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PLAYER'S GUIDE



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HELL'S VENGEANCE™

ADVENTURE PATH

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COMING TOGETHER	3
CHARACTER TIPS	4
CAMPAIGN TRAITS	11
CHELIX AT A GLANCE	14
THE THRICE-DAMNED HOUSE OF THRUNE	15
HELL'S VENGEANCE PREGENERATED CHARACTERS	16

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>Inner Sea Magic</i>	ISM
<i>Advanced Player's Guide</i>	APG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Race Guide</i>	ARG	<i>Monster Codex</i>	MC
<i>Animal Archive</i>	AA	<i>Pathfinder Adventure Path #97</i>	AP97
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM
<i>Bestiary 4</i>	B4		

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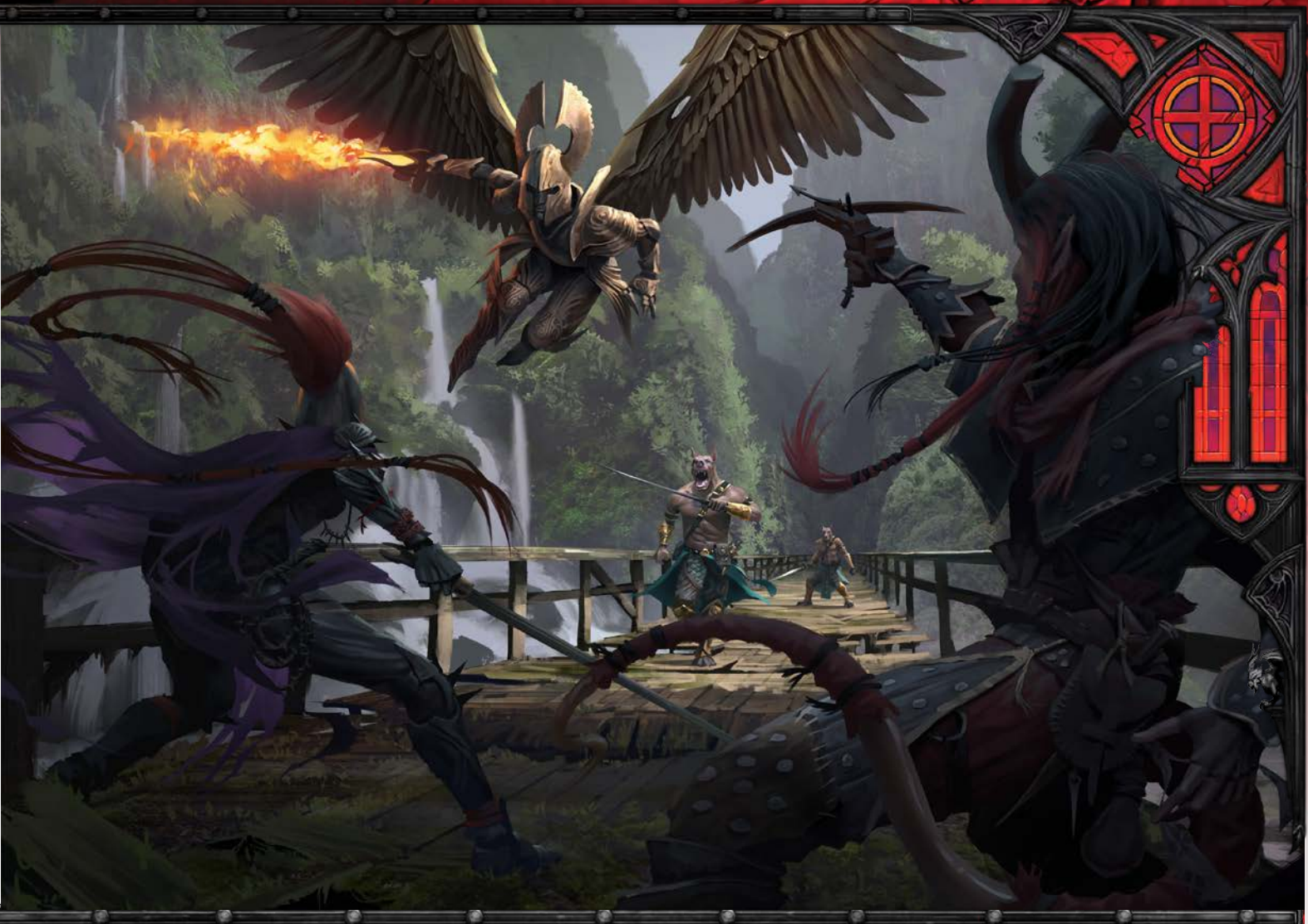
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HELL'S VENGEANCE PLAYER'S GUIDE

The Hell's Vengeance Adventure Path begins when the Hellknight Order of the Godclaw reveals that its members have found *Heart's Edge*, the legendary sword once wielded by the goddess Iomedae. A group of Iomedaeans knights calling themselves the Glorious Reclamation, upset that a Hellknight order held an important relic of their faith, raided the Hellknights' fortress, Citadel Dinyar, and reclaimed the divine weapon. And rather than stopping there, they set their sights on overthrowing the diabolical Thrice-Damned House of Thrune! It is your job to stop them.

This Adventure Path is specifically designed for evil player characters, and works best with characters eager, or at least willing, to work for House Thrune and the lawful government of Chelias, as well as to face off against the might of the Iomedaeans knights of the Glorious Reclamation.

But though Hell's Vengeance gives you the chance to play the villain, that doesn't mean you can act like a complete jerk. You're still playing a roleplaying game where you are a cooperative player in a campaign with a defined goal. You need to come to the table with a character that fits with the themes of the campaign and can work with the other players in the game. It may turn out that you and another player at the table have different goals for the endgame, but as starting characters you must to work together.

COMING TOGETHER

The Hell's Vengeance Adventure Path begins in the town of Longacre, a place where old Chelish army veterans have settled and where other folk go to slip away from the public eye. Many of the town's veterans are outspoken in their criticism of House Thrune and Chelias's military policies, and have been mistreated, shunned, and driven

WHAT HELL'S VENGEANCE IS NOT

Hell's Vengeance is about working with House Thrune to stop an uprising that is gathering strength throughout the nation of Cheliah. The country is in turmoil and even minor events could spark greater rebellion—possibly even toppling the rightful government of Cheliah.

The Adventure Path just before this one, *Hell's Rebels*, concerns an unrelated rebellion that explodes in the city of Kintargo, giving the characters in that campaign a chance to run Thrune out of their city. This Adventure Path, *Hell's Vengeance*, takes place concurrently with the events of *Hell's Rebels*, but it is not intended to undo the events from *Hell's Rebels*. Indeed, what happens in Kintargo has little impact on the wider hostilities in Cheliah. The two Adventure Paths are not meant to cancel each other out, but instead show two sides of a similar conflict.

In addition, *Hell's Vengeance* assumes that the events of the Council of Thieves Adventure Path have already occurred. This has little effect on the Adventure Path as a whole until the final adventure, but if you or your GM are planning to play or run Council of Thieves in the future, you should be aware that there will likely be some inconsistencies between the two campaigns if they are run outside of the assumed order.

to Longacre in poverty and effective exile—some have even had their names struck from Cheliah's military rolls. Their presence makes Longacre a powder keg just waiting for a spark.

As a reaction to the recent insurgency of the Glorious Reclamation, Her Infernal Majestrix, Queen Abrogail II, has declared martial law in Cheliah's largest cities and urged all loyal citizens to stand up and do their part to keep the empire strong. She has sent a commandment to loyal subjects in every village, town, and city across the nation: reaffirm your loyalty to Thrune and Cheliah and prove your devotion by swearing the Hellfire Compact.

