

PATHFINDER[®]

ADVENTURE PATH[™]



HELL'S VENGEANCE[™]

HELL COMES
TO
WESTCROWN

by Ron Lundeen

W&P. 15

CHELIX



KINTARGO

KANTARIA

EGORIAN

LONGACRE

REMGIANA

WHISPERWOOD

SENARA

LACKASTEL

OSTENSO

WESTCROWN

HINJI

CORENTYN

CITADEL DINYAR

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ON THE COVER



For the final chapter of the Hell's Vengeance Adventure Path, Wayne Reynolds offers up one last heartless villain—the iconic necromancer and ruthless dhuir Nyctessa!



HELL'S VENGEANCE™

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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>Monster Codex</i>	MC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM



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Printed in China. I was walking among the fires of Hell, delighted with the enjoyments of Genius, which to Angels look like torment and insanity.

COUNCIL OF VILLAINS

We've been pretty clear that the Hell's Vengeance and Hell's Rebels Adventure Paths take place at the same time—both to provide people with the option to play either a heroic, good campaign or a villainous, evil campaign in Cheliah, and more importantly, so that the events of one of these Adventure Paths do not undo the achievements of the player characters in the other AP (if you decide to play through both).

However, the same does not hold true for every other Adventure Path we've published. This month's adventure, "Hell Comes to Westcrown," takes place primarily in that titular city, which was also the setting for the entire Council of Thieves Adventure Path. So what does that mean for GMs and players of Hell's Vengeance? Well, it depends.

Hell's Vengeance assumes that the events of Council of Thieves have already occurred. This means that shadow

creatures no longer roam the streets of Westcrown; Lord-Mayor Aberian Arvanxi is long gone; the campaign's villains, Chammady and Ecarrdian Drovenge, are likely dead; and the Council of Thieves itself has been disbanded. Westcrown also changed in other ways for each group that played through the Adventure Path, based on the actions and final Fame Score of the player characters in that campaign.

If you or your players never played through Council of Thieves, then little, if any, of this should impact your Hell's Vengeance campaign. A few elements in "Hell Comes to Westcrown" harken back to the events of Council of Thieves (such as the Hellknight paralictor Gonville Chard and the last surviving scion of House Drovenge, Riffindi), but these are little more than "easter eggs" for anyone familiar with Council of Thieves. Even without that context, these details still serve this adventure's plot,

and players with no knowledge of Council of Thieves aren't missing out on anything essential.

If you did play through Council of Thieves, things might get tricky, particularly if events transpired in your campaign differently from what is assumed in Hell's Vengeance. Most of these issues can be easily resolved with simple modifications, such as replacing a named NPC with a new one in a similar role. A larger problem is if the Council of Thieves PCs ended up ruling an independent Westcrown at the conclusion of that Adventure Path. In that case, you'll need to explain what happened to these characters. Did they step aside for the Glorious Reclamation when they arrived? Did they resist? Did they join them? Will the villainous PCs of Hell's Vengeance need to confront these earlier Council of Thieves heroes, and will this result in Westcrown falling once more under the control of House Thrune (effectively erasing the hard-won victory of the Council of Thieves characters)? These are decisions you should carefully consider before they come up in play.

Likewise, if you haven't played through Council of Thieves yet, but plan to in the future, you'll probably need to make some adjustments to that Adventure Path. In most cases, you should be able to manage this with a few cosmetic changes, renaming characters, or adjusting the timeline of events so that some background plot points take place after the events of Hell's Vengeance rather than much earlier. In short, be aware that there may be some inconsistencies if you run both the Hell's Vengeance and Council of Thieves Adventure Paths, and you'll have to manage and adjust the adventures to meet the needs of your players and your campaigns.

THE GLORIOUS RECLAMATION'S PROGRESS

Throughout the Hell's Vengeance Adventure Path, the Glorious Reclamation enjoys a variety of victories in its war against Cheliah 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 Cheliah with symbols of both House Thrune and the Glorious Reclamation that tracks both sides' progress in the wider conflict.

Following the events of "Scourge of the Godclaw," the PCs have struck a decisive blow against the Glorious Reclamation by retaking the former Hellknight fortress Citadel Dinyar, thus depriving the crusaders of their headquarters and base of operations. Nevertheless, the city of Westcrown remains in the Glorious Reclamation's hands, and as long as the Iomedaeans maintain control of the former capital—still Cheliah's largest city—Thrune cannot put a final end to this uprising.

As "Hell Comes to Westcrown" begins, the Glorious Reclamation's leader, Lord Marshal Alexeara

Cansellarion, has proclaimed Westcrown the restored capital of a new Cheliah, and rechristened it the "City of Glory's Return." To root out the rebels from Westcrown and strike a deathblow against the Glorious Reclamation, Queen Abrogail has a plan involving some of House Thrune's most valuable and trusted agents. But to give these agents the time and secrecy they need to carry out their assigned task, she orders a diversionary offensive to draw the Glorious Reclamation's attention away from Westcrown and the secret plan to retake it.

