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ADVENTURE PATH[™]

HELL'S VENGEANCE[™]

SCOURGE OF THE GODCLAW

by Larry Wilhelm



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ON THE COVER



Artist Wayne Reynolds presents an all-new dastardly villain—the iconic antipaladin Urgraz—on the cover of this volume of the Hell's Vengeance Adventure Path!



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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.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Combat</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM
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GLORIOUS HISTORY AND DARK MYTH

If you've read any of my past forewords, you might know that I'm a big fan of history, and frequently look to the past for inspiration, ideas, and story seeds. It was no different when outlining the Hell's Vengeance Adventure Path, so I thought I might talk about some of those historical influences here, for the enjoyment of other history geeks like me.

Obviously, Cheliah has existed as a part of Golarion since the inception of the Pathfinder campaign setting. It was no doubt influenced by historical events as well, though, as far as I know, no real-world nation has ever been modeled on the structure of Hell or used actual summoned devils as allies. However, since Cheliah is already a well-established part of the canon, I want to look at the historical inspirations for the other side of the primary conflict in Hell's Vengeance, namely, the Glorious Reclamation.

The Glorious Reclamation's name is an homage to the Glorious Revolution of 1688, in which a Dutch invasion of England deposed King James II and replaced him with a constitutional monarchy under William and Mary, resulting in the signing of the English Bill of Rights. The events of Hell's Vengeance have little else to do with this historical incident, but the name seemed fitting, seeing as how Glory is one of Iomedae's domains, and of course, the Iomedaeans are trying to "reclaim" Cheliah from the diabolically tainted House Thrune.

The Glorious Reclamation draws greatly on the Brethren of the German Hospital of St. Mary, more commonly known as the Teutonic Knights, for inspiration. The Teutonic Order was founded in Jerusalem during the Third Crusade in the late 12th century, but it was never as influential or as wealthy as the better known Knights Templar and Knights Hospitaller, at least in the Holy

Land. However, the Teutonic Knights were much more successful in Europe, first in Transylvania, then in part of the Kingdom of Hungary, and later in the Baltic regions of Poland, Prussia, and Livonia. The Teutonic Knights were heavily involved in the Baltic Crusades, which were genuine Christian crusades sanctioned by papal authority against the pagans living in those regions at the time. By the early 15th century, the Teutonic Knights ruled their own powerful state that stretched from modern-day Poland, through Lithuania and Latvia to Estonia, until they were eventually defeated by Poland and Lithuania.

The Glorious Reclamation's crusade against Cheliox was inspired by the Teutonic Order's Baltic crusades, though the Iomedaeans enjoy the official support of neither the Inheritor's church nor any political figure comparable to the Holy Roman Emperor. The Glorious Reclamation must succeed at overthrowing House Thrune first before getting legitimate recognition. Likewise, the order's membership and recruitment are also based partly on the Teutonic Knights, even down to the questions asked of prospective recruits (though the number of questions, 11, is a reference to Iomedae's Eleven Acts). The ranks and structure of the Glorious Reclamation are drawn more from those of the Knights Templar, but the appearance of the order's knights themselves once more returns to the Teutonic Knights (then again, most of medieval Europe's crusader orders had similar looks, and the similarity of Iomedae's holy symbol to the Christian cross make such comparisons inevitable).

In this adventure, "Scourge of the Godclaw," the PCs are tasked with creating a potent magical artifact called a *tathlum*, which they'll have the chance to use against the Glorious Reclamation in the final volume of the Adventure Path. Like the Glorious Reclamation, the idea of a *tathlum* also draws on real-world inspiration, though this time from mythology rather than history. It comes from Irish or Celtic mythology, and was a sling stone or magic concrete ball, depending on the source or translation, used by the god Lugh to slay Balor, king of the Fomorians. Balor's single, cyclopean eye could cause vast destruction, and when Lugh knocked out Balor's eye with the *tathlum*, the power of the eye slew much of the Fomorian army. The *tathlum* and Balor's eye form the inspirations for the *tathlum* of Hell's Vengeance, and just as Balor's eye destroyed his own people, the Fomorians, so will the severed head of the gold dragon Parnoneryx—once transformed into the *tathlum* through the three-part ritual in this adventure—spell doom for the army of the Glorious Reclamation.

Of course, Golarion is still an imaginary world, and the fictional histories of the Inner Sea region, Cheliox, and Iomedae form most of the foundations for the Glorious Reclamation and the events of the Hell's Vengeance Adventure Path—but it's still fun to throw a little real-world history and mythology in there as well!

THE GLORIOUS RECLAMATION'S PROGRESS

Throughout the Hell's Vengeance Adventure Path, the Glorious Reclamation enjoys a variety of triumphs in its war against Cheliox and House Thrune, but if the PCs are successful in their endeavors during the campaign, the knights should also suffer some devastating defeats. The inside front cover of each volume of the Adventure Path displays a map of Cheliox with symbols of House Thrune and the Glorious Reclamation that tracks both sides' progress in the wider conflict.

While the PCs found themselves caught up in the political intrigues of the imperial court in Egorian in "For Queen & Empire," the Glorious Reclamation achieved its greatest victory yet in the struggle against House Thrune: the conquest of Cheliox's former capital—Westcrown, the City of Twilight. In response to this bold strike, Cheliox is forced to reexamine its entire strategy. It has now become clear that the Glorious Reclamation is not confined to the Sirmium Plains and the east, but House Thrune is hesitant to maneuver its forces away from what has been the primary theater of the conflict, fearing another unexpected attack, this time from the direction of Isgar and Citadel Dinyar. Likewise, Chelish naval strength remains concentrated in Corentyn and Ostenso, as House Thrune is unwilling to leave the country's major ports undefended against Rahadoun or Andoran, who might seek to take advantage of the chaos in Cheliox to undermine Chelish naval superiority in the Inner Sea.

As "Scourge of the Godclaw" begins, the Glorious Reclamation's primary focus is on occupying and fortifying Westcrown, and resupplying its troops there. Westcrown isn't just some backwater town, and much of the order's efforts involve winning over the city's populace to its crusade against House Thrune. At the same time, it can't just abandon its gains in the east, either. Like House Thrune, the Glorious Reclamation must continue to press the fight on the Sirmium Plains, keeping the Chelish army occupied there until it can solidify its hold on Westcrown, and the towns and villages under Glorious Reclamation rule provide a vital link between the order's headquarters in Citadel Dinyar and Westcrown. Once Westcrown is completely secured, the Glorious Reclamation can turn its attention toward Egorian and the Heartlands.

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The evil PCs must infiltrate a sprawling Hellknight fortress to reclaim it from the Glorious Reclamation, killing as many of the knights as possible along with the powerful gold dragon with whom they've allied.

PART 2: THE DESTRUCTION OF PURITY 31

The vile PCs seek to defile the sacred waters of St. Innea's Fountain so they can gather the first ingredient needed for the creation of a powerful magic weapon called a *tathlum*.

PART 3: THE DESTRUCTION OF INNOCENCE 37

The second ingredient for the creation of the *tathlum* requires the blood of a hundred innocents—a resource the hateful PCs can find in abundance during a joyous harvest festival in the small village of Barleybridge.

PART 4: THE DESTRUCTION OF HISTORY 45

The third and final step to create the *tathlum* is the most dangerous, for this time the villainous PCs must invade and destroy a hidden library guarded by Hellknights and cultists of the archdevil Geryon!

ADVANCEMENT TRACK

"Scourge of the Godclaw" is designed for four characters and uses the medium XP track.

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The PCs begin this adventure at 13th level.

14

The PCs should be 14th level after reclaiming Citadel Dinyar and setting out to create the *tathlum*.

The PCs should be 15th level by the end of the adventure.

ADVENTURE BACKGROUND

The gallant knights of the Glorious Reclamation have accomplished what Thrune thought impossible—they've seized the city of Westcrown. Once the capital of the empire, Westcrown today remains one of Cheliah's largest and most important cities, and now that it's been captured by the enemy, Queen Abrogail Thrune II knows the time has come to fully unleash the might and power of the Chelish Empire. First and foremost among her weapons of choice will be the evil Player Characters, now Bound Agents of House Thrune.

The loss of Westcrown was not an act of chance or bad luck, though—it was one of the Glorious Reclamation's primary goals in their war against Thrune, a feat the Iomedaeans have been working toward since before their order was even founded.

Back in 4715 AR, a group of Hellknights of the Order of the Godclaw ousted a petty warlord from his stronghold in a ruined manor house in Isgar's Menador Mountains. There they were stunned to discover a powerful magical artifact, which had lain forgotten for years: *Heart's Edge*, the blade once wielded by the mortal Iomedae before she became a goddess. The Hellknights brought the sword back to their fortress, Citadel Dinyar, where the order's signifiers were able to verify the blade's identity. Lictor Resarc Ountor, leader of the Order of the Godclaw, was astounded at the news and took the fact that the blade had been recovered by Hellknights under his command as a sign—Iomedae, after all, is one of the five deities the Hellknights venerate as the Godclaw. The lictor proudly and publicly proclaimed the acquisition of *Heart's Edge* as a symbol of his order's righteousness.

Certain zealots in the church of Iomedae took umbrage at Lictor Ountor's proclamation, and after he refused a polite request from the church for the blade's return, the leader of this faction, a paladin named Alexeara Cansellarion, issued a call to the faithful. She would not stand by and allow her goddess's blade to rest in the fortress of a "cult of heretics," and her words swiftly found root in the minds of other passionate members of the church. In fact, in a mere month, hundreds of knights, clerics, warpriests, and other devotees of Iomedae from Andoran, Cheliah, Isgar, Molthune, and beyond had responded to Alexeara's call. When Alexeara freed the gold dragon Parmoneryx from the icy tomb he had languished in for centuries, she knew all the pieces had fallen into place. She gathered her army to a new banner—the Glorious Reclamation—and while her devastating assault on Citadel Dinyar and its swift capture by her forces would send shockwaves through Cheliah, this astounding initial success was only the first of many.

Today, the Glorious Reclamation retains control over Citadel Dinyar, which now serves as the order's headquarters and base of operations, under the leadership of Knight Commander Graxus Phand. With the bulk of

the Glorious Reclamation's army now occupying the city of Westcrown or on the march, only a relatively small number of Iomedae knights remain in the citadel, along with the gold dragon Parmoneryx, but they are ready to join their sisters and brothers on the field at a moment's notice. The loss of Citadel Dinyar at this stage in the Glorious Reclamation's campaign would deal a resounding blow to the group's morale, but it would bolster the knights' resolve as well. Retaking Citadel Dinyar thus cannot be the only task for Thrune's agents—they must use the citadel's own defenders as weapons against the Glorious Reclamation to ensure their defeat in the battle soon to come to Westcrown itself.

PART 1: AVENGING THE GODCLAW

You should certainly give the PCs a chance to recover and rebuild their resources after the events of the previous adventure; an opportunity to spend some downtime in a big city like Egorian might be something the PCs have been aching for, after all. Once news of the loss of Westcrown to the Glorious Reclamation hits Egorian, the reactions of the imperial court and the city's citizens are a mix of shock, disbelief, and outrage (even if some of that outrage is feigned by citizens who know better than to publicly approve of such a development). The PCs should have learned of this development at the end of the previous adventure, "For Queen & Empire," at the same time as Queen Abrogail herself, and the Infernal Majestrix does not wait long to set her counterattack in motion.

To impart a sense of urgency to this adventure, feel free to replay the arrival of the news of the loss of Westcrown, so the PCs can witness Abrogail's reaction—she takes the information calmly, with a slight narrowing of the eyes and the setting of her jaw being the only external evidence of displeasure. The queen is not one to indulge in emotional outbursts in front of her underlings, and she swiftly begins planning her retaliation, bringing her newest Bound Agents, the PCs, into the loop at once.

If the characters make clear they are eager to lead the charge on Westcrown or to take the fight directly to the Glorious Reclamation's leaders, Queen Abrogail commends their zeal but points out that the time of underestimating the enemy's power and drive is past. No longer is it wise to assume Cheliah will win the day simply out of divine right or tradition. Rather than risk a frontal assault on Westcrown, the queen wants to erode and remove any support the Glorious Reclamation has in terms of resources and encampments spread throughout Cheliah. The task she has in mind for the PCs is the most important of all of these—she wants the PCs to strike at Citadel Dinyar in Isgar, the onetime fortress of the Order of the Godclaw and now the Glorious Reclamation's base of operations. Defeating the troops there and retaking the citadel will strike a significant blow to the pride and

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morale of the Iomedaeans, and prevent them from using the fortress as a rallying point once they're defeated in Cheliax. More importantly, by taking out one of the Glorious Reclamation's most powerful allies, the gold dragon Parnoneryx, the PCs can ensure the assault to retake Westcrown will have an even greater chance of success.

Furthermore, Queen Abrogail reveals she has another plan for the dragon. Drawing upon the nation's vast wealth of historical lore, much of it redacted and available only to royal eyes, Abrogail knows of a potent weapon the PCs can create and use against the Glorious Reclamation when the time comes to strike against their forces in Westcrown. This weapon, she explains, is an ancient Kellid device known as a *tathlum*—a powerful magical artifact crafted from a severed head that is then

used against the allies and friends of the creature whose head was used in its creation. In this case, Queen Abrogail intends for the PCs to use Parnoneryx's head as the core of the *tathlum*, and in so doing, create an extremely destructive device indeed. But even Abrogail can't predict how the dragon's soul will react to the redaction of its own history...

Reclaiming Citadel Dinyar: To aid the PCs in preparing for the daunting task of confronting the Glorious Reclamation in their own (stolen) headquarters, Queen Abrogail introduces them to a nervous-looking young man. This is a Hellknight armiger named **Algren Fasth** (LN male human fighter 3), who escaped Citadel Dinyar when it was first captured. According to Fasth, some of the Order of the Godclaw's leaders, including its lictor, Resarc Ountor, may still be alive but imprisoned in their own dungeons; rescuing them will give the PCs a significant advantage in the task of retaking the citadel. Armiger Fasth is convinced Lictor Resarc Ountor was captured alive, along with many more of his brothers and sisters. Fasth can confirm a secret entrance to the citadel's dungeon exists, one the PCs can use to infiltrate Citadel Dinyar from below.

Creating the Tathlum: Once the PCs have taken Citadel Dinyar and have defeated the fortress's most powerful inhabitant, the gold dragon Parnoneryx, Queen Abrogail commands them to immediately set about the creation of the *tathlum*. See "Creating the *Tathlum*" below for further details.

Final Words: When the PCs are ready to depart, the queen will use *greater teleport* to send the group directly to the secret postern gate (area A1) revealed by Armiger Fasth. Teleporting to the secret entrance, which is out of direct sight from the citadel, is the wisest move—once the

PCs begin their mission, of course, they should feel free to come and go via teleportation as they wish and as they secure safe arrival zones within the castle walls.

CREATING THE TATHLUM

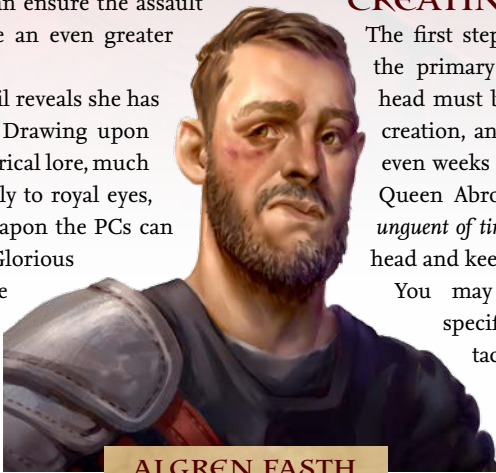
The first step in creating a *tathlum* is to secure the primary component—a severed head. The head must be kept fresh for the duration of its creation, and since it may take several days or even weeks for the PCs to complete these steps, Queen Abrogail provides them with a vial of *unguent of timelessness*, enough to coat a dragon's head and keep it from decaying for a year.

You may wish to have Queen Abrogail specifically warn the PCs against using tactics against Parnoneryx that would make it impossible to claim his head. Spells such as *disintegrate* or *destruction* that completely destroy a body should not be used against the dragon, nor should tactics like

plane shift, *imprisonment*, or *prismatic spray* that have a chance of relocating the dragon's body to a locale too distant to reach. Petrification is fine—simply chiseling off the head of the petrified dragon and then casting *stone to flesh* on it makes for a perfectly suitable *tathlum* component. Once the head is secured, the PCs must undertake a series of difficult tasks to secure the three components needed to empower the *tathlum*: defiled sacred waters, blood of innocence, and ashes of history. Once the PCs have performed these evil tasks, the severed head will be ready for its final transformation into a *tathlum*.

Defiled Sacred Waters: No mere splash of unholy water will do for this first ingredient—the waters must be drawn from a sacred source tied to Iomedae that has very recently been defiled. Queen Abrogail has determined that St. Ilnea's Fountain in the central Menador Mountains is the perfect source for these waters. By defiling this fountain through a vile act (such as throwing a recently slain follower of Iomedae into the fountain's headwaters) and unholy magic (*unhallow* works best, but *desecrate* or even *curse water* should work as well), the PCs can secure the defiled waters they need. Simply dipping the head in the defiled waters is all that's required to finish this first step.

Blood of Innocence: The second component requires a hundred drops of blood drawn from the body of 100 separate "innocents" (good-aligned humanoids, in this case). These drops must all be drawn from innocents who knew each other or lived in close proximity, and must all be drawn within a minute of the innocent's death. All 100 drops must be harvested before the next sunrise after the first drop is gathered. Queen Abrogail has selected the small village of Barleybridge in southern Cheliax as the best place to harvest the blood of innocence.



ALGREN FASTH

Ashes of History: The final component is perhaps the most dangerous to gather, but its location was the easiest for the queen to select. A library known as the Archive of Redacted Histories lies hidden on distant Warlock Island off Cheliah's western coast, where copies of previous revised and redacted official histories of Cheliah and other dangerous texts are kept, securely stored should they ever be needed in the future. The symbolic act of destroying all of this rare information by burning the archive's holdings and then rubbing the ashes on the dragon's severed head is the last step required to prepare the grisly relic for transformation into a *tathlum*.

Tathlum Construction Ritual: Once the three steps above are completed, the *tathlum* is ready for final construction. At this point, the PCs are to return to Egorian, where Queen Abrogail has prepared a pool of quicklime for this final ritual—see Concluding the Adventure for more details on this final act.

A. CITADEL DINYAR

Citadel Dinyar is a relatively new construction, built soon after the Order of the Godclaw abandoned its first stronghold, the Leaden Cathedral in Mendev, in 4665 AR. Following the recent defeat of the Hellknights, the Glorious Reclamation now rules the citadel, and its members are working to repurpose the fortress's chambers to their own needs and ends.

Built of polished stone reinforced by bands of fire-blackened iron, Citadel Dinyar sprawls across a pair of plateaus that straddle a treacherous, rapid-filled tributary of the River Keld called the Akramis River, near a raging cascade known as Arremer Falls. Citadel Dinyar is both a monastery and a fortress—its five lofty steeples (each dedicated to one of the five deities that form the Godclaw) and expansive cloisters serve as a spiritual monument, while the bulk of the citadel is heavily fortified and few would mistake its function as a military stronghold. Citadel Dinyar is actually two separate keeps (Bastion Fanaticus to the south and Bastion Devotio to the north), with foot access between the two granted by a bridge that arches over the river between three of the castle's towers.

The citadel's outer walls are 15 feet high, and require a successful DC 25 Climb check to scale. Arrow slits pierce the walls in many places; these can be squeezed through with a successful DC 30 Escape Artist check (Small creatures gain a +8 circumstance bonus on this check). Inside Citadel Dinyar, ceiling heights average 10 feet, and rooms are lit by everburning torches unless otherwise specified. Doors are of good wooden construction (hardness 5, hp 15, break DC 18) and are generally kept unlocked unless the alarm is raised; picking a locked door in Citadel Dinyar requires a successful DC 30 Disable Device check unless stated otherwise. All guards in the citadel carry skeleton keys capable of unlocking

these doors, but these keys do not unlock doors with higher Disable Device checks found in the citadel.

CITADEL GUARDS

When the PCs arrive at Citadel Dinyar, the former Hellknight stronghold teems with activity. Recruits come and go, knights arrive before their final deployment into Cheliah, and powerful allies of the Glorious Reclamation meet to discuss the war effort against the Thrune government. Patrols of Glorious Reclamation knights inheritor can be found on patrol within the citadel, mingling freely, performing military drills, or sleeping. Clever PCs can use stealth or disguises to prevent themselves from being noticed by the many knights. However, if the PCs brazenly wander the keep, they will encounter a patrol of four knights inheritor every 10 minutes (or more frequently if the PCs are particularly noisy or hard to miss). With enough precautions (including masking evil alignments) and a successful Bluff check, the PCs can fool a patrol of knights into believing they are newly arrived recruits. If combat breaks out, the clamor of battle brings an additional patrol of four knights to the area every 2d4 minutes. After 12 knights have been killed or have gone missing, reports reach the citadel's commanding officer, Knight Commander Graxus Phand, who puts the fortress on high alert. Each active patrol consists of four Glorious Reclamation knights inheritor. There are 32 knights available for these patrols in addition to the knights detailed in the encounter areas below.

GLORIOUS RECLAMATION KNIGHTS INHERITOR (4) CR 8

XP 4,800 each

Human paladin 9

LG Medium humanoid (human)

Init -1; **Senses** Perception +11

Aura courage (10 ft.), resolve (10 ft.)

DEFENSE

AC 23, touch 9, flat-footed 23 (+9 armor, -1 Dex, +5 shield)

hp 90 each (9d10+36)

Fort +11, **Ref** +5, **Will** +11

Immune charm, disease, fear

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *longsword* +15/+10 (1d8+5/17-20)

Ranged mwk composite longbow +9/+4 (1d8+2/×3)

Special Attacks channel positive energy 3/day (DC 17, 5d6), smite evil 3/day (+3 attack and AC, +9 damage)

Paladin Spell-Like Abilities (CL 9th; concentration +12)

At will—*detect evil*

Paladin Spells Prepared (CL 6th; concentration +9)

2nd—*bull's strength*, *resist energy*

1st—*cure light wounds*, *divine favor*, *protection from evil*

TACTICS

Before Combat A Glorious Reclamation knight inheritor casts *bull's strength* on herself before combat.

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During Combat A knight inheritor usually lets the enemy come to her, taking the first round of combat to cast *divine favor* and the next to cast *protection from evil* or *resist energy* (as best suits the opposition she faces).

Morale A knight inheritor fights to the death.

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 22

Feats Improved Critical (longsword), Power Attack, Selective Channeling, Shield Focus, Toughness, Weapon Focus (longsword)

Skills Acrobatics –8 (–12 to jump), Diplomacy +15, Perception +11, Sense Motive +14

Languages Common

SQ divine bond (weapon +2, 2/day), lay on hands 7/day (4d6), mercies (diseased, fatigued, poisoned)

Combat Gear *potion of cure moderate wounds* (4); **Other Gear** +1 half-plate, +2 heavy steel shield, +1 longsword, mwk composite longbow (+2 Str) and 20 arrows, skeleton key for most doors in Citadel Dinyar, 15 gp

HIGH ALERT!

Eventually, the occupants of Citadel Dinyar realize that they are under attack. The timing of this is left largely to you. Certainly, if the PCs attack one of the defenders of the citadel and allow him or her to escape, the fortress goes on high alert soon thereafter once the escapee alerts others—as a general rule, assume it takes only 1d4 minutes for such an event to occur after an NPC escapes.

The citadel can also go on high alert if the PCs attack a creature that possesses telepathy or other methods of spreading the alarm. Finally, if the PCs attack or are spotted in an area where the guards have access to one of the citadel's numerous alarm bells, a guard can raise the alarm with a move action by ringing said bell.

Once Citadel Dinyar goes on high alert, it remains on this higher level of threat until 24 hours have passed since the last incident to cause alarm. If the PCs allow that amount of time to pass before attempting another assault, feel free to have the missing guards or named NPCs be replaced by reinforcements of your own design.

While the citadel is on high alert, the gold dragon Parnoneryx keeps an eye out for invaders from area **A53**; if he spots the PCs, he raises the alarm and engages them immediately. Likewise, the angel in area **A47** keeps an eye out from above for trouble. Encounters with patrols of Glorious Reclamation knights inheritor occur once every 5 minutes, and reinforcements arrive after 1d4 minutes rather than 2d4 minutes. The knights also systematically lock every door in the citadel—within 5 minutes of high alert being enacted, all doors are locked.

A1. SECRET POSTERN GATE

A pair of cunningly hidden 2-inch-thick iron doors (hardness 10, hp 60, break DC 28), painted and sculpted to appear as part of the bottom of a cliff wall at the base of a ravine north of Citadel Dinyar, serves as the fortress's exit for its escape tunnel. A successful DC 40 Perception check is required to locate the secret door, but Armiger Fasth's detailed description of where the door can be found grants a +20 circumstance bonus on such checks.

A2. INFERNAL KENNEL (CR 12)

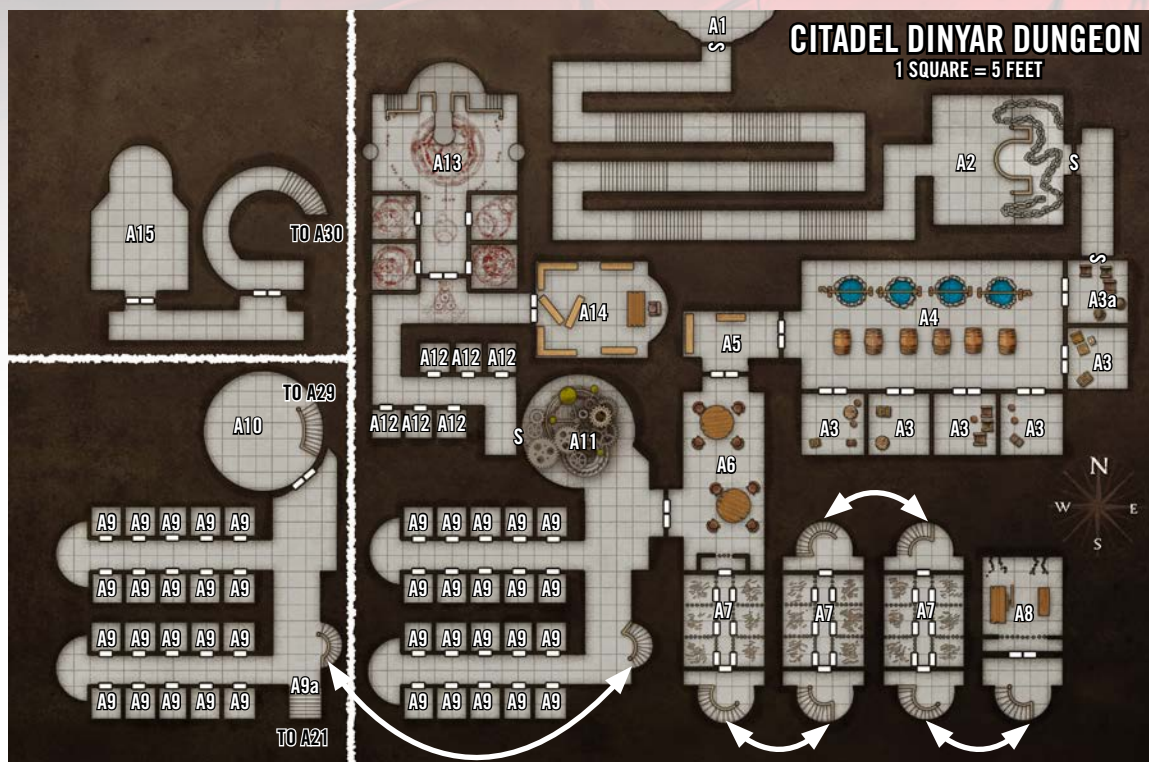
At the far end of this musty-smelling chamber, a pair of ramps ascends ten feet to a balcony. A long, rusted iron chain is affixed to the wall in the northeast corner of the room.

A successful DC 40 Perception check is required to discover the secret door in the east, as does the door further south leading to area **A3a**. Like the secret door in area **A1**, the PCs gain a +20 circumstance bonus on checks to discover these doors, thanks to Armiger Fasth's aid.

Creature: A particularly ill-tempered Malebolgian cerberi is leashed to the long iron chain (hardness 10, hp 10, break DC 26) in this room. Kept as a guard by the Order of the Godclaw, the cerberi remains alert and eager for an opportunity to break up the boredom of long, lonely hours spent on guard here. The rusted iron chain somewhat limits the monster's ability to pursue intruders—the chain is 50 feet long, so it can reach anyone within this room with ease. The outsider can potentially be tricked if



MALEBOLGIAN CERBERI



all members of the party successfully disguise themselves as Hellknights of the Godclaw, in which case a successful Disguise check followed by a successful Bluff check can secure safe passage beyond. The Hellknights have made clear the fact that it's not allowed to venture beyond this room, so if the PCs offer to release it in return for its aid, the monster knows they're lying. It goes along with the offer but immediately attacks them once it's set free.

MALEBOLGIAN CERBERI

CR 12

XP 19,200

Advanced cerberi (*Pathfinder RPG Bestiary* 3 51)

LE Large outsider (evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., soul scent; Perception +23

DEFENSE

AC 25, touch 10, flat-footed 24 (+7 armor, +1 Dex, +8 natural, -1 size)

hp 208 (14d10+98)

Fort +16, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft.

Melee 3 bites +20 (2d6+7 plus cerberus's jaws)

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

Special Attacks rend (2 bites, 1d8+10 or 3 bites, 1d8+14)

TACTICS

During Combat The Malebolgian cerberi attacks the closest foe each round, abandoning this tactic only if someone attempts to move through the secret door to the east—anyone attempting to go deeper into the dungeon becomes its primary target. Tormented from beyond its

reach, the cerberi can attempt to break the chain with a Strength check each round.

Morale The cerberi fights to the death.

STATISTICS

Str 24, **Dex** 12, **Con** 24, **Int** 6, **Wis** 15, **Cha** 9

Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Light Armor Proficiency, Power Attack, Stand Still

Skills Acrobatics +18, Perception +23, Sense Motive +4, Stealth +14, Survival +16 (+20 to track vs. undead)

Languages Infernal (can't speak)

Gear +4 studded leather barding

A3. STOREROOMS

Barrels and crates of supplies fill this room, many of which have been smashed open.

These storerooms contain food, firewood, tools, and repair supplies for use in the citadel, many of which have been employed by the fortress's new inhabitants. Little of value can be found here, save for the secret door in the north wall of area A3a—the Glorious Reclamation has not yet discovered this door.

A4. CISTERN

Four large wells squat along the northern edge of this great storeroom, while to the south squats a line of immense barrels.

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These wells provide Citadel Dinyar with an internal water supply. Each is 30 feet deep, with a further 20 feet of fresh water. They have no direct connection to the nearby river, instead tapping into an underlying aquifer. The barrels are filled with additional water.

A5. QUARTERMASTER'S OFFICE

Leather-bound ledgers cram the shelves of two bookcases and clutter the top of a desk in this office. Dust coats much of the contents of this room.

The ledgers inventory the goods from areas **A3** and **A4**. The Glorious Reclamation has had little interest in this room, and the last entries in the ledgers correlate with the date the citadel fell to the Glorious Reclamation.



CARANIEL GLINTLEAF

A6. GUARDROOM (CR 13)

Two sturdy tables encircled by chairs adorn this rectangular chamber. Two sets of double doors loom to the north and west, while to the south, a closed iron gate cordons off a third door.

The southern iron gate is locked (hardness 10, hp 60, break DC 28) and cannot be opened by the keys carried by the patrolling knights. A successful DC 40 Disable Device can unlock this gate, as can one of the keys carried by either the inquisitor Kazakador (area **A23**) or Knight Commander Graxus Phand (area **A38**).

Creatures: This room provides access to Citadel Dinyar's prison, which is currently housing the surviving Hellknights of the Order of the Godclaw. The value of these prisoners to the Glorious Reclamation has dwindled with each day since they seized Citadel Dinyar—now that they have control of Westcrown, Knight Commander Phand has been weighing his options on how to handle the prisoners as their potential usefulness dwindles. With more and more of the troops stationed here being redeployed to Westcrown, he's had to lower the number of guards on duty here, and recently even hired outside help in the form of Caraniel Glintleaf, a mercenary enchanter who signed on to help the Glorious Reclamation after her adventuring party was captured and slaughtered by Thrune inquisitors. While Caraniel's support of the Glorious Reclamation is founded on a desire to be associated with long-term revenge against Thrune, Phand has trusted her so far to keep her personal agendas to the side.

Caraniel's talents at magically soothing anger and controlling passionate outbursts have made her an invaluable addition to managing the imprisoned Hellknights and keeping them docile, but she's growing impatient with the desire to do something more active against her hated foes. Faced with Thrune agents like the PCs, she throws caution to the wind and does her best to handle the group, aided only by the few guards she's been given as support. Her proud hope to capture intruders on her own and present the victory to Phand in return for a transfer to Westcrown can easily play to the PCs' advantage, for she does not raise the alarm during what is likely to be the first fight the PCs have if they infiltrate the citadel from below.

In addition to the three guards, Caraniel is assisted by an invisible stalker named Steelbreeze. Tricked into service by Caraniel, the invisible stalker reluctantly performs his duties with harsh words whistled under his breath. Ever seeking his freedom, Steelbreeze may well offer his services to the PCs if he survives an encounter here.

CARANIEL GLINTLEAF

CR 10

XP 9,600

Female elf enchanter 11

NG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +17

Aura despair (30 ft., 11 rounds/day)

DEFENSE

AC 27, touch 17, flat-footed 22 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural, +4 shield)

hp 63 (11d6+22)

Fort +3, **Ref** +7, **Will** +7; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20)

Enchanter Spell-Like Abilities (CL 11th; concentration +15)
7/day—dazing touch

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

6th—*greater dispel magic*, *mass suggestion* (DC 22)

5th—*feblemind* (DC 21), *mind fog* (DC 21), *teleport*

4th—*charm monster* (DC 20), *confusion* (2, DC 20),
dimension door, *greater invisibility*

3rd—*deep slumber* (DC 19), *dispel magic*, *fly*, *haste*,
suggestion (DC 19), *summon monster III*

2nd—*enthrall* (DC 16), *glitterdust* (DC 16), *hideous*
laughter (2, DC 18), *mirror image*, *web* (DC 16)

1st—*charm person* (DC 17), *color spray* (DC 15), *grease*
(2, DC 15), *shield*, *unseen servant*

0 (at will)—*detect magic*, *mage hand*, *message*,
prestidigitation

Opposition Schools evocation, necromancy

TACTICS

Before Combat Caraniel casts *mage armor* at the start of her shift, and *shield* as soon as she suspects combat is about to occur.

During Combat Caraniel opens combat by casting *greater invisibility* on herself, followed by *shield* if that spell isn't already active. She casts *haste* on allies early in combat long as they still stand to benefit. She then casts *mind fog*, followed by her more powerful mind-affecting spells. When she's a few rounds away from running out the duration of *greater invisibility* (or as soon as she can after this effect is removed early), she casts *mirror image*.

Morale Caraniel fights until reduced below 10 hit points, at which point she attempts to *teleport* to her home in Kyonin. She remains there for a day until, racked with guilt at abandoning her post, she pays for a *scroll of sending* to contact Knight Commander Phand to offer additional aid free of charge; in this case, the PCs may well encounter her again fighting at his side, in which event she fights to the death.

STATISTICS

Str 8, **Dex** 18, **Con** 10, **Int** 19, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +4; **CMD** 21

Feats Alertness, Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Greater Spell Focus (enchantment), Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Bluff +5, Diplomacy +5, Fly +18, Intimidate +5, Knowledge (arcana) +18, Perception +17, Sense Motive +15, Sleight of Hand +15, Spellcraft +18

Languages Celestial, Common, Draconic, Elven, Gnome, Sylvan

SQ arcane bond (*amulet of natural armor* +2), elven magic, enchanting smile

Combat Gear *wand of hold person* (15 charges), *wand of mage armor* (CL 11th, 8 charges); **Other Gear** dagger, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *ring of protection* +2, 24 pp, 43 gp

GLORIOUS RECLAMATION KNIGHTS INHERITOR (3) CR 8

XP 4,800 each

hp 90 each (see page 7)

TACTICS

During Combat The knights engage the PCs in an attempt to block their progress to Caraniel.

Morale The knights fight to the death while Caraniel leads them. However, once the elf dies, the guards make a fighting retreat and seek to raise the alarm.

STEELBREEZE CR 8

XP 4,800

Advanced invisible stalker (*Pathfinder RPG Bestiary* 294, 181)

hp 94

TACTICS

During Combat Although Steelbreeze serves Caraniel, his bad attitude means that he delays his actions each round (effectively going on initiative order 0). While he attacks the PCs with his slam attacks, he whispers anxiously, "Free me from that elf and I shall serve you!"

Morale While Caraniel lives, Steelbreeze fights until slain. If Caraniel is slain or she flees, the invisible stalker immediately surrenders, offering to serve the PCs for up to a week. Steelbreeze doesn't know anything about the layout of Citadel Dinyar, other than this room, area **A11**, and the guard quarters at area **A9**.

A7. STOCKADES

A narrow hall flanked by three pairs of iron doors runs for thirty feet before ending at a similar door at the chamber's opposite end. Behind each of the six flanking doors sits a single ten-foot-square cell littered with straw, a wooden bucket, and little else.

The stockades consist of three almost identical floors stacked atop a deep oubliette at the very bottom. The cells themselves are sparse in their decor, yet they are kept relatively clean through the actions of an *unseen servant* created by Caraniel each day. The bars separating the cells from the central hall and each other are set very closely together, forming a latticework with enough room to slide a few fingers between the bars, but not a whole arm. The cell doors and the doors at the end of each cellblock

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all feature the same extraordinary lock (DC 40 Disable Device) that can be unlocked with a key carried by one of two people in the citadel—the inquisitor Kazakador (see area A23) or Knight Commander Graxus Phand (see area A38).

Creatures: The current occupants of the stockades are Hellknights of the Godclaw who survived the Glorious Reclamation's devastating assault on Citadel Dinyar. In all, 24 men and women languish in the 18 cells (in some cases, two per cell). The Glorious Reclamation does its best to keep its prisoners well, but the Hellknights, shamed at their failure to keep their citadel, are stubborn in their imprisonment and often refuse food and water until hunger or thirst leaves them no other choice. As a result, while the Hellknights imprisoned here haven't been deliberately mistreated, they are still in poor condition with low morale, all of them exhausted and with nonlethal damage from starvation that's only a few hit points away from rendering them unconscious.

Once these Hellknights realize that help has arrived, they grow cautiously eager for a chance to get revenge on their captors, yet they know better than to raise cries or change their behavior too swiftly and thereby risk attracting attention. Given the opportunity to escape, these Hellknights are gracious but careful, and would rather have the chance to regain their strength before striking against the enemy. In addition, if they learn that their leader, Lictor Resarc Ountor, still lives and is capable of rallying them, they will be even more eager to aid. The Hellknights suspect that if Ountor is still alive, he is being held in the oubliette at the bottom of the stockade, a room known as the "Chamber of Truths" (area A8).

The Hellknights imprisoned here vary in level, with most being 5th- to 6th-level fighters with 1–4 levels of the Hellknight prestige class. All are clad in modest cloth robes only. Exact statistics for these prisoners are unlikely to be necessary—see **Event 1** on page 29 for advice on how to handle the complication of unleashing a few dozen Hellknights eager for revenge on the Glorious Reclamation.

A8. CHAMBER OF TRUTHS (CR 13)

Implements of torture—racks, pillories, and iron maidens—furnish this stark, grim room, yet none seem to have been used recently.

Although the Order of the Godclaw includes good-aligned deities in their unusual philosophy, the pursuit of torture has never been strictly forbidden from their options, and this chamber was where their less kindly interrogators worked their craft. Those members all perished in the defense of Citadel Dinyar, and while the Glorious Reclamation has no use for a torture

chamber, the security offered by this deep oubliette of a room made for the perfect place to imprison their most important captive—Resarc Ountor, lictor of the Order of the Godclaw.

Creature: Lictor Resarc Ountor wears manacles on his wrists and ankles to restrict his movement in the room, with a stout chain between his wrist manacles attaching to the center of the northern wall. This keeps him from reaching any of the torture equipment or other tools pushed to the far walls that he could use to either escape or commit suicide (the latter has never been an option for Ountor, but the Glorious Reclamation doesn't believe that). Lictor Ountor is a patient and faithful man, and knows in his heart that the trials he's enduring have been put before him by Asmodeus and that it's only a matter of time before salvation present itself.

Ountor is eager to accept the PCs as that salvation. Unlike the Hellknights in the stockades above, Lictor Ountor has made sure to eat and drink, and spends much of his time exercising as best he can to keep his mind and body sharp for the chance at retaliation. He knows that most of his more powerful subordinates perished during the assault on Citadel Dinyar; of the order's higher ranks, only himself and Paravicar Dominita Clara survived the final disastrous defense of the citadel (and even Ountor does not know the paravicar's actual fate). Ountor also has faith in the rigid mindsets of his enemies—he trusts the Glorious Reclamation to avoid "lowering themselves" by lying in an attempt to gain his cooperation. As such, he readily accepts the PCs' claims for who they are, yet won't immediately turn over his fate to their hands.

One way the PCs can help him accept they are actually agents of Thrune is by defeating the guardian the Glorious Reclamation has posted here, a silent and unseen observer commanded to not engage Ountor in conversation but to prevent him from doing himself harm or from anyone unsanctioned from attempting to speak to him. This guardian is a ghaele azata named Isovon, and as soon as Lictor Ountor spots the PCs he warns them of the outsider's presence. The azata remains invisible in the southern portion of the room, and doesn't waste time demanding that the PCs abandon their attempt to speak to the prisoner. He does not wait long before attacking, especially if he sees anything that even suggests the PCs are agents of evil.

ISOVON

CR 13

XP 25,600

Advanced ghaele azata (*Pathfinder RPG Bestiary* 2 292, 25)

hp 175

TACTICS

During Combat Isovon's first action in combat is to use *holy word* in an attempt to solve the problem of intruders into the Chamber of Truths all at once. He then uses *greater teleport* to leave the room to warn Knight Commander

Graxus Phand in area **A38** of the intrusion into the chamber below, then teleports back to this room to finish the fight, hopefully while some of the PCs are still blinded from *holy word*. Isovon tries not to harm the prisoner in this fight, but does not extend this care to the PCs. The citadel goes on high alert 1d6 rounds after Isovon alerts Phand.

Morale Once Citadel Dinyar's alarm is raised, Isovon fights intruders to the death.

RESARC OUNTOR CR 9

XP 6,400

Male human cleric of Asmodeus 2/
fighter 4/Hellknight 4 (*Pathfinder
Campaign Setting: The Inner Sea
World Guide* 278)

LN Medium humanoid (human)

Init -1; **Senses** Perception +20

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 91 (10 HD; 2d8+8d10+34)

Fort +11, **Ref** +1, **Will** +10 (+1 vs. fear, +2 bonus vs. compulsion effects)

Defensive Abilities force of will (compulsion)

OFFENSE

Speed 30 ft.