You are among those loyal subjects, and now is the time to put down these reckless insurgents.

The PCs begin the campaign right in the middle of the action. Before beginning the campaign, talk with the other players in the group and decide how you all happen to be in Longacre and how you know the shady character Cimri Staelish, who appears early in the first adventure.

It's helpful to create a character that is motivated to work for House Thrune. This could be a greedy desire to be part of the ruling aristocracy (or at least be able to reap some of the rewards of being associated with the ones in charge of a huge empire). Your motivation could also stem from patriotism and extreme loyalty to your nation (feel free to play up the ugly sides of nationalism in this case). Another incentive to work for Thrune in stopping the Glorious Reclamation could be simple greed or obtaining permission to do what you want and indulge in evil acts without any societal repercussions.

CHARACTER TIPS

You're starting the *Hell's Vengeance* Adventure Path, but what kind of character should you play? What is the best way to make a character that will fit into the campaign and excel at the encounters to come? The following hints, suggestions, and character options are designed to help you create a character perfectly suited to fighting against the Glorious Reclamation and the forces of good and overcoming the challenges the *Hell's*

Vengeance Adventure Path has in store for you and your party. These suggestions are not exhaustive—thousands of viable character concepts can shine in this campaign. For more discussion of characters in the *Hell's Vengeance* Adventure Path, visit the messageboards at paizo.com and share your experiences with others who are playing through this campaign.

ALIGNMENT

The *Hell's Vengeance* Adventure Path gives you the chance to play an evil character. Just like in adventures where you play heroes working together for the greater good, in *Hell's Vengeance* you play villains working together for something larger than the individuals in the group—you're fighting to save your nation.

Keep in mind while



playing in this campaign that being evil doesn't mean you are impulsive or reckless. Evil characters have the same sense of self-preservation that heroes do. Also, evil characters don't have to be evil all the time. They often choose the best times to be bad. Some evil characters might not even think that they're evil.

Treat your characters like the villains that we've presented as the bad guys in our previous Adventure Paths. Each of them has a backstory and motivations that involve more than just wanton destruction, murderous rage, or continuous backstabbing (admittedly, some of them are that, but they aren't the ones with the grand plans). Just as they don't go around betraying or attacking their allies, you should likewise try to avoid conflicts with other players' characters—everyone is here to have fun, after all.

While this Adventure Path assumes that the characters are evil, it makes no assumptions about the particular flavor of evil. Although the themes of Cheliox, Hell, and Hellknights make lawful evil a natural fit for Hell's Vengeance, you can enjoy this campaign playing a character of any evil alignment. Even though Cheliox is a lawful evil empire, the government still has chaotic evil and neutral evil people working for the strength of the nation. Ideally, this campaign should be able to accommodate a chaotic evil demon worshiper, a neutral evil nihilist, and a lawful evil devotee to Asmodeus in the same group.

You could possibly begin the campaign playing a neutral or lawful neutral character, but due to the foes you encounter and the acts you commit throughout the campaign, your character will almost certainly slip into evil before long. This might be a fun way to play a character who slowly descends into evil, but you should talk over this concept with your GM first.

CLASSES

While many of the same options that make great characters in any Adventure Path are good choices for this campaign, a few class options are especially suited for an evil campaign. The first such class that stands out is the antipaladin. There hasn't truly been a place to play an antipaladin in our previous Adventure Paths (with the possible exception of *Skull & Shackles*), and Hell's Vengeance can help you scratch that itch. There's even a tyrant antipaladin archetype in *Pathfinder RPG Ultimate Intrigue*, if you want to flavor your antipaladin with a lawful evil alignment.

This could also be a great chance for you to play a necromancer. While many in Cheliox, especially among high society and rural peasants, find undead to be abhorrent, necromancy isn't illegal in Cheliox, and as long as you can control your minions and stay within the boundaries of the law you should be fine in this campaign.

As the church of Asmodeus is the state religion, a divine spellcaster would fit a number of the themes and intrigues in this campaign. Cleric is always a good choice for this, but warpriests or inquisitors can also be found in Thrune's employ.

If your group uses the unchained summoner from *Pathfinder RPG Pathfinder Unchained*, this might be fun way to play with your own pet fiend as well.

ARCHETYPES AND PRESTIGE CLASSES

A number of archetypes and prestige classes are unsuitable for a band of heroes fighting the good fight. Thankfully, you don't have to worry about being a righteous hero this time around—now you get to be a villain! Here's your chance to dig into some of the Pathfinder RPG's more vile and sinister character options.

The following archetypes from various Pathfinder products fit the themes of the Hell's Vengeance Adventure Path or any other evil campaign.

Pathfinder Campaign Setting: Inner Sea Combat: Hamatulatsu master (monk).

Pathfinder Campaign Setting: Inner Sea Magic: Chelish diva (bard).

Pathfinder Campaign Setting: Inner Sea Primer: Egorian Academy infernal binder (wizard).



Pathfinder Player Companion: Agents of Evil: Appeaser (cleric), devil impostor (unholy summoner), insinuator (antipaladin)

Pathfinder Player Companion: Champions of Corruption: Blood summoner (summoner), dread vanguard (antipaladin), raging cannibal (barbarian).

Pathfinder Player Companion: Dirty Tactics Toolbox: Asmodean advocate (cleric).

Pathfinder RPG Advanced Class Guide: Champion of the faith (warpriest), divine tracker (slayer).

Pathfinder RPG Advanced Player's Guide: Poisoner (rogue).

Pathfinder RPG Monster Codex: Fearmonger (antipaladin). While this archetype was included as part of the Bugbear section, there's nothing keeping a non-bugbear character from taking this archetype.

Pathfinder RPG Ultimate Intrigue: Tyrant (antipaladin).

Pathfinder RPG Ultimate Magic: Dirge bard (bard), gravewalker (witch), vivisectionist (alchemist).

Gaining levels in a prestige class takes a little planning and sometimes making certain connections or going through certain events, but it can be rewarding in the right campaign. The prestige classes most suitable for this campaign require an evil alignment or joining an organization such as the Hellknights. Here are a few of the most suitable prestige classes for the Hell's Vengeance Adventure Path.

Agent of the Grave (Pathfinder Adventure Path #45: Broken Moon): Even though the Whispering Way has nothing to do with this campaign, this prestige class provides some strong options for a character who wants to go the route of a necromancer.

Assassin (Pathfinder RPG Core Rulebook): This classic prestige class requires that you kill someone for no other reason than to become an assassin. While doing so wouldn't fly at many tables expecting heroic fantasy, this campaign is a good opportunity to be a deadly killer.

Blackfire Adept (Pathfinder Campaign Setting: Paths of Prestige): Even though the Blackfire Adepts are not directly associated with Cheliah, this prestige class gives a player a chance to play an evil spellcaster focused on an alternate approach to conjuration. Perhaps you've come to Cheliah in order to insinuate yourself into one of its magic academies in order to perfect your conjuration techniques?

Demoniac (Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2): Chaotic evil demon worshipers in this campaign might enjoy corrupting themselves with demonkind with this prestige class. You can't let the devil worshipers have all the fun.

Diabolist (Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1): This prestige class is perfect for a character that wants to control devils. The theme of this prestige class fits perfectly with the spellcasting traditions of Cheliah.

Evangelist, Exalted, Sentinel (Pathfinder Campaign Setting: Inner Sea Gods): Any character who is religious (worshipping one of the evil deities in particular—see Religion on page 8) can become a strong servant of that foul god by taking the Deific Obedience feat and then progressing into one of the three prestige classes detailed in that god's entry.

Hellknight (Pathfinder Campaign Setting: The Inner Sea World Guide): Known throughout Cheliah and beyond, the highly lawful and intimidating Hellknight is an ironclad symbol of order. Even though you'll be fighting paladins and celestials, don't worry about getting the chance to slay a devil with Hit Dice greater than your own in order to qualify for this prestige class—the Adventure Path provides just the opportunity you'll need. For more information on Hellknights, look for the upcoming book *Pathfinder Campaign Setting: Path of the Hellknight*.



Hellknight Signifer (Pathfinder Campaign Setting: Paths of Prestige): As with the Hellknight above, you should have no problem qualifying for this thematic prestige class during the course of the campaign.

Pain Taster (Pathfinder Campaign Setting: Occult Mysteries): This prestige class is perfect for a masochistic devotee to Zon-Kuthon.

Red Mantis Assassin (Pathfinder Campaign Setting: The Inner Sea World Guide): For an assassin character more closely tied to Golarion, consider the Red Mantis assassin. This type of character would be perfect if you want to vanquish opponents using precise strikes and stealthy moves.

Shadow Dancer (Pathfinder RPG Core Rulebook): It wasn't too long ago that Westcrown itself had a certain shadow problem, and there are plenty of spellcasters in Cheliah with an interest in shadow magic.

Umbral Court Agent (Pathfinder Campaign Setting: Paths of Prestige): Cheliah and Nidal have had a long and complex relationship with one another, and it isn't uncommon to find Nidalese, especially those interested in their own nation's politics, within Cheliah.

BLOODLINES, MYSTERIES, AND PATRONS

While all bloodlines are good choices, sorcerers and bloodragers who wish to mesh closely with the themes of the Hell's Vengeance Adventure Path should consider the following bloodlines: abyssal, destined, draconic, imperious^{ARG}, infernal, shadow^{APG}, and undead. If you use wildblooded bloodlines in your games, the pit-touched^{UM} bloodline would be exceptionally thematic in this campaign.

The oracle mysteries that fit best with the themes of this Adventure Path are the apocalypse^{MC}, battle^{APG}, bones^{APG}, flame^{APG}, and outer rifts^{ISM} mysteries.

If you are creating a witch character for this Adventure Path, the following witch patrons complement the themes of this campaign: death^{UM}, deception^{APG}, enchantment^{UM}, insanity^{UM}, occult^{UM}, plague^{APG}, shadow^{APG}, trickery^{APG}, and, of course, vengeance^{UM}.

FAMILIARS AND ANIMAL COMPANIONS

As a sizable nation with a favorable temperate climate, Cheliah hosts a great variety of animals. A great number of these can serve as familiars and animal companions. Common familiars include the following: bat, cat, house centipede, fox^{UM}, goat^{UM}, hawk, lizard, owl, raccoon^{AA}, rat, raven, scarlet spider^{UM}, thrush^{UM}, and viper. For improved familiars, augur kytons^{B3}, cacodaemons^{B2}, imps, mephits, and quasits make good choices.

The following animal companions can be found in forests and plains throughout Cheliah: aurochs, axe beak^{B3}, badger, bear, bird (eagle, hawk, owl), boar, dire bat, dire rat, dog, horse, ram, giant raven^{AP97}, viper, giant weasel^{B4}, and wolf.

FAVORED ENEMIES AND FAVORED TERRAINS

Nearly all of the action in this campaign takes place within Cheliah's borders. Most of the Adventure Path's encounters occur in towns or cities and various forests within Cheliah, so forest and urban would be smart choices as favored terrain types. Underground is a solid secondary choice.

Strong favored enemy choices include humanoid (human), humanoid (halfling), and outsider (lawful or good), but other types of creatures will be encountered throughout the campaign.

LANGUAGES

Common is the most prevalent tongue spoken by enemies and allies in this campaign. However, characters might benefit from learning other languages for the campaign. Many who aspire to greatness within Cheliah and among the ranks of House Thrune or the church of Asmodeus make it a point to learn Infernal. Knowing Celestial can be important when it comes to interrogating enemy outsiders or reading holy texts or intercepted missives from the enemy. Other languages spoken in Cheliah include Elven, Halfling, and Shadowtongue.

ORIGINS

The Hell's Vengeance Adventure Path takes place in Cheliah and assumes that a majority of the PCs have a strong connection to their beloved empire. The campaign begins in the town of Longacre, a small town filled with grizzled veterans, which might make for a good place for one of the PCs to have grown up. If you want your character to be from elsewhere, work with your GM and the other players to create a compelling backstory for why you are now in Cheliah and willing to work with House Thrune. Thankfully, Cheliah is a major nation in the Inner Sea region and people from throughout Avistan and Garund pass through its ports and across its borders daily.

RACES

Cheliah is many things to many people, but it's not exactly racially diverse. The majority of the empire's population is human, though there are also a few marginalized populations of tieflings, halflings, and gnomes. In the south, Garundi Chelaxians from Khari are not uncommon, but for the most part the dominant human ethnicity is represented by Chelaxians, with Taldans and Varisians the next more common after that. That said, Cheliah is a large and powerful nation and all of the races in the *Core Rulebook* can be encountered within the empire. For players who choose to play a tiefling character, check out *Pathfinder Player Companion: Blood of Fiends* for more tips on creating a great tiefling character for this campaign.

ON RELIGION

The veneration of deities other than Asmodeus and subservient entities (archdevils, infernal dukes, malebranche, et al.) is permitted by the grace of Her Infernal Majestrix, Queen Abrogail II of the Thrice-Damned House of Thrune, and may be revoked at any time at her sole discretion. Those practicing these faiths in opposition to the Church of Asmodeus may be declared heretics and tried for their crimes, the penalty being execution or, in the case of clerics of the Dark Prince's enemies, damnation to Hell. Asmodeus is generous, and those who serve him will be rewarded, even with the ability to follow other gods, as long as none supplant the Archfiend in the hearts of his eternal servants—the people Cheliah.

—Edict 4671.315A.2v5 §15j (Revision 6)

RELIGION

The easiest way for a religious character to make the most of the Hell's Vengeance Adventure Path is to be a worshiper of Asmodeus, but it is by no means required. However, religion is less restricted in Cheliah than one might think (see the On Religion sidebar above). As long as you follow the rule of law in the empire, you are free to worship whatever gods you wish. Aside from worshipping Asmodeus, many Chelish people also venerate the various archdevils and whore queens of Hell, or follow the philosophy of diabolism.

Among other popular deities in Cheliah, Abadar is revered in the nation's cities, Erastil in the rural areas, and Zon-Kuthon in some places. Realistically, you can probably worship a neutral deity without too many problems in this campaign, but the worship of good deities is not suitable for this Adventure Path. Likewise, excessively chaotic religions are not typically welcome in Cheliah, as they have a tendency to disregard the importance of law and thwart proper societal norms. If you're really eager to worship a good or heroic deity, you should set aside that character concept for now and use it for Hell's Rebels or another Adventure Path focusing on heroic characters.

SKILLS AND FEATS

Decisions about feats and skills for this Adventure Path should be considered as carefully as you would for a more typical good-aligned campaign. Skills like Bluff, Disguise, and Intimidate are as important in this Adventure Path as they are in ones designed for good or neutral player characters. The Hell's Vengeance Adventure Path features the same selection of social encounters, combat, exploration, and dungeon crawls that you'd expect in any Pathfinder Adventure Path.

While it's not suggested that you work against your companions in Hell's Vengeance, the betrayal feats in *Pathfinder Player Companion: Champions of Corruption* provide a fun way to mess with your friends and minions to gain exceptional results. This pairs exceptionally well with cohorts or



simply sympathetic villains. Just as a wizard hero should ask a heroic rogue if it's okay for her to rely on evasion to avoid the wizard's spell effects, you should consider the same tactics when asking your companions to be damaged in order to trigger your feat. These feats provide a way for characters to simulate selfish and heinous tactics, but they should in no way disrupt play among friends.

If you're playing a dhampir and looking to engage in the predations of your vampiric half, you can take the Blood Drinker feat in *Pathfinder RPG Advanced Race Guide* to help with the healing options of an evil party—and get to indulge in some sadism and your parent's undead urges.

The Damned story feat from *Pathfinder Player Companion: Quests and Campaigns* might be fun for some characters, and the specific story requirement would certainly have a chance to play out during the course of the campaign.

As you'll be fighting a good number of humans during the course of the campaign, the Kinslayer feat in *Pathfinder Campaign Setting: Inner Sea Races* might be a good choice for human characters (and to a lesser extent, tieflings).

While it might be a risk when it comes to death and being resurrected, the damnation feats in *Pathfinder Player Companion: Champions of Corruption* can be very enticing to evil characters. Multiple damnation feats can increase the power of these feats, depending on how far you are willing to descend into damnation.

For a spellcaster who wants to summon more than fiendish animals and a small selection of devils or demons, Summon Evil Monster from *Pathfinder Player Companion: Champions of Corruption* is a good feat to have for versatility and playing to theme. This is especially strong when paired with other feats that boost your summoning power like Augment Summoning, or archetypes that augment summoning like the herald caller cleric archetype from *Pathfinder Player Companion: Monster Summoner's Handbook*.

Being allied with House Thrune qualifies an evil character of 7th level or higher to take the Vile Leadership feat, which is found in *Pathfinder Player Companion: Champions of Corruption*. The following tribute gives further details on the requirements to maintain this feat.

Tribute: At least once per week, an agent of House Thrune must further the goals of the Chelish government, preferably by striking down someone in opposition to the government or rooting out a subversive element. For those who don't actively search out dissidents, it is expected that you pay a tax of 500 gp per week to further the goals of House Thrune. The events in the Hell's Vengeance Adventure Path should easily satisfy these requirements.

WANT TO READ MORE?

A number of other books can help spice up your Hell's Vengeance Adventure Path experience. Listed below are other resources that, while not necessary, can greatly enhance the experience of playing through this campaign.

FOR GAME MASTERS

To learn about Cheliox, its important people and places, and dangers found within the nation, check out *Pathfinder Campaign Setting: Cheliox, The Infernal Empire* or its predecessor, *Pathfinder Player Companion: Cheliox, Empire of Devils*. In addition, the Council of Thieves Adventure Path, which takes place in the city of Westcrown, contains an abundance of information about Cheliox, the Hellknights, and additional monsters you can use in this campaign. If you want information on Hell, its hierarchy, and the devils that populate the plane, grab a copy of *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1*.

FOR PLAYERS

For information on playing a character from Cheliox, check out *Pathfinder Player Companion: Cheliox, Empire of Devils*. For character options directed at evil characters, look at *Pathfinder Player Companion: Agents of Evil*, *Pathfinder Player Companion: Champions of Corruption*, and *Pathfinder Player Companion: Faiths of Corruption*.

FOR ALL

For more information about the Chelioxian people, look to *Pathfinder Campaign Setting: Inner Sea Races*, and if you want to know more about Asmodeus and his faith, check out *Pathfinder Campaign Setting: Inner Sea Gods*.

THINGS TO CONSIDER

In addition to the previous advice regarding creating your character, here are a few more things to consider when you're playing through the Hell's Vengeance Adventure Path.

Be Smart: As mentioned earlier in the alignment section of this Player's Guide, being evil doesn't mean that you're foolish, self-destructive, unintelligent, or unlikeable. Plenty of evil characters have grand motivations, networks of friends, and interests that don't always include murder, subjugation, abuse of power, or perversion. Make sure that the character you bring to the table is a compelling villain rather than just a caricature. Just like good people, evil characters don't want to expose themselves to undue distress, so don't play your character as if she were reckless or stupid.

FIVE THINGS ABOUT THE GLORIOUS RECLAMATION

The Glorious Reclamation has only recently appeared on the scene, and as a result, information on the organization is not widespread. Here are five things your character might know about this Iomedaeen order at the onset of this Adventure Path.

- The Glorious Reclamation is an order of Iomedaeen knights dedicated to reclaiming the nation of Cheliax from the Thrice-Damned House of Thrune and restoring the worship of Iomedae to the Chelish people.
- The Glorious Reclamation was formed to retrieve Heart's Edge, a sword once wielded by Iomedae herself, from the Hellknight Order of the Godclaw.
- The zealous paladin Alexeara Cansellarion launched this crusade and currently serves as the Glorious Reclamation's leader.
- The Glorious Reclamation is structured in a military fashion, and all of Iomedae's faithful are invited to join its ranks.
- The Glorious Reclamation's first major victory was seizing the Hellknight fortress Citadel Dinyar.

Doing so will result only in annoyed friends and a campaign cut too short.

Sensitive Material: When you're beginning the Hell's Vengeance Adventure Path, talk with your group and lay down some ground rules. Bring up any concerns about your comfort level with the group early on. Stress that going over the line or instigating intra-party conflicts can ruin real-world friendships (or at least make things uncomfortable). This kind of thing is more likely to occur in an evil campaign than in a heroic campaign, which is why many people are wary of running evil campaigns.

Consider adjusting the details of encounters to accommodate others' comfort levels. If someone in the group is a passionate animal lover, tone down any relevant encounters. Likewise, if someone in the group is disturbed by excessive gore, avoid graphically describing swords swinging into helpless peasants, and sidestep graphic depictions in favor of "fade to black" moments throughout the campaign to help others at the table be more at ease.

Also, keep in mind that there are different styles of evil. If a dark and gritty realistic portrayal of evil might be too much for you and your group, consider lightening things up by portraying a moustache-twirling caricature of evil instead. Remember, the main point of Pathfinder is to have fun as a group.

If you are concerned with certain aspects of this campaign but are still eager to play in it, you might want

to talk to your group about arranging for some type of sign that the players (and the GM) can present that lets the rest of the table know that person is close to the edge of his or her comfort zone with a particular scene or situation in the game without having to stop playing or risking making others at the table upset. Using a sign like this could signal the GM (or a fellow player) to tone things down or simply move on to the next thing instead of dwelling on something that's too much for you or another player.

Pathfinder is a cooperative game, and it plays best when there is no antagonism between the players (and the GM). Even though this is an evil campaign, you still need to come to the table with a character that can get along with the other party members. If you are concerned that you and your fellow players might be tempted to betray or backstab each other, suggest that everyone make characters that have a strong connection. For example, they could have grown up together, have fought in a war alongside one another, or be family. Even serial killers and other abhorrent criminals have friends and families. Presenting the group with these kinds of bonds can circumvent some of the troubles people have with evil groups.

Fighting Celestials: During the course of the Hell's Vengeance Adventure Path, your character will come up against a number of foes not normally encountered in non-evil campaigns: outsiders from Heaven, Nirvana, and Elysium are in league with the Glorious Reclamation and seek to put a stop to your villainy.

When fighting good outsiders, it's important to know a few things. All four of the good races of celestials (agathions, angels, archons, and azatas) have different protections. An evil-aligned weapon can get through many celestials' damage reduction, but some require silver as well. All celestials except for azatas have a racial bonus against poison, so if you're playing a character who uses poison, consider saving it for azatas. Agathions are immune to electricity and petrification, and have resistance to cold and sonic. Angels are immune to acid, cold, and petrification, and have resistance to electricity and fire. In addition, they have a protective aura that helps protect them from attacks from evil creatures. Archons are immune to electricity and petrification, and have an aura that imposes penalties on nearby evil creatures. Azatas are immune to electricity and petrification, and have resistances to cold and fire.

Healing: Since evil clerics channel negative energy and can't spontaneously cast cure spells, you have to plan ahead for healing in an evil campaign. Picking up a wand and plenty of potions is always a good thing to do, but evil spellcasters have an additional bandage in their kit—the *infernal healing* spell. This spell (and its greater version) originally appeared in *Pathfinder Campaign Setting: The Inner Sea World Guide*.

INFERNAL HEALING

School conjuration (healing) [evil]; **Level** arcanist 1, bloodrager 1, cleric 1, magus 1, sorcerer/wizard 1, summoner 1, summoner (unchained) 1, warpriest 1, witch 1

Casting Time 1 round

Components V, S, M (1 drop of devil blood or 1 dose of unholy water)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor. The target detects as evil for the duration of the spell and can sense the evil of the magic, though this has no long-term effect on the target's alignment.

INFERNAL HEALING, GREATER

School conjuration (healing) [evil]; **Level** arcanist 4, cleric 4, magus 4, sorcerer/wizard 4, summoner 4, summoner (unchained) 4, warpriest 4, witch 4

Casting Time 1 round

Components V, S, M (1 drop of devil blood or 1 dose of unholy water)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

As per *infernal healing*, except the target gains fast healing 4 and the target detects as an evil cleric.

CAMPAIGN TRAITS

These campaign traits tie characters to the Hell's Vengeance Adventure Path, which begins in the town of Longacre in the nation of Cheliah. Though player characters created for this campaign are not officially working for House Thrune when they start play, that opportunity arises early in the Adventure Path, and they should all be eager (or at the very least, willing) to serve and ally themselves with House Thrune and the Thrune-dominated government of Cheliah. These traits provide a reason for characters to support House Thrune, and are designed to help players create characters perfectly suited to adventuring through this campaign.

Amoral Mercenary: You have always looked after yourself first, and done whatever you need to do to survive. You've killed before, and you'll kill again, but you don't lose sleep over it. If it's you or them, you invariably choose yourself. You follow no code, unless it's doing whatever brings you to the top. Of course, sometimes you have to work with others, and that's fine too, as long

as the pay is right—whatever it takes to get the job done. With the current unrest in Cheliah, it's starting to look like a good deal to work with House Thrune. You know Thrune rewards those who serve it well, and there's no one else in Cheliah who can offer the power, prestige, and money that Thrune can.

You've got a keen eye for what makes a good arrangement and when to walk away from a bad deal. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you. In addition, as an immediate action once per day, you can shift your effective alignment so that you are considered neutral instead of evil for the purpose of good effects that target evil creatures (such as *holy smite* or a paladin's *smite evil* ability). Your alignment does not actually change when you use this ability. You must be neutral evil to take this trait.



Apprentice Devilbinder: It's no secret that conjuring and binding devils is a popular pursuit in Cheliah, and you have served as an apprentice to a diabolist since a young age. Eventually, however, you decided you wanted more for yourself than a life of study and service, and when you felt you had learned all that you were likely to from your master, you struck out on your own. You know you can achieve the loftiest heights of power with the support of Hell behind you, just as you are aware you can fall to the lowest depths if you're incautious and lose that support. You are determined to use your skills and abilities to bind Hell and its minions to your will, and to make a name for yourself as one of Cheliah's premier devilbinders.

When you cast a *summon monster* spell to summon a devil or fiendish creature, the duration of that spell increases by 1 round. In addition, you gain a +1 trait bonus on opposed Charisma checks against devils conjured with *planar binding* spells, and payments to devils you conjure with *planar ally* spells are reduced by 10%.

Asmodean Acolyte: You grew up in the church of Asmodeus, and have served as a faithful follower your entire life. You've studied the unholy texts, committed the rigid hierarchies of Hell to memory, and striven to eliminate emotion and mercy from your mind in emulation of the Prince of Darkness. You may have continued your career in the church, officially joining the priesthood and aspiring to advance to positions of higher authority and greater power, or you may have left the church, deciding the life of a priest was not for you. In either case, the education you received in the church has remained with you. You gain a +1 trait bonus on Diplomacy, Knowledge (planes), and Knowledge (religion) checks, and one of these skills (your choice) is a class skill for you. You also know the Infernal tongue (this does not count toward your number of languages).

Chelish Noble: You had the fortune to be born into one of Cheliah's noble families, and even more importantly, your family is one of those loyal to House Thrune. Perhaps your family has been allied with Thrune since the Chelish Civil War, or maybe Thrune granted your family its title in exchange for its support during that conflict. In any case, your experience growing up among the nation's well-to-do has given you an upper hand when it comes to knowledge of high society, and you start the game with a modest inheritance. With the nascent uprising of the Glorious Reclamation in Cheliah, there is much concern among the aristocracy, and House Thrune needs the support of loyal nobles now more than ever.

This trait assumes you belong to a minor noble human family with a small manor or estate in some backwater of the empire. If you're not human, either you were adopted into a noble human family, or your family was recently

granted a nonhereditary noble title (see the Chelish Nobility sidebar on page 15).

You gain a +1 trait bonus on Knowledge (nobility) checks, and Knowledge (nobility) is a class skill for you. In addition, you gain a +1 trait bonus on Charisma-based checks against other members of the Chelish aristocracy. The Noble Scion feat (*Pathfinder Campaign Setting: The Inner Sea World Guide* 288) does not have a Charisma prerequisite for you. Lastly, you start play with a noble's outfit, a signet ring, and a single additional nonmagical item worth no more than 200 gp.

Erratic Malefactor: Some people follow codes and traditions; others look out for only themselves. You don't care—you do what you want, when you want, sometimes for a good reason, and sometimes for no reason at all. You revel in your status as an outlier, and take pride in the fact that you follow no one else's orders—at least most of the time. In a lawful land like Cheliah, one has to be more careful and at least pay lip service to the rules and restrictions of society. As a result, you try to manage the chaos that rages within your soul, but you're always on the lookout for the opportunity to truly unleash destruction. These days, there's plenty of work for someone who will do what needs to be done, no questions asked, and the rewards from House Thrune for those who work with it are a strong incentive as well. If working with others gives you the freedom to carry out some of your darkest instincts without fear of repercussion, then why not—at least for now. You can worry about the future when it comes.

Your unpredictability and volatile temperament gives you an advantage over your foes. You gain a +2 trait bonus on initiative checks. In addition, you are willing to work with others, and have learned to use your allies' strengths to reinforce your own skills and abilities. Once per day, as long as an ally is within 10 feet of you, you can reroll a single attack roll or skill check before success or failure is known. You must take the results of the second roll, even if it is worse. You must be chaotic evil to take this trait.

Ex-Iomedaeen: You, or perhaps your family, were once worshippers of Iomedae, but something happened that made you lose your faith. Perhaps your family was accused of being dishonorable or cowardly, or maybe one of your family members was the victim of church "justice." Or perhaps you simply met someone who opened your eyes and showed you the truth—that the Inheritor's so-called honor, valor, and justice are just tin plating on a strict dogma that seeks to control people by restricting their free will. In any event, you left the church, and as a result, your family was subjected to scorn and holier-than-thou disapproval. Ever since, you've vowed to some day get revenge against the church of Iomedae—and with the current situation brewing in Cheliah, you might finally have the opportunity.

Choose one: against followers of Iomedae, including many (but not all) archons and angels, you gain a +1 trait bonus on attack rolls and weapon damage rolls, or you gain a +1 trait bonus on the save DCs of your spells.