Up to this time, the queen has been willing to leave the city of Senara under the Glorious Reclamation's control. Now, though, Cheliah's armies have withdrawn from the battlefields of the Sirmium Plains, marching through the eaves of the Whisperwood to attack Senara in force. At the same time, riverboats carrying Chelish marines have launched from Remesiana and Misarias to secure the lucrative trade routes of the River Iseld and cut off the Iomedaeans garrison in Senara from waterborne reinforcements. As intended, many of the Glorious Reclamation's forces in the Sirmium Plains have maneuvered to respond to this assault; while the crusaders have not left Westcrown undefended, the hope is that the battle for Senara takes just enough of their attention for House Thrune's agents to slip into the city undetected, undermine the Glorious Reclamation's capital from within, and assassinate its leader, Lord Marshal Alexeara Cansellarion. With one decisive blow, Queen Abrogail aims to end the threat of the Glorious Reclamation once and for all.

WEIRD TIMES AHEAD

This adventure marks the end of the Hell's Vengeance Adventure Path. We hope you've enjoyed the chance to play as evil villains in Golarion, but the time has come for the Pathfinder Adventure Path to return to its roots and present heroic adventures once more. Next month, developer Adam Daigle takes the helm of the Strange Aeons Adventure Path, bringing you "In Search of Sanity," the first volume of an all-new campaign. If you like Lovecraftian horror, blasphemous tomes of eldritch lore, exciting escapades in the Dreamlands, and the chance to explore distant corners of Golarion that have never been seen before, then the Strange Aeons Adventure Path should be right up your dark, spooky, noisome alley. Just remember to keep a tight grip on your sanity!

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PART 1: SIEGE OF CITADEL RIVAD 5

The villainous player characters must use the evil magic weapon they created in “Scourge of the Godclaw” to break the siege of Citadel Rivad, the Hellknight stronghold outside Westcrown, and destroy the Glorious Reclamation’s army.

PART 2: THE PENTAGRAM RITUAL 12

The villains must perform sacrifices at five key locations in and around Westcrown to rededicate the city to Asmodeus and refocus the Inferno Gate, allowing them to summon devils to assist them in reconquering Westcrown.

PART 3: THE RECONQUEST BEGINS 25

To weaken the Glorious Reclamation’s hold on Westcrown, the villains need to eliminate several key leaders of the Iomedaeen order and, using summoned devils, undertake several missions to subvert support for the crusaders.

PART 4: ASSAULT ON THE KORRADATH 43

The villains must infiltrate Westcrown’s royal castle, now the headquarters of the Glorious Reclamation, to confront and defeat Lord Marshal Alexeara Cansellarion, the founder and leader of the Iomedaeen order.

ADVANCEMENT TRACK

“Hell Comes to Westcrown” is designed for four characters and uses the medium XP track.

15 The PCs begin this adventure at 15th level.

16 The PCs should be 16th level by the time they complete the Pentagram Ritual in Part 2.

17 The PCs should reach 17th level before confronting Lord Marshal Cansellarion in the Korradath at the end of Part 4.

The PCs should be 17th level by the end of the adventure.

ADVENTURE BACKGROUND

The Iomedean crusade of the Glorious Reclamation has swept across Cheliah, and though the Chelish imperial army has mostly confined the knights' gains to the eastern reaches of the empire, the uprising remains a threat to the stability of the empire and the rule of House Thrune. Nevertheless, the Glorious Reclamation has been unable to fully capitalize on its gains, and Thrune-mandated martial law still holds sway in most of Cheliah's major cities.

Rather than risk stalemate on the Sirmium Plains and the possibility of eventual defeat there, the leader of the Glorious Reclamation, Lord Marshal Alexeara Cansellarion, embarked upon a bold plan. She ordered the withdrawal of many of her knights from the front and redeployed them to the southern coast. Avoiding the Thrune-held ports of Ostenso and Laekastel, the Iomedaeans flocked to the small towns and fishing villages under the Glorious Reclamation's control, and boarded a ragtag flotilla of working vessels, sailing westward across the Inner Sea in secrecy.

In a surprise seaborne invasion, the Glorious Reclamation flotilla overwhelmed the Chelish naval pickets in Gemcrown Bay and debarked its troops on the doorstep of the former imperial capital, Westcrown. Close to the Chelish heartlands but long marginalized by House Thrune, Westcrown was surprisingly underdefended, and Lord Marshal Cansellarion and her knights took the City of Twilight with astonishing speed. Cansellarion proclaimed the city the new capital of her crusade, and the banners of the Glorious Reclamation and Iomedae now fly above Westcrown's walls.

But though the knights of the Glorious Reclamation are powerful and well intentioned, they are ill prepared to rule a city steeped in decades of political intrigue and organized crime. While some of the city's residents have welcomed the Iomedaeans with open arms, the majority of the inhabitants (called Wiscrani) are uneasy with their new leaders. They have traded rule by absentee diabolists for a government of zealous revolutionaries, and they aren't certain they're better off. Lord Marshal Cansellarion has made sweeping changes in Westcrown's leadership and law enforcement, installing a loyal mayor by fiat, restructuring the city guard (the dottari) under knights of the Inheritor, and imprisoning nobles and officials loyal to the Thrune regime. The crusaders have also mandated "instructive judgment" for the city's nobility, a series of probing questions under the watchful gaze of paladins and inquisitors of Iomedae to identify the wicked and redistribute their fortunes to relatives willing to support the Iomedean crusade.

With the Glorious Reclamation firmly occupying Westcrown, Lord Marshal Cansellarion now looks to eliminate nearby threats and fortify her new base of operations for the inevitable retaliation from House

Thrune, all while preparing to strike at the Heartlands and possibly the capital city of Egorian itself. These goals are even more important now that Thrune agents have managed to retake the Glorious Reclamation's original headquarters, Citadel Dinyar in Isger, for House Thrune.

The closest threat to the Glorious Reclamation's hold on Westcrown is Citadel Rivad, the headquarters of the Hellknight Order of the Rack, located west of the city. Most of the citadel's Hellknights had been dispatched to Kintargo and elsewhere in Cheliah to disrupt the twin uprisings of the Silver Ravens and the Glorious Reclamation, but the few defenders left within the keep have thus far resisted the Iomedaeans' efforts to oust them from their citadel. Before they can fully secure Westcrown, the Glorious Reclamation must remove the threat of the Hellknights on their flank. Therefore, Cansellarion has tasked one of her foremost generals, Knight Commander Endranni Malesk, to besiege Citadel Rivad with the bulk of the Glorious Reclamation's army.

Because this besieging army can be quickly recalled back to Westcrown if the city is attacked, Lord Marshal Cansellarion can force House Thrune into a costly military campaign to reclaim the city. Queen Abrogail II is certain of House Thrune's eventual victory, but knows that a lengthy war would tie up her forces, potentially allowing the Glorious Reclamation to spread its dissent elsewhere. The queen has therefore devised an alternative plan, relying upon her most prominent Bound Agents: the PCs. Where an army might be repelled, a small but powerful strike force can cripple the Glorious Reclamation's leadership and prepare Westcrown for the Chelish military to sweep in, mop up the last of the uprising's demoralized forces, and reestablish House Thrune's control over not just Westcrown, but all of Cheliah once more.

PART 1: SIEGE OF CITADEL RIVAD

The adventure begins with the player characters in possession of the newly created *tathlum*, the potent weapon of mass destruction crafted from the severed head of the gold dragon Parnoneryx (see page 6 for the completed *tathlum*'s statistics). This adventure assumes that the PCs returned to Egorian at the end of the previous volume, "Scourge of the Godclaw," to complete the *tathlum* ritual. Although time is short, you should give the PCs enough time to recover from their most recent endeavors before they embark on their final mission for Queen Abrogail and House Thrune.

Once the PCs are ready, Abrogail summons them to the Imperial Palace, where she outlines her plans for using the *tathlum* and annihilating the Glorious Reclamation once and for all. The PCs have already destroyed the Iomedaeans' base of operations at Citadel Dinyar and slain one of their most powerful allies, the gold dragon Parnoneryx; now the time has come to

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reclaim Westcrown from that upstart rabble-rouser Alexeara Cansellarion and her so-called crusade.

Queen Abrogail outlines three major tasks that the PCs must complete to prepare Westcrown for a final attack by the Chelish military that will shatter the power of the Glorious Reclamation's rebellion forever.

First, the PCs must break the siege of Citadel Rivad, home of the Hellknight Order of the Rack, using the *tathlum* to obliterate the Glorious Reclamation army encircling the citadel so it cannot reinforce Westcrown. With the bulk of this besieging force destroyed, the PCs should then turn their attention to defeating any of the army's powerful leaders who survived, most notably Knight Commander Endranni Malesk.

Second, the PCs should infiltrate Westcrown and perform a ritual at five specific sites to rededicate the city to Asmodeus and allow them to summon devils to hold key strategic locations against the forces of the Glorious Reclamation.

Third, the PCs must eliminate the Glorious Reclamation's remaining leaders in Westcrown. They should start with Cansellarion's most powerful allies in the city: the planetar Aveshiel and Cheliah's high priestess of Iomedae, Second Sword Knight Bellinia Dorjana. Queen Abrogail also tasks the PCs with capturing Vors Kyniar, a paladin of Iomedae who serves as Taldor's ambassador to Cheliah. The queen wants the ambassador captured alive and brought to Egorian, where she plans to deal with him personally. The PCs will certainly discover other methods to sow dissent within the city and to bolster support for House Thrune during this time as well, and they should make use of the devils summoned in the earlier ritual to cement their successes in these operations.

When the PCs feel they have sufficiently weakened the revolutionaries' support and reaffirmed House Thrune's own allies, thus priming the city for reconquest, they can confront the founder of the Glorious Reclamation and its leader, Lord Marshal Alexeara Cansellarion. Once she is slain, the Glorious Reclamation will be leaderless and demoralized, and the regular Chelish military forces can move in, bring Westcrown under their control, and deal the rebellion its deathblow.

Queen Abrogail gives the PCs more detailed written orders (these instructions are presented at the beginning of each part of the adventure), as well as a map of Westcrown marking the five locations of the pentagram ritual (see page 15). She urges them to leave as soon as possible; each passing day allows the Glorious Reclamation to solidify its hold on Westcrown. While the PCs can certainly travel overland from Egorian to Westcrown, they run the risk of encountering Glorious Reclamation patrols around the city, so Queen Abrogail recommends they teleport directly to the vicinity of Citadel Rivad (area A) and offers to cast *greater teleport* herself if the PCs don't have that capability.



THE TATHLUM

Ancient Kellid tribes would coat the severed head of an enemy with lime and leave it to dry into a hard ball, creating a grisly weapon called a *tathlum* that would be hurled in battle against the deceased's friends and family. This legendary weapon can also be a potent magical artifact, and the *tathlum* crafted from the head of the gold dragon Parnoneryx is designed to wreak untold destruction on followers of Iomedae—specifically, the Glorious Reclamation.

TATHLUM		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 220 lbs.
AURA strong evocation and necromancy		

This horned and frilled dragon's head is coated with a thick layer of white lime. When dropped from a height of at least 150 feet, the *tathlum* detonates in an explosion of greasy darkness, dealing 20d6 points of damage to all creatures within a 150-foot-radius spread from its point of impact (Will DC 25 half). Good or lawful living creatures with 9 Hit Dice or fewer within this area must also succeed at a DC 25 Fortitude save or die. This area is immediately affected by *unhallow* with *darkness* as an associated spell effect. In addition, concussive force blasts outward from the darkness, dealing 10d6 points of damage to all creatures within the area between 150 feet and 300 feet from the impact point (Will DC 21 half). The *tathlum* is consumed in the explosion.

If at least 200 Hit Dice worth of creatures are killed by the *tathlum's* detonation, the explosion spontaneously creates 1d6 nightwalkers (*Pathfinder RPG Bestiary 2* 201) within 150 feet of the point of impact. On particularly dense battlefields, the detonation instead creates 1d6 warsworns (*Pathfinder RPG Bestiary 4* 272). These undead creatures are free-willed and not under the control of the *tathlum's* wielder.

If the *tathlum* is dropped from a height of less than 150 feet, it deals 3d6 points of damage to a single creature as a falling object (*Pathfinder RPG Core Rulebook* 443), plus an additional 2d6 points of damage if the target is good or lawful. The *tathlum* takes no damage and is not destroyed if dropped from a height of less than 150 feet.

DESTRUCTION

If dropped from a height of 150 feet or more, the *tathlum* detonates and is permanently destroyed.

A. CITADEL RIVAD ENVIRONS

The formidable walled fortress of Citadel Rivad (area A1) stands among the stone spires and rock formations of the Turanian Hills, 40 miles west of Westcrown. The Glorious Reclamation's besieging army is encamped on the eastern side of the citadel (area A2), at the end of the Rack Road (area A3), which connects the fortress to the city. Use the map on page 9 for area A.

When the PCs first arrive in the area, there have been several days of steady drizzle, encouraging the Glorious Reclamation army to keep under shelter and providing the PCs with some cover for reconnaissance and planning. Key locations surrounding the citadel are described below, followed by details on using the *tathlum* against the Glorious Reclamation army.

A1. CITADEL RIVAD

Home to the Hellknight Order of the Rack, the walls and towers of Citadel Rivad are constructed of imposing black and gray granite and built into the face of a towering rock spire called the Scepter. The spire is sheer to the west and north; entrance to the fortress is via the Rack Road (area A3), which climbs up a series of wide switchback ramps beneath the citadel's looming towers from the southeast.

The interior of Citadel Rivad is not detailed here, as the PