiled masters who truly ruled Azlant to immediately call down the devastation of Earthfall, wiping out thousands of years of progress and civilization in a matter of hours.

As Golarion struggled to survive the cataclysm, Aroden dedicated himself to leading the Azlanti survivors east across the ocean to Avistan, where a few colonies of the old empire tried desperately to hang on in the face of massive catastrophe and complete isolation. Aroden immediately began an attempt to salvage the empire's vast cultural legacy, focusing especially on its unparalleled magical developments. Somehow, perhaps by utilizing the greatest of Azlant's arcane secrets, Aroden gained immortality even as many of his contemporaries died off. He was not yet divine, but he no longer aged, and he began to take a longer outlook on the time it would take to restore humanity to its previous heights.

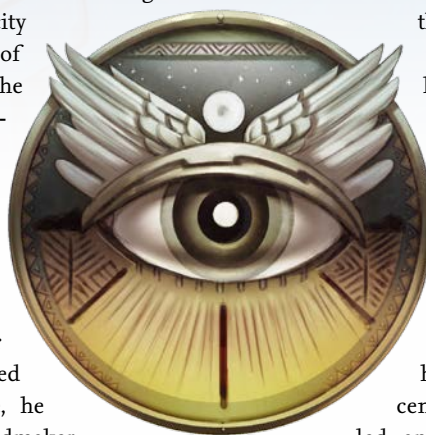
To the Azlanti survivors, the immortal hero took on a near-mythic status. Within the first few centuries, Aroden

was joined by a sect of the prophecy-obsessed Knights of the Ioun Star, who had acted as the personal guard of the Azlanti emperors. They formally declared Aroden the embodiment of the Last Azlanti prophesied in the Starfall Doctrine, and while it would still be centuries before Aroden actually became a god, the beginnings of a cult of devoted followers originated in the wake of the knights' pronouncements.

Meanwhile, perils new and old hovered over the decaying corpse of Azlant, picking off survivors and threatening to finish what the veiled masters had started. The most dedicated of these foes was the demon lord Ibdurengian, an old menace who destroyed colony after colony, vowing never to finish until every descendant of Azlant had been vanquished. After three centuries of this, Aroden personally led an army into the Abyss and killed Ibdurengian in its lair. While most of his disciples returned to Golarion, Aroden remained in the Great Beyond, building up a series of alliances with creatures from other worlds and exploring alien philosophies that expanded his mortal consciousness and

perspective. Aroden eventually returned with a new focus—not just on rescuing Azlant, but on charting a new destiny for humankind as a whole. As the skies of Golarion cleared and the Age of Anguish came to a close, Aroden stood on the forefront of humanity once more, gesturing toward a new horizon.

Twelve centuries after helping to create the nation of Taldor as a symbol of human ambition, Aroden achieved realization as the prophesied Last Azlanti by raising the *Starstone* from the depths of the Inner Sea. A single touch pulled Aroden into the alien artifact, wherein he experienced a series of phantasmagoric scenes that presented lethal martial trials and exhausting moral quandaries that challenged Aroden's physical, mental, and spiritual limits more than any of the arduous experiences he had survived thus far. Aroden emerged from this experience a living god, and upon the enormous island he had dredged up with the *Starstone* he founded the city of Absalom: a shining beacon to attract the greatest artists, poets, architects, and mystics from all of humanity's young kingdoms. At long last, Aroden's devoted followers were rewarded with fantastic abilities derived from the god's newfound divinity, and his cause became a full-fledged religion.



Survive as I have survived, lead as I
have led, and the human race shall
thrive for all eternity.
—*The History and Future of Humanity*

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THE LAST AZLANTI

God of humanity, innovation, history, culture, and fulfillment of destiny

Alignment LN

Domains Community, Glory, Knowledge, Law, Protection

Favored Weapon longsword

Centers of Worship Absalom, Cheliah, Taldor, Sargava, Molthune, Nirmathas, Lastwall, Varisia

Nationality Azlanti

Aroden himself walked Absalom's streets in those early days, fighting in its defense and setting forth a code of morals designed to make certain the city would never fall. Some of the original records of Absalom show the first truly historical accounts of Aroden's life. As early as 400 AR, these records depict a god increasingly removed from the mundane affairs of Golarion. By the time of the infamous Pirate Siege that spanned the fifth and sixth century AR, Aroden had largely departed from the world in favor of his growing domain on the plane of Axis. While remaining focused on the history and destiny of mankind, Aroden's personality and outlook drifted ever further toward the divine and otherworldly, creating an unprecedented divide between himself and his people.

Although mostly absent from Absalom, the newly divine god wandered throughout the Inner Sea region during the early centuries of the Age of Enthronement, encouraging the rise of his religion (especially in his beloved Taldor) and acting personally against threats to humanity like the undead armies of the wizard-king Tar-Baphon, whom he personally killed on the Isle of Terror in 896 AR.

Some two thousand years later, Aroden was so far removed from the day-to-day events of the world that he chose not to intervene when Tar-Baphon returned as the undead Whispering Tyrant. Instead, he left the matter to his divine herald Arazni, patroness of the Knights of Ozem, with disastrous results. By the time the mortal leader of the knights, Iomedae, took the Test of the Starstone and replaced Arazni as Aroden's herald, many of Aroden's faithful began to doubt that he would ever again walk upon Golarion in person. If the Whispering Tyrant could not draw Aroden back from his seclusion in the Great Beyond, what could?

Early in the Age of Enthronement's fifth millennium, Cheliah broke free from the increasingly decadent Taldor, taking the center of Aroden's faith with it. Chelish fanatics turned with increasing zeal to the ancient Starfall Doctrine, identifying the capital city of Westcrown as the likeliest place for Aroden's return to usher in the prophesied Age of Glory, which was to

begin in 4606 AR. When Aroden returned to personally drive the demon lord Deskari into the Lake of Mists and Veils in 4433 AR, the zealots' conviction took on an air of inevitability, and Aroden's faith spread throughout the new empire, eclipsing every other human religion. When the appointed hour arrived, the Chelish emperor stood beside Aroden's patriarch at the heart of Westcrown, eager to greet their patron and celebrate his return and the birth of a new Age of Glory.

Instead, the skies darkened with violent storms that lasted weeks, plunging the whole world into tumult and throwing Cheliah into open revolution. By the time devil-worshippers finally quelled the fighting and took control of the empire, Aroden was well and truly slain, his clergy left powerless and confused. Even prophecy itself—the force that had defined Aroden's life and spurred his personal accomplishments and ambitions—no longer functioned as once it had. The future of humanity was again completely unknown, and the world found itself thrown into the uncertainty of the Age of Lost Omens.

PERSONIFICATION AND REALM

Aroden's symbol is the Eye of Aroden, an unblinking divine eye balanced between earth and the heavens. It represented Aroden's guidance over humanity and his ceaseless watch against those who would do harm to his people. Today, it is a ubiquitous symbol of a better time. Religious art depicts Aroden as a valiant armored warrior armed with a resplendent golden sword. The god adopted one of 12 "semblances" when traveling in disguise among mortals: artist, beggar, craftsman, farmer, fisherman, hunter, merchant, scholar, shepherd, soldier, tailor, or vagabond.

Aroden's realm in the Great Beyond was a massive city of sweeping marble towers and immense crystal domes known as Aroden's Domain. Designed as a perfect setting for the afterlife of his followers, it was meant to be an idealized version of the terrestrial utopia he encouraged his human followers to create for themselves.

Today, Aroden's Domain is a wasteland contested by angelic armies, noble devils, and numerous other parties (including Milani, who maintains a small refuge near the heart of the realm). In anticipation of this, the Axiomite Godmind declared Aroden's Domain a distinct region unto itself and no longer a part of Axis until such time as it is fully claimed by a new ruler. A buffer of crystalline sand and a circular golden wall guarded by inevitables demarcates the region.

DOGMA AND WORSHIPERS

At its height, Aroden's faith was by far the most widespread and powerful human religion in the Inner Sea region, with massive cathedrals in nearly every major city and minor shrines just about everywhere. Most of Aroden's clergy were clerics, with some paladins and

magi. The religion influenced nearly all aspects of daily life, from municipal administration to sacramental services celebrating birth, marriage, and death.

Owing to a myth cycle covering thousands of years, Aroden's faith is packed with saints, famous martyrs, and local heroes. Some of these approached demigod status, but like Arazni they are all either long dead or largely forgotten—only Iomedae remains. The names of these heroes survive, however, in the churches and cathedrals named for them, and in the countless statues and temple frescoes bearing their images.

In the decades following Aroden's death, many of his clergy lost faith or drifted to other religions headed by deities capable of answering their prayers. Many of the most devout, delirious with dreams of Aroden's imminent return or fatalistic at the prospect that he never would, threw themselves into the First Mendevian Crusade against the returned demon lord Deskari and the Worldwound.

TEMPLES AND SHRINES

Most Arodenite temples bear Azlanti architectural features—thin spires, domes, and marble columns and statues. Stained glass windows predominate, with the richest temples sporting examples that qualify as priceless works of art. Major temples are almost always dedicated to a saint or martyr, the most famous example being Saint Sarnax in Absalom's Petals District, the current home of the religion's patriarch and the center of its worldwide religious organization (such as it is). Other notable temples include Absalom's Hall of Aroden (the city's current Chelish embassy), the Almas Cathedral in Andoran's capital (now a famous Pathfinder Society lodge), and the legendary lost Sanctum of Aroden somewhere below the streets of Absalom, which served as the modern headquarters of Aroden's faithful Knights of the Ioun Star. In Saint Borobuto in Sargava, elements of Cheliah's colonial church still cling to the Arodenite faith and believe that the Last Azlanti will return once more to lead their people to greatness, just as the missionaries first preached more than six hundred years ago.

Aroden's rural churches often contained shrines to Abadar, Cayden Cailean, Desna, Erastil, Sarenrae, and Shelyn—allies in the march of humanity toward its glorious destiny. Religious services were usually held in the morning, with more orthodox temples (especially in Cheliah) sponsoring sermons after sundown or even at midnight, particularly on Sundays. These beautiful ceremonies featured choirs of adults and children accompanied by highly skilled bards who often wove encouraging and magical effects into the proceedings. Many Arodenite hymns live on today as the melodies of songs devoted to other gods (particularly Iomedae and Abadar), and underlie countless popular tavern songs.



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A PRIEST'S ROLE

For millennia, the lay clergy of Aroden served as the cultural custodians of humanity, the chroniclers of its many accomplishments, and the inspiration for its greatest innovations. They led congregations to seek justice for even the weakest members of society, galvanizing the wealthy to offer succor to the impoverished and the poor to aspire and work toward a more rewarding life. They encouraged focus on the community over the individual, urging all toward a shared destiny of survival, strength, and spiritual and fiscal enrichment.

Each priest sought to model herself on the life and accomplishments of Aroden. The Last Azlanti was not the savior of human history and culture because the stars and the prophets said he would be, but because he recognized the hero of the Starfall Doctrine in himself, and acted to fulfill what he believed to be his destiny. Priests of Aroden therefore advocated personal reliance and responsibility, urging all followers to live to the utmost of their potential.

Today, the central question to what remains of the Arodenite faith is this: Why worship a dead god? The truth is that not very many people do. Without the tangible spells granted by her deity, a cleric has little to show for her devotion. In a world where clerics of even the most minor godlings can heal wounds and cure disease, a powerless clergy leads to empty churches. But the church of Aroden still controls many properties, buildings, and other remnants of its once-continent-spanning infrastructure, all of which require administration. Aroden's faithful also have law-appointed seats on city councils, ecumenical organizations, trade guilds, and other social circles throughout Avistan. At one time, priests of Aroden had the ear of nearly every ruler in the land, and while this influence has certainly waned in the last century, it still exists in places. Where there is political power lying about, there will always be those who step forward to claim it. This means that few of the remaining priests of Aroden truly "believe" in their deity, paying only the barest of lip service to their doctrines or duties. Only the oldest cling to their faith, and their numbers thin with the passing of every year.

HOLIDAYS

Aroden's church recognized dozens of high and low holidays, from annual festivals celebrating his great achievements to days set aside for the honoring of minor saints. The following are some of the most important.

Foundation Day: The first day of the year, 1 Abadius, sees the celebration of Foundation Day in Absalom, commemorating Aroden's founding of the settlement in 1 AR. It remains a major festival, with thousands of spectators watching the Patriarch of Saint Sarnax seated alongside the Lord-Mayor upon the gaudy prime caisson of the procession that leads from the Ascendant Court to Azlanti Keep.

Remembrance Moon: On the first full moon of Desnus, those Arodenite temples that still honor the old traditions light candles until the eldest resident cleric loses count, representing the unknowable numbers slain in battle against the Whispering Tyrant in the Shining Crusade.

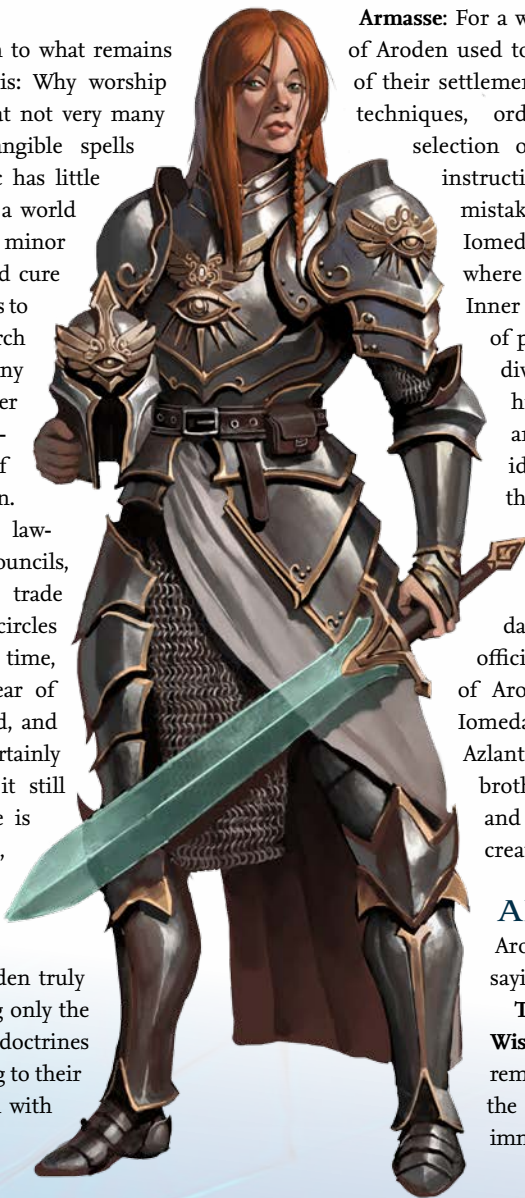
Armase: For a week starting on 16 Arodus, clerics of Aroden used to gather the able-bodied populace of their settlements for training in simple combat techniques, ordination of apprentice clergy, selection of squires for knighthoods, and instruction on military history, lest the mistakes of the past be repeated. While Iomedae's clergy continues Armase where they can, the vast majority of the Inner Sea region sees Armase as a week of partying and relaxation completely divorced from its dead liturgical history. With bloated, baroque pomp and circumstance surrounding ideals most people have forgotten, this holiday has become a fitting metaphor for the sorry state of Aroden's church itself.

Day of the Inheritor: This day on 19 Rova celebrates the official welcoming of the remnants of Aroden's faithful into the flock of Iomedae following the death of the Last Azlanti. It's an occasion of solemnity and brotherhood, of putting aside grudges and taking up common causes to create a better tomorrow for all.

APHORISMS

Aroden's faith spawned countless sayings, including the following.

The Fool Lives in the Moment. The Wise Live Forever: This remonstrance reminds Aroden's followers to take the long view, focusing on legacy over immediate rewards.



Humanity's Destiny Is to Spread Its Knowledge and Culture Across the World: This statement, the sole sentence written upon the opening page of *The History and Future of Humanity*, is the essential credo of Aroden's faith. Arodenites believe in destiny, and moreover, they believe it's their personal responsibility to ensure that humanity's best destiny comes about through their own efforts.

May the Eye Guide Your Blade: The all-seeing Eye of Aroden directs a person's life just as surely as it aims his sword into his enemy's heart. This saying, used as a blessing of good luck, applies to all tasks, not just combat.

HOLY TEXTS

Aroden's most prominent holy text, *The History and Future of Humanity*, combines his personal anecdotes of living in Azlant, his goals for humanity, basic facts about medicine and engineering, and guidelines for ushering the human race toward greatness. All editions contain a complete transcription of the Starfall Doctrine in Ancient Azlanti and numerous modern languages. Each temple of Aroden, no matter how small, also housed at least one *Tome of Memory*, a liturgical text including transcriptions of homilies and aphorisms allegedly spoken by Aroden. Forged from brass to represent the light of Azlanti knowledge, *Tomes of Memory* also include several blank pages, in which clergy were expected to record the personal history of their temple. These books, mostly long removed from their original altars, often contain clues about intriguing local mysteries and treasures, making them valuable to adventurers hoping to reclaim the more tangible secrets of the past.

RELATIONS WITH OTHER RELIGIONS

Aroden's strongest allies were the surviving gods of the Azlanti Empire. In the long centuries following Earthfall, the religions of gods such as Abadar, Pharasma, and Shelyn comprised, in large part, the culture Aroden had sworn to protect. When the Last Azlanti aided in the founding of Taldor and Absalom, it was to Abadar's *Manual of City-Building* that he turned for civic inspiration. Although Aroden opposed the worst excesses of the Azlanti Empire, he was nonetheless a product of its highly decadent culture, and to him fine music, epic poetry, and gorgeous artistic expression inspired by Shelyn were the necessary byproducts of a successful civilization. After Aroden's death, surviving clergy blamed Pharasma for withholding foreknowledge of Aroden's fate, and flare-ups between followers of both gods led to bloodshed in such far-flung lands as Isger, Molthune, and Sargava.

Tales of Aroden's early life relay his mortal devotion to Acavna, Azlanti battle goddess of the moon, and her lover Amaznen, patron of the arcane arts. To the former he dedicated the sharpness and strength of his blades, and to the latter the potent magics he infused within them. Both

gods died in the cataclysm that destroyed Azlant. Aroden's doctrines used the lovers as examples that humanity always goes on, even if its gods should be destroyed.

Desna occasionally appeared in Arodenite art revealing cosmic secrets in the arrangement of celestial bodies, but as Aroden was seen as manifesting the realized potential of those prophecies, Desna's role was, by necessity, secondary.

Aroden had an unusual respect for Cayden Cailean. He appreciated that—despite his own personal best efforts to protect the *Starstone* with the deadly traps of the *Starstone Cathedral*—human ingenuity, luck, and will to survive were such that even a drunkard, under the right circumstances, could emerge unscathed.

Just as the mortal paladin Iomedae gained divine powers from her dedication to Aroden, Aroden himself gained strength and inspiration from her devotion and unwillingness to lay down the sword in an age defined by battle. Iomedae's optimism and inherent goodness countered the dark impulses inspired by millennia of immortality, and if Aroden had known his fate, he could have chosen no more fitting Inheritor than she.

Among the gods of evil, Aroden's clergy saw in Lamashtu the darkness and chaos beyond a settlement's walls, the lurking danger of an unwelcoming world outside the perimeter that divides man from beast. Urgathoa's gluttony and decadence reminded Aroden of the failures he had left behind—if she hadn't come from Azlant, she may as well have—but her obsession with undeath gained her Aroden's eternal enmity. Norgorber represents the darkest urges of humanity, the murderous, self-destructing impulses that keep the race unable to escape its worst depravities. That the villain managed to coax divinity from the very *Starstone* that Aroden had raised from the ocean depths made Norgorber—and his debased followers—sworn enemies of Arodenites everywhere.

ADVENTURERS

Outside those connected to the remnants of Aroden's ecumenical apparatus, very few modern humans can be called followers of the god in a traditional sense. Adventuring Knights of Ozem probably represent the closest modern equivalent of paladins of Aroden, as many of their traditions tie back to rituals heavily steeped in Arodenite religious practice. Remnants of the ancient Azlanti Knights of the Ioun Star once served as Aroden's personal guard, but the last of his faithful perished when they were sealed within the Sanctum of Aroden under Absalom upon his death. The only remaining Ioun Knights are of the Eastern Star faction, who believe that Aroden's death proves that he was not truly the Last Azlanti of prophecy after all. Today, Aroden's greatest contribution to adventurers is in the meticulous historical records kept by his clergy and the abandoned temples filled with forgotten secret chambers, vaults, and sealed crypts ready to be plundered.

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PATHFINDER ADVENTURE PATH FRIENDS AND FOES

Hundreds of characters have come to life over the course of 100 volumes of the Pathfinder Adventure Path line. Whether acting as enemies or allies, many of the personalities we've presented in Pathfinder Adventure Path have gone on to become fan favorites. Stories of player characters' reactions to these NPCs' exploits are shared on our messageboards, and their tales have been told around gaming tables throughout the world. The Adventure Paths offer exciting combat, and the stories uncover hidden lore from all across the Inner Sea, but the thing people tend to recall with the greatest fondness is the wealth of personalities behind the plots and machinations that make for exciting adventures. This is not limited to the sinister and dangerous villains at the climax of each adventure, since the PCs' allies often go on to become some of the most beloved characters we've presented. Along the way we've learned that you can never have too many flavorful characters to spice up an adventure.

This article presents 16 optional NPCs that GMs can use to fill important roles in their various campaigns. Each NPC is designed to be used in the Adventure Path to which that character is primarily tied, but each entry also gives a number of suggestions for how best to use that NPC in other Adventure Paths. The NPCs presented here can also fit in well with any homebrew campaign that uses the world of Golarion as its setting, as each of these characters is connected with a particular nation or group from the Inner Sea region. For this unique retrospective, we charged an author who wrote one of the adventures in a particular Adventure Path with providing the write-up of the related NPC. In cases where that wasn't possible, the person in charge of outlining or developing the related Adventure Path offered an interesting character tied to that campaign.

Here's a quick glimpse of the kinds of friends and foes our Adventure Path authors have in store for you in the following pages.

Master of madness and wrangler of goblins, Richard Pett, author of "The Skinsaw Murders" (*Pathfinder Adventure Path* #2), delivers a wonderfully disturbing goblin named the Terrible Tup who can be easily inserted into a Rise of the Runelords campaign.

To add some more personalization to your Curse of the Crimson Throne campaign, Nicolas Logue, author of "Edge of Anarchy" (*Pathfinder Adventure Path* #7), presents Lieutenant Gatlynn Keidros, a Gray Maiden designed to fit in with the action in that campaign.

A name that has graced the credits page in at least one volume of every Adventure Path to date, Greg A. Vaughan, author of "Shadow in the Sky" (*Pathfinder Adventure Path* #13), brings us Chessadril Odranata, a drow who can enhance your Second Darkness campaign.

Our own publisher Erik Mona, author of the initial installment of the Legacy of Fire Adventure Path, "Howl of the Carrion King" (*Pathfinder Adventure Path* #19), gives additional information about Garavel, a servant to the alien Pactmasters of Katapesh.

The first Adventure Path using the Pathfinder Roleplaying Game rules, Council of Thieves was kicked off with Sean K Reynolds's "The Bastards of Erebus" (*Pathfinder Adventure Path* #25). Here he presents a Child of Westcrown with a familiar last name: Amaya Kaijitsu.

Longtime contributor Jason Nelson, author of "War of the River Kings" (*Pathfinder Adventure Path* #35), introduces the sinister fey murderer Trazel Rainwater for use in your Kingmaker campaign.

To help add additional flavor and deadliness to the Serpent's Skull Adventure Path, all-around madman Tim Hitchcock, author of "Racing to Ruin" (*Pathfinder Adventure Path* #38), delivers Sheko-Maru, a Red Mantis assassin.

Although Editor-in-Chief F. Wesley Schneider didn't write any of the adventures in the Carrion

Crown Adventure Path, he was the mastermind behind outlining the horror-filled saga, and he brings us Sleepless Agent Lessaj Gilvrand as an NPC suited to that campaign.

The always-amazing Neil Spicer, winner of RPG Superstar 2009 and author of the final adventure of Jade Regent, "The Empty Throne" (*Pathfinder Adventure Path* #54), presents a conflicted ogre mage named Hirakonu to help flesh out that campaign.

Since we didn't manage to add jinx eaters and more guns to the Skull & Shackles Adventure Path, Senior Developer Rob McCreary, who outlined and developed the Adventure Path, introduces the tengu Ikiko for your swashbuckling pleasure.

Mike Shel returned to writing adventures and made his Adventure Path debut in Shattered Star by writing "Curse of the Lady's Light" (*Pathfinder Adventure Path* #62), and now he gives us Pathfinder Unselm Oldurac to provide aid to adventurers in that campaign.

Author of the wildly popular "Rasputin Must Die!" (*Pathfinder Adventure Path* #71), Brandon Hodge fleshes out one of the many denizens of Baba Yaga's Hut, Amitre Leth, who can be both friend and foe in the Reign of Winter Adventure Path.

Crusading into the Worldwound to clash with demons in the Wrath of the Righteous Adventure Path, Creative Director—and coauthor of "The Midnight Isles" (*Pathfinder Adventure Path* #76)—James Jacobs gives us more details on Ayavah, an artistic tiefling obsessed with Noctacula who has been leaving sculptures of romantically entwined succubi across the Inner Sea for years.

The multitasking Amber E. Scott, author of "Secrets of the Sphinx" (*Pathfinder Adventure Path* #82)—as well as the Pathfinder's Journal for the Adventure Path—presents Vadoma Gall, a member of the Order of the Palantine Eye.

Author of "The Divinity Drive," the final installment of the Iron Gods Adventure Path (*Pathfinder Adventure Path* #90), developer Crystal Frasier delivers more wonderful fantasy tech with Malin the Prophet, an android with a plasma blade.

Rounding out this collection of Adventure Path NPCs, Jim Groves, author of "Ice Tomb of the Giant Queen" (*Pathfinder Adventure Path* #94), presents a character with a familiar surname that can fit in with the Giantslayer Adventure Path and pretty much any campaign set in Varisia: Damon Vancaskerkin.

You might notice that there isn't an NPC designed to fit in with the Hell's Rebels Adventure Path; This is because the campaign has not yet reached its thrilling climax! However, you could reasonably import nearly any of the characters introduced here into that story. Perhaps one day when we do something like this again, we'll start with a new NPC tailored to either join the Silver Ravens or fight alongside Barzillai Thrune!

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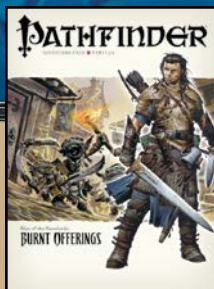
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THE TERRIBLE TUP

"Yes, Tup make stories. Such stories. You will enjoy. Then you make Tup a nice supper on a pretty pretty fire."

THE TERRIBLE TUP

CR 3

XP 800

Male goblin bard 1/sorcerer 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 28 (4 HD; 3d6+1d8+11)

Fort +3, **Ref** +6, **Will** +4; +4 to avoid catching on fire or to put himself out when on fire

Resist fire 5

OFFENSE

Speed 30 ft.

Melee torch +2 (1d2-1 plus 1d4 fire)

Range alchemist's fire +4 (1d6 fire plus 1d4 fire)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate [DC 12], inspire courage +1), claws (2, 1d3, 5 rounds/day)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*beguiling gift*^{APG} (DC 13), *hideous laughter* (DC 13)

0 (at will)—*dancing lights*, *know direction*, *prestidigitation*, *resistance*

Sorcerer Spells Known (CL 3rd; concentration +5)

1st (6/day)—*burning hands* (DC 13), *endure elements*, *mage armor*, *ventriloquism* (DC 13)

0 (at will)—*acid splash*, *flare* (DC 12), *ghost sound* (DC 12), *mage hand*, *spark*^{APG} (DC 12)

Bloodline draconic

TACTICS

Before Combat Tup prefers avoiding fights, instead setting his fires and running to watch their beauty from a safe distance. If confronted, he tries to intimidate opponents into backing down first.

During Combat Tup loves to burn things, friends and foes alike. If feeling playful, he uses *beguiling gift* to offer a *potion of hideous laughter* or a lit fuse grenade, but more often he simply turns to his favorite spell: *burning hands*. When spells run out, he instead lobs alchemist's fire.

Morale Despite his bluster, the Terrible Tup is an unmitigated coward and flees if no one seems impressed or awed by his pyrotechnics.

STATISTICS

Str 8, **Dex** 17, **Con** 14, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** -1; **CMD** 12

Feats Burn! Burn! Burn!^{ARG}, Eschew Materials, Fire Hand^{ARG}

Skills Acrobatics +0 (-4 when jumping), Bluff +6, Craft (alchemy) +6, Disable Device +1, Disguise +7, Intimidate +7, Knowledge (arcana) +6, Knowledge (local) +6, Perform (act) +6, Perform (comedy) +8, Ride +4, Spellcraft +5, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

SQ bardic knowledge +1, bloodline arcana (energy spells that match bloodline energy deal +1 point of damage per die)

Combat Gear *potions of hideous laughter* (2), alchemist's fire (7), fuse grenades^{UE} (2), oil (12); **Other Gear** bagpipes (broken), curved smoking pipe, hobnail boots, leather bag full of newts, Medium leather kilt, mummer's hat with a huge feather, paper candle firework^{UE}, portable alchemist's lab, puppeteer's booth, rat-skin sporran filled with clover, tindertwigs (19), torches (4), woolen mittens, yellow marbles (6), sheep named Deliverance equipped with a riding saddle and saddlebags, selection of gaudily painted glove puppets worth 150 gp as a set (including a huge magistrate holding a meat cleaver and a string of fake sausages, his stick-thin wife, a trio of masked rats, a dire corby, and a hell hound)

Although Tup's parentage has proved a frustrating mystery, the goblins of Thistletop welcomed his wit and pyromaniacal skills, right up until he set fire to another of Warchief Ripnugget's wives and found himself banished. Tup (also known as the Terrible Tup, the Prince of Darkness, Lord Inferno, the Dragon-Sired Master of Really Massive Bonfires, and the Bale-Flame of Naughtiness) still cannot understand the cause for his forceful ejection from his home, and hates his kin for abandoning him.

The excitable goblin stole more and more clothes from wash lines and sleeping travelers to protect himself from the harsh weather of the Varisian hinterlands, eventually covering himself from head to toe in obscuring layers that seemed to keep humans from panicking and attacking (at least, as often). To forestall madness—as much as any goblin can—Tup took to making his own friends from twigs and stolen craft supplies, and held long,

exciting, profanity-laden conversations with his puppets at crossroads as they debated where to wander. In time, he discovered that others—even filthy longshanks—also liked these conversations, and bit by bit Tup found himself filling the role of puppeteer, peddler, and hedge-wizard. An exile from his own frighteningly communal kin, he wanders desolate byways and gorse-choked paths in disguise, hiding beneath a hefty mummer's outfit and claiming in his uniquely accented Common that he is nothing more than a slight leper—a hermit who wanders the lands trading and entertaining.

Tup is a classic pyromaniac; in fact, his sickness has gone beyond mere mania and become his sole inspiration for living. A warm fire keeps him safe by night, a magic flame brings him money to spend on tindertwigs, and a vast burning building in a town amuses him by day. Luckily, Tup speaks good Common, and has grown skilled at hiding his green skin. Somehow, no villagers ever seem to connect the terrible fires that erupt in their communities with the arrival of the excitable little peddler and his puppet show. This has allowed Tup to move in some surprising circles.

Tup sees the world from the back of his beloved riding sheep, a huge Mushfen ewe he calls Deliverance and who has been with him since she was a lamb. Though loyal, Deliverance is not very bright. She tends to dart off randomly, even when given the strictest instructions, and is absolutely useless as a combat mount.

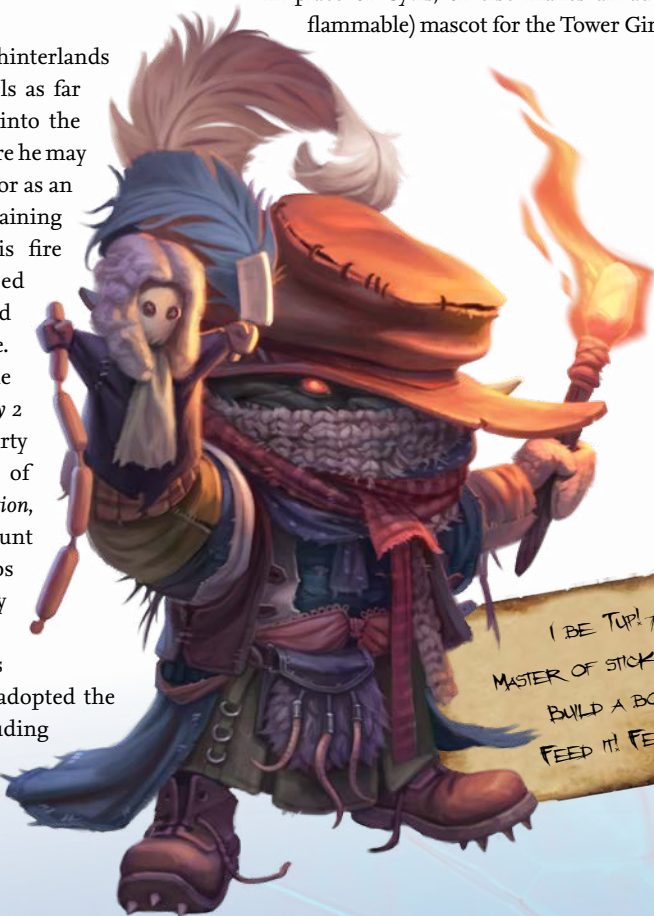
CAMPAIGN ROLE

Tup largely confines his wanderings to the hinterlands around Sandpoint, but occasionally travels as far south as Magnimar. He fits most easily into the Rise of the Runelords Adventure Path, where he may equally serve as an antagonist for the PCs or as an unlikely ally. The PCs may find Tup entertaining a group of passing merchants with his fire tricks, or may encounter him being chased out of town by children who goad and torment him for his size and appearance. As an enemy, he and Deliverance (use the statistics for a ram, *Pathfinder RPG Bestiary* 2 154) pose a considerable threat to a party of neophyte adventurers. In Chapter 1 of the *Rise of the Runelords Anniversary Edition*, Shalelu may recommend the PCs hunt down the exiled goblin to claim his maps of Thistletop, or the wayward goblin may seize the initiative and try to eliminate the PCs to get back into Ripnugget's good graces. By Chapter 2, he may have adopted the remnants of the Thistletop goblins (including Gogmurt, if the druid also escapes) into his own tiny bandit gang, and attack PCs en route to Magnimar.

Despite his untrustworthiness, the Terrible Tup also makes a potential friend. He hates his fellow Thistletop goblins for abandoning him, and if he encounters the PCs—perhaps at a crossroads while entertaining other travelers—he may invite himself to join their group and tell them juicy gossip (some of it useful, most of it gross) about his former friends, pretending all the while to merely be a local expert on “goblinosity,” and perhaps even replacing Shalelu as the party's advisor on Sandpoint's local goblin tribes. The tiny goblin meets many interesting souls on the roads and learns all manner of rumors; he can easily provide the PCs with important clues they miss on their own, and point them in the right direction for a small fee. Despite his helpfulness, Tup remains evil and impulsive and may prove a headache, doing anything from making unflattering puppets of the heroes of Sandpoint to lighting them (or all of Sandpoint) on fire in their sleep.

Tup also makes an unlikely caravan companion in the Jade Regent Adventure Path as a strange gnome-like figure who is eager to entertain the travelers as they cross Varisia. In such a campaign, he takes on the role of a secret saboteur, complicating the trip and occasionally lighting wagons on fire while using his puppet shows to endear himself to the PCs and accuse everyone else of starting the fires.

Thanks to his occasional trips to Magnimar, Tup may also appear in the Shattered Star Adventure Path, especially over the course of *Pathfinder Adventure Path* #61: *Shards of Sin*. He may lead (or at least visit) Magnimar's sewer goblins in place of Cyvis, or else makes an adorable (if flammable) mascot for the Tower Girls.



I BE TUP! ALONES I CREEP!
MASTER OF STICK-MANS! RIDER OF SHEEP!
BUILD A BONFIRE BIG AND TALL
FEED IT! FEED IT! BURN THEM ALL!

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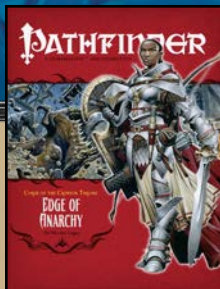
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GATLYNN KEIDROS

“The day I earned my helm, my dear husband shot me through the heart. I wish I could say his end was merciful, swift, or painless, but I understand those traits come from people who still have hearts in their chests.”

GATLYNN KEIDROS

CR 4
XP 1,200

Female human fighter 4/slayer 1 (*Pathfinder RPG Advanced Class Guide* 53)

N Medium humanoid (human)

Init +4; **Senses** Perception +3

DEFENSE

AC 21, touch 12, flat-footed 19 (+9 armor, +2 Dex)

hp 48 (5d10+14)

Fort +8, **Ref** +7, **Will** +0 (+1 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk longsword +7 (1d8+1/19–20)

Ranged mwk heavy crossbow +11 (1d10+2/19–20)

Special Attacks studied target +1 (1 target)

TACTICS

During Combat Gatlynn always fights from a superior position, forcing opponents to climb walls, cross chasms, or brave other hazards to reach her sniping positions. If she lacks a secure perch, she instead opens fire to draw enemies back into a waiting ambush, where her allies engage the foes in melee, allowing her to pick off targets one by one. She readily changes up her ammunition to adapt to threats, or to deal nonlethal damage against foes to whom she wishes to show mercy.

Morale Gatlynn is a practical fanatic, reasoning that she is of little use to her queen if she's dead, even if that death is glorious. She falls back if clearly outmatched or reduced below 15 hit points.

STATISTICS

Str 13, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** 20

Feats Crossbow Mastery^{APG}, Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

Skills Acrobatics +0 (–4 when jumping), Bluff +5, Climb +3, Diplomacy +2, Disguise +5, Intimidate +8, Knowledge (nobility) +3, Perception +3, Ride +5, Stealth +4, Survival +3, Swim +1

Languages Common

SQ armor training 1, track +1

Combat Gear +1 silver crossbow bolts (10), *potion of cure light wounds* (2), *potion of vanish*^{APG} (2), tanglefoot

bag (3), thunderstone (3); **Other Gear** mwk full plate, mwk heavy crossbow with 20 bolts and 10 blunted bolts, mwk longsword, 14 gp

Gatlynn Keidros grew up among the noble courts of Korvosa, dabbling in everything from embroidery and music to equestrianism and swordplay. Quick in her studies, bold in action, and possessed of graceful features, she was once described by King Eodred Arabasti II as “one of the shining jewels adorning Korvosa’s crown.” By then, of course, the aging king’s fancy had been captured by his vivacious foreign bride, and spared the old man’s pawings, Gatlynn instead wed her childhood sweetheart and her father’s protegee: the up-and-coming knight Nelsin Caid. With both newlyweds possessed of strong passions and fickle opinions, their romance—and their fights—were legendary among the noble houses. The pair competed fiercely in all things: friendly fencing matches became night-long duels risking life and limb, romantic hunts along the Jegarre River became desperate contests of prowess, and courtly dances became trials of skill and endurance. Most of the court whispered that the pair deserved each other, for good or ill.

When King Eodred perished and his throne passed to his young bride, Gatlynn’s marriage slid quickly from a love-hate relationship to naked hate. While Gatlynn saw a kindred spirit in the young queen who seized the reigns of power, Nelsin did not hide his disdain for the childish foreign ruler. As Korvosa fell into chaos, Gatlynn’s unquestioning support for the queen only grew. The pair’s mutual loathing reached its peak only weeks later, when Gatlynn announced her induction into Queen Ileosa’s newly formed Gray Maidens. Incensed by his wife’s sudden promotion and—by his stodgy estimation—betrayal of the city, Nelsin pulled his crossbow from the mantel and fired into her chest. Gatlynn blacked out moments after beating her beloved unconscious with her own helm.

She awoke days later—the queen’s surgeons had saved her life, removing her breast and leaving a deep scar across her chest in the process. The queen’s ministrations soothed the young warrior’s pains, but her husband’s bolt had slain the corner of Gatlynn’s heart that trusted

anyone beyond her liege, leaving her cold and withdrawn. She remains ever suspicious of those who serve their own whims rather than a master.

Among the Gray Maidens, Gatlynn found like-minded women: passionate, driven, fearless, and absolutely dedicated to their cause no matter the price. Thanks to this camaraderie—as well as subtle coaxing by Ileosa's enchantments—Gatlynn fell in line quickly and easily. By the time Ileosa began demanding sacrifices of flesh from her secret police, Gatlynn readily agreed, having already come to view her jagged chest wound as a testament to her endurance in a dangerous world. She remains a hunter in her heart, tracking prey and reading the turn of the land, and still dabbles in a dozen interests at a time, but fully dedicates her skills to queen and city. As a lieutenant, she commands a small contingent of her own Gray Maidens, likewise made up of the daughters of other minor noble houses, most often working to flush criminals and upstarts into waiting ambushes of her soldiers.

Korvosa will know peace and order, and its citizens may choose the open hand or the mailed fist. Gatlynn will deliver whichever her queen commands.

CAMPAIGN ROLE

While she is intense and ambitious, Gatlynn is by no means strong-willed. She has drunk deeply of Ileosa's mundane and magical brainwashing, and believes herself a loyal soldier saving the city from itself. Given her background, she fits most easily into the Curse of the Crimson Throne Adventure Path. PCs may encounter her in *Pathfinder Adventure Path #8: Seven Days to the Grave*, leading the Gray Maidens who put down the riot in front of the Abadaran temple, escorting Dr. Davaulus's physicians as they go about their clandestine work, or else commanding the Gray Maidens guarding the Hospice of the Blessed Maiden. She may also appear in *Pathfinder Adventure Path #9: Escape from Old Korvosa*, where she makes an excellent watch commander in the quarantine of the city slums, and may even travel into the quarantine zone to track known dissidents for her liege.

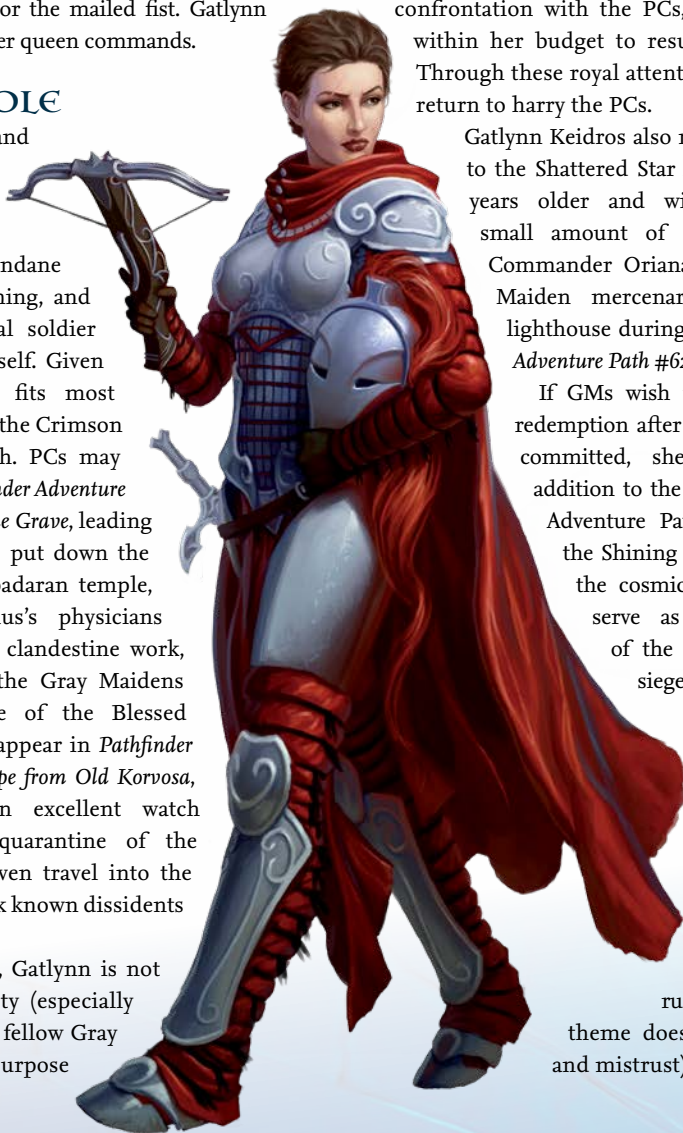
Despite her zealotry, Gatlynn is not particularly bloodthirsty (especially when compared to her fellow Gray Maidens), and sees no purpose

in finishing off felled foes or battling to a lethal end, especially against fellow women. Dead targets can't talk, after all, and can never be turned to the righteous side. If PCs return the kindness in a fight, taking Gatlynn prisoner rather than slaying her, they can begin to break the brainwashing imposed by Ileosa and the *Crown of Fangs*. Gatlynn has seen few of Ileosa's atrocities, but has always felt those she has witnessed were justified by the greater good. At first, she believes any additional evidence to be lies, though after days or weeks she may open her eyes to the true horrors the Gray Maidens commit on their queen's behalf. She serves as an excellent insight into the Gray Maidens' purpose and mindset, as well as the great price expected of Ileosa's personal guard.

Thanks to their similar temperaments and ages, and their mutual harassment at the hands of her dead husband, Queen Ileosa feels some affection toward Gatlynn Keidros. While she won't keep the young woman out of harm's way, she will have her retrieved and revived if left bleeding and unconscious after a confrontation with the PCs, and may even find it within her budget to resurrect the sniper once. Through these royal attentions, Gatlynn can easily return to harry the PCs.

Gatlynn Keidros also makes a logical addition to the Shattered Star Adventure Path. Several years older and wiser—and carrying no small amount of regret—she works for Commander Oriana's detachment of Gray Maiden mercenaries operating in the lighthouse during the events of *Pathfinder Adventure Path #62: Curse of the Lady's Light*.

If GMs wish to play up a quest for redemption after the dark deeds Gatlynn committed, she makes an excellent addition to the Wrath of the Righteous Adventure Path. Gatlynn has joined the Shining Crusade to help balance the cosmic scales, and can either serve as a surviving member of the army assisting in their siege of the Gray Garrison in *Pathfinder Adventure Path #73: The Worldwound Incursion*, or else serve as a guide and caravan guard in *Pathfinder Adventure Path #74: Sword of Valor*, assisting Nurah Dendiwhar (or even replacing her, if you're running a campaign whose theme doesn't delve into betrayal and mistrust).



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CHESSADRIL ODRANATA

"Around here, enough gold in your pocket will get you whatever you want, but too much gold in your pocket will get you dead."

CHESSADRIL ODRANATA

CR 10

XP 6,400

Female drow expert 3/rogue 7 (*Pathfinder RPG Bestiary* 114)
NE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Perception +15

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 deflection, +1 Dex)

hp 48 (10d8+3)

Fort +5, **Ref** +9, **Will** +9; +4 vs. web-related spells and effects, +2 vs. enchantments

Defensive Abilities evasion, trap sense +2, uncanny dodge;

Immune sleep; **SR** 16

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk shortsword +9/+4 (1d6–1/19–20)

Ranged +1 *shock light crossbow* +9 (1d8+1/19–20 plus 1d6 electricity)

Special Attacks sneak attack +4d6

Spell-Like Abilities (CL 10th; concentration +14)

1/day—*dancing lights*, *darkness*, *faerie fire*, *spider climb*

TACTICS

Before Combat Chessadril hates a fight, especially a fair one, and prefers to use stealth, deception, threats, bribery, or magic to avoid them whenever possible.

During Combat If cornered into combat, Chessadril uses *spider climb* to clamber to the ceiling or any other difficult-to-reach perch and opens fire with her crossbow. She poisons her bolts as soon as possible.

Morale Chessadril flees combat at the first opportunity.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +7; **CMB** +6; **CMD** 18

Feats Combat Expertise, Deceitful, Improved Feint, Persuasive, Spider Step^{ARG}, Weapon Finesse

Skills Acrobatics +5, Appraise +13, Bluff +19, Climb +3, Diplomacy +17, Disguise +15, Escape Artist +5, Handle Animal +12, Intimidate +16, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (local) +11, Knowledge (nobility) +9, Perception +15 (+19 to hear the details of a conversation or to find concealed or secret objects [including doors and traps]), Profession (merchant) +15, Ride +7, Sense

Motive +14, Sleight of Hand +8, Stealth +9, Use Magic Device +15; **Racial Modifiers** +2 Perception

Languages Aklo, Drow Sign Language, Elven, Undercommon
SQ exceptional resources, poison use, rogue talents (canny observer, coax information, finesse rogue), trapfinding +3

Combat Gear *oil of darkness* (5), *potion of cure moderate wounds* (5), *potion of darkvision* (5), *potion of invisibility* (2), acid (5), alchemist's fire (5), antitoxin (5), drow poison (10), spider sac^{ARG} (5); **Other Gear** +1 *mithral chain shirt*, +1 *shock light crossbow*, mwk shortsword, *circlet of persuasion*, *cloak of resistance* +2, *ring of protection* +1, backpack, climbing kit, concealed money pouch (DC 20 Perception; holds 15 pp and 71 gp), disguise kit, gold earrings (7, 50 gp each), small gold cheek piercings (50 gp each), chrysoberyls (7, 100 gp each), large emeralds (2, 3,000 gp each), riding gecko^{ARG}, exotic riding saddle, saddle bags

SPECIAL ABILITIES

Exceptional Resources (Ex) As a highly successful Darklands merchant, Chessadril has wealth equal to that of a PC of her level. This increases her CR by +1.

Born deep below Golarion's surface in the drow city of Zirnakaynin, Chessadril Odranata was the unwanted daughter of a spider-silk sorter. Sold as an indentured servant at an early age to an ore supplier, she grew up learning to gauge minerals for their quality and cost to fill the forges of Rygiran. Over time, the young girl displayed a head for figures and began keeping her mistress's accounts. After several years, her owner noticed the young girl's keen ear for rumors and her instinct for assembling those whispers into a surprisingly accurate mental map of Sekamina's business landscape. She found the child's talent for predicting market fluctuations and sniffing out a profit to be highly lucrative, and eventually promoted her to overseer, and after many long years to partner. Chessadril served with a loyalty uncommon among her people, and therefore few suspected her involvement when her mistress died in an unfortunate accident. Barely 110, the former slave found herself in a position to easily step in and take up the reigns of the business. Few questioned her rise from poverty to wealth, and those who did dared do so only in hushed voices.

Taking the capital and experience gained while under her former master, Chessadril expanded and diversified the business, becoming an independent merchant and commodities trader in Zirnakaynin. Though affiliated with House Vexidyre (the main patron of trade in the city), Chessadril bears the house no particular loyalty beyond the coin she gets from their association. Today, Chessadril controls much of the mining and ore trade around Zirnakaynin, either through her own organization or proxies placed among her competitors. Remembering her own youth, the drow woman is uncommonly gentle with her slaves; she tolerates no laziness and scoffs at their desire for freedom, but doesn't work them to death or treat them cruelly—a sympathy she doesn't reserve for any well-born drow who cross her.

Profit and security alone motivate Chessadril, and Zirnakaynin's recent developments lead her to doubt the future of both. Like many, she knows House Azrinae has retreated from the city, but her observations of their economic decisions informs the drow merchant far better than any spies could. Having watched the noble house quietly buy up easily preserved foodstuffs, rope, survival gear, pack mounts, and durable slaves for weeks, Chessadril surmises their exit from the city is likely permanent, and aimed toward far distant and unsettled regions. Given that the drow control so much of Sekamina, Chessadril's conclusion is that House Azrinae is heading down into hostile Orv, possibly to escape some unforeseen calamity they alone have predicted (or caused) that endangers not only Zirnakaynin but all of Sekamina as well. Sadly, Chessadril's intuitions stop short of predicting what that disaster may be, leaving her anxious and in need of outside agents.

Chessadril has, of course, guessed well. Ever since she noticed that skill, Gadak Simiyin, returning to House Vonnarc with drow strangers from a far-distant outpost, her need to know and her sense of self-preservation have grown to overwhelm her.

CAMPAIGN ROLE

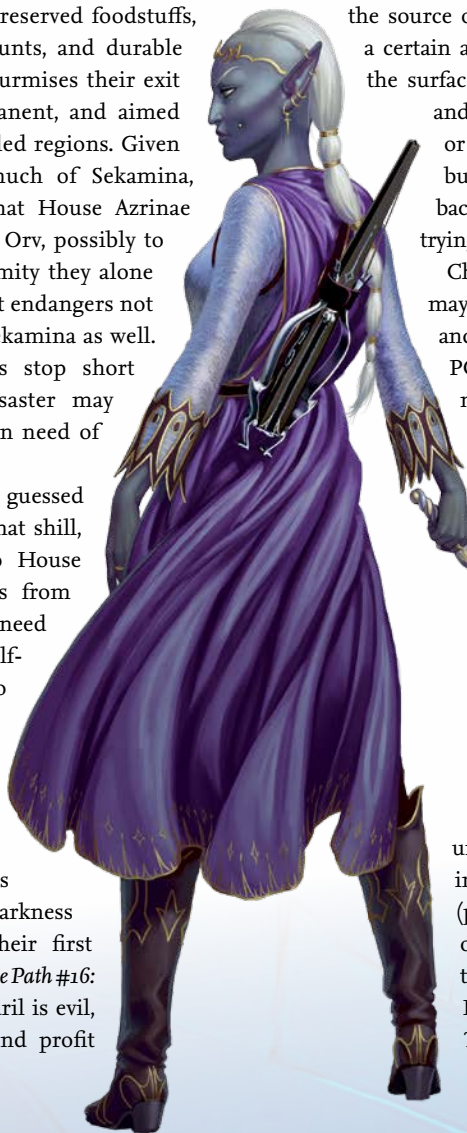
Chessadril primarily serves as a foil for mainstream drow treachery during the PCs' visits to Sekamina in the Second Darkness Adventure Path, especially their first foray during *Pathfinder Adventure Path #16: Endless Night*. Though Chessadril is evil, her motivations revolve around profit

and self-interest, and she happily offers assistance to useful tools—especially those from outside Zirnakaynin's tangled political knots. She serves as a tentative ally who can help the PCs overcome Vonnarc's treachery, shelter them from some of the city's psychological horrors (or help explain away their squeamishness to fellow drow as mental illness), and ultimately help them escape Zirnakaynin with their hides intact. She will try to extract some form of payment in cash or magic items for aiding the PCs, but may also trade her services for valuable insight into surface affairs or the schemes the noble families are embroiled in. If things go well, she may even arrange to meet them again some later time in Nar-Voth, providing the PCs with a refresher in drow culture and politics before the events of *Pathfinder Adventure Path #18: Descent Into Midnight* or acting as their guide through the Darklands. Chessadril will not accompany the PCs back to Kyonin.

Chessadril is a poor and cowardly combatant, relying on hired guards (or desperate PCs) for any violence she needs. She acts as an intellectual ally (or rival, if she's treated poorly), evil but predictable in her loyalty to the source of her profits. She might even develop a certain affection for the backward yokels from the surface over time. She prefers to hang back and provide just the right advice, insight, or equipment to deal with an encounter, but otherwise remains quietly in the background—always watching—and always trying to turn a coin or three.