Good Slip: Halflings are a common sight in Cheliah and make up the majority of that nation's slave population. Known derisively as "slips," halflings are almost universally treated with scorn and contempt, while paradoxically valued as the most precious slaves. You are a Chelish halfling, but unlike most of your race, you have embraced your role in Chelish society, and used it to your own advantage. People constantly overlook you or discount you as an inconsequential slip, but you know the truth—halflings are just as vital to the empire's health as its nobles, priests, and warriors. You may have been born a free halfling who has never known the chains of slavery, or a slave who was later freed after a period of loyal servitude. Or perhaps you are still a slave, happy (or at least content) in your enslavement, and hoping for some eventual recognition of your contribution, however small, to Cheliah's great and orderly society.

You are skilled at prevaricating and dissembling, both to deflect blame away from yourself and to mislead others as to your true abilities and role. You gain a +1 trait bonus on Bluff checks, and Bluff is a class skill for you. In addition, your tacit support of Cheliah's social structure, and the clear knowledge of your own place in society, strengthens your resolve. Once per day, when you are adjacent to a human ally of Chelish descent, you can reroll a Will saving throw before success or failure is known. You must take the results of the second roll, even if it is worse. You must be a halfling to take this trait.

Hellknight Aspirant: You have always admired the authority, discipline, and righteousness of the ebon-armored Hellknights. Whether it's their unwavering self-control, uncompromising dedication to law and order, relentless pursuit of justice, or merciless administration of punishment, you have tried to model your own actions on the Hellknight philosophy called the Measure and the Chain. Your most fervent wish is to eventually join one of the Hellknight orders and take your place among the grim ranks dedicated to upholding and enforcing the laws of Hell and of Cheliah.

You gain a +1 trait bonus on Knowledge (planes) checks, and Knowledge (planes) is a class skill for you. In addition, choose one of the following Hellknight orders. You have trained yourself in the use of that order's favored weapon (if more than one weapon is listed, pick one), and gain a +1 trait bonus to your Combat Maneuver Defense whenever an opponent tries to sunder or disarm you of that weapon.

Order of the Chain: Flail.

Order of the Gate: Dagger.

Order of the Godclaw: Morningstar.

Order of the Nail: Lance or halberd.

Order of the Pike: Longspear.

Order of the Pyre: Glaive.

Order of the Rack: Longsword or whip.

Order of the Scourge: Heavy mace or whip.

Local Tough: You were born and raised in the town of Longacre on the southwestern fringes of the Whisperwood, or at least have lived there long enough that you're considered a native. You've never been one for the quiet life, and have been considered a miscreant and reprobate since you were a child. As an adult, you've made something of a name for yourself as a thug, enforcer, and petty thief in town, hiring yourself out to anybody who needs muscle in exchange for a few coins. In the course of such employment, you've worked with another local troublemaker named Cimri Staelish and have become friends. Cimri has recently gotten involved with some shadowy, though powerful, characters, and as Hell's Vengeance begins, you and a group of other ne'er-do-wells have agreed to help Cimri burgle a tannery just outside town. With luck, this could be the start of bigger and better things than just working as hired muscle. You gain a +1 trait bonus on Intimidate checks, and Intimidate is a class skill for you. In addition, you gain a +1 trait bonus on weapon damage rolls when you are flanking a foe with an ally.

Scion of the Nine Circles: While the worship of Asmodeus is widespread throughout Cheliah, you follow a different path: that of the philosophy of diabolism. Asmodeus and the other archdevils are worthy of respect and emulation, certainly, but rather than worship one Lord of Hell above all others, your faith is instead based on the veneration of the order and laws of Hell itself as a model for a perfect society. Free will must be suppressed to prevent rebellion, slavery is required to keep the unworthy in their place, and evil and cruelty are necessary for good and kindness to exist.

You gain a +1 trait bonus on Knowledge (planes) checks, and Knowledge (planes) is a class skill for you. You also know the Infernal tongue (this does not count toward your number of languages). In addition, your studies of Hell's underlying structure give strength to your determination. You gain a +2 trait bonus on Will saves against the mind-affecting effects of outsiders with the good subtype.

Throne Informant: The Thrice-Damned House of Thrune rules Cheliah with autocratic power, and its representatives can be found throughout the empire, drawn from all walks of life. Most of these agents do not work directly as government employees, but they still serve House Thrune in whatever ways they can. You are a true patriot of Cheliah, and have long worked for House Thrune as a paid informant. You report what you see to the authorities, and occasionally carry out specific tasks suited to your skill set and abilities when asked. People like you help prevent potential traitors and other



“undesirables” from undermining Thrune’s authority and keep Chelish society running smoothly. You hope that with continued faithful service, you will eventually be rewarded with greater authority and autonomy as a sworn agent of House Thrune. You gain a +1 trait bonus on Diplomacy checks to gather information, Disguise checks, and Knowledge (local) checks, and one of these skills (your choice) is a class skill for you.

CHELIAX AT A GLANCE

Aroden’s death just over a century ago changed the empire of Cheliah forever, as vassal states quickly rebelled and Cheliah itself fell into a bloody 30-year civil war that was quelled only by the kingdom’s current diabolical aristocracy—the Thrice-Damned House of Thrune. Today, Cheliah is a nation without hope—a decadent empire weakened by losses in glory and colonial wealth but deluded with pretensions of greatness spurred on by the infernal court and its fell adherents. It is a stain on the face of Golarion and

a mockery of what was once the greatest kingdom of mankind. Yet the common folk of Cheliah are grateful for the salvation the House of Thrune engineered for the dying nation, and if an oppressive government and diabolical church are the price of civilization and the prevention of an even greater civil war, most of the nation’s citizens are only too glad to pay and serve.

A BRIEF HISTORY

Imperial Cheliah dominated Avistan for more than 600 years after the Chelish king Aspek the Even-Tongued broke from Taldor, diplomatically absorbed Andoran,

and conquered both Isgar and Galt. These events launched a centuries-long tradition of expansion and glory, propelling Cheliah to the height of human civilization. The nation soon dominated and subsumed many native peoples and cultures, so that many regions had a ruling elite or caste of Chelish origin, or with strong Chelish heritages and blood ties running back to

the empire. The empire continued to expand, and with the expected return of Aroden, patron god of Cheliah, none of the Chelish people had any doubt it would eventually attain the power (and riches) of ancient Azlant.

Then the inexplicable occurred. Instead of returning, Aroden died, and a part of Cheliah died with him. With the emperor stripped of his divine mandate, certain powerful noble houses rose up, plunging the imperial heartland into civil war. Anarchy and war plagued Cheliah for more than 30 years, until House Thrune and its allies took and held the throne. Queen Abrogail I, Infernal Majestrix of Cheliah, placed among her armies bound devils from the depths of Hell. She quelled dissent in the empire's heartland and in so doing gained her new regime a measure of respect and legitimacy. Few among the gods-fearing citizens of Cheliah approved of the diabolists' fearsome methods, but wherever they installed themselves, the opportunistic savagery of the last generation soon ceased, and a dark peace embraced the kingdom.

Shortly after taking control of the nation, the new government moved its administrative center to the inland port city of Egorian and wasted little time in demanding subservience from Imperial Cheliah's many holdings. For several months, the new regime not only maintained the borders of Imperial Cheliah but also stood poised to expand beyond them. Unfortunately for the Egorian government, though, the infernal blasphemies of House Thrune turned public opinion against Cheliah. The people of Galt and Andoran rose up and threw off Cheliah's imperial shackles. Reluctantly, House Thrune allowed these vassals to secede, focusing its attentions on the lucrative colonies of Sargava in Garund and Anchor's End in distant Arcadia.

Despite losing almost half its holdings, Cheliah remains one of the largest nations on Golarion. The far-reaching influence of Cheliah stretches north to the Lands of the Linnorm Kings, south to the nation of Sargava in Garund, and east into Taldor and Qadira. Elements of Chelish culture appear in all those places and more, mostly in the ports and trading cities of dozens of nations—indeed, art, theater, and music (particularly the opera) have seen a striking explosion in popularity in modern Cheliah, if only because the nation's beleaguered citizens increasingly need an escape from reality.