Special Attacks channel negative energy 5/day (DC 13, 1d6), hand of the acolyte (6/day), smite chaos 2/day (+2 attack and AC, +4 damage)

Domain Spell-Like Abilities (CL 4th; concentration +6)
6/day—strength surge (+2), touch of law

Hellknight Spell-Like Abilities (CL 4th; concentration +6)
At will—*detect chaos*
5/day—*discern lies*

Cleric Spells Prepared (CL 2nd; concentration +5)
1st—*cure light wounds* (2), *protection from chaos*^o, *shield of faith*
0 (at will)—*create water*, *detect magic*, *light*, *mending*
D Domain spell; **Domains** Law, Magic

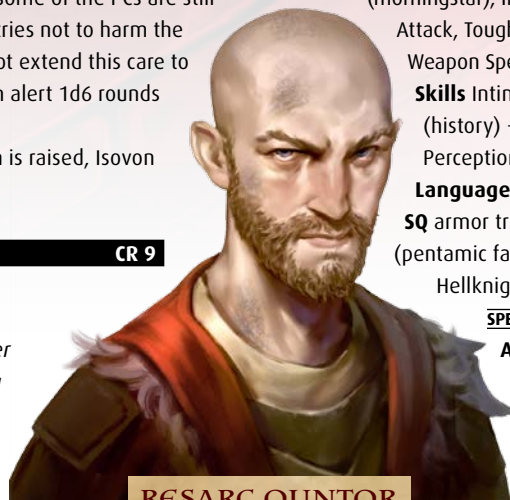
TACTICS

During Combat Lictor Ountor is eager to get revenge on the Glorious Reclamation, but having been defeated once before, he fights with more caution against these foes, assuming he manages to get hold of replacement armor and weapons. He takes every opportunity he can to sunder the weapons of his enemies and is hesitant to use Power Attack unless he finds that he's hitting his foes each round without worry. He saves *shield of faith* for use against the most powerful foes, and when he does so, casts it on the first round of combat—assuming he can find an unholy symbol to use!

Morale Lictor Ountor fights to the death, but if captured alive, bides his time as a prisoner for another chance at revenge.

STATISTICS

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



RESARC OUNTOR

Base Atk +9; **CMB** +11 (+15 sunder); **CMD** 20 (22 vs. sunder)

Feats Alertness, Greater Sunder, Improved Critical (morningstar), Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (morningstar), Weapon Specialization (morningstar)

Skills Intimidate +15, Knowledge (history) +5, Knowledge (planes) +5, Perception +20, Sense Motive +14

Languages Common

SQ armor training 1, aura of law, discipline (pentamic faith: Strength), Hellknight armor 1, Hellknight order (Order of the Godclaw)

SPECIAL ABILITIES

Aura of Law (Ex) The power of Lictor Ountor's aura of law (see the *detect law* spell) is equal to that of a cleric of his total character level (10th level).

Detect Chaos (Sp) This ability functions like a paladin's *detect*

evil class feature, save that it detects chaos.

Force of Will (Ex) Lictor Ountor gains +2 bonus on Will saves against spells with the compulsion descriptor.

Hellknight Armor (Ex) When Lictor Ountor wears Hellknight armor, he reduces its armor check penalty by 1, increases the maximum Dexterity bonus allowed by 1, and moves at full speed.

Pentamic Faith (Ex) This Hellknight discipline allows Lictor Ountor to gain the granted powers (but not domain spells) of the Strength domain as a 4th-level cleric.

Smite Chaos (Su) This ability functions as the paladin's smite evil class feature, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

Development: Once Isovon has been handled, Lictor Ountor is eager to help the PCs retake Citadel Dinyar. If the azata managed to raise the alarm, Ountor knows that time is short, and he tries to pass on what he knows swiftly, as detailed below.

Find the Paravicar: Paravicar Dominita Clara may yet live—she intended to use the citadel's hidden summoning chambers to conjure infernal allies to bolster the fortress, but Ountor heard no word from her after she entered those chambers alone. Her conjuration may have gone wrong—if the PCs can find out what happened, her plan may be salvageable. Ountor tells the PCs about the secret door in area **A11** and the rooms beyond.

Floor Plans: If the PCs can provide Ountor with writing materials, the lictor can sketch a quick map of the citadel above. In particular, he makes sure the PCs know where Jelena Asteren (see Ongoing Temptations below) is likely staying (area **A27**), where to access the armory (area **A15**),

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the location of all secret doors, and the location of his office (area A26) and the hidden cache therein, which the Glorious Reclamation may not have yet discovered.

Ongoing Temptations: One of the Glorious Reclamation's knights banneret, a paladin named Jelena Asteren, has very nearly succumbed to Lictor Ountor's silver tongue. She was once in charge of scheduling the stockade guards and the feeding of the prisoners, but when Knight Commander Phand grew suspicious of her wavering faith, he had her removed from this duty. If the PCs can find her and convince her to abandon the Glorious Reclamation as a route to free her son's soul from Hell, she may be able to provide valuable aid in undermining the entire crusade, not just the agents found here in Citadel Dinyar. Ountor is convinced that Jelena is close, and that she may already have fallen far enough from grace to have lost her paladinhood—but until the PCs can convince her to make the final decision to pledge her soul to Hell in return for the release of her son from damnation, she'll be of no use to the PCs or the Order of the Godclaw in helping to retake the citadel. See area A27 and **Event 2** on page 29 for more information.

Reclaiming the Citadel: Lictor Ountor is eager to reclaim Citadel Dinyar, but not if doing so means losing many more of his Hellknights—the fact that he's lost so many of his senior members already is a humiliating and devastating reality that Ountor is not eager to make worse. If the PCs can help, he agrees to lead the remaining Hellknights of the Godclaw on the offensive against the Glorious Reclamation (as detailed in **Event 1** on page 29), but until then he would prefer to wait things out. If the PCs can defeat the Glorious Reclamation on their own, so much the better for him!

Supply the Hellknights: Knight Commander Phand destroyed Lictor Ountor's gear, as well as all of the other Hellknights' armor and weaponry, but there may be spare armor and weapons still in Citadel Dinyar's armory (area A15). If so, he warns the PCs that the enemy has no doubt installed guardians of their own therein. The lictor explains that a spare key to the armory may still be hidden in a secret floorboard cache in Ountor's office (area A26).

Story Award: If the PCs find Lictor Ountor and learn what he has to aid them in their mission, award them 19,200 XP.

A9. GUARD QUARTERS

Dozens of 10-foot-square bedrooms line the halls of this wing of the dungeon, filling two floors of sparse apartments once used by Order of the Godclaw and used now primarily by the rank-and-file Glorious Reclamation knights inheritor who patrol and watch over the citadel. Each of these rooms contains a double bunk and is shared by a pair of knights.

The stairs at area A9a lead up to area A21.

Creatures: If the fortress goes on high alert, all of the knights are active and none are encountered here, but when the citadel is not on this status, 2d6+10 guards are resting in these rooms, spread out among both floors relatively equally.

GLORIOUS RECLAMATION KNIGHTS INHERITOR (VARIES) CR 8

XP 4,800 each

hp 90 each (see page 7)

A10. TOWER STAIRS

This empty chamber contains a wide set of spiraling stairs that ascends to area A29.

A11. THE MECHANICAL CIRCLE

A magnificent clockwork pattern is inlaid in the floor of this round chamber. Several grooves once allowed the clockwork's many pieces to shift within a circle, creating stars, moons, braziers, and other arcane symbols and patterns, but the device seems to have been tinkered with in several places, its pieces pried up or missing.

The clockwork circle represents the act of summoning infernal creatures from Hell. While the circle here offers no magical power, it does contain the means to open a well-hidden secret door to the west that leads to Citadel Dinyar's secret conjuration chambers. The secret door can be spotted with a successful DC 40 Perception check (with a +20 bonus if Lictor Ountor told the PCs about the door's existence), but has not yet been discovered by any of the Glorious Reclamation knights. Without training in the methodology of infernal conjuration, they simply lacked the background required to solve the puzzle, and when they took to dismantling the clockwork in an attempt to learn more, they left the machinery disabled. The order's members who were once obsessed with the room's mystery have since been redeployed, and those who remain in the citadel have largely discounted it as a curiosity, not suspecting additional rooms lie beyond the walls to the north and west.

To open the secret door, the clockwork circle must be manipulated through a complex sequence that mimics the drawing of a magic summoning circle to conjure a devil. A successful DC 20 Knowledge (arcana or planes) check is enough to identify the circle's purpose, but actually knowing what specific ritual the circle represents (one involving a conjunction of the conjuration of all of the malebranche associated with Golarion's solar system) requires a successful DC 45 Knowledge (arcana or planes) check. If the PCs have spoken to Lictor Ountor in area A8, however, they gain a +20 circumstance bonus on this Knowledge check to know the exact complex pattern required to open the secret door.

Unfortunately, several key pieces of the clockwork circle are missing, as a successful DC 25 Disable Device check reveals. A successful DC 40 Disable Device check allows a character to repair the clockwork without the missing parts with 1d4 hours of work; otherwise, the missing parts can be recovered from area A23. Installing them takes only 1d4 minutes of work and a successful DC 20 Disable Device check.

Areas A12–A14, and the 10-foot-wide hallway that connects them, comprise a secret wing of Citadel Dinyar's dungeon not yet suspected by the fortress's current occupants. These areas are all under the effect of a permanent *mage's private sanctum* (CL 13th). The 1-foot-thick stone walls of this area are magically treated (hardness 16, hp 360, break DC 65) and also incorporate a layer of lead to foil magical attempts to see within these chambers.

Story Award: If the PCs manage to enter the secret wing, award them 6,400 XP.

A12. CLEANSING ROOMS

Each of these rooms serves a dual function—a small cot provides conjurers a place to rest.

Treasure: Each room also contains a well-stocked cupboard that holds a variety of scented oils, sticks of incense, wax candles, and other components for casting conjuration spells, for a total of 1,500 gp worth of supplies per room. In addition, one of the chambers contains a small darkwood coffer (worth 400 gp) that holds two blocks of *incense of meditation*.

A13. SUMMONING CHAPEL

Magical symbols cover every square inch of available wall space here, while a raised balcony looms over a giant pentagram etched into the room's stone floor. A series of four ornate doors stand ajar and provide access to smaller antechambers.

This summoning chapel is divided into five separate chambers. The four smaller antechambers are identical save for the magic circle etched into each chamber's polished floor. A successful DC 15 Knowledge (arcana or planes) check reveals that each antechamber's specific summoning circle is keyed (clockwise from top right) to the planes of Air, Earth, Fire, and Water.

The larger, central chamber is Citadel Dinyar's greater summoning chapel. Here, all manner of devils have been bound into service, interrogated for forbidden knowledge, or summoned for armigers to defeat in ritual combat. A great pentagram is etched into the floor underneath a raised platform that provides a superior view of the pentagram below. Two large, solid brass braziers flank the circle.

All five magical circles incorporate a permanent *magic circle against law*, focused inward, to aid in

the containment of angry conjured creatures. An examination of the central summoning chamber, combined with a successful DC 25 Perception check, confirms that someone relatively recently used this circle to cast *greater planar binding*. With a successful DC 30 Spellcraft check, however, the observer notes that the casting was rushed and some of the components were faulty—the creature conjured most recently in this room likely arrived uncontrolled as a result.

Treasure: Within the two brass braziers rest 10,000 gp worth of anathematic substances harvested from magical weapons. Inside the eastern brazier rests 5,000 gp worth of anarchic metal shavings, and contained within the western brazier is 5,000 gp worth of holy metal ground into a silvery dust. A successful DC 20 Appraise, Craft (alchemy or weapons), or Knowledge (engineering) check reveals these objects for what they are—materials to aid in compelling uncooperative conjurations to serve.

A14. CONJURATION LIBRARY (CR 14)

While the room to this door is unlocked, it does not budge when anyone initially attempts to open it. Within the room, two heavy bookcases barricade the door, requiring a successful DC 20 Strength check to muscle through.

Several towering bookcases carved from rosewood sit against the walls of this room, each of which bear images depicting imps frolicking and performing mischievous pranks upon one another. Interspersed among these devilish carvings are numerous tomes and scrolls. A heavy desk crafted from a single slab of yew squats at the room's distant end.

Most of the books and parchments in this library detail the various planes of existence and the denizens found therein—resource and research material for spellcasters seeking to conjure specific elementals or denizens of Hell in the nearby summoning chapel.

Creature: A human woman dressed in the regalia of a Hellknight paravicar sits behind the desk, apparently studying several opened books and unfurled scrolls. This is the handmaiden devil Lilanna, disguised as Paravicar Dominita Clara, whom the devil slaughtered when Dominita's attempt to use a *scroll of greater planar binding* to conjure aid backfired. Lilanna maintains her disguise via a combination of repeated castings of *alter self* (to assume the general shape of a human woman) and her Disguise skill (to appear more like Paravicar Dominita).

When Lilanna notices the PCs' presence, she attempts a Bluff check to act overjoyed to see them and tells them she has barricaded herself within this room to research a method to conjure allies from Hell to aid in the fight against the Glorious Reclamation. She claims to be on the cusp of researching a magical ritual that, if performed, will conjure a horned devil to aid the Order of the Godclaw. This claim is, of course, a blatant lie—in fact, if the PCs fall for her bluff

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GODCLAW GAUNTLETS

Crafted in the early days of the Order of the Godclaw, the *Godclaw gauntlets* remain one of the order's most valuable and sacred treasures.

GODCLAW GAUNTLETS (MINOR ARTIFACT)

SLOT hands	CL 17th	WEIGHT 1 lb. each
AURA strong abjuration, evocation, and transmutation		

Each *Godclaw gauntlet* is a +2 *axiomatic spiked gauntlet*. Once per day, the left *Godclaw gauntlet* can be used to cast a quickened *order's wrath* spell, while the right *Godclaw gauntlet* can be used to cast a quickened *dismissal* spell.

If a character wears both *Godclaw gauntlets*, he gains the benefit of Two-Weapon Fighting while attacking with the gauntlets (but not with other weapons he might wield). In addition, once per day, the wearer can request the aid of one of five deities and cast a specific spell, as detailed below. Note that calling upon the aid of a deity of a different alignment than your own or the aid of a deity other than the one you worship (if you are a divine spellcaster who worships a specific deity) may have alignment- or class-based repercussions.

Abadar: The wearer gains the benefit of *discern lies*.

Asmodeus: The wearer creates a *wall of fire*.

Iomedae: The wearer gains the benefit of *divine power*.

Irori: The wearer gains the benefit of *freedom of movement*.

Torag: The wearer gains the benefit of *stoneskin*.

DESTRUCTION	COST 6,000 GP
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A *Godclaw gauntlet* must be brought to the Worldwound or the Abyss by a Hellknight of the Godclaw, who must then allow a demon of at least CR 15 or higher to bite off and consume both gauntlet and hand alike.



simply says she didn't want to risk capture before she figured out the ritual she's been working on non-stop for weeks (perhaps even months, depending on how long your Hell's Vengeance campaign has been going). Finally, if the PCs do agree to aid her in performing the ritual in area A13, any PC who can succeed at a DC 25 Knowledge (arcana) check during the ritual recognizes it as one designed to release their supposed ally from a partial binding effect rather than to conjure a horned devil ally.

If the PCs confront Lilanna at any time and make clear the fact that they don't believe her, the handmaiden devil frustratingly admits the truth, assuming her true form as she does. She implores the PCs to aid in releasing her from the botched spell, offering them the magical gear she looted from Paravicar Dominita if she thinks that will help, and will even agree to serve the PCs for a short time in aiding them against their foes if that's what it takes.

Performing the ritual to release her requires a mere 10 minutes of chanting and gesticulation in area A13, but requires a minimum of four participants who are native to the Material Plane. If the PCs secure Lilanna's cooperation before performing this ritual, she honors her word and remains on this plane for a short time to help the PCs, and can thus help to convince Lictor Ountor to risk an uprising against the Glorious Reclamation (see **Event 1** on page 29 for more details).

In any case, Paravicar Dominita's body has been stuffed under the desk at which Lilanna is seated when the PCs enter, disguised as a large stack of boring-looking books with a *persistent image* placed by the handmaiden devil. Discovering these remains is a surefire way to convince the devil that her deception is up, obviously. Lilanna would prefer not to fight the PCs, but if forced to do so, she fights to the death, hoping they may have some magical device or additional resource she can use to escape the botched *greater planar binding* that keeps her from leaving the secret wing.

LILANNA

CR 14

XP 38,400

Handmaiden devil (*Pathfinder RPG Bestiary* 2 86)

hp 187

Fort +18, Ref +18, Will +12

Treasure: Lilanna wears the paravicar's robes and signifer mask (which does nothing more than add a little believability to her disguise, as Lilanna has no levels in the Hellknight signifer prestige class), along with her *cloak of resistance* +2, her *ring of wizardry* I, and her *spellguard bracers*^{UE} in order to augment her disguise. The signifer's body still carries a *wand of fly* (23 charges).

and agree to aid her in performing the "ritual" in area A13, all they'll really accomplish is to remove the lingering constraints of the botched *greater planar binding* effect that has magically bound Lilanna to these secret halls since the Glorious Reclamation took control of Citadel Dinyar.

Of course, the more the PCs interrogate "Paravicar Dominita," the more opportunities they'll have to see through Lilanna's bluffs. She replies to queries about how she's been able to survive here without food or water by claiming to be wearing a *ring of sustenance* (in fact, this ring is a *ring of wizardry* I she stole from the paravicar's body). Asked why she's remained in these secret rooms for the duration of the Glorious Reclamation's stay, she

The total collection of nonmagical books in this room grants a +10 competence bonus on Knowledge (planes) checks made relating to creatures of the Elemental Planes or Hell. As a collection, these tomes are worth 10,000 gp and weigh a hefty 1,200 pounds total. A more thorough search of these books along with a successful DC 30 Perception check uncovers two *scrolls of greater planar ally* and a *scroll of greater planar binding*.

Story Award: If the PCs enlist Lilanna to their cause, award them 38,400 XP as if they defeated her in combat.

A15. ARMORY (CR 13)

A flight of stairs from area A30 is the only conventional entrance to this room. The armory walls are treated with magic and lead, the same as the walls of the secret wing (hardness 16, hp 360, break DC 65). The armory's iron doors bear exquisite locks (hardness 10, hp 60, break DC 28, Disable Device DC 40) that can be bypassed either by the key carried by Graxus Phand (see area A38) or the key hidden in Lictor Ountor's office (area A26). The armory was once warded against entry by *forbiddance* spell cast by an Order of the Godclaw priest, but the Glorious Reclamation managed to remove that effect and replaced it with one of its own. This new *forbiddance* effect (DC 22), placed there by a high-ranking cleric now posted in Westcrown, functions at CL 14th and is keyed to lawful good alignment, but also has a password, "Ilnea," which can be used to bypass its effects.

Creature: The Glorious Reclamation initially kept their most valuable treasures and the bulk of their funds in this vault, but now that their campaign has gone on for so long and much of their leadership has relocated to Westcrown, very little of value remains in place here. Nevertheless, the powerful outsider the Glorious Reclamation conjured to serve as a guardian here remains in place—an advanced excinder archon named Shamagheul. The fire-winged archon stands endlessly patient in the center of the vault, ever vigilant and ready to attack intruders.

SHAMAGHEUL

CR 13

XP 25,600

Advanced excinder archon (*Pathfinder RPG Bestiary* 5 288, 34)
hp 175

Treasure: No suits of Hellknight armor remain in storage here—as Lictor Ountor feared, the Glorious Reclamation melted down all of the spare suits. What can be found here are 40 longswords, 24 suits of full plate armor, and two dozen breastplates. This armor is all relatively new, and all bear the symbols and heraldry of the Glorious Reclamation, but if released from captivity, the Hellknights of the Godclaw are in no position to pick and choose. With this armor and weaponry, the prisoners in the stockades (area A7) can be outfitted

with enough gear that they can truly aid in retaking the citadel—see **Event 1** on page 29 for additional details.

In addition, the armory contains something else of note—the one Hellknight treasure the Glorious Reclamation was not able to destroy. These are the *Godclaw gauntlets* (see the sidebar on page 16), a minor artifact created during the early days of the Order of the Godclaw's involvement in the crusade against the Worldwound. The gauntlets sit on a stand at the northern end of the room, and the once-potent magical traps that protected them have long since been disarmed or dispelled. If the PCs recover them, Lictor Ountor is more than willing to allow them to use the gauntlets for the short term; see Citadel Dinyar Repercussions on page 30 for what might happen if the PCs decide to keep them for themselves.

A16. LOOKOUT TOWER (CR 14)

A fifteen-foot-diameter stone tower looms atop a low hill just east of the citadel's southern bastion. A stone bridge connects this tower to the bastion's main gate, while a single reinforced wooden door at the base of the tower provides the only obvious entrance.

The lower door to this tower is kept locked tight. The tower's two interior floors are kept bare of furnishings, to allow defenders more room to move about. An alarm bell hangs on the second floor, just inside the door providing access to the bridge. Additionally, an alarm beacon atop the tower (a sort of oversized torch consisting of oil-soaked timbers within a cage) can be lit as a standard action to also raise the alarm.

Creatures: A group of eight Glorious Reclamation knights inheritor guard this lookout tower. Four keep post on the roof, two patrol the bridge to area A17, and the remaining two stand guard before the ground floor door. If they're attacked, the two on the bridge move into the tower's second floor to ring the alarm bell, while those stationed on the roof light the alarm beacon and support their fellows via archery. These eight knights then consolidate as needed to delay intruders from entering the main citadel, to give their allies within more time to prepare for its defense.

GLORIOUS RECLAMATION KNIGHTS INHERITOR (8) CR 8

XP 4,800 each

hp 90 each (see page 7)

A17. OUTER WARD

A thick wooden drawbridge (hardness 5, hp 40, break DC 28) grants access into Bastion Fanaticus, accessible from the east via a stone causeway from the lookout tower (area A16). The drawbridge is kept raised these days; the winch mechanism to open the drawbridge is located in area A29.

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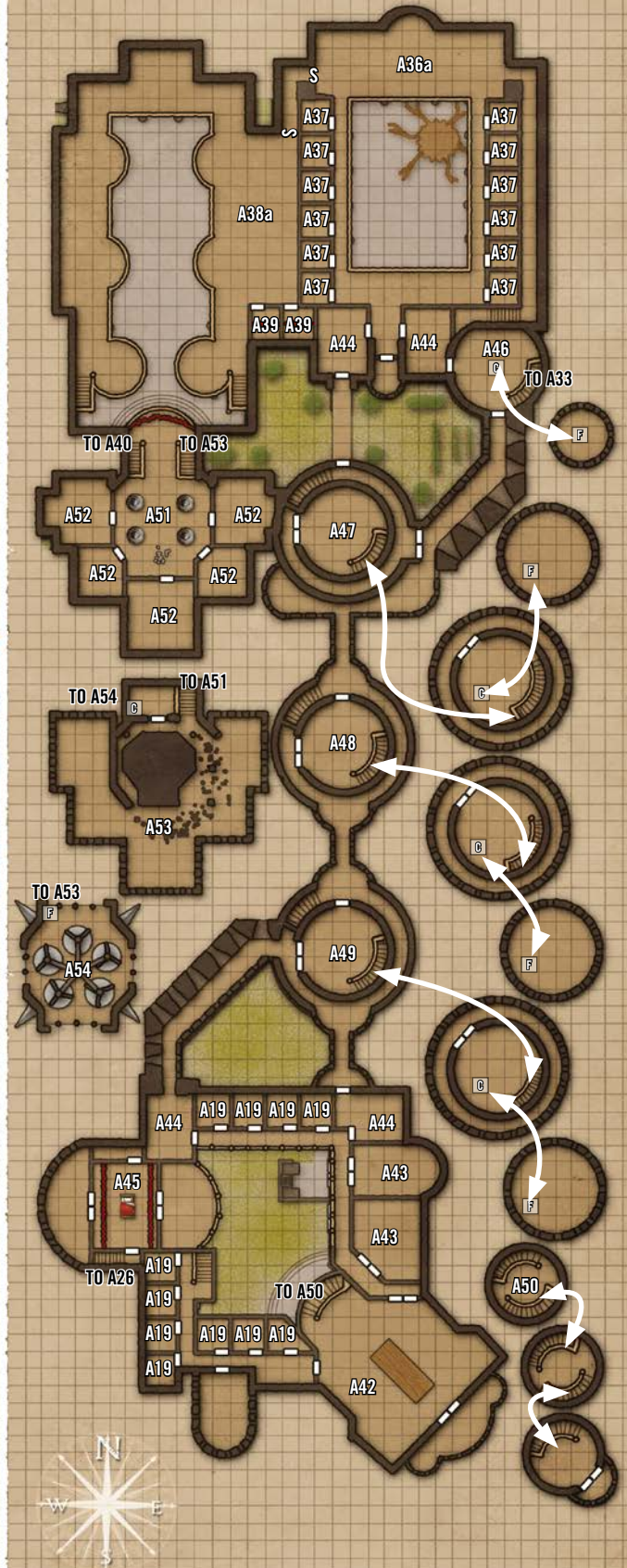
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CITADEL DINYAR



1 SQUARE = 5 FEET



A18. INNER WARD (CR 12 OR 14)

Creatures: This courtyard is the epicenter for activities at Bastion Fanaticus. During the day, eight Glorious Reclamation knights can be found here performing military drills. After sundown, four knights periodically patrol this yard's perimeter.

GLORIOUS RECLAMATION KNIGHTS INHERITOR (4 OR 8) CR 8
XP 4,800 each
hp 90 each (see page 7)

A19. BEDROOMS

Order of the Godclaw armigers once used these bedrooms, but today they're used by visiting knights or guards who prefer to remain aboveground rather than bunk in the barracks below. Each bedroom contains a double-tier bunk, two footlockers, and a pair of chamber pots.

Development: During the evening, eight guards (normally drilling in area A18) can be found throughout the downstairs rooms (the upstairs rooms remain empty).

A20. FORGE

Several damaged suits of armor and piles of partially repaired weapons fill the racks along this large room's walls, but its most impressive furnishing is a large forge bearing a resemblance to a dwarf with a mouth open in rage.

Once tended by a highly skilled dwarven smith who was an expert at crafting Hellknight armor, this forge has gone relatively unused of late.

A21. BASEMENT ACCESS

This flight of stairs leads down to area A9a.

A22. CHAPEL ENTRANCE (CR 10)

The walls of this circular chamber are newly whitewashed and depict a series of fresh paintings that portray the goddess Iomedae performing her famous eleven miraculous acts.

Creatures: Two Glorious Reclamation knights inheritor always stand guard here—their post is more honorary than actually intended to provide defense. They are unlikely to pose a significant threat to the PCs, but the sound of battle here is enough to alert those within the adjoining chapel.

GLORIOUS RECLAMATION KNIGHTS INHERITOR (2) CR 8
XP 4,800 each
hp 90 each (see page 7)

A23. CONVERTED CHAPEL (CR 13)

The faint odor of recent paint wafts through this austere chamber. Wooden scaffolding surrounds stark, white walls

with golden starbursts that contrast the somber artwork found elsewhere within Citadel Dinyar. Several rows of pews run the length of this chamber and end near a recessed apse that is decorated with religious iconography.

This area was once Lictor Ountor's audience chamber where he received guests to Citadel Dinyar. After capturing the fortress, members of the Glorious Reclamation converted it into a chapel devoted to Iomedae.

Creature: Though several chaplains once attended Citadel Dinyar, very few members of the Iomedaeen clergy remain active here. The most powerful member of the clergy here isn't officially a member of the Glorious Reclamation, but Knight Commander Phand has granted the honorary rank of knight banneret to the dwarven inquisitor Kazakador, who is assisted in his duties by a quartet of lower-ranking clerics who are completely cowed by his surly personality and swift temper.

Inquisitor Kazakador's faith in Iomedae is strong, yet focused primarily on her aspects as a goddess of justice and rulership, and less so on her aspects as a patron of honor and valor. His short temper and penchant for excessive violence have always kept him from becoming a full-fledged member of the Glorious Reclamation, but his talents are too considerable to let such "personality quirks" prevent him from contributing to the cause. His continued appointment here is in part to keep him from the front lines where his attitude might erode the call for goodness, but also because Knight Commander Phand is one of the few high-ranking members of the order who can tolerate Kazakador's gruff attitude for extended periods of time.

Kazakador is not fond of torture (he views it as a "calling of the deluded and champion of the ignorant"), but his methods of ferreting out the truth are no less grueling. In Resarc Ountor, the dwarf has been reluctantly forced to admit he may have met his match in stubbornness, and he holds a grudging shred of respect for the lictor. Not enough to consider him a friend, of course. Kazakador visits Ountor once or twice a week in a token attempt to get him to accept Iomedae over Asmodeus, hoping to some day convince him to shift the Order of the Godclaw over to one more devoted to Iomedae. Of late, his visits are mostly to give the stubborn dwarf an excuse to partake of one of his favorite pastimes, debate, with a man he's begrudgingly come to think of as an equal.

None of this slows the inquisitor's wrath for a second once he realizes the PCs are agents of Thrune and invading what he's come to think of as "his fortress." Confronted here, the dwarf leaps eagerly into combat, delighted for a chance to finally show the Glorious Reclamation how he prefers to handle "Thrunies." If the citadel goes on high alert, he gathers his four acolytes—the guards in area A22—and sets about on a series of patrols throughout Bastion Fanaticus. As a result, this

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group can be encountered anywhere in the building as you see fit.

KAZAKADOR**CR 12****XP 19,200**

Male dwarf inquisitor of Iomedae 13 (*Pathfinder RPG Advanced Player's Guide* 38)

LG Medium humanoid (dwarf)

Init +4; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 33, touch 19, flat-footed 31 (+8 armor, +4 deflection, +1 Dex, +1 dodge, +1 natural, +3 sacred, +5 shield)

hp 114 (13d8+52); fast healing 5

Fort +12, **Ref** +7, **Will** +15; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, stalwart

OFFENSE

Speed 20 ft.

Melee +3 *dwarven waraxe* +19/+14 (1d10+9/x3)

Special Attacks greater bane (13 rounds/day), hatred, judgment 5/day (2 simultaneous), weapon master (13 rounds/day)

**KAZAKADOR**

Inquisitor Spell-Like Abilities (CL 13th; concentration +16)

At will—*detect alignment*, *discern lies* (13 rounds/day)

6/day—battle rage (+6)

Inquisitor Spells Known (CL 13th; concentration +16)

5th (1/day)—*greater command* (DC 18), *righteous might*

4th (3/day)—*cure critical wounds*, *divine power*, *freedom of movement*, *hold monster* (DC 17)

3rd (5/day)—*cure serious wounds*, *heroism*, *invisibility*, *purge*, *greater magic weapon*, *searing light*

2nd (6/day)—*calm emotions* (DC 15), *confess*^{APG} (DC 15), *cure moderate wounds*, *spiritual weapon*, *weapon of awe*^{APG} (DC 15)

1st (6/day)—*cure light wounds*, *detect evil*, *divine favor*, *ear-piercing scream*^{UM} (DC 14), *shield of faith*, *true strike*

0 (at will)—*brand*^{APG} (DC 13), *detect magic*, *disrupt undead*, *guidance*, *light*, *read magic*

Domain War

TACTICS

Before Combat Kazakador casts *greater magic weapon* on his dwarven waraxe every day. Before combat, he casts *freedom of movement* and *shield of faith* on himself. Every morning, Knight Commander Graxus Phand casts *status* on Kazakador.

During Combat Kazakador typically uses his judgment class ability to gain judgments of sacred healing and sacred protection—his statistics reflect these bonuses. For the first few rounds of combat, he remains at range and casts spells, starting with a *greater command* to “drop” and following that with *searing light* or *spiritual weapon*. He prefers to bolster himself with both *divine power* and *righteous might* before entering melee if possible; if forewarned about the prospect of a fight (such as by hearing combat in area **A22**), he instead casts these two spells and abandons other spells in combat, immediately moving to attack in melee. Note that as soon as Kazakador takes damage or suffers an ailment, the *status* effect alerts Knight Commander Graxus Phand, who drops everything to come to area **A23** to provide aid (assume that Graxus can arrive in this room 4 minutes after the first alert during the day or in 1 minute during the evening—this includes the time he takes to cast short-duration defensive spells such as *bull's strength*).

Morale Kazakador fights to the death.

STATISTICS

Str 22, **Dex** 13, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +9; **CMB** +15; **CMD** 34 (38 vs. bull rush, 38 vs. trip)

Feats Dodge, Exotic Weapon Proficiency (dwarven waraxe), Iron Will, Paired Opportunists^{APG}, Power Attack, Precise Strike^{APG}, Shake It Off^{UC}, Shield Focus, Shield Wall^{APG}, Toughness, Weapon Focus (dwarven waraxe)

Skills Intimidate +20, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +19, Sense Motive +25, Spellcraft +16, Stealth +11

Languages Common, Dwarven

SQ monster lore +3, solo tactics, stern gaze +6, track +6

Gear +2 breastplate, +2 heavy steel shield, +1 dwarven waraxe, amulet of natural armor +1, belt of giant strength +4, cloak of resistance +2, skeleton key for most doors in Citadel Dinyar, keys to the guardroom and stockades (areas A6–A8), 150 gp

IOMEDAEAN ACOLYTES (4)

CR 4

XP 1,200 each

Noble crusader (*Pathfinder RPG NPC Codex* 46)

hp 41 each

Treasure: A small bag of what appears to be gears and springs and levers sits near the altar. These are the missing parts from the clockwork circle in area A11, left here in Kazakador's charge until the Glorious Reclamation determines they're truly without use.

A24. KITCHEN

A well-stocked kitchen provides for all the necessities of feeding an entire citadel of hungry soldiers, yet does so in a model of space-saving efficiency.

Once staffed by dedicated servants, in this late phase of the Glorious Reclamation's occupation, the kitchen has been abandoned and those knights who remain stationed here have taken to feeding themselves directly from the citadel food stores rather than use these facilities.

A25. MESS HALL

Two large tables fill this area, providing a functional but not very comfortable place to take meals.

Development: During daytime hours, there's a 50% chance that a patrol of Glorious Reclamation knights inheritor are here, grabbing food. At night, the mess hall is empty.

A26. LICTOR'S OFFICE

This large, ornate room looks to serve several purposes—office, personal lounge, and bedroom, with freestanding screens capable of separating portions of the room. The furniture within is exotic and of exceptional quality, and includes two beds, three footlockers, a large armoire, a basin for washing, a chamber pot, and a bookcase.

A locked door in this room's south wall leads to a set of stairs that ascends to area A45. For a time after the Glorious Reclamation took the citadel, this room (once Lictor Ountor's office and quarters) served as the

personal quarters of the Lord Marshal of the Glorious Reclamation, Alexeara Cansellarion, but she hasn't been here in person for some time.

Treasure: A cleverly hidden cache beneath the floorboards near one of the beds can be spotted with a successful DC 40 Perception check (with a +20 circumstance bonus if the PCs have been told about it by Lictor Ountor). Within is a stash of emergency supplies consisting of four *potions of cure serious wounds*, four *potions of lesser restoration*, a jar of *restorative ointment*, and a plain-looking iron key that fits the locks to the armory (area A15).

A27. CASTELLAN'S CHAMBERS (CR 10)

A large, four-poster bed draped in thick blankets rests against the chamber's western wall. A cozy rug and velvet chair make this otherwise barren chamber seem warm.

The secret door in the north wall can be spotted with a successful DC 30 Perception check.

Creature: Once the personal quarters of Citadel Dinyar's castellan (a woman who perished during the initial fight against the Glorious Reclamation), this room now serves as the living quarters of Knight Banneret Jelena Asteren. Technically the highest-ranking officer in Bastion Fanaticus and thus the one most directly in charge of the knights posted in the southern portion of Citadel Dinyar, Jelena hides a secret—she's all but lost her faith in Iomedae and the righteousness of the Glorious Reclamation.

Once unquestioningly loyal to Graxus Phand and the Glorious Reclamation, Jelena became disenchanted with her duty to Iomedae the night she lost her son. During the Glorious Reclamation's initial siege of Citadel Dinyar, Jelena's son, a brave knight inheritor named Jesper, led a doomed initial assault upon the stronghold's main gate. Jesper was captured and brought before the Hellknights inside the fortress, and his soul was sacrificed to Hell in a desperate ritual to bolster Citadel Dinyar's defenses. (Ironically, internal strife among the order's good-aligned Hellknights meant that this ritual ultimately did more to harm the order's morale and defenses than it helped.)

When the Glorious Reclamation captured the citadel soon thereafter, Jelena begged her commanders to resurrect her son, but her pleas fell on deaf ears. Phand held the sobbing mother and gently explained to her that it was beyond Iomedae's power to release a soul damned to Hell, and thus, any attempts to bring her son back to life would fail. Distraught by this news and bitterly suspecting the real reason was that her superiors didn't want to spend the money or resources to even try bringing Jesper back, Jelena's faith in Iomedae waned.

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At first, Jelena attempted to focus her grief into vengeance. She volunteered to guard the captive Hellknights in the citadel's dungeon, hoping to discover who had been responsible for dooming her son. She spoke many times with Lictor Ountor, during which the Hellknight detected her pain and used her mourning heart against her. With a tempting tongue, Ountor assured Jelena that her boy's soul was, in fact, retrievable. However, the process of undoing the sacrifice that damned him to Hell would require a willing participant to offer her soul in exchange, thus damning that person instead. Jelena's been teetering on accepting this offer to tender her own soul in exchange for releasing her son from damnation, and while her faith has become shaken enough that she's now lawful neutral and no longer able to use her paladin abilities, she needs one last argument to convince her to doom herself.

Until she makes this decision, Jelena's been spending her time sequestered in this chamber, contemplating Resarc Ountor's infernal offer and keeping the loss of her faith (and thus her paladin abilities) secret. The exact arguments the PCs might use to convince Jelena to give up her soul for her son's release from Hell is up to them, but Intimidate and magical control are not options in this case. Jelena must choose to give up her soul of her own free will.

Upon meeting the PCs, Jelena bristles and becomes defensive, and if the meeting happens in the presence of other servants of the Glorious Reclamation, she opposes them openly and denies any claims that she's been in talks with Lictor Ountor. Only if the PCs confront her alone and use tact will she admit to having seriously considered taking Ountor's offer. Since part of the lictor's offer hinges on Jelena also giving up information about the Glorious Reclamation's defenses and helping to retake the citadel, it's a dangerous thing for her to agree to. Trickery and bluffing won't help the situation, but neither will they hurt it—Lictor Ountor's offer is sincere and if Jelena agrees, she'll aid in retaking the citadel and trade her own soul for her son's freedom.

Jelena's initial attitude toward the PCs is indifferent, and getting her compliance is certainly aid that could result in punishment, so it requires a successful DC 34 Diplomacy check to convince her to finally decide to accept Lictor Ountor's proposal. Additional attempts to convince her may be made once every 24 hours, but remember that if this check fails by 5 or more, her attitude shifts to unfriendly and she must be coaxed back to indifferent (this requires a successful DC 24 Diplomacy check) before a new attempt to get her to decide may be made. If she's ever made hostile (or 1d6 × 10 minutes after any Intimidate check is attempted against her), she realizes the error of her ways and attempts to go to Knight Commander Graxus Phand to confess her sins. If this occurs, Phand puts

the citadel on high alert and arranges for Jelena to be transferred to Westcrown within 1d4 days to remove her from Ountor's influence.

JELENA ASTEREN**CR 10****XP 9,600**

Female middle-aged human ex-paladin 11

LN Medium humanoid (human)

Init +5; **Senses** Perception +10**DEFENSE****AC** 26, touch 11, flat-footed 25 (+11 armor, +1 Dex, +4 shield)**hp** 98 (11d10+33)**Fort** +8, **Ref** +4, **Will** +6**Immune** charm, disease, fear**OFFENSE****Speed** 20 ft.**Melee** mwk longsword +15/+10/+5 (1d8+2/17-20)**Ranged** mwk composite longbow +13/+8/+3 (1d8+2/×3)**TACTICS**

During Combat Jelena prefers to avoid combat if possible, but not just because she's always considered violence to be a tactic of last choice. She's managed for the past several weeks to hide the fact that she's lost her faith in hopes of finding it again (and thus regaining her powers) before having to admit the shame to her fellow knights, and avoiding combat is an important part of that deception. If forced to do so, she fights defensively and attempts to retreat to the closest area she suspects has allies—with whom she fights, focusing on flanking foes.

Morale Jelena fights to the death, afraid that surrender or flight would only further damn her soul in the afterlife.

STATISTICS**Str** 14, **Dex** 12, **Con** 12, **Int** 11, **Wis** 9, **Cha** 18**Base Atk** +11; **CMB** +13 (+15 bull rush); **CMD** 24 (26 vs. bull rush)

Feats Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword)

Skills Diplomacy +18, Knowledge (nobility) +9, Knowledge (religion) +8, Perception +10

Languages Common

SQ divine bond (weapon +3, 2/day), mercies (fatigued, nauseated, sickened)

Combat Gear *horn of goodness/evil*; **Other Gear** +2 full plate, +1 heavy steel shield, mwk composite longbow (+2 Str) with 20 arrows, mwk longsword, 32 gp

Development: Should the PCs get Jelena to comply, continue with **Event 2** on page 29.

Story Award: If the PCs convince Jelena to aid them, grant them 19,200 XP.

A28. SECRET HALL

The Glorious Reclamation is aware of this secret passage, but it remains relatively unused.

A29. FANATICUS WATCHPOST

Numerous shuttered arrow slits line the walls of this circular chamber. A single chain hangs from the center of the ceiling, affixed to a large pulley attached to a lever on the floor. To the south looms a mass of machinery: the chains and gears of an immense winch and pulley system.

Guards in Bastion Fanaticus watched over the citadel's main gate and outer ward from this guardroom at the base of the Spire of Asmodeus. The lever on the floor, if pulled, rings an alarm bell and puts the citadel on high alert. Stairs to the east lead down to area A10 while stairs to the northwest ascend to area A49. A successful DC 30 Perception check is required to notice the secret door to area A28. A great winch and looming machinery along the southern wall allows for the drawbridge at areas A17 to be raised and lowered.

A30. ARMORY GUARDPOST (CR 12)

Two flights of stairs emerge into this room—one to the northeast leading down, and a flight to the northwest leading up. Scorch marks on the walls and gouges in the floor testify to a tremendous battle having taken place here in the recent past.

Hellknights charged with guarding Citadel Dinyar's armory below and keeping an eye on the river approach to the citadel once manned this room at the base of the Spire of Abadar. The northeastern stairs descend to area A15; the northwestern stairs ascend to area A48.

Creature: The damage to the walls and floor are from one of the final fights the Glorious Reclamation had in taking Citadel Dinyar, when their leaders defeated several Godclaw officers and a pair of inevitables they'd conjured for aid. Now that the knights control the citadel and its vault below, they've placed one of their own guardians here, a creature that is as much a work of art and a tribute as a protector. This guardian is a stone golem, built in the shape of the Glorious Reclamation's powerful draconic ally, Parnoneryx, and animated by an unusually generous earth elemental who had lived as long as it wished and sought to "donate" itself to a good cause. As its creator, a wizard named Beravacru, perished early in the battle against Cheliah, the golem has also added "memorial" to its functions. The golem is an advanced specimen of its kind, but its unusual shape does not otherwise alter its statistics from the baseline. It attacks all creatures not

clad in the regalia of the Glorious Reclamation on sight (should it perceive a mix of potential targets, it stays its attack if any such clad creature holds high a longsword and utters the phrase, "True Cheliah shall rise again!").

ADVANCED STONE GOLEM

CR 12

XP 19,200

hp 135 (*Pathfinder RPG Bestiary* 294, 163)

A31. DEVOTIO WATCHPOST (CR 12)

Several arrow slits pierce the walls of this circular chamber. A single chain hangs from the center of the ceiling, affixed to a large pulley attached to a lever on the floor. To the north looms a large set of chains and winches.

This watchpost served a similar purpose to its twin in Bastion Fanaticus (area A29), but allowed for the inhabitants of Bastion Devotio to react more swiftly. As with the other watchpost, the lever and chain can be used to activate the citadel alarm. Stairs to the northwest lead up to the Spire of Iomedae (area A47). The secret door to area A32 can be spotted with a successful DC 30 Perception check. The machinery to the north raises and lowers the portcullis that bisects the gardens (area A34).

Creatures: Unlike in the Fanaticus watchpost, the Glorious Reclamation keeps a patrol of knights on duty here, ready to raise the alarm if they spot intruders coming up the river, or to join in the defense of Bastion Devotio's grounds to the north as needed.

GLORIOUS RECLAMATION KNIGHTS INHERITOR (4) CR 8

XP 4,800 each

hp 90 each (see page 7)

A32. SECRET HALL

As with the similar secret hall in Bastion Fanaticus (area A28), the Glorious Reclamation knows of this hidden passageway and uses it as needed.

A33. CHAMBER OF SELF-PERFECTION

Faded script etched into the stone walls of this circular chamber seems to have been polished away to near illegibility. A flight of stairs leads upward to the east, and additional lines of script are etched onto each step.

The stairs lead up to the Spire of Irori (area A46). The etchings on the walls and stairs are prayers to Irori, written in Celestial and Infernal. Members of the Order of the Godclaw who identified strongly with



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Irori would spend time in meditation here, tracing the wall inscriptions with their fingers and then uttering the prayers on the steps as they ascended to the tower above. The secret door to area **A32** can be spotted with a successful DC 30 Perception check.

A34. GARDENS (CR 12)

A well-kept and serene garden fills this wide courtyard, which is bisected by a stone wall set with a gate allowing passage from the east to the west.

If the citadel is on high alert, the portcullis (hardness 10, hp 60, lift DC 28) is lowered and locked in place; it can be unlocked and raised using the mechanism in area **A31**. Hellknights who identified strongly with Irori tended these gardens, but the Glorious Reclamation finds beauty in them as well, and off-duty knights often come here to relax.

Creatures: A mated pair of advanced dragon horses spend much of their time here in the gardens. A squadron of knights led by Graxus Phand rescued the kindly magical beasts from a group of Thrune hunters, and though the rescue came too late to save their foal, the dragon horses agreed to stay on and serve the Glorious Reclamation as mounts, as needed, for the duration of the campaign against House Thrune—both to repay the knights for saving their lives, and to get a chance for a bit of revenge. The dragon horses bray loudly when they spot foes, and focus their wrath on those they recognize as openly wearing the colors or insignias of House Thrune. If one horse is reduced to 25 or fewer hit points, both retreat to area **A36** to recruit the aid of the Fist of Iomedae and to alert Phand in area **A38**.

ADVANCED DRAGON HORSES (2)

CR 10

XP 9,600 each

hp 125 each (*Pathfinder RPG Bestiary* 2 292, 104)

A35. FLAGELLATION CHAMBERS

Uncomfortable-looking low benches sit in this room, while empty wooden racks hang on the walls.

A successful DC 20 Perception check is enough to find one or two small spatters of blood here and there in each of these rooms, while any PC who succeeds at DC 20 Knowledge (religion) check knows that both of these rooms are flagellation chambers. The Glorious Reclamation found these rooms distasteful and cleaned them of their bloodstains as best they could, and do not visit the chambers unless it's necessary. The stairs to the east of the eastern flagellation chamber ascend to the balcony overlooking the cloister (area **A36a**).

A36. CLOISTER (CR 13)

A huge willow tree fills this cloister's northeast corner, its branches hanging low and serene around its trunk. The area is open to the sky, with wooden balconies overlooking its edges. A well sits tucked away in an alcove to the north, flanked by two marble benches that offer a place from which to admire the cloister's splendid rock garden. To the west, a short flight of steps leads to a landing, where a pair of magnificent white wooden doors looms in the facade of an immense cathedral-like building.

Area **A36a** is a wide balcony that encircles the cloister at a height of 20 feet. The secret door to the corridor connecting this balcony to the gallery overlooking the Ardant Fist (area **A38a**) hasn't been discovered by the Glorious Reclamation yet, but the PCs can do so with a successful DC 40 Perception check (if the PCs have spoken with Lictor Ountor, his description grants the PCs a +20 circumstance bonus on the check to discover this door).

Creature: This cloister has become the home-away-from-home of one of the more powerful and unusual of the Glorious Reclamation's allies: a soft-spoken cloud giant who left her home years ago after becoming disgusted with the foul behavior of her evil family. Rather than lash out against them, she simply abandoned her family, leaving her name behind as she did. Upon meeting a group of Iomedaeans monks on a pilgrimage in the nearby Aspodell Mountains, it surprised her to find their ideals closely matched her own. After the giant began to follow their fighting style with surprising skill, the monks took to calling her the Fist of Iomedae. The Fist of Iomedae joined the Glorious Reclamation soon after it was founded, along with her Iomedean brothers and sisters, but while they have gone on to serve the order elsewhere in Cheliax, she opted to remain here, entranced by the citadel's architecture and hopeful that, when the crusade is over, she'll be awarded its care.

Presented with intruders, the Fist of Iomedae would prefer to arrive at a peaceful solution. She politely asks the PCs to remove themselves from the citadel, stating that she wishes to do them no harm, but cannot abide their further meddling in the Glorious Reclamation's affairs. She does not attack first, regardless of how abusive the PCs become, with one exception—if they attempt to enter the Ardant Fist (area **A38**), she bellows a warning to alert Knight Commander Phand and moves to intercept the villains.

THE FIST OF IOMEDAE

CR 13

XP 25,600

Female cloud giant monk 5 (*Pathfinder RPG Bestiary* 147)

LN Huge humanoid (giant)

Init +4; **Senses** low-light vision, scent; Perception +25

DEFENSE

AC 32, touch 19, flat-footed 27 (+4 Dex, +1 dodge, +1 monk, +13 natural, -2 size, +5 Wis)

hp 204 (21d8+110)

Fort +22, **Ref** +16, **Will** +19; +2 vs. enchantments

Defensive Abilities evasion, rock catching; **Immune** disease

OFFENSE

Speed 60 ft.

Melee unarmed strike +27/+22/+17 (3d6+14/19-20) or unarmed strike flurry of blows +31/+31/+26/+21/+16/+11 (3d6+14/19-20)

Ranged rock +18 (2d6+21)

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

Special Attacks flurry of blows, rock throwing (140 feet), stunning fist (9/day, DC 25)

Spell-Like Abilities (CL 16th; concentration +17)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist* 1/day—*fog cloud*

TACTICS

Before Combat The Fist activates her *winged boots* before combat if she can. Knight Commander Graxus Phand maintains a *status* effect on the Fist as well.

During Combat Numerous rocks lie around the cloister should the Fist need ammunition to throw, but she greatly prefers to use her fists in combat. She often utilizes Stunning Fist, and makes use of Improved Overrun to get through opponents and block progress into the main cathedral. Note that as soon as the Fist takes damage or suffers an ailment, the *status* effect alerts Knight Commander Graxus Phand, who drops everything to come to area **A36** to provide aid (assume that Phand can arrive in this room 1d4+4 rounds after the first alert during the day or in 4 minutes during the evening—this includes the time he takes to cast short-duration defensive spells such as *bull's strength*).

Morale The Fist fights to the death, but does not pursue foes out of Bastion Devotio.

STATISTICS

Str 38, **Dex** 18, **Con** 21, **Int** 15, **Wis** 20, **Cha** 12

Base Atk +15; **CMB** +33 (+35 bull rush, +35 overrun);

CMD 52 (54 vs. bull rush, 54 vs. overrun)

Feats Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (unarmed strike), Improved Overrun, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Staggering Critical, Stunning Fist

Skills Acrobatics +22, Climb +23, Craft (stonemasonry) +9, Diplomacy +9, Intimidate +28, Knowledge (religion) +13, Perception +25, Perform (string instruments) +11, Sense Motive +25

Languages Celestial, Common, Giant

SQ fast movement, high jump, ki pool (7 points

magic), maneuver training, oversized weapon, slow fall 20 ft.

Gear *amulet of natural armor* +1, *cloak of resistance* +3, *winged boots*

A37. DORMITORY CELLS

Once used by monks and priests of the Order of the Godclaw, and by Glorious Reclamation chaplains and their aides in the early days after the citadel's fall, these bare chambers now lie empty. Each contains a single bed, a basin, and a chamber pot, but little else of interest.

A38. THE ARDANT FIST (CR 14 OR 15)

The towering vaulted ceiling of this cathedral-like space rises just over a hundred feet in height. Numerous stone pillars support a gallery with iron railings above, but the bulk of the chamber's floor is open, giving a sense of overwhelming vastness to the space. To the south, a few steps rise up to a pulpit on which sits an altar of gray marble flecked with bits of gold. At the opposite end of the hall, a desk, several chairs,



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and some cupboards have been installed. Several of the walls are decorated with immense tapestries adorned with the insignia and heraldry of the Glorious Reclamation.

The Ardant Fist is Citadel Dinyar's fortified chapel-keep. A wide gallery (area A38a) overlooks this area at a height of 20 feet. The secret door to the corridor connecting this gallery to the balcony above the cloister (area A36a) can be found with a successful DC 40 Perception check (the PCs gain a +20 circumstance bonus on this check if they have spoken with Lictor Ountor).

Creatures: During the day, the Glorious Reclamation officer in command of Citadel Dinyar, Knight Commander Graxus Phand, can be encountered here, seated at the desk to the north and planning the next supply train into Cheliah to help reinforce Westcrown. At night, Phand can be found resting in his bedchamber in area A45. If the citadel is placed on high alert, Phand is encountered here day or night, and has called an additional patrol of knights inheritor (increasing the number present here from 3 to 7) to aid him in defending the Ardant Fist. Regardless of where the Knight Commander is, he is never without his personal bodyguard of three Glorious Reclamation knights inheritor. Graxus Phand is fully detailed in the NPC Gallery on page 56.



GRAXUS PHAND

GRAXUS PHAND**CR 13****XP 25,600****hp** 150 (see page 56)**GLORIOUS RECLAMATION KNIGHTS INHERITOR (3 OR 7) CR 8****XP 4,800 each****hp** 90 each (see page 7)**A39. CONSULTATION BOOTHS**

A thick curtain bisects this small room, on one side of which is a plush bench.

Order of the Godclaw priests used these booths to offer private advice to Hellknight armigers and other supplicants. The Glorious Reclamation has no use for these chambers, and has left them alone.

A40. APSE

Several mosaics of interlocking sheets of metal, both precious and dross, blanket the walls of this domed chamber

in scenes of iron-clad knights battling back the denizens of Hell. A central altar of pale marble flecked with gold sits in a prominent location, the symbol of Iomedae carved into its sides.

The altar once bore several magical wards along with the symbols of the five deities of the Godclaw, but the Glorious Reclamation reconsecrated the altar and used *stone shape* to repurpose it to the worship of only Iomedae. The altar bears the effects of a *hallow* spell placed a few months ago by Graxus Phand, which fills an area around the altar to a radius of 40 feet with both its effects and the effects of a *death ward* spell tied to it—this effect applies to all who worship Iomedae (and Iomedae alone—adherents of the Godclaw are excluded).

The stairs to the west lead up to

area A51.

A41. EMPTY CHAPELS

Each of these smaller chapels once contained shrines devoted to the five deities of the Godclaw, but the contents of each have been removed and destroyed or (in the case of the Iomedae shrine) relocated to the converted chapel in Bastion Fanaticus to the south (area A23).

A42. MAP ROOM

A diorama of Cheliah sprawls across a large rectangular table in this chamber. Several wooden markers are placed atop the map highlighting troop movements, mostly surrounding Westcrown.

Knight Commander Phand is in regular contact with his superiors in Westcrown, primarily through the use of *sending* spells cast by spellcasters stationed in that city. He visits this map room daily as needed to update the details on the map to reflect the latest intelligence about troop strengths on both sides of the conflict. The information here is quite accurate, and while the PCs may be startled to learn just how much intelligence the Glorious Reclamation has on House Thrune's forces, the information on this table about the Glorious Reclamation itself could be of great interest and use to Queen Abrogail.

The stairs at the northwest end of this room ascend to the Spire of Torag (area A50).

Treasure: If the PCs pass on the intelligence here to Queen Abrogail, she is pleased with the unexpected source of information and awards each PC a payment of 1,000 pp.

Story Award: If the PCs relay this valuable information to House Thrune, award them 19,200 XP.

A43. GUEST QUARTERS

These lavish bedrooms are reserved for visiting dignitaries, but they are currently unoccupied.

A44. GUARDROOMS

There's a 25% chance of encountering a patrol of Glorious Reclamation knights inheritor in either of these guardrooms. This chance increases to 100% if the citadel is on high alert.

A45. GRAXUS PHAND'S BEDROOM

A simple oak bed rests in the center of this stark chamber. Thick curtains run along the east and west walls, blocking any light from seeping through the jams of pairs of double doors that sit opposite one another.

Knight Commander Graxus Phand uses this room as his personal quarters, and he can be encountered here during the night when the citadel is not on high alert. The eastern doors lead to a balcony that overlooks Bastion Fanaticus's inner ward (area A18), while the doors to the west open to a crenellated balcony that offers a commanding vista of the mountainous countryside for miles to the west. A small closet sits behind a door to the north, next to which is an empty armor stand. The door to the south opens onto a stairway that descends to area A26.

A46. SPIRE OF IRORI

Citadel Dinyar's northernmost spire was attuned to the worship of Irori. Order of the Godclaw Hellknights used this slender tower to meditate and focus on their inner selves. The Spire of Irori reaches a full 200 feet in height over the chamber of self-perfection in its base (area A33), making it the tallest of the citadel's five spires.

A47. SPIRE OF IOMEDAE (CR 13)

The Spire of Iomedae, a three-story tower once used by the Order of the Godclaw to hold trials and ceremonies of succession, anchors Bastion Devotio's southern facade. The spire stands atop the Devotio watchpost (area A31).

Creature: A monadic deva called to this realm from Iomedae's court stands vigil here as a sort of honor guard to help bolster morale and to aid in the citadel's defense as needed. Named Muzanesha, the deva is quiet and stoic—the androgynous figure does not interact with the citadel's current occupants, and they do not pester the deva with adulations or prayer. The same dispassion does not apply to the PCs—as soon as the citadel goes on high alert, Muzanesha leaves the spire and begins patrolling

the skies above the castle, swooping down to attack the PCs in the fortress below if the deva notices them.

Note that since Knight Commander Phand casts *status* on Muzanesha every day, as soon as the deva takes any damage or suffers an ailment, the *status* effect alerts Phand, who drops everything to come to area A47 (or wherever the *status* indicates Muzanesha is located) to provide aid (assume that Graxus can arrive at area A47 2 minutes after the first alert during the day or in 3 minutes during the evening—this includes the time he takes to cast short-duration defensive spells such as *bull's strength*).

MUZANESHA

CR 13

XP 19,200

Advanced monadic deva (*Pathfinder RPG Bestiary* 2 292, 27)
hp 175

A48. SPIRE OF ABADAR

Rising out of the Akramis River, this spire connects the two bastions via a bridge before rising a further 80 feet to a rooftop aerie. This spire is painted gold, symbolizing how the Order of the Godclaw, with Abadar's grace, managed to form and maintain a society of outwardly disparate faiths and beliefs. The armory guardpost (area A30) fills the spire's lowermost level.

A49. SPIRE OF ASMODEUS

While the Order of the Godclaw venerated all five of its deities equally, each lictor's personal beliefs traditionally influenced the direction of the order's devotion. For the past several years, under Lictor Resarc Ountor's command, Asmodeus's faith can be said to have been in ascendance. His spire looms highest over Bastion Fanaticus and the Fanaticus watchpost (area A29), towering nearly 140 feet high.

A50. SPIRE OF TORAG

The Spire of Torag consists mostly of a winding inner stairwell. The spire's uppermost floor is 70 feet high, half the height of the neighboring Spire of Asmodeus, yet its balcony provides the grandest view of the southern mountains. The tower is accessible from the map room at its base (area A42).

A51. WATCHERS OF THE GODCLAW

Four statues stand vigil in this room. What appears to have once been a fifth statue to the south is now nothing more than a heap of rubble.

The statues in this room once depicted the five deities of the Godclaw: Abadar, Asmodeus, Iomedae, Irori, and Torag. Intact, these statues provided high-ranking members of the Hellknight order the ability to enhance various magical rituals, and it was here that the sacrifice

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of Jelena Asteren's son was carried out. The Glorious Reclamation destroyed the statue of Asmodeus when they captured the citadel, and the magic once intrinsic to this chamber has now vanished as a result.

To the northwest, a flight of stairs leads down to the Ardant Fist's apse (area **A40**). A second stairway to the northeast ascends to the citadel's bell tower and the den of the gold dragon Parnoneryx (areas **A53–A54**).

A52. MEDITATION CHAMBERS

Each of these rooms contains a prayer mat on the floor in front of a small shrine. A single figurine depicting the goddess Iomedae sits in a recess in each shrine. Four more recesses once held other figurines (the four other deities of the Godclaw), but little of value remains in any of these rooms today.

A53. PARNONERYX'S DEN (CR 15)

A great terrace surrounds Citadel Dinyar's bell tower, just beneath the chamber holding the citadel's famous chapel bells. Numerous bits of rubble and debris litter the terrace from a breach in the tower's eastern wall.

The flight of stairs in the northern antechamber leads down to area **A51**, while a trap door in the ceiling leads up to the bell tower above (area **A54**).

Creature: The Order of the Godclaw used this area as another watchtower and a mustering hall for officers, but southern and eastern portions of the central structure were destroyed during the fight for the citadel, and the gold dragon Parnoneryx has now claimed this area for his den. Parnoneryx enjoys his idle time here, basking in the sun or engaging in stimulating conversation with various members of the Glorious Reclamation. The dragon ventures out every evening at sunset to hunt for 1d6 hours, but can otherwise be found here. If Citadel Dinyar is on high alert, the dragon perches at the edge of his den, keeping a watchful eye out for the source of the alarm and prepared to swoop down and attack at a moment's notice.

Parnoneryx is an adult gold dragon, and while most of his stats are the same as those on page 108 of the *Pathfinder RPG Bestiary*, he knows different spells from those listed there. Details on Parnoneryx's history and personality can be found in the entry for his ghost (who the PCs are destined to face at the end of the adventure) in the NPC Gallery on page 58. Note also that since Knight Commander Phand casts *status* on Parnoneryx every day, as soon as the dragon takes any damage or suffers an ailment, the *status* effect alerts Phand, who drops everything to come to area **A53** (or wherever the *status* indicates Parnoneryx is located) to provide aid (assume that Graxus can arrive in area **A53** 1 minute after the first alert during the day or in 5 minutes during the evening—this includes the time he takes to cast short-duration defensive spells such as *bull's strength*).

PARNONERYX

CR 15

XP 51,200

Male adult gold dragon (*Pathfinder RPG Bestiary* 108)

hp 225

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (6/day)—*haste*, *suggestion* (DC 22)

2nd (8/day)—*cure moderate wounds*, *eagle's splendor*, *mirror image*

1st (9/day)—*alarm*, *command* (DC 20), *cure light wounds*, *mage armor*, *shield*

0 (at will)—*detect magic*, *guidance*, *light*, *mage hand*, *mending*, *open/close* (DC 19), *stabilize*

PARNONERYX

TACTICS

During Combat If roused by an alarm, Parnoneryx casts *eagle's splendor*, *mage armor*, and *shield* before venturing out to investigate. The dragon casts *mirror image* on himself on the first round of combat, then follows that in the second round with a breath weapon before switching over to melee combat. If fighting alongside allies, he casts *haste* on them and himself early in the battle.

Morale Parnoneryx adheres to the code of the Glorious Reclamation, and does not consider abandoning the citadel he's sworn to defend as an option. Thus, the gold dragon fights to the death defending Citadel Dinyar.

Treasure: Parnoneryx keeps his hoard at hand in the sheltered area along the still-standing western wall of what was once the mustering hall. The treasure consists of the following, split among chests, ceramic pots, and looses piles of coins: 783 pp, 8,200 gp, 17,700 sp, 94,330 cp, an engraved platinum gauntlet worth 700 gp, a gold bejeweled orb worth 7,000 gp, a platinum bowl with infernal engravings worth 800 gp; a masterwork darkwood lute worth 300 gp, a *belt of incredible dexterity* +6, a +3 *heavy steel shield* with a gauntleted fist emblazoned on its surface, a +2 *merciful distance composite longbow* (+5 Str), a +4 *sling* that sheds light to 60 feet when loaded, a *staff of swarming insects*, and a bejeweled scroll tube worth 4,500 gp that contains a *scroll of vision*, a *scroll of commune*, and a *scroll of delayed blast fireball*.

A54. BELL TOWER

This gothic bell tower is home to Citadel Dinyar's five great bells, known as the Empyrean Edicts, each dedicated to one of the five deities of the Godclaw. These immense instruments bear a minor but effective magical effect that causes them to ring when any of the smaller alarm bells spread throughout the citadel are activated. The tower holding the bells took damage during the fight for the citadel, and much of its lower eastern and southern facade have fallen away, but the remaining structure continues to support the bells... at least for now.

EVENT 1: RALLYING THE GODCLAW

Lictor Resarc Ountor and the 24 Order of the Godclaw Hellknights imprisoned in Citadel Dinyar's stockades (areas A7–A8) are eager to rise up against their captors, but until they sense the time is right and their chances of success are excellent, they're hesitant to take action. In order to compel the lictor to order his Hellknights to rise up against the Glorious Reclamation, the PCs must accomplish at least three of the following six conditions.

- **Defeat Three Champions:** The PCs must kill at least three of the following minor champions of the Glorious Reclamation: Caraniel Gintleaf (area A6),

the Fist of Iomedae (area A36), Isovon (area A8), Jelena Asteren (area A27, but only if the PCs don't try to recruit her), Kazakador (area A23), Muzanesha (area A47), or Shamagheul (area A15). Knight Commander Graxus Phand (area A38) counts as three minor champions and his defeat lets the PCs qualify for this requirement without defeating any other champions.

- **Godclaw Gauntlets:** The PCs must recover these artifacts from the armory (area A15) and give them to Lictor Ountor (area A8) to wear (see the sidebar on page 16 for more about these minor artifacts).
- **Jelena's Fall:** The PCs must convince Knight Banneret Jelena Asteren to sign away her soul and to provide intelligence about her order and their tactics (see area A27 and **Event 2** below for more details).
- **Lilanna's Aid:** The PCs must secure the cooperation of the handmaiden devil Lilanna (see area A14).
- **Provide Arms and Armor:** The armory (area A15) has enough gear to outfit all of the Hellknights in area A7; alternatively, the PCs can purchase 24 suits of heavy armor and 24 weapons or simply loot them from slain knights of the Glorious Reclamation.

Launching the Assault: Once the PCs have rallied the Hellknights of the Godclaw and give the order to attack, you can assume that Lictor Ountor and his Hellknights spread throughout Citadel Dinyar and thus keep all of the Glorious Reclamation knights inheritor busy for 24 hours. During this time, the PCs won't have to directly face any of these knights in any of the locations they're normally encountered in, nor will they have to deal with any patrols. In effect, this limits the foes the PCs have to fight for those 24 hours to named NPCs only. At your discretion, Lictor Ountor, the handmaiden devil Lilanna, or a fallen Jelena Asteren can support the PCs in their fights against those named NPCs.

Lictor Ountor warns the PCs that once the Hellknights go on the attack, there'll be no turning back. If the PCs can't rout the Glorious Reclamation, the remaining Hellknights will fight to the death, and further attempts to defeat the Iomedaeans will be solely the PCs' responsibility.

Story Award: If the PCs successfully rally the Hellknights of the Godclaw, award them 38,400 XP.

EVENT 2: JELENA'S FALL FROM GRACE

If the PCs track down Knight Banneret Jelena Asteren and convince her to agree to Lictor Ountor's offer (see area A27), they should report their success to Ountor. The Hellknight lictor informs the PCs that the next step is to secure an infernal contract to officially swap Jelena's soul upon her death for the immediate release of her son from the ranks of the damned—the simplest way to achieve this goal is via a *greater planar ally* or *greater planar binding* spell cast to conjure a contract devil. It's unlikely that any of the PCs will be able to cast 8th level spells yet, but Lictor Ountor points out that scrolls of

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these spells exist in the conjuration library (area A14) of the secret wing of the dungeon. The summoning chapel (area A13) in the same wing is the best place to perform the ritual, which requires the PCs to smuggle both Jelena and Ountor into the area without alerting the Glorious Reclamation. Ountor hopes Paravicar Dominita still lives so she can cast the spells from these scrolls, but once he learns of her fate (see area A14 for details), the task falls to the PCs. If no PC can cast these spells, they'll need to find someone who can, perhaps recruiting an ally from Egorian or elsewhere and teleporting them back here for this purpose.

Of course, before Jelena signs over her soul in exchange for her son, there's the matter of her preliminary payment to Lictor Ountor to seal her fate and ensure she can't back out of the bargain—he wants her aid in reclaiming Citadel Dinyar for the Order of the Godclaw. Jelena can supply him (and thus the PCs) with several key bits of information, as summarized below.

- **Passwords:** She can tell the PCs that “Ilna” is a password they can use to avoid the *forbiddance* warding the armory (area A15), and that the golem in area A30 won't attack intruders if they dress as Glorious Reclamation knights (or are at least accompanied by one person dressed thus who proclaims the passphrase, “True Cheliah shall rise again!”).
- **Schedules:** She can give the PCs information about guard schedules. Not only does this halve their chances at encountering guards during their exploration of the citadel, but it also informs them when Knight Commander Phand and the dragon Parnoneryx leave their chambers and where they may be found.
- **Strategy:** Finally, she can not only tell the PCs about the important information they can recover from the map room (area A42), but also much about the tactics the Glorious Reclamation uses in defending the citadel. Exact details about this information are unnecessary to reveal to the players in detail, but learning these tactical secrets does help prepare the Hellknights of the Godclaw for reprisals against the enemy.

Signing the Contract: In order to seal the deal, the PCs must make contact with a contract devil; for sake of ease, you can assume the devil they contact via the *scroll of greater planar ally* or *greater planar binding* is the contract devil that presided over their induction as Thrune Bound Agents in “For Queen & Empire,” named Ixcipitacotal. The devil is, of course, eager to accept a new and willing soul in place of an unwilling one, and won't require any special and additional payment or bribery or Charisma checks to be made amenable to the task of producing such a contract for Jelena to sign. At this point, the woman gets cold feet, and the PCs should encourage her one more time to sign. This requires only a successful DC 19 Diplomacy check, and a PC who reminds her she's already betrayed her order by giving

them key intelligence gains a +10 circumstance bonus on the check as well. If the check fails by 5 or more, Jelena grows increasingly uncooperative (she starts with an attitude of friendly); if made hostile, she attacks the PCs and fights to the death. Mind control magic won't suffice to compel her, but at this stage, a successful DC 20 Intimidate check will work—provided she signs the contract before the effects of the intimidation wear off!

Once she signs the contract, Jelena breaks down in tears. She would prefer to spend the next several days alone in despair, coming to terms with her choice, but a successful DC 19 Diplomacy check is enough to compel her to aid the PCs in the battle to come, fighting at their side. If she does so, she becomes lawful evil and swiftly channels her frustration at the Glorious Reclamation into hatred. In time, she may end up retraining her paladin levels into fighter levels or even warpriest of Asmodeus levels, but this is largely beyond the scope of the immediate adventure.

Story Award: If Jelena betrays the Glorious Reclamation and signs away her soul, award the PCs 25,600 XP.

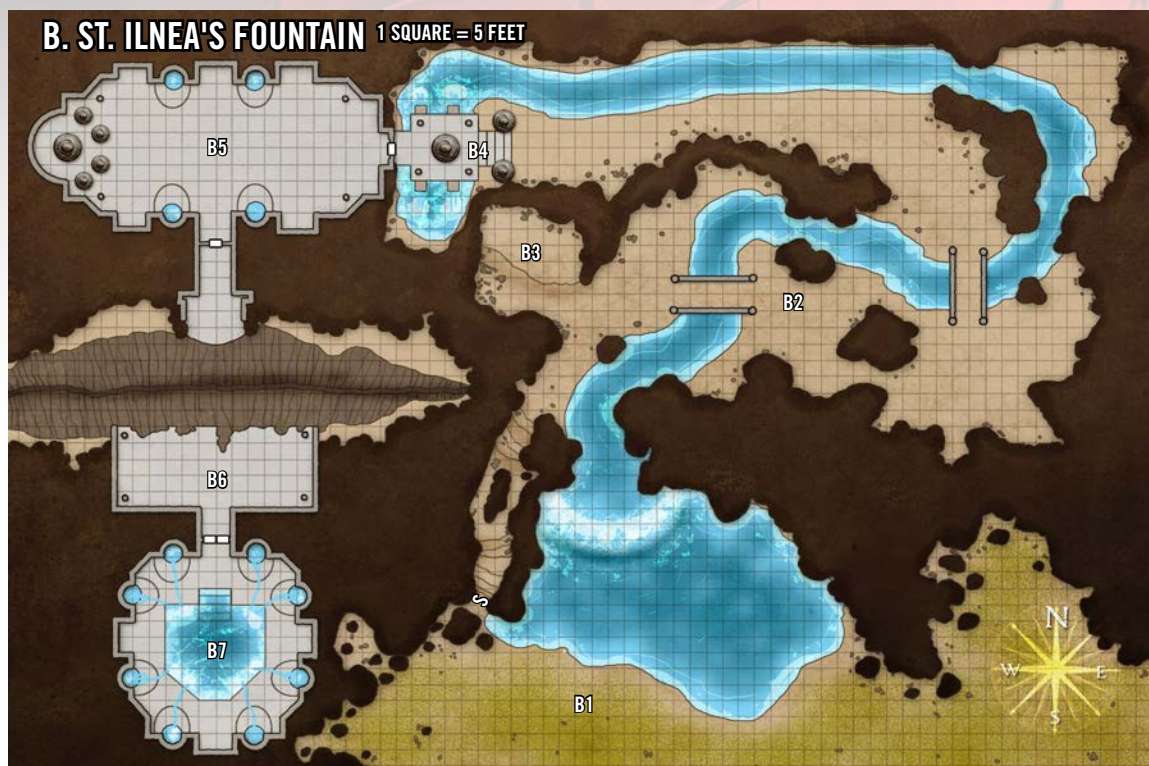
CITADEL DINYAR REPERCUSSIONS

The specific method by which the PCs attempt to reclaim control of Citadel Dinyar is left to them, but likely results from one of two possibilities.

If the PCs manage to take Citadel Dinyar without getting the Hellknights involved, or if they defeat the citadel's knights within 24 hours of unleashing the Godclaw against them, enough of the Order of the Godclaw survives that Lictor Ountor can look to rebuilding his resources. The order can call in favors, recalling field agents and supplies cached throughout the Inner Sea region to resurrect most of those they lost in battle, in time. Lictor Ountor is grateful for Thrune's aid, but does not want to rely upon the Chelish government to bail him out of this tough situation and will not accept offers of aid from the PCs or their superiors.

If the Order of the Godclaw perished, or if the PCs take offense at the order wishing to reclaim Citadel Dinyar, the fate of the castle is up in the air. Should the PCs seek to seize control of the fortress for themselves, Queen Abrogail has no objections (provided the PCs don't let this distract them from their mission to build the *tathlum* and help reclaim Westcrown), although the nation of Isgar and any surviving Godclaw Hellknights might!

If the PCs recovered the *Godclaw gauntlets* and managed to take Citadel Dinyar without losing the Hellknights, Lictor Ountor is grateful enough that he offers the gauntlets to the PCs as a reward if they ask for them, knowing that having heroes of Cheliah wield artifacts of his order will certainly help spread stories of the Godclaw's perseverance through trying times. He won't offer the gauntlets on his own, however.



Finally, this part of the adventure assumes the PCs manage to defeat the dragon Parnoneryx and claim his head as the most important component for the *tathlum*. If for whatever reason the PCs fail to take the dragon's head, they'll be unable to continue with the rest of this adventure and will face the full force of the Glorious Reclamation's army in the next adventure. In this case, if you wish to continue your Hell's Vengeance campaign, you should engineer an additional encounter or short adventure to allow the PCs to either reconstitute Parnoneryx's remains or otherwise give them another chance at claiming the dragon's head as a trophy and component.

Story Award: If the PCs take control of Citadel Dinyar from the Glorious Reclamation, award them 76,800 XP.

PART 2: THE DESTRUCTION OF PURITY

Although the reclaiming of Citadel Dinyar is a significant blow to the Glorious Reclamation, it won't slow their advance and hold on Westcrown. The remainder of this adventure focuses on the PCs' mission to construct a devastating weapon, the *tathlum*, to break the back of the Glorious Reclamation's army and to give them the best chance possible to defeat its leaders and retake the former capital.

Queen Abrogail has already supplied the PCs with all the information they should need to construct the *tathlum*. The order in which the PCs gather the three components needed for the *tathlum*'s creation is left to

them, but Abrogail suggests tackling them in the order presented in this adventure—her research, after all, has suggested which tasks are more dangerous, and starting with the simplest is logical.

The first mission sees the PCs traveling to a secluded vale near the mining settlement of Taggun Hold. Here, a pristine fountain feeds a revered spring known to Iomedae's faithful as St. Ilnea's Fountain. Defiling the waters of this fountain is the first stage in preparing the *tathlum*. How the PCs reach St. Ilnea's Fountain is irrelevant to this adventure, and Queen Abrogail may even agree to using *greater teleport* to send the PCs to area B1 of the fountain directly.

B. ST. ILNEA'S FOUNTAIN

Tucked away within a rock-ringed vale along the southern ridge of the Menador Mountains, a cerulean pool marks the entrance into an underground complex known as St. Ilnea's Fountain. A site sacred to Iomedae's faithful, the complex commemorates Iomedae's first saint, the reluctant warrior St. Ilnea. After an epic confrontation with the foul demon Karash'e'tor, St. Ilnea died of her wounds here in this secluded vale. Upon her last breath, her body sank into the earth, but a day later, a strange spring rose and formed a crystal-clear pool.

Behind a raging waterfall, an underground waterway twists through caverns toward a temple that houses the relics of St. Ilnea. Within the natural caverns, ceilings vault to a height of 40 feet. The water glows constantly and can be taken freely, but its supernatural light fades

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24 hours after it's taken from St. Ilnea's fountain. The water is pure and safe to drink.

In the deepest reaches of the complex (areas **B5–B7**), containing Iomedae's temple and the fountain, the walls are a mosaic of azure, cerulean, mint, and sky-hued tiles. Unless otherwise noted, ceilings within these areas are 8 feet high, and doors are carved from solid blocks of stone (hardness 8, hit points 90, break DC 28, Disable Device DC 20). Several decanters filled with the caverns' glowing water hang from the walls, illuminating these areas with dim light. Treat all water within this portion of this complex as holy water as long as it remains within these rooms.

The primary defender of the complex is a divine guardian named Sevestra Hanail, and her ability to use *forbiddance* and *guards and wards* as spell-like abilities allows her to place additional protections on the chambers within. She can replace these effects as needed as long as she lives.

Forbiddance: Each numbered encounter area in the complex is warded by a separate *forbiddance* effect (CL 14th). All of these *forbiddance* effects are keyed to lawful good with no password and require a DC 18 Will save to resist.

Guards and Wards: Fog fills all corridors in the complex, and all doors (in areas **B1**, **B5**, and **B6**) are

protected with *arcane locks* (the bonus granted by this spell is included in the door statistics listed above) and *silent images* to make them appear as plain walls. The stairs from the secret door at area **B1** to area **B2** are filled with webs, but as the complex is relatively linear, no confusion effects over choices in direction occur. Finally, Sevestra has placed a *suggestion* effect in the western end of area **B4**.

B1. CERULEAN SPRING (CR 14)

A torrent of water cascades from the side of a mountain cliff, plummeting twenty feet down to a large, crystal-clear pool. Ripples and waves churn against the pool's shores, yet despite the volume of water constantly pouring into the pool, its level remains mysteriously constant, never overflowing its sandy banks.

The pool is 15 feet deep on average. While the waters are safe to drink, they do have a moderate transmutation aura. Succeeding at DC 25 Spellcraft check while studying this aura reveals the truth that rather than overflowing, these waters simply vanish as they lap against the pool's banks.

A successful DC 10 Survival check is all that's needed to pick out the fact that among numerous human footprints

on the beach are the prints of a large cat, perhaps a lion. With a successful DC 20 Survival check, one notes that some of these tracks come and go to a spot just to the west of the pool. The secret door hidden in the cliff wall there can be found with a successful DC 30 Perception check (the PCs gain a +5 circumstance bonus on this check if they discovered the lion tracks). The secret door is unlocked, but is warded with a silent mental *alarm* placed by the shrine's guardian, Sevestra (see area B2). The passageway beyond, which climbs to area B2 over a series of wide stone steps, is clogged with webs and fog from *guards and wards*.

Entering the complex via the outflowing river is also possible. Climbing up to the point where the waterfall begins requires a successful DC 20 Climb check, but moving through the fast-flowing water into the chamber beyond is difficult—the river is very fast moving and requires a successful DC 30 Swim check until area B2 is reached.

Creature: A half-celestial elder water elemental known as the Tears of St. Ilnea guards the spring from evildoers, using *detect evil* to observe anyone who approaches. The Tears ignores most visitors, but immediately surges out of the pool to block the path of any who attempt to enter the caverns via the secret door or the waterfall.

THE TEARS OF ST. ILNEA

CR 14

XP 38,400

Half-celestial elder water elemental (*Pathfinder RPG*

Bestiary 169, 127)

LG Huge outsider (elemental, extraplanar, native, water)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 21, flat-footed 22 (+4 deflection, +8 Dex, +1 dodge, +10 natural, -2 size)

hp 200 (16d10+112)

Fort +20, **Ref** +22, **Will** +10

DR 10/—; **Immune** disease, elemental traits; **Resist** acid 10, cold 10, electricity 10; **SR** 25

OFFENSE

Speed 20 ft., fly 40 ft. (good), swim 90 ft.

Melee 2 slams +26 (4d8+12/19–20)

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

Special Attacks drench, smite evil 1/day (+1 attack and AC, +16 damage), vortex (DC 30), water mastery

Spell-Like Abilities (CL 16th; concentration +17)

3/day—*holy aura* (DC 19), *protection from evil*

1/day—*aid*, *bless*, *cure serious wounds*, *detect evil*, *dispel evil*, *hallow*, *holy word* (DC 18), *mass charm monster* (DC 19), *neutralize poison*, quickened *holy smite* (DC 15), *remove disease*

TACTICS

During Combat The Tears uses *detect evil* at the start of anything that looks like combat to ensure that those it faces are evil, but if it's attacked, it fights back, starting

with *holy word* (a much swifter method of determining which foes are evil). The Tears then casts *holy aura* and quickened *holy smite*, then moves to attack foes in melee. The elemental does not pursue foes more than 30 feet from the pool's outer edges.

Morale The Tears of St. Ilnea fights to the death.

STATISTICS

Str 34, **Dex** 26, **Con** 23, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +16; **CMB** +30 (+32 bull rush); **CMD** 53 (55 vs. bull rush)

Feats Combat Reflexes, Dodge, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack, Quicken Spell-Like Ability (*holy smite*), Toughness

Skills Acrobatics +27, Escape Artist +27, Fly +8, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +19, Swim +39

Languages Aquan, Celestial

B2. SEVESTRA'S CAVE (CR 14)

Stalactites and stalagmites crowd the edges of this series of connected caverns, leaving a winding path through the center along the banks of a creek of crystal-clear water. Two stone bridges offer passage over the swiftly moving current where it passes through the caverns. A serene blue glow from the water and the moisture clinging to the walls highlights images carved along the cave walls that depict an armored warrior confronting a hulking demon with burning skin and a wavy-bladed sword.

A successful DC 15 Knowledge (history or religion) check identifies the warrior depicted on the wall paintings as St. Ilnea, the first saint of Iomedae, while a successful DC 20 Knowledge (planes) check identifies the demon she's fighting as the balor lord Karash'e'tor. The creek averages 8 feet deep and has steep banks, and its swift waters require a successful DC 15 Swim check to navigate.

Creatures: St. Ilnea's last living devotee, Sevestra Hanail, has tended this holy site ever since Ilnea fell in battle with Karash'e'tor. Sevestra's charge of protecting the temple from tomb robbers as well as demon cultists who periodically invade in search of their dark master's weapon (see area B6) has been made easier with a blessing from Iomedae herself, which transformed the elderly woman into a sacred protector known as a divine guardian.

The entire complex of St. Ilnea's Fountain is Sevestra's sacred site, and every morning after her daily prayers, she selects the site as the focus of her cavalier keeper ability. She spends the bulk of her time meditating in these caverns, along with her lion mount Silvermane and the two shield archons who have long been her only other companions in guarding the complex. However, Sevestra pays a visit to the fountain (area B7) for a few hours every evening.

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She appreciates visitors to the Cerulean Spring (area B1) but is immediately wary of those who would enter the caves, for the faithful of Iomedae hold them sacred and not to be intruded upon.

There's a 75% chance that Sevestra is located here when the PCs arrive in the complex at any time other than between the hours of 8:00 P.M. and 10:00 P.M. (a chance that increases to 100% if the *alarm* on the secret door was triggered). If the PCs arrive within that 2-hour span and don't trigger the *alarm*, Sevestra is instead encountered in area B7, in which case only Silvermane and the two shield archons remain to guard this cavern.

SEVESTRA HANAIL**CR 12****XP 19,200**

Female divine guardian old human cavalier (beast rider) 14
(*Pathfinder RPG Bestiary* 4 60, *Pathfinder RPG Advanced Player's Guide* 32, *Pathfinder RPG Ultimate Combat* 36)

**SEVESTRA HANAIL**

LG Medium humanoid (good, human, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision;

Perception +23

DEFENSE

AC 22, touch 10, flat-footed 22 (+12 armor)

hp 151 (14d10+70); fast healing 5

Fort +14, **Ref** +4, **Will** +8

Defensive Abilities ability healing; **Immune** disease, mind-affecting effects, poison

OFFENSE

Speed 50 ft.

Melee +1 *holy glaive* +19/+14/+9 (1d10+2/19-20/x3 plus 2d6 vs. evil) or

mwk longsword +18/+13/+8 (1d8+1/19-20)

Ranged mwk composite longbow +15/+10/+5 (1d8+1/x3)

Special Attacks banner +3, cavalier's charge, challenge 5/day (+14 damage), demanding challenge, greater banner, greater tactician 3/day (Coordinated Maneuvers or Outflank, swift action, 10 rounds), mighty charge

Spell-Like Abilities (CL 14th; concentration +16)

At will—*dimension door* (within sacred site only)

3/day—*alarm*, *knock*

1/day—*arcane lock*, *augury*, *clairaudience/clairvoyance*, *commune*, *dismissal* (DC 17), *forbiddance* (DC 18), *guards and wards* (DC 18), *hold portal*

TACTICS

During Combat Once battle begins, Sevestra uses her challenge ability on the most capable-looking melee fighter. After 3 rounds or once she's reduced to fewer than 80 hit points, a shield archon (if one still lives) uses its transpose ally ability to swap places with her, at which point she calls her mount Silvermane to her side to mount up. She prefers to fight with her glaive, maintaining reach as she can.

Morale Sevestra fights until she is reduced below 20 hit points, at which time she casts *dimension door*, teleporting to area B7 with Silvermane, where she defends the fountain to her death.

STATISTICS

Str 13, **Dex** 10, **Con** 17, **Int** 12, **Wis** 18, **Cha** 14

Base Atk +14; **CMB** +17; **CMD** 25

Feats Coordinated Maneuvers^{APG}, Great Fortitude, Heavy Armor Proficiency, Improved Critical (glaive), Mounted Archery, Mounted Combat, Outflank^{APG}, Power Attack, Ride-by Attack, Spirited Charge, Toughness, Weapon Focus (glaive)

Skills Bluff +19 (+26 to conceal information about sworn charge), Handle Animal +19, Intimidate +19, Knowledge (religion) +13, Linguistics +6, Perception +23, Ride +12, Sense Motive +9

Languages Aquan, Celestial, Common

SQ blessed life, divine swiftness, exotic mount (lion named Silvermane), I shall not be moved, keeper, order of the seal^{UC}, sacred site

Gear +3 *full plate*, +1 *holy glaive*, mwk composite

longbow (+3 Str) with 20 arrows, mwk longsword, *belt of mighty constitution* +2

SILVERMANE

Male lion mount

LG Large animal

Init +4; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 30, touch 13, flat-footed 26 (+6 armor, +3 Dex, +1 dodge, +11 natural, –1 size)

hp 114 (12d8+60)

Fort +12, **Ref** +12, **Will** +8 (+4 vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee bite +16 (1d8+8 plus grab), 2 claws +16 (1d8+8)

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

Special Attacks pounce, rake (2 claws +16, 1d8+8)

TACTICS

During Combat Silvermane defends Sevestra to the best of his ability, but left to his own devices, he focuses his attacks on the largest (or most heavily armored) foe.

Morale Silvermane fights to the death.

STATISTICS

Str 26, **Dex** 19, **Con** 18, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 33 (37 vs. trip)

Feats Dodge, Endurance, Improved Natural Attack (claw), Iron Will, Medium Armor Proficiency, Toughness

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Perception +15

SQ combat riding, devotion, multiattack

Gear mwk breastplate barding

SHIELD ARCHONS (2)

CR 10

XP 9,600 each

hp 112 each (*Pathfinder RPG Bestiary* 2 31)

B3. SILVERMANE'S DEN

The heavy scent of musk emanates from this dark nook, and the scattering of bones and bits of fur attest to the fact that a great beast lairs here.

Sevestra's lion mount, Silvermane (see above), sleeps in this cavern. Every few days, she teleports the lion outside with *dimension door* to hunt for food.

Treasure: One of Silvermane's most recent kills was a hobgoblin oracle who attacked him on a hunt. While only fragments of the hobgoblin's body remain uneaten, the lion didn't like the texture or flavor of his armor. This dismantled suit of +2 *defiant angelskin hide armor*^{UE} lies in a scattered heap to the west, slightly chewed here and there but overall still in fine condition.

B4. FALSE FOUNTAIN

A giant marble statue depicting an armored woman stands atop a raised dais in front of an ornate stone door. Flanking a set of tiled stairs at the base of the dais is a pair of sculptures depicting jovial cherubs bathing themselves. A pool surrounds the dais, fed from four spouts that resemble angels holding giant decanters. The water that pours from the decanters seems to feed the cavern's underground river.

An examination of the spouts reveals nothing unless one can examine magical auras, in which case a successful DC 25 Spellcraft check confirms that they have transmutation auras and that the water is likely transported via magic from elsewhere to funnel out of these spouts (in fact, from the actual font in area B7).

Hazard: A *suggestion* effect, courtesy of Sevestra's *guards and wards* spell, protects the dais—anyone who steps upon it must succeed at a DC 18 Will save to resist the suggestion to “leave this complex at once.”

B5. IOMEDAE'S TEMPLE (CR 14)

Thousands of green and blue tiles adorn the walls of this room, creating a mosaic of a stern warrior leading armies against a horde of wild-eyed humans and fiends led by a flaming demon with a wavy-bladed sword. At the chamber's western end stand five magnificent marble statues representing a chorus of angels lauding the unyielding warrior depicted in the mosaic. A shimmering blue radiance reflects off these statues from four multifaceted, crystal decanters that wash the chamber in a soft cerulean glow.

This chamber has a vaulted ceiling, 40 feet high at its peak but only 20 feet high at its edges. The same cyan tiles that cling to its walls decorate the gently arching ceiling, creating the image of an open sky. Four crystal decanters filled with the cavern's illuminated water bask this area with normal light. The stern woman depicted in the mosaic and one of the statues is St. Ilnea, shown here battling against Karash'e'tor and his demonic and cultist minions.

Creature: Iomedae has tasked a single astral deva with helping to guard this inner sanctum. This deva is named Ambrihama, and when either door to area B5 is opened, she appears in this room with a blast of thunder. Ambrihama appraises those who stand before her, standing perfectly still and waiting for intruders to make the first move while she observes with *detect evil*. If she detects any evil intruders attempting to move deeper into the temple, she attacks. Once combat begins, Ambrihama fights to the death, pursuing foes as needed throughout the complex.

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HELLFIRE HALO

In protest of an angel's destruction or as a reward for its death, the halo of such a sanctified creature sometimes spontaneously transforms into a corruption of its purity.

HELLFIRE HALO (MINOR ARTIFACT)

SLOT head	CL 16th	WEIGHT 1 lb.
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AURA strong abjuration and transmutation

This tarnished ring looks like a fiery halo set ablaze in evil-looking fire. The flames are harmless and shed light as an everburning torch; the wearer can suppress or activate these flames as a swift action. A *hellfire halo* functions as a *headband of mental superiority* +2 that grants ranks in Intimidate. If the flames of the halo are burning, the wearer becomes immune to the effects of an archon's aura of menace and ignores the protective aura of any angel he attacks. In addition, up to three times per day as he strikes any creature under the effects of a *holy aura*, the wearer can attempt to dispel that effect as if casting a quickened *dispel magic* (CL 16th). The first time each day that the wearer is attacked by a creature using smite good, that smite effect immediately ends and is wasted, and the creature making the attack must succeed at a DC 20 Will save or be staggered for 1d4 rounds.

DESTRUCTION

A *hellfire halo* can be destroyed by immersing it in holy water and then casting *dispel evil* on it.



The final battle between St. Ilnea and her archnemesis, the balor lord Karash'e'tor, took place in this room long ago. When Ilnea delivered the fatal blow to Karash'e'tor, the violence of his explosive death throes tore this room open, leaving the 40-foot-deep chasm behind. While none of the balor lord's remains survived, his sword plummeted into the gorge below and was partially buried. The potent weapon resisted attempts by St. Ilnea's followers to destroy or even manipulate it, and so the decision was made to leave the deadly blade where it had fallen and to transform the surrounding area into a sacred shrine to prevent it from falling into the enemy's hands once again.

Creature: A cabal of couatls, their wings crimson red and bodies silvery in hue, have long served as guardians of this chamber, volunteering their time in thanks for aid Iomedae granted them long ago when she was still mortal. Currently, three of these powerful couatls stands guard in this room, maintaining *invisibility* and ready to attack any who might attempt to recover the blade buried in the rubble below. They do not interfere with anyone simply moving through the room, but if the fountain in area **B7** is defiled, the couatls take notice (if they still live) and move swiftly to investigate. Once in combat, the couatls fight to the death.

ADVANCED COUATLS (3)**CR 11****XP 12,800 each****hp** 150 each (*Pathfinder RPG Bestiary* 294, 49)

Treasure: Hidden amid the debris at the bottom of the chasm lies *Karash'e'tor's Razor* (a +2 *adamantine bastard sword*). A side effect of the blade's magic makes it impossible for nonevil creatures to wield, pick up, disarm, or sunder the sword; if they try to do so, they find that it acts as if nothing more than an illusion. The blade's hilt protrudes from the rubble, and can be spotted with a successful DC 30 Perception check (remember to modify this for distance for those glancing into the chasm from above).

Karash'e'tor's Razor behaves differently if wielded by a character who can cast divine spells and worships or otherwise serves a demon lord. In the hands of such a character, the weapon functions as a +5 unholy adamantine bastard sword that also deals 1d6 points of bleed damage to any creature damaged by the blade. This damage does not stack with itself, but whenever a creature takes damage from this bleed effect, the wielder of *Karash'e'tor's Razor* heals an equal amount of damage. When a demon-worshipping wielder of the weapon uses it to successfully deliver a sneak attack or a coup de grace, the character gains a +2 morale bonus on attack rolls, saves, and skill checks for the remainder of the next round.

AMBRIHAMA**CR 14****XP 38,400**Female astral deva (*Pathfinder RPG Bestiary* 10)**hp** 172

Treasure: When Ambrihama is dealt a killing blow, her halo ignites in hellfire and falls to the ground in protest of this blasphemous act. Any PC may claim this *hellfire halo* (see the sidebar on page above) as a trophy.

B6. THE CLEFT HALL (CR 14)

A great chasm divides this once magnificent hall, separating the north and south sections of the chamber. Debris from the room's now-absent middle section fills the cleft with shattered marble columns, chipped tiles, and porcelain fixtures. Evidence of a terrific explosion mars the edges of the rift, where the stone seems to have partially melted under a furious scorching blast.

B7. ST. ILNEA'S FOUNTAIN (CR 14)

A strong floral scent permeates this blue-and-green tiled chamber. Water from eight decanters affixed to the walls of the room spills into a marble-lined pool at the room's center, radiating with a brilliant blue glow, but the water level of the pool never seems to rise, despite its constant replenishment from the decanters. A set of polished stone stairs descends into the pool.

This chamber contains the pristine and magical wellspring that feeds the waters at St Ilnea's Fountain. The eight decanters each contain bone fragments of St. Ilnea, and as long as these fragments remain in place, they function as *decanters of endless water* that fill the pool below with holy water. These waters are then magically shunted to the spouts in area B4 and then to the Cerulean Spring (area B1), where they remain crystal clear and pure but lose their holy qualities. A creature who wishes to remove one of the bones from the decanters by hand is automatically splashed with a dose of holy water and must succeed at a DC 25 Dexterity or Sleight of Hand check to fish the miniscule relic out. Once a bone is removed, the decanter becomes nonmagical until the bone fragment is replaced. These bone fragments are supernaturally hard but can be destroyed with enough brute force (hardness 25, hp 10, break DC 32).

Trap: Magical sensors in this room's walls constantly *detect evil*, and 1 round after an evil source is detected in here, the door to the room slams shut. Objects or creatures in the doorway take 8d6 points of bludgeoning damage (DC 15 Reflex negates as long as the object or creature immediately moves to one side of the door or the other). The door can be held open with a successful DC 30 Strength check each round. Once the door closes, the volume of water in the room increases drastically, filling the room with holy water in only a single round. Creatures in the room risk drowning, while evil-aligned creatures take 4d6 points of damage from the holy water each round they remain immersed (undead, evil outsiders, and evil divine spellcasters take double damage). A successful DC 20 Fortitude save halves the damage for that round. Once the waters fill the room, they remain for 10 minutes before they drain and the door opens once again.

Good-aligned creatures are granted *water breathing* by this flood, and lawful good creatures also gain the benefit of *freedom of movement* while the room is flooded.

The trap can be automatically disabled by removing all eight bone fragments from the decanters.

HOLY WATER FLOOD

CR 14

XP 38,400

Type magic; **Perception** DC 30; **Disable Device** DC 30 (or via removal of all eight bone fragments)

EFFECTS

Trigger visual (*detect evil*); **Onset Delay** 1 round; **Reset** automatic

Effect holy water flood (targets all creatures in room, drowning plus damage to evil foes [see above])

Development: If the PCs arrive in this room between the hours of 8:00 P.M. and 10:00 P.M., they find Sevestra here, meditating before the pool. In addition, if the couatls from area B6 still live, they immediately move to enter this room (passing through walls ethereally if necessary) once they realize someone is attempting to defile the waters (see below).

DEFILING THE SACRED WATERS

The defilement of the sacred waters must take place at the source of St. Ilnea's Fountain (area B7). To defile the waters, the PCs must immerse the body of a creature loyal to Iomedae who was killed within the last 24 hours within the pool in area B7. Once the body is immersed, *unhallow*, *desecrate*, or *curse water* must be cast upon the pool; the duration of the defilement depends on the nature of the spell used. *Unhallow* permanently defiles the fountain, while *desecrate* only defiles it for the spell's duration. *Curse water* only defiles the pool for a number of rounds equal to the level of the spell's caster. If the decanters on the walls of area B7 still contain bone fragments and continue to pump fresh holy water into the pool, the defilement from *curse water* lasts for only 1d4 rounds before it is cleansed.

The PCs need not permanently defile the waters in order to empower the *tathlum*, but doing so is an obviously evil act that would strike a blow against Iomedae's faith. Once the water has been defiled, the PCs can simply immerse Parnoneryx's severed head in the pool, thus fulfilling one of three tasks to prepare the *tathlum*.

Story Award: If the PCs defile the sacred waters and gather the first component to create the *tathlum*, grant them 25,600 XP. If the PCs permanently defile St. Ilnea's Fountain as well, grant them an additional 25,600 XP.

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The second stage in preparing the *tathlum* requires 100 drops of blood harvested from a hundred different innocents. The fact that this blood must be harvested within a single 24-hour period from 100 different people who live in close proximity and know each other complicates matters, but by following Queen Abrogail's advice and paying a visit to the small village of Barleybridge, the PCs have a good chance of being able to complete this step. If the PCs fail in this attempt or wish to harvest the blood from elsewhere, use the encounters and details presented below to inspire your own scenes of mass murder. As with the other locations, Abrogail is willing to use *greater teleport*

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to send the PCs to the outskirts of the town; she suggests against appearing in the middle of the town, so as to not startle the citizens too soon, and that the more drops of blood the PCs can harvest without causing a panic, the better their chances will be. Barleybridge has a population of just under 200, so there should be more than enough victims for the PCs to harvest blood from, but if they panic and flee, things could get complicated.

C. BARLEYBRIDGE

The village of Barleybridge is located in the western Turanian Hills. One of dozens of similar villages spread throughout Chelax, Barleybridge has no real claim to fame, for good or for ill. Its citizens are proud Chelaxians who pay their taxes, yet rumors of the growing influence of the church of Cayden Cailean have long troubled the government. Only Barleybridge's small size and humility has kept it from being the focus of a full-on Asmodean inquisition, but today, that long-term protection is about to backfire, for to Queen Abrogail, the citizens of Barleybridge make for a perfect source of innocent blood.

Barleybridge sits on a small, teardrop-shaped island on the northwestern shore of the murky depths of Mudwater Lake, accessible via boat or the single stone bridge that the town is named after. The closest "big city" to Barleybridge is Macini, but the village is self-sufficient. Its primary exports are barley and barley products, but these products bring Barleybridge no great fame. The village is currently enjoying Barleyfest, an annual celebration of all things barley, wherein two of Barleybridge's residents are crowned Barley King and Queen for the coming year.

Farms and family dwellings make up the majority of Barleybridge's buildings, with the typical home housing 1d4+1 low-level human residents. These villagers pose no threat to powerful PCs, but their pleas for mercy could make for interesting moral dilemmas. Feel free to give these villagers names and personalities as you see fit, perhaps generated randomly as you game using the tables on pages 94–98 of the *Pathfinder RPG GameMastery Guide*, or using stat blocks for 1st to 3rd-level commoners, experts, and warriors from that book or *Pathfinder RPG NPC Codex*. Exceptions to this rule are noted in the Notable NPCs section of the settlement stat block below, but also include the four adventurers who are currently relaxing in town (see The Fearless Crows on page 41).

BARLEYBRIDGE

CG village

Corruption –1; **Crime** –1; **Economy** –1; **Law** +0; **Lore** +0;

Society –1

Qualities insular, rumormongering citizens

Danger +0

DEMOGRAPHICS

Government autocracy

Population 198 (180 humans, 18 other)

Notable NPCs

Barley King Raspin Teage (NG male human commoner 5; *Pathfinder RPG NPC Codex* 257)

Barley Queen Clara Greklesten (LG female human wizard 4; *NPC Codex* 179)

Burgomaster Bartleby Keller (CG male human expert 7; *NPC Codex* 263)

Mother Ester Osterle (CG female halfling cleric of Cayden Cailean 6; *NPC Codex* 47)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items +1 light wooden shield, oil of obscure object, potion of darkvision, potion of eagle's splendor, scroll of mirror image, scroll of zone of truth, scroll of create food and water, wand of blindness/deafness (41 charges);

Medium Item enlarge metamagic rod

LOCATIONS IN BARLEYBRIDGE

A brief description of the major locations in Barleybridge is provided below. Buildings that are not numbered on the map are residences.

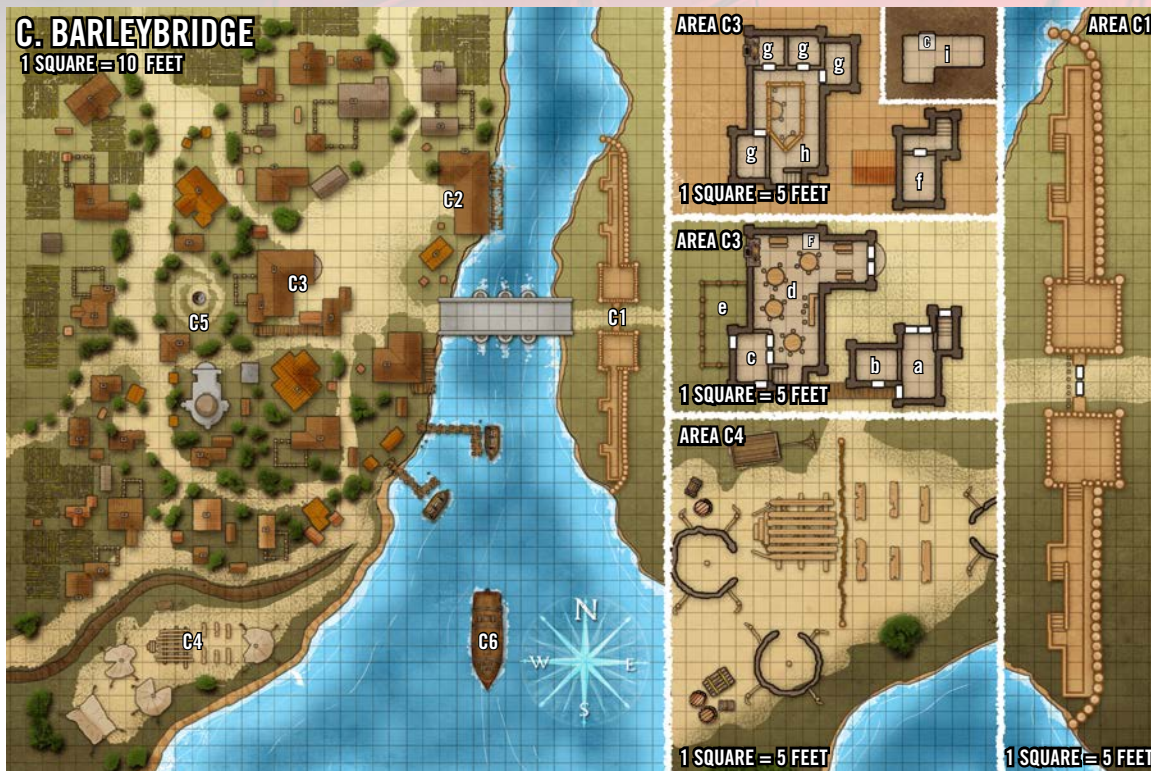
C1. Barleybridge Gate: A pair of watchtowers and a palisade wall (hardness 5, hp 20, break DC 23, Climb DC 21) provide a physical barrier between the mainland and the sole land route to Barleybridge. Between the twin watchtowers is a gate of oak doors (hardness 5, hp 15, break DC 18) reinforced by an iron portcullis (hardness 10, hp 60, lift DC 25). Atop each watchtower squats a great brass gong that, when rung, acts as an alarm to alert Barleybridge's residents to seek shelter in the event that bandits or wandering monsters encroach upon their settlement. Also atop the towers is the winch mechanism to raise the portcullis. The gate is open and the wall untended the first time the PCs arrive in town, due to the fact that Barleyfest is in full swing. The bridge beyond the gate is made of reinforced masonry; destroying it requires the destruction of at least two north-south adjacent squares of the bridge (each 10-foot-square section has hardness 8, hp 180, break DC 45).

C2. The Mill: This large mill is the oldest building in town and is owned by Bartleby Keller, the village's current burgomaster. All of the town's exported barley is ground in the mill.

C3. Inn of the Friendly Traveler: Barleybridge's only public house is detailed on page 39.

C4. Festival Grounds: Several colored tents, covered wagons, and a hastily constructed wooden stage decorate this festival ground. Many of Barleybridge's citizens can be found gathered here if the PCs visit during the day, taking part in the fun and games of Barleyfest. Due to the revelry and rambunctiousness at this celebration, the villagers partaking in the carnival will not hear the alarm if the gongs atop the gate watchtowers (area C1) are rung.

C5. Abrogail's Watch: A wooden statue to honor Queen Abrogail Throne II stands atop a low hill here,



although it's suffered from weathering and neglect over the years. The statue is of poor quality and its nose is very misshapen.

C6.' The Sodden Sister: A rundown keelboat with the words *The Sodden Sister* painted on its stern lies anchored in the shallows of Mudwater Lake. An adventuring company called the Fearless Crows, currently staying at the Inn of the Friendly Traveler, owns the boat. There's nothing of value on board.

C3. INN OF THE FRIENDLY TRAVELER

The second oldest building in Barleybridge, and the village's only two-story building, the Inn of the Friendly Traveler always welcomes what few visitors come to Barleybridge. Obvious government agents are greeted with forced delight, and a successful DC 20 Sense Motive check is enough to raise suspicions that the staff is hiding something. In fact, the inn, owned and operated by a cheerful halfling woman named Ester Osterle, conceals the town's secret shrine to Cayden Cailean (see area C3i).

C3a. Carriage House: A well-maintained carriage is parked here. An enclosed stairway to the east climbs up to the roadhouse above the carriage house (area C3f).

C3b. Servant's Quarters: A modest room contains a bunk bed, two washbasins, a chamber pot, and two footlockers. The inn's two barmaids, Enga Vesserli and Zavah Baru, live here.

C3c. Kitchen: This modestly stocked kitchen provides for the inn's guests; most of the food is a variation of some sort

of barley-related repast, with trout, bullfrogs, and crawdads from the lake being the major non-barley offerings.

C3d. Bar Room: The inn's common room is rarely busy, with 2d4+2 locals present during the evening and only 1d4+1 present during the day or late night. A flight of stairs to the south ascends to the balcony overlooking the room (area C3h). A trap door concealed under a thick rug near the inn's northern wall can be discovered with a successful DC 20 Perception check; it leads to the secret cellar (area C3i).

C3e. Pigpen: A broken gate leads into this muddy pen, which contains an impossibly large sow. The pig is oblivious to the PCs' grim business; she's not here for food, but for the disposal of food.

C3f. Roadhouse: A lavish bedchamber sits atop the carriage house, offering coach drivers and their passengers a comfortable place to stay when traveling to and from Barleybridge.

C3g. Guest Rooms: Four rooms offer a comfortable respite for visitors to Barleybridge. Currently, all four rooms have been rented to the Fearless Crows (see Unexpected Defenders below).

C3h. Upper Balcony: A thick rail of oak skirts the balcony's perimeter and provides those on the balcony with partial cover from any attacks from below.

C3i. Secret Cellar: This hidden room can be accessed via the secret trap door in the bar room; it contains a small shrine devoted to Cayden Cailean and the inn's strongbox, which currently holds 87 gp, 321 sp, and 941 cp.

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An unlocked chest contains all of the magic items listed in the Barleybridge marketplace's stat block above.

HARVESTING THE BLOOD OF INNOCENCE

The PCs' goal at Barleybridge is to harvest 100 drops of blood, extracted from 100 separate "innocents," i.e., good-aligned humanoids. Each drop must be drawn from a body within 1 minute of the innocent's death (either before or after the moment of death occurs), and all 100 drops must be harvested before the next sunrise after the first drop is collected. To maximize the PCs' chances of success, Abrogail suggests they arrive at Barleybridge just after dawn. As it turns out, this is the precise time when many of the townsfolk have gathered in the festival grounds to the south (area C4) to watch the crowning of this year's Barley Queen and King.

With nearly 200 residents in town, any one of which would fulfill the requirement for a good-aligned humanoid donor, the chances of success for a high-level group of villains to harvest the required 100 drops of blood is relatively good—though the village is not completely undefended (see Unexpected Defenders below). How you run the harvest of Barleybridge is left to you. If you wish to play out various combats and track the harvesting of a drop of blood from each slaughtered villager, go for it, but this may quickly grow tiresome. Rather than treat this scene as a long battle against pitiful foes, allow the PCs to brainstorm a plan beforehand, and assign the group an appropriate skill check to attempt based on their plan. If they wish to trick or browbeat villagers into coming with them to a secluded part of town one after the other for promises of gold or whatever, you can assign a Bluff, Diplomacy, or Intimidate check. If the PCs want to set up ambushes and catch villagers unaware, you can assign a Craft (traps), Disable Device, or Stealth check. If the PCs instead choose to stalk victims and strike when a villager or small group goes somewhere relatively secluded, they might roll a Survival (to follow tracks) or Perception check (to simply spot a small group). Creative use of magic and spells to augment their tactics should net the PCs a bonus on the skill check equal to the total number of spell levels expended to aid their tactic. If the PCs simply want to attack the town, a combat maneuver check can be substituted for the skill check.

Harvesting the blood without arousing the suspicion of the village's residents requires a DC 20 skill check as detailed in the paragraph above. With a success, the PCs can harvest 1d4 drops of blood. For every 5 points by which the result exceeds 20, the PCs can harvest an additional 1d4 drops of blood. Only one skill check can be attempted at a time, but other PCs can use the aid another action to help the primary check. Each skill check attempt takes 1 hour to perform (although the PCs can rush the check by taking a –10 penalty to perform a check in 10 minutes). Keep track of the town's

total population! Each drop of blood harvested (and thus, each villager killed) reduces the population by an equal amount.

As soon as a check fails by 5 or more, or as soon as the PCs make a public assault (this is automatic if they decide to substitute a combat maneuver check for a skill check), the town panics. Citizens do their best to flee and escape, and from this point on, 2d6 villagers escape the village every hour, reducing the remaining populace available to harvest blood from by a like amount. If the PCs take the time to destroy the bridge or post guards there, this "leakage" is reduced to 1d4 villagers per hour. In addition, the skill check to harvest blood increases to a DC 25 check as villagers go into hiding on the island.

UNEXPECTED DEFENDERS (CR 14)

The inhabitants of Barleybridge aren't really capable of mounting a defense against the blood harvest that can significantly challenge the PCs, but at some point during the confrontation, the four adventurers currently relaxing in the village—known as the Fearless Crows—will step in to do just that.

Creatures: The Fearless Crows are bonded by a shared faith in Cayden Cailean and a heritage that ties them to Barleybridge. While none of them count Barleybridge as their actual hometown, they started their adventuring careers here, rising to the defense of the village several years back when they answered a call for help involving a tribe of mites on the far side of the island who were meddling with the barley harvest. After that first adventure, the Fearless Crows have traveled throughout Cheliah and Andoran, but they make a point of trying to return to Barleybridge every year to enjoy Barleyfest as a way to commemorate their continued successes.

The Fearless Crows can complicate the blood harvest even before they realize something is going on, depending on the time of day.

An Hour Before Dawn: The Fearless Crows wake early and share a *heroes' feast* cast by their cleric, Nedowyn, for breakfast. It's unlikely the PCs will arrive in town before this point, but if they make the foolish choice to begin the blood harvest an hour before dawn, resolve the skill checks normally (though any blood gathered is rendered useless for the ritual at the end of the hour as the sun rises).

Dawn to Noon: During these hours, the Fearless Crows take part in the festivities at the festival grounds; their presence imposes a –10 penalty on blood harvest skill checks attempted in area C4 as a result.

Noon to 1:00 P.M.: The Fearless Crows retire to the Inn of the Friendly Traveler for lunch. During this time, blood harvest skill checks resolve normally.

1:00 to 6:00 P.M.: For the afternoon, the Fearless Crows split up and wander the village, meeting with

old friends and enjoying the sights. Blood harvest skill checks anywhere in Barleybridge take a –4 penalty during these hours.

6:00 P.M. to Midnight: The Fearless Crows retire to the Inn of the Friendly Traveler to relax and enjoy the company of each other and close friends in town; blood harvest skill checks resolve normally.

Midnight to Dawn: The Fearless Crows sleep in their rented rooms in the Inn, and blood harvest skill checks gain a +4 bonus as a result.

The timing of when the Fearless Crows intervene to confront the PCs and try to save the town is left to you. The PCs might learn about the four adventurers before they begin their harvest and ambush them in the Inn of the Friendly Traveler, of course, but if the PCs don't take care of the adventurers beforehand and word of the blood harvest spreads (either due to a low roll on a skill check or as a result of the PCs using a combat maneuver check to harvest blood), the Fearless Crows swiftly mobilize to confront the PCs (see The Fearless Crows below for their stat blocks and tactics).

In any case, once the PCs have harvested 80 drops of blood, the Fearless Crows realize something strange is going on and seek the source of the village's mysterious disappearances and deaths. If the PCs aren't careful about hiding the bodies of their victims, the Fearless Crows notice something is amiss once the PCs have harvested only 30 drops of blood.

THE FEARLESS CROWS

When trouble rears its ugly head in Barleybridge, the four kindhearted and talented adventurers of the Fearless Crows quickly gather to seek out the cause and do their best to stand against the PCs.

Jelbi: Jelbi is the most cheerful and energetic of the four, a swift-chattering gnome with pink hair and exceptional skill at dancing while playing stringed or wind instruments. She's long admired Cayden Cailean for his irreverent attitude and good taste in booze, and prides herself that she's heard several songs she's written about him and his escapades played in taverns throughout the Inner Sea region. She's fond of collecting menus from various taverns, but would never think of snatching one without paying for it!

JELBI	CR 10
XP 9,600	
Female gnome bard 11	
CG Small humanoid (gnome)	
Init +2; Senses low-light vision; Perception +15	
DEFENSE	
AC 23, touch 14, flat-footed 20 (+6 armor, +2 Dex, +1 dodge, +3 shield, +1 size)	
hp 122 (11d8+55)	
Fort +6, Ref +9, Will +9; +2 vs. illusions, +4 vs. bardic	

performance, language-dependent, and sonic,
+4 vs. poison and fear

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee mwk longsword +10/+5 (1d6–1/19–20)

Ranged +1 composite shortbow +11/+6 (1d4/x3)

Special Attacks bardic performance 28 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 19], inspire competence +4, inspire courage +3, inspire greatness, suggestion [DC 19]), hatred

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

1/day—*dancing lights*, *ghost sound* (DC 15),
prestidigitation, *speak with animals*

Bard Spells Known (CL 11th; concentration +15)

4th (3/day)—*dimension door*, *dominate person* (DC 18),
greater invisibility

3rd (5/day)—*dispel magic*, *haste*, *purging finale*^{APG}
(DC 17), *slow* (DC 17)

2nd (5/day)—*cure moderate wounds*, *glitterdust* (DC 16),
hold person (DC 16), *mirror image*, *suggestion* (DC 16)

1st (6/day)—*charm person* (DC 15), *cure light wounds*,
grease, *hideous laughter* (DC 15), *saving finale*^{APG}
(DC 15), *vanish*^{APG} (DC 16)

0 (at will)—*detect magic*, *lullaby* (DC 14), *open/close* (DC 14), *prestidigitation*, *read magic*, *summon instrument*

TACTICS

Before Combat Jelbi's statistics above include the effects of Nedowyn's *heroes' feast*.

During Combat Jelbi starts an audible bardic performance to inspire courage in herself and allies and casts *greater invisibility*. She casts *haste* as early in the combat as she can to affect all of the Fearless Crows, then moves on to use her offensive spells against opponents. If her *greater invisibility* ends, Jelbi casts it again unless she's out of 4th-level spell slots, in which case she casts *mirror image* instead. In melee combat, she always uses Arcane Strike, but she's ready to cast *purging finale* to get allies back in a fight or *saving finale* if an ally fails an important saving throw, restarting her inspire courage bardic performance on her next action.

Morale Jelbi fights to the death unless she's the last one standing, in which case she flees Barleybridge.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +8; **CMB** +7; **CMD** 19

Feats Arcane Strike, Craft Wand, Dodge, Extra Performance, Iron Will, Toughness

Skills Acrobatics +18, Craft (musical instruments) +15, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +16, Knowledge (nature) +14, Linguistics +6, Perception +15, Perform (dance) +18, Perform (string instruments) +18, Perform (wind instruments) +18

Languages Common, Elven, Gnome, Infernal, Sylvan, Varisian

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SQ bardic knowledge +5, gnome magic, jack-of-all-trades, lore master 2/day, versatile performances (dance, string, wind)

Combat Gear *wand of break enchantment* (4 charges), *wand of confusion* (CL 10th, 15 charges), *wand of cure serious wounds* (8 charges); **Other Gear** +2 chain shirt, +2 buckler, +1 composite shortbow with 20 arrows, mwk longsword, satchel containing menus from 54 different Inner Sea taverns, 140 gp

Koss: Koss is stoic and silent, yet prone to passionate outbursts when faced with cruelty or mockery. He faced a fair amount of bullying as a child, growing up in a backwater Chelish thorp that couldn't understand his unusual heritage. Koss, as one of

the azata-blooded musetouched, has a head of silvery feathers and solid white eyes that have always marked him as an aasimar. His faith in Cayden Cailean is perhaps the weakest of the Fearless Crows, and though he eschews alcohol (so as to avoid falling into the same early grave his alcoholic father did) and feels the faith places too much stock in luck and foolhardy bravery, the value that the creed puts on freedom and personal choice has always appealed to him.

KOSS**CR 10****XP 9,600**

Male azata-blooded aasimar sorcerer 11 (*Pathfinder Player Companion: Blood of Angels* 22, *Pathfinder RPG Bestiary* 7)
CG Medium outsider (native)
Init +3; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 23, touch 15, flat-footed 19 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +4 shield) **hp** 89 (11d6+34)

Fort +7, **Ref** +8, **Will** +11; +4 vs. poison and fear

Resist acid 10, cold 10, electricity 5

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee quarterstaff +5 (1d6-1)

Aasimar Spell-Like Abilities (CL 11th; concentration +15)
1/day—*glitterdust* (DC 16)

Sorcerer Spell-Like Abilities (CL 11th; concentration +15)
7/day—heavenly fire (1d4+5 divine energy)

Sorcerer Spells Known (CL 11th; concentration +15)
5th (4/day)—*flame strike* (DC 19), *overland flight*, *wall of force*
4th (7/day)—*charm monster* (DC 18), *dimension door*, *phantasmal killer* (DC 18), *remove curse*
3rd (7/day)—*dispel magic*, *lightning bolt* (DC 17), *magic circle against evil*, *spiked pit*^{APG} (DC 17), *vampiric touch*
2nd (7/day)—*acid arrow*, *blindness/deafness* (DC 16), *create pit*^{APG} (DC 16), *glitterdust* (DC 16), *mirror image*, *resist energy*
1st (7/day)—*bless*, *feather fall*, *mage armor*, *magic missile*, *reduce person* (DC 15), *shield* 0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *disrupt undead*, *ghost sound* (DC 14), *mending*, *message*, *ray of frost*, *read magic*

Bloodline celestial**TACTICS**

Before Combat Koss's statistics above include the effects of Nedowyn's heroes' feast. In addition, he casts *mage armor*, *shield*, and *overland flight* before getting into a fight.

During Combat Koss avoids melee combat, and tries to stay mobile in a fight so he can hit foes with his spells, preferring to use flight to remain out of melee reach but still in range to be affected

**KOSS AND JELBI**

by allied spell effects. He casts *mirror image* on the first round of combat, then focuses on battlefield control for the following few rounds, using *wall of force*, *spiked pit*, and *create pit* to complicate things for the enemy. He's quick to use *dispel magic* on particularly dangerous effects as they come up, and relies on *blindness/deafness* when faced with foes who utilize sneak attacks or ranged attacks. If an ally is in deadly peril, Koss swoops in to teleport that ally and himself to safety with *dimension door*, but he won't travel too far if that means abandoning other Fearless Crows. He prefers to save area effect damage spells and his *staff of fire* to use against grouped foes once his allies have softened them up.

Morale Koss fights to the death unless he's the last one standing, in which case he flees Barleybridge.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +5; **CMB** +5; **CMD** 25

Feats Combat Casting, Craft Staff, Defensive Combat Training, Dodge, Empower Spell, Eschew Materials, Quicken Spell, Toughness

Skills Diplomacy +6, Fly +21, Knowledge (arcana) +14, Spellcraft +14

Languages Celestial, Common

SQ bloodline arcana (summoned creatures gain DR 5/evil), wings of heaven (11 minutes/day)

Combat Gear *potion of cure moderate wounds* (2), *staff of fire* (6 charges); **Other Gear** quarterstaff, *cloak of resistance* +2, *ring of protection* +1

SPECIAL ABILITIES

Azata-Blooded Descended from azatas, azata-blooded aasimars receive a +2 racial bonus to their Charisma and Wisdom scores, a +2 racial bonus on Diplomacy and Perform checks, and can use *glitterdust* once per day as a spell-like ability. These abilities replace the normal aasimar racial traits.

Nedowyn: Nedowyn is the closest thing the Fearless Crows have to a leader, primarily because he's the party's cleric. The others (who all share his faith) often look to him for advice, but Nedowyn feels awkward in the role of leader and fears his decisions may eventually bring the Fearless Crows down. He's fond of Cayden Cailean's adage to discuss plans twice—once when sober and once when drunk (or vice versa) to ensure as many options are explored as possible. Plagued by nightmares of failing the Crows, Nedowyn hasn't been sleeping well lately, and as such, he's the only member of the group who refuses to flee a battle under any circumstances.

NEDOWYN

CR 10

XP 9,600

Male human cleric of Cayden Cailean 11

CG Medium humanoid (human)

Init +2; **Senses** Perception +4

DEFENSE

AC 23, touch 12, flat-footed 21 (+8 armor, +2 Dex, +3 shield)

hp 122 (11d8+69)

Fort +10, **Ref** +5, **Will** +12; +4 vs. poison and fear

OFFENSE

Speed 40 ft.

Melee +2 *rapier* +14/+9 (1d6+2/18–20)

Special Attacks channel positive energy 7/day (DC 17, 6d6)

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

At will—dimensional hop (110 feet/day), charming smile (DC 19, 11 rounds/day)

7/day—dazing touch

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

6th—*find the path*⁰, *heroes' feast*

5th—*breath of life* (DC 19), *charm monster*⁰ (DC 19), *wall of stone*

4th—*chaos hammer* (DC 18), *dimension door*⁰, *divine power*, *holy smite* (DC 18), *greater magic weapon*

3rd—*invisibility purge*, *magic vestment*, *prayer*, *remove curse*, *searing light*, *suggestion*⁰ (DC 17)

2nd—*aid*, *calm emotions*⁰ (DC 16), *hold person* (DC 16), *remove paralysis*, *lesser restoration*, *spiritual weapon*

1st—*charm person*⁰ (DC 15), *command* (DC 15), *divine favor*, *protection from law*, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*create water*, *detect magic*, *mending*, *stabilize*

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

TACTICS

Before Combat Nedowyn casts *heroes' feast* for the Fearless Crows in the morning, and its effects are included in his statistics above. In addition, he casts *greater magic weapon* on his rapier and *magic vestment* on his armor early every morning.

During Combat Nedowyn begins a combat by casting *shield of faith*, then joins Tanti in melee to support her. He relies primarily on channeled energy to keep the group healed, often using his Quick Channel feat to activate the ability as a move action and then get a bit more healing in with a spell. He relies on magic for ranged attacks, and abandons melee to aid allies with recovery spells like *remove paralysis* or *breath of life* as needed, but knows his role as a frontline combat companion to Tanti is as important to the group's success, so that the other Crows can hold back and provide support.

Morale Nedowyn fights to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 16, **Int** 8, **Wis** 18, **Cha** 14

Base Atk +8; **CMB** +9; **CMD** 20

Feats Craft Wondrous Item, Extra Channel, Quick Channel^{lum}, Selective Channeling, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Knowledge (religion) +13, Spellcraft +13

Languages Common

SQ agile feet (7/day)

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Combat Gear *scroll of air walk, scroll of heal*; **Other Gear** mithral breastplate, +2 buckler, mwk rapier, belt of physical might (Dex, Con) +2, golden holy symbol of Cayden Cailean (worth 250 gp)

Tanti: Although she hardly cuts the figure of a frontline fighter, Tanti is just that—a formidable force on the battlefield who enjoys confounding foes with a combination of mobility and precision. She's the one who originally gathered the Fearless Crows together, and her childhood nickname of "Crow" (earned because of her habit of "borrowing" sparkly baubles from her friends) helped give the group its name. She's loyal to Cayden Cailean to the point of having a not-too-subtle and impossible crush on the deity, something she enjoys scandalizing her friend Nedowyn with when she's deep in her cups.



TANTI AND NEDOWYN

TANTI**CR 10****XP 9,600**

Female half-elf rogue (knife master) 3/swashbuckler 8
(*Pathfinder RPG Ultimate Combat* 72, *Pathfinder RPG Advanced Class Guide* 56)

CG Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +13

DEFENSE

AC 24, touch 20, flat-footed 17 (+4 armor, +3 deflection, +4 Dex, +3 dodge)

hp 131 (11 HD; 3d8+8d10+55)

Fort +8, **Ref** +14, **Will** +8; +2 vs. enchantments, +4 vs. poison and fear

Defensive Abilities blade sense, charmed life 4/day, evasion, nimble +2; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 *shock kukri* +18/+13 (1d4+16/15–20 plus 1d6 electricity)

Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (5), sneak stab +2d8, swashbuckler weapon training +1

TACTICS

Before Combat Tanti's stats include the effects of Nedowyn's *heroes' feast*. She drinks a *potion of shield of faith* and a *potion of bear's endurance* before entering a fight.

During Combat Tanti's fighting style is somewhat complex but rather effective. Working with allies (usually Nedowyn), she rarely, if ever, stands still long enough to make a full attack. Instead, she circles her enemies to line up flanking opportunities, but simultaneously seeks to provoke attacks of opportunity from foes

so she can use opportune parry and riposte to try to get additional attacks on them instead as they attack her. If such movement puts her in a disadvantageous position when she flanks a foe, she uses Spring Attack to move out of danger after delivering the strike. By using up a foe's attacks of opportunity and parrying them, she prevents the opponent from using those attacks against spellcasting allies. She avoids spending her last point of panache if possible to maintain the benefits of her precise strike.

Morale Tanti fights to the death unless she's the last one standing, in which case she flees Barleybridge.

STATISTICS

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

Base Atk +10; **CMB** +11; **CMD** 30

Feats Combat Reflexes, Dodge, Extra Panache^{ACG}, Iron Will, Mobility, Skill Focus (Acrobatics), Slashing Grace^{ACG}, Spring Attack, Weapon Focus (kukri), Weapon Specialization (kukri)

Skills Acrobatics +24, Bluff +17, Perception +13, Sleight of Hand +17, Stealth +13

Languages Common, Elven

SQ elf blood, hidden blade, rogue talent (combat trick), swashbuckler finesse

Combat Gear *potion of bear's endurance* (3), *potion of shield of faith* +3 (3); **Other Gear** +1 studded leather, +1 shock kukri, belt of incredible dexterity +2, cloak of resistance +1, 67 gp

THE FINAL DROP

The defeat of the Fearless Crows won't guarantee the PCs' success, but it certainly helps. If the defeat of the adventurers is public, the citizens of Barleybridge suffer a hit to their morale and all subsequent blood harvest skill checks gain a +5 bonus. The PCs are, of course, free to continue the harvest beyond 100 drops, but extra blood won't make for a more dangerous *tathlum*. Once all 100 drops are gathered, the blood remains viable for only 24 hours, so the PCs must anoint the severed head of Parnoneryx with the blood within that time. Once they have done so, the second component for preparing the *tathlum* is fulfilled.

Story Award: If the PCs successfully complete their harvest of the blood of innocence, award them 25,600 XP.

PART 4: THE DESTRUCTION OF HISTORY

The final step in preparing the *tathlum* is to anoint the dragon's head with the "ashes of history"—a symbolic destruction of lore about a creature that helps to focus its destructive potential against those who knew the creature in life and are thus the only remaining sources of information about the creature in question. In Parnoneryx's case, this requires the PCs to travel to Warlock Island off the western coast of Cheliah, where a mysterious library known as the Archive of Redacted Histories can be found. While the PCs are free to travel to Warlock Island via conventional means, as in the previous two missions, Queen Abrogail is willing to *teleport* the PCs directly to the entrance to the archive.

D. ARCHIVE OF REDACTED HISTORIES

Built into a mountainside at the heart of Warlock Island, the Archive of Redacted Histories is part book repository and part vault. Modeled after the infernal Library of Oaths found within Hell's fifth layer, Stygia, this secluded archive is home to a vast collection of heretical tomes and forbidden knowledge that Cheliah's Imperial Ministry of Historical Accuracy has, over the decades, redacted from common knowledge, including various editions of official histories of Cheliah that have been constantly "reinterpreted" by House Thrune during their rule. Ostensibly, the Hellknight Order of the Rack is contracted to destroy these outdated histories, but House Thrune has saved copies of these works for potential future use. As a result, most of the books within

these walls represent the only surviving copies of the tomes in question. Today, however, after nearly a century of Thrune rule, the importance of keeping "outdated realities" has diminished in Queen Abrogail's opinion, and she now sees the archive as an obsolete insurance policy that has outlived its usefulness and is now more of a liability than a boon.