Chessadril's contact with surface races may pique her curiosity about Golarion and the potential for profit it presents. PCs may encounter her in one of the many dungeons or cave systems of the Shattered Star Adventure Path as a wandering merchant or leader of a band of mercenaries. She makes an excellent addition to *Pathfinder Adventure Path #63: The Asylum Stone*, where she may assist (or replace) Berkanin Ardoc as she attempts to establish a surface outlet for her supply of drow poisons and fungi. She may also make an

untrustworthy but neutral third-party in the Serpent's Skull Adventure Path (particularly if the PCs begin to run low on resources and long on treasure) once the PCs enter the serpentfolk city of Ilmurea in *Pathfinder Adventure Path #41: The Thousand Fangs Below*.



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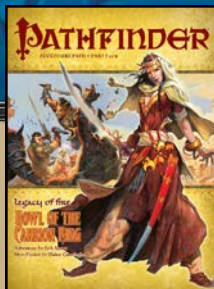
NPC GALLERY

ARODEN, THE LAST AZLANTI

PATHFINDER ADVENTURE PATH FRIENDS AND FOES

PATHFINDER'S JOURNAL

BESTIARY



GARAVEL

"I've run a cost-benefit analysis on our alliance, and I'm afraid the numbers do not come out in your favor."

GARAVEL

Male human fighter 7

LN Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge)

hp 60 (7d10+14)

Fort +7, **Ref** +5, **Will** +4 (+2 vs. fear, +4 vs. mind-affecting effects)

OFFENSE

Speed 30 ft.

Melee +1 *falchion* +13/+8 (2d4+8/18-20) or
sap +10/+5 (1d6+3 nonlethal)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 23

Feats Combat Reflexes, Dazzling Display, Disruptive, Dodge, Intimidating Prowess, Persuasive, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Climb +6, Diplomacy +8, Intimidate +15, Perception +5, Survival +6, Swim +6

Languages Common, Kelish

SQ armor training 2

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*; **Other Gear** +1 horn lamellar armor, +1 falchion, sap, boots of the cat^{UE}, cloak of resistance +1, elixir of hiding, *Pactmaster's favor*, ledger

SPECIAL ABILITIES

Pactmaster's Favor Garavel has a magical bolt implanted in the left side of his head that allows the Pactmasters to exert control over him. This implant provides a +4 resistance bonus on saves against mind-affecting effects, but as a side effect, Garavel can never gain the benefits of a morale bonus of any sort.

Garavel grew up as an orphan on the streets of Absalom's Dock District. By the age of 10, he served as a messenger for a street gang affiliated with the city's notorious Salt Cartel. He grew out of awkwardness as a teen and eventually became an enforcer for the gang, keeping watch over warehouses filled with illegal human chattel and striking against the gang's enemies with fists that grew more powerful with

each year. As his reputation as a bruiser grew, he came to the attention of the Cartel's leader, Lady Seichya of House Tevineg, warden of the squalid prison known as the Brine. Garavel's youth and roughness of character appealed to the scornful noblewoman, who promoted him to serve as her personal guard and amorous plaything, schooling him in the finer points of Absalom's high society and grooming him for greater things in the Salt Cartel.

The prison held little appeal for Garavel. On the streets, he justified his service to the Cartel as a necessary requirement for staying alive, but as his fortunes increased in the company of Lady Seichya, he grew more and more distant from his hardscrabble origins, and sought a better life for himself. Worse, continued exposure to the prison—which the Salt Cartel shamelessly used to store illegally imported slaves and as a source for brand-new domestic slaves for foreign export—began to disgust him. After escorting a shipload of Tevineg slaves through a Gray Corsair blockade near the island of Okeno and putting in at the capital city of Katapesh, Garavel abandoned his duties, his wicked lover, and his life in Absalom and slipped into the shadows of the foreign metropolis.

Lady Seichya channeled her fury at Garavel's betrayal by sending word through the Salt Cartel's contacts to the mysterious Pactmasters of Katapesh, informing them she would pay most handsomely for the return of her valuable servant. Having no special need for Tevineg coin, the Pactmasters instead focused on her description of Garavel's many skills and talents, reasoning to themselves that a servant so valuable to the Salt Cartel might prove most fortuitous as an agent of Katapesh. They managed to track Garavel down and offered him eternal protection from the Salt Cartel, so long as he swore allegiance to the Pactmasters. They had need, they explained, for a canny agent capable of blending into both high and low society who knew when the time was right to draw the sword. More importantly, they needed an agent with the discretion to understand when the right answer was to never draw a sword at all. To seal their agreement, the Pactmasters (forewarned of Garavel's capacity for well-principled treachery) implanted Garavel's skull with a magic bolt known as a *Pactmaster's favor*, which ensured his unswerving loyalty to their orders. He has served their

inscrutable schemes ever since, and remains one of their most valuable field agents.

Garavel is a handsome human man just beginning to show the first signs of middle age. His short black hair recedes slowly as the years go by, combining with well-placed battle scars, impressive and well-worn horn lamellar armor, and a magic falchion to suggest that he is a man of experience both on and off the battlefield. The *Pactmaster's favor* keeps his emotions in check, giving the impression of a deliberate observer who speaks in calm, measured tones at all times. He usually hides this bolt with a splendid blue keffiyeh that doubles as a *cloak of resistance*, especially when he's outside his homeland of Katapesh. At times, close observers can sense an unspoken emotional turmoil roiling below the surface of his handsome face, but Garavel is utterly incapable of relaying his true emotions or feelings, and his inner dialog never makes it to the outside world.

CAMPAIGN ROLE

Garavel appears in *Pathfinder Adventure Path #19: Howl of the Carrion King*, which kicks off the Legacy of Fire Adventure Path. Throughout the campaign, he serves as the confidante and business associate of the merchant princess Almah Roveshki, who has been directed by the Pactmasters to reclaim the battle market settlement of Kelmarane in the foothills of the Brazen Peaks. Conflicted by his assignment to both assist Almah and to keep an eye on her for their mutual masters, Garavel does his best to serve the merchant princess while still reporting her every action, as instructed. Worse, he has true affection for Almah, dreaming of a time when he might be able to flee the Pactmasters like he fled Lady Seichya a decade ago and start a new life with her. But Almah's duties keep her rooted in Kelmarane, and so long as she stays there, his dreams of escaping the clutches of the Pactmasters remain unrealized. As the player characters settle Kelmarane and eventually return near the campaign's climax, Garavel can serve as either an ally or foil, depending on the group's relationship to his alien masters.

In the Serpent's Skull Adventure Path, Garavel might appear as an ally of the Aspis Consortium faction led by Dargan Etters in Eleder (*Pathfinder Adventure Path #38: Racing to Ruin*). Assigned to assist the Consortium in distant Sargava after the Pactmasters discovered his love of Almah, Garavel silently resents the assignment, and is an ally in name only. Once the race is on to the lost city of Saventh-Yhi, Garavel decides that the value of Azlanti secrets and treasures found there far outweigh the value of the Pactmasters' alliance with the Aspis Consortium, and so long as the PCs can ensure that he can return home laden with treasures, he is more than happy to switch to their side.

The Pactmasters reveal their own otherworldly origins with an intense interest in objects and artifacts from worlds other than Golarion, and there is perhaps no greater source of such items than the fields and metal dungeons of Numeria, as revealed in the Iron Gods Adventure Path. The PCs might encounter Garavel in the town of Torch (*Pathfinder Adventure Path #85: Fires of Creation*) investigating the fate of Councilor Khonnir Baine, a powerful and well-liked wizard who also happened to be a patron and regional contact of the Pactmasters. Alarmed when their ally on the scene went missing, the Pactmasters dispatched Garavel to the town to discover his whereabouts. There he might befriend the PCs as they also investigate the wizard's fate. As the campaign progresses, Garavel takes every opportunity to pack away technology to return to his masters, but as he begins to befriend the PCs, he also begins to wonder how they might free him from the *Pactmaster's favor* so he might return to Kelmarane and finally discover if Almah will love the man he truly is—the lovestruck man trapped away behind his own eyes.



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BESTIARY



AMAYA KAIJITSU

"You make this very difficult by not understanding, and that makes me frustrated. I do not like being frustrated. Now we have to try to stab each other!"

AMAYA KAIJITSU

CR 5

XP 1,600

Female human bard (detective) 6 (*Pathfinder RPG Advanced Player's Guide* 81)

CG Medium humanoid (human)

Init +6; **Senses** Perception +4

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)
hp 36 (6d8+6)

Fort +5, **Ref** +8, **Will** +7; +4 bonus vs. illusion and to see through disguises and protections against divination

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +4 (1d6–1)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks bardic performance 17 rounds/day (careful teamwork, countersong, distraction, fascinate [DC 16], inspire competence +2, suggestion [DC 16])

Bard Spells Known (CL 6th; concentration +9)

2nd (4/day)—*ghostbane dirge*^{APG} (DC 15), *invisibility*, *mirror image*, *zone of truth* (DC 15)

1st (5/day)—*cure light wounds*, *expeditious retreat*, *remove fear*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*

TACTICS

Before Combat Amaya casts *expeditious retreat* or *invisibility* if she wishes to avoid confrontation, or *mirror image* if she intends to engage a foe.

During Combat Amaya prioritizes her allies' safety in any fight, and uses her caltrops and ranged attacks to distract or redirect opponents. She prefers to fight alongside allies, and supports them with her bardic performance.

Morale Amaya intends to rescue people from shadow monsters, not die a hero. She stays with her allies but encourages a safe retreat. If saving a friend means leaving a stranger to die, that is a burden she will bear.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 14, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +3; **CMD** 16

Feats Dodge, Great Fortitude, Improved Initiative, Lingering Performance^{APG}

Skills Acrobatics +5, Bluff +8, Climb +2, Craft (glass) +13, Diplomacy +8 (+11 to gather information), Heal +4, Intimidate +11, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +12, Knowledge (nobility) +8, Knowledge (planes) +8, Perception +4, Perform (wind instruments) +12, Sense Motive +9, Sleight of Hand +6, Spellcraft +7, Stealth +10

Languages Common, Halfling, Tien

SQ arcane insight, eye for detail, lore master 1/day

Combat Gear *potion of cure moderate wounds*, *scroll of daylight*, alchemist's fire (4), caltrops (5); **Other Gear** +1 chain shirt, mwk light crossbow with 20 bolts and 5 +1 bolts, mwk quarterstaff, *cloak of resistance* +1, masterwork artisan's tools, masterwork silver flute, sunrod (5), 35 gp

Decades ago, the Kaijitsu family fled their homeland of Minkai. Having crossed over the Crown of the World, they eventually settled in the foreign land of Varisia, where the last true scion of the family—Lonjiku Kaijitsu—eventually turned his family's ancestral artistry and Minkaian technological secrets into a thriving glass industry. He later took a fellow Minkai exile as his wife, but the disappointments of the children she bore him—a half-elven bastard clearly not his own and a rebellious girl who sullied the family name by becoming an adventurer and later an innkeeper—led him into the arms of a Chelish noblewoman during his frequent visits to Magnimar. Amaya Kaijitsu—a girl of noble blood and a bastard birthed of two continents—was the result.

Amaya spent her childhood as a secret ward shuffled between her parents, raised in luxuriant exile in Magnimar by nannies and tutors and seeing her mother or father only on infrequent vacations, during which propriety insisted she play the part of a niece or distant cousin. She learned the family trades and saw the world, but grew up removed from both parents, taking her father's name only after his horrible death, whereupon she moved to her mother's home city of Westcrown to live her own life.

Now, Amaya Kaijitsu presents herself as a skilled glassblower of no small repute in Westcrown, but she remains far more than she seems on the surface. Born out of wedlock and not the eldest of her father's children,

she possesses no rank, title, or treasures. Instead, she demonstrates her nobility not in lands but in heart, taking to the streets of Westcrown each night to guide lost souls and lash out against the city's dangers. Amaya knows what it is to feel alone and afraid in a crowded world, and while she has trouble expressing that empathy, she hates for anyone else to experience it. As a member of the city's rebellious Children of Westcrown, she can draw on the secret society's pooled resources and knowledge, and also uses her stealth, insight, and extensive network of clients within Westcrown's noble communities to gather support and listen for rumors. By night she dons a cloak and mask to battle the city's shadow beasts and save those trapped out after curfew. Far from a warrior, she relies heavily on manipulation, distraction, and deception to pursue her revolutionary goals, and has grown quite talented at such chicanery over the years.

Perhaps because she grew up amid rumors about her mother's affair with a foreigner, or because of the generally gloomy atmosphere of Westcrown, Amaya is serious and staid, preferring to listen carefully to what people say as she studies and practices the social cues and gestures that come so naturally to others. She is less personable and more studious than her half-sister Ameiko—whom she has met only twice—but the two still share their father's passion and good looks. But while Ameiko prefers to flaunt both, Amaya keeps them as cherished tools to only bring out when needed. Still, among friends her dry wit comes out, often unintentionally enhanced by her own literalism.

Amaya once entertained suitors at her mother's insistence, but romance makes her deeply uncomfortable. Her difficulty reading the emotions and intentions of others further stymies her interest in sharing the most intimate moments of her life with another. While she treasures her friends and allies, the presence of other people forces her to wear a mask and dance an unfamiliar dance—all exhausting tasks she can leave behind while shaping glass, reading books, and hunting the beasts of the night.

CAMPAIGN ROLE

Amaya can act as a potential guide or informant in the Council of Thieves Adventure Path. *Pathfinder Adventure Path #25: The Bastards of Erebus* already introduces her to the PCs as they arrive in

the Children of Westcrown's hideout; the version of Amaya presented here represents the young woman after honing her skills. By the time the PCs begin *Pathfinder Adventure Path #26: The Sixfold Trial*, Amaya has developed enough to offer plot hooks to aimless heroes, identify magic items, or offer bits of information about the city's history and politics. Though not an incredible warrior on her own, Amaya's spells and bardic performance may swing the tide of battle.

Players may reencounter Amaya trapped within Delvehaven while chasing down a lead for the Children of Westcrown in *Pathfinder Adventure Path #27: What Lies in Dust*. She may also be attempting to win the bust of Ghaelfin in the Devildrome for her own research in that adventure, pitting her against the PCs and supporting Thrax's lemures with her spells and inspiring flute. Overall, Amaya is intended to serve as a valuable resource and occasional timely rescuer, should PCs get in over their heads. While she enjoys her privacy, over time she may come to find the PCs' presence comforting, and their absence distressing.

Thanks to her family relations, Amaya may appear in any Adventure Path that takes

place in Varisia or Cheliax. She functions well in the Jade Regent Adventure Path, where she makes an excellent addition to the PCs' caravan. GMs may take the opportunity to create drama between the estranged sisters, allowing the PCs to play peacemaker or begin politicking long before they place one Kaijitsu or the other on Minkai's throne. Amaya also provides the PCs some additional insurance, keeping at least one blood descendant of the emperor alive if the journey's dangers claim the other.

Amaya may replace Brodert Quink as Sandpoint's resident eccentric sage in *Rise of the Runelords*, residing in the town while attempting to rekindle relations with her estranged family. She may instead replace Laori Vaus in *Pathfinder Adventure Path #9: Escape from Old Korvosa* in the *Curse of the Crimson Throne* Adventure Path (assuming her father dabbled with a Korvosan noble, rather than a Chelish one).



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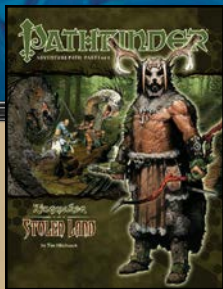
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TRAZEL RAINWATER

"It is not fear but love I bring. It is the essence of romance to awaken the passions and set free the crimson cataract of life's falling waters."

TRAZEL RAINWATER

CR 9

XP 6,400

Male fossegrim skald 5 (*Pathfinder RPG Bestiary* 4 114, *Pathfinder RPG Advanced Class Guide* 49)

NE Medium fey (aquatic)

Init +9; **Senses** low-light vision; Perception +16

DEFENSE

AC 24, touch 16, flat-footed 18 (+4 armor, +5 Dex, +1 dodge, +4 natural)

hp 118 (14 HD; 9d6+5d8+61)

Fort +11, **Ref** +12, **Will** +13; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities uncanny dodge; **DR** 5/cold iron

OFFENSE

Speed 30 ft., swim 40 ft., *water walk*

Melee 2 slams +13 (2d6+2)

Ranged mwk bolas +13 (1d4+2 nonlethal)

Special Attacks drowning touch (DC 17), enchanting music (DC 20), rage power (no escape), raging song 17 rounds/day (inspired rage, song of marching), spell kenning 1/day

Spell-Like Abilities (CL 9th; concentration +15)
Constant—*water walk*

3/day—*quicken hydraulic torrent*^{APG}

Skald Spells Known (CL 5th; concentration +11)

2nd (4/day)—*anonymous interaction*^{ACG} (DC 18),
blindness/deafness (DC 18), *mirror image*

1st (6/day)—*charm person* (DC 17), *expeditious retreat*,
undetectable alignment (DC 17), *ventriloquism* (DC 17)

0 (at will)—*dancing lights*, *daze* (DC 16), *ghost sound*
(DC 16), *mage hand*, *message*, *prestidigitation*

TACTICS

Before Combat Trazel prefers to kill with a kiss rather than a blade, and woos suitors (or groups of them) to fight on his behalf. He always opens combat somewhere near water—city docks, riversides, lake shores—to take advantage of his natural gifts and escape should things go badly. If caught on land, he relies on *mirror image* for protection.

During Combat Trazel stays in the water whenever possible, gaining cover and becoming invisible while he inspires allies into a raging fury with his music. He uses enchanting music and *charm person* to bring individual victims close while using his *hydraulic torrent* to keep other opponents at bay.

Morale Trazel uses his transparency or *expeditious retreat* to flee if brought below 50 hit points.

STATISTICS

Str 14, **Dex** 21, **Con** 19, **Int** 10, **Wis** 16, **Cha** 22

Base Atk +7; **CMB** +9; **CMD** 25

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (bolas), Improved Initiative, Quicken Spell-Like Ability (*hydraulic torrent*), Scribe Scroll, Weapon Finesse, Weapon Focus (slam)

Skills Disguise +24, Intimidate +17, Knowledge (geography) +6, Knowledge (local) +7, Knowledge (nature) +6, Linguistics +5, Perception +16, Perform (sing) +14, Perform (string instruments) +22, Sense Motive +14, Sleight of Hand +18, Stealth +16, Swim +22;

Racial Modifiers +4 Perform (string instruments), +4 Swim

Languages Common, Elven, Sylvan

SQ amphibious, bardic knowledge +2, rage powers, transparency, treasure form, versatile performance (string instruments)

Combat Gear *potion of cure moderate wounds* (2), *scroll of eagle's splendor* (2), *scroll of invisibility* (2); **Other Gear** +1 glamerd studded leather, mwk bolas (3), straight razor, *belt of giant strength* +2, *hat of disguise*

Trazel Rainwater is a mysterious murderer who stalks the River Kingdoms, his name spoken in hushed whispers across the Hooktongue Slough and down the Sellen River. Many consider him to be merely a legend concocted to explain away random murders and to frighten the young and heedless. Others believe the "Rainwater Razor" is actually several copycat killers, since divinations have revealed an array of killers, with many different faces but the same modus operandi. Few suspect the devilishly handsome human or elf of legend is actually an exiled fossegrim—a waterfall-dwelling fey who traditionally lures mortals with seductive music and promises of treasure—driven from his home and inspired with a touch of madness by cultists.

Trazel preys upon unsuspecting suitors. Irresistibly charming and clever in conversation, he excels at reading suitors' body language and telling them exactly what they hope to hear. He stalks the young and old alike of every body type and ethnicity. Between his music and his own

superhuman charms, he inspires his victims to new levels of greatness in their dreary lives before pushing them too far in their quests for fulfillment—wooing a lonely man to murder his wife, or a young mother to free herself by drowning her children. Only once a lover has achieved marvelous things and then become soiled in society's eyes does Trazel guide the unfortunate to the river and cut his victim's throat, offering the blood to Gyronna, the goddess he has come to see as his mother.

Trazel has traveled far and wide across the River Kingdoms and into the lands beyond, though he loves Hooktongue Slough best. Long ago, cultists of the Angry Hag captured his waterfall home, exiling the fey and transforming his demesne into a shrine. Whether it was the magic the women used initially to drive the fossegrim back or their consecration of his home—a deep part of his own self—into a place of worship, some step in this process twisted the fossegrim's nature, and Trazel now considers himself the son of Gyronna, viewing the rain as his mother's tears of joy over her son's gifts. He grows most active during the rainy spring and autumn. The goddess herself seems to detest Trazel's affections, unleashing curses to punish him and priestesses to slay him, but Trazel sees both as wondrous gifts—one a sign of his mother's attentions, and the other lovely gifts to sacrifice in her name.

CAMPAIGN ROLE

Trazel Rainwater is a deadly menace who stalks the more desolate areas of the Stolen Lands. He may serve as a persistent urban legend throughout the Kingmaker Adventure Path, with the PCs hearing fireside tales of his bloody wake in Tatzlford and Pitax. He may even become a threat to the PCs' own capital city once they attract his attention by defending Tatzlford from attack. While a single PC may outclass Trazel's meager combat talents, the PCs' citizens (and even beloved advisors) are far more fragile, and Trazel may grow into a hometown threat over the course of *Pathfinder Adventure Path #34: Blood for Blood*. Any given week, there is a 20% chance Trazel murders a victim, leaving the body in a public fountain or waterway to be found in the morning and increasing Unrest by 1d4 as citizens begin to panic. PCs may attempt to track the killer themselves, though the fossegrim's exceptional skills combined with his magic allow him to hide anywhere and appear as anyone. More likely, the killer fixates on one of the PCs or someone

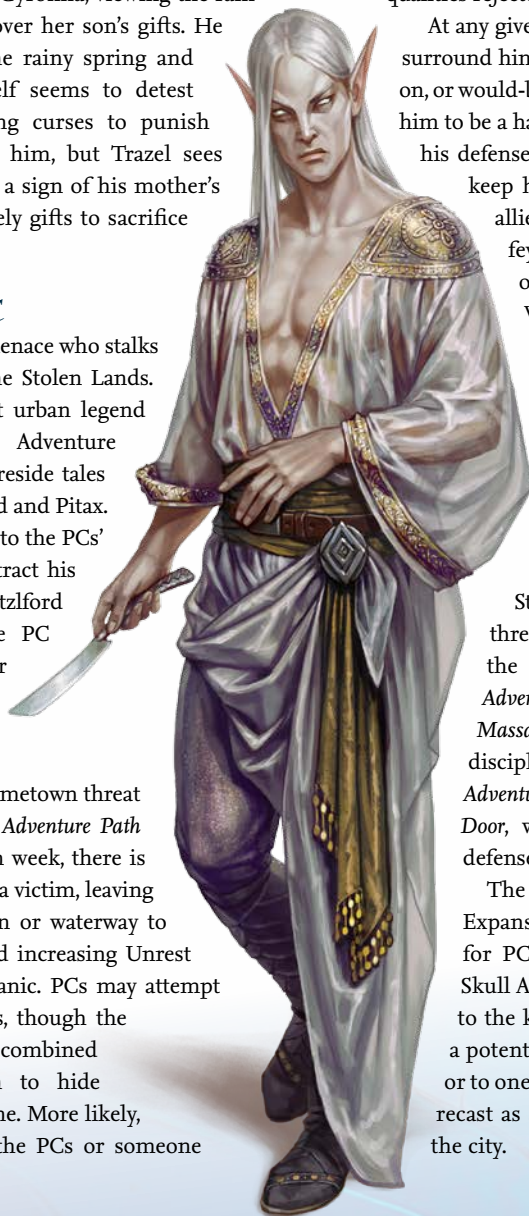
close to them, whom he works to befriend and eventually seduce. The fossegrim's tactics are particularly effective and loathsome, as he spends days or weeks coaching a victim in ways to improve her life, and even uses his magic to spur along her self-confidence, professional achievements, and family affairs. In time, he convinces his lover that one final, morally reprehensible act is the only true barrier to everything and anything the character's heart desires. Should his lover succumb to temptation, Trazel knows the victim's heart is a precious gift for his grotesque “mother.”

What Trazel doesn't suspect is that his urgings from “Gyronna” are actually from the fey queen Nyrrisa, who uses the twisted fossegrim to spread fear and unrest and to spy on the growing human cities infesting her future kingdom. While he doesn't understand his true mistress's influence, Trazel's journals detail a version of Gyronna that is beautiful, seductive, and sweet as springwater—all qualities rejected by the Angry Hag.

At any given moment, Trazel may or may not surround himself with a cult of lovers, hangers-on, or would-be Gyronna worshipers who believe him to be a handsome elven prophet and leap to his defense even against their own rulers. To keep her agent alive, Nyrrisa also sends allies to watch over the murderous fey, including anything from will-o'-wisp to redcaps to bogeymen. While Trazel may not understand the motives of his sudden allies, he is quick to use his music to whip them into a rage.

Trazel is easily adapted into any Adventure Path featuring swamps and rivers. Thematically, he fits well into the Mushfens in *Rise of the Runelords* or *Shattered Star*, perhaps acting as an additional threat to Turtleback Ferry or ally of the Sisters of the Hook in *Pathfinder Adventure Path #3: The Hook Mountain Massacre*, or he may be a homicidal disciple of Roy Flaxbeater in *Pathfinder Adventure Path #64: Beyond the Doomsday Door*, who either leaps to his master's defense or stalks the PCs after his murder.

The sodden jungles of the Mwangi Expanse also offer many opportunities for PCs to face Trazel in the Serpent's Skull Adventure Path. He could be added to the knot of factions in Saventh-Yhi, as a potent but treacherous ally to the heroes or to one of their enemies. He could also be recast as a dweller in the Darklands below the city.



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SHEKO-MARU

“Those who fear death do not yet understand the pain of this world. That fear left me many years ago, and along the path I have walked I liberated many others of that fear. That is Achaekek’s blessing.”

SHEKO-MARU

CR 8
XP 4,800

Male human red mantis assassin 3/slayer 6 (*Pathfinder Campaign Setting Inner Sea World Guide* 282, *Pathfinder RPG Advanced Class Guide* 53)

LE Medium humanoid (human)

Init +8; **Senses** Perception +13

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 armor, +1 deflection, +4 Dex, +1 shield)

hp 75 (9 HD; 3d8+6d10+24)

Fort +9, **Ref** +12, **Will** +6; +2 vs. *detect thoughts*, *discern lies*, and similar mind-reading magic

Defensive Abilities red shroud

OFFENSE

Speed 30 ft.

Melee +1 *sawtooth sabre* +12/+7 (1d8+5/19–20 plus poison) or +1 *sawtooth sabre* +10/+5 (1d8+5/19–20 plus poison), +1 *sawtooth sabre* +10 (1d8+4/19–20 plus poison)

Special Attacks prayer attack (DC 17), sneak attack +3d6, studied target +2 (2 targets)

Red Mantis Assassin Spells Known (CL 3rd; concentration +4)
1st (4/day)—*disguise self* (DC 12), *long arm*^{ACG}, *monkey fish*^{ACG}, *true strike*

TACTICS

Before Combat Sheko-Maru is patient and observant, and quietly waits for opportunities to present themselves before making any moves. He likes to sow tension within groups, stealing one member’s belongings and hiding them in another target’s pack, or stealing food in the night and leaving crumbs on a potential victim’s bedroll, and turns to his poisons, magic, and violence only once a party’s members grow more suspicious of one another than of any outside threat. He studies two targets carefully and poisons his blades before leaping into the fray.