THE THRICE-DAMNED HOUSE OF THRUNE

The current sinister reputation of the nation of Cheliah is due entirely to the actions of House Thrune. After Aroden's death, the Chelish noble house of Thrune struck pacts with devils in order to triumph over their rivals in the ensuing chaos. Under their leadership, the worship of Asmodeus and the practice of binding devils spread throughout the nation. Monasteries and schools

CHELISH NOBILITY

The following titles make up Cheliah's complex hierarchy of nobility, in order from highest to lowest rank.

Majestor/Majestrix: The ruler of Cheliah; the prefix "infernal" often comes before this title. This rank exists outside the standard noble hierarchy.

Prince/Princess: A member of the royal family (a direct descendant of the majestor or majestrix); the prefix "infernal" sometimes comes before this title. This rank exists outside the standard noble hierarchy.

Archduke/Archduchess: A hereditary ruler of one of Cheliah's six archduchies.

Duke/Duchess: A hereditary ruler of a duchy.

Paraduke/Paraduchess: A granted (nonhereditary, non-landed) title.

Archcount/Archcountess: A hereditary ruler of a county.

Count/Countess: A hereditary ruler of a county.

Paracount/Paracountess: A granted (nonhereditary, non-landed) title.

Archbaron/Archbaroness: A hereditary ruler of a barony.

Baron/Baroness: A hereditary ruler of a barony.

Demibaron/Demibaroness: A granted (nonhereditary, non-landed) title.

devoted to the philosophies of Hell have flourished, as have the disciplined orders of Hellknights. Some of Cheliah's vassals and provinces, such as Isger and Korvosa, welcomed the changing ideals. Others, such as Andoran and Galt, rejected House Thrune's teachings so thoroughly that their governments embraced freedom from monarchy as a central ideal.

No aspect of Chelish history has received more thorough revision under the rule of the Thrice-Damned House of Thrune than the history of House Thrune itself. Every few months, a new version of the official history of Cheliah is printed, inevitably inflating the glory of House Thrune even more than its predecessors. Hellknights of the Order of the Rack tirelessly gather and burn all but the most recent copies, making uncovering the truth a daunting proposition. These histories claim that House Thrune was responsible for nearly every economic, military, and cultural victory that Cheliah has attained in the past 6 centuries, and that Cheliah's failures are the result of those in power ignoring House Thrune's prescient advice. Both are held up as examples of why Thrune should be granted ever-greater control of every aspect of Chelish life, for the good of aristocrats and commoners alike.

As civil war broke out in Cheliah following Aroden's unexpected death in 4606 AR, House Thrune prided itself on being a bastion of order and efficiency,

THRUNE AGENTS

House Thrune is more than just the ruling family of Chelax; throughout the empire and its client states, the family maintains a network of informers, spies, inquisitors, thugs, and even assassins. To most Chelaxians, there is little to distinguish House Thrune from Chelax's government apparatus, so all of these individuals, as well as the bureaucrats and employees of the imperial government, are commonly called "Thrune agents."

However, there are many agents who serve House Thrune directly. Known as sworn Thrune agents, these dedicated servants swear their bodies, minds, and souls to Queen Abrogail II herself, and work on behalf of the Thrune family rather than the nation of Chelax. In many cases, House Thrune's interests overlap with those of Chelax itself, but the family has its own schemes and strategies that have nothing to do with governance, and uses sworn agents loyal to the family to further those plans. In this respect, House Thrune functions very much like an organized crime family, with a hierarchy of agents at varying levels of loyalty and authority.

In the Hell's Vengeance Adventure Path, your character will assume the role of a Thrune agent, and as the campaign progresses, you will have the opportunity to become a sworn Thrune agent and start ascending through the ranks of the Thrune organization, earning unique boons that only be gained by binding your character to the goals of House Thrune. These ranks, and the rewards granted, are detailed in the adventures you will soon be playing. If you want more information on this aspect of the Hell's Vengeance Adventure Path, talk to your GM about how much your character might know of the Thrune organization before the campaign begins.

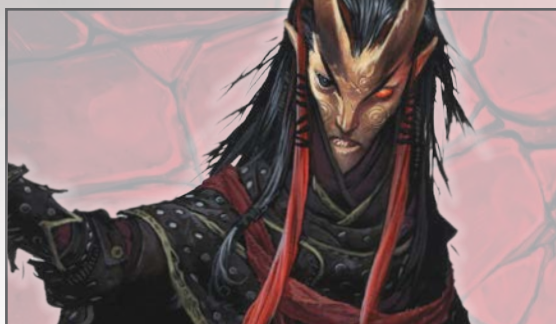
HELL'S VENGEANCE PREGENERATED CHARACTERS

The Hell's Vengeance Adventure Path features six new iconic evil villains who appear on the Adventure Path's covers and in art in each volume. Their full backgrounds and stories can be found on the paizo.com blog and in print in the individual volumes of the Adventure Path, but if you want the opportunity to play one of these villains as a character in Hell's Vengeance, they are presented here at 1st level for use as pregenerated player characters.



and immediately set to work forging alliances and establishing its place in the new order. In 4635 AR, several prominent Hellknight orders cast their lot with the Thrunes, and Abrogail Thrune sequestered herself for months, crafting an infernal contract that she was certain would pave her way to the Chelish throne.

With the assistance of hordes of devils, Abrogail quickly eliminated her rivals, culminating in the defeat of Thrune's sole remaining rival house, House Davian, at the Battle of a Hundred Kings in 4639 AR. Abrogail ascended the throne of Chelax as Abrogail I, with the pit fiend Gorthoklek at her side as a loyal advisor. Since that time, four other Thrunes have sat upon the throne of Chelax before dying in suspicious yet largely unquestioned accidents. Abrogail I's great-granddaughter, Abrogail II, seized the throne in 4709 AR, and now rules Chelax with unchecked authority.



EMIL KOVKORIN

Male tiefling rogue 1 (*Pathfinder RPG Bestiary* 264)
NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., see in darkness;
Perception +4

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +0

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee punching dagger +3 (1d4+1/x3) or
short sword +3 (1d6+1/19–20)

Ranged dagger +3 (1d4+1/19–20)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +7, Climb +4, Disable Device +7,
Disguise +7, Knowledge (local) +4, Perception +4,
Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Common, Infernal

SQ prehensile tail, trapfinding +1

Combat Gear acid; **Other Gear** studded leather, dagger,
punching dagger, short sword, belt pouch, disguise kit,
thieves' tools, 10 gp, 3 sp, 7 cp

SPECIAL ABILITIES

Prehensile Tail Emil has the prehensile tail alternate racial trait (*Pathfinder RPG Advanced Race Guide* 238). He can carry items with his tail, but he can't wield weapons with it. His tail also allows him to retrieve small, stowed items carried on his person as a swift action.

See in Darkness Emil has a variant tiefling ability that, like a devil, allows him to see perfectly in darkness of any kind, even that created by *deeper darkness*. This ability replaces the normal tiefling spell-like ability racial trait. This variant ability is found on page 17 of *Pathfinder Player Companion: Blood of Fiends*.

The child of former Andoren nobles, Emil was abandoned when his parents fled the country, prompting the young tiefling to begin serving his own kind of revenge throughout the Inner Sea.