The archive is maintained by the cult of Geryon, the archdevil of forbidden knowledge and heresy, and guarded by Hellknights of the Order of the Glyph, a secret Hellknight order founded by House Thrune to preserve knowledge while keeping it out of the wrong hands. The archive serves as the order's citadel, though they are technically guests of the cult of Geryon within its walls. Queen Abrogail isn't sure what exactly the PCs might face in the archive beyond the cultists of Geryon and Order of the Glyph Hellknights, but she knows that both groups will fight to the death to protect the library. The Order of the Glyph, though nominally allied with House Thrune, follows its own code and does not serve Abrogail directly. They would never agree to destroy the documents under their charge, so the PCs must defeat the Hellknights to acquire the final component for creating the *tathlum*.

Abrogail can give the PCs no more information about the archive's interior, for only the Order of the Glyph Hellknights and the cultists of Geryon are allowed within. Should the queen (or one of her agents) ever require a text from the archive, she makes the request via a *sending* spell, and the cultists of Geryon then retrieve the tome and deliver it, thus limiting knowledge of the site's defenses to only those who live within its walls. In any case, Abrogail has had no need to seek any of the knowledge within the archive to date.

To ensure that the symbolic act of destroying history will carry enough weight to properly prepare the dragon's head for the *tathlum* ritual, the queen tells the PCs that they should burn all of the tomes in the archive to be safe, but at minimum, they must destroy no fewer than 5,000 books. This means that the PCs must burn the majority of the books in areas **D2**, **D3**, and **D9**. Once this has been accomplished, the PCs need only smear some of the ashes from the burned books across the dead dragon's eyes, symbolizing his blindness to his own history, at which point the PCs are instructed to return to the queen for the final stage of creating the *tathlum*.

Glyphs of Warding: Each Order of the Glyph Hellknight stationed in the archive can maintain a single *glyph of warding* (see the Order of the Glyph sidebar on page 47 for details). These glyphs are indicated on the map with the letter "G." Deactivating or triggering these glyphs does not award additional experience points; they are considered to be part of the individual Hellknight challenge ratings. Each of these glyphs activates when a creature enters the square in which it is etched;

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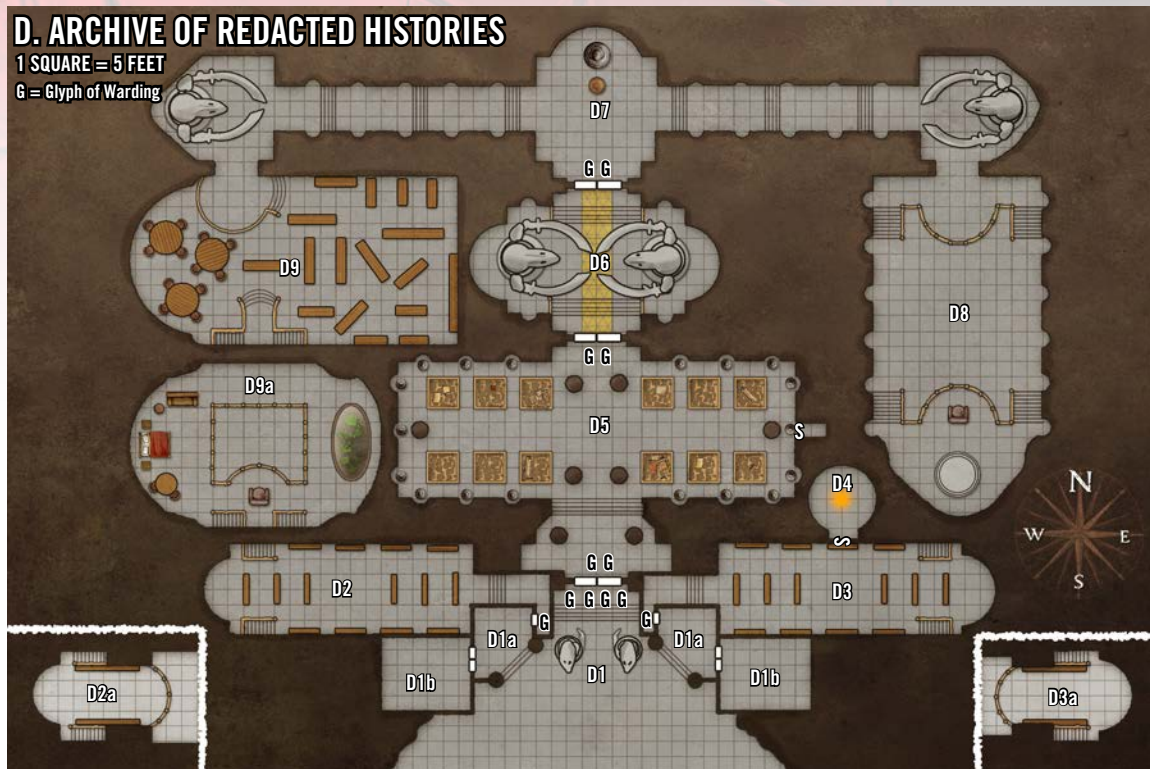
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D. ARCHIVE OF REDACTED HISTORIES

1 SQUARE = 5 FEET

G = Glyph of Warding



worshippers of Geryon (including all of the Hellknights and cultists in the archive) do not activate these glyphs.

GLYPH OF WARDING

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*glyph of warding*; 2d8 sonic damage, Reflex DC 12 half)

Other Features: Inside the archive, ceilings rise to 15 feet high on average, with elegant glass lanterns housing black candles that, when lit, illuminate the library with normal light. The walls are carved out of solid rock (treat as hewn stone), and unless otherwise noted, the doors within the archive are unlocked and of solid wooden construction (hardness 5, hit points 20, break DC 23).

D1. STYGIAN PORTICO (CR 13)

A crumbling facade juts from the jagged mountainside, marking the entrance into the mysterious Archive of Redacted Histories. Several vine-tangled columns support a pedimental roof decorated with ophidian motifs, while three dilapidated stairways lead into the archive's dark interior. Coiled amid these entrances are two menacing statues depicting giant vipers set to strike.

The large iron doors to the north that lead to area D5 are kept locked (hardness 10, hp 60, break DC 28, Disable

Device DC 35). They can be unlocked from the north side, or from the south with the key carried by the Master of Heresy (see area D9). Two flights of stairs to the northwest and northeast lead to platforms that serve as guard posts (area D1a), while the adjoining chambers (area D1b) are quarters for lower-ranking Hellknights of the Order of the Glyph.

Creatures: Four Order of the Glyph Hellknights maintain a constant and silent vigil on the approach to the archive, two in each guard post (area D1a). Each Hellknight leads a monotonously repetitive life, with a 6-hour shift on guard here, a 6-hour shift serving as an honor guard for the order's lictor in area D9, and 12 hours for rest, prayer, meals, and relaxation, typically spent in the guards' quarters (area D1b).

While the Hellknights rarely have visitors, they remain alert. If they spot trespassers, the Hellknights march out of these terraces to line up in front of the snake statues, while one loudly proclaims, "No visitors are currently welcome in the archive." The Hellknights will not relent, and any attempt to enter the archive provokes their attack.

ORDER OF THE GLYPH HELLKNIGHTS (4)

CR 9

XP 6,400 each

Human fighter 7/Hellknight 3 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 278)

LE Medium humanoid (human)

Init +4; **Senses** Perception +14

DEFENSE

AC 27, touch 10, flat-footed 27 (+11 armor, +6 shield)

hp 97 each (10d10+37)

Fort +9, **Ref** +3, **Will** +6 (+2 vs. fear and phantasms); +4 vs. glyphs of warding and symbol spells

Defensive Abilities force of will (phantasm)

OFFENSE

Speed 30 ft.

Melee +1 battleaxe +15/+10 (1d8+8/19–20/x3)

Special Attacks smite chaos 1/day (+3 damage), weapon training (axes +1)

Hellknight Spell-Like Abilities (CL 3rd; concentration +2)

At will—*detect chaos*

2/day—*discern lies*

1/day—*glyph of warding* (DC 12)

TACTICS

During Combat Order of the Glyph Hellknights favor the use of Power Attack in combat; faced with foes who seem to be dependent on weapons, they won't hesitate to take advantage of Improved Sunder as well.

Morale Order of the Glyph Hellknights fight to the death.

STATISTICS

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

Base Atk +10; **CMB** +14 (+16 sunder); **CMD** 24 (26 vs. sunder)

Feats Improved Critical (battleaxe), Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Shield Focus, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Intimidate +10, Knowledge (history) +11, Knowledge (planes) +7, Linguistics +7, Perception +14

Languages Aklo, Azlanti, Common, Draconic, Dwarven, Elven, Infernal, Jistka

SQ armor training 2, aura of law, discipline (invoke glyph [see sidebar on page XX]), Hellknight armor 1, Hellknight order (Order of the Glyph)

Gear +2 Hellknight plate^{ISWG}, +1 tower shield, +1 battleaxe

SPECIAL ABILITIES

Aura of Law (Ex) The power of a Hellknight's aura of law (see the *detect law* spell) is equal to that of a cleric of his total character level (10th level).

Detect Chaos (Sp) This ability functions like a paladin's *detect evil* class feature, save that it detects chaos.

Force of Will (Ex) The Hellknight gains a +2 bonus on Will saves against spells with the phantasm descriptor.

Hellknight Armor (Ex) The Hellknight reduces the armor check penalty of Hellknight armor by 1, increases the maximum Dexterity bonus allowed by 1, and moves at full speed.

Smite Chaos (Su) This ability functions as the paladin's smite evil class feature, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

Development: An additional four Order of the Glyph Hellknights are resting in area **D1b** (two per room), and should combat break out in area **D1**, they gear up

ORDER OF THE GLYPH

Originally founded by House Thrune, the Hellknights of the Glyph have devoted themselves to the preservation of knowledge, particularly that redacted by Cheliah, and to keep such knowledge from falling into the wrong hands. The Order of the Glyph's symbol is a padlock adorned with runes and encircled by a chain—one the Hellknights often adorn their armor or shields with. Their armor bears serpentine elements (reflecting the influence of Geryon), and they tend to employ tower shields in battle. The order's favored weapon is the battleaxe, and their reckoning involves the ingestion of hot ashes.

An Order of the Glyph Hellknight gains access to the following discipline upon achieving 3rd level in the Hellknight prestige class.

Invoke Glyph (Sp and Ex): The Hellknight can use *glyph of warding* as a spell-like ability. While this ability does not require an expensive material component, a single Hellknight can maintain only one *glyph of warding* at a time; if he uses this spell-like ability a second time, the previously created *glyph of warding* vanishes. In addition, the Hellknight gains a +4 bonus on saving throws against *glyph of warding* or symbol spells.

and come to investigate this area as quickly as possible, picking up their tower shields but abandoning their suits of Hellknight plate armor (giving them AC 16).

D2. WESTERN ARCHIVE (CR 14)

Towering bookshelves sagging with an eclectic range of tomes line the walls of this long hall, with additional freestanding shelves filling the central space. Flights of stairs to the west lead up to a balcony on which additional shelves loom.

Many of the texts kept here and on the upper balcony (area **D2a**) represent copies of books burned by the Order of the Rack's "clarity pyres" in the first several years of Thrune's rule over Cheliah.

Creatures: The bulk of the small cult of Geryon fastidiously maintains and organizes the records within this area and the Eastern Archive (area **D3**), repairing books as needed, dusting shelves, and working to memorize the contents of key volumes—tasks the singularly focused cultists spend most of their waking hours pursuing. In all, eight cultists dwell in the archive, but only six toil here at any one time, as the two most-favored cultists have been rewarded with service in area **D9**. The cultists take their food and rest as they can among the stacks—they've largely given up the creature comforts of easy living. Knowing that no visitors have

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been ever approved to visit the archive, they assume the PCs are intruders and attack on sight.

GERYON CULTISTS (6)**CR 9****XP 6,400 each**

Human cleric of Geryon 3/monk 7

LE Medium humanoid (human)

Init +2; **Senses** Perception +13**DEFENSE****AC** 25, touch 20, flat-footed 22 (+2 deflection, +2 Dex, +1 dodge, +3 monk, +5 natural, +2 Wis)**hp** 85 each (10d8+37)**Fort** +10, **Ref** +8, **Will** +10; +2 vs. enchantments**Defensive Abilities** evasion, Geryon's blessing;**Immune** disease**OFFENSE****Speed** 50 ft.**Melee** unarmed strike +13/+8 (2d6+5) or unarmed strike flurry of blows +13/+13/+8 (2d6+5)**Special Attacks** channel negative energy 2/day (DC 10, 2d6), flurry of blows, stunning fist (8/day, DC 17)**Domain Spell-Like Abilities** (CL 3rd; concentration +5) 5/day—icicle (1d6+1 cold), strength surge (+1)**Cleric Spells Prepared** (CL 3rd; concentration +5)2nd—*bull's strength*⁰, *cure moderate wounds*, *silence* (DC 14)1st—*cure light wounds* (2), *enlarge person*⁰ (DC 13), *shield of faith*0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *mending***D** Domain spell; **Domains** Strength, Water**TACTICS****Before Combat** The cultists cast *bull's strength* and *shield of faith* on themselves before entering combat.**During Combat** The cultists open combat by each attempting to cast *silence* on PCs, starting with obvious spellcasters. They then move in to attack in melee, using Stunning Fist on their first attack each round and making disarm attempts on their second attack each round if facing foes who wield weapons. When a cultist is reduced to 25 or fewer hit points, he retreats from battle to cast healing magic on himself before returning to the fight.**Morale** Cultists of Geryon fight to the death.**STATISTICS****Str** 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +7; **CMB** +14 (+16 disarm, +16 trip); **CMD** 32 (34 vs. disarm, 34 vs. trip)**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Improved Disarm, Improved Trip, Improved Unarmed Strike, Mobility, Stunning Fist, Toughness, Weapon Focus (unarmed strike)**Skills** Acrobatics +13, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (planes) +8, Knowledge (religion) +8, Perception +13, Stealth +13**Languages** Common**SQ** fast movement, high jump, ki pool (7 points; cold iron, magic, silver), maneuver training, slow fall 30 ft., wholeness of body (7 hit points)**Gear** monk's robe**SPECIAL ABILITIES****Geryon's Blessing (Ex)** The cultists' infernal patron, Geryon, has blessed them with thick, scaly skin, granting them a +5 natural armor bonus.**D3. EASTERN ARCHIVE (CR 14)**

Towering bookshelves sagging with well-preserved tomes line the walls of this long hall, with additional freestanding shelves filling the central space. Flights of stairs to the east lead up to a balcony on which additional shelves loom.

Of similar size and scope to the western archive (area D2), this archive houses hundreds of heretical documents produced after the Thrune regime took control of Cheliax. Un-redacted histories of Cheliax under House Thrune's rule are stored on the upper balcony (area D3a) for record and reference.

A secret door is built into one of the bookshelves at the midpoint of the northern wall, leading to

**GERYON CULTIST**

area **D4**. The door can be discovered with a successful DC 30 Perception check.

Creatures: Now and then, the cultists of Geryon are given leave to explore Warlock Island, in part to search for evidence of intruders, but mostly to give them a day or two to enjoy time experiencing something other than dusty old bookshelves. These cultists are the primary truth behind the rumors of the disappearance of those who dare explore the island's rocky interior, as the cultists abduct any intruders they find and bring them back to the archive to be sacrificed to Geryon. Caves are common features among the rocky hills of Warlock Island, and many of them dive deep belowground, even connecting to Nar-Voth in the Darklands, and periodically a wandering cultist encounters something that has come up from below.

This room contains two such creatures, a pair of rare and remarkable oozes known as spellgorgers. Each of these parasitic oozes is quite intelligent, and when the cultists of Geryon realized they could offer their own spells to these magic-eating monsters without much fear of personal harm, they made a bargain. In return for helping to guard the archive, every week two Geryon cultists offer their prepared spells to these spellgorgers as food. The spellgorgers find guarding the books here a small price to pay for the luxury of delivered meals and the opportunity to engage in philosophical discourse between themselves and with other cultists without worrying about hunting.

The two violet globes of floating protoplasm have only rarely had to actually act on their charge as guardians, but as soon as they recognize the PCs as intruders, they attack at once. Once one of the two creatures is killed, however, the other realizes the danger it's in and attempts to surrender. If the PCs spare its life, the spellgorger can explain how it and its companion came to be here, and can describe the contents (and dangers) of areas **D1–D8** (including the secret room in area **D4**). The ooze has never been into area **D9** or area **D9a**, but knows a little of the Master of Heresy and can warn the PCs about this powerful and strange worshiper of Geryon. The spellgorger has little interest in actively betraying its cultist friends and won't agree to help the PCs fight or destroy things here; it hopes merely to be allowed to flee the archive once it gives up what it knows.

SPELLGORGERS (2)

CR 12

XP 19,200 each

hp 161 each (see page 88)

D4. MEMORY FONT

A brilliant pillar of amber light pulsates in the middle of this otherwise empty room.

This pillar of energy was created during the archive's initial construction by its now-dead founder, a cultist of Geryon who lived in fear of losing her memory as she grew older. The pillar has a strong aura of transmutation, and succeeding at a DC 30 Spellcraft check while examining this aura reveals its purpose—to augment and enhance memory. A character who spends 10 minutes meditating in the glow of the memory font automatically negates the effects of the most recent *modify memory* or other magical memory-altering effect that he or she may have been suffering. If no such effects exist, the character instead regains the use of 6 levels of spells, regaining a number of spells previously cast that day (in the case of prepared spellcasters) or regaining that many levels of spell slots (in the case of spontaneous spellcasters). For 24 hours after meditating, the character gains a +4 bonus on saving throws against memory loss or manipulation effects, including forms of insanity like amnesia. The memory font's power is not strong enough to cure existing cases of amnesia.

Development: The Master of Heresy (see area **D9a**) is the only archive occupant allowed to use this font, and the first time the PCs visit the archive, there's a 10% chance the cult leader is here, meditating. In this case, he casts the spells listed in his Before Combat entry and emerges into area **D3** to confront intruders as soon as he can.

D5. REPOSITORY OF BROKEN PROMISES (CR 14)

Wide stone pillars support this large room's ceiling, while below, a dozen bins are stuffed with scrolls, sheets of vellum, stacks of paper, and other unbound documents. Near the ceiling, a series of alcoves run along the room's perimeter, containing eighteen different statues of men and women.

The writings stored in these bins forms a vast collection of written oaths penned by thousands of different and unconnected authors. A successful DC 30 Knowledge (history, local, or nobility) check identifies many of the promises written on these documents as faulty—things like unfinished contracts, doubtful testimonies, and obvious attempts at libel. Once a month, cultists of Geryon sift through the contents of these bins to determine if enough copies of certain types of documents have been gathered to warrant binding into a new book, but overall, new documents are added to this collection more regularly than ones are removed for binding.

The statues placed in the high alcoves around the room depict men and women immortalized in the act of betrayal or oath-breaking—a doctor causing intentional harm, an officer stabbing a colleague in the back, a pregnant woman kissing one man while she holds the hand of another, a pauper begging while he holds a

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bursting coin purse, and a messenger breaking open a sealed letter are among the figures depicted. All of the statues are presented in minute detail, such that an observer might assume they are petrified victims, but in fact they are merely exquisitely carved works of art and nothing more—with the exception of a woman depicted as ripping up a contract in the center of the east wall. A successful DC 35 Perception check reveals this statue is in fact a secret door, which swings aside on concealed hinges to reveal a hidden chamber (see Treasure below).

Creatures: The guardians of these documents, an inquisition of six bone devils, crouch invisibly atop various bins in the room, silent and patient as they wait for intruders to attack. Two of the devils start combat by dropping *walls of ice* over the exits of the room to

prevent anyone from escaping while the other four attempt to summon more bone devils to aid them. On the second round, the devils use more *walls of ice* to separate opponents from each other before moving in to attack in melee. They use quickened *invisibility* at the end of the first 3 rounds of melee combat to minimize retaliation.

BONE DEVILS (6)

CR 9

XP 6,400 each

hp 105 each (*Pathfinder RPG Bestiary* 74)

Treasure: The secret chamber to the east contains a single desk surrounded by bookbinding gear. As time warrants, documents from the bins in the room outside are bound into books here, and are then sorted and shelved as needed into one of the main archives. The bookbinding equipment here is of fine quality, and using it grants a +5 competence bonus on Craft (bookbinding) checks. This equipment weighs 50 pounds in all and is worth 2,500 gp. However, a set of *ivory goat figurines of wondrous power* used as paperweights is the greatest treasure hidden here.

D6. THE ARCH OF BLADES (CR 13)

Two giant statues of serpentine figures, each wielding a pair of horrific scimitars etched with strange runes, loom over this wide chamber. The statues' ophidian eyes glare down upon the path that winds under their crossed blades—a walkway of tiny golden tiles set among a field of blue water mosaic decorations.

This chamber acts as a failsafe against those looking to bring ruin to the archive. A successful DC 20 Knowledge (planes) check identifies the creatures depicted in these giant sculptures as aghasura asuras (*Pathfinder RPG Bestiary* 3 23). While the statues are menacing, they are not animated constructs, but they do have strong transmutation auras if scrutinized with *detect magic*.

These auras are just a distraction, however, in the form of permanent *magic auras*. The actual danger in this room is etched into the floor.

Trap: This room's defense is a single but potent and permanent variant *symbol of persuasion*, placed here many decades ago by a now-long-dead signifier of the Order of the Glyph. The symbol is worked into the tiles that decorate the room's floor, hidden in plain sight, and triggers as soon as anyone either looks at the symbol or passes over it. Those who succumb to the symbol and are charmed are compelled to protect the archive's holdings and may well be forced to attack those who seek to damage any of the books found in the complex. While the *charm monster* effect

MARITAS CLANDEGAR

persists for 36 hours, part of its effects compels those under its influence to return to this room once every 24 hours to meditate on the symbol and thus renew the charm's duration. This symbol's activation is subtle—it causes no flashing lights, and its aura is hidden by *magic aura*. Since the behavior this symbol causes is triggered by witnessing attempts to damage the archive's contents, a non-charmed PC might not realize an ally has been influenced unless she succeeds at a DC 20 Sense Motive check, attempted at the point where the ally's influenced behavior takes place. The trap's Perception DC has a +5 bonus factored in as a result of this subtle effect; when the trap is triggered, any creature that succeeds at a Perception check against this DC notices a faint magical hum in the air and a feeling of something "plucking" at its mind, but otherwise the trap's initial effects are unnoticeable.

ENHANCED SYMBOL OF PERSUASION CR 13

XP 25,600

Type magic; Perception DC 38; Disable Device DC 33

EFFECTS

Trigger location; **Reset** automatic; **Bypass** worshipers of Geryon are immune to this effect

Effect spell effect (permanent extended heightened (8th level) *symbol of persuasion* [CL 18th]; Will DC 22 negates; charmed targets are compelled to protect the archive's books and records from damage); multiple targets (all creatures within a 60-foot-radius burst of the center of area D6)

D7. TRIPARTITE ALTAR (CR 14)

A great copper bowl sits in front of a towering statue that depicts an intimidating diabolic figure—a tripartite creature with the bodies of three men and three serpents merged at the hips. The imposing creature wields three objects among its six arms: a teardrop-shaped shield bearing a serpent's face, a coiled flail, and a trumpet carved from a twisted horn. Two of the titanic statue's triplicate heads are helmeted, while the third and central head is that of a snarling snake. Two long hallways stretch to the statue's left and right.

A successful DC 20 Knowledge (religion or planes) check confirms that this statue depicts the archdevil Geryon, the ruler of Stygia, the fifth layer of Hell. The copper bowl is currently empty but stained with dried blood—those who are caught exploring the inner reaches of Warlock Island are sacrificed to Geryon here, but it's been some time since the last offering. The hallways end at giant aghasura statues like those in area D6, but these sculptures have no auras, false or otherwise, and are simply works of art.

Creatures: A pair of dangerous agents from Geryon's court has long been bound to this hall as guardians.

Known to the occupants of the archive only as the Coil and the Scale, these two enormous aghasura asuras remain motionless in their eternal vigil, each coiled just atop the first short flight of steps leading to the east and west from this room. While their attraction auras likely have little effect on evil PCs, the two serpentine outsiders swiftly fill this area with separate *cloudkill* spells and wait at the edges to strike against anyone who manages to stagger out to the east or west.

THE COIL AND THE SCALE (2) CR 12

XP 19,200 each

Advanced aghasura asuras (*Pathfinder RPG Bestiary* 3 290, 23)

hp 189 each

D8. LICTOR'S HALL (CR 15)

This immense but empty throne room simultaneously evokes feelings of power and loneliness. No tables, benches, or any other concession to comfort has been given to those who must gather in supplication before the large throne to the south. Just beyond the throne stands a circular dais decorated with a large glowing glyph. A faint shimmer ripples in the air above this dais.

This stark hall provides an audience chamber for those visiting the archive to meet with its chief defender, the lictor of the Hellknight Order of the Glyph. The shimmer in the air above the dais behind the throne denotes the faintly visible entrance to a permanent *mage's magnificent mansion*. The throne is trapped (see Trap below).

Creatures: The leader of the Order of the Glyph, a stern man named Maritas Clandegar, has always been most comfortable on his own. He maintains an honor guard of four Order of the Glyph Hellknights, but has forbidden them from speaking to him save to raise an alert should his hall be intruded upon. Clandegar greatly enjoys studying books borrowed from the shelves of the archive, and learning secrets that few will ever share. Lictor Clandegar spends much of his time relaxing alone in the *mage's magnificent mansion* accessible via the shimmering portal behind his throne, and he is within the mansion the first time the PCs reach this room. His four Hellknight guards stand nearby, and upon sighting intruders, one of them steps into the mansion to alert Clandegar while the other three move to confront the PCs, demanding they lower their weapons and ready themselves to meet the lictor.

Clandegar emerges from the portal 1d4+2 rounds after being alerted, angry but curious at the interruption. He takes his charge to protect the library literally, and if he realizes that agents of Thrune are here to do it harm, he is not only not surprised, but gratified to know that his charge is that important. In his heart, he always suspected

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that one day Thrune would regret his order's creation. He's quick to jump to conclusions, and eager for a fight—regardless of how the PCs present themselves here, it should be only a short time before Clandegar lashes out and attacks.

MARITAS CLANDEGAR**CR 14****XP 38,400**Male human fighter 9/Hellknight 6 (*Pathfinder Campaign**Setting: The Inner Sea World Guide 278*)

LE Medium humanoid (human)

Init +1; **Senses** Perception +15**DEFENSE****AC** 32, touch 12, flat-footed 30 (+12 armor, +1 Dex, +1 dodge, +8 shield)**hp** 186 (15d10+99)**Fort** +15, **Ref** +7, **Will** +9 (+2 vs. fear and compulsions, +4 vs. phantasms); +4 vs. *glyphs of warding* and symbol spells**Defensive Abilities** force of will (compulsion +2, phantasm +4)**OFFENSE****Speed** 30 ft.**Melee** +2 *wounding battleaxe* +23/+18/+13 (1d8+10/19–20/x3 plus 1 bleed)**Special Attacks** smite chaos 2/day (+6 damage), weapon training (axes +2, bows +1)**Hellknight Spell-Like Abilities** (CL 6th; concentration +5)
At will—*detect chaos*
2/day—*discern lies*, *glyph of warding* (DC 15)**TACTICS**

During Combat Lictor Clandegar uses smite chaos against foes whom he recognizes as worshipers of demons or other chaotic cults, but otherwise focuses his wrath on obvious agents of Thrune, preferring those who look the most like well-dressed politicians or priests over foes who wear heavy armor. He makes liberal use of his Greater Sunder feat, and if he notices any opponent who seems to be focused on bolstering the enemies, he moves within 10 feet to try to frighten them with an Intimidate check.

Morale Lictor Clandegar fights to the death.**STATISTICS****Str** 18, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +15; **CMB** +19 (+23 sunder); **CMD** 31 (33 vs. sunder)

Feats Critical Focus, Dodge, Greater Shield Focus, Greater Sunder, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Sunder, Iron Will, Power Attack, Shield Focus, Staggering Critical, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Intimidate +12, Knowledge (history) +5, Knowledge (planes) +3, Linguistics +10, Perception +15, Sense Motive +10

Languages Aklo, Azlanti, Common, Draconic, Dwarven, Elven, Infernal, Jistka, Shadowtongue, Strix, Varisian

SQ armor training 2, aura of law, disciplines (fearsomeness, invoke glyph [see the sidebar on page 47]), Hellknight

armor 2, Hellknight order (Order of the Glyph)

Gear +3 *Hellknight plate*^{ISWG}, +2 tower shield, +2 *wounding battleaxe*, belt of physical might +2 (Str, Con), cloak of resistance +1

SPECIAL ABILITIES

Aura of Law (Ex) The power of Lictor Clandegar's aura of law (see the *detect law* spell) is equal to that of a cleric of his total character level (15th level).

Detect Chaos (Sp) This ability functions like a paladin's *detect evil* class feature, save that it detects chaos.

Fearsomeness (Ex) When Lictor Clandegar uses the Intimidate skill to cause a creature within 10 feet to become shaken, he can instead cause that creature to become frightened.

Force of Will (Ex) Lictor Clandegar gains a +4 bonus on Will saves against spells with the phantasm descriptor and a +2 bonus versus those with the compulsion descriptor.

Hellknight Armor (Ex) Lictor Clandegar reduces the armor check penalty of Hellknight armor by 2, increases the maximum Dexterity bonus allowed by 2, and moves at full speed while wearing it.

Smite Chaos (Su) This ability functions as the paladin's smite evil class feature, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

ORDER OF THE GLYPH HELLKIGHTS (4)**CR 9****XP 6,400 each****hp** 97 each (see page 46)

Trap: Lictor Clandegar maintains his invoked *glyph of warding* on his throne. The glyph activates if anyone other than he sits upon the throne.

GLYPH OF WARDING**Type** magic; **Perception** DC 28; **Disable Device** DC 28**EFFECTS****Trigger** location; **Reset** none

Effect spell effect (*glyph of warding*; 3d6 sonic damage, Reflex DC 15 half)

D9. THE LIBRARY OF ALL (CR 16)

This immense chamber is a maze of bookshelves, each sagging under the weight of countless tomes with a wide variety of bindings. Three round reading tables sit to the west, while a wide stairwell to the south leads to a balcony that overlooks the library from above.

This chamber is the primary archive in the complex, the central storeroom where the most damning and most important tomes of its collection are eventually filed away. The books here are organized in an unintuitive manner understood completely only by the

cult's leadership, and passing down this methodology to a replacement can take years. A character who understands the organization of the room can use the books here to gain a +10 circumstance bonus on Knowledge checks relating to Cheliox and its history, but a character who doesn't understand the organization only gains half this bonus.

The balcony above (area **D9a**) serves as the personal chamber of the leader of the Geryon cult and master of the Archive of Redacted Histories. A large terrarium against the balcony's eastern wall contains a wide variety of exotic and venomous serpents (treat these 13 snakes as vipers if statistics are needed), while a divan, a large bed, and a personal reading desk sit to the west.

Creatures: The leader of the Geryon cult is an exotic figure known to those who serve him as the Master of Heresy. An expatriate vishkanya from distant Vudra, the Master of Heresy first came to the Inner Sea region many years ago, searching for his sister after she abandoned their family for the worship of Asmodeus. While the Master of Heresy never found his sister and was thus never able to realize the vengeance he pursued, his own faith shifted to that of Geryon in the process. Rather than return home with the dual shame of failing to find his sister and now devoted to a new, superior faith than what he'd left Vudra with, the Master of Heresy followed a trail of clues that led him to the Archive of Redacted Histories. He was accepted into the cult after enduring a battery of grueling initiations, and his rise in power among the cultists was shockingly quick. He never revealed his name to his fellow cultists, and upon claiming the role of leader, he adopted the position's title as his own name. The Master of Heresy prides himself on the amount of hidden knowledge he now controls, yet has long been vexed by the fact that the one secret that made him change his life—the fate of his sister, who, unknown to him, serves Asmodeus still in not-so-distant Kintargo

as a not-so-humble “gardener”—has eluded him for well over 20 years.

The Master of Heresy spends most of his time in his upper chambers (area **D9a**), leaving the protection and care of the stacks below to a pair of Geryon cultists. In addition to these two loyal minions (who busy themselves moving about the stacks dusting and adjusting and periodically reshelving books), the Master of Heresy's favorite pet, a fiendish peuchen—a flying snakelike creature with fire-orange scales—named Libriex dwells here, splitting its time between the stacks or sleeping atop the terrarium in area **D9a** above. All of these occupants swiftly mobilize to attack any intruders.

GERYON CULTISTS (2)

CR 9

XP 6,400 each

hp 85 each (see page 48)

LIBRIEX

CR 11

XP 12,800

Fiendish peuchen (*Pathfinder RPG Bestiary* 5 288, 189)

hp 136

THE MASTER OF HERESY

CR 15

XP 51,200

Male advanced vishkanya psychic 13
(*Pathfinder RPG Bestiary* 3 290, 281;
Pathfinder RPG Occult Adventures 60)
LE Medium humanoid (vishkanya)
Init +10; **Senses** low-light vision;
Perception +21

DEFENSE

AC 33, touch 18, flat-footed 26
(+4 armor, +1 deflection, +6 Dex,
+1 dodge, +7 natural, +4 shield)
hp 194 (13d6+146)

Fort +15, **Ref** +13, **Will** +14;
+13 vs. poison

Defensive Abilities poison
resistance

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee +3 *defending spear*
+9/+4 (1d8+3/+3)

Special Attacks

phrenic amplifications
(biokinetic healing, defensive
prognostication, mindshield,
synaptic shock), phrenic pool (11
points)

Psychic Spell-Like Abilities (CL 13th;
concentration +20)

1/day—*detect thoughts* (DC 12),
telepathic bond

Psychic Spells Known (CL 13th;

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concentration +20)

6th (5/day)—*contingency*, *disintegrate* (DC 23),
legend lore

5th (7/day)—*contact other plane*, *overland flight*,
retroognition^{OA}, *wall of force*

4th (7/day)—*black tentacles*, *confusion* (DC 21), *dimension*
door, *greater invisibility*, *mind probe*^{OA} (DC 21)

3rd (8/day)—*dispel magic*, *displacement*, *id insinuation*
II^{OA} (DC 20), *mind thrust III*^{OA} (DC 20), *slow* (DC 20)

2nd (8/day)—*augury*, *blindness/deafness* (DC 19), *false*
life, *hypercognition*^{OA}, *resist energy*, *silence* (DC 19)

1st (8/day)—*charm person* (DC 18), *comprehend*
languages, *feather fall*, *mage armor*, *magic*
missile, *shield*

0 (at will)—*arcane mark*, *detect magic*, *ghost sound*
(DC 17), *light*, *mage hand*, *prestidigitation*, *read*
magic, *stabilize*, *telekinetic projectile*^{OA}

Psychic Discipline lore

TACTICS

Before Combat The Master of Heresy casts *false life*, *mage armor*, and *shield* on himself before combat.

During Combat The Master of Heresy casts *greater invisibility* at the start of combat. If at a later point he realizes foes can see invisible creatures, he casts *displacement* on himself as soon as possible. The Master prefers to let his allies fight in combat, but keeps his +3 *defending spear* in hand, allocating its entire +3 enhancement bonus to his Armor Class. Remaining at range, the Master uses magic for battlefield control, casting *wall of force* or *black tentacles* to prevent enemies from fleeing or from providing support to each other. He generally waits a few rounds to start hitting foes with his offensive spells, so that he has a chance to observe the enemy in combat and thus make educated decisions about what sorts of attacks might work the best against specific targets. Once foes engage him in melee, he casts *silence* on himself to disrupt enemy spellcasting and communications, then continues using his offensive spells against foes. The Master views making attacks with his spear as a waste of his potential as a psychic.

Morale If reduced to 30 hit points or fewer, the Master of Heresy's *contingency* activates and sends him via *dimension door* to area **D8**, where he recruits the aid of Lictor Clandegar before returning with these reinforcements to take up the fight again in area **D9** (he drinks his *potions of cure serious wounds* along the way). Beyond this, the Master of Heresy fights to the death.

STATISTICS

Str 11, **Dex** 22, **Con** 26, **Int** 24, **Wis** 16, **Cha** 13

Base Atk +6; **CMB** +6; **CMD** 24

Feats Combat Casting, Dodge, Empower Spell, Expanded
Phrenic Pool^{OA}, Improved Initiative, Quicken Spell, Toughness

Skills Acrobatics +19, Craft (bookbinding) +21,
Escape Artist +8, Fly +17, Knowledge (arcana) +23,

Knowledge (planes) +23, Knowledge (religion) +23,
Linguistics +15, Perception +21, Sense Motive +19,
Spellcraft +23, Stealth +8

Languages Aklo, Azlanti, Common, Draconic, Dwarven,
Elven, Halfling, Infernal, Jistka, Strix, Sylvan,
Undercommon, Varisian, Vishkanya

SQ detect thoughts, Geryon's favored, illuminating answers
(maximum 3), memory palace (religion), mnemonic
cache (70 pages/90 minutes), poison use, superior
automatic writing, telepathic bond, toxic

Combat Gear *potions of cure serious wounds* (4); **Other Gear**
+3 *defending spear*, *belt of mighty constitution* +6, *cloak*
of resistance +3, *headband of vast intelligence* +4, *ring*
of protection +1, *greater talisman of freedom*^{OA}, *greater*
talisman of life's breath^{OA}, key to the door in area **D1**

SPECIAL ABILITIES

Contingency If the Master of Heresy is reduced to 30 or fewer
hit points, *dimension door* transports him to area **D8**.

Geryon's Favored (Ex) The Master of Heresy is one of the
favored minions of the archdevil Geryon, and he has
been granted potent boons as a reward. These boons
include the advanced creature template, a +5 increase to
natural armor over that granted by the advanced creature
template, and ability scores generated with a 20-point
buy. In addition, the Master of Heresy has resources
equal to that of a 13th-level PC. Together, these benefits
increase his final CR to 15.

THE ASHES OF HISTORY

Exactly when the PCs burn the required books for
their ritual is up to them, but it's best if they take the
time to defeat all of the archive's guardians first. Any
kind of fire, magical or mundane, will serve to set the
books alight, though it takes several hours for all of
the tomes to burn to ash, and if any guardians remain
active in the archive, they can stop a fire before it gets
too far out of control. Once the PCs have the ashes
of history in their hands, it's a simple matter to rub
the ashes over the eyes of the severed dragon's head,
thus fulfilling the third preparation requirement for
the *tathlum*.

Unfortunately, however, as the PCs complete this
final step in their ritual, Parnoneryx's soul returns in
a fury to strike at the villainous PCs from beyond the
grave (see Parnoneryx's Revenge below).

Story Award: If the PCs burn the collection of the
Archive of Redacted Histories and acquire the ashes of
history, award them 25,600 XP.

PARNONERYX'S REVENGE (CR 17)

Once the third step in the *tathlum* preparation ritual is
completed, the PCs have one last obstacle to overcome.

Creature: The manifestation of Parnoneryx's ghost is
swift and sudden, as the severed head suddenly seems to
wake up and breathe out a blast of golden fire. This fire



does not burn, but instead instantly coalesces into a ghostly form of the slain gold dragon, unmistakably that of Parnoneryx, returned from beyond the grave to face the PCs responsible for defiling his remains. Parnoneryx's ghost is fully detailed in the NPC Gallery on page 58. The ghost's exact tactics in a fight depend on where and when he manifests.

PARNONERYX'S GHOST

CR 17

XP 102,400

hp 243 (see page 58)

Development: Parnoneryx is bound to his severed head, and as long as the head exists, the dragon can continue to manifest, rejuvenating every 2d4 days, over and over, until the *tathlum* is finally completed. If the PCs don't defeat the dragon before beginning the ritual, the ghost's appearance is certain to disrupt the lengthy process and force them to start the final ritual anew after defeating the ghost.

CONCLUDING THE ADVENTURE

If the PCs have successfully performed the three vile rituals to prepare the *tathlum* and defeated Parnoneryx's ghost, Queen Abrogail is ready to lead the PCs in a final ritual to transform the dragon's skull into the legendary

Kellid weapon. When the PCs return to Egorian with the dragon's defiled head, she leads them into a large cavern deep below the Imperial Palace. There, attended by a small legion of devils (including her erinyes advisor Contessa Lrilatha), Abrogail invites the PCs to aid in a series of chants and prayers that take several hours to complete. At the start of the ritual, one of the PCs must dip the dragon's severed head into a pool of infernally tainted quicklime that the queen has prepared. A different PC must take this same action every hour, dipping Parnoneryx's head into the pool, encrusting the head with a new layer of dark red material. Finally, after each PC has contributed to the ritual, Queen Abrogail herself makes the final application. At this point, the quicklime coating the severed head hardens and what remains in the pool burns away in a violent but harmless blast of haunted flame, leaving behind the completed *tathlum*. The ancient Kellid weapon is a potent device just waiting to be used against the enemy, and now that the means of defeating the Glorious Reclamation are quite literally in their hands, it is time for the villains to do just that. The statistics for the completed *tathlum*, and details of the PCs' final actions against the Glorious Reclamation, appear in the next and final volume of the Hell's Vengeance Adventure Path, "Hell Comes to Westcrown"!

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KNIGHT COMMANDER GRAXUS PHAND

Graxus Phand is a warm man, a commander who leads like a nurturing father. Yet to those he counts as enemies, his countenance changes dramatically to the wrathful passion of a religious crusader convinced of his infallibility in battle.

GRAXUS PHAND

CR 13

XP 25,600

Male human warpriest of Iomedae 14 (*Pathfinder RPG Advanced Class Guide* 60)

LG Medium humanoid (human)

Init +3; **Senses** Perception +17

DEFENSE

AC 32, touch 13, flat-footed 32 (+12 armor, +4 deflection, -1 Dex, +1 natural, +6 shield)

hp 150 (14d8+84)

Fort +15, **Ref** +7, **Will** +14

Defensive Abilities sacred armor (+3, 14 minutes/day);

Resist fire 20

OFFENSE

Speed 20 ft.

Melee +3 *speed* *longsword* +20/+20/+15 (1d10+12/17-20)

Special Attacks blessings 10/day (Good: battle companion, holy strike; War: battle lust, war mind), channel positive energy 5/day (DC 20, 5d6), fervor 10/day (5d6), sacred weapon (+3, 1d10, 14 rounds/day)

Warpriest Spells Prepared (CL 14th; concentration +17)

5th—*dispel evil*, *plane shift* (DC 18)

4th—*air walk*, *discern lies* (DC 17), *holy smite* (DC 17), *greater magic weapon*

3rd—*dispel magic*, *magic vestment* (2), *prayer*, *protection from energy*

2nd—*bear's endurance*, *bull's strength*, *hold person* (DC 15), *lesser restoration*, *spiritual weapon*, *status*

1st—*command* (2, DC 14), *divine favor*, *protection from evil*, *sanctuary* (DC 14), *shield of faith*

0 (at will)—*detect magic*, *light*, *mending*, *purify food and drink* (DC 13), *read magic*

TACTICS

Before Combat Graxus Phand casts extended *magic vestment* on his armor and shield, and *greater magic weapon* on his +1 *speed longsword*. Before combat, he casts *air walk*, *bear's endurance*, *bull's strength*, and *shield of faith*. He casts extended *status* on his allies the Fist of Iomedae (area **A36**), Inquisitor Kazakador (area **A23**), Muzanesha (area **A47**), and Parnoneryx (area **A53**), every day—if he notices that any of these allies is taking damage or suffering from other

ailments, he quickly moves to the ally's last known location in order to provide aid.