During Combat Sheko-Maru attacks from under cover of his red shroud ability, and rarely attacks more than two enemies at once without backup. His combat style is straightforward, relying on his poisoned blades to fell enemies before he melts back into concealment.

Morale If dropped to fewer than 15 hit points, Sheko-Maru reactivates his red shroud ability so enemies don’t have access to his corpse, but otherwise fights to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 25

Feats Alertness, Exotic Weapon Proficiency (sawtooth sabre), Improved Initiative, Iron Will, Two-Weapon Defense, Two-weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +12, Bluff +7, Climb +10, Craft (alchemy) +4, Disguise +8, Escape Artist +9, Heal +4, Intimidate +9, Knowledge (geography) +6, Knowledge (nature) +6, Perception +13, Ride +8, Sense Motive +12, Stealth +15, Survival +9, Swim +6

Languages Common

SQ slayer talents (foil scrutiny, poison use, ranger combat style [two-weapon combat]), track +3

Combat Gear *mask of the mantis*^{SWG}, belladonna (2 doses), id moss (2 doses), large scorpion venom (2 doses), thunderstone (2); **Other Gear** +1 *studded leather*, +1 *sawtooth sabre*^{SWG} (2), *cloak of resistance* +1, *ring of protection* +1, brass ring on a leather thong

A few days after Sheko-Maru’s seventh birthday, Bekyar raiders struck his village. Just before sunrise, they set fire to the huts and, like vipers, struck at whatever panicked souls fled the flames. The raiders took any who surrendered as slaves, and gutted without hesitation any who fought back. Sheko-Maru’s mother hid until the flames forced her out into the open, and the Bekyar cut her down. With tears streaming down his face, Sheko-Maru grasped his mother’s hand as the slavers dragged him from her body, pulling away only her ring, which he swallowed before his captor beat him unconscious. The Bekyar bound the prisoners together 10 in a line using thick hemp cords with thorns set into the fibers that dug cruelly into the flesh. For the next week, the captives ate nothing and drank little. By the time they reached the Bekyar ships, another third of the prisoners had died. At last, the slavers threw Sheko-Maru into a cramped and lightless ship’s hold where he sat alone for an unknown number of days with the sole memento of his childhood, the plain brass ring pulled from his dying mother’s still-warm hand.

Sheko-Maru never made it to the fleshmarkets. En route, pirates seized and plundered the Bekyar ship.

Along with several other children from his village, he was taken to Mediogalti Island and given to strangers wearing ominous red masks—strangers young Sheko-Maru would soon come to know as his mentors and family.

The Red Mantis assassins educated and indoctrinated Sheko-Maru as a servant of Achaek the Mantis God. A handsome but withdrawn young man, Sheko-Maru remembers his mother and home only through muddy nightmares, but keeps his tarnished brass ring on a leather thong around his neck. Through intense training and torture, his mentors stripped away his humanity and compassion, transforming him into a fearless assassin existing solely to serve and sacrifice himself on behalf of He Who Walks in Blood.

CAMPAIGN ROLE

Sheko-Maru serves the Red Mantis unquestioningly, having no concept of life beyond his duty. While he possesses significant training, he lacks the initiative to become a leader. Instead, he follows commands wherever the society needs his well-honed skills.

In the Serpent's Skull Adventure Path, Sheko-Maru acts as Chivane's right hand and advisor in the Red Mantises' expedition to Saventh-Yhi. She may task Sheko-Maru with trailing her adversaries into Saventh-yhi throughout the course of *Pathfinder Adventure Path #38: Racing to Ruin*, sabotaging the PCs should they get too far ahead of the Red Mantis but otherwise leaving them unharmed. He carries out strict orders to track the PCs, allowing them to lead him to the city and whatever lost treasures it holds.

Once the PCs arrive at the city, Sheko-Maru takes a more active hand. He monitors their routes and habits as best he can, sending occasional dispatches back to Chivane at prearranged drop points. Eventually, he begins laying deadly traps, poisoning meals, and ambushing lone PCs or their followers in order to sow chaos and disrupt the other expeditions. While Sheko-Maru holds no special hatred for the heroes, his orders specifically demand stymieing their work and ensuring control of Saventh-yhi unquestioningly falls to the Red Mantis.

While the Red Mantis torture-training relies on the manipulation of his childhood fears and anger, Sheko-Maru ultimately seeks to end his suffering. Sadly, he believes his sole path to redemption is death in the service of the Mantis God. Any PCs showing him kindness may start to reach the scared orphan deep within. Sufficient efforts—especially reminders of family or introduction to other faiths—might sway the assassin away from his duties and his violent loyalties. Regardless of how he is treated, though, the Red Mantis brainwashing still looms large in Sheko-Maru's mind, and attempting to face his former masters is likely to break the divided young man, and turn him once again against the people who reached out to him.

Sheko-Maru can be used in any place where the Red Mantis appear. Korvosa in particular became a hotbed for the assassins during the Curse of the Crimson Throne Adventure Path, and the Mwangi boy makes an excellent addition to their numbers. Sheko-Maru may specifically target the PCs throughout *Pathfinder Adventure Path #9: Escape from Old Korvosa*, setting up traps and ambushes throughout the district, and finally confronting the PCs as they attempt to flee Arkona Palace. He may likewise serve as an agent or sidekick to Cinnabar in *Pathfinder Adventure Path #10: A History of Ashes*, tracking the PCs across the Storval Plateau or fighting by her side during the final confrontation.

While the Red Mantis don't officially appear in *Legacy of Fire*, their services remain available across the Inner Sea region, and Sheko-Maru makes an excellent agent for parties interested in the *Scroll of Kakishon* during *Pathfinder Adventure Path #21: The Jackal's Price*. The Red Mantis are not thieves, but they have no qualms with executing some of the competition. Unexplained violent murders take place just before the auction, creating upheaval and casting suspicion upon the PCs, and the adventurers must solve these crimes before they fall victim as well!



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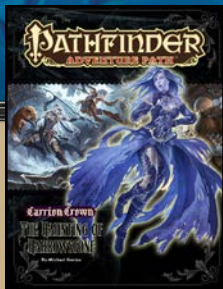
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LESSAJ GILVRAND

"Listen. I don't rightly care about conspiracies or bogeys in the dark. I care about the job and how much gold it's bringing. So if you're paying, we'll talk, but if you want to tell ghost stories, I ain't got the time."

LESSAJ GILVRAND

CR 8

XP 4,800

Female changeling investigator 9 (*Pathfinder RPG Advanced Race Guide* 184, *Pathfinder RPG Advanced Class Guide* 30)

N Medium humanoid (changeling)

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 14, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 natural)

hp 53 (9d8+9)

Fort +3, **Ref** +8, **Will** +10; +6 bonus vs. poison

Defensive Abilities trap sense +3; **Resist** poison resistance

OFFENSE

Speed 30 ft.

Melee +1 *shortsword* +7/+2 (1d6+2/19–20), claw +6 (1d4+1) or 2 claws +6 (1d4+1)

Ranged hand crossbow +8 (1d4/19–20)

Special Attacks studied combat (+4, 3 rounds), studied strike +3d6

Investigator Extracts Prepared (CL 9th; concentration +12)

3rd—*fly*, *gaseous form*, *haste*, *water breathing*

2nd—*alter self*, *blur*, *bull's strength*, *resist energy*, *spider climb*

1st—*cure light wounds*, *detect secret doors*, *detect undead*, *disguise self* (DC 14), *expeditious retreat*, *jump*

TACTICS

Before Combat Lessaj rarely compromises her social situation with overt violence, and detests work involving murder and assassination. If she must engage someone, she downs her *alter self* extract to hide her identity and *bull's strength* and *haste* extracts to gain an advantage.

During Combat If the terrain allows, Lessaj relies on *haste* and either a *spider climb* or *fly* extract to gain a height advantage, attacking before maneuvering beyond an enemy's reach.

Morale Lessaj uses her *gaseous form* extract to flee if reduced to fewer than half her hit points.

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 17, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 20

Feats Combat Reflexes, Extra Inspiration^{ACG}, Extra Investigator Talent^{ACG}, Iron Will, Run

Skills Acrobatics +2 (+6 when jumping with a running start),

Craft (alchemy) +15 (+24 to create alchemical items), Diplomacy +7, Disable Device +16, Intimidate +12, Knowledge (local) +15, Linguistics +7, Perception +14, Sense Motive +14, Sleight of Hand +9, Stealth +14, Use Magic Device +12

Languages Common, Elven, Halfling, Orc, Skald, Varisian

SQ alchemy (alchemy crafting +9), inspiration (10/day), investigator talents (combat inspiration, expanded inspiration, inspired alertness, perceptive tracking, quick study), keen recollection, poison lore, swift alchemy, trapfinding +4

Combat Gear *potion of cure serious wounds*, alchemist's fire (4), holy water (2), thunderstone; **Other Gear** +1 *studded leather*, +1 *shortsword*, hand crossbow with 20 bolts, *ring of protection* +2, tindertwig (10), 27 gp

Lessaj Gilvrاند claims to have been born in Taldor and trained at the Rhapsodic College in Oppara. She says she worked with Andoran's Eagle Knights to shatter a kidnapping ring operating out of Augustana. More than once she has described the harsh beauty of Cheliax's capital and the surrounding countryside. Yet what she never divulges is how she wound up in Thrushmoor—one of the most humdrum backwaters in all of Ustalav—doing detective work for the Sleepless Agency.

However she came to Ustalav, Lessaj has come to know the nation well. As an operative of the Sleepless Agency, she travels widely and maintains contacts from Caliphas to Karcau. Through her work, she constantly grooms a personal network of gossipmongers and favor-owers, associates who help her gain her footing quickly no matter where her travels take her. These allies, along with her own tenacity, cultivate a reputation for being able to find anyone, anywhere.

Lessaj isn't a bounty hunter or an assassin—she has little taste for violence in general. Her clientele consists of nobles who want errant offspring tracked down or officials of county courts seeking the delivery of judicial writs. Lessaj's efficiency and discretion also see her employed by tight-lipped groups such as Ustalav's Royal Accusers and faceless sorts who pay well but whom she knows only via letters. Her clients' agendas matter little to Lessaj compared to their gold. If someone pays and

sticks to the terms of the Sleepless Agency's tome-length contracts, she does whatever needs doing.

Ready to travel at a moment's notice, Lessaj owns little and packs even less. She's terse and many interpret her exacting professionalism as greediness, but few can complain about her thoroughness or results. While not particularly interested in making friends, she knows a valuable contact—or a more valuable client—when she sees one. That said, she readily turns down work from those who take liberties with her time, who threaten to involve her in illegal dealings, or whom she has to pursue for payment.

Although she likes to think she hides her emotions well, Lessaj grows anxious when she has to stay in one place for too long. Her love of travel, however, doesn't translate into any special affection for nature—far from it, as she actively avoids deep forests and wild mountains. She never speaks of it, but this unease stems from the distant whistling tune she intuitively understands to be more than her mind playing tricks—a cloying call coaxing her from familiar paths. She is aware of her changeling nature, but actively tries to deny it, having gone so far as to invent a childhood accident to explain her pale left eye. No amount of dread or denial can change the facts of her parentage, though. So Lessaj keeps on the move and hoards her coins, planning for the day when she can slip far, far away—hopefully far enough to never hear the whistling again.

CAMPAIGN ROLE

The Carrion Crown Adventure Path propels the PCs all across Ustalav's haunted countryside, pursuing clues and chasing beings with monstrous goals. Rarely do they spend more than a couple of weeks in any given locale before some new urgency drives them on. This has the potential to make for a frantic lifestyle—one that offers little interest to Lessaj.

Rather than serving the PCs as a henchman or additional muscle in battle (though she's certainly capable of such things), Lessaj is valuable for her mobility, her network of contacts, and her agency's permanent address. As a member of the Sleepless Agency, Lessaj could know or learn practically anything from any corner of the nation. She can conduct research, receive correspondence, or tap connections nearly anywhere to help the PCs

in their investigations. In short, Lessaj can be the PCs' concierge to the nation of Ustalav—if the adventurers can gain the trust of the suspicious changeling.

The PCs aren't the only ones Lessaj might find herself working for. Kendra Lorremor, daughter of the recently deceased Professor Petros Lorremor, desperately seeks justice for her father's death. While Kendra could join the PCs in their adventures, a portion of her recently obtained inheritance might go toward hiring her own private investigator. Should Lessaj come into Ms. Lorremor's service, she might still assist the PCs, preceding them into communities, setting the groundwork for investigations, and shepherding correspondence from Kendra to the heroes wherever they might be. This isn't to say Kendra's, and thus Lessaj's, goals entirely align with those of the PCs'. While the PCs are the sole executors of Ms. Lorremor's retribution, the heiress's revenge might be tempered by justice and the greater need to stop the Whispering Way's evil. For Lessaj, all that's important is keeping her employer happy—potentially giving outlet to lethal pragmatism and a darker vengeance.

Kendra isn't the only one who might desire to correspond with the PCs. As detailed in the foreword of *Pathfinder Adventure Path #48: Shadows of Gallowspire*, Adivion Adrissant might go out of his way to keep in touch with the PCs.

Throughout the campaign, the characters' main interaction with Adivion is following his trail of dark deeds—he only appears in person in the adventure's final chapter. Yet, while the villain of the series rightly doesn't want to appear bodily before his pursuers, there's no reason

he couldn't begin a polite, even congenial, dialogue with the PCs. Lessaj makes a perfect messenger for letters from Adivion. She might turn up anywhere, using her skills, contacts, and intermediaries to follow the PCs wherever they go. Being hired help also prevents Lessaj from looking like someone the characters can use to track or otherwise gain additional information on Adivion.

With a messenger in place, the question then becomes: what does Adivion Adrissant have to say to the PCs? He may present himself as a hedonistic figure, a deviously charming character, or a rambling madman, too preoccupied by his destination to recognize the terrible journey.



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HIRAKONU

“Honor? Was it honorable slaying children at the command of my master? Was it honorable slaying my own brothers at the command of my fickle heart? Honor is a fool’s refuge.”

HIRAKONU

CR 11

XP 12,800

Male ogre mage oni magus 3 (*Pathfinder RPG Bestiary* 221, *Pathfinder RPG Ultimate Magic* 9)

LN Large outsider (native, oni, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 26, touch 15, flat-footed 21 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +5 natural, –1 size)

hp 148 (11 HD; 3d8+8d10+91); regeneration 5 (fire or acid)

Fort +17, **Ref** +9, **Will** +10

SR 22

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 *nine-ring broadsword* +19/+14 (2d6+10/×3)

Ranged mwk composite longbow +14/+9 (2d6+9/×3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks arcane pool (+1, 5 points), magus arcana (pool strike), spell combat, spellstrike

Spell-Like Abilities (CL 9th; concentration +12)
Constant—fly

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 16), *cone of cold* (DC 18), *deep slumber* (DC 15), *gaseous form*

Magus Spells Prepared (CL 3rd; concentration +7)

1st—*chill touch* (DC 15), *shield*, *shocking grasp*, *silent image* (DC 15)

0 (at will)—*detect magic*, *ghost sound* (DC 14), *mage hand*, *read magic*

TACTICS

Before Combat Hirakonu prefers to learn about potential enemies before fighting them, either changing shape to converse with them as a fellow traveler or becoming invisible to study them from afar.

During Combat Hirakonu relies heavily on his flight and increased mobility in combat. He casts *shield* before battle, and uses *invisibility* or *darkness* to disorient foes. While his hands tremble should he threaten innocents, he has no qualms about killing in combat.

Morale A fugitive and survivor, Hirakonu flees when a battle turns against him, using *gaseous form* or *invisibility* to escape and wait for his regeneration to close his wounds.

STATISTICS

Str 28, **Dex** 19, **Con** 27, **Int** 18, **Wis** 12, **Cha** 17

Base Atk +10; **CMB** +20; **CMD** 36

Feats Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes

Skills Acrobatics +3 (+7 when jumping), Bluff +16, Disguise +16, Fly +9, Intimidate +16, Knowledge (arcana) +15, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +8, Knowledge (planes) +8, Perception +14, Sense Motive +14, Spellcraft +15, Stealth +12, Survival +7

Languages Common, Draconic, Giant, Tengu, Tien

SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), spirit boon

Combat Gear *pearl of power* (1st level), *potion of cure moderate wounds* (2), *potion of heroism*, *vambraces of defense*; **Other Gear** +2 *chain shirt*, +1 *nine-ring broadsword*, mwk composite longbow (+9 Str), *belt of mighty constitution* +2, 270 gp

SPECIAL ABILITIES

Spirit Boon (Su) Hirakonu is possessed by the spirit Tobun Rei, and while the spirit cannot control the oni’s actions, it has spent a century whispering in his ear and slowly influencing his personality. While possessed by this spirit, Hirakonu can spend 5 minutes listening to the grief-stricken father’s whispers to gain a +2 insight bonus on Perception and Sense Motive checks regarding children for 24 hours.

Hirakonu spent centuries trapped with the rest of the Five Storms oni in the House of Withered Blossoms deep in the Forest of Spirits, and while the kami of the area were forbidden from entering the oni’s profane prison-palace, the same was not true of the strange spirits that called this ancient land home. The souls of those lost woods occasionally entered the ancient pagoda, becoming playthings for the oni within. Such was the case of Tobun Rei, the spirit of a grieving father captured by the ogre magi and tortured for years before the incorporeal spirit wriggled free of its bindings and sought refuge in Hirakonu’s body. Perhaps some lingering trace of the old oni’s kami past was appeased to offer a lost soul succor, or perhaps he considered such an infestation beneath his notice as his lord’s escape plan neared fruition, but

Hirakonu never acknowledged his spirit possession nor sought to have his guest expelled.

Tobun Rei remains within the oni, the two almost one after eons, and the spirit companion invests the bitter oni with the insight of a parent. As Anamurumon dispatched his agents to spy on—and eventually kill—Minkai's five royal families, Hirakonu discovered an unearthly talent for uncovering and betraying children. He murdered dozens of noble youths, ultimately enabling Anamurumon's plan to supplant Minkai's emperor with his tiefling son, Soto Takahiro. But the death of each child brought greater and greater tremors to Hirakonu's hand. The ogre mage quietly began to defer his heinous tasks to hunters under his charge, distancing himself from the grim deed. When word came that the Amatsatsu family escaped across the Crown of the World, Hirakonu volunteered to leave Minkai and chase them—not simply to hunt the last remaining heirs, but to escape the evils of his kin and the convictions of his softening heart.

Hirakonu and his hunters finally caught the Amatsatus in the Lands of the Linnorm Kings, just as his crisis of conscience overwhelmed him. Unwilling to further steep himself in the blood of children, Hirakonu slew the oni accompanying him and fled into the harsh wilderness, forever abandoning his allegiance and living in exile.

The ogre mage now masquerades as an Erutaki trader named Inuliak, a known figure to many local tribes. He loathes both the monster he was and the pitiful hermit he has become, and he misses the culture of Tian Xia and interaction with his own kind. He knows, though, that they could never welcome him again. Instead, he feels a kinship with the Amatsatsu family as fellow exiles.

CAMPAIGN ROLE

Hirakonu lives in fear of reprisals from the Five Storms, not realizing the oni assume he is dead. He obviously fits into the Jade Regent Adventure Path, preferring to watch and provide quiet support by intercepting predators or scouting parties on behalf of the royal caravan or dropping off supplies in the night.

Throughout the Adventure Path, Hirakonu can appear as a mysterious figure, saving the PCs from his former brethren, only to later save oni friends and lovers from certain death on the PCs' blades. His support of the heroes and Ameiko Kaijitsu may wane as he watches them slaughter those he once called friends, or grow if he sees in them the honor and loyalty he so wishes the Five Storms could embody, and he eventually becomes a staunch ally or bitter rival of their effort to restore a human ruler to the throne of Minkai.

Hirakonu could also play a role in the Reign of Winter Adventure Path, as his self-imposed exile takes him into the land of Irrisen, where he could serve as an agent of the winter witches in exchange for protection from oni retribution. The ensuing power struggle between Elvanna and Baba Yaga could inspire Hirakonu to choose sides, either aiding or opposing the PCs in their adventures as the storyline develops. He may even become a gruff ally in time.

Hirakonu may instead sate his need for camaraderie and a strong master by throwing in with Mokmurian as he gathers loyal giants in *Pathfinder Adventure Path #4: Fortress of the Stone Giants*. Though considerably more crude than his former oni comrades, Hirakonu sees the giants of Jorgenfist—particularly its assemblage of ogres—as an army awaiting the firm hand of discipline, and PCs may be shocked to discover an oni in command of an elite force of ogre samurai. Similarly, Hirakonu might be drawn to the promises offered by the Storm Tyrant in the Giantslayer Adventure Path. Volstus might send the ogre mage to be his agent among the giants of Skirgaard in *Pathfinder Adventure Path #94: Ice Tomb of the Giant Queen*.



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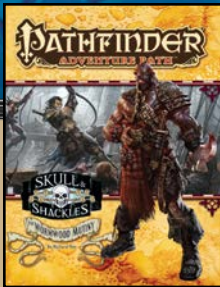
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IKIKO

“Luck? A Shackles pirate makes her own luck, friend. Still, if some swab thinks that rubbing my head’ll give him good luck, who am I to say no? The less work I have to do, the better.”

IKIKO

CR 6

XP 2,400

Female tengu swashbuckler 7 (*Pathfinder RPG Bestiary* 263, *Pathfinder APG Advanced Class Guide* 56)

CN Medium humanoid (tengu)

Init +5; **Senses** low-light vision; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+3 armor, +3 Dex, +2 dodge, +2 shield)

hp 50 (7d10+7)

Fort +3, **Ref** +9, **Will** +3

Defensive Abilities charmed life (+3, 4/day), nimble +2

OFFENSE

Speed 30 ft.

Melee +1 *wakizashi* +13/+8 (1d6+5/18–20), bite +3 (1d3)

Ranged dagger pistol +10 (1d4/x3)

Special Attacks deeds (derring-do, dodging panache +3, kip-up, menacing swordplay, opportune parry and riposte, precise strike +7, superior feint, swashbuckler initiative, swashbuckler’s grace, targeted strike), panache (5), swashbuckler weapon training +1

TACTICS

During Combat Ikiko does not take risks in combat, instead biding her time to make the best use of her precise strike (using superior feint as necessary) and opportune parry and riposte deeds. She always keeps at least 1 panache point in reserve to take advantage of her kip-up, swashbuckler’s grace, and superior feint deeds.

Morale Ikiko is a warrior of opportunity; if things look to be going against her, or if she’s reduced to fewer than 25 hit points, she attempts to flee or negotiate terms with her opponents.

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 23

Feats Combat Reflexes, Exotic Weapon Proficiency (firearms), Extra Panache^{ACG}, Slashing Grace^{ACG} (wakizashi), Weapon Focus (wakizashi)

Skills Acrobatics +10, Bluff +10, Climb +5, Diplomacy +10, Escape Artist +7, Knowledge (local) +5, Linguistics +5, Perception +10, Profession (sailor) +6, Sense Motive +4, Sleight of Hand +7, Stealth +5, Swim +5; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Common, Polyglot, Tengu, Tien

SQ gifted linguist, swashbuckler finesse, swordtrained

Combat Gear *potion of cat’s grace*; **Other Gear** mwk wooden armor^{UE}, +1 *buckler*, +1 *wakizashi*^{UE}, dagger pistol^{UE} with 10 bullets, *assisting gloves*^{UE}, *cloak of resistance* +1, powder horn^{UE} with 10 doses of black powder^{UE}, 7 gp

Ikiko was born in Genzei, the City of Lanterns, in the Sublime Shogunate of the Ushinawa Isles in the Shackles. Her family moved to Shenchu Bay before her first molt, however, and Ikiko grew up in the crowded tengu rookeries of Cho-Tzu. She spent much of her childhood hanging around the semipermanent floating “city” crowding the harbor, during which time she honed her linguistic, nautical, and swordfighting skills.

The young tengu always dreamed of heading out to sea, and at the first opportunity she stowed away aboard a brigantine out of Quent named the *Harlot’s Eel*. When the hungry, thirsty, bedraggled tengu was discovered a few days later, the captain prepared to throw her overboard, but the ship’s crew interceded and adopted Ikiko as their mascot. After a few successful and highly lucrative raids, the crew of the *Harlot’s Eel*, captain included, declared Ikiko a “jinx eater” capable of absorbing the ship’s bad luck and warding off bad omens. The crew’s superstitions proved ill-founded less than year later, however, when another pirate ship sank the *Harlot’s Eel*. Lucky indeed, Ikiko survived the battle and managed to talk her way into a position on the new ship, the *Cutlass Star*.

Since then, Ikiko has served as a jinx eater on half a dozen different ships, usually until bad luck—or rival pirates—finally caught up with their crews. So far, the tengu’s own luck remains remarkably true, and she has survived being marooned or thrown overboard no less than three times after vengeful captains decided her appetite for bad luck was “too dainty” in the wake of some misfortune.

Ikiko dresses and acts the part of a jinx eater well, favoring flashy clothes and flamboyant combat moves, though she dreads being nothing more than a mascot on a pirate crew. She has spent years at sea becoming a skilled sailor, sword master, and diplomat, and yearns to join a crew who respect her real talents rather

than imagined supernatural abilities. Her dream of becoming a Free Captain and commanding her own ship (preferably a blood-red junk she'll call the *Jinx's Prize*) always seems just out of reach no matter her schemes or savings. Ultimately, she envisions herself returning to Shenchu Bay to be the first tengu to serve on the Wise Council of Three.

CAMPAIGN ROLE

Ikiko is best suited for a role in the Skull & Shackles Adventure Path, most likely as a crew member on the PCs' ship, a potential ally, or even a henchman. Her level and goals make her an excellent addition to *Pathfinder Adventure Path #57: Tempest Rising*, which features plenty of opportunities for the tengu's services. Ikiko could be another agent of Tessa Fairwind, sent to help the PCs in their investigation with a timely clue, or she might be a friend of the tengu Corlan, able to point the PCs toward the Jasperleaf Apothecary if Corlan dies and Giles Halmis escapes. Lastly, Ikiko could join the PCs' crew just before the Free Captains' Regatta, perhaps brought on board as a jinx eater by superstitious crew members for a little extra luck during the grueling race.

If you adjust her level, Ikiko can show up much earlier in the Adventure Path. She could be another kidnapped crew member aboard the *Wormwood* for the PCs to befriend or make an enemy of in *Pathfinder Adventure Path #55: The Wormwood Mutiny*, or the PCs might encounter her during the events of *Pathfinder Adventure Path #56: Raiders of the Fever Sea* as a crew member or prisoner on nearly any of the ships in that adventure, or as an itinerant sailor at Rickety's Squibs looking for a new berth. GMs can also use Ikiko later in the campaign; if advanced a few levels and made a Free Captain, Ikiko could be commodore of a mercenary squadron that the PCs hire when they start building their fleet in *Pathfinder Adventure Path #59: The Price of Infamy*.

Ikiko carries a dagger pistol, but if your campaign doesn't feature firearms, simply replace the gun with a hand crossbow, repeating hand crossbow, or other exotic ranged weapon.

Ikiko can also make an appearance outside of Skull & Shackles. In the Second Darkness Adventure Path, the tengu could be encountered in Riddleport—a city far from the Shackles, but still a well-known pirate port. Ikiko might be found gambling at the Golden Goblin in *Pathfinder Adventure Path #13: Shadow in the Sky*, or she could be a crew member aboard the *Flying Cloud* in *Pathfinder Adventure Path #14: Children of the Void* and join the PCs on their expedition to Devil's Elbow.