LAZZERO DALVERA

Male human cleric of Asmodeus 1
LE Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 12 (1d8+4)

Fort +3, **Ref** +0, **Will** +4

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee heavy mace +1 (1d8+1)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel negative energy 5/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—copypat (1 round), touch of law

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*cause fear* (DC 13), *protection from chaos*⁰, *shield of faith*

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

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

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 11

Feats Selective Channeling, Toughness

Skills Acrobatics –1, Bluff +6, Heal +6, Perception +3, Sense
Motive +6

Languages Common

Combat Gear *scroll of bless*, *scroll of cure light wounds*;

Other Gear studded leather, heavy mace, light crossbow, backpack, bedroll, belt pouch, candles (10), flint and steel, hemp rope (50 ft.), holy text^{UE} (*Asmodean Disciplines*), spell component pouch, torch (10), trail rations (5), waterskin, wooden holy symbol of Asmodeus, 3 gp, 9 sp, 5 cp

Born in Molthune, Lazzero Dalvera was expected to excel in a military career, but lacked the skills for that profession. Instead, he joined the church of Abadar, which fit his temperament and abilities better. Bullied as a child, Lazzero became a bully himself in his new role, tormenting his fellows and turning them in to his superiors for punishment. Lazzero made many enemies, and his delight in twisting rules to benefit himself soon led him away from Abadar's faith. He headed south to Chelax and into the arms of the church of Asmodeus.

**LINXIA BENZEKRI**

Female human fighter 1
LE Medium humanoid (human)

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

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** -1, **Will** +1

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+3/19-20) or
whip +4 (1d3+3 nonlethal)

Ranged shortbow +0 (1d6/x3)

STATISTICS

Str 17, **Dex** 8, **Con** 14, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 13

Feats Exotic Weapon Proficiency (whip), Power Attack,
Weapon Focus (longsword)

Skills Climb +3, Intimidate +5, Knowledge (engineering) +4

Languages Common

Combat Gear alchemist's fire (2), caltrops; **Other Gear** scale mail, dagger, longsword, shortbow with 20 arrows, whip, backpack, bedroll, belt pouch, flint and steel, grappling hook, manacles, silk rope (50 ft.), sunrod, torches (5), waterskin, 2 gp, 7 sp, 8 cp

Born and raised in Khari, the Chelish city at the southern terminus of the Arch of Aroden, Linxia Benzekri is ethnically Garundi, but has always considered herself Chelaxian. As a child, she was educated in an Asmodean convent where she became a model Chelish citizen, believing that House Thrune unified a warring nation with the blessings of Asmodeus, and convinced of the necessity of strong laws based on those of Hell itself to preserve an ordered society.

After turning in her parents for treason and witnessing their public excruciations at the hands of the Hellknight Order of the Rack, the young woman aspired to become a Hellknight herself. Linxia devoted herself to her new calling, strengthening her martial training and memorizing the tenets of the Hellknights' philosophy, the Measure and the Chain. As a symbol of her dedication and a permanent reminder of her goal to eventually join the Order of the Rack, Linxia had the order's symbol—a spike torture wheel—tattooed on her forehead.

**NYCTESSA**

Female dhampir necromancer 1 (*Pathfinder RPG Bestiary* 2 89)
NE Medium humanoid (dhampir)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity; **Resist**

undead resistance

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee quarterstaff -1 (1d6-1)

Spell-Like Abilities (CL 1st; concentration +2)

3/day—*detect undead*

Arcane School Spell-Like Abilities (CL 1st; concentration +3)

5/day—grave touch (1 round)

Necromancer Spells Prepared (CL 1st; concentration +3)

1st—*chill touch* (DC 13), *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 12), *detect magic*, *touch of fatigue* (DC 12)

Opposition Schools enchantment, illusion

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 15, **Wis** 13, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 11

Feats Blood Drinker^{ARG}, Command Undead, Scribe Scroll

Skills Bluff +3, Knowledge (arcana) +6, Knowledge

(nobility) +6, Knowledge (religion) +6, Perception +3,

Spellcraft +6; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Common, Necril, Osiriani

SQ arcane bond (quarterstaff), power over undead, resist level drain

Combat Gear *scrolls of repair undead* (x2), alchemist's fire, candlerods^{UE} (5); **Other Gear** club, dagger, quarterstaff, backpack, bedroll, belt pouch, signet ring, spellbook (contains all 0-level spells, all prepared spells, plus *obscuring mist* and *repair undead*^{ACG}), spell component pouch, waterproof bag^{UE}, waterskin, wrist sheath^{UE}, 2 gp

A native of the Garundi nation of Geb, Nyctessa is the daughter of one of the Blood Lords, the undead necromancers who form the elite of that nation's aristocracy. Following in her father's footsteps, she has embarked upon her own studies of death and unlife.



URGRAZ

Male duergar antipaladin 1 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Bestiary* 117)

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +1

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)
hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +3; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee warhammer +3 (1d8+2/×3)

Ranged heavy crossbow +2 (1d10/19–20) or
javelin +2 (1d6+2)

Special Attacks smite good 1/day (+1 damage)

Spell-Like Abilities (CL 1st; concentration +1)
1/day—*enlarge person* (self only) (DC 11), *invisibility* (self only)

Antipaladin Spell-Like Abilities (CL 1st; concentration +1)
At will—*detect good*

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 14 (18 vs. bull rush, 18 vs. trip)

Feats Power Attack

Skills Acrobatics –5 (–9 when jumping), Bluff +7, Intimidate +4, Stealth –1; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Undercommon

SQ aura of evil

Combat Gear alchemist's fire, caltrops; **Other Gear** scale mail, heavy wooden shield, heavy crossbow, javelins (3), warhammer, backpack, bear trap^{UE}, bedroll, crowbar, flask, manacles, waterskin, winter blanket, wooden unholy symbol of Mazmezz, 8 gp, 9 sp, 4 cp

Urgraz was raised in a duergar clan deep beneath Avistan, but he resisted the repetitious training and rule of the priests of Droskar and took delight in causing anarchy, confusion, and havoc. He poisoned members of his own family, sold diseased slaves to spread plague, and even sacrificed his closest ally to his new demonic patron, Mazmezz. Eventually, Urgraz ventured to the surface to wreak havoc and pain on a new population.



ZELHARA

Female human inquisitor of Zon-Kuthon 1 (*Pathfinder RPG Advanced Player's Guide* 38)

LE Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 10 (1d8+2)

Fort +3, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee spiked chain +2 (2d4)

Ranged dagger +2 (1d4/19–20)

Special Attacks judgment 1/day

Inquisitor Spells Known (CL 1st; concentration +3)
1st (2/day)—*cure light wounds*, *interrogation*^{UM} (DC 13)
0 (at will)—*bleed* (DC 12), *create water*, *detect magic*,
guidance

Domain Torture inquisition^{UM}

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +0; **CMB** +0; **CMD** 13

Feats Dodge, Weapon Finesse

Skills Bluff +5, Diplomacy +5, Intimidate +8, Perception +6,
Sense Motive +7, Spellcraft +4, Stealth +5

Languages Common

SQ monster lore +2, stern gaze +1, torturer's presence^{UM},
torturer's touch^{UM}

Combat Gear smelling salts^{UE}; **Other Gear** studded leather,
dagger, spiked chain, war razor^{ISWG}, choke pear, iron
unholy symbol of Zon-Kuthon^{UE}, manacles, saw^{UE}, spell
component pouch, surgeon's tools^{UE}, 15 gp, 7 sp, 2 cp

Raised in the Nidalese city of Ridwan, Zelhara began training as a torturer from a young age after she was selected for service by agents of the Umbral Court. Severe and obedient, Zelhara was perfect for the responsibility of state inquisitor, a role that would enable her to share the Midnight Lord's message of pain and duty with thousands of his fearful followers. Under the tutelage of Zon-Kuthon's clergy, Zelhara's natural inclinations were honed to forge her into a vicious tool of church and state, earning her the pride and admiration of her family. She claims that she can make anyone divulge what they know, and hears the truth in their screams of agony.

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