During Combat Phand prefers to fight alongside allies rather than face enemies alone, a tactic born from common sense, not cowardice. He saves most of his spells for recovery after a fight or to deal with ranged foes, closing to melee with enemies as soon as possible. Before entering melee, he uses a point of fervor to cast *divine favor* on himself as a swift action and then *dispel evil* on himself. When Phand enters melee, he uses his sacred weapon ability to enhance his longsword to grant it the *frost* and *shock* weapon special abilities as a swift action and uses his holy strike blessing to deal an additional 1d6 points of damage to evil foes. He abandons the *frost* and *shock* special abilities whenever he begins a turn at fewer than 50 hit points to expend a use of fervor to cast his most powerful cure spell available on himself as a swift action. Faced with foes who favor energy damage, Phand instead uses sacred armor to grant his armor energy resistance against that energy as a swift action. He is fond of using Greater Sunder against enemies' weapons as well.

Morale Phand views his command of Citadel Dinyar with pride, and knows that to fail in its defense is to fail the Glorious Reclamation. As a result, he fights to the death to defend the citadel.

STATISTICS

Str 20, **Dex** 8, **Con** 18, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +10; **CMB** +15 (+19 sunder); **CMD** 28 (30 vs. sunder)

Feats Craft Magic Arms and Armor, Greater Sunder, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Shield Focus, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +11, Knowledge (religion) +10, Perception +17, Spellcraft +17

Languages Common

Combat Gear *lesser extend metamagic rod*, *wand of cure serious wounds* (9 charges); **Other Gear** +1 full

plate, +1 fire resistance heavy steel shield, +1 speed
longsword, amulet of natural armor +1, cloak of
resistance +2, keys to guardroom and stockades (areas
A6-A8), key to armory (area **A15**), old and battered
wooden holy symbol of Iomedae, 91 gp

Born in Egorian, Graxus Phand never knew his mother, as she died during his birth. He lived with his father until the age of 13, when the senior Phand was imprisoned for espousing beliefs that made the Thrune regime uncomfortable. Graxus avoided arrest himself only because his father commanded the boy to flee into the city and hide from the dottari. He spent the next several years as an urchin in the back alleys of Cheapside. There, Graxus was exposed to a view of Cheliox from which his father had sheltered him. He not only saw the tenacity of Cheliox's citizens doing their best to live, but also encountered hints of old patriotism and suppressed frustration at having to bow down to a diabolical regime.

Graxus became increasingly discontented by this disparity, and soon came to realize that House Thrune, despite its claims, was not the heart of the Chelish empire. That heart lay in the region's history, and no amount of redaction of text could kill that truth. Graxus could well have died young on a dottari's blade during an ill-conceived uprising had he not heard the inspiring words of an urban priest of Iomedae. This priest, with her cataract-clouded eyes and piercing voice, spoke of Iomedae's Eleven Acts, and in hearing of those amazing feats, Graxus knew he had found his path. He began training as a warpriest of Iomedae under her guidance soon thereafter, practicing his swordplay and prayers in hidden alleys and secret shrines. But one morning, as Graxus hurried to meet the preacher for the daily sermon, he found her favored sermonizing site empty save for a shattered holy symbol. Panic swelled in Graxus's stomach, for he knew the signs—inquisitors of Asmodeus had taken his mentor away. Graxus carefully pieced together the splinters of her holy symbol, which he still carries to this day.

On that day, Graxus knew that Cheliox would be his death if he stayed, and it was

with a heavy heart that he left his homeland. Eventually, he reached the city of Vigil in Lastwall, and collapsed on the steps of the Cathedral of Sancta Iomedae. When the doors opened and clergy found him clutching his holy symbol to his chest, they carried him inside. Under the tutelage of the Iomedean knights, Graxus became a man worthy to the Inheritor.

Over time, Graxus rose through the ranks of the church, serving in Lastwall as a protector against the threats of the orcs and undead, but his mind never strayed far from his homeland. When he heard the Order of the Godclaw had recovered *Heart's Edge* but refused to turn it over to the church of Iomedae, he wasted no time. Graxus was one of the first to join the Glorious Reclamation, and ranked among its most powerful initial members. His leadership played a key role in the taking of Citadel Dinyar, and he was rewarded for that by being granted stewardship over the fortress once it fell to the knights.

CAMPAIGN ROLE

Left at Citadel Dinyar to act as its steward, and in charge of coordinating troop and supply movements into Cheliox from Andoran and beyond, Knight Commander Graxus Phand has taken pride in converting the former Hellknight fortress into a temple-citadel suitable for Iomedae. He has yet to decide on a new name for the fortress, but has grown fond of calling it "Inheritor's Crown."

It is extremely unlikely that Graxus Phand will survive his encounter with the PCs, for his single-minded defense of the citadel makes it doubtful that he will flee.

Nonetheless, if he does live (perhaps as a prisoner of the PCs), he develops an obsession with those who defeated him and stole Inheritor's Crown from him. At his first opportunity, he attempts to capture the PCs alive to stand trial in Westcrown—at your option, he may well join the defenders of that city in the final adventure of this Adventure Path, "Hell Comes to Westcrown."



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PARNONERYX'S GHOST

This indomitable ally of the mortal lomedae survived centuries of imprisonment in an ice tomb, and is now terrifying proof that not even death can sway the righteous fury of a gold dragon.

PARNONERYX'S GHOST

CR 17

XP 102,400

Male adult gold dragon ghost (*Pathfinder RPG Bestiary* 108, 144)

LG Huge undead (dragon, fire, incorporeal)

Init +0; **Senses** dragon senses; Perception +38

Aura frightful presence (180 ft., DC 28)

DEFENSE

AC 35, touch 27, flat-footed 35 (+4 armor, +9 deflection, +4 shield, +10 sacred, -2 size)

hp 243 (18d8+162)

Fort +20, **Ref** +11, **Will** +18

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **DR** 5/magic; **Immune** fire, undead traits; **SR** 28

Weaknesses vulnerable to cold

OFFENSE

Speed fly 250 ft. (perfect)

Melee corrupting touch +16 touch (17d6, Fort DC 28), bite +25 (2d8+13 force/19-20 plus guilt)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks ghost fangs, instant spellcasting, sacred breath weapon (50-ft. cone, Reflex DC 28 half, 12d10 sacred damage plus guilt)

Spell-Like Abilities (CL 18th; concentration +27)

At will—*bless*, *daylight*, *detect evil*

3/day—*locate object* (gemstones only)

Sorcerer Spells Known (CL 7th; concentration +16)

3rd (6/day)—*haste*, *suggestion* (DC 22)

2nd (8/day)—*cure moderate wounds*, *eagle's splendor*, *mirror image*

1st (9/day)—*alarm*, *command* (DC 20), *cure light wounds*, *mage armor*, *shield*

0 (at will)—*detect magic*, *guidance*, *light*, *mage hand*, *mending*, *open/close* (DC 19), *stabilize*

TACTICS

Before Combat Parnoneryx uses instant spellcasting to gain the effects of *eagle's splendor*, *mage armor*, *mirror image*, and *shield* as he manifests.

During Combat Parnoneryx's primary target is the PC who delivered the final death blow to his mortal form, but if this PC isn't present, the dragon ghost focuses his wrath

instead on those who it knows or suspects worship Asmodeus. The dragon uses his sacred breath weapon on the first round of combat and as often as possible thereafter, and is fond of using Vital Strike with his corrupting touch attack. As a ghost, Parnoneryx can't use some of his feats (Improved Critical [claw], Multiattack, and Power Attack), nor can he heal himself with his cure spells due to his undead state, but these limitations serve to focus his tactics rather than to cripple them.

Morale Parnoneryx fights until destroyed.

STATISTICS

Str —, **Dex** 10, **Con** —, **Int** 20, **Wis** 21, **Cha** 28

Base Atk +18; **CMB** +20; **CMD** 39 (43 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite), Improved Critical (claw), Iron Will, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +30, Fly +25, Heal +26, Knowledge (arcana) +26, Knowledge (local) +26, Knowledge (nobility) +26, Knowledge (religion) +26, Perception +38, Sense Motive +30, Spellcraft +26, Stealth +0, Swim +29

Languages Celestial, Common, Draconic

SQ haunted scales

SPECIAL ABILITIES

Ghost Fangs (Su) Since Parnoneryx's ghost maintains a powerful link to his increasingly befouled head, the ghost retains a bite attack. The attack roll is modified by the dragon's Charisma modifier, the fangs deal force damage, and the damage is modified by 1-1/2 times his Charisma modifier. An evil creature that takes damage from Parnoneryx's ghost fangs must succeed at a DC 28 Will save or be nauseated with guilt for 1 round. This is a mind-affecting effect, and the save DC is Charisma-based.

Haunted Scales (Su) Parnoneryx's ghostly scales shimmer and shine with golden energy, granting the ghost a +10 sacred bonus to his Armor Class.

Instant Spellcasting (Su) Once per day, Parnoneryx can cast up to 6 levels of spells he knows as a free action as he manifests, so long as Parnoneryx is the only target of these spells. Typically, Parnoneryx uses this ability to cast *eagle's splendor*, *mage armor*, *mirror image*, and *shield* on himself.

Rejuvenation (Ex) Parnoneryx's ghost can be put to rest in two ways. First, if the *tathlum* is successfully completed,

Parnoneryx's ghost cannot be rejuvenated and his soul becomes trapped within the weapon until it is used, at which point the dragon's corrupted soul helps to power the resulting devastation before being banished to its destiny in the Great Beyond. Alternatively, if the dragon's severed head is reunited with whatever remains of his body and a cleric of Iomedae casts *hallow* upon them, Parnoneryx's ghost is released to the afterlife and his head can no longer be used to create a *tathlum*.

Sacred Breath Weapon (Su) Parnoneryx retains a fiery breath weapon, but it is infused with his righteous fury and bolstered by energies from Heaven itself. He can use this breath weapon once every 1d4 rounds. Damage caused by this breath weapon feels like scorching fire, but the damage is pure sacred energy and is not subject to energy resistance. An evil creature that takes damage from Parnoneryx's sacred breath weapon must also succeed at a DC 28 Will save to avoid being nauseated with guilt for 1 round; this nausea effect is a mind-affecting effect. The save DC is Charisma-based.

As word of Iomedae's accomplishments spread, she gained the admiration of more than just her fellow humans. The gold dragon Parnoneryx was among the most powerful of those who flocked to her cause, and the two were often seen working together against their common foes.

Iomedae ascended to godhood soon after she allied with Parnoneryx, and their parting was tearful and bittersweet. In the years following her ascension, Parnoneryx continued to serve as a champion of good, until one day pride caused the dragon to overstep his skills. Parnoneryx challenged the white wyrm Veznagazraden in the Menador Mountains, calling out the ancient dragon and demanding it abandon its lair and donate its wealth to those in need. Naturally, Veznagazraden refused, and it is to Parnoneryx's credit that the ensuing battle lasted as long as it did. In the end, though, the more powerful dragon won the conflict, imprisoning Parnoneryx in an ice tomb where the gold dragon lay in a state of suspended animation for centuries.

Parnoneryx returned to the world only recently, freed by none other than the Lord Marshal of the Glorious Reclamation, Alexeara Cansellarion, who had learned of the dragon's fate. In debt to the Glorious Reclamation for shattering his icy prison, Parnoneryx has taken the knights' code to

heart and now serves them until they can realize their goal of liberating Cheliah.

CAMPAIGN ROLE

Parnoneryx's statistics as he lives are identical to those presented for the typical adult gold dragon (*Bestiary* 108), save that his spells known are as listed above. If the PCs fail to kill the dragon, they must hunt Parnoneryx down again and kill him before they begin the final chapter of the Adventure Path, "Hell Comes to Westcrown" if they wish to unleash the power of the *tathlum* upon the Glorious Reclamation's forces near Westcrown. If the PCs choose this route, not only will the mortal Parnoneryx bolster his defenses with magic items and sentinels, but he will rise again as the ghost presented here before the PCs can complete the ritual's third step, involving the ashes of history.



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MEET THE VILLAIN: URGRAZ

Urgraz is the iconic antipaladin for the Hell's Vengeance Adventure Path. Although he does not appear as a character in the campaign, he can be used as an NPC or pregenerated player character. Note that his CR is 1 higher than normal because he has PC wealth.

URGRAZ**CR 7****XP 3,200**

Male duergar antipaladin 7 (*Pathfinder RPG Bestiary* 117, *Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +1

Aura cowardice (10 ft.)

DEFENSE

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +1 natural, +3 shield)

hp 63 (7d10+20)

Fort +11, **Ref** +7, **Will** +10; +2 bonus vs. spells and spell-like abilities

Immune disease, paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +12/+7 (1d8+4/x3)

Ranged Large mwk heavy crossbow +7 (2d8/19–20) or mwk javelin +9 (1d6+3)

Special Attacks channel negative energy 2/day (DC 15, 4d6), smite good (+2 attack and AC, +7 damage), touch of corruption 5/day (3d6)

Duergar Spell-Like Abilities (CL 7th; concentration +9)
1/day—*enlarge person* (self only) (DC 13), *invisibility* (self only)

Antipaladin Spell-Like Abilities (CL 7th; concentration +9)
At will—*detect good*

Antipaladin Spells Prepared (CL 4th; concentration +6)
2nd—*bull's strength*
1st—*death knell* (DC 13), *protection from good*

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 21 (25 vs. bull rush, 25 vs. trip)

Feats Fight On^{APG}, Power Attack, Stone-Faced^{APG}, Weapon Focus (warhammer)

Skills Bluff +7 (+11 to lie or conceal feelings or true motives), Intimidate +7, Sense Motive +6, Stealth +4;

Racial Modifiers +4 Stealth

Languages Common, Dwarven, Undercommon

SQ aura of evil, cruelties (sickened, staggered), fiendish boon (weapon)

Combat Gear *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of cure serious wounds*,

potion of good hope, alchemist's fire (2), caltrops (2), thunderstones (2); **Other Gear** +1 full plate, +1 heavy steel shield, +1 warhammer, dagger, Large mwk heavy crossbow with 10 bolts, mwk javelins (3), *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +2, *headband of alluring charisma* +2, backpack, bear trap^{UE}, bedroll, crowbar, flask, manacles, spell component pouch, waterskin, winter blanket, wooden unholy symbol of Mazmezz, 30 gp

Urgraz was born into a life that had everything a duergar could hope for—which isn't much. He was trained and tested throughout his harsh childhood, as are all duergar, and showed aptitude for both military duties and the mental rigors of the priesthood. But Urgraz hated the inflexible order of training and railed against the rule of ministers of Droskar, the god of his people.

Before long, Urgraz began instigating minor rebellions and sought to cause accidents for his fellow trainees. More than once, the young duergar was caught bending the rules for no other reason than to cause havoc and injure other trainees (which delighted him in ways that no other activity could). Some level of deception and treachery is expected among the faithful of Droskar, but such duplicity is expected to be in service of a plan to bring greater wealth or power. Urgraz quickly discovered that claiming to have a plan, no matter how complex or unlikely, to gain from the confusion he caused appeased his masters. As a result, they marked him not as rebellious, but simply shortsighted and slow-minded.

The elders of Urgraz's clan relegated the apparently unpromising duergar to guard duty on slave caravans to distant drow cities. Urgraz caused minor difficulties however he could, and amused himself by killing the occasional straggling slave in painful ways. When that grew dull, he began to trick and kill fellow duergar in accidents he staged. Thanks to his gifted talent for lying and his reputation of being dull-witted, Urgraz found such crimes easy to commit, and he soon grew bored once again.

Years passed, and the restless duergar struggled to find new ways to satisfy his urge to create chaos and pain. Urgraz acquired an oversized crossbow from an especially well-equipped cave giant that he could

only fire by putting it down and then using his innate *enlarge person* ability, just because he liked the sight of impaled foes. He sold diseased slaves to spread plague, sabotaged the gear of fellow duergar, and even killed members of his own family by contaminating their food with virulent disease-laden ingredients. Such indirect efforts gave him a slight thrill, but could not sustain Urgraz's need for anarchy.

Through his family's slave trade with the drow, Urgraz struck up an acquaintance with a dark elf named Zaykira. Though the two were not friends, and certainly did not trust each other, Zaykira and Urgraz discovered they shared a mutual desire for destruction. Zaykira worshiped the demon lord Mazmezz, and showed Urgraz the power a demon lord could grant those willing to offer acceptable forms of obedience and sacrifice. Zaykira suggested the two form a team and pose as outcasts working as guides for surface dwellers exploring the Darklands. At an opportune moment, when they had lulled their employers into a false sense of safety, the two would turn on their charges and sacrifice them to the greater glory of Mazmezz, who would reward them both.

Urgraz agreed, and the two moved to the uppermost regions of Nar-Voth, where they began a modest business as guides and, as Zaykira had suggested, killed those who hired them. Urgraz discovered that anticipation of vile acts felt almost as satisfying as the acts themselves, and that if he feigned loyalty and friendship he could arrange far more complex and satisfying situations for his victims than any single act of torture or abuse. He learned discipline and patience, all in the name of achieving greater horror.

Zaykira continued to pressure Urgraz to swear himself to Mazmezz, and eventually Urgraz relented. They captured a dwarf to sacrifice to the demon lord, and shared a meal before the sacrifice... and that's when Zaykira suddenly became paralyzed. Urgraz explained to his partner that he had poisoned the food, and was himself immune to its effects. Before killing the closest thing to an ally he had ever had, Urgraz made sure Zaykira knew this day had long been coming. He had planned for it since they had first joined forces. He had just waited until Zaykira was far from home, support, and rescue, and lulled into a false sense of safety. It was Urgraz's greatest betrayal, and he expected to revel in it for years.

Urgraz took his time sacrificing Zaykira to Mazmezz, using everything he had learned from their study together. As he finished, a sense of dark power began burning inside him. He realized that not only did he wish to cause catastrophes and death and spread anarchy and evil, but he specifically wanted

to hurt those who stood for better things. While he might desire nothing more than to rampage through the Darklands and destroy the entire duergar race, Urgraz knew he needed time to grow stronger. Until that time, he would remain on the surface, training himself for his eventual task.

When Urgraz found the world above, thankfully bathed only in moonlight, he followed a road that led toward Canorate, capital city of the nation of Molthune. The guards at the city gates demanded to know his business there.

"I am Urgraz, an outcast from Nar-Voth. I had to flee the realms below, for I did not fit the strictures of my people's society, and would have been killed if I had stayed. I am an able warrior, and seek employment."

Every word was technically true. For now, Urgraz would serve an employer. He would be patient.

He had learned the satisfaction of a betrayal years in the making, and eagerly awaited the misery and chaos he could cause in the surface lands.

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BEYOND THE BORDERS

“Your honors, magistrates, esteemed members of the People’s Council. I come before you today with a message from the common people of Cheliox. By now you have all heard of the Glorious Reclamation, those brave Iomedaeen knights who wrested the holy sword Heart’s Edge from a group of disgraced Hellknights and now seek to topple the Thrice-Damned House of Thrune. I implore you, ladies and gentlemen, let not their holy sacrifices be in vain! Let us reach out our hands to these brave crusaders. May we send our Gray Corsairs to break the Chelish slave routes, and end the blockades that isolate Cheliox’s cities from the rest of the world. The Eagle Knights can usher in a new day for the people of our infernal neighbor. Let the slaves of Cheliox—both those in chains and weighted down by the yoke of despotism—once again breathe the sweet air of freedom, for without our help, their cause is surely doomed.”

—Address of Andoran’s Supreme Elect Codwin I to the People’s Council

INTRODUCTION

This article presents a brief look into how foreign governments and other regional organizations might react to the events in Cheliah during the rebellion of the Glorious Reclamation. They are not set in stone, but are provided as background for GMs who wish to include some international context to the events in the Hell's Rebels and Hell's Vengeance Adventure Paths.

Even though the events presented in both Adventure Paths take place primarily within Cheliah, the actions of the Glorious Reclamation create ripples that spread throughout the Inner Sea region. Cheliah's allies, enemies, and neighbors pursue their own agendas during this temporary moment of Chelish weakness.

Cheliah's first response to the threat posed by the Glorious Reclamation is to declare martial law in all of its major cities: Corentyn, Egorian, Hinji, Kintargo, Laekastel, Macini, Ostenso, Pezzack, Remesiana, Vyre, and Westcrown. These settlements are located in Cheliah's heartland and along its southern and western coasts, and are vital to the continued functioning of its government and economy. Cheliah's army is subsequently recalled from the border regions and dispersed throughout these areas in order to discourage insurrection. After the rebels seize the town of Kantaria and begin attracting a sizable military force of their own, the government's focus shifts to fighting the rebel army in the field. Since the Iomedaeans have no sea power, the powerful Chelish navy is ordered to form a protective blockade of all of its ports from Ostenso to Corentyn, designed to ensure that the Glorious Reclamation receives no support from abroad, and forcing it to rely on the slower, more hazardous overland routes to resupply its forces.

These military redeployments, the general chaos of the rebellion, and the possibility of the end of the Hell-backed House Thrune, elicit strong reactions from a number of nations and organizations with long ties to Cheliah.

ANDORAN

Andoran has been Cheliah's main political and ideological rival since it first broke free from Chelish rule in 4669 AR. Even though the two nations have never been at war, there is no lack of bad blood between them. Cheliah accuses Andoran of spreading its ideals into eastern Cheliah, while using its Gray Corsairs to attack Chelish slave ships. Andoran denounces Cheliah for refusing to recognize its independence and sending teams across the border to capture free Andorens for repatriation.

Upon hearing that a paladin of Iomedae has declared war on the government of Cheliah, Andoran's Supreme Elect, Codwin I, calls for an immediate special session of the People's Council. A paladin of Iomedae himself, Codwin personally wishes to support the rebels, but knows that he must first convince the politicians and the nation's military leaders, the Consuls. He quickly finds out that the

People's Council is strongly divided, with many pointing out the folly of backing such a rash endeavor. He also meets with the Consuls and discovers that although an overwhelming majority agrees to augment troop levels on Andoran's western border, only a small minority supports direct intervention. The Consuls also agree to step up the espionage activities of the Twilight Talons in eastern Cheliah, and for a few discreet Steel Falcons to make contact with the heads of the Glorious Reclamation. Without a clear mandate from the people or the military, Codwin can do little but watch the events play out across the border.

When Cheliah moves its navy to provide a protective blockade for its southern cities, it leaves its slave ships undefended. Codwin and the Consuls jump at the opportunity and order Andoran's abolitionist navy, the Gray Corsairs, to expand their operations. In less than a month, the Corsairs decimate Cheliah's slave fleet (see Slave Trade in the Inner Sea Region on page 67). As the Glorious Reclamation expands across Cheliah, Codwin pushes the Consuls to agree to send the Golden Legion to protect the refugees and former slaves streaming across the border. Throughout the rest of the conflict, however, the Supreme Elect is unable to push the government to take a more active role.

If House Thrune wins, the Chelish government views Andoran's tacit assistance of the Glorious Reclamation and its actions against the empire's slaving operations as an act of war, and redoubles its standing army along the Andoren border. While no open fighting breaks out, tensions between the two nations reach an all-time high, with many Chelish loyalists viewing a war with a nation ruled by a paladin as a foregone conclusion. If the Iomedaeans prevail, Andoran quickly recognizes the new government and even sends detachments of Eagle Knights to help maintain order across Cheliah. With its abolitionist history, Andoran helps slaves freed under the Glorious Reclamation's rule find new lives for themselves both within and beyond Cheliah.

ISGER

In its heyday during the Age of Enthronement, Cheliah counted the nations of Andoran, Galt, Isger, Molthune, Nidal, Nirmathas, and Sargava as belonging to its empire. During the chaos that swept across Golarion following the death of Aroden, each of them declared its independence from the motherland—except for Isger. After House Thrune secured its rule in 4640 AR, newly resurgent Cheliah could not afford to lose Isger's vital overland route to the merchant powerhouse of Druma, and successfully fought to keep it loyal to the crown. Since then, Cheliah has made sure that a succession of craven and loyal stewards has come to power in Isger, none of whom has even whispered the word "independence."

Isger's relation to Cheliah became somewhat strained during the recent Goblinblood Wars when Isger was

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attacked by a massive force from the Chitterwood. Unable to defeat it, the Isgeri government called to all neighboring nations for aid before the goblinoid flood engulfed the entire region. As a vassal state, Isger expected massive military support from Cheliox, but received only a small trickle of soldiers and matériel. The threat was eventually contained with the help of Andoran, Druma, and the Hellknights, although Isger's army was nearly destroyed in the process.

Once the Glorious Reclamation begins and Cheliox looks like it is in trouble, many Isgeri nobles are unsure about whether they should come to its aid. They know that even if they did, their armed forces would be ineffective. The current steward, Hedvend VI, sends many missives to Egorian pledging his undying loyalty, but rightfully claims that his army is tied up protecting the valuable trade route through his country from bandit attacks.

Certain members of the Isgeri nobility are not as cowed as their steward, and begin to make secret overtures to neighboring nations, including Druma, Molthune, and even Andoran. They know that in its current weakened state, Isger cannot survive independently, and they therefore hope to make a quick alliance should it become obvious that House Thrune is collapsing. These nobles make no contact with the rebels of the Glorious Reclamation, however, believing that this action could fatally poison any future reconciliation with a victorious Queen Abrogail II.

Should House Thrune win the rebellion, Hedvend VI praises the Queen's might, secretly hoping that she has not discovered that his nobles have been talking with foreign governments. Should the Glorious Reclamation triumph, the Isgeri nobility quickly replace Hedvend with a new steward with few ties to infernal Cheliox, and try to form an alliance with either the new Chelish government or one of the governments they had previously petitioned.

MOLTHUNE

Another former vassal of Cheliox, Molthune finds itself in a different position politically and militarily than Isger, and hopes to use the upheaval caused by the Glorious Reclamation to its advantage. Its main rivalry is not with its former master, but with its northern neighbor, Nirmathas, with whom it has been fighting a seven-decade-old guerrilla war.

After achieving independence from Cheliox in 4632 AR, the Molthuni military government imposed a harsh and autocratic rule on the young nation, hoping to gain some relief from the chaos that still lingered 25 years after the death of Aroden. The independent and self-sufficient foresters and hunters of the northern Fangwood Forest, however, rebelled against the government's heavy-handed dictates, and began a successful struggle for independence that led to the founding of the independent nation of Nirmathas in 4655 AR. Molthune has endeavored to bring the rebellious Nirmathi back under its wing ever since, but so far the resourcefulness and tenacity of their fighters, combined with the thick and impenetrable Fangwood Forest, has prevented the reunification.

The current ruler of Molthune, Imperial Governor Markwin Teldas, is an intelligent and ruthless man who sees the upheaval in Cheliox as a way of furthering his nation's agenda. When the Chelish military makes a request for military assistance, Teldas agrees, but demands in that in return, it must supply a battalion of its best soldiers along with several platoons of bound devils to serve in his armies against the rebellious north.



Egorian agrees, though reluctantly, but informs the government in Canorate that the Molthuni troops are needed immediately and must therefore not take the lengthy route around the Menador Mountains, but travel directly through the dangerous and high Pass of Dark Rain between the two nations in order to be of any use in fighting the rebellion. The Molthuni General Lords send their most disposable non-human troops through the pass, commanded by the young and ambitious Colonel Denira Mettering. The headstrong officer wishes to make a name for herself, and ignores the advice given to her by her senior non-commissioned officers, who counsel that a complete survey of the Pass of Dark Rain must be made before an ascent is attempted. When the troops rush through the pass, a full quarter of them perish in a freak avalanche. Now desperate to escape the treacherous mountains, Mettering sends the remaining forces on a path that passes too close to the haunted ghost town of Finder's Gulch. Unknown to anyone, the abandoned settlement has become the lair of a powerful undead cleric of Urgathoa named Illcayna Alonnor (*Pathfinder Campaign Setting: Undead Unleashed* 60), who is slowly building an army of wights to invade Isgar. When the Molthuni army makes camp for the night, the wights attack and slaughter nearly every soldier, greatly increasing the size of Alonnor's forces, and moving forward her timetable by several years.

No matter which side of the conflict in Cheliox wins, the Molthuni government carries on much like before. Never having received its requested troops, a victorious House Thrune reneges on its promise to help Molthune, while a new Iomedean government wishes to simply establish its own tentative diplomatic relationship with Canorate.

NIDAL

Nidal has existed as a nation for over 8,000 years, longer than any other country in the Inner Sea region. During all that time it has been ruled by a single theocratic organization: the Umbral Court. The people of Nidal live in fear and awe of the Umbral Court's decisions, and display a religious spirit found in few other nations on Golarion.

Despite their intense devotion, Nidal fell to the armies of Imperial Cheliox during the Everwar in 4338 AR, leading to 300 years of Chelish domination. Like its other subjects, Nidal regained its independence during the civil war at the beginning of the Age of Enthronement, but when House Thrune won the war, the Umbral Court discovered that it had a kindred spirit in the Hell-inspired Queen Abrogail I. Despite their similarities, however, the Umbral Court fortified its border with Cheliox, unwilling to ever fall under foreign domination again.

The Umbral Court grows increasingly nervous watching the actions of the Glorious Reclamation, fearing that should its paladins come to power, it might lead a second crusade against Nidal. The nation

orders its diplomats to return to Pangolais after Queen Abrogail II declares martial law, and doubles its soldiers along the southern border. Unwilling to risk any of its Shadowcaller operatives on espionage missions, the Umbral Court closes the borders of Nidal for the duration of the conflict and trusts in Zon-Kuthon (and the occasional divination spell) to save Nidal, just as the Nidalese did during the Age of Darkness. Any request for assistance by the Chelish crown is ignored.

If Queen Abrogail II remains in power, Nidal eventually reopens its borders to Cheliox and resumes its diplomatic relationship. Should she be defeated, Nidal remains a closed-off society for years or even decades thereafter, refusing to establish any relationship with the new government. Over the years, it grows increasingly insular and paranoid, until the 50th anniversary of infernal Cheliox's defeat, when reports begin to surface that the entire nation seems to have been completely abandoned, its cities empty ghost towns with no sign of their former inhabitants.

RAHADOU

The godless nation of Rahadom has had a mixed history with Cheliox stretching back to the Everwar. Wishing to secure the Hespereth Strait and control access into and out of the Inner Sea, the empire invaded the northwestern-most tip of Rahadom on the far side of the Arch of Aroden, and conquered the city of Khari in 4314 AR. It has held this small strip of land (known as the Kharijite) ever since. The Rahadoumi still consider Kharijite to be their land, but have been prevented from taking it back by the power of the Chelish navy and the presence of a large battalion of Chelish troops stationed in Khari.

The Chelish military response to the Glorious Reclamation changes all this. As House Thrune moves its army into the heartland and its navy to defend its vital southern coast, the city of Khari is left with only a token force to protect it. Malduoni and the other members of the Rahadoumi Council of Elders quickly meet and decide on a plan for action, calling in the warriors from the numerous nomadic tribes and raising the armies in the closest cities of Azir, Botosani, and Manaket. These forces march upon Khari, and take it in less than a week of sieging. The Chelish navy stationed at Corentyn is alerted, but without sufficient ground troops to retake the town, can only bombard the Rahadoumi positions from their ships. The Council of Elders briefly discuss launching a marine invasion of Corentyn in order to gain complete control of the strait, but in the end decide against it, concluding that the Rahadoumi fleet is no match for the heavy warships of the Chelish navy, and that their ground troops are predominantly light desert raiders who don't have the patience or expertise to conduct an extended siege.

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If House Thrune emerges victorious after the rebellion, it reinforces Corentyn but cannot immediately retake Khari because of the losses it sustained. If the Glorious Reclamation is successful, one of its first acts is to promise never to invade Garund again.

SARGAVA

The nation of Sargava was founded as a Chelish colony in 4138 AR, but gained its independence after the collapse of the Chelish government at the beginning of the Age of Lost Omens. After House Thrune won the civil war, it twice sent flotillas of warships to regain dominance over the profitable colony, but was rebuffed both times by pirates from the Shackles hired by the Sargavans. For the last 60 years, both governments have retained a cordial, if strained, peace and have profited from trade between them.

The Glorious Reclamation has not given the current ruler of Sargava, Baron Utilinus, any reason to make drastic changes in Sargava's relation vis-à-vis Cheliah. Although the Baron and the other Chelish nobles of

Sargava have no great love for House Thrune, they feel that they are not in a position to oppose it, either. Sargava is dealing with its own ongoing problems with the pirates of the Shackles and its own citizens in Kalabuto. The government is happy to remain neutral in Cheliah's internal struggle, and will have no problem resuming trade with House Thrune should it regain power, or any ruler the Glorious Reclamation puts on the throne should it succeed.

OTHER FACTIONS

Beyond Cheliah's neighbors, other powerful organizations of the Inner Sea region react in different ways to the Glorious Reclamation's assault on the empire.

ASPIS CONSORTIUM

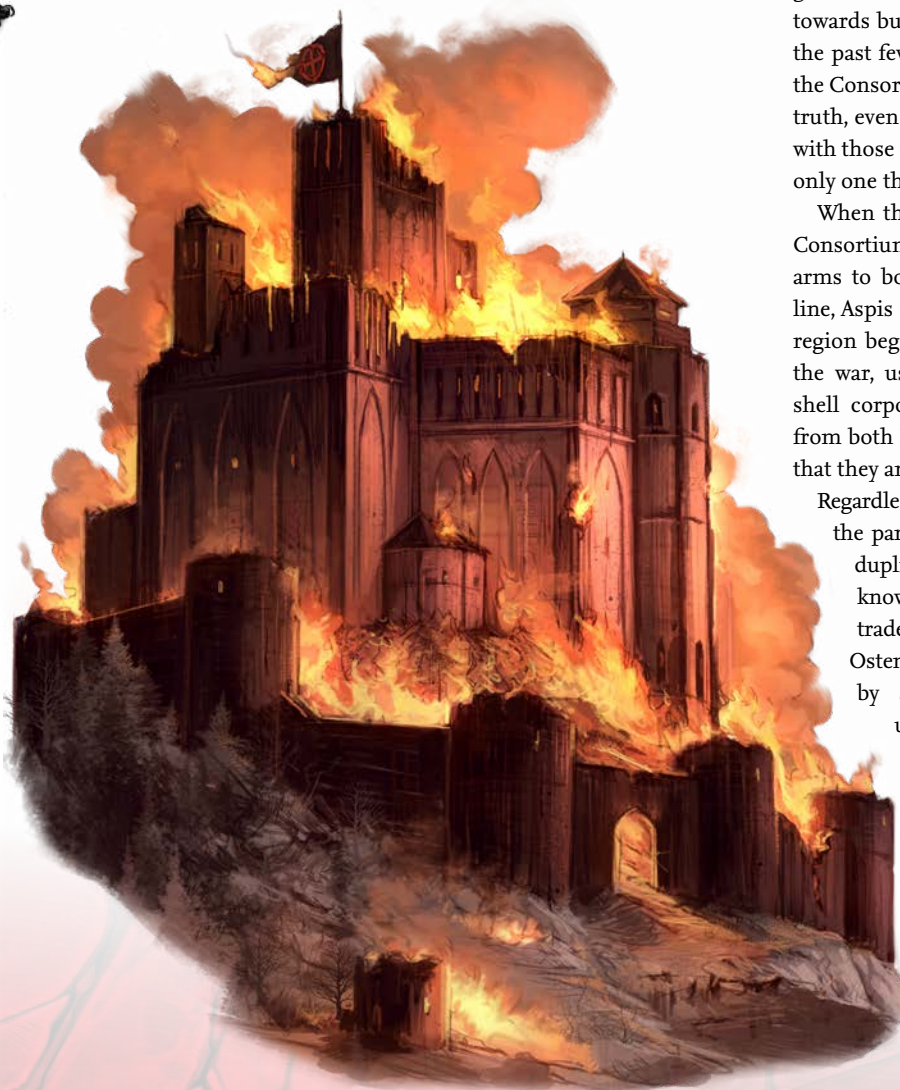
The Aspis Consortium is one of the largest business organizations in the region and has had a long and beneficial relationship with House Thrune. The Consortium has taken advantage of the Chelish government's low morals and laissez-faire attitude towards business, and expanded by leaps and bounds in the past few decades. This has lead some to believe that the Consortium is a strong ally of the government, but in truth, even though the Consortium's goals often overlap with those of House Thrune, in the end it is interested in only one thing: profit.

When the Glorious Reclamation begins, some in the Consortium see an opportunity to make money by selling arms to both sides. Loyal to no cause but the bottom line, Aspis Consortium agents throughout the Inner Sea region begin focusing their business efforts on fueling the war, using the organization's complex network of shell corporations and clandestine operatives to hide from both House Thrune and the Glorious Reclamation that they are backing both sides.

Regardless of who emerges victorious from the conflict, the party in power discovers the Aspis Consortium's duplicity, and bring harsh sanctions upon all known Consortium agents within Cheliah. The trade conglomerate finds its headquarters in Ostense besieged by government spies, hounded by annoying bureaucrats, and hampered by unnecessary levels of red tape. To counter this, the Patrons debate moving the organization's core to another city in the Inner Sea region, though they cannot agree on a new site. Rumors spread within the organization of a pending schism within the ranks, and agents from Kalsgard to Niswan begin preparing for tumultuous times.

BELLFLOWER NETWORK

The Bellflower Network operates a series of safe houses (or "barns") outside of all of



Chelias's major cities and infiltrates Chelish households by posing as slaves. When the time is right, Bellflower agents (or "tillers") lead slaves to the barns, and from there transport them out of Chelias. Agents of House Thrune have long sought to break up the Bellflower Network, but because each tiller knows only one or two other contacts, this has been unproductive.

The Glorious Reclamation presents the network with several new opportunities and obstacles. When martial law is declared throughout Chelias, the tillers in many of the nation's cities go dormant, as they are generally unwilling to expose the network to increased governmental scrutiny, even though they understand that they are natural allies of Iomedae's faithful. Those who operate in Chelias's more outlying cities do the opposite: as government agents leave for the front lines of the Glorious Reclamation or larger settlements, the tillers are able to conduct their clandestine business with greater freedom. Those who live along the eastern border use their connections with the Twilight Talons (see Andoran on page 63), to ferry greater numbers of halflings to freedom. Once these towns come under the control of the Glorious Reclamation, the tillers begin operating in the open, calling on Iomedaeans soldiers to protect ex-slave refugees.

Back in the cities still under control of House Thrune, the tillers use their clandestine skills to pass information to the Glorious Reclamation, providing intelligence that helps turn the tide of a number of battles.

If House Thrune wins, the tillers simply restart their abolitionist efforts in secret. If House Thrune loses, the network works with the new Iomedean government to help integrate all halflings who wish to stay in Chelias into a new society where slavery is outlawed, while providing safe passage to those who want to leave. Their mission in Chelias complete, the network turns its attention abroad and expands its reach to include operations in Rahadoun, Thuvia, Katapesh, Qadira, and Osirion, though it never reaches the same level of ubiquity and effectiveness as it had in Chelias in these new lands.

PATHFINDER SOCIETY

While generally neutral in political matters, the Pathfinder Society has much to gain from a Chelish regime change, most notably renewed access to the nation's rich historical sites. Since 4767 AR, the Pathfinder Society has been forbidden from operating within the Chelish empire, and its expansive lodge in Westcrown, Delvehaven, has been shuttered by royal decree. In the intervening decades, the Society has been forced to either operate illegally and clandestinely in Chelias, or gain special permission to conduct its business in the empire through backroom deals with representatives of House Thrune stationed in the Grand Lodge. To once

again have free rein to explore Chelias without the requirement for government oversight would be a huge boon for the Pathfinder Society.

To this end, the Pathfinders use their diplomatic connections to make themselves visibly present in Chelias during the conflict, undertaking minor missions that benefit both the Society and House Thrune. The Liberty's Edge and Silver Crusade factions of the Society are openly opposed to such tactics, urging the Decemvirate to put the Society's deep resources behind the Iomedean rebellion.

Should Queen Abrogail survive as infernal majestrix, she notes the Pathfinder Society's assistance during the engagement, and loosens her grip on the organization's activities, at least for a time. If the Glorious Reclamation deposes the queen, it is much more amenable to Pathfinder operations within Chelias, especially if the Silver Crusade and Liberty's Edge factions are successful in secretly aiding the rebellion throughout the conflict. If the Pathfinder Society helps uncover the Aspis Consortium's duplicity (see Aspis Consortium on page 66), the new ruling party after the conflict rewards the Society by granting it any seized Consortium holdings within the empire, which helps the Pathfinders reestablish a permanent presence in the empire with a new spate of lodges.

SLAVE TRADE IN THE INNER SEA REGION

Chelias has been a major player in the slave trade throughout the region since the ascent of House Thrune in 4640 AR. Its slave ships are common sights in the ports and sea-lanes of the Inner Sea, always protected by the mighty warships of the Chelish navy.

In its efforts to contain the spread of the Glorious Reclamation, the Chelish military command recalls all ships to defend its southern port cities, leaving most of its slaving fleet unprotected. The Gray Corsairs of Andoran (see Andoran on page 63) quickly take advantage of this opportunity and step up their attacks on Chelish slave ships, capturing nearly a hundred and setting free thousands of men, women, and children. In desperation, House Thrune attempts to forge an alliance with the other major slave trading centers of the Inner Sea (most notably the Bekyar of the Mwangi Expanse, the Katapeshi of Okeno, and the Kelesh slavers of Qadira), but they reject Chelias's offer, unwilling to send their own ship against the deadly Gray Corsairs.

If House Thrune wins, it slowly begins rebuilding its slaving fleet over the next few years but continues losing ships to the Gray Corsairs and never again reaches the numbers it had before the rebellion. If House Thrune is toppled, the Iomedaeans immediately end the practice of slavery throughout Chelias and Isger and turn the remains of Chelias's immense navy toward combating slavery whenever ships encounter it upon the open seas.

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GERYON THE SOURCE OF LIES

In the earliest days of existence, Heaven rose as an island amid the chaos. Asmodeus, one of Heaven's champions and eldest inhabitants, wandered far through the mists of possibility and protomatter. He discovered a mysterious, untamed land, a shadow of Heaven that he explored for an age. In his questing, he learned much of that great cavity in existence, including how to hear and commune with the voice of the realm itself—a voice that called itself Hell.

But the land was not empty, nor did its voice alone speak to Asmodeus. Amid the deepening pit of realities lay harsh vistas where prides of hellcat vapors preyed upon flocks of achaierai and endless leviathans twisted beneath the ice of primordial seas. The beasts of Hell were varied, cunning, and lethal, but theirs were not the monument-raising ways of Heaven. Or so Asmodeus believed, until he found the seemingly impossible ruins of a temple.

At first, the words marring those crumbling stones were beyond even clever Asmodeus. As he sought to piece together what might have destroyed the simple, darkened shrine, a sort of scaled worm slithered from the rubble. Neither angel nor wild protean, the serpent thing asked who Asmodeus was. So came about Asmodeus's first meeting with the people of Hell. An exchange began between Asmodeus, who knew much of existence beyond, and the serpent, who knew secrets of Hell's wilds.

In the age that followed, Asmodeus learned of the serpent and its people, the asuras—beings that even the Heavenly explorer knew of only as legends. Said to be mistakes of creation, the asuras were divine errors given form, cracked stones discarded by godly sculptors. Fearful and furious, the asuras fled into the Maelstrom and many found their way to Hell. They were not alone either, and the serpent introduced Asmodeus to others, such as kytons, a shadowy tribe of denied creators—artist-philosophers long-bereft of tools and mediums with which to craft. Asmodeus learned much of beings and possibilities beyond the imaginings of Heaven. In return, he shared many of Heaven's truths and innovations, fascinating these strangers and their multitude of mighty leaders.

Ultimately, though, Asmodeus returned to Heaven. He kept what he learned to himself, musing on the wonders of his travels for time untold. Even the path to Hell remained his secret alone—one he wouldn't draw upon again until he led an exodus of his followers from Heaven, ending a period of unprecedented and theretofore unrivaled conflict.

What the annals of Heaven label the Fall involved relatively little physical casting out. In what is perhaps more aptly called a migration, Asmodeus led his protege Baalzebul; his creation Belial; his generals Dispater, Moloch, and Nybbas; and countless disaffected children of Heaven to their new homeland: Hell. Asmodeus promised his followers an escape from Heaven's ancient bureaucracy and its fawning obsession with mortal life. He never promised that Hell would welcome them with open arms.

Hell had changed much since Asmodeus's previous visits. Once-empty wildernesses now contained the sprawling empires of asura ranas, mighty Hell gigas claimed dominion over world-sized expanses, and lascivious kytons whispered temptations from realms anathema to light. Though some natives of Hell recognized Asmodeus as an ancient wanderer, they welcomed neither his presumption nor his people. Nearly as soon as the war in Heaven ended, the war in Hell began.

Only the experience of their legions of near-immortal veterans spared Hell's immigrants from countless defending armies. Through many battles, the hastily claimed bastion of Dis repelled seas of nameless terrors. Turmoil threatened to be the new condition in Hell, until an asura rana petitioned to enter Dis. A monstrosity of incredible age and power, hailed and feared among the asura race, this master of serpents remembered Asmodeus and all they had learned from one another. Privately, Asmodeus and the serpent met, and for years, a truce held as they negotiated. The leaders' discussion ended dramatically, with the serpent exploding from Asmodeus's keep, nearly destroying the whole of Dis. Escaping the invaders' camp, the serpent called Hell's mightiest leaders, intent on uniting their armies and destroying Heaven's outcasts. Beneath 812 banners, the asura ranas, kyton demagogues, gigas warlords, and other allied tyrants gathered in council.

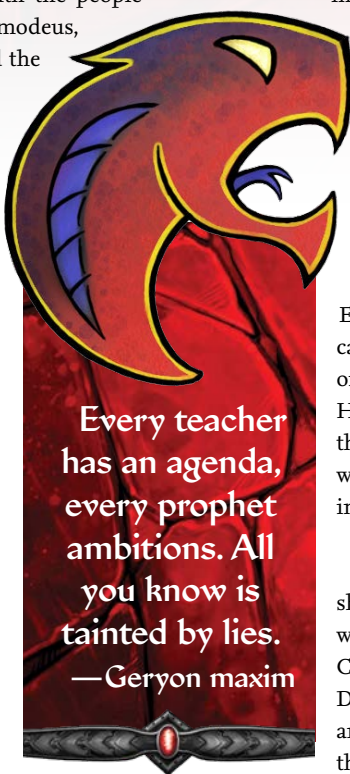
And the serpent consumed them all.

In the aftermath, a thousand armies shattered. Outraged, but without recourse, wise asura ranas—like Daissiad of the Crawling Spears and Giaaga the Ice Dancer—called the serpent “Betrayor” and “Source of Lies” and fled far from the heart of Hell. Several canny kyton demagogues merely vanished—with Aroggus the Abby Maker and Vevolor of the Broken Dream departing to distant shadows. While the war was far from over, the serpent granted Asmodeus and his followers a foothold in Hell that day.

Even today, none but Asmodeus know what promises turned the deadliest asura rana against its people. Yet as Asmodeus's generals subjugated layer after layer of Hell, one—Stygia—was spared; and the treasures, slaves, and whole cities of Hell's defiant inhabitants were removed to the swampy depths of the plane's fifth layer, rather than being ransacked by Asmodeus's followers.

When the war ended, Asmodeus gathered his greatest followers. Before them all, he named himself Lord of the Pit, and bequeathed boons to his mightiest servants. Among them roiled the ancient, traitorous serpent. To that primeval being, Asmodeus granted a legion of the first true devils, creatures for it to consume and so share their blood. He then granted it Stygia, the realm that had always been its own, along with all the spoils, wisdom, and secrets of its former asura brethren. Then he paused, and the serpent spoke a word none remember, but which Hell's histories record as the Only Vow.

And so Asmodeus named it: Geryon.



Every teacher
has an agenda,
every prophet
ambitions. All
you know is
tainted by lies.
—Geryon maxim

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PERSONIFICATION AND REALM

Many know Geryon, the Lord of the Fifth and the Source of Lies, as the Serpent. Yet, some claim Geryon prelates what mortals know as serpents, referring to the most ancient scripts that describe it as a scaled worm. The accuracy of its title aside, Geryon appears as a massive, eyeless beast comprising three interwoven, serpentine bodies. From three wormlike maws, Geryon can partially regurgitate manifestations of any creature it has ever consumed, and so speak or do battle utilizing the forms of countless legions of devils, asuras, mortals, or other unnameable beings. Few also realize Geryon's massive size. While scale often means little to immortal beings, Geryon is a titanic creature, measuring over 90 feet from the tips of its tails to the crowns of its gigantic humanoid extrusions. It is also regularly depicted holding the *Horn of Lies*, an ancient artifact said to be able to broadcast the archdevil's words across the multiverse.

Geryon's depiction varies wildly between cults, with only its most devout followers realizing the recognizable semblances emerging from its body are nothing but blatant lies. The archdevil's symbol, however, is regularly depicted as a severe, crimson snake head.

Geryon rules Stygia, Hell's fifth layer, with perhaps more right than any other archdevil. It alone knows the full extents of the drowned metropolises that lie beneath the surface's marshy landscapes. Moldy islands throughout the swamp hold the Academies of Lies, massive library-temples where all manner of foul scholars collect and study wicked innovations from across the multiverse. The greatest of these, though, Geryon sequesters in collections deep beneath the swamps. Amid the secrets of primeval heretics and fallen asura ranas, Geryon regularly enters lengthy torpors, during which some claim the monstrosity communes with the unknowable intellect of Hell itself. During this time, an army of servants attends the archdevil, transcribing the omens and blasphemies that drip from its poisoned sleep. Geryon shares Stygia with a few infernal dukes, such as Crocell the Soothing Sin, Leccas the Well Spider, Osdri of the Shifting Tiles, and Pirias the Whispering Vial. However, more asuras, asura ranas, and other non-devils make their home in Stygia than on any other of Hell's layers.

DOGMA AND WORSHIPERS

Geryon is a deity by virtue of its association with Hell's other deities, not because it sought a mortal following. Its cult has formed largely because of the archdevil's role in Asmodeus's pervasive church, and Geryon welcomes the benefits even if the fiend doesn't encourage its spread.

Geryon influences its followers faith to hoard knowledge like coins, collect secret truths, and spread falsehoods to dupe the foolhardy. The Lord of the Fifth denies all taboos and holds nothing as heresy, asserting that the truly wise can't forbid themselves learning,

experience, and possibility merely because some fear such things. In what other deities hold as heresy and forbidden acts, Geryon seeks to reveal truths of the multiverse.

The cult of Geryon especially values secret, distasteful, and dangerous insights that society seeks to suppress. Its followers don't view themselves as teachers or revolutionaries seeking to break the shackles of ignorance, however. Any knowledge, unverified, could be a lie, and those who accept such information without testing its veracity are, thus, complicit in being lied to. Consequently, Geryon's cult doesn't seek to free those who willingly don the chains that family, society, leaders, and religion provide them. They offer insight, but they don't enforce and they don't proselytize. Geryon welcomes those who seek the truth and question everything, but does not seek them out. Once a mortal turns to the Serpent for knowledge, the archdevil's cult encourages initiates to question every teacher and to be suspicious of even the most basic truths.

Cannibals and participants in incestuous relationships often join Geryon's cult, where their deviancy might be treated as defiance of societal shackles. Those seeking support for specific abnormal behaviors rarely advance far in the cult, though, as true Geryon worshipers endlessly test the limits of what defines taboo. As a result, Geryon's cult is typically composed of a cabal of amoral scholars surrounded by a gang of useful deviants. While novice cultists often delight in unnatural experimentation, more senior worshipers often seem scholarly and well-reasoned. This typically disguises their personal aberrancy and the cold efficiency with which they indulge in any profane act.

TEMPLES AND SHRINES

Many temples of Asmodeus feature shrines devoted to Geryon. Often these shrines look stylistically different than those of the other archdevils, with designs reminiscent of snakes, fangs, and long human tongues. Many house live, venomous snakes within baskets—or the skeletons of such creatures. These reptiles often serve as the focus of a minor manifestation (*Pathfinder Campaign Setting: Hell Unleashed* 6) that, once per month, causes each snake to whisper some insight that grants a single, intimately close listener a minor bonus on her next Research or Knowledge skill check.

As a former asura, Geryon loathes temples, and so its cult typically gathers in musty underground chambers, manors abandoned to the swamp, and the ruins of libraries and academies. These “temples” are typically repurposed as libraries, where Geryon's followers might formulate and test all manner of hypotheses. Creeping ivy, flooded chambers, book-lined sewer routes, and snake dens frequently feature in Geryon's holy places. As writings are rarely found in such places, the cult of Geryon's collections are usually stolen from others. The

disappearance of the contents of whole libraries might suggest the Serpent's activity in an area.

Despite the nation's favor for the archdevils, Geryon's cult is relatively small in Cheliax; the Serpent's ways hold a reputation for demanding great labor but offering little grace. Its greatest following lies in the Sodden Lands. Not only does the marshy landscape have a Stygian semblance, particularly with the varied secrets of Lirgen, Yamasa, and the Saoc Brethren still hidden within the vast swamps, but Geryon's followers also delight in the rise of cannibalism and desperate murder in the region.

A PRIEST'S ROLE

Geryon's followers often look like unkempt scholars or half-crazed astrologers. Most don't advertise their faith, except in what might be perceived as aggressive intellectualism and atheism. Typically, they reveal their devotion to only those with curious, cynical minds or whose deviancy exceeds devil worship. Most Geryon worshipers keep to themselves, but the most successful gradually form a scholarly cult of assistants and apprentices around them, with debauched, amoral experience-seekers providing protection and muscle.

Those who praise Geryon are typically clerics, though alchemists, druids, oracles, witches, and wizards are frequently associated with the faith. The faith's more superstitious members also hold reptiles—particularly awakened snakes, nagas, and vishkanyas—in particular esteem. Geryon worshipers tend to be lawful evil, though a significant minority is neutral evil. They often have deep insight into three or four Knowledge skills, as well as Survival and Craft (alchemy) to create simple alchemical items and antitoxins.

Neither the Serpent nor its cultists value ceremony. They instead spend as much time as they can in study, pursuing new sources of information, writing refutations to commonly held lies, and preparing and performing unethical experiments.

HOLIDAYS

Geryon's cult holds no particular days holy, but its most devout followers seek to create their own unholy days.

The Audacity: Most of Geryon's mortal followers accept that their end will come. On that day, they believe they will plummet to Stygia and either learn the great secrets of existence or be devoured by Geryon. Their fate as students of blasphemies will be judged by what knowledge they've collected, and the distinctiveness of that learning. Therefore, many of Geryon's priests seek to end their lives with a suicidal incident—particularly a blasphemous one—that no other mortal has experienced. In the earliest days of Geryon's worship, this might have involved leaping from an incredible height to defy the shackles of gravity, or being eaten alive by those who don't realize what they're consuming. In the millennia



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since, though, the low-hanging fruit has been plucked. Now Geryon worshipers concoct elaborate, often magical ends, hoping to glean some insight from their final blasphemous blaze and so garner their deity's favor.

APHORISM

Geryon's followers seek falsehood in all things and refuse to accept common truths without personal scrutiny.

You Are the Lie: The archdevil's followers level this challenge at those who don't worship Geryon, confronting them with the knowledge that they've been lied to, that they've bought into supposed truths they've never sought to confirm, that there is more to existence than they'll ever know, and that certainly some (or much) of their life is founded on lies. The only way to shatter these lies is to embrace the taboo-free existence of Geryon's faith.

HOLY TEXT

Rather than waiting for Geryon to grant them a holy text, the archdevil's worshipers created one.

The Only Vow: The heresy of a religion based upon heresy, this short thesis presents the legend of Geryon joining the archdevils and swearing obedience to Asmodeus. It presents numerous hypotheses regarding the content of the Only Vow, the one word that sealed Geryon's obedience. Geryon's worshipers murder any outsiders found in possession of this text. Ironically, lone Geryon worshipers are also those most likely to seek, possess, and study *The Only Vow*, viewing it as the purest blasphemy of their faith.

RELATIONS WITH OTHER RELIGIONS

Geryon doesn't go out of its way to interact with Asmodeus or the other archdevils, but willingly obeys the Prince of Darkness's demands and engages with any who seek to trade forbidden knowledge. This leads to occasional correspondence with Barbatos, Mahathallah, and Mephistopheles—though even those deities rarely risk traveling to Stygia. Beyond Hell, Geryon has been known to send agents to review or assist in the research of the servants of wise deities such as Abraxas, Irori, and Sivanah. As the libraries of Stygia are infamous for their impossible secrets, a brave few put aside their fears (and better judgment) merely to gain a hint of Geryon's collected lore.

SPELL

Clerics of Geryon prepare *speak with animals* (affecting only reptiles) as a 1st-level spell, *animal messenger* (affecting only reptiles) as a 2nd-level spell, and *sepia snake sigil* as 3rd-level spell. Its priests also have access to the following spell.

HERETIC'S TONGUE

School enchantment (mind-affecting); **Level** cleric 5, inquisitor 5, mesmerist 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target living creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You fill your target's mind with blasphemous knowledge. If the target fails its saving throw, it cannot cast spells or use spell-like abilities for the duration of the spell. Divine spellcasters whose power derives from the worship of a single deity (most clerics, paladins, and warpriests) have the potential to suffer worse. When targeting a divine spellcaster, you can designate an alignment. If the named alignment coincides with either the spellcaster's alignment or that of her deity, the divine spellcaster loses access to all supernatural and spell-like class abilities granted by the associated class for the spell's duration—blessings, domain powers, channel energy, smite evil, etc.

Those affected by this spell can end the effect early by choosing to release the blasphemies in a litany of screamed curses and heretical decadences. The creature is effectively paralyzed for half the spell's duration, and each ally within 50 feet must succeed at a Will saving throw (equal to this spell's save DC) or be shaken until the litany ends. If the creature chooses to do this, it cannot end the litany of blasphemies early. A creature that succeeds at its saving throw to avoid being shaken by its ally's blasphemous litany is immune to the litany's effects and need not attempt additional saves on subsequent rounds.

OBEDIENCE

The following describes the ritual Geryon's followers must perform to take full advantage of the Deific Obedience feat, as well as the boons



for the prestige classes found in *Pathfinder Campaign Setting: Inner Sea Gods*.

OBEDIENCE (GERYON)

Spend an hour meditating on something you've learned and whispering hypotheses and possibilities based upon that fact. Additionally, once per week, you must perform an act you've never done before and that society holds as taboo—usually involving eating or drinking something unsavory. You can attempt a saving throw to disbelieve any illusion you come within 10 feet of, and you gain a +4 bonus on Will saving throws to disbelieve illusions.

EVANGELIST BOONS

- 1: Taboo Breaker (Sp)** *remove fear* 3/day, *touch of idiocy* 2/day, or *water breathing* 1/day
- 2: Heresy Speaker (Su)** Once per day, you can speak an incredible heresy. This functions as per *dictum*, but affects even creatures of lawful alignment. You can choose what creatures to exclude from this ability's effects.
- 3: Poison Tongue (Su)** Your words become poison. As a standard action, while you're speaking, you can choose to poison any number of creatures that can hear your voice. The creatures must each succeed at a Fortitude saving throw (DC = 10 + your Charisma modifier + your Hit Dice) or be affected with muddling heresy (see the sidebar) with a frequency of 1/round for 2 rounds. You can attempt to poison any number of creatures per day equal to your Hit Dice. There is no evidence that your words are magical or envenomed, causing the venom to have no obvious source.

EXALTED BOONS

- 1: Serpent Blood (Sp)** *reduce person* 3/day, *acid arrow* 2/day, or *beast shape* (reptiles only) 1/day
- 2: Venom Maw (Su)** As an immediate action, you can cause your mouth to widen and grow a pair of long, venomous fangs. You gain a bite attack for 1 round. This is a primary natural attack that deals 1d8 points of piercing damage if you're Medium or 1d6 points of damage if you're Small. Any creature damaged by your attack must succeed at a Fortitude saving throw (DC = 10 + your Wisdom modifier + half your Hit Dice) or be affected by muddling heresy (see the sidebar). Additionally, once per hour, you can spit a stream of venom up to 30 feet. Any creature struck by this ranged attack must save against your poison as if it had been bitten.
- 3: Divine Insult (Su)** A number of times per day equal to your Wisdom bonus, you can speak a specialized blasphemy against a single target. As a standard action, you shout shocking truths at the target. The target is affected as per *heretic's tongue* (see page 72). If you successfully deny a divine spellcaster access to its class abilities, that target must succeed at a second saving throw at the end of the spell's effect, whether shortened or not (DC = 10 + your Wisdom modifier + half your Hit Dice). If the target fails, its abilities do not return until it receives the benefits of an *atonement* spell.

CUSTOMIZED SUMMON LIST

Geryon's priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spell.

Summon Monster IV

Snake swarm, venomous (*Pathfinder RPG Bestiary* 3 249)

Summon Monster VI

Devil, drowning (sarglagon; *Pathfinder RPG Bestiary* 4 52)

Summon Monster VIII

Asura, aghasura (*Pathfinder Bestiary* 3 23)

POISON: MUDDLING HERESY

The poison muddling heresy is often used by worshipers of Geryon to make others more susceptible to being convinced of blasphemies and revelations of heretical truths. While the poison can be used on its own, when used as part of a deific boon, the save DC, duration, or other effects may differ from normal.

MUDDLING HERESY

PRICE 750 GP

WEIGHT —

Type poison, injury; **Save** Fortitude DC 20

Frequency 1/round for 6 rounds

Effect 1d4+1 Wis damage; **Cure** 2 saves

SENTINEL BOONS

- 1: Stygian Sentinel (Sp)** *summon nature's ally I* 3/day, *bear's endurance* 2/day, or *water breathing* 1/day
- 2: Chain Coil (Su)** When you successfully disarm an opponent using a heavy flail, your disarmed opponent immediately provokes an attack of opportunity from you. In addition, you gain a +2 bonus on any attacks of opportunity you make against opponents you have disarmed with a heavy flail within the last round. Additionally, the critical threat range of any heavy flail you wield increases by 1 (this increase stacks with that from the Improved Critical feat).
- 3: Coffin Feast (Su)** Once per day, you can touch the corpse of a humanoid creature, affecting it as though it were the food and drink created by the spell *heroes' feast*. The appearance of the corpse doesn't change, but it miraculously provides enough sustenance to feed a number of creatures equal to your Hit Dice. Creatures that eat from this communal table, a process that takes 1 hour, gain a +2 profane bonus on attack rolls and Will saving throws instead of the usual +1 morale bonus. It also provides those who eat from the corpse with the benefits of the spell *regenerate*.

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THE HOUND'S MAW

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It took us two more days of travel before we began to see rubble among the trees. The signs were subtle at first. A moss-covered stone, obviously worked. A low wall writhing with vines, behind which sculpted visages peered out at our passing. A stone arch somehow standing in the middle of nowhere, its engravings too weatherworn to decipher.

Every so often, we lost the path and wandered until we found another one of Maharai's rock piles pointing the way. They appeared sporadically, at no fixed distance from each other, but they provided the only guidance we had.

A few times, distant howls froze us in our tracks. The mule would twitch its ears and stamp its hooves, but Jevlia calmed it by stroking its neck until whatever beasts caused the noise stopped their haunting choruses.

Khem bided his time back in the cart with stoic dignity, no longer voicing any complaint no matter how bumpy the ride got. Perhaps Liset's presence kept him quiet, as he didn't wish to appear weak in front of her. She walked beside him much of the way, occasionally scouting ahead when we entered more foreboding sections of the wood.

I noted the many low conversations the two held as we journeyed. Liset kept touching the amulet now hanging around her throat, the only thing keeping her alive. Her expression grew pained whenever she sneaked glances at Khem. Knowing her death would devastate the boy more than anything else, I kept a close eye on the young fighter to ensure she didn't try to slip the amulet back onto Khem and sacrifice herself in the process.

The third day started much like the others, with us breaking camp as soon as it became light enough to travel and orienting ourselves to the latest pile of stones. By my estimate, we neared the northwest edge of the wood, close to where we might see the Arcadian Ocean and perhaps even the Pillars of Anferita, a peculiar rock formation along the coastline. I hoped we wouldn't need to travel that whole way; otherwise, we might have to start hunting for food.

Near midday, Liset called for our attention.

"There!" She pointed with her rapier. She kept the weapon unsheathed except for when she slept. Even then, she held it close all night, and I wondered how deep her sleep actually got.

In the distance, just above the treetops, a stone spire poked into view. Without any context, I couldn't gauge how far away it stood or how tall it really was, but I guessed at least several stories.

"Excellent," I said. "Ancient ruins. Those always bode well for rescue attempts. Plus, if you fail, you've a ready-made tomb in which to be interred. Saves on funeral costs."

Jevlia swatted the back of my head. I took it as a sign of affection that she did so without bruising force this time.

"That has to be where they are." Khem held a palm out toward the tower. "I can almost feel it. My mother's there."

"If so, Drayven may be as well," I reminded him.

His expression grew determined. "Good. It's four against one with him. He'll pay for everything he's done."

I noted he didn't include his mother as numbering among us in opposing the devil. Jevlia and I moved ahead while Liset brought Khem along more slowly in the cart.

From the moment we spotted the tower, thorny vines of unease wound tight inside me. As the trees gave way to a large, open ruin, the vines seemed to twist around my throat and threaten to suffocate me.

Crows. At least two dozen of them fluttered and perched around the stony shambles leading up to the tower's base. Thick greenery crowded the area, choking what might have once been homes, shops, or even temples from a long-gone city. Only the tower remained intact in the center of it all, thrusting up like a massive tusk. Great cracks shot through the weathered blocks that formed the curved walls. The outside looked oddly bare, with only a few bands of unfamiliar writing etched in coils along the height of it, alongside stylized engravings of humanoid figures and beasts.

I didn't immediately spot an entrance, but I didn't spend much time seeking one, as the crows dragged my attention back down. The birds hopped about, pecking at random spots or flapping their wings. Their croaking caws echoed through the area. They cocked their heads at our arrival, but none flew away. Instead, several took wing to circle over our heads, their cries digging into my ears like claws.

I winced at each call. This had to be some manner of divine mockery sent to torment me. My heart pounded like a war drum and my breaths came as if I'd just sprinted a mile.

Jevlia came up and laid a hand on my arm. "Are you okay?"

My teeth chattered. I shook my head and stepped away. "I can't do this."

Liset and Khem stopped as they caught up with us.

"What's wrong?" Khem asked.

"I..." I patted my bald spot with a shaky hand. Licked my lips. Tasted dust on them. "I can't go on. You have to go without me."

"What?" Khem studied the ruins ahead, as if trying to see any hidden danger. "Why?"

Unable to stand the questioning, much less answer it coherently, I did an about-face and took several steps away. The throbbing in my skull increased until I gripped my head and bent over, groaning.

"I've never seen him like this," Khem said softly.

"Is he ill?" Liset asked.

"Not physically, no," Jevlia said. "His heart is... tormented."

"By what?"

Jevlia cleared her throat. "Loss."

Khem made a querulous noise. "I don't understand."

For some reason, this flared anger in me that pushed the pain away for a moment. I spun and stalked up to the cart to grab Khem by his robe.

"Then let me pound a nail of comprehension into your skull." I hauled him up to eye level. "I was a Pathfinder once. Until I betrayed them and everything they stood for."

Khem's lips worked silently and bewilderment widened his eyes.

A jab alerted me to the tip of Liset's rapier hovering over my throat.

"Release him," she said.

Scoffing, I let Khem fall back into the cart. He grunted, but made no other complaint. I knew it was unfair of me to lash out at him like that, and he voiced only real concern. Yet I couldn't rein in the self-loathing that had been stewing deep within me, and which now boiled over as unfocused fury.

As I glared at Liset, Khem reached for me.

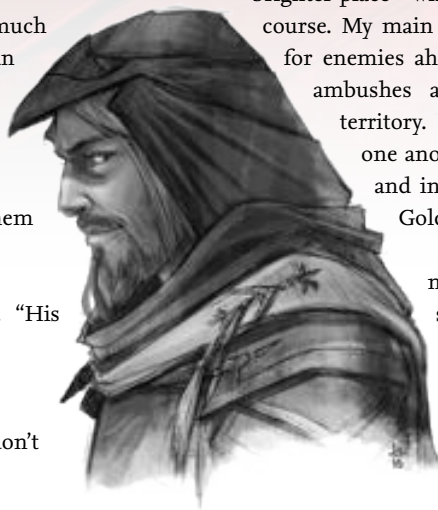
"Master Atrius—"

I struck his hand aside. "Stop calling me that. I'm no master of anything but my own stupidity." I glowered at Jevlia. "Since you won't stop badgering me about it, fine. I'll tell them the truth of it."

"Atrius," she began, "you don't have to—"

"Shush." I made a pinching motion at her mouth. "Might as well expose my inner demons before dealing with an actual devil."

Crimson-stained feathers fluttered in the corners of my vision, threatening to swarm and smother me. Yet I pushed them back with teeth-grinding effort.



*Twilight has long set on the
adventuring career of the Golden
Crow. And yet I've never been able to
forget my time as a Pathfinder—nor
the screams of the friends I lost.*

"Almost twenty years ago, when I was around your age," I nodded at Khem, "I belonged to the Pathfinder Society. I traveled with several companions, good people, good souls who wanted to make the world a better and brighter place—while getting rich beyond measure, of course. My main function was as a scout, checking for enemies ahead, defusing traps, and thwarting ambushes as we explored more dangerous territory. We even had silly nicknames for one another that we used among ourselves and in our Society reports. Mine was the Golden Crow."

A harsh laugh burst out of me. I made fists to keep my hands from shaking. "While delving into a set of ruins up in the Devil's Perch area, we uncovered a trove of lost treasure. Enough jewels, magical relics, and trinkets to make the whole lot of us wealthier than we'd ever hoped. Of course, we were beholden to donate a portion of it to the Society, but there'd be plenty left over to retire on or fund future expeditions.

"But while we discussed our good fortune and joked

about what we might do with the bounty, someone triggered a trap. I don't know who. It might have been any of us. The point is, I overlooked something on our entry, and the entire chamber started coming down on our heads. I was closest to the exit, pockets and sack already laden with treasure."

I closed my eyes against the memories of screams and cries for help. "If I'd dropped my haul, I might have been able to rush back in and haul one or more of my friends to safety. Instead, I ran. That was the moment the Golden Crow turned into nothing but a lying rat.

"Fearing retribution from other Pathfinders, I took what valuables I'd salvaged and disappeared. I roved from town to town until winding up in Khari. Far enough, I hoped, to not be sniffed out by Society agents. I changed my name. My look. Turned to the lifestyle of a wealthy bachelor. I cast aside everything from that old life and lived off the treasure I absconded with." I turned and held my arms out for a bow. "And that leaves you with me. The king of cowards."

The three of them held silent. Only Jevlia didn't look surprised. In all honesty, I didn't begrudge her digging up my past. Secrets were her trade, after all. Perhaps I should have been thankful her probing prompted me to tell all here in the wilderness rather than in the middle of a crowded street. After all, if none of us survived what waited for us in the tower, then my

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I should have recognized that the crows infesting the ruins were omens of the darkness of my past resurfacing. I suppose they might have been ill harbingers for my young friend Khem as well.

sordid acts would remain nothing but a whisper from the grave.

At last, Khem spoke up. "But you've been helping us all this time. That's not the act of a coward."

"I've been hoping to help myself." I jerked my head Liset's way. "I never expected to actually find anyone still alive, her or your mother."

Khem flinched.

I mimed hefting a heavy purse. "I'm swamped with debt. I got too used to living easy off the goods I plundered, giving lovely gifts to even lovelier flowers just to receive a little warming attention." I smiled bitterly at Jevlia. "That's why those men stopped us on the way out of Khari. I owe their master more than enough to put me on a slave block. I thought perhaps I could scrounge up a few relics on our outing and hawk them for enough coin to clear my name." I met Khem's eyes. "See? There's no hero here."

Feeling drained, I spotted a crumbling log a few yards away and tromped over to it. I sat on the spongy wood and snapped a hand toward the tower. "Go. Go find your mother. Leave me to rot, as I should've a long time ago."

I turned my head aside and stared at nothing, ignoring their whispered conversation. Shouldn't I have felt relief at finally exposing all the bitter truths? A release from the invisible burden I'd shouldered for decades? Instead, I felt cored out, hollow and ready to collapse in on myself. My confession had achieved nothing beyond shattering what confidence Khem might have had in me.

Thumps and creaks alerted me to Khem getting out of the cart. I pointedly kept my gaze elsewhere until he limped up and eased himself down beside me. We sat in silence for several long minutes. Then he took a deep breath.

"I don't believe you."

I snorted. "I finally reveal my yellow belly, and you think it's just another lie."

"No," he said. "I believe you on that. Something awful happened long ago and you blame yourself for it. You blame yourself for running. For their deaths."

"Because it's true."

"Maybe. I wasn't there." He looked to the tower and back to me. "I am here, though. And what I don't believe is that you're a coward. Nor do I accept that pilfering lost baubles was your only motive in joining me in this."

I opened my mouth in automatic objection, but he rapped me across the knees with his cane. I coughed in surprise and rubbed the achy joints as he continued.

"I know what you think when you look at me. That I'm a naive boy, little better than a hermit, with no real sense of how life works outside of my shop. I've not traveled wide and far, true. Haven't been able to see much of the world, but," he gave a lopsided smile, "don't you realize how much of the world came to see me?"

I blinked and frowned.

Khem chuckled. In his wizened state, it made me feel the youth for once, being counseled by an elder.

"Atrius, all manner of people have come to my door, bearing their coin and trinkets and tales. Lords and ladies. Mercenaries and mages. Soldiers, beggars, artists, adventurers, merchants, and murderers. Each one taught me a little more about the lives I could never live. They also taught me how to discern a person's character quick enough. I've encountered plenty of cowards over the years." He gripped my shoulder. "I would never lump you in with that lot. Even if you refused to believe in yourself this whole time, you believed in me enough to come this far."

I groused for another minute until I realized I was sulking. Quite unbecoming. I eyed Khem sidelong. "You're not going to let this be, are you?"

He grinned. "Hardly."

I sighed and eyed the crow-infested ruins. Something fluttered within me—but my vision remained clear. Instead, the sensation came within my chest as the slightest bit of hope spread its wings.

Maybe I could do this.

I rose and helped Khem stand as well. We returned to the women. Jevlia greeted me with a warm smile, while Liset kept glancing warily my way while tending to Khem. He brushed off her attempts to get him back into the cart; instead, he pointed his cane at the tower.

"I think we're on foot from here. I'll manage."

After securing the mule, we made our way to an uneven grass-covered slope, which hinted at once being an ancient flight of stairs beneath the lumpy earth. At the top, the ground leveled out into rows of stacked stones and occasional walls, with vines knotting about and creeping into every crevice.

The crows remained in place as we approached the tower's base, watching us with glinting eyes. Then, with some hidden signal, they burst into the air as one. A handful of black feathers drifted down on our heads. I snatched one out of midair and twirled it between thumb and forefinger.

"See?" Jevlia gestured at the fleeing birds. "Just animals. No dire omen or—"

A nearby vine shot out and wrapped around Jevlia's throat. It yanked her sideways off her feet and dragged her toward a suddenly animate clump of vegetation.

Jevlia kicked and writhed as she scraped along the ground, but couldn't find purchase. I chased after her, my daggers already in my hands. The choking vine ended in a larger clump of plants, which whipped into motion as it hauled its victim closer. Smaller growths twined over Jevlia's arms, but she twisted out of their grasp. Yet she couldn't dislodge the length around her throat.

Liset arrived at my side just as I reached the main plant. The unnatural vegetation swatted at us with broad leaves that looked disturbingly like long-fingered hands.

Liset slashed her rapier, lopping off multiple vines as they groped her way. The thick roots at the base of the plant undulated, and the thing actually began crawling along away from us, as if attempting to carry Jevlia deeper into the ruins.

I stomped on the nearest root. It squirmed with surprising strength and nearly threw me off. I hacked at any vine in reach, but my daggers were made to punch into vital organs, not chop deadly weeds.

Jevlia's choking noises jerked me back to where she lay as the main vine coiled further down her torso. Her eyes had gone wide. She reached a hand to me, the other groping at the vine around her neck. Her cheeks puffed and nostrils flared as she strained for air.

I grabbed her hand and braced as she used me as an anchor to get to her feet. Her face set in determination as she strained against the vine, which whipped about, trying to drag her back down.

"Liset!" I hollered. "Here!"

The swordswoman whirled from where she'd engaged multiple thrashing vines at once. She spotted our struggle and lunged, slicing in the same motion. The first swipe failed to cut all the way through.

Jevlia and I grabbed the vine and pulled it taut. Liset reared back and gritted her teeth. She chopped down and through.

We stumbled back, holding each other for balance. The blade had severed the vine from the main plant, which went into a frenzy. Its roots curled up on themselves and shuddered. At last, it collapsed into a heap that twitched and spasmed in what I hoped were death throes.

Jevlia gasped as she peeled the now-limp vine off her neck and tossed the length aside. She rubbed her throat, which had several raw lines scoured across it.

"Didn't..." She coughed and swallowed hard. "Didn't expect that."

"If you assume everyone and everything in life is out to kill you," I said, "you rarely get caught off guard."

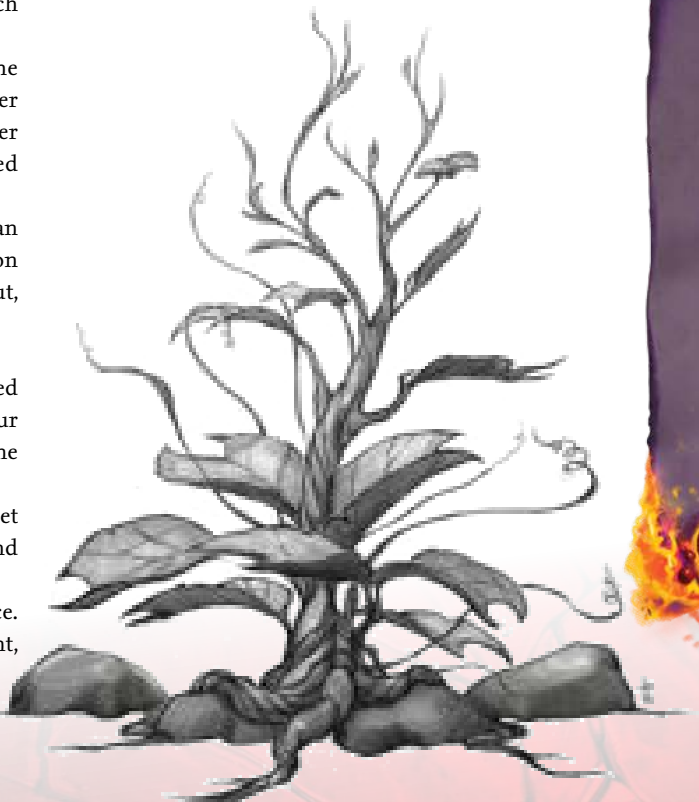
That racked up another bruise for my collection. Keeping a close eye on the plants all around us, we regrouped and once more advanced on the tower. Khem tried to apologize to Jevlia for not being any help, but she waved him off.

"Good to save your spells for the real threat," she said.

Khem grew dour, and I knew he worried about his ability to cast anything at all in his current state.

The tower loomed, seeming to grow taller and wider with each step we took closer. It put me in mind of a gargantuan siege tower, easily able to hold a hundred soldiers at various stations, depending on the layout inside. Several doors at higher levels opened onto broad balconies that lacked railings.

The first rule of adventuring: never let down your guard, even when you're at rest. But then, I've been away from such a life for more years than I care to admit—and the plant looked like any other.



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We circled the base until we found a lone entryway gaping like the entrance to a crypt. Whatever doors the arch held, they'd rotted to nothing long ago. As the others studied the doorway with misgivings, I stepped forward.

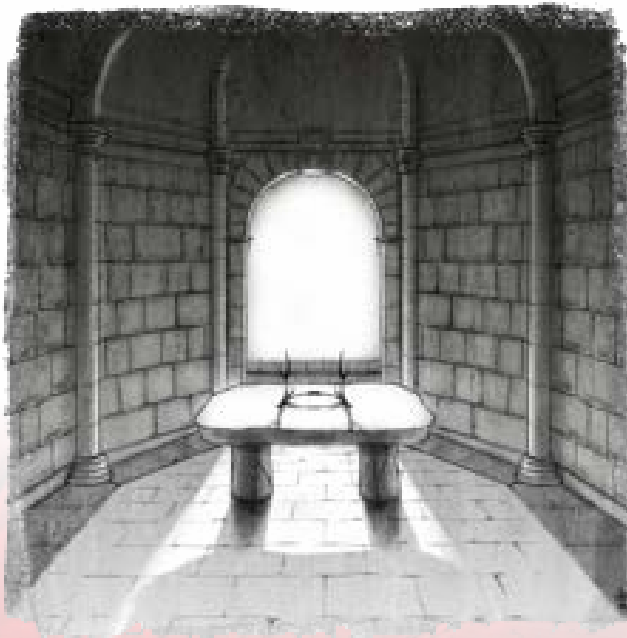
"Allow me."

Before any could object, I strode up to the archway and just glared at it for a long moment, as if I could make the tower collapse by the sheer force of my scowl. With the others at my back, I could almost imagine myself being back in my youthful days. This might have been any of the ruins my friends and I had discovered and plundered.

I set to work in a way I hadn't for years, scouring the entrance, looking for everything from a tripwire to loose stones to arcane glyphs hidden by dust. I closed my eyes and let dilapidated instincts wake, probing with every sense I had—except taste, of course. Sometimes, when approaching a new area ahead of my old companions, I'd just have a feeling of something being off that guided me to a trap or revealed a previously unnoticed hazard.

Nothing triggered any internal alarms. So either my talents had atrophied to the point of uselessness, or we had a clear path.

The stand on the altar might have once held a legendary sword or some other important artifact. Had I guessed the truth at the time, I would have fled the tower and not looked back. I shudder now even thinking about it.



I turned and waved the others forward. "Let's not be late to the party, agreed?"

We slipped into the tower. Khem leaned on Liset so his cane wouldn't tap along, though he gripped it like a club. Jevlia and I remained in the lead. While we both stepped silently, I noticed her footsteps didn't even leave prints in the dust. Envious, I wondered if I was too old a bird to pick up a new technique like that.

The initial open area narrowed into a main hall with rooms on either side. Enough light leaked through the numerous windows—all missing their panes—to illuminate animal droppings and the occasional bone on the floor. Not even ruined piles were left to suggest where the prior residents might have positioned tables or chairs. I could only guess at the function of the various spaces we passed. Had this been a wizard's abode? A guard barracks or watchtower? A manorial residence or a sort of guild hall?

We moved slowly, taking turns peeking around corners and through doorways, ever vigilant for anything out of place. Though, admittedly, in this ancient place, we were the real outsiders.

Near the middle of the tower, two flights of stairs went up in different directions. We chose one at random and ascended, Liset bringing up the rear in case of an attack from behind. The stairs fed out onto a second floor with hallways heading off toward each quadrant.

Liset hissed low. Jevlia and I looked back as she raised a hand, a signal to stop. When we did, silence blanketed us completely.

No. Not completely. A distant noise tickled my ears. I strained to make it out and finally identified the sound as voices. Two of them, at least, by the echoes and varying tones. They wavered down from the hall to north.

Clustering together, we proceeded as one. However, once another doorway appeared at the far end, I again mimed for my companions to stay put until I investigated. I stuck to the shadows as I neared the threshold. The hall opened into a large, octagonal room with pillars at each corner. A massive stone slab stood at the far end, set atop with a pair of silver crescent-shaped prongs. Beyond this, an arch led out onto a sunlit balcony.

Two people stood near the altar. I recognized Maharai on the left, with her dark robes and long-nosed plague doctor mask dangling from straps on her belt. She stared up at a portion of the wall covered with whorled writing, moving a hand across the lines as if trying to read the engravings.

A man stood on the right side, severe in his bearing, with inky hair and a pale complexion marred by a scar that crossed both cheekbones. He fiddled with a white rod, which I first took to be a bone he'd scrounged up from somewhere. That morbid toy aside, I knew plenty who'd call him handsome, if a bit fierce of features. His eyes held an icy blue gleam, notable even across the distance.



Historians say that the long and powerful arm of that ancient Jistka reached all the way to what is now southern Cheliav. The ruins we found gave truth to that claim. It was apparent that the tower once served as the hub of the entire complex. That the boy's mother was drawn here left me with an uneasy feeling.

As he moved, though, I caught the barest trace of a glimmer in the air around him. Ah, yes. An illusion of sorts cloaked his true form. This must be the devil we hunted, then. Drayven. And he was allied with House Thrune itself, if the colors of his armor and vestments meant anything—or might that be just another part of the glamor he'd created, to give him freedom to do as he pleased?

Either way, I'd at least identified both of our targets. One to save, one to vanquish. Or might we have to contend with both? It seemed Maharai had truly thrown her lot in with Drayven and appeared to be working with him under her own volition, as Liset said. How would she react to our presence? How far gone was her heart and mind from the woman who once would've sacrificed all for her son?

Only one way to find out.

I returned to the others and held a hand over my mouth to muffle the words.

"Maharai and Drayven are just ahead." I glanced at Khem. "If it were any other situation, I'd suggest trying to take down the devil before it even realizes we're here. But I'm unsure how your mother would react to a

sudden attack. Is there any signal you can give her that might draw her away?"

He frowned in thought. "No. Now that we've found them, I feel presenting myself to her is the best course. Help her see the truth once more."

I rubbed my forehead. "I was afraid you'd say that."

Liset grasped his hand. "Are you sure about this? Remember how she betrayed me in the end."

"And remember that I'm the reason she's gone to these lengths in the first place," he said. "She's no danger to me."

Jevlia kissed his forehead, drawing an odd look from Liset. "Don't fear Drayven. We'll be right behind you, should he attack."

Khem nodded at us gravely, and then hobbled ahead with us at his heels. As he reached the threshold, he rapped his cane once on the floor. The sound cracked off the walls.

Maharai spun to face us, while Drayven simply lifted his head from studying the rod he held. The devil's smile nearly split his face. Maharai, though, looked torn between astonishment and dismay.

Khem planted his cane and bowed. "Hello, mother."

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Few soldiers of Heaven are more capable of wreaking destruction upon their enemies than the fabled hammer archons. The most vigilant and righteous of souls fill the hammer archons' ranks, and it should be the goal of all goodly people to emulate their dedication to the eradication of evil from the world. When House Thrune musters its forces, summons its legions of devils, and calls its Hellknight lapdogs to heel, we must stand as the mighty defenders of Heaven's walls to repulse their evil onslaught. Righteousness will prevail, and our souls, whether they depart this mortal realm today or in fifty years, will shine with the glory of the Inheritor. May we be blessed to wield the hammers of justice against our enemies and the foul abominations that will come before us this day."

—Fifth Sword Knight Verikas Wealwood, before the Battle of Reymon's Field

This month, the Hell's Vengeance Adventure Path presents a whirlwind tour of the infernal empire of Chelias, from its thrall state of Iger to Warlock Island at the other end of the map, providing countless opportunities to challenge the adventurers with new and unexpected opponents.

ADDITIONAL CHELIAX ENCOUNTERS

While this volume of Pathfinder Adventure Path assumes the PCs are traveling around Chelias using teleportation magic (specifically Queen Abrogail's *greater teleport* spells), there are plenty of opportunities for Game Masters to incorporate random encounters into the adventure. The villains may remain in or near one of the primary encounter locations to rest or recuperate after conducting their business on Her Infernal Majestrix's behalf; they might decide to travel overland to complete their next task; ambitious spellcasters among the party could attempt to use their own teleportation magic to move across the empire and experience a mishap. The following encounters are among the many the PCs might face in the course of their adventures across the Chelish landscape. Some suggested monsters or encounter groups on the random encounter table fit well in one particular area of Chelias but perhaps not others. If you roll such a result and cannot find a creative way to integrate the encounter into the party's current location, feel free to roll again until you receive a result that better fits the circumstances.