The tengu jinx eater makes an even better fit for the Serpent's Skull Adventure Path. Ikiko could be a fellow passenger on the *Jenivere* in *Pathfinder Adventure Path #37: Souls for Smuggler's Shiv*, perhaps

replacing Aerys Mavato. She could also be another shipwreck survivor on the island (and a potential replacement for Pezock), or perhaps a captive of the Thrunefang cannibals, hoping for rescue before she is eaten. In *Pathfinder Adventure Path #38: Racing to Ruin* and *Pathfinder Adventure Path #39: City of Seven Spears*, Ikiko might be the faction leader for the Free Captains of the Shackles, replacing Kassata Lewynn in that role, or simply an NPC pirate of that faction, especially if the heroes ally with the Free Captains in the campaign.

Ikiko could even serve as a colorful, if unusual, guide and translator on the journey across the Crown of the World to Tian Xia in the Jade Regent Adventure Path, trading her love of the sea for a broader love of travel and new experiences.

Lastly, Ikiko could also make an appearance in the Hell's Rebels Adventure Path. The Chelish navy ship *Scourge of Belial* is docked in Kintargo, and Ikiko might be a member of her crew, perhaps loaned out to the PCs as a favor by Captain Sargaeta.



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UNSELM OLDURAC

"I make no demands and aid those I can. My recompense is the food I eat and the cot I sleep on. Should she decide to, Lady Heidmarch could throw me out on the cobblestones. Given my great sins, I judge this arrangement generous indeed."

UNSELM OLDURAC

CR 6

XP 2,400

Male human alchemist 7 (*Pathfinder RPG Advanced Player's Guide* 26)

CG Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 16, touch 11, flat-footed 16 (+4 armor, +1 deflection, +1 natural)

hp 28 (7d8-7)

Fort +4, **Ref** +5, **Will** +3; +4 bonus vs. poison

Resist poison resistance

Weaknesses seizures

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4-2/19-20)

Ranged bomb +6 (4d6+4 fire)

Special Attacks bomb 11/day (4d6+4 fire, DC 17)

Alchemist Extracts Prepared (CL 7th; concentration +11)

3rd—*remove curse*, *remove disease*

2nd—*cure moderate wounds*, *delay poison*, *lesser restoration*, *see invisibility*

1st—*anticipate peril*^{UM} (DC 15), *comprehend languages*, *cure light wounds*, *identify*, *polypurpose panacea*^{UM}

TACTICS

During Combat Unselm remains on the fringes of the action, lobbing bombs when offensive action is required, and employing his healing arts otherwise. He does not imbibe his mutagen even in the direst circumstances unless commanded to do so by Sheila Heidmarch herself.

Morale The penitent Unselm refuses to forsake comrades, fighting and providing aid until killed.

STATISTICS

Str 6, **Dex** 10, **Con** 8, **Int** 18, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +3; **CMD** 14

Feats Brew Potion, Deft Hands, Magical Aptitude, Master Alchemist^{APG}, Skill Focus (Heal), Skill Focus (Spellcraft), Throw Anything

Skills Appraise +14, Craft (alchemy) +14 (+21 to create alchemical items), Disable Device +6, Heal +14, Knowledge (arcana) +13, Knowledge (history) +9, Knowledge (nature) +13, Knowledge (planes) +8,

Knowledge (religion) +7, Linguistics +9, Sleight of Hand +12, Spellcraft +19, Use Magic Device +13

Languages Aklo, Common, Draconic, Dwarven, Elven, Infernal, Osiriani, Shoanti, Thassilonian, Varisian

SQ addiction's legacy, alchemy (alchemy crafting +7), discoveries (dispelling bomb, feral mutagen, infusion), mutagen (+4/-2, +2 natural armor, 70 minutes), poison use, swift alchemy

Combat Gear *feather token* (bird), *origami swarm*^{UE}, *potion of cure light wounds* (3), *potion of cure serious wounds* (2), *wand of detect magic* (42 charges);

Other Gear +1 *studded leather*, mwk dagger, *formula alembic*^{APG}, *ring of protection* +1, alchemist's lab, 8 gp

SPECIAL ABILITIES

Addiction's Legacy (Ex) Unselm's addiction left him with a number of permanent afflictions, which he leaves untreated as a kind of penance. He takes penalties to his physical characteristics (-2 Str, -4 Dex, -2 Con) and speed (-10 feet; without a cane his speed is reduced by a further 10 feet), and is prone to seizures. However, his unorthodox feral mutagen has left his skin with a lasting leathery texture, providing a +1 natural armor bonus.

Seizures (Ex) The toll Unselm's addiction took on his mind and body has left him especially vulnerable to seizures. If Unselm engages in any strenuous or exciting activity such as combat (even if he is just an observer), he must succeed at a DC 10 Fortitude save at the beginning of the event to forestall a seizure episode. If Unselm fails, he collapses and convulses painfully for 2d4 rounds (treat as prone and stunned). Following the seizure, he is staggered and sickened for 2d6 rounds.

Once considered a most promising Pathfinder, Unselm Oldurac saw his career take a dark turn when he developed an addiction to the exotic drug eskelette. He hid this affliction well from his colleagues, developing a means of infusing his alchemical formulae with small doses of the drug that both masked the addiction and perversely enhanced his magic. Tragedy struck, though, when he added eskelette to his feral mutagen as a pack of wights set upon his party in a Magnimarian cemetery. Unable to discern friend from foe, Unselm tore two of his comrades apart and severely wounded a third before being subdued.

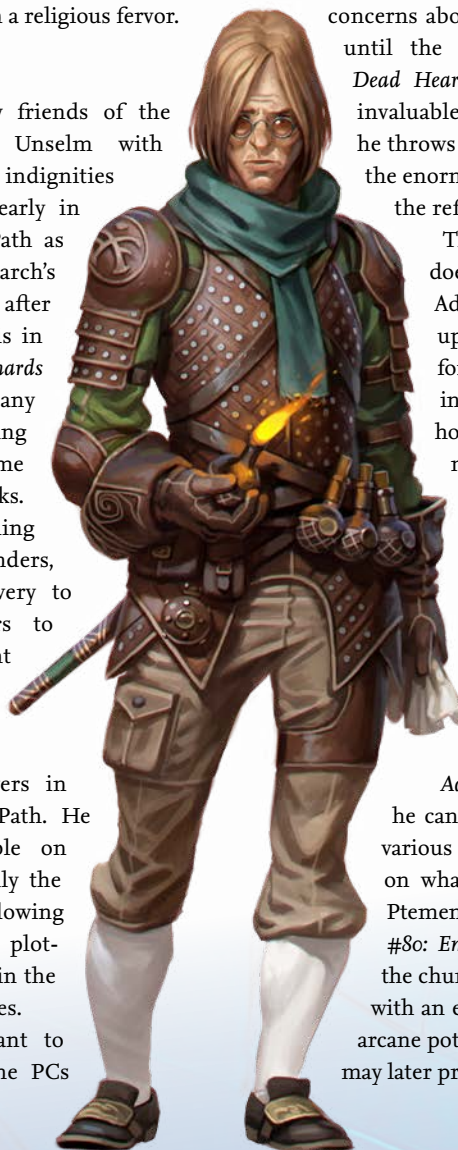
His addiction no longer a secret, Unselm locked himself in the cellars of the Cynosure Tower in Magnimar. Initially, he sought seclusion as he suffered painful withdrawal from the drug; then he sought penance. After 8 months of this isolation, Venture-Captain Sheila Heidmarch visited the guilt-ridden man and convinced him to pursue more affirmative methods to seek pardon from the gods.

Since that time, Unselm has worked ceaselessly in the Meeting House library at Heidmarch Manor, serving as a researcher and scholar for the lodge. He declines the simplest luxuries, dressing in simple, rough-spun clothes, eating flavorless porridge for each meal, and sleeping on a rickety cot in a chilly aisle of the library. He has refused repair to the permanent damage drug abuse caused his body: his appearance is fragile—pale and gaunt as a living man can be—and he walks slowly with the aid of a cane. Lady Heidmarch set further restrictions for the alchemist, limiting him to divination and healing extracts and forbidding any alcohol or transformative mixtures (especially his feral mutagen). The alchemist has abided by her stern rules with a religious fervor.

CAMPAIGN ROLE

Most at the manor—especially friends of the Pathfinders he killed—treat Unselm with contempt, and he suffers these indignities quietly. PCs likely meet him early in the Shattered Star Adventure Path as he putters about Sheila Heidmarch's manor, or tends their wounds after their encounter with pugwampis in *Pathfinder Adventure Path #61: Shards of Sin*. He sets his mind to any research question posed, producing useful results in half the time most would require for such tasks. He also readily offers any healing or similar aid to needy Pathfinders, employing his infusion discovery to allow injury-prone Pathfinders to take an extra healing draught along on their adventures. His personal expertise in Thassilonian history and culture is a significant asset for players in the Shattered Star Adventure Path. He proves especially knowledgeable on Magnimar's own ruins, especially the Irespan and the Lady's Light, allowing him to reveal any important plot-relevant facts the PCs may miss in the first two Shattered Star adventures.

Sheila Heidmarch is reluctant to allow Unselm to accompany the PCs



NEW DRUG: ESKELETTE

This fine gray powder was introduced to Varisia by Taldan traders.

ESKELETTE

PRICE 50 GP

WEIGHT —

Type ingested or inhaled; **Addiction** major, Fortitude DC 24

Effects 2 hours; +1d2 alchemical bonus to Int, -2 penalty to Dex

Damage 1d3 Str and 1d2 Con damage

on their travels, leery of his suicidal desire to redeem himself, general physical frailty, and risk of relapse. Should the PCs convince the venture-captain to allow Unselm to be their cohort, he serves in a supportive role, but may slow the party down. Heidmarch's concerns about Unselm prove true if he survives until the beginning of *Pathfinder #66: The Dead Heart of Xin*; Unselm's research proves invaluable for reassembling the *sihedron*, but he throws himself heedlessly into combat with the enormous shriezyx that emerges following the reforging ceremony.

Though the Pathfinder Society doesn't play a prominent role in other Adventure Paths, Unselm may show up just as easily, either as a local agent for the Pathfinder Society or else as an independent, semiretired adventurer hoping to make amends for his past misdeeds. He makes an especially fitting addition to the Mummy's Mask Adventure Path, wherein his addiction to mumia rather than eskelette left him teetering on the edge of undeath, and he tore his Osirionologist friends apart to sate his growing hunger for human flesh. As a representative of the Pharasmin church in *Pathfinder*

Adventure Path #79: The Half-Dead City, he can assign tombs in the city's lottery to various adventuring groups and advise them on what to expect. He may also take over Ptemenib's role in *Pathfinder Adventure Path #80: Empty Graves* as a kidnapped agent of the church, especially for adventuring groups with an excess of divine magic who find their arcane potential lagging. His scholastic abilities may later prove invaluable in Tephu.

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AMITRIE LETH

"You're still young. You have hope. The deaths of entire worlds mean nothing in the grand scope of the cosmos. Hopefully, you'll never live long enough to wrestle with the horror of that truth."

AMITRIE LETH

CR 12

XP 4,800

Female old aranea cleric of Nethys 3/mystic theurge 3/
sorcerer 2 (*Pathfinder RPG Bestiary 2* 30)

N Medium magical beast (shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +16

DEFENSE

AC 16, touch 13, flat-footed 15 (+2 deflection, +1 Dex, +3 natural)

hp 74 (13 HD; 5d6+3d8+5d10+16)

Fort +9, **Ref** +7, **Will** +16

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +10 (1d6–1)

Special Attacks channel positive energy 9/day (DC 17, 2d6),
hand of the acolyte (10/day), poison, web (+10 ranged,
DC 13, 13 hp)

Domain Spell-Like Abilities (CL 6th; concentration +13)
At will—lore keeper (25)

Sorcerer Spells Known (CL 10th; concentration +16)

5th (4/day)—*dominate person* (DC 21)

4th (6/day)—*greater invisibility*, *stoneskin*

3rd (7/day)—*haste*, *lightning bolt* (DC 19), *vampiric touch*

2nd (8/day)—*ghoul touch* (DC 18), *see invisibility*,
spectral hand, *summon swarm*

1st (8/day)—*charm person* (DC 17), *chill touch* (DC 17),
mage armor, *magic missile*, *unseen servant*

0 (at will)—*arcane mark*, *daze* (DC 16), *detect magic*,
mage hand, *mending*, *message*, *open/close* (DC 16),
read magic, *touch of fatigue* (DC 16)

Bloodline arcane

Cleric Spells Prepared (CL 6th; concentration +13)

3rd—*bestow curse* (DC 20), *dispel magic*^o, *glyph of
warding*, *protection from energy*, *summon monster III*

2nd—*augury*, *detect thoughts*^o (DC 19), *enthrall* (DC 19), *hold
person* (DC 19), *lesser restoration*, *zone of truth* (DC 19)

1st—*divine favor*, *doom* (DC 18), *entropic shield*,
identify^o, *obscuring mist*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

D Domain spell; **Domains** Knowledge, Magic

TACTICS

Before Combat Somewhat paranoid, Amitrie rarely
confronts anyone without added numbers in the form

of spiders, ettercaps, and especially her sisters. If she
expects trouble or is dealing with strangers, she casts
mage armor, *see invisibility*, and *stoneskin* beforehand.

During Combat Amitrie casts *dominate person*, targeting
her largest and strongest opponents. She uses sheets of
webbing to ward off opponents and casts *spectral hand*
to deliver touch spells at a safe distance, or *lightning bolt*
if more immediately threatened. Amitrie combines her
Empower Spell feat with her bloodline arcana bonus to
increase her save DCs as much as possible.

Morale If reduced to fewer than 30 hit points, Amitrie casts
greater invisibility and attempts to flee, or offers obscure
knowledge on the arcane arts in exchange for her life
and freedom.

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 18, **Wis** 25, **Cha** 22

Base Atk +9; **CMB** +8; **CMD** 21

Feats Craft Wand, Craft Wondrous Item, Empower Spell,
Eschew Materials^o, Extra Channel, Magical Aptitude,
Scribe Scroll, Weapon Finesse

Skills Acrobatics +3 (+19 when jumping), Climb +12,
Diplomacy +12, Heal +11, Knowledge (arcana) +20,
Knowledge (history, nature, religion) +15, Knowledge
(planes) +13, Perception +16, Perform (act) +12, Sense
Motive +11, Spellcraft +17, Stealth +8, Use Magic Device +17;

Racial Modifiers +2 Acrobatics, +2 Perception

Languages Aklo, Common, Draconic, Giant, Sylvan

SQ arcane bond (familiar, scarlet spider), bloodline arcana
(+1 DC for metamagic spells that increase spell level),
change shape (humanoid, *alter self*), combined spells

Combat Gear *scrolls of dispel magic* (2), *eagle's splendor*,
haste, *lesser restoration* (2), *lightning bolt* (2), *raise
dead*, *remove blindness/deafness*, *restoration*, *slow*, and
stoneskin, *wand of cure moderate wounds* (38 charges);

Other Gear *headband of inspired wisdom* +4, *ring of
protection* +2, granite and diamond dust (worth 1,000 gp),
various gems and wooden charms (worth 265 gp)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/
round for 6 rounds; *effect* 1d3 Str; *cure* 1 save.

Hidden deep within the extraplanar confines of the
Dancing Hut of Baba Yaga grows a forest, deep within

which stands a massive, ancient oak. The withered oak's uppermost branches are an impossible tangle of spiderwebs and silken chambers, and strange artifacts constructed of wood, stone, silk, and bone hang everywhere. This lair is home to the secret cabal of Amitrie Leth and her aranea sisters. It is unknown just how many generations Amitrie and her siblings have lived past their normal life spans, but gifted with near-immortality by Baba Yaga, the mystic theurge and her seven sisters have labored in occult arts in an effort to unlock the secret history of the multiverse.

Amitrie dutifully serves her patron, Nethys, seeking the hidden truths of the universe. She dabbles in all manner of esoteric incantations, rituals, and observations in her treetop lair. She and her sisters take special note of the ever-shifting heavens and changing constellations provided by the hut's planar travels. Here, when the stars are of the right nature and in proper alignment, they weave and unweave all manner of magical curios and writings, creating strange magic items and developing new spells.

Amitrie is incredibly knowledgeable about a wide range of subjects, though prone to strange musings and distracted introspection which must be steered back on course if any bargaining is to be done. Both Amitrie and her sisters are eager to trade knowledge for knowledge, spell for spell, or magic for magic, and can even become prematurely possessive of magic items owned by others that they have not yet acquired for themselves. On the rare occasion when a visitor has revealed knowledge of a spell previously unknown to the sisters, their insistence and intrusion into the trader's personal space can often be alarming and even perceived as threatening as the sisters scramble over one another, multiple spidery limbs pushing each other aside, to investigate the new discovery.

CAMPAIGN ROLE

Amitrie fits most readily into the Reign of Winter Adventure Path. Inquisitive and careful, she is more likely to speak to intruders in her forest than attack them, though only after subtly trailing them from a distance to gauge their intentions and abilities. The other denizens of the forest typically bend to her will, and

its guardians include giant spiders, a colony of phase spiders, and a tribe of ettercaps with whom the sisters hold a tentative peace. She most often appears in her humanoid form, though with her emaciated frame, stringy gray hair hanging below her waist, and the occasional spider scurrying across her wrinkled skin, her human shape is only marginally less off-putting than her natural arachnid-like appearance. The heroes may encounter her within Baba Yaga's Dancing Hut at any point after they claim the artifact in *Pathfinder Adventure Path #68: The Shattered Hut*, and she may serve well as an immediate guide in addition to (or as a rival of) the kikumora Korka.

Alternatively, the PCs may happen upon the araneas' forested domain within the hut later in the campaign, perhaps while wandering aimlessly, unable to figure out what to do next. Amitrie and her sisters offer vast insight to Baba Yaga's bizarre form of magic and travel, and may also offer to sell or trade with visitors who behave themselves within the aranea's woodland realm.

The sisters broker a trade in spellbooks, scrolls, and wands, and their library of magical knowledge is said to contain most of the known spells in the multiverse—even those more powerful than Amitrie or her sisters can cast.

If her role as a Dancing Hut denizen is discarded, Amitrie fits into other Adventure Paths as well. She and her sisters may be one of the factions inhabiting the ruins of Saventh-Yhi in *Pathfinder Adventure Path #39: City of Seven Spears*, playing the newcomers against one another in exchange for new research material and magical supplies, and even attempting to manipulate the other factions into open conflict; more violence means more demand for their deadly wands and curative potions, after all. Amitrie may instead serve as a strange advisor in Korvosa over the course of the Curse of the Crimson Throne Adventure Path, perhaps working alongside the Arkona family (or replacing them, if GMs wish to avoid the politicking of rakshasas), researching Thassilonian magic on the Storval Plateau, or studying the unique undead inhabiting Castle Scarwall. She may instead act as an expert on the history of Chelax and Kintargo in Hell's Rebels.



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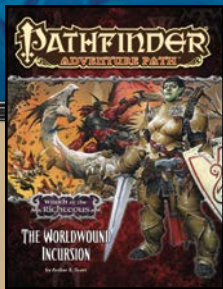
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AYAVAH

“Belief in an unaccepted truth is never convenient. Nor is living apart from those who surround you. Faith is what makes such belief and such a life bearable.”

AYAVAH

CR 7

XP 3,200

Demon-spawn tiefling sorcerer 8 (*Pathfinder Player Companion: Blood of Fiends* 20, *Pathfinder RPG Bestiary* 264)

CN Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 38 (8d6+8)

Fort +5, **Ref** +5, **Will** +10

Defensive Abilities fated (+2); **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk cold iron dagger +5 (1d4/19–20)

Spell-Like Abilities (CL 8th; concentration +13)

1/day—*shatter* (DC 17)

Bloodline Spell-Like Abilities (CL 8th; concentration +13)

8/day—*touch of destiny* (+4)

Sorcerer Spells Known (CL 8th; concentration +13)

4th (4/day)—*stone shape*

3rd (6/day)—*gaseous form*, *nondetection*, *protection from energy*

2nd (7/day)—*alter self*, *blur*, *darkness*, *touch of idiocy*

1st (8/day)—*alarm*, *crafter's fortune*^{APG} (DC 16), *mage armor*, *magic missile*, *unseen servant*, *vanish*^{APG} (DC 16)

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

Bloodline destined

TACTICS

Before Combat In this new hostile land, Ayavah casts *mage armor* on herself each morning, as well as *nondetection*—while not evil, she believes her demonic heritage and heretical faith shine like beacons to paladins. If obvious danger looms, she also casts *shield* from her wand.

During Combat Ayavah prefers to hide and support others in a fight, casting *vanish* and then enhancing others with her touch of destiny and *blur*. If forced to defend herself, she casts *blur*, *touch of idiocy*, and *magic missile* until she gets an opportunity to retreat with *gaseous form*.

Morale Ayavah hates a fair fight, and flees if reduced to fewer than half her hit points, but she remembers humiliations, holds long grudges, and plots to sabotage

her foes' livelihoods down the road. She won't abandon friends in combat—true friends are rare for her—but she happily lets them stand between her and any danger.

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 13, **Wis** 10, **Cha** 20

Base Atk +4; **CMB** +4; **CMD** 16

Feats Craft Wondrous Item, Dodge, Eschew Materials, Fiendish Facade (*Pathfinder Player Companion: Blood of Fiends* 25), Iron Will, Skill Focus (Craft [sculpture])

Skills Appraise +10, Bluff +12, Craft (sculpture) +17, Disguise +16 (+21 to impersonate a human), Knowledge (religion) +5, Perception +6, Spellcraft +9

Languages Abyssal, Common, Varisian

SQ bloodline arcana (gain luck bonus on saves when casting personal-range spells)

Combat Gear *potion of cure moderate wounds* (2), *potion of lesser restoration*, *wand of shield* (20 charges);

Other Gear mwk cold iron dagger, *cloak of resistance* +2, *handy haversack*, *hat of disguise*, *headband of alluring charisma* +2, mwk sculptor's tools, statuette of romantically entwined succubi (500 gp), 22 pounds of unworked marble, 341 gp

Ayavah lived in Magnimar for years, and claims to be a native of the City of Monuments. Born with infernal blood pumping through her veins, she grew up learning how to hide the parts of herself society rejected. She learned to file her horns and conceal the stubs, and to draw attention away from the extra finger on each hand. She learned to downplay her androgynous features with makeup, and hide her indistinct reproductive organs even from lovers. What Ayavah never learned to hide was her feelings of awkwardness around those to whom “normal” came so naturally. As an adolescent, she flirted with the city's various cults. She found some kinship among Arshea and Chucaro's worship, but ultimately fell in with the Cult of the Redeemer Queen, heretical worshipers of Nocticula—the demon lord of assassins and lust—who believed their Abyssal patron secretly seeks redemption. Regardless of the group's lack of divine magic and the quiet predation the cultists suffered at the hands of Nocticula's more canonical worshipers, Ayavah developed a deep and personal fascination with the cult. If a vile

queen of the Abyss could seek—and ideally achieve—redemption, then certainly an outcast, demon-blooded child could find peace with her succubus heritage as well.

The young tiefling grew into a fair-skinned and androgynous adult, thoroughly enamored with succubi as symbols of passion and hope for personal acceptance. Over time, her risqué sculpture projects became highly sought after around the Inner Sea. Passionate, wide-eyed, and steadfast in her beliefs, Ayavah is well educated in many ways, but hopelessly naive in others, and the optimism she developed after joining the Cult of the Redeemer Queen sometimes blinds her to the true dangers of the world. She still conceals her demonic traits, both for her own safety and out of lingering shame, but has grown increasingly angry at herself for bowing to that sense of self-loathing. She has become more confident about sharing her heritage with others (but only after days or weeks spent probing their opinions on fiends, sexuality, and half-breeds). While generally likable and eager to help others who pay attention to her—friends, in her estimation—the tiefling is also awkward, petty, selfish, and has little respect for others' boundaries, especially when she feels that her own unspoken boundaries have been violated.

Ayavah is a renowned—if anonymous—artist around the Inner Sea region, and her distinctive statues of succubi in graphic but loving embraces can be found in the strangest collections. Though few in high society would acknowledge knowing her name, she has little trouble selling each new sculpture even before completion. Her work has inspired many imitators, but few can match her skill or the magic she uses to refine each piece.

After years of saving her coin, Ayavah finally felt prepared to visit “the motherland”—the Worldwound—to make contact with some succubi and spread her faith in Mendev that she might stay crusaders' wrathful hands against her misunderstood queen. Sadly, Ayavah has precious little experience with travel, crowds, or crusaders, and finds herself overwhelmed in this new culture. Much of her newfound confidence—and all of her cultist companions—have fled, leaving Ayavah once again a lonely child in a dangerous world.

CAMPAIGN ROLE

Her faith, bloodline, and recent desire for travel all make the moody tiefling a natural addition to the Wrath of the Righteous Adventure Path. Ayavah

believes her prayers to Nocticula go unanswered because of the vast distances separating them and the interference of nonbelievers in Varisia. She traveled to Mendev with the hope of spreading her heretical faith among crusaders and traveling into the Worldwound itself to befriend true, full-blooded succubi. No plan survives reality, however, and now Ayavah finds herself friendless and alone in a land even more hostile to her people than Varisia. Like the PCs, she suffers in Khorramzadeh's assault on Kenabres, and finds a place to lick her wounds among the ruins as tieflings slaughter the populace and paladins slaughter tieflings in turn. The attack begins to shake her faith in Nocticula's—and truly, any demon's—desire for redemption.

While too high-level to make a balanced ally to the PCs throughout *Pathfinder Adventure Path #73: The Worldwound Incursion*, Ayavah makes a natural companion once the heroes prepare their expedition during *Pathfinder Adventure Path #74: Sword of Valor*. She may even stow away with their caravan only to be discovered days into their trip, adding an undercurrent of mistrust and an obvious red herring for Nurah's sabotage. Ayavah still trusts in the demon lord's desire and ability to cast evil aside, and feels any attack on her faith to be a direct comment on her own capacity for redemption. Should the artist remain a companion during *Pathfinder Adventure Path #75: Demon's Heresy*, Ayavah develops a slavish devotion to Arueshalae, placing the repentant succubus on a pedestal and angrily defending her against all accusations. In this case, Ayavah's blind support actually erodes Arueshalae's nascent moral compass and threatens her atonement, while the succubus's curt treatment of her fawning companion likewise slowly drives the tiefling closer to true evil. Intervention is needed to help the two get along together—or keep them separated—until each develops enough confidence to not serve as a bad influence on the other.

Ayavah's questions about her past may prod her to join any quest setting forth from Varisia. She may accompany Magnimaran heroes throughout *Pathfinder Adventure Path #62: Curse of the Lady's Light*, hoping the ancient ruin and the runelord within hold some secrets to her faith or parentage. She also makes an excellent replacement for the insane artist Salvator Scream in *Pathfinder Adventure Path #9: Escape from Old Korvosa*; her faith becomes increasingly shaken throughout *Curse of the Crimson Throne* as she discovers the disturbing inspiration behind her most popular works isn't Nocticula at all, but rather the deathless dragon Kazavon!



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VADOMA GALL

“The item in question is rare indeed, but I’ve read about it in both the *Azlanti Neris* and several ancient scrolls in my private collections. I’m sure I can piece together its location—in exchange for a little favor, of course.”

VADOMA GALL

CR 8

XP 4,800

Female human transmuter 9

LN Medium humanoid (human)

Init +2; Senses Perception +10

DEFENSE

AC 17, touch 13, flat-footed 15 (+1 armor, +1 deflection, +2 Dex)

hp 70 (9d6+36)

Fort +7, Ref +7, Will +10; +1 vs. enchantment effects

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Ranged mwk light crossbow +7 (1d8/19–20)

Arcane School Spell-Like Abilities (CL 9th; concentration +14)

At will—change shape (*beast shape II* or *elemental body I*, 9 rounds/day)

8/day—telekinetic fist (1d4+4 bludgeoning)

Transmuter Spells Prepared (CL 9th; concentration +14)

5th—prying eyes, telekinesis, wall of force

4th—arcane eye, calcific touch^{APG} (DC 19), dimension door, minor creation

3rd—clairaudience/clairvoyance, fireball (DC 18), fly, protection from energy, shrink item (DC 18)

2nd—glitterdust (DC 17), mirror image, protection from arrows, rope trick, scorching ray, spider climb

1st—alarm, ant haul^{APG} (DC 16), hold portal, mage armor, magic missile (2), unseen servant

0 (at will)—acid splash, detect magic, light, read magic

Opposition Schools enchantment, necromancy

TACTICS

Before Combat Vadoma casts *mage armor* most mornings, especially if she expects a dangerous expedition or confrontation.

During Combat Vadoma uses *wall of force* to divide opponents and cut off easy access to her position. Against a single opponent, Vadoma uses *charm monster* to stop a fight before it begins. If pressed to attack, she uses *fireball* against crowds or *scorching ray* and *telekinesis* against single targets, relying on *calcific touch* if an opponent gets too close.

Morale Vadoma uses *dimension door* and *fly* to escape a combat as quickly as she can.

STATISTICS

Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 14

Base Atk +4; CMB +3; CMD 15

Feats Alertness, Combat Casting, Craft Wand, Craft Wondrous Item, Harrowed^{ISWG}, Iron Will, Scribe Scroll, Toughness

Skills Appraise +17, Bluff +11, Diplomacy +11, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +11, Linguistics +12, Perception +10, Perform (oratory) +6, Sense Motive +10, Spellcraft +16

Languages Ancient Osiriani, Common, Draconic, Dwarven, Elven, Osiriani, Shory, Terran, Undercommon, Varisian

SQ arcane bond (scarab-shaped *brooch of shielding*), physical enhancement (+2 Dex)

Combat Gear *potion of cure moderate wounds* (2), *scroll of arcane sight*, *scroll of comprehend languages* (2), *scroll of locate object*, *wand of detect secret doors* (22 charges), *wand of identify* (40 charges); **Other Gear** mwk dagger, mwk light crossbow, *brooch of shielding*, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +1

As a young girl growing up in a Varisian caravan, Vadoma knew she wanted more than a wanderer's life. Though she respected her clan's traditions and even learned the art of harrowing from her grandmother, Vadoma's intensely logical mind rejected her people's superstition and mythology, and she instead devoured books on history, mathematics, and linguistics. Shortly after her sixteenth birthday, she stole away from the caravan in the dead of night, determined to seek her fortune. Her journey took her to the city of Lepidstadt, where Vadoma found work as a scribe and began her studies at the university. She threw herself into her education and developed an intense love of language, eventually building her academic career on the study of the dead Shory language as she puzzled through the translation of several formerly unidentified glyphs.

In her last year of university, Vadoma met and fell in love with a local noble, the middle-aged Lord Eduard Gall. In Lord Gall, Vadoma found her intellectual match and a true partner in her studies, and she was genuinely grieved when he died from a rare disease only a few years after their wedding. While going through her late

husband's estate, Vadoma discovered he had been a member of the mysterious organization known as the Esoteric Order of the Palatine Eye.

Embracing her husband's work brought some reprieve to her aching heart, and Vadoma pursued information about the Order through his friends and academic colleagues. Between her husband's extensive secret library, her own mastery of dead tongues, and their shared estate, Vadoma had little trouble acquiring membership into the exclusive order despite her common background. Ten years have passed since her husband's death and Vadoma now enjoys a position of security and respect within the Order. She splits her time between Ustalav and Osirion, where she procures artifacts and ancient tomes. Vadoma is an experienced tomb delver and uses her magic to bolster the excavation teams she frequently hires. She is a well-known sight in the city of Tephu, recognizable by her Varisian features and the gold scarab brooch she always wears—a memento from her whirlwind romance with her deceased husband.

CAMPAIGN ROLE

Given her globe-trotting and expertise in Osirian culture, Vadoma makes an excellent addition to the Mummy's Mask Adventure Path. In *Pathfinder Adventure Path #81: Shifting Sands*, she may serve as a rival who likewise needs to gain access to the Inner Sanctum of the Great Library of Tephu. If the PCs have an easy time gaining access to the Inner Sanctum, Vadoma could work against them. She appears before the PCs on Muminofrah's pleasure barge and quickly outshines them by playing on her reputation and offering Muminofrah beautiful gifts. The PCs must acquire more impressive gifts or do small favors for Muminofrah to get ahead of Vadoma.

If the PCs have an overly difficult time obtaining access to the Inner Sanctum, Vadoma could instead become an ally. She approaches the PCs and offers to join forces with them so that together they can figure out how to enter the library. Vadoma's long presence in Osirion and her familiarity with local customs can give the PCs an edge.

Vadoma could also interact with the PCs in the city of Lepidstadt. In *Pathfinder Adventure Path #44: Trial of the Beast*, Vadoma could act as Judge Daramid's

agent during the investigation of the Beast. Daramid could ask Vadoma to accompany the PCs or simply to make herself available as a resource for them. If the PCs have difficulty uncovering information about the Beast, Vadoma could suggest avenues of investigation.

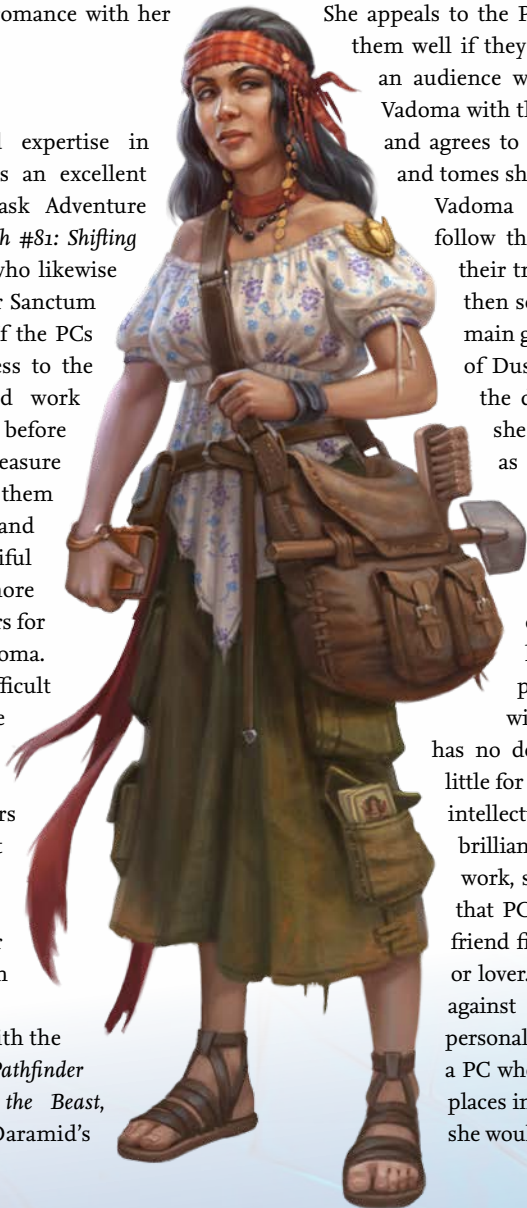
Alternatively, Vadoma might have acquired hidden lore on the Seasage Effigy and be determined to find the missing artifact. She investigates the scenes of the Beast's crimes, expecting they will hold clues to the whereabouts of the effigy. When the PCs reach Morast, they find Vadoma has warned the villagers not to talk to "the outsiders." Lazne refuses to help the PCs unless they pay him at least 10 gp, and he won't escort the PCs to the boneyard even if made friendly.

In *Pathfinder Adventure Path #15: The Armageddon Echo*, the PCs may encounter Vadoma outside the town of Crying Leaf. The transmuter has been trying to make contact with the elves and secure their permission to excavate artifacts from the ruins of Celwynvian.

She appeals to the PCs for help, promising to pay them well if they use their influence to get her an audience with the elves. If the PCs take Vadoma with them, she fights alongside them and agrees to take only copies of the scrolls and tomes she finds.

Vadoma and her hirelings could also follow the PCs into Celwynvian, using their trail to find the ancient city and then search it for valuables. Vadoma's main goal is the archive in the Library of Dust. She waits until the PCs and the drow engage in combat before she races into the library, grabs as many crumbling tomes as possible, and attempts to make off with them.

Regardless of where and how she appears, Vadoma could also become a potential long-term ally or romantic prospect for a PC. As a wealthy, widowed noblewoman, Vadoma has no dearth of suitors, but she cares little for those who cannot challenge her intellectually. If a PC shows exceptional brilliance and interest in Vadoma's work, she may eventually warm up to that PC, considering the adventurer a friend first, and then perhaps a partner or lover. Even if Vadoma initially works against the PCs, she bears them no personal ill-will, and may even respect a PC who overcomes the challenges she places in the character's path more than she would had she initially been helpful.



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MALIN THE PROPHET

“Don’t you see? You give these gods—these parasites—your very souls. And what do they hand down? Table scraps and agony. I will free you. I will break your chains, even if I must break your legs to do it.”

MALIN THE PROPHET

CR 14

XP 38,400

Male android expert 1/ranger (skirmisher, urban ranger) 14
(*Pathfinder RPG Bestiary* 5 19, *Advanced Player’s Guide* 128, 129)

CN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision;

Perception +18

DEFENSE

AC 30, touch 14, flat-footed 29 (+11 armor, +3 deflection, +1 Dex, +2 natural, +3 shield)

hp 155 (15 HD; 14d10+1d8+74)

Fort +15, **Ref** +13, **Will** +13; +4 vs. paralysis, poison, and stun effects

Defensive Abilities constructed, evasion, DR 2/—;

Immune disease, exhaustion, fatigue, sleep

OFFENSE

Speed 20 ft.

Melee plasma blade +17/+12/+7 (1d10+3/19–20/x3) or adamantine heavy pick +17/+12/+7 (1d6+5/x4)

Ranged zero pistol +16 (1d8 cold)

Special Attacks combat style (two-weapon combat), favored enemy (humans +6, lawful outsiders +4, chaotic outsiders +2), hunter’s tricks (10/day; deft stand, hateful attack, surprise shift, tangling attack, upending strike), nanite surge (2/day; +18)

TACTICS

Before Combat Malin prefers to avoid direct confrontation, stalking his quarry and picking off stragglers one or two at a time. Before entering combat, Malin expands his smart armor.

During Combat If forced into direct combat, Malin throws a grenade, then plunges into melee, swiping at enemies using Great Cleave and Power Attack, and immobilizing outliers with his zero pistol and tangling attack hunter trick. He prioritizes divine casters, staying close with his surprise shift trick and leaning heavily on Improved Sunder, hateful attack, and upending strike.

Morale Malin doesn’t believe in a cozy afterlife and has no delusions about glorious self-sacrifice. He flees if reduced to fewer than 30 hit points.

STATISTICS

Str 17, **Dex** 14, **Con** 18, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +14; **CMB** +17; **CMD** 32 (37 vs. disarm)

Feats Cleave, Combat Reflexes, Empathy, Exotic Weapon Proficiency (firearms), Exotic Weapon Proficiency (plasma blade), Extra Surge (*Pathfinder Player Companion: People of the Stars* 7), Great Cleave, Heavy Armor Proficiency, Improved Sunder, Iron Will, Power Attack, Technologist*

Skills Bluff +10, Craft (mechanical) +14, Disable Device +11, Disguise +6, Intimidate +14, Knowledge (engineering) +12, Knowledge (local) +9, Knowledge (religion) +14, Linguistics +7, Perception +18, Sense Motive +9, Stealth +11, Survival +11; **Racial Modifiers** +2 Perception

Languages Androffan, Common, Dwarven, Hallit, Osirian

SQ blend in, evasion, favored community (Starfall +6, Magnimar +4, Azir +2), hunter’s bond (companions), powerful, push through, quarry, swift tracker, track +7, trapfinding, urban ranger, wild empathy +14

Combat Gear *potions of protection from technology** (3), arc grenades* (2), concussion grenades* (2); **Other Gear** +3 *warding smart armor* (expanded form)*, +2 *buckler*, adamantine heavy pick, plasma blade (see the sidebar), cybernetic arm with integrated zero pistol*, *amulet of natural armor* +2, *belt of physical might* +2 (Strength, Constitution), *cloak of resistance* +2, *headband of inspired wisdom* +4, *quick runner’s shirt*, *ring of protection* +3, battery* (6), disguise kit, e-pick (green)*, nanite canister* (2), nanite hypogun (black)*, thunderstone (3), 127 gp

* Details of the indicated features are described in *Pathfinder Campaign Setting: Technology Guide*.

SPECIAL ABILITIES

Empathy (Ex) Unlike most androids, Malin knows the highs and lows of human emotion. He is affected normally by fear and mind-affecting effects, and can gain morale bonuses normally.

Powerful (Ex) Malin is built from a 20-point buy, and possesses equipment suitable for a PC of his level. These changes make him considerably more powerful than the average NPC, increasing his CR by 1.

Malin knew a happier life long ago, when he blindly and joyously served the Iron God Unity. Like others of his creche, the android slaved away to restore the

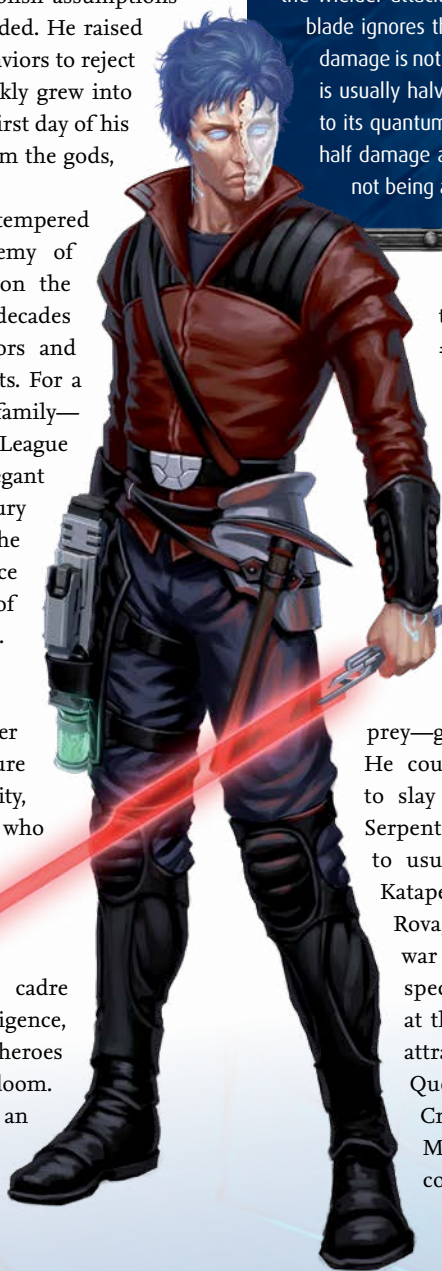
Silver Mount, transforming it from its derelict state into a palace and fortress worthy of their digital god. Malin worked to restore the ship's security core, named Bastion. But the construct resurrected itself in a furious lurch, crushing the android's face and casting him aside. Broken, battered, and unshakably loyal from the moment of his birth, Malin could only stare dumbstruck as his god spoke—not to him, but of him. “Destroy the defective unit,” it said.

Malin fled into the wider world of Starfall, all the while pursued by robots, the Technic League, and his own android siblings. By the time he stopped running—shattered and exhausted—he could only cry himself into a catatonic state. He awoke weeks later in Brevoy, his wounds roughly patched by priests of Abadar to the best of their ability. Still reeling from his deity's betrayal, he looked on in horror at the score of men and women laboring, like he did, under the foolish assumptions that their faith could ever be rewarded. He raised his voice in protest, calling on his saviors to reject hollow divinity. Heated words quickly grew into violence. Before the sun set on the first day of his new life, Malin turned one man from the gods, and sent 19 more to meet them.

Although the android eventually tempered his rage, Malin remains an enemy of those divine parasites who feed on the labor and love of mortals. For decades he wandered, crushing false saviors and ending exploitation by divine agents. For a time, he found peace—and even a family—in Rahadom, before the Technic League tracked Unity's long-lost congregant to the Kingdom of Man. His old fury rekindled, Malin—now called the Prophet—set out for Starfall once again, hoping to take his message of freedom and self-service back home.

CAMPAIGN ROLE

Malin serves as a factor to aid or hinder the PCs in the Iron Gods Adventure Path. As a passionate opponent of Unity, the android eagerly aids anyone who seeks the computer's destruction. Though newly returned to Starfall, Malin wasted no time in drawing like-minded rebels, forming a small cadre of agents who can provide intelligence, buy and sell weapons, house the heroes in secret, or rescue them from doom. Given his level, Malin also makes an appropriate companion or hireling (or replacement hero) for PCs



NEW WEAPON

This dangerous melee weapon is a rare find, even aboard starships.

PLASMA BLADE

PRICE
12,000 GP

TYPE one-handed melee		PROFICIENCY exotic	
DMG (M) 1d10 elec. and fire	DMG (S) 1d8 elec. and fire		
CRITICAL 19-20/x3	CAPACITY 10		
USAGE 1 charge/minute	SPECIAL touch	WEIGHT 3 lbs.	

When activated, a plasma blade's heavy, ornate handle projects a quantum field that contains energized plasma in a 2- to 3-foot-long “blade.” Attacks made with a plasma blade resolve as touch attacks. Half the damage it deals is electricity and the other half is fire. When the wielder attacks an object, damage from a plasma blade ignores the first 20 points of hardness and its damage is not halved (even though energy damage is usually halved when applied to objects). Thanks to its quantum containment, a plasma blade deals half damage against incorporeal creatures, despite not being a magical weapon.

throughout *Pathfinder Adventure Path #90: The Divinity Drive*.

Alternatively, Malin despises any being who aspires to godhood. Casandalee certainly qualifies—and undoubtedly proves an easier target than Unity. He may stalk the heroes, either alone or with a team, harrying them with the intention of destroying the godling they carry.

Before returning to Starfall, Malin relentlessly stalked his ideal prey—gods—across Avistan and Garund. He could prove an ally for PCs hoping to slay the serpent god Ydersius in the Serpent's Skull Adventure Path, or attempt to usurp the resurrection of Xotani in Katapesh in order to use the Spawn of Rovagug as a weapon in his personal war in *Legacy of Fire*. He holds a special hatred for humans who grasp at the mantle of godhood, and may be attracted to the potential ascension of Queen Ileosa of Korvosa in *Curse of the Crimson Throne*. In any case, update Malin's mid- and low-tier favored communities to reflect the campaign.

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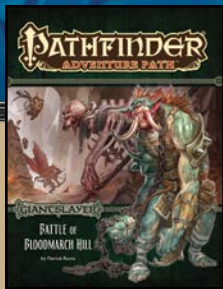
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DAMON VANCASKERKIN

"I left the coast to become something more than a two-bit thug. I don't speak one word of Orc, but you better believe every green-skinned slob in the Hold knows my name. I think that says something about the man I became."

DAMON VANCASKERKIN

CR 8

XP 4,800

Male middle-age human ranger 9

N Medium humanoid (human)

Init +3; **Senses** Perception +13

DEFENSE

AC 22, touch 15, flat-footed 18 (+7 armor, +1 deflection, +3 Dex, +1 dodge)**hp** 72 (9d10+18)**Fort** +8, **Ref** +10, **Will** +7**Defensive Abilities** evasion

OFFENSE

Speed 30 ft.**Melee** mwk falchion +12/+7 (2d4+3/15-20)**Ranged** +1 *composite longbow* +13/+8 (1d8+3/×3)**Special Attacks** combat style (archery), favored enemy (giants +4, orcs +2)**Ranger Spells Prepared** (CL 6th; concentration +7)2nd—*cat's grace*1st—*entangle* (DC 12), *longstrider*, *resist energy*

TACTICS

Before Combat Most mornings, Damon casts *longstrider* on himself to ease the pain the open road is beginning to cause his joints. If he expects trouble, he also casts *cat's grace*.

During Combat Damon finds a secure bit of cover and uses *entangle* to prevent foes from rushing him, then rains down arrows. He keeps Feargus by his side, and switches to his falchion should opponents draw near.

Morale Damon never flees and he loathes surrender. He does try to parley, however, if his enemy is the type of creature that may grant him his life.

STATISTICS

Str 15, **Dex** 16, **Con** 12, **Int** 11, **Wis** 13, **Cha** 9**Base Atk** +9; **CMB** +11; **CMD** 26

Feats Deadly Aim, Dodge, Endurance, Improved Critical (falchion), Iron Will, Manyshot, Power Attack, Quick Draw, Rapid Shot

Skills Climb +10, Handle Animal +11, Heal +10, Intimidate +7, Knowledge (geography) +9, Knowledge (nature) +7, Perception +13, Ride +7, Stealth +8, Survival +13, Swim +8

Languages Common**SQ** favored terrains (forest +2, mountain +4), hunter's bond

(wolf animal companion named Feargus), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear *potion of cure moderate wounds* (2);**Other Gear** +1 *mithral breastplate*, +1 *composite*

longbow (+2 Str), mwk falchion, *cloak of resistance* +1, *ring of protection* +1

FEARGUS

Wolf animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 21, touch 14, flat-footed 17 (+3 Dex, +1 dodge, +7 natural)**hp** 45 (+18)**Fort** +7, **Ref** +8, **Will** +3 (+4 morale bonus vs. enchantment)**Defensive Abilities** evasion

OFFENSE

Speed 50 ft.**Melee** bite +7 (1d6+4)

STATISTICS

Str 16, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +4; **CMB** +7; **CMD** 21 (25 vs. trip)**Feats** Dodge, Improved Natural Armor, Toughness**Skills** Acrobatics +7 (+15 when jumping), Climb +7,

Perception +5, Stealth +7, Survival +3; **Racial Modifiers** +4 Survival when tracking by scent

SQ devotion, tricks (attack, come, defend, down, guard, heel, seek, stay, track)

Damon was born in Riddleport, the younger brother to local legend Saul Vancaskerkin by 5 years, and was barely a teen when his elder brother assembled his first gang. The boy learned to fight, and to keep himself safe and fed thanks to his brother's ministrations, but he developed a disdain for the company of people. He spent many years as a caravan guard for hire along the Varisian trade route between Galduria and Roderic's Cove. Finally making an honest living, Damon learned much of his present-day survival skills on the road. As Saul rose to minor prominence as a gang leader, Damon chafed at the familial association but was unwilling to abandon his last name. Contact between

the brothers became infrequent, but Damon took advantage of those rare encounters to try to influence Saul's two young sons, Orik and Verik. When Saul's fortunes finally began to falter, Damon concluded that "Family is just a way to say 'pain in the ass' with one word instead of four." The ranger ventured east and left Varisia altogether.

Damon is tall and strongly built, with sandy brown hair that has only recently started to recede. His eyes are dark brown and his natural expression is wary. Square-jawed, he alternates between a short beard and a few days' worth of stubble. He favors a hooded cloak, not only for protection from the elements, but also to obscure his garishly shiny breastplate. The composite bow strapped to his back, however, he makes no effort to hide. Damon is skilled in both melee and ranged combat, but as age begins to wear down his reflexes, he is finding more practicality in fighting his opponents from a good distance away.

Feargus, a blue-eyed, white-and-black wolf, always accompanies the aging ranger. Damon finds he prefers the company of canines, even though other rangers of the area swear by mountain cats and cougars.

Damon has spent the last several years in Belkzen and is a familiar face in Trunau, where no one has heard of his family. He is also something of an expert on the geography of the Mindspin Mountains, and hires himself out as a guide to travelers.

CAMPAIGN ROLE

Damon Vancaskerkin is local to the areas represented in the Giantslayer Adventure Path. He can serve as an ally to the PCs throughout *Pathfinder Adventure Path #93: Forge of the Giant God* and later adventures. His knowledge of terrain and geography make him well suited as a guide or cohort. As someone who travels throughout the region, he can be foreshadowed by an appearance as early as *Pathfinder #91: Battle of Bloodmarch Hill*, either as a fellow resident in the Ramblehouse for PCs to interview or else as a city defender once the orc siege begins. Damon's early involvement may be from a distance—firing on invaders from the walls—or more personal, peppering the heroes' enemies with arrows to buy them a moment to regroup and heal.

Of course, most members of the Vancaskerkin family share a history of very poor decision-making, and Damon may be no exception, if you decide an additional enemy is more intriguing than an ally. Damon may be working for the stone giant Urathash as a mercenary liaison between the various giant tribes, a neutral party whose movements and activities would never be noticed—unlike a towering giant. If the PCs try to redeem Damon, they may have to persuade him that he'll fare no better than any other human should the Storm Tyrant conquer Avistan.

Thanks to his desire to escape his family's reputation—or at least keep his nieces and nephews out of trouble—Damon can also appear in other Adventure Paths. The latter half of *Curse of the Crimson Throne* Adventure Path features extensive travel across the Storval Plateau, and Damon's flight from his family's bad name could bring him here rather than Belkzen. Alternatively, if his nephew Verik Vancaskerkin dies during the events of *Pathfinder Adventure Path #7: Edge of Anarchy*, Damon may hold the heroes responsible and seek revenge.

The Jade Regent Adventure Path may offer Damon the opportunity to escape his family history by crossing the globe. Damon may offer his services as a caravan guard once the PCs reach Kalsgard, or the PCs may discover him lost in the white expanse of the Crown of the World. For an interesting twist, Damon may join the heroes' expedition to conceal his true motive: to study and eventually kill Ameiko Kajitsu, whom he holds responsible for the death of his nephew Orik during the events of the Rise of the Runelords Adventure Path.



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The howling of fiend hounds kept me awake the first night. I was thankful for the distraction; the trail of blood in my wake haunted my dreams. The caretaker, the merchant Sanha, even the Thin Wisp who had perished at my husband's side—their faces appeared whenever I closed my eyes. Sometimes they laughed or scolded me, but most often they begged for their lives.

I prayed to Nethys, hoping to find comfort or guidance from my god, but he was silent. The magic he gifted me with seemed different, my devotions only fueling my anger and restless mind.

I opened my eyes to find the fire still burning at the heart of our camp, its warm glow illuminating my travel companions. Liset slept soundly at my side; Razizo was snoring as far from me as he could while staying within the firelight. Only Drayven remained awake, shadows dancing over his scarred face. Though sweat dripped down the small of my back, Drayven's brow was dry and pale as old bone.

"The fire's too high," I whispered.

His grinned, the play of light and dark across his mouth making him all the more menacing.

"To keep the hounds at bay," he said, "lest they nibble your toes while you slumber."

I bent my knees, curling my feet tightly underneath me. "I read they feared the sun, but any light?"

He nodded and stoked the fire higher, hotter. Woodsmoke blanketed the air.

"How can you sit so close?" I asked, though I realized I already knew the answer. When I'd first met Drayven, I had loosed a spell meant to incinerate him where he stood. I remembered the glow in his ruby ring, the laughter in his cold eyes when my scorching light had fizzled into nothing.

"I like fire," he said simply.

"Of course you do." I sighed and tried to snuggle back into my bedroll.

"It's a marvelous power." He stared into the fire, and I wondered what he saw in its depths.

"Ever reaching, consuming, never sated. It will grow relentlessly if given the nourishment it requires. But if you're smart, you can contain it, force it to do your bidding." He laughed lightly, and there was sadness in his mirth. "But it doesn't know it's being controlled, and the owner can take no pleasure in her power."