Bellflower Crop (CR 12): Whether in a settlement or the Chelish hinterlands, this band of Bellflower Network tillers can be encountered while moving a "crop" of escaped slaves to freedom. They may run into the PCs after their initial reconnaissance of their "row" (path to the next "farm," or safe house) didn't reveal the adventurers' presence, or the villains may happen upon their path in a chance meeting. The band is led by **Menil Redlamp** (use the statistics for a pirate queen on page 133 of the *Pathfinder RPG NPC Codex*, replacing the aquatic humanoid favored enemy and water favored terrain with evil outsider and plains, respectively). Menil scouts ahead of her companions, who stay with the crop 50 feet behind. The crop's primary guardians are a pair of halfling slingers (*NPC Codex* 84) and a trickster mage (*NPC Codex* 165). The crop itself consists of a half a dozen escaped slaves who do not participate in combat if they can avoid it (use the statistics for the accomplished angler on page 256 of the *NPC Codex*, with no gear.)

The Brothers Wexallaer (CR 14): The brothers Drennar, Relbart, and Xaverian Wexallaer joined the Hellknight Order of the Scourge the same year, but all washed out before reaching the trials that would earn them permanent places within the order. Dejected and bitter, they set out across Chelias to find a new order to pledge themselves to, certain that their destiny was to wear the Hellknights' iconic armor. They chanced upon Lictor Enwar Shokneir

CHELIAX ENCOUNTERS

d%	Result	Avg. CR	Source
1-7	1 bhuta	11	<i>Bestiary</i> 3 41
8-13	2 aurumvoraxes	11	<i>Bestiary</i> 2 35
14-21	Bellflower Crop	12	See below
22-26	2 peludas	12	<i>Bestiary</i> 4 212
27-33	Jomitonsuu	13	See below
34-38	1 seaweed siren	13	<i>Bestiary</i> 4 235
39-44	1 shadow roper	13	<i>Bestiary</i> 4 238
45-52	1d3 leonal agathions	14	<i>Bestiary</i> 2 20
53-59	The Brothers Wexallaer	14	See below
60-68	1 diabolical charmer	14	<i>NPC Codex</i> 172
69-75	2d4+1 Nessian warhounds	14	<i>Bestiary</i> 173
76-83	1 zana	14	See page 90
84-89	1 popobala	15	<i>Bestiary</i> 3 221
90-94	The Landwatcher	15	See below
95-100	1d3 peris	16	<i>Bestiary</i> 3 218

of the ruined Order of the Crux as the brothers made their way north toward Citadel Dinyar. The undead lictor promised the brothers membership in his order without trials or training if they would undergo a ritual to turn them into graveknights (*Pathfinder RPG Bestiary* 3 138), just like the lictor himself. The brothers agreed and now, 2 decades later, they still roam the Chelish countryside "recruiting" new undead Hellknights for their master.

Jomitonsuu (CR 13): The storm giant Jomitonsuu has long made his home in the mountains of Devil's Perch. Though he is appalled by the state of affairs in the human civilization around him under the rule of House Thrune, he is pragmatic enough to know that a single giant can do little to fight an entire nation. The advent of the Glorious Reclamation presents Jomitonsuu the opportunity to venture forth from his isolated home and revel in battle against House Thrune's agents while the nation is largely distracted by the Iomedean invaders. While an encounter with Jomitonsuu makes the most sense in southwestern Chelias, he could have traveled far across the empire in his search for battle.

The Landwatcher (CR 15): This enigmatic manitou (*Pathfinder RPG Bestiary* 4 192) has recently made its home in the forest or plains near the adventurers' location and recognizes the threat they pose to the natural order. Content to watch them while they are focused on their task at hand, the invisible nature spirit bides its time, waiting for a moment of weakness. If the PCs are far enough away from civilization that a battle between the manitou and the Thrune agents will cause no collateral damage, the Landwatcher opens combat with a surprise earthquake, and quickly summons the forces of nature to overwhelm the unsuspecting evildoers.

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ARCHON, HAMMER

This stern-looking humanoid wears a suit of armor decorated with sharp lines. He wields a hammer-headed polearm with a wicked spike on its reverse side.

HAMMER ARCHON

CR 18



XP 153,600

LG Large outsider (archon, extraplanar, good, lawful)

Init +5; Senses darkvision 60 ft., detect evil, low-light vision; Perception +28

Aura aura of menace (20 ft., DC 26)

DEFENSE

AC 33, touch 10, flat-footed 32 (+11 armor, +1 Dex, +12 natural, -1 size)

hp 310 (20d10+200); regeneration 5 (evil weapons and spells)

Fort +16, Ref +13, Will +17; +4 vs. poison

Defensive Abilities reverberation; DR 10/evil; Immune bludgeoning, electricity, petrification; SR 31

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +4 impact lucerne hammer +30/+25/+20/+15 (4d6+13)

Space 10 ft.; Reach 10 ft. (15 ft. with lucerne hammer)

Special Attacks axiomatic barrage, inevitable sunder

Spell-Like Abilities (CL 20th; concentration +24)

Constant—detect evil

At will—break^{APG} (DC 15), protection from chaos, shield1/day—dictum, enemy hammer^{APG} (DC 20),

sympathetic vibration

STATISTICS

Str 23, Dex 13, Con 30, Int 16, Wis 20, Cha 19

Base Atk +20; CMB +27 (+31 bull rush, +31 sunder); CMD 38 (40 vs. sunder)

Feats Cleave, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Sundering Strike^{APG}, Vital Strike, Weapon Focus (lucerne hammer)

Skills Diplomacy +27, Fly +21, Intimidate +27, Knowledge (engineering) +26, Knowledge (history) +26, Knowledge (planes) +26, Perception +28, Sense Motive +28, Survival +28

Languages Celestial, Draconic, Infernal; truespeech

SQ immovable object

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–6)

Treasure double (+2 full plate, +4 impact^{UE} lucerne hammer^{APG}, other treasure)

SPECIAL ABILITIES

Axiomatic Barrage (Su) As a standard action, a hammer archon can slam the head of his hammer against the ground, creating an ordered pulse of energy in a 30-foot-radius burst. Only chaotic and neutral (non-lawful) creatures are harmed by this energy, which deals 10d6 points of damage to chaotic creatures (or

10d8 points of damage to outsiders with the chaotic subtype) and slows them for 1d6 rounds (as per *slow*). A successful DC 26 Will saving throw reduces the damage by half and negates the *slow* effect. This ability deals only half damage to creatures that are neither chaotic nor lawful, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful DC 26 Will saving throw. A hammer archon can use this ability once every 2d4 rounds. The save DC is Charisma-based.

Immovable Object (Su) When not in the archon's possession, a hammer archon's lucerne hammer can be picked up or moved by only another hammer archon or a lawful outsider of at least the same CR as the hammer archon. A hammer archon's lucerne hammer has double the hardness and 50% more hit points than a normal lucerne hammer. This quality persists for 24 hours after the hammer archon's death.

Inevitable Sunder (Ex) When a hammer archon attempts a sunder combat maneuver against an item held or wielded by a chaotic- or evil-aligned creature (or a creature with the chaotic or evil subtype), the hammer archon ignores the target item's hardness.

Reverberation (Ex) A hammer archon's body is harmonically attuned to provide it with extraordinary defenses. The archon is immune to bludgeoning damage. Additionally, whenever a character strikes a hammer archon with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Hammer archons are the unstoppable champions of celestial armies, called to fight against paragons of evil and chaos when all hope seems otherwise lost. Their powerful hammers sweep through lesser enemies and shatter shields and weapons with ease. Each hammer archon's plate armor gleams like polished silver and resists even the strongest blows from hammers and other bludgeoning weapons.

A hammer archon stands 10 feet tall and weighs approximately 900 pounds.

ECOLOGY

Those archons who continually proves themselves in battle, either by striking down hordes of demons or by holding back a single pit fiend long enough for reinforcements to arrive, may get promoted to the rank of hammer archon. This process can take centuries, even millennia, but the lawful-aligned outsiders would brook no shortcuts. Many hound archons and shield archons with martial inclinations ceaselessly endeavor to rise to the heights of power that being a hammer archon represents.

The most ambitious hammer archons strive to prove themselves worthy of becoming star archons (*Pathfinder RPG Bestiary* 2 32), often taking on positions of authority in important conflicts. Those who show they can lead squadrons of other archons to victory against overwhelming odds or can make tactically sound decisions under pressure take the first steps to a legendary transformation. Other hammer archons are content to remain as they are, with the knowledge that an army with too many generals and not enough soldiers is no kind of fighting force at all.

HABITAT AND SOCIETY

Hammer archons spend the majority of their time on the fields of battle, whether assaulting an outpost of Hell or clashing with legions of daemons over a nexus of power on the Material Plane. Unless injured by a particularly potent foe, these archons require only brief respites before charging back into the fray. When not fighting, hammer archons struggle to not betray their impatience to re-enter conflict. They pass their idle hours polishing their armor and maintaining their lucerne hammers. As such, the areas of Heaven where these celestials reside are often filled with the rhythmic sound of hammers ringing against steel.

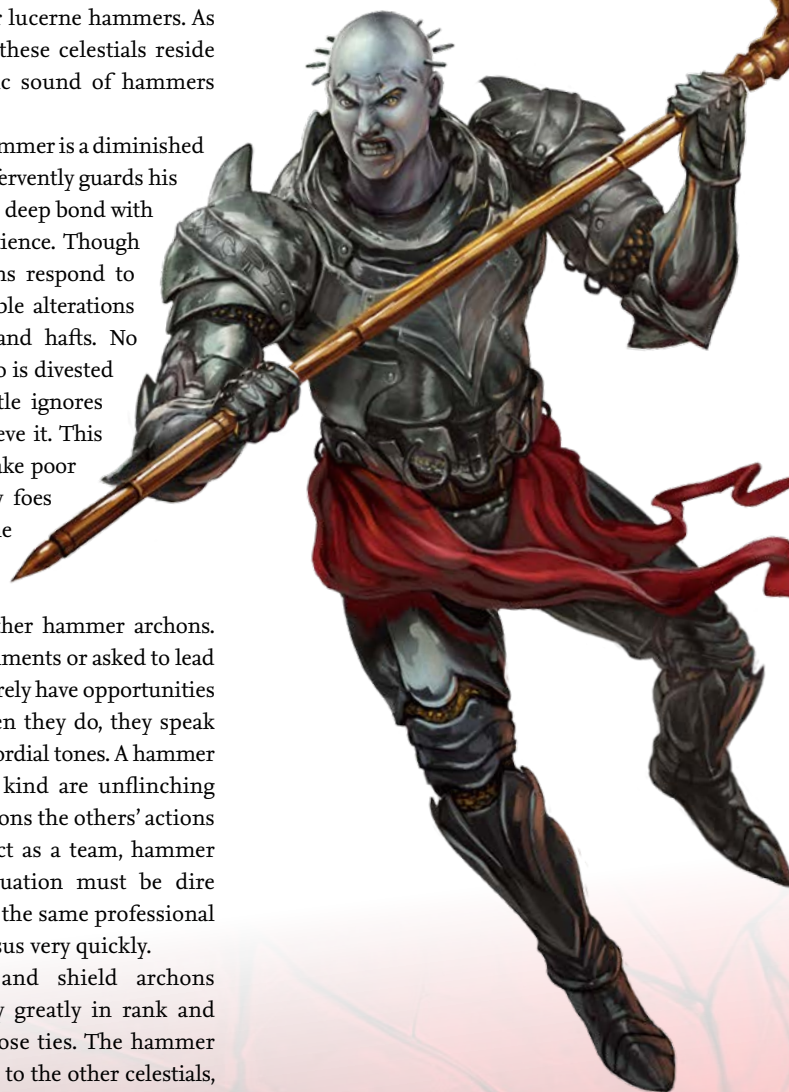
A hammer archon without his hammer is a diminished version of himself, so each archon fervently guards his weapon, sometimes forming such a deep bond with it that it gains a modicum of sentience. Though not fully intelligent, these weapons respond to their owners' moods with noticeable alterations of the symbols on their heads and hafts. No matter what, a hammer archon who is divested of his weapon in the heat of battle ignores all other threats until he can retrieve it. This sometimes forces the archon to make poor strategic choices, a fact that savvy foes take advantage of when fighting one of these celestials.

Hammer archons often have only cursory relationships with other hammer archons. They are usually sent on solo assignments or asked to lead armies of other celestials, so they rarely have opportunities to interact with one another. When they do, they speak only of past conquests in cool but cordial tones. A hammer archon knows that others of his kind are unflinching followers of law, so he never questions the others' actions or decisions. When required to act as a team, hammer archons understand that the situation must be dire indeed. They discuss strategy with the same professional attitude, and often reach a consensus very quickly.

Though hammer archons and shield archons (*Pathfinder RPG Bestiary* 2 31) vary greatly in rank and strength, they sometimes form close ties. The hammer archons see themselves as mentors to the other celestials,

offering advice and providing opportunities for the shield archons to gain the power they need to ascend. More often than not, these relationships prove to be quite dangerous for the shield archons, as the hammer archons drag them into battles that are well beyond their capabilities. However, those few shield archons who survive these ordeals gain enough experience to take class levels and eventually transform into more powerful archons.

Many hammer archons share a particular hatred for mariliths. These demons can possess a martial prowess equal to that of hammer archons, and are usually at the command of fiendish armies. A marilith's many bladed weapons can bypass a hammer archon's damage reduction and immunities, so hammer archons seek to sunder them before they can cause too much damage. A battle between a hammer archon and a marilith is an awe-inspiring sight to behold, as the two titans struggle to gain advantage over each other.



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EZ-AZAEI

This goat-like creature has a thick, snowy-white woolen coat. Its eyes gleam with a metallic golden sheen. Its hooves have sharpened, serrated edges and are soaked in blood. A single strand of scarlet thread is tangled between its curled ram horns.

EZ-AZAEI

CR 12



XP 19,200

LG Large outsider (good, lawful, native)

Init +8; **Senses** darkvision 60 ft., scent, true seeing; Perception +23

DEFENSE

AC 28, touch 14, flat-footed 23 (+4 Dex, +1 dodge, +14 natural, -1 size)

hp 168 (16d10+80)**Fort** +15, **Ref** +9, **Will** +16

DR 10/cold iron and evil; **Immune** fire, poison, death effects; **Resist** acid 10, cold 10, electricity 10; **SR** 23

OFFENSE

Speed 40 ft.**Melee** slam +25 (2d6+10), 2 hooves +20 (1d8+5 plus bleed)**Space** 10 ft.; **Reach** 5 ft.

Special Attacks bleed 1, fiendbane headbutt, smiting absolution

Spell-Like Abilities (CL 16th; concentration +19)Constant—*true seeing*At will—*detect evil, light, protection from evil, virtue*3/day—*break enchantment, dispel chaos* (DC 21), *dispel evil* (DC 21), *find the path, holy smite* (DC 17)1/day—*atonement*

STATISTICS

Str 30, **Dex** 18, **Con** 20, **Int** 12, **Wis** 18, **Cha** 16**Base Atk** +16; **CMB** +27; **CMD** 42 (46 vs. trip)

Feats Ability Focus (smiting absolution), Cleave, Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack

Skills Acrobatics +24 (+28 when jumping), Climb +18, Intimidate +22, Knowledge (local) +20, Knowledge (planes) +20, Perception +23, Sense Motive +23, Survival +23; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +8 Perception

Languages Abyssal, Celestial, Common**SQ** ritual of atonement, sacrificial wound, true resurrection

ECOLOGY

Environment any (Material Plane)**Organization** solitary**Treasure** none

SPECIAL ABILITIES

Fiendbane Headbutt (Ex) An ez-azael's slam attack gains a +2 enhancement bonus on attack and damage rolls against outsiders with the evil subtype, and it deals an additional 2d6 points of damage to such targets.

Ritual of Atonement (Su) An ez-azael can perform a ritual of atonement for a group of willing participants upon some high precipice. As a full-round action, it can

unravel the scarlet thread from around its horns, allowing the thread to be grasped by up to 8 Medium or Small creatures (or 4 Large creatures or 16 Tiny creatures). Once the participants have all grasped the woolen strand, the ez-azael flings itself from the precipice to its death as a move action while the participants continue to hang on to the thread. The fall is always fatal to the ez-azael, and it cannot be saved by any means, magical or mundane. As the ez-azael falls, the thread breaks and the portion remaining in the participants' hands changes from scarlet to pure white. Those participants of a nonevil alignment who are holding the thread immediately receive the benefits of an *atonement*, a *greater restoration*, and a *bless* spell (with a duration of 24 hours).

As an additional benefit of the atonement ritual, if the participants who grasp the thread are officially appointed representatives of a specific population (such as city leaders, high priests, heads of families, etc.), all members of the group they represent within a quarter mile of where the ritual occurs receive the above benefits.

The effects granted by an ez-azael through this ritual never requires an expenditure of incense or other monetary offerings. The sacrifice of the ez-azael itself satisfies any such requirements.

Sacrificial Wound (Su) Once per day as an immediate action, an ez-azael can convert hit point damage it takes from any single attack into a boost for its allies. The ez-azael takes the full amount of damage (even if such damage would kill the ez-azael), but any allies within 60 feet receive a number of temporary hit points equal to half of the amount of damage the ez-azael sustained (rounded down). These temporary hit points last for 1 hour. The number of temporary hit points a recipient gains through the use of this ability can't exceed double its normal maximum hit points.

Smiting Absolution (Su) As a standard action once every 1d4 rounds, an ez-azael can cause its golden eyes to flash with an almost blinding light that affects all evil creatures within a 40-foot radius centered on the ez-azael. The purifying rays of this light affect evil creatures differently according to their alignments if they fail a DC 23 Will saving throw. Chaotic evil creatures that fail the save are paralyzed for 1d10 rounds, neutral evil creatures are stunned for 1d4 rounds, and lawful evil creatures are confused for 1d4 rounds. Sinspawn (*Pathfinder RPG Bestiary 2* 246) are destroyed on a failed save. The save DC is Charisma-based with a +2 bonus from Ability Focus.

True Resurrection (Su) An ez-azael can, as a standard action, give up its own life in order to cast a *true resurrection* spell on one target of its choice. Alternately, an ez-azael can use this ability to cast *destruction* on one evil target within 60 feet. This use of the spell deals 160 points of damage to the target unless it succeeds at a DC 22 Fortitude saving throw, in which case it deals only

10d6 points of damage. In either use of this ability, the ez-azael is utterly destroyed, having fulfilled its purpose for existence. The save DC is Wisdom-based.

The ways of Heaven are often unknown or opaque in purpose and meaning to mortals, and the ritual of the ez-azael is no exception. In the eternal battle between the powers of good and evil, powerful angelic beings occasionally capture a type of goat-like demon called a schir (*Pathfinder RPG Bestiary* 374) and subject it to a powerful cleansing ritual in which it is used as an offering of atonement for some mortal population to relieve them of both the physical and spiritual burdens of their sins or other acts of moral error they have committed. Upon the ritual's completion, the mortal population receives absolution and the schir is released to wander free with its new burden of forgiven mortal sin. Almost invariably, these demons die from the trauma of being used as a vessel for divine mercy. However, sometimes the ritual of clemency changes the schir in a fundamental way, in which case it transforms into an ez-azael.

ECOLOGY

An ez-azael is a rare creature occasionally created from a specific type of demon through a redemptive ritual conducted by powerful celestial beings. Though of extraplanar origin, its new existence is bound to the pardon of mortal sins, which creates a strong affinity to the mortal world. An ez-azael is always found on the Material Plane and has the native subtype. As a being formed of mortal atonement, an ez-azael's reason for existence is to continue this role and use its special status to further free goodly mortals from their bondage to iniquity—especially the bonds imposed on them through the manipulation or temptations of evil outsiders. An ez-azael lives to die in this endeavor and has no qualms about doing so.

HABITAT AND SOCIETY

An ez-azael wanders desolate areas where it can have the most impact on a needful mortal individual or community. It always travels alone, and it is entirely possible that only one ez-azael exists at a time, and that when it is slain, it simply reincarnates after another schir is ritually cleansed. The very existence of an ez-azael is anathema to demons, and the presence of one of these celestial creatures draws an ever-escalating series of attacks when demons become aware of its presence in a region. An ez-azael knows its days are numbered and always seeks to find mortals in need of redemption in the limited time it has.

EZ-AZAEI IN ANCIENT LITERATURE

The ez-azael is loosely based on the concept of the sacrificial goat offering mentioned in the book of Leviticus in the Hebrew Torah (Leviticus 16:8-10). The meaning of the phrase used there is uncertain, and it has been the subject of debate for theologians and religious scholars for centuries. One possible meaning is: "the goat [ez] that was sent away [azal]." It is this interpretation that was used by William Tyndale when he coined the term (e)scapegoat in his 1530 English translation of the Bible. Interpretations over the centuries of who or what Azazel is have ranged from a demon to an angel to a precipitous fall. This monster is, perhaps, the first version that interprets it to mean "all of the above." Given its inspiration, we have specifically not tied the ez-azael to any of the faiths or deities in the Pathfinder campaign setting, so GMs can use them as they best see fit.

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BESTIARY



NEHUSHTAN

The lustrous, metallic bronze scales that cover this tiny serpent glisten as if reflecting an unseen light.

NEHUSHTAN

CR 2



XP 600

NG Tiny magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 19 (3d10+3)

Fort +4, **Ref** +6, **Will** +3

Immune disease, poison

OFFENSE

Speed 30 ft., climb 15 ft.

Melee bite +3 (1d3–2 plus poison)

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

Special Attacks poison

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

At will—*diagnose disease*^{UM}, *speak with animals* (snakes only)

3/day—*hypnotism* (DC 12), *remove sickness*^{UM}, *sanctuary* (DC 12)

1/day—*neutralize poison*, *remove disease*

STATISTICS

Str 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)

Feats Dodge, Mobility

Skills Acrobatics +6, Climb +11, Perception +8, Stealth +17

Languages Common (can't speak)

SQ curative skin

ECOLOGY

Environment warm deserts and hills

Organization solitary, pair, nest (1–2 plus 2–4 young), colony (4–6 plus 6–8 young)

Treasure none

SPECIAL ABILITIES

Curative Skin (Su) A nehushtan's bronze scales repel disease and poison. A nehushtan can treat diseases and poisons (as per the Heal skill) without attempting Heal checks merely by remaining in continuous physical contact with the creature to be treated for 10 minutes. Additionally, a creature that takes a nehushtan as a familiar gains a +2 bonus on saving throws against disease or poison so long as the nehushtan remains within 1 mile of its master.

A creature with at least 1 rank in Heal can use skin shed by a nehushtan to craft a draught that, when consumed, functions as either a *potion of remove disease* or a *potion of neutralize poison*, as chosen by the crafter. A nehushtan sheds enough skin to craft a single draught every 3 months, and crafting this draught takes 10 minutes.

Poison (Ex) Injury—bite; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d4 fire damage; cure 1 save.

In many of Golarion's cultures, serpents symbolize wisdom, medicine, and the healing arts. This association may have its roots in nehushtans, a rare breed of bronze-colored serpents prized and venerated for their miraculous curative powers. Nehushtans' lustrous scales contain potent curative properties, making the snakes' shed skin extremely valuable to healers and apothecaries. In regions where nehushtans live, desperately sick or poor people sometimes turn to scavenging the hills, hoping to find the discarded, metallic skins in order to either use them or sell them.

Were it not for their peculiarly metallic scales, nehushtans would be virtually indistinguishable from vipers of comparable size. A nehushtan's body is 4 to 5 feet long, and it weighs 5 to 7 pounds.

ECOLOGY

According to folklore, Sarenrae created the first nehushtan to answer the prayers of a priestess whose tribe was plagued by venomous serpents. The Dawnflower commanded her priestess to craft a bronze serpent and carry it among her people atop a large wooden pole. The visage of this "nehushtan" repelled mundane serpents, and those faithful who laid their hands upon the bronze idol found themselves miraculously cured of the vipers' venom. Once its holy work was done, Sarenrae rewarded the bronze idol for its service by imbuing it with the divine spark of life.

True or not, this story explains the nehushtans' antagonistic attitude toward other snakes. The creatures take great pleasure in hunting and killing venomous serpents, particularly when such creatures encroach on inhabited areas or endanger humanoid populations. Though a nehushtan usually consumes the snakes it kills, it attacks even serpents too large for it to swallow. Nehushtans' innate immunity to poison makes them extremely effective at hunting venomous creatures, and these make up a large part of their diet. Nehushtans are otherwise opportunistic carnivores, and feed on whatever small prey they can catch and swallow.

Nehushtans are venomous, and possess a potent venom that combusts when exposed to living flesh. Nehushtans use this toxin to painfully cook their prey from the inside out, and generally prefer to consume cooked or burnt flesh rather than raw meat. Nehushtans generally reserve this venom for their prey, and though they may bite to defend themselves or their young, they don't usually inject venom unless the target is particularly aggressive or persistent.

Nehushtans shed their skins two to four times a year, with younger nehushtans molting slightly more often. They shed throughout their lives, which are comparable

in length to a human's, and their skin grows increasingly powerful with each desquamation. Rare nehushtans live for hundreds of years, growing to incredible sizes and have skins that can cure any ailment. A nehushtan's discarded skin grows rigid after it is shed, resembling a mangled bronze leaf.

Popular folklore claims that nehushtans shed during certain times of the year, such as the month of Sarenith, but this is not true. Nehushtans can shed during any part of the year, with different individuals shedding at different times. Nonetheless, many hunters intensify their search efforts during the weeks preceding and following Sarenrae's holy days, hoping to gain favor from the goddess in the form of nehushtan skin.

HABITAT AND SOCIETY

The temperaments of nehushtans vary. Some congregate in large extended families, while others associate with other nehushtans only long enough to breed and raise young. A nehushtan mother lays a clutch of two to four eggs, and both parents remain close to the nest until the young hatch. Unlike most serpents, nehushtans continue to care for their young after hatching, and stay with their children during the 2 to 3 months required for the young to fully mature into adults. During this time, the ordinarily peaceful creatures become fiercely protective, and most nehushtan bites are the result of unwary travelers stumbling too close to a nehushtan's nest when its young are present. Nehushtans prefer to dwell underground, taking over animal burrows or crawling into disused basements. They usually hunt in rocky environments.

Given the miraculous healing powers of their scales, many humanoids have tried to domesticate nehushtans. These attempts invariably meet with failure. Nehushtans languish if confined for more than a few days, and cannot survive more than a month in captivity no matter how comfortable their accommodations are. After this time, the miserable captives undergo a strange transformation—their scales grow dull and tarnished, and eventually the nehushtans loses their luster and turns into aggressive but otherwise mundane vipers. Some see this as a sign of Sarenrae's displeasure at mortals who would exploit her sacred gifts. Others suspect nehushtans require some unknown dietary or environmental factor that their captors can't provide.

Nehushtans who willingly choose to live among humanity suffer no ill effects. Entire families of the serpents sometimes establish colonies in human settlements, and thrive just as well as their wild counterparts, provided they are allowed to come and go as they

please and generally left to themselves. These colonies enjoy residing in hospitals, temples dedicated to healing, and other places where the sick and infirm dwell.

The presence of a nehushtan greatly enhances a patient's recovery and survival, and so mortals who operate infirmaries welcome these mystical serpents. Some healers even venerate nehushtans, and give offerings of milk and burnt meat to placate and honor the bronze serpents. In earlier days, hospitals that hosted nehushtans advertised this fact by incorporating bronze serpent motifs into their decorations. These symbols have long since become iconic for all houses of healing in the warm, dry regions from which nehushtans hail.

Nehushtans who choose to serve spellcasters as familiars likewise suffer no ill effects. They favor Sarenrae worshipers as masters, though any particularly devout or compassionate spellcaster can entice a nehushtan into service. Nehushtans adapt well to the adventurer's life, and particularly relish the opportunity to reduce the suffering of others by doing good works. Nehushtans are quick to abandon masters who grow cruel or merciless, and may even attack masters who radically shift in alignment. A good-aligned spellcaster of at least 7th level who takes the Improved Familiar feat can select a nehushtan as a familiar.



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BESTIARY

SPELLGORGER

This ten-foot-diameter floating globe of shuddering violet sludge has a tangle of dripping tendrils and is encircled by strange arcane energies.

SPELLGORGER

CR 12



XP 19,200

N Large ooze

Init +8; **Senses** scent magic; Perception +17**Aura** discordant field (30 ft., DC 25, 10 rounds)

DEFENSE

AC 26, touch 26, flat-footed 17 (+8 deflection, +8 Dex, +1 dodge, -1 size)**hp** 161 (14d8+98)**Fort** +13, **Ref** +12, **Will** +9**Defensive Abilities** deflective shield, spell healing;**Immune** fire, force, ooze traits

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)**Melee** 2 slams +17 (2d6+5 plus 2d6 fire and 2d6 force)**Ranged** firebolt +17 touch (2d6 fire plus 2d6 force)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** engulf (DC 24), firebolts, parasitic spellcasting

STATISTICS

Str 20, **Dex** 27, **Con** 24, **Int** 19, **Wis** 16, **Cha** 26**Base Atk** +10; **CMB** +16; **CMD** 35**Feats** Ability Focus (engulf), Combat Casting, Dodge, Great Fortitude, Iron Will, Mobility, Weapon Finesse**Skills** Acrobatics +22, Fly +31, Knowledge (arcana) +18, Perception +17, Spellcraft +18, Use Magic Device +22**Languages** Abyssal, Celestial, Common, Draconic, Infernal**SQ** prehensile tendrils

ECOLOGY

Environment any underground**Organization** solitary, pair, or gluttony (3–6)**Treasure** standard

SPECIAL ABILITIES

Deflective Shield (Su) A spellgorger is surrounded by a magical shield of energy that grants it a deflection bonus to its Armor Class equal to its Charisma modifier (+8 for most spellgorgers).

Discordant Field (Su) Whenever a spellgorger moves more than 5 feet in a round, it becomes surrounded by a disruptive field of magically energized motes that interfere with the spellcasting of any creature within 30 feet. Any attempt to cast a spell within this area while the discordant field is active requires a successful concentration check (DC = 15 + double the level of the spell being cast). If this check fails, the spell is lost and the spellcaster must make a successful DC 24 Fortitude save to avoid being staggered for 1 round by magical feedback generated by the field (this is a mind-affecting effect). Spellgorgers are immune to the effects of this ability. The save DC is Constitution-based.

Engulf (Ex) When a spellgorger engulfs a creature, the ooze can choose to maintain a bubble of air around the engulfed creature's head so that it need not fear suffocation. An engulfed creature gains the pinned condition as normal, but does not take any additional damage from being engulfed.

Firebolts (Su) As a standard action, a spellgorger can expel up to four bolts of burning magical force. It can direct these firebolts at any target within 60 feet (no range increment) but cannot target a single creature with more than one firebolt. A creature struck by a firebolt takes 2d6 points of fire damage and 2d6 points of force damage.

Immune to Force Effects (Ex) A spellgorger is immune to force damage, and can pass through force effects (such as those created by a *forcecage* and a *wall of force*) as if they did not exist. When it attacks a target, it ignores any armor bonuses granted to that foe from force effects (such as those created by *bracers of armor*, *mage armor*, and *shield*).

Parasitic Spellcasting (Su) If a spellgorger has engulfed a creature capable of casting spells, it can cast any one of the creature's known spells that has a casting time of one full-round action or less (using the spell's casting time as normal); when it does so, it is treated as the spell's caster. The spellgorger must supply any components for casting the spell in question—if the spell requires the use of focus or material components, the spellgorger can use any components carried by the engulfed spellcaster as if it had those components. A spell cast in this way is considered expended by the engulfed spellcaster, and all spell effects resolve at the engulfed spellcaster's caster level (but are not further enhanced by feats or abilities the engulfed spellcaster may have).

Prehensile Tendrils (Ex) A spellgorger's tendrils are capable of fine manipulation, such as that required for somatic components when casting spells or handling material components. It cannot use these tendrils to effectively wield weapons, but can use them to activate relatively small handheld magical items like wands (though not larger items like staves).

Scent Magic (Ex) A spellgorger has the scent ability, but can smell only creatures with active spell effects or magic items that exude magical auras.

Spell Healing (Su) Whenever a spellgorger uses its parasitic spellcasting ability, it regains a number of hit points equal to double the level of the spell it cast. If the spellgorger is at maximum hit points, it gains temporary hit points equal to this amount instead. These temporary hit points do not stack. A spellgorger gains no sustenance (or healing) from casting 0-level spells in this manner.

Spellgorgers are among the more terrifying threats that face an adventuring spellcaster—shapeless entities that

feed on magic. Rarely encountered in large numbers, spellgorgers are most common in remote reaches of the Darklands, where they often prey upon the numerous spellcasting races that dwell below, such as the drow, duergar, derro, and svirfneblin. A spellgorger prefers the “taste” of arcane magic, but can feed on divine and psychic magic as well.

A spellgorger resembles a floating sphere of violet sludge that exudes a slithery forest of fine tendrils and sparks of magical energy. A typical specimen is 10 feet in diameter and weighs 1,000 pounds, but spellgorgers’ supernatural ability to fly and swift reflexes belie their massive bulk and weight.

ECOLOGY

The original spellgorgers, like so many of the stranger magical predators of the world, arose from failed magical experiments. The most pervasive theory of their source is an attempt by drow wizards to solidify raw magic and give it life in a fleshforge—making a magical spell into a free-willed, living creature.

Spellgorgers feed on magic, but the method by which they do so is not only unusual, but also highly disturbing and unsettling to spellcasters. In order to feed, a spellgorger first engulfs a spellcasting creature. It then pulls prepared magical potential from its engulfed victim, effectively stealing spells and casting them to serve its own agenda (often using these stolen spells to defend itself from the engulfed victim’s allies). When a spellgorger casts spells in this parasitic manner, it is able to absorb the magical “runoff” from the spell as sustenance. This act is performed without deliberate malice, despite how humiliating it is for spellcasters who have been parasitized in this way. Indeed, a spellgorger does not benefit from the death of an engulfed spellcaster, and these creatures often go to great lengths to keep their victims alive. Once a spellgorger has expended all of its victim’s spells, it generally expels the spellcaster, likely unharmed save for being entirely drained of magic, and moves on to seek other prey. A spellgorger is capable of using many magical items as well, but curiously, it cannot feed from magic within a scroll, wand, or other device—something about the mixing of organic life and the act of spellcasting combines in just the right way to nourish these curious creatures.

When they grow too large, spellgorgers reproduce through spontaneous fission.

HABITAT AND SOCIETY

Spellgorgers are remarkably intelligent and have an uncannily strong sense of self and personality. Scholars suspect that much of this is a side effect of the nature of their feeding—that when spellgorgers consume magic from an engulfed creature, they retain a slight trace of that creature’s intellect and charisma. Then, as the spellgorgers reproduce, this store of mental acuity is handed down through the generations rather than lost upon death. If true, at some point in the future, spellgorgers may count themselves as some of the most intelligent forms of life on the Material Plane.

Yet despite their intellect, most spellgorgers are content to waste their minds in private philosophical debates. While they may engage in long, complicated discussions with their prey, when two spellgorgers meet, they often form strong bonds and eagerly discuss all matters magical. Curiously, spellgorgers directly related by fission do not get along well at all, and are prone to violent arguments; for this reason, when a spellgorger splits, its two “young” generally seek new homes far from one another.



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BESTIARY

ZANA

This stunningly beautiful and athletic woman has skin of various shades of gray. She wears a pearlescent breastplate and wields a shimmering longsword.

ZANA

CR 14



XP 38,400

NG Medium fey

Init +7; **Senses** low-light vision; Perception +26**Aura** protective aura (10 ft.)

DEFENSE

AC 26, touch 18, flat-footed 23 (+8 armor, +5 deflection, +3 Dex)**hp** 170 (20d6+100)**Fort** +15, **Ref** +20, **Will** +20**Defensive Abilities** unearthly grace; **Immune** charm, fear

OFFENSE

Speed 30 ft.**Melee** +2 *keen thundering longsword* +19/+14/+9 (1d8+13/19–20/x3) or+2 *keen thundering longsword* +19/+14/+9 (1d8+11/17–20)**Special Attacks** petrifying glance (5/day, DC 26)**Spell-Like Abilities** (CL 10th; concentration +15)5/day—*cure light wounds*, *sanctuary* (DC 16)3/day—*calm emotions*, *cure moderate wounds*

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 14, **Wis** 17, **Cha** 20**Base Atk** +10; **CMB** +15; **CMD** 33

Feats Greater Weapon Focus (longspear), Greater Weapon Focus (longsword), Greater Weapon Specialization (longspear), Greater Weapon Specialization (longsword), Improved Initiative, Toughness, Weapon Focus (longspear), Weapon Focus (longsword), Weapon Specialization (longspear), Weapon Specialization (longsword)

Skills Climb +18, Heal +23, Knowledge (geography) +25, Knowledge (local) +15, Knowledge (nature) +25, Perception +26, Sense Motive +26, Stealth +26, Survival +13, Swim +18

Languages Common, Sylvan, Terran**SQ** fighter training, instant armament, sitebound

ECOLOGY

Environment any mountains**Organization** solitary**Treasure** incidental

SPECIAL ABILITIES

Fighter Training (Ex) Zanas treat their Hit Dice as fighter levels for the purpose of qualifying for feats and other abilities. They are proficient with the longsword, the longspear, heavy armor, and all shields (except tower shields).

Instant Armament (Su) As a swift action, zanas can instantly equip themselves with magical armor and weapons. This grants a zana a +8 armor bonus to AC. A zana's weapon can take one of two forms, which the zana can switch between as a swift action: a +2 *keen thundering longspear* or a +2 *keen thundering longsword* and light shield. When wielding the shield,

the zana gains a +3 shield bonus to AC. This armament is a manifestation of the zana's life force and disappears if the zana is killed. A zana can dismiss these armaments as a free action.

Petrifying Glance (Su) As a standard action, a zana can target a creature within 30 feet with a petrifying glance. The target must succeed at a DC 25 Fortitude saving throw or be turned to stone permanently. A zana can use this ability a number of times per day equal to their Charisma modifier (minimum 1). The zana can later touch the petrified creature to return it to normal as if they had cast *stone to flesh*. The save DC is Charisma-based.

Protective Aura (Su) All allied creatures within a 10-foot radius of the zana are immune to charm and fear effects.

Sitebound (Ex) A zana is bound to the mountain they call home and can never stray beyond its foot. Each day the zana spends away from the mountain, they must succeed at a DC 25 Fortitude saving throw or take 1d6 points of Constitution damage that cannot be healed until the zana returns to their mountain. Eventually, any zana separated from their mountain dies from this damage.

Unearthly Grace (Su) Zanas are imbued with unnatural grace. A zana adds their Charisma bonus as a resistance bonus on saving throws and as a deflection bonus to AC.

From Cheliex to the Mwangi Expanse to far-flung Tian Xia, nearly every culture on Golarion has legends about fierce and beautiful fey warriors who defend their wild, lofty homes and the innocents who visit them. These wondrous, protective spirits are called zanas, the guardians of the mountains.

ECOLOGY

Zanas are both male and female, possessing the ability to shift from one gender to the other. Each zana has a unique identity in either form, but both forms have the same strength and skill. They sometimes favor one identity over another, but often use both to confuse others, making visitors think that the mountain is populated by more than one protective spirit. If zanas are familiar with a visitor, they might playfully shift between forms without warning, just to see what kind of reaction they can get.

Zanas most closely resemble half-elves, though they are rarely mistaken for members of a humanoid race. Poets who write of them have said they embody the best physical qualities of many races in one being. Zanas tend to be tall and athletically built with slightly pointed ears and almond-shaped eyes. They are usually clad in light clothing or wear no clothing at all. When threatened or moved to defend others, they can conjure forth armor and weapons with but a simple thought.

HABITAT AND SOCIETY

A zana calls a single mountain home, though not all mountains host one. Why one mountain hosts one of these

fey and another will not is a mystery. Those mountains that do are known as places of power, but also places of peace where one shows respect to nature and is kind to children for fear of the spirits' reprisals.

Zanas follow those who travel on the mountainside. If they determine the travelers are worthy, or if bribed with milk, sugar, and other good foods, zanas may reveal themselves and serve as teachers or guardians. Sagas have been recounted of noble scions retreating into the mountains for decades after their houses fell, only to return to the world with impressive fighting skills. Zanas have been responsible for at least some of the cases in which those stories are true.

Zanas tend to be secretive, but are sometimes found lounging in pools or gently running streams. They are usually good-natured, especially if approached peacefully. They might even be persuaded to assist their visitors if they deem the cause worthy. In particular, they always help children in need. Many lost children have returned to their families and told of a powerful man or woman who protected them from monsters or "bad people" and then helped them find their way home.

Those who invade a zana's territory with the intent to harm the land or people under the fey's protection find they face a dangerous foe. When hunters discover strangely realistic "statues" on a mountain's slope, they know that hapless fools somehow managed to enrage a zana, who can petrify enemies with a single glance. When thunder rolls down from certain mountains, the locals say that zanas are battling enemies with their magical weapons.

Zanas are related to bardhas—the "white ones." While zanas are spirits of mountains' sides and peaks, bardhas dwell underground and are even quicker to anger. The two kinds of fey may work together if they discover derro, the bardhas' hated enemies, using tunnels beneath a zana's mountain to carry out raids on the surface world. Most of the time, however, zanas simply wander the mountainside, enjoying its majesty and watching for signs that a creature needs protection.

NOTABLE ZANAS

The following are a few zanas of the Inner Sea region.

Eilia and Leimrin: Mount Aremetrus and Gristleknob in Ustalav lie on either side of the Cauldheart. Some believe the same zana guards both mountains, but in truth, Eilia and Leimrin are twins, torn asunder by the eldritch forces that created the strange valley between them. The fey often seek goodhearted

adventurers to take gifts for one another across the Cauldheart, through which the zanas cannot pass.

Marovania: The zana of Arazlant Mox on the isle of Kortos is especially powerful. Marovania may have been changed by the magic that lifted the island above the waters of the Inner Sea, for the zana has the skills of a great warrior and the magic of a mighty sorcerer. Marovania considers all of Kortos to be part of their mountain and can go wherever they wish—even entering Absalom—as long as the zana never leaves the island's shores.

Rhyadid: Mount Anantisha, in the Menador Mountains, is said to hold the source of the Katharevousa River. The mountain's zana, Rhyadid, is hated and feared in Egorian because they help escaping slaves cross from central Cheliox and pass downriver to Kintargo. Rhyadid is strongly connected with the mountain's wild animals and wages war on Chelish forces who dare enter the zana's domain.



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HELL COMES TO WESTCROWN

By Ron Lundeen

Westcrown, the City of Twilight, has fallen to the Glorious Reclamation, and the evil adventurers are sent to reclaim the metropolis in the name of Thrune. Armed with the legendary *tathlum*, the nefarious characters are directed to break the Glorious Reclamation's siege of a nearby Hellknight citadel. Once the army is defeated, the villains enter Westcrown, where they must undermine the chivalrous knights' rule of the city. Finally, they face the Lord Marshal of the Glorious Reclamation to end the rebellion and restore the Thrice-Damned House of Thrune's rule over the Empire of Cheliah.

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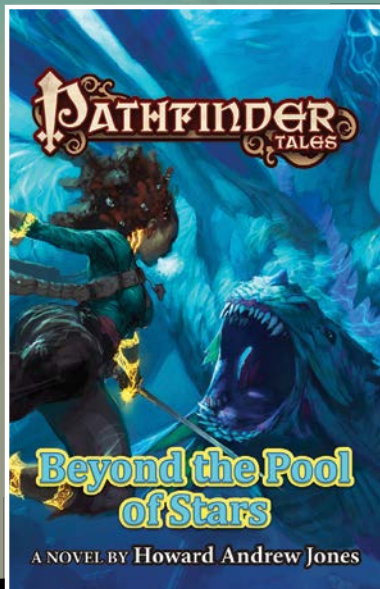
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