"There's no pleasure in subjecting another to your will."

He turned his smile on me, and a chill lanced down my spine despite the heat.

"Are we still talking about fire?" he asked.

"Quiet, both of you," Razizo grumbled. He rolled over and thumped his bedroll, as if by hitting it, he might make it softer. "Between the hounds' baying and your yammering, I'll be exhausted by the time Kantha catches us."

Kantha Elvignon, the merciless leader of the Thin Wisps, had not crossed my mind since we'd left Razizo's former guildmates behind us. I'd assumed the matter was over, but now I worried more than fiend hounds might hunt us through the Anferita Wood. And a campfire, no matter how large, would not keep Kantha at bay.

"You think she'll come after you?" I asked my husband.

He snorted. "She's already in pursuit, or has sent enough of her underlings to deal with us."

"Why would she bother?"

I caught the glimmer of shame in his eyes before he closed them.

"I used her Wisps for my own agenda. One died at the hands of your man there. Now, I've forsaken whatever

THE FIEND HOUNDS OF THE ANFERITA WOOD ARE AN ENIGMA. WHY HAVE THEY WANDERED FROM THE OUTER SPHERE TO THIS FORLORN FOREST?



DO THEY GUARD THE VERY SECRETS I HAVE COME HERE TO PLUMB?

honor remained to me and traveled with you on a fool's errand. She'll kill me, and by extension, the rest of you for my betrayal." His voice was barren of emotion, as though we were already dead.

Drayven laughed. In the distance, the howls echoed an eerie accompaniment to his amusement.

"I'm so glad you joined us," he told my husband.

Razizo growled into his bedroll, but said nothing more.

I listened to the crackle of the fire and rolled on my side to face Liset. Her eyes were open and her brow furrowed. She stared at me. An orange glow danced in her gaze, but failed to mask her concern. She reached out for me across the dirty ground, and I clasped her hand.

"Fear not," Drayven whispered as if he saw us, even though my body and the fire surely blocked his view. "I'll not allow you to die, Lady Maharai."

"Thank you," I whispered back, though my eyes were locked on Liset's.

I squeezed her hand as if it was the only thing left in this world that might save me.

The Anferita Wood hovered around us with foreboding arms. Towering trees that seemed as old as Golarion itself stretched their branches to the sky, entwined with each other deeply enough to block the morning sun. This close to the water, cottonwoods grew like gods among mortals and dusted the air with white fluff. It clung to my skin, stuck in my nose, and made it difficult to speak without receiving a mouthful of pollen.

Not that any of our merry band wished for idle chatter.

Razizo led the way, picking through the underbrush and stepping over fallen logs. He was more familiar with the Anferita than the rest of us, and I wondered if he knew where the fiend hounds bedded down during the day, or if—like me—he was only guessing.

I clutched the map to my chest and followed him. Liset walked at my side, her eyes wary. Our destiny resided in the center of the forest, one of several small markers on the map surrounded by scribbles only I could decipher. My mind focused on this dot, clung to it as though by pure will I might make it appear in front of me. Though I knew part of the *Poleiheira* was there, I had no idea what else might await us.

I'd found previous scraps of the ancient text in catacombs and crumbling fortresses, pried pieces from the desiccated hands of would-be tomb raiders and thieves. But my first experience with the *Poleiheira*, the one that had cursed my son and made clear my life's mission, had come by way of ill fortune and my own naivete.

I remembered the weight of the tome when I'd opened it in search of a draught to soothe my son's colic. The library within the temple of Nethys stood around me. The scent of old paper hung heavy in the air, and despite



KANTHA ELVIGNON IS NOT ONE TO BE TRIFLED WITH. FORMERLY A SLAVE, SHE SUFFERS NO TURNCOATS AND BROOKS NO MERCY FOR THOSE WHO HARM HER OWN.

our best efforts, the acolytes could not keep the dust from accumulating on the innumerable shelves. For once, Khem lay quietly in my arms, his mouth against my collarbone, making suckling noises as he dreamed. Carefully, I'd propped the book on a stand upon a table and turned the pages with one hand.

It was innocuous really, the shred of parchment that drifted from the tome's pages to the floor. A bookmark left behind by some careless reader. I should have left it where it lay.

The instant my fingers touched it, I was enthralled. I realized it was not parchment but vellum so old and fine it was paper-thin. I turned it over, narrowed my eyes at its faded script, and read the words aloud.

A loud crack sounded in my ears and shook me to the present. I nearly doubled over, caught between my memory of Khem's bones breaking as the curse settled over him and the snap of a tree limb under my foot. A cry escaped my throat before I could stop it, and my vision blurred with unshed tears.

Liset touched my shoulder. "Maharai?"

I searched her face as if it might anchor me to the here and now. Ahead of us, Razizo had halted and turned to me with concern flashing in his expression before he quickly smothered it.

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"What's the problem?" he asked.

"I'm fine," I said, beating the memory back to the recesses of my mind. The cure was close, I reminded myself. My greatest sin would soon be reconciled in full.

"We should stop and rest," Liset said, but I shook my head.

"It's nothing. We need to keep going."

Drayven walked past us, his lithe body slipping around protruding branches and difficult underbrush like a serpent in the grass. Cottonseeds were stuck in his long hair like bloodless insects in a spider's web.

"Yes," he said. "We'll need to reach the site before nightfall. I don't want to be caught in the open by the hounds or a bunch of vengeance-hungry thieves."

"We'll make it," I said and gripped the map, one of its corners stained brown with the merchant's blood. I tried not to think about it, not to dwell on what Drayven and I had done to the woman. At least she lived and my healing gifts weren't for naught.

I flexed my hand, as if I might grasp the tenuous thread of magic that connected me to my god. I could feel the magic just under the surface of my skin, but instead of filling me with comfort, it made my nerves crawl.

Liset and I fell to the back of the group, while Drayven took the lead with my husband. She did not ask what had startled me, nor had I told her of my strange prayers, but I felt her knowing gaze slide over me as we drifted into silence once more.

WHENEVER I CLOSE MY EYES, ALL I CAN SEE IS THE WRETCHED TOME THAT CURSED MY SON AND STOLE THE JOYFUL YEARS OF HIS YOUTH.



BUT ANOTHER PART OF THAT SAME BOOK CONTAINS THE CURE... AND I WILL DO ANYTHING TO OBTAIN IT.

The wood chirped its own song around us. Wind rustled through the trees, shaking leaves and lifting birds to flight. Animals skittered out of sight, warning one another of the intruders entering their home. And somewhere in the distance, the fiend hounds slept, snoring away the sunlight.

"He shouldn't be here," Liset whispered to me.

I assumed she spoke of my husband and shrugged.

"You invited him," I said.

"No." She shook her head, the beads in her hair clacking softly. "Drayven. It's not right."

"He was sent."

"So you say. I don't trust him."

"A god's messenger takes many forms, none of which are right." I patted her shoulder and gave her what I hoped was my most reassuring smile. "He believes in our mission, in saving Khem. That's enough."

"I hope so," she said. "Though I worry if he cares at all about saving you."

Her hand drifted to the grip of her rapier, and Drayven cocked his head as though he'd heard something in the wood. Then, he glanced at us over his shoulder and grinned.

I didn't know if he could hear us, or if it was simply poor timing, but the menace in his gaze frightened me. It whispered to some base instinct inside of me that I was either his ally or his prey, and whichever I chose, he would enjoy himself.

I nodded at him, but said to Liset, "Stay your hand and your words, apprentice."

She took a shuddering breath and said nothing more.

We walked for hours, following the path my husband cleared for us and the silent stride of Drayven's nimble feet. I found myself lost in the study of their contrast. Razizo, dark and muscular, his curved sword slicing the underbrush and sparking silver in the streams of sunlight that pierced the canopy of branches overhead. Drayven, pale and thin, a ghost flickering between the shadows of trees. Sweat dripped from Razizo's arms and brow, his leather armor seeming to weigh upon him as the day waned. Drayven, in his heavier breastplate, was no worse for wear.

I wondered what magic he possessed. And I wondered what magic Razizo and I had lost, that I could feel my kinship grow with a man who terrified me while it died with the man I once loved.

It was Liset's shoulder ramming into me that drew me from my reverie.

"Down!" She shoved me to the ground, her body a shield over mine.

The thud of an arrow hitting the tree where I'd been was the reply. A second later, the hiss of more arrows sang through the air.

"Run," Razizo ordered, hefting Liset off of me.

He pushed her into a sprint, and she hesitated.

"I've got her," he said.

And then there were no more words, only Razizo's arms as he hauled me to my feet and sent me running in front of him.

Liset uttered a spell as she ran and a faint shimmer settled over her skin before disappearing. I followed behind her, darting between trees with far more difficulty than she did. I feared to use my magic, that the pause to protect myself through spellwork would cost me more than it gained. So I ran, as hard and fast as my legs would carry me.

The whirl of arrows in flight became lost to the pounding of my heart and the thump of my husband's frantic footsteps behind me. Several arrows came close to Liset only to turn at the last instant. I could almost feel the tremor of magic in the air, and I caught the flutter of someone moving from the corner of my eye. The figure seemed to flash, treading ground faster than I could track, one moment at my right, the next on my left.

Someone grunted in pain, but I didn't turn. In the distance, a sharp scream carried through the wood, followed by another. Birds flew from their perches as we fled below them.

I gasped in breath after breath, trying to keep pace with Liset but realizing I was slowing her down. She held back for me, glancing over her shoulder with an expression that grew more troubled as the moments passed.

"Go," I ordered her. "You know what you must do."

She frowned, but nodded and took off into the distance. Locating the *Poleiheira* was all that mattered, and Liset could find another scholar to translate it if needed. Saving Khem meant more to me than my own life.

I slowed as another thud and grunt of pain sounded near me. I turned my head and saw Razizo running almost on top of me. Multiple arrows protruded from his back and shoulders like spines. His larger body had shielded me. He'd kept right behind me to cover my retreat.

I froze, paralyzed by the blood flowing down him as he closed the distance between us. The flurry of arrows had diminished, and another scream echoing through the wood told me that Drayven had swept behind us to deal with the Thin Wisps.

"No," I whispered. Razizo placed his hands on my shoulders and gasped for breath. The thud of another arrow striking his back pushed him against me.

"Maharai," my husband said and fell into my arms.

When Razizo had first appeared at my temple, he was bloodied and bruised and beautiful. I'd spent days nursing him back to health, tending to his wounds, laughing at his poor attempts at humor. We were young then, and he beguiled me. I loved him in my foolishness, and he loved me for my foolishness. We married in the glow of an achingly warm summer evening, Khem

*LISET LIVES BY A CODE
THAT IS TOO SIMPLE,
TOO NAIVE.*



*SHE THINKS SHE CAN DIVIDE GOOD AND
EVIL ALONG A LINE AS STRAIGHT AS HER
RAPIER'S BLADE. BUT LIFE IS NOT SO
CLEAR-CUT... AT LEAST FOR ME.*

already growing inside me. I thought that I could never love another as much as I loved my husband, but then my son was born and I learned my heart was large enough for two.

Now, as I clutched Razizo against me, I realized that half of me was dying.

"Maharai," he mumbled into my neck.

"I have you," I said.

I pressed my hands to him and channeled my magic. The words to my healing spells were ingrained into my being. I chanted them over and over.

Nothing happened.

The magic writhed within me, wanting yet unable to save my husband's life.

"Please," I begged Nethys. "Not now. I need you now."

Tears came unbidden to my eyes. I wept as I repeated the incantations. Razizo's blood pooled on my lap, soaking my robe.

Would that I could say my healing powers returned to me then. That somewhere inside of me I found the ability to save my husband and myself. That something inside of me had not twisted, changed irrevocably. But my life has long been filled with the cries of dying, of people perishing on battlefields and in sick-houses, and there is not enough magic in the world to save them all. It was a lesson that took me years to learn, longer still to understand that those I loved most would always meet their end at my hands.

He kissed the space between my shoulder and throat and forced a chuckle.

"I thought you were a healer," he said, and all I could do was cry at his attempt for levity.

"I can't save you," I said. "Something is wrong."

I shifted him so I could look at his face. His skin had turned ashen gray, and his dark eyes, once so full of life, seemed to dull as I watched.

"Then save our son," he said.

I kissed his forehead and swore to him. "I will."

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For a moment, he breathed softly in my embrace and smiled at me as though nothing had changed between us. He still loved me for my foolishness, and I was still beguiled. I repeated the spells again and again as he took his final breath and left this world.

I continued chanting long after that, until my throat burned and I felt Liset's hands prying me from my husband.

"He's gone, Lady Maharai," she said.

I blinked at her. Drayven stood away from us, a dagger in each hand dripping blood. The wood was silent save for my ragged breaths.

"The Thin Wisps?" I asked.

"Dead," Drayven said simply. He sheathed his blades and surveyed the area. "Kantha was not among them, but we had best move. If she doesn't send more, there's always the hounds to hunt us."

I gently laid my husband on the ground, and Liset helped me to my feet.

"We cannot leave him for the dogs," I said.

Drayven shrugged. "We have to. There's not time to bury him."

Liset stepped back and eyed me from head to toe. "You're uninjured. Couldn't you heal him?"

"We need to go," Drayven repeated.

I glanced at my husband's corpse and saw every soul I had left behind. My magic boiled within me, eager for a different kind of release. I could not heal him. I could not cure my son. That part of me had died, and Razizo had perished with it. It was my fault for reading that first scrap of the *Poleiheira* and cursing my baby boy. I was as incapable of curing him as I was my husband.

A wail tore itself from my throat with such fury I thought it might rip me in two, and magic poured through it.

A burning ray of light erupted from the palm of my hand, engulfing Razizo's body. It burned hotter and more powerfully than ever before. My rage seemed to fuel it, filling it with a different divine purpose. The fire rushed



THE ANCIENT
TEMPLE LAY
WAITING FOR ME
IN THE DARK WOOD.

AT LEAST THAT'S HOW I
FELT WHEN I SAW IT...
AS IF MY DESTINY HAD BEEN
SET IN STONE MILLENNIA
AGO ALONGSIDE THE FANE'S
LIMESTONE COLUMNS.

toward the underbrush, searing cottonwoods and dead leaves. Their ashes rained upon us.

Through the blinding inferno, I saw Drayven. He walked toward me with his arms outstretched as light blazed around him. His image flickered, his skin dissolving until a skeletal face grinned at me. When he reached me, he clasped my shoulders. Through the sheen of tears and anger, I saw it was just Drayven, pale skin and dark hair and silvery scar ruining his noble nose.

"There it is again," he said. "Determination."

He brushed his fingers over my palm, and it stung. I realized my own spell had ignited the grasses near me and scorched my hand. I could not bring myself to attempt to heal it. I wasn't sure if I cared.

There are lies that we tell ourselves so that we might muddle our way through each day. That we are only human and are bound to make mistakes. That we love others and are worthy of being loved in return. That despite our faults, we are good people.

I know the truth: that goodness is a mask to hide our sins behind. Drayven was right, there is a marvelous power in fire, in burning away the lies we wrap around us. There is pleasure in that power, too.

We stood in the center of my destruction. A path of charred earth surrounded us, the embers of Razizo's body fading to ash. The air was choked with scorched leaves and cottonseeds that had turned to cinders, flaring and blackening like the death of a thousand fireflies. Above us, the sky was streaked orange and pink with the setting sun. My hand burned, and I knew my scar would be nearly as wicked as Drayven's.

Yet, for the first time in many years, I felt relief. Soaked with my husband's blood, seared by light and fire, I had freed myself from the shackles of my own guilt.

"Maharai?" Liset's voice was soft and almost frightened. She stood outside the spell's reach, her rapier drawn and glowing faintly.

"Come," I said and turned toward the wood. "We have a cure to find."

I consulted the map but once, its edges singed until I could not tell where the fire ended and the stains of the merchant's blood began. The *Poleiheira* seemed to pull me to its resting place, guiding my feet over fallen logs with a grace I thought left to my youth.

Sunset loomed, and the wood darkened around us. Drayven walked at my side, nearly bouncing on the balls of his feet. Behind us, Liset plodded with a wary gaze that felt like a weight against my back. She would soon learn what had happened to me, so I did not bother explaining it to her.

The scent of char and Razizo's blood followed us, and I considered slipping on my mask. It tapped against my side, once a comforting reminder of my purpose and now a memory of the person I was before. I untied its

thong from my belt and studied it. The light and dark sides of the leather were an echo of Nethys's dual-nature. I had walked the light path of his divine magic, and now I knew the power in the dark.

Without another thought, I slipped it over my face and continued walking.

As night descended, I lifted a stick from the forest floor and cast a spell of light on its end. The magic came easy, flowing through me, washing me clean.

The howls began just as the sun disappeared entirely, but I felt no fear.

"They're close," I said.

"How can you tell?" Liset moved to my side, staying within the gentle illumination of my makeshift torch.

I shrugged. "I listened to them all through the night. I know their cries."

Drayven raised a hand and pointed. "Look ahead."

I peered into the darkness, but could see only a break in the trees.

"Hurry," he said and quickened his pace.

We passed through an archway of tree limbs, and I gaped at the sight that greeted me.

Though shrouded by overgrown bushes and encroaching cottonwoods, the temple stood almost as grandly as I imagined it had the day it was built. Limestone walls and marble columns stretched as far as I could see. Though it was only two stories high, it sprawled endlessly to our left and right. Vines and enterprising tree roots laced up its exterior as though pouring themselves over it like a cloak. It was a city hidden by time, and the Anferita Wood its guardian.

A massive iron-and-oak double-door stood half open, its hinges on one side having rusted away. We marched up the steps and peered inside. It smelled of mildew and musk and the rank scent of rotten meat. But deep in its hold, the *Poleiheira* beat a rhythm into my bones.

A growl sounded behind me, and I spun around as Liset drew her rapier and Drayven his daggers.

I motioned with the stick toward the edge of the trees. Red eyes glowed back at us, rows of white teeth bared from snarling mouths.

"Stay behind us, Maharai," Liset said.

"Liset..." I backed away from the temple's entrance.

Liset frowned at me, but glanced at the door.

A fiend hound emerged from the dark of the temple, larger than the rest of the pack that waited in the wood. Its bony spine curled, its hairless skin mottled with old blood. Though it stood on all fours, it looked down on all of us. Together, the beasts lifted their heads to a unified howl that sent terror racing down my spine.

"Remember what I said," Drayven shouted over the howls, his mad grin stretching his scar.

"There is power in fire," I whispered and loosed a spell to burn the sky.

With pleasure, my god answered me.

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The mayor hired us to track down the gang of thieves that had been breaking into the warehouses by the docks, and our investigations led us to believe they were operating out of the sewers. The stench down there was terrible. Not sure what I was expecting, really. We were down in the muck for four hours before we made it to what could only be the criminals' lair. After wading through the filth coating the bottom of a narrow tunnel, we entered a wide chamber. We found the gang, all right. They were waiting for us, swords drawn and arrows nocked, all under the watchful eye of a slimy snake creature with a man's head. It hissed a command, and they attacked."

—Troya Mortronin, investigator

This volume of the Hell's Rebels Adventure Path pits the heroes against Barzillai Thrune and his allies for the fate of Kintargo. The following bestiary presents two new troops of Chelish forces, once-kind worshipers twisted by profane magic, an undead-eating aberration, and a new type of naga.

OPEN REBELLION!

The PCs are on the offensive to take down Barzillai Thrune, and Kintargo is a powder keg waiting to explode. The random encounter tables presented here feature dangers the PCs can encounter while taking care of business in the City of Silver. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend out on the streets, but they should have no more than three random encounters per day.

Since this adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter.

Mercenary Group (CR 13): The PCs aren't the only adventurers in Kintargo. A mercenary group with less than honorable intentions are out to earn some coin and respect by killing or capturing the PCs. Leader of the group, the cruel Forlorn elf Kelanithrian (use the statistics for a contract killer on page 150 of the *Pathfinder RPG NPC Codex*) recruited Tarndeg Ninefingers (use the statistics for a double axe fury on page 16 of the *NPC Codex*) on his way south to Cheliah after he witnessed the burly half-orc take on a dozen toughs at the same time in a bar fight. Jaxia Harren (use the statistics for a bounty hunter on page 135 of the *NPC Codex*), a quiet woman with an uncanny knack for tracking down anyone, joined as the third member of this band in Vyre. The mercenaries prefer stealth and use ambush tactics against the PCs, hopefully catching them in tight quarters with a high vantage for Jaxia to pepper them with arrows before they know what hit them.

Order of the Rack Patrols (CR varies): As the PCs turn a simmering rebellion into a rapidly boiling pot of revolution, the authorities respond in kind by putting more Hellknights out in the streets. These patrols can happen at any time of day, and should occur out in the street while the PCs are moving from one location to the next during the course of the adventure. Each of these Hellknights from the Order of the Rack (see page 31) is CR 7 individually, and a patrol of four makes for a CR 11 threat. If the PCs have either defeated Kyrre Ekodyre or intimidated her with the contract between Barzillai and the Order of the Rack, reroll this result, as the Hellknights of the Order of the Rack have left the city of Kintargo.

KINTARGO STREETS ENCOUNTERS

d%	Result	Avg. CR	Source
1-7	1d4 dottari troops	9	See page 122
8-15	1 inquisitor troop	9	See page 122
16-22	1d8 Asmodean priests	10	See page 41
23-28	1d12 bearded devils	10	<i>Bestiary</i> 73
29-32	1 contract devil	10	<i>Bestiary</i> 3 76
33-36	1d4 drowning devils	10	<i>Bestiary</i> 4 52
37-42	1d4 erinyes	10	<i>Bestiary</i> 75
43-47	1 fire cleric	10	<i>NPC Codex</i> 52
48-52	1d8 host devils	10	<i>Bestiary</i> 4 53
53-57	1 barbed devil	11	<i>Bestiary</i> 72
58-63	Order of the Rack Patrols	11	See below
64-68	1d6 bone devils	12	<i>Bestiary</i> 74
69-73	1d4 nosferatu	12	<i>Bestiary</i> 4 268
74-78	Vampire Sorcerers	12	See below
79-82	1 devilbound sorcerer	13	<i>Bestiary</i> 4 56
83-87	1 ice devil	13	<i>Bestiary</i> 77
88-93	Mercenary Group	13	See below
94-98	1d8 Nessian warhounds	13	<i>Bestiary</i> 173
99-103	Angel slayer	14	<i>NPC Codex</i> 138
104-109	Diabolical charmer	14	<i>NPC Codex</i> 172
110-113	1 handmaiden devil	14	<i>Bestiary</i> 2 86
114-120	Rivozair Flyby	14	See below

Rivozair Flyby (CR 14): While the PCs ultimately go up against the devilbound blue dragon Rivozair, you can foreshadow the encounter by having the impressive creature show up in a lesser manner early on in the adventure. Rivozair can simply soar overhead and let out a spine-chilling roar to make the PCs nervous. Alternatively, she can get close enough to the PCs to use her breath weapon in a strafing attack or inflict her frightful presence on them before flying away again. If the PCs have already defeated or dealt with Rivozair, reroll this result. Rivozair's statistics appear on page 34.

Vampire Sorcerers (CR 12): When Aluceda Zhol, a Nidalese vampire and a high priestess of the church of Zon-Kuthon in Kintargo, came to the city to aid Barzillai Thrune, she brought other vampiric creatures with her. Some remain at her side in the Temple of Asmodeus, but others are let loose to roam the streets of the City of Silver. This trio of vampire sorcerers (*Pathfinder RPG Bestiary* 270) only attack the PCs in the streets if they are traveling throughout the city at night. If this result is rolled during the day and the PCs are not somewhere indoors, reroll this random encounter. If the PCs have already defeated or dealt with Aluceda Zhol, reroll this result, as these vampires have fled Kintargo to return to their comfortable lairs in Pangolais.

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HERECITE

A palpable sense of despair clings to the rotting frame of this decaying man. Tears of blood run from his eye sockets, yet his expression is one of unquenched rage.

HERECITE OF ASMODEUS

CR 9



XP 6,400

LE Medium undead

Init +8; **Senses** darkvision 60 ft., *detect good*, *see invisibility*; Perception +20

Aura desecration (30 ft.)

DEFENSE

AC 24, touch 19, flat-footed 20 (+4 Dex, +5 natural, +5 profane)

hp 138 (12d8+84)

Fort +11, **Ref** +10, **Will** +11

Defensive Abilities channel resistance +6, profane insight; **DR** 10/good; **Immune** undead traits; **SR** 20 (24 vs. divine spells)

OFFENSE

Speed 40 ft.

Melee +2 *unholy heavy mace* +19/+14 (1d8+10/19–20 plus faith-stealing strike), slam +12 (1d8+5 plus faith-stealing strike) or

2 slams +17 (1d8+8 plus faith-stealing strike)

Special Attacks faith-stealing strike

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*detect good*, *see invisibility*

At will—*burning hands* (DC 16), *disguise self*

3/day—*invisibility*, *produce flame*, *unholy blight* (DC 19)

1/day—*confusion* (DC 19), *fireball* (DC 18), *nondetection*, *wall of fire*

STATISTICS

Str 22, **Dex** 19, **Con** —, **Int** 14, **Wis** 9, **Cha** 21

Base Atk +9; **CMB** +15; **CMD** 34

Feats Combat Casting, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception)

Skills Bluff +17, Intimidate +20, Knowledge (planes) +14, Knowledge (religion) +17, Perception +20, Sense Motive +14

Languages Common, Infernal

SQ cabal, herecite domains (Fire, Trickery), profane insight, unleash heresy

ECOLOGY

Environment any

Organization solitary or cabal (2–5)

Treasure double (+2 *heavy mace*, other treasure)

SPECIAL ABILITIES

Cabal (Ex) Multiple herecites can form a cabal to gain increased magical abilities and defenses. A cabal consists of two to five herecites. The ritual to form a cabal (or to welcome new herecites into an existing cabal) requires 24 hours of worship, prayer, and vile sacrifice, after which point the herecites become bound to the area in which the ritual was performed (this area can be no larger than one 50-foot cube per herecite in the cabal, to a maximum of five 50-foot cubes for a cabal of five herecites). If any one member of a herecite cabal leaves this area, it and all other herecites in the cabal lose all of the shared abilities granted by their cabal and they must perform the ritual once again to regain these abilities. All herecites in a cabal gain the spell-like abilities granted by each individual herecite's domains (in the case of duplicate domains, no additional spell-like abilities are gained—most herecite cabals consist of herecites with individually different domains). All herecites in a cabal share one mind, can communicate telepathically, and gain a +4 bonus on initiative checks and Perception checks. If at least one herecite in a cabal



disbelieves an illusion, all other herecites in the cabal are considered to disbelieve the illusion. If one herecite is aware of combatants, all other herecites in that cabal area also aware of those combatants, and if one member is injured or killed, all remaining herecites are aware of it. As long as the cabal exists, all herecites in the cabal gain fast healing 10.

Desecration Aura (Su) A herecite's very existence is an embodiment of desecration, and as such it exudes a 30-foot-radius aura of desecration. It and all undead within this area gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and the DC to resist negative channeled energy in the area increases by 6. The herecite itself gains 2 hit points per Hit Die (+24 hit points for most herecites). All of these benefits are calculated into the above stats, and while they do not stack with those granted by *desecrate* spells, neither do they vanish if the herecite enters an area under the effect of a *consecrate* spell.

Faith-Stealing Strike (Su) A nonevil divine spellcaster struck by a herecite's slam attack or by its favored weapon must succeed at a DC 21 Will save or be unable to cast any divine spells for 1 round. Once a creature successfully saves, it is immune to further faith-stealing strikes from that particular herecite for 24 hours. The save DC is Charisma-based.

Herecite Domains A herecite is associated with one evil god, and is always of the same alignment as that god. The herecite selects two domains granted by that god, gaining both domain's 1st-level spells as at-will spell-like abilities, the 2nd-level spells as 3/day spell-like abilities, and the 3rd- and 4th-level spells as 1/day spell-like abilities. Inappropriate spells granted by domains, or spells that duplicate the herecite's existing spell-like abilities, are replaced with inflict spells of the same level. For example, a herecite with access to Healing would swap out all four of its cure spells for the inflict versions, while a herecite with access to Glory would swap out *bless weapon* for *inflict moderate wounds*, *searing light* for *inflict serious wounds*, and *holy smite* for *inflict critical wounds*. The herecite above is a herecite of Asmodeus with the Fire and Trickery domains. These spell-like abilities are in addition to the herecite's base spell-like abilities (*detect good*, *see invisibility*, and *unholy blight*).

Profane Insight (Su) A herecite adds its Charisma bonus (+5 for most herecites) to its AC as a profane bonus. It is proficient with the favored weapon of its associated deity, and if it wields its deity's favored weapon, that weapon gains the *unholy* weapon ability. Against divine spells, the herecite's SR increases by 4.

Unleash Heresy (Su) When a herecite is destroyed, it explodes, dealing 3d6 negative energy damage to all creatures in a 30-foot radius (Reflex DC 21 half). Any nonevil creature damaged by this energy must

also succeed at a DC 21 Will save or be affected by the herecite's faith-stealing strike. The save DC is Charisma-based.

Herecites are a particularly blasphemous form of undead created via an obscure ritual of sacrifice, wherein a priest of an evil god offers up at least five worshipers of a nonevil deity to her own deity. All of the sacrifices must worship the same deity. Upon the death of the sacrificed worshipers, their souls and bodies seethe and surge with negative energy, then melt away only to reform into a single entity—a herecite. Even the herecite's appearance serves to support its heretical nature, for these foul creations always appear as undead versions of their prior god, even though now, in their new unlife, they are devoted worshipers of the god to whom they were sacrificed. Regardless of the size and shape of the worshipers sacrificed, or the mythological size of their prior deity, a herecite is a human-sized creature.

ECOLOGY

The ritual for the creation of a herecite is recorded in certain rare and blasphemous texts hidden away in dark libraries. It is known to exist in the *Book of the Damned*, and likely exists in texts associated with the Whispering Way, although that group finds herecites more of a curiosity than a viable addition to their ranks. The ritual itself often focuses on the torture and slaughter of young, inexperienced priests while a captured leader is forced to watch. The pain and anguish experienced by the enemy high priest as his acolytes are forcibly converted in undeath serves as the ritual's catalyst. High priests driven mad or forced to lose their faith after witnessing such a ritual often rise again as huecuvas that then go on to gain levels as oracles of the ritual's profane deity.

Herecites never take levels in cleric, for the ritual of their creation results in a tenuous awareness and an inability to profess such powerful faith in a deity ever again. Those who do train after their creation typically become sorcerers or witches.

HABITAT AND SOCIETY

Herecites, once created, typically remain as guardians by the temple responsible for their forced conversion. In some cases, a lone herecite may wander from the site of its creation, especially if it loses its creator, but once a group of herecites forms a cabal, its members remain bound to that area for months, years, or even centuries—if they leave the area, the cabal is broken, and a new ritual must be performed in order to reaffirm their blasphemous faith. They have very little interest in their new lives save for the constant offering of blasphemous prayers to their new deity; these prayers often consist of warped versions of sacred chants and songs devoted to their prior faith.

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BESTIARY

NAGA, SLIME

Covered in a thick slime that constantly drips from its green scales, this serpentine creature has a humanoid head resembling that of an angry old man.

SLIME NAGA

CR 9



XP 6,400

NE Large aberration

Init +4; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, -1 size)

hp 115 (11d8+66)

Fort +9, Ref +9, Will +11

Resist acid 10

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +12 (2d6+6 plus poison)

Ranged spit +11 touch (entangle)

Space 10 ft.; Reach 5 ft.

Special Attacks ooze master, poison, spit

Sorcerer Spells Known (CL 7th; concentration +11)

3rd (4)—*lightning bolt* (DC 18), *nauseating trail*^{ACG} (DC 18)2nd (6)—*alter self*, *invisibility*, *spider climb*1st (6)—*charm person* (DC 16), *grease* (DC 15), *hydraulic push*^{APG}, *mage armor*, *magic missile*0 (at will)—*acid splash*, *bleed* (DC 14), *dancing lights*, *ghost sound* (DC 15), *mage hand*, *open/close*, *touch of fatigue* (DC 14)

STATISTICS

Str 18, Dex 19, Con 22, Int 14, Wis 19, Cha 19

Base Atk +8; CMB +13; CMD 28 (can't be tripped)

Feats Combat Casting, Combat Reflexes, Dodge, Eschew Materials^B, Lightning Reflexes, Point-Blank Shot, Weapon Focus (bite)

Skills Bluff +10, Knowledge (arcana) +8, Knowledge (dungeoneering) +11, Knowledge (local) +8, Perception +16, Sense Motive +10, Spellcraft +14, Stealth +14, Swim +16, Use Magic Device +10

Languages Aklo, Common, Undercommon

SQ compression

ECOLOGY

Environment any underground

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Ooze Master (Su) A slime naga can exert magical influence over oozes. A slime naga can use this ability on any creature of the ooze type within 100 feet. Nonintelligent oozes automatically succumb to the slime naga's control, but intelligent oozes can resist this effect with a successful DC 19 Will save. A slime naga can command an ooze under its control no matter what language (if any) the ooze speaks. Oozes do not attack or harm slime nagas, even if they are not under

a slime naga's direct control. A slime naga can control any number of oozes, as long as its minions' total Hit Dice don't exceed twice its own Hit Dice (22 HD for most slime nagas). Intelligent oozes can attempt a new saving throw each day to resist this effect. This ability ignores the immunity to mind-affecting effects granted by the ooze type, but not immunity granted by other sources. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Con; cure 2 consecutive saves.

Spells A slime naga casts spells as a 7th-level sorcerer.

Spit (Ex) A slime naga can spit a glob of goo at enemies within 30 feet in order to entangle them. A slime naga must make a successful ranged touch attack to hit its opponent. Once struck, the target is entangled. An entangled target can break free from the sticky goo with a successful DC 15 Strength check made as a full-round action. Additionally, an affected target can break free by dealing 10 points of damage to the gooey substance with a slashing weapon as a full-round action.

At home in the muck and filth of the sewers beneath large cities, slime nagas prey upon the weak and dejected of urban society. They lurk beneath the surface, and carve out their domains in the darkened tunnels, fighting with other subterranean denizens for territory. Though they live belowground for security and safety, they have no aversion to light and occasionally sun themselves in rancid cesspools. Their scales range in color from green to brown, and are often a mottled combination of various shades that is difficult to discern beneath a thick coating of putrid slime. A slime naga stretches 12–14 feet long and weighs about 250 pounds.

ECOLOGY

Slime nagas have a particular affinity for the various types of oozes that frequently live among them in dank sewers and grimy caverns. They have a natural ability to command oozes of all types, though they find it harder to bring intelligent oozes under their control. Slime nagas gather great stables of these creatures, and use them as guardians of their gutter kingdoms. If invaders penetrate a slime naga's domain, it invisibly directs its enslaved army to attack. Slime nagas who travel beyond their territories invariably bring along a retinue of controlled jellies, puddings, and slimes.

Even though most oozes are simple and mindless creatures, slime nagas delight in the utter control they have over these mindless creatures. This racial urge for control extends to more complicated living things, though it requires actual effort and planning. Slime nagas often form cabals and criminal gangs in their home cities, and lead groups of desperate criminals and pliable addicts from the shadows of their subterranean dens. Thanks to a naga's spells, few of its minions are

ever aware that their leader is an inhuman aberration—a safe anonymity the slime prefers.

Slime nagas covet knowledge about the people around them. They like hearing stories from the city's surface, and spend hours sifting through refuse looking for cast-off secrets. Blackmail invariably plays heavily into the schemes of whatever criminal enterprises they form. A slime naga may eagerly release an intruder or potential meal in exchange for hidden knowledge, especially illicit details the naga can hold over someone's head. Similarly, those with an understanding of the creatures often seek them out to trade for information about their enemies, in return for secrets they themselves possess—a slime naga can uncover anything it doesn't already know by means of its magic, human agents, and slithering minions.

In their quests for knowledge and power, most slime nagas eventually develop some material fixation, hoarding strange collections that invariably mark their lairs. One may treasure exotic wine bottles, and another foreign coins, while another finds intricate value in last-century's finest clothing.

Befitting their putrid homes, slime nagas have poor senses of smell. They can only pick up strong scents in their immediate vicinity, and are terrible at differentiating between similar smells. Correspondingly, slime nagas have a poor palate, and cannot tell the difference between fine cuisine and bland slop. They nonetheless seek out expensive foods and wines, and consider them fitting tributes from lesser creatures seeking their favor—more because possessing it means no one else can, rather than for any enjoyment of the meal itself.

HABITAT AND SOCIETY

While the majority of slime nagas are found just beneath the surface streets in large urban centers, not all of them live among the filth and bustle of cities. Rural slime nagas typically live in swamps and mires, often within a few day's travel of a humanoid settlement. Urban slime nagas look down upon their rural cousins, seeing them as less intelligent and more bestial. There is some element of truth in this assumption—like their urban counterparts, these slime nagas build cults of fanatics and healthy stables of enslaved oozes, but the followers they gather to their sides are often debased country folk, savage humanoids, or even outright monsters.

As intelligent creatures, slime nagas understand the dangers of the shadows. They sometimes form pacts and allegiances with other denizens of the dark. They get along

fairly well with water nagas and dark nagas, with whom they often share habitats—often bullying their smaller relations into service. They also occasionally beg, blackmail, or beat dark folk, derros, chokers, mongrelfolk, and skulks into serving them in their underworld endeavors.

Even though they cooperate with other creatures, Slime nagas don't often group together in large numbers with others of their kind. Slime nagas are egotistical creatures, but have little patience for others' boasting. In large enclaves, conflicts often arise as each slime naga tries to outdo the others. Slime nagas always try to increase their status within a nest. Petty competitions create a pecking order within the nest, and feuds run deep as the slime nagas exploit their inferiors and grovel to their superiors. These clashes eventually worsen until the nest splits, each member gathering whatever oozes it can dominate and moving on to seek its own territory. Most settlements can't provide enough resources for multiple nests of slime nagas, so exiled nagas move on to new cities, preferably ones not already inhabited by their kind.



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TELGRODRADT

This monster resembles a gigantic, writhing grub, its translucent flesh rippling disgustingly. It has four elongated tentacles and a toothy maw.

TELGRODRADT

CR 6



XP 2,400

NE Large aberration

Init +6; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 67 (9d8+27)

Fort +6, Ref +5, Will +7

Defensive Abilities negative energy affinity

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee 2 claws +10 (1d6+4), bite +9 (1d8+4 plus disease)

Ranged negative energy ray +7 touch (3d6 negative energy)

Space 10 ft.; Reach 10 ft. (5 ft. with bite)

Special Attacks create thralls, disease, negative energy ray

Spell-Like Abilities (CL 9th; concentration +11)

At will—curse water, detect undead

3/day—darkness, death knell, inflict moderate wounds (DC 14)

1/day—animate dead, desecrate, see invisibility, silence

STATISTICS

Str 18, Dex 15, Con 16, Int 9, Wis 13, Cha 14

Base Atk +6; CMB +11; CMD 23

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Intimidate +8, Knowledge (religion) +8, Perception +10, Stealth +10

Languages Necril, Undercommon

ECOLOGY

Environment underground

Organization solitary, pair, gathering (3–12), or settlement (12–30 telgrodrads and 200–500 zombies and skeletons)

Treasure standard

SPECIAL ABILITIES

Create Thralls (Su) Any creature that dies from the disease a telgrodradt transmits rises in 24 hours as if it were raised by *animate dead* (CL 9th). This ability can create only exoskeletons (*Pathfinder Adventure Path #91: Battle of Bloodmarch Hill* 84), skeletons, or zombies. This is determined by the amount of flesh left on the corpse and the corpse's creature type. While a telgrodradt has no natural ability to control these mindless undead, the undead created in this manner don't attack or otherwise intentionally harm the telgrodradt.

Disease (Su) Bite—injury; save Fort DC 17; onset 1d3 days; frequency 1 day; effect 1 Con damage; cure 2 consecutive saves.

Negative Energy Ray (Su) A telgrodradt can fire a sickly purple beam of negative energy from its eyes at a single

target within 60 feet. If the telgrodradt successfully hits, the target takes 3d6 points of negative energy damage.

This ray can also heal undead creatures. A telgrodradt can't target itself with this ability, but it can be healed by the negative energy rays of other telgrodrads.

These strange Darklands creatures savor the flesh of the undead, while at the same time being one step in the grave themselves. Mistaken for undead by those who encounter them and inscrutable to most living things, telgrodrads straddle a strange line between worlds. These strange abominations look like a nightmarish fusion of insect, humanoid, and corpse. Telgrodrads have six multi-jointed appendages that they use to skitter about and burrow, as well as four hooked, probing tentacles that act as antennae. A typical telgrodradt stretches 14 feet from head to tail and weighs upward of 2,500 pounds, though larger and smaller specimens do exist.

ECOLOGY

Thanks to their pallid flesh and stench of decay, telgrodrads are often confused for undead abominations. These strange creatures take damage from the same effects that harm undead, yet as living creatures they need to feed. Telgrodrads can't derive nutrition from the flesh of living creatures, and especially abhor the metallic tang of blood. Instead they consume the rotting meat of the undead to survive. They can eat old corpses, but the creatures gain very little sustenance from bodies not suffused with negative energy. To reliably feed, telgrodrads kill their prey and then raise them as zombies. Most maintain lairs filled with dozens of zombies staggering around in corrals like gruesome livestock. The undead under their control also provide a first line of defense against the countless dangers of the Darklands. A telgrodradt that eats living flesh every day for more than a week begins taking 1 point of Constitution damage each day that it doesn't consume undead flesh.

Telgrodrads aren't particularly dangerous on their own, but their need to create undead has the potential to threaten the surrounding countryside. They may inadvertently wreak more havoc over long periods of time as they lose track of some of their undead creations or their corrals fail and zombies come streaming forth to the surface, terrorizing nearby settlements.

Despite their grublike and apparently mindless appearance, telgrodrads are relatively intelligent. They respond well to diplomacy and engage in conversation with those that come across them, but telgrodrads are steadfast in their determination to kill, animate, and feed. They taunt their enemies in combat, explaining in precise detail what they plan to do with their corpses once they are killed.

HABITAT AND SOCIETY

Telgrodradts are typically solitary creatures, preferring to keep a herd of zombie thralls as an ever-present food source, but otherwise living alone in dark, remote corners. However, sometimes these creatures group together to create small civilizations belowground. Instead of a community full of trade and entertainment, telgrodradt cities deep beneath the earth are horror-filled places that resemble massive feedlots, with hundreds of undead creatures corralled in pens awaiting their ultimate fates as meals for their masters. Each aberration marks or brands its “herd,” and uses its limited ability to control the undead it personally animates to dig, build, repair, and otherwise handle the drudgery of civilized life. In these groupings, a telgrodradt can also find a ready source of healing, since they can’t heal themselves with their own negative energy rays.

Telgrodradts engage in strange poetry that they write out in the viscera of their victims in meandering, spiraling strings of words chosen seemingly for their tone rather than meaning. This rambling, nihilistic poetry is only semipermanent, vanishing as the gore dries and flakes away, but some telgrodradts memorize their art and recite it to one another when they meet. Some telgrodradts shout their doom-filled stanzas at their victims while in combat hoping to intimidate their prey.

Telgrodradts have learned that necromancers find the aberrations’ peculiar nature intriguing. When telgrodradts find themselves in the company of creatures of that discipline, they spin stories and obfuscate their natural abilities, secretly enjoying the act of exploiting their companions’ ignorance, all the while looking down on the pitiful humanoids who must study or pray to gods to master the power of undeath.

Living in the Darklands, some telgrodradts ally with other subterranean denizens, especially fellow aberrations such as chokers, mimics, and otyughs. Their taste for flesh and their effortless command of zombies drive away many other Darklands races, however. Ghouls in particular fear telgrodradts—who stalk the undead in their tunnels as delectable treats when the flavor of zombie flesh grows too monotonous—and attempt to drive off the aberrations whenever they encounter them.

Few, if any, scholarly texts in the Inner Sea region make mention of these creatures. The most reliable account of a telgrodradt comes from the doomed Chelish colony of Canorus. In this report, a force of dark folk, seemingly in league with a telgrodradt and its animated zombies, attacked the fledgling village. Both the telgrodradt and the dark folk lived in a series of caverns beneath the colony. It is unclear whether the attack on Canorus was the agenda of the dark folk or this strange aberration, but zombies ran rampant by the time a group of adventurers happened upon the village. They delved into the darkened, twisting tunnels to stop the threat, but only one member of that exploratory party ever emerged. Wracked with a strange illness, she only lived long enough to report her description of the telgrodradt to the few remaining villagers, and rose a day after her passing as a ravenous undead. After these events resulted in the slaughter of dozens in Canorus, many of the surviving villagers relocated south to Anchor’s End, taking with them horror stories of the “Canorus Grub.”



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BESTIARY

TROOPS, THRUNE

A column of soldiers clad in the black and red of House Throne move together, their weapons at the ready in a coordinated front.

DOTTARI TROOP

CR 7



XP 3,200

LE Medium humanoid (human, troop)

Init +5; Senses Perception +13

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 85 (9d8+45)

Fort +10, Ref +4, Will +6

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (2d6+6)

Space 20 ft.; Reach 5 ft.

Special Attacks volley

STATISTICS

Str 22, Dex 13, Con 18, Int 8, Wis 13, Cha 11

Base Atk +6; CMB +12; CMD 23

Feats Ability Focus (volley), Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Perception +13

Languages Common

SQ protect ally

SPECIAL ABILITIES

Protect Ally (Ex) A dottari troop provides soft cover to any creature it recognizes as an ally who shares its space. Such protected allies treat squares occupied by the troop as difficult terrain and must succeed at a concentration check (DC = 15 + spell level) to cast spells while so protected, but do not take troop damage from being within the troop's space.

Volley (Ex) A dottari troop can fire a volley of arrows as a standard action. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines take 4d6 points of piercing damage (Reflex DC 17 half). The save DC is Dexterity-based, and includes the bonus from the dottari troop's Ability Focus feat.

INQUISITOR TROOP

CR 9



XP 6,400

LE Medium humanoid (human, troop)

Init +6; Senses Perception +22

DEFENSE

AC 22, touch 13, flat-footed 20 (+9 armor, +2 Dex, +1 profane)

hp 114 (12d8+60); fast healing 5

Fort +10, Ref +6, Will +14

Defensive Abilities judgment of protection, troop traits

OFFENSE

Speed 20 ft.

Melee troop (3d6+5)

Space 20 ft.; Reach 5 ft.

STATISTICS

Str 20, Dex 15, Con 19, Int 10, Wis 18, Cha 13

Base Atk +9; CMB +14; CMD 27

Feats Combat Reflexes, Great Fortitude, Improved Iron Will, Iron Will, Skill Focus (Perception), Toughness

Skills Knowledge (religion) +12, Perception +22

Languages Common, Infernal

SQ cunning initiative, fast healing, protect ally

SPECIAL ABILITIES

Cunning Initiative (Ex) An inquisitor troop adds its Wisdom bonus to its initiative checks.

Judgment of Protection (Su) An inquisitor troop gains a +1 profane bonus to its armor class.

Fast Healing (Sp) An inquisitor troop's fast healing is a reflection of the fact that each round, some of the inquisitors in the troop cast *cure light wounds* spells on wounded members. Not all inquisitors in a troop use this ability simultaneously, and they can only grant fast healing to the troop for up to 10 rounds per day. Activating this ability is a free action that does not provoke an attack of opportunity.

Protect Ally (Ex) See dottari troop above.

House Throne and the Church of Asmodeus can mobilize special groups of dottari and inquisitors known as troops. Typically, a troop is placed under the command of a captain or priest who does not function as part of the troop.

TROOPS

The troop subtype represents an organized group of trained soldiers who act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapable (as a similar spell effect), though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it

does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subjected to the bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuvers, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown below, plus its Strength modifier.

Troop HD	Troop Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage, or inflict more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by inflicting automatic troop damage on any foe in reach

who provokes such an attack of opportunity. Troops are still limited to making one such attack per round unless they have a feat or special ability that states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Looting Troops: Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting, and should be able to recover gear worth a total value equal to the troop's expected treasure value (as determined by the troop's CR).



A SONG OF SILVER

FOREWORD

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NEXT MONTH

THE KINTARGO CONTRACT

By Jim Groves

The Silver Ravens have liberated Kintargo, but it is only a matter of time before the rulers of Cheliax respond. The key to the defense of the Silver City lies in the Kintargo Contract. Numerous loopholes and opportunities to use Cheliax's own love of law against them lie within this document, potentially securing Kintargo's freedom from House Thrune and the Church of Asmodeus. Yet as the heroes set about researching this complex contract, an old menace from Kintargo's past seizes the opportunity to strike while the city still reels from its recent upheavals. Before Kintargo can be sheltered from Cheliax, the heroes must save the city from a monster of its own making!

ECOLOGY OF THE STRIX

By Robert Brookes

Discover more about the isolationist winged humanoids that make their home in the hostile mountains of Devil's Perch. Learn about their society, their origins, and the reasons for their hatred for humans.

INFERNAL CONTRACTS

By F. Wesley Schneider

Master the complicated and tempting world of infernal contracts. Find out how devils twist the words and desires of mortals with the promise of greater power.

AND MORE!

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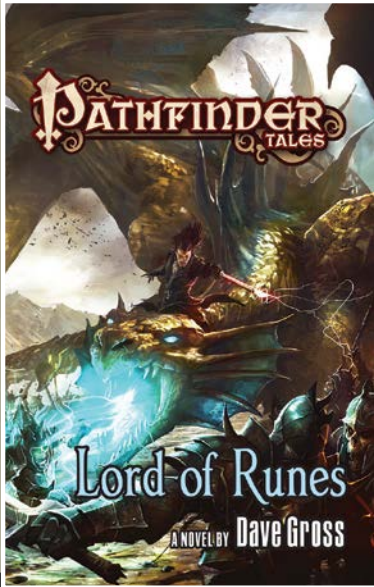
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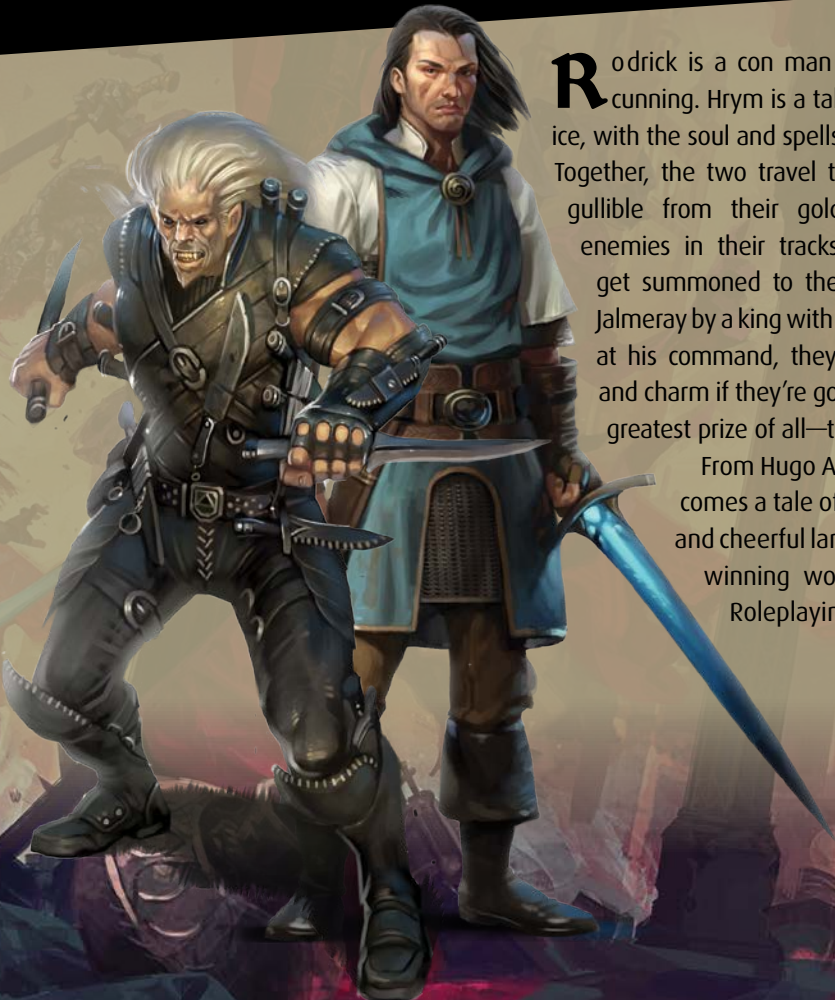
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STREA VESTORI

Manager of the Cloven Hoof Society (CN female tiefling rogue 10)

Even in Kintargo, where the teachings of Asmodeus and the policies of Thrune have never been popular, tieflings are regarded with prejudice. Strea Vestori has toiled for years to fight these conditions. For the past several years, she has looked after her fellow tieflings, establishing the Cloven Hoof Society as a safe house and hostel to help shelter unfortunate tieflings and get them on their feet. Her capture in this adventure by the half-succubus Natsiel threatens to undo all of her hard work. If the PCs rescue her, Strea vows to aid the Silver Ravens in any way she can in thanks. An accomplished rogue, she isn't afraid to do what she feels is right for her kin, regardless of the repercussions.

RAVZEE

Leader of the River Talons (CN male tengu rogue 5)

Kintargo may not have a centralized thieves' guild, but the city certainly has its share of gangs. The River Talons are one such band—although disorganized and prone to infighting, these tengu are kept in something akin to a loyal group under the stern (some might say bullying) leadership of a jittery rogue named Ravzee. Unlike his brother Chuko, Ravzee never had the patience for legitimate business, and his penchant for mugging and thievery has long been a bone of contention with his more law-abiding nestmate. Ravzee is quick to point out he does his best not to hurt or kill those he robs, and given the right amount of support, the tengu may even learn to change his criminal ways.



NIRIKKI

Infernal Engine Prisoner (CG lillend azata)

The Temple of Asmodeus in Kintargo has used cruel devices called infernal engines for decades to power potent magical wards and devilish defenses. One of the latest victims of this practice is the lillend Nirikki, who was called from the Great Beyond via the magic of the witch Tiarise Izeni, though this awful predicament hasn't broken the lillend's spirit. Nirikki has overheard several interesting conversations between Barzillai Thrune and his minions, and eagerly reports them to her rescuers—and just as eagerly hopes for a chance at revenge against those who imprisoned her in the first place. She may well remain an ally of the Silver Ravens beyond the events in this adventure.

GUTTUGGER

Shensen's Best Friend (CG awakened deinonychus rogue 4)

Guttugger remembers the rolling plains and steaming jungles of his early years before his capture by Chelish hunters, but doesn't miss the tropics. He was taken back to Chelias and sold to a menagerie in Vyre, and after the owner used a magic scroll to awaken the dinosaur in hopes of making a mint off of the "singing reptile of the south," Guttugger carried out a dangerous escape that also freed several other exotic captives. He accomplished the feat with the aid of the half-elf Shensen, and since the two fled Vyre, he has remained loyally at her side in thanks for her part in releasing him from servitude. If reunited with his best friend, he eagerly serves the Silver Ravens as an unusual but competent rogue.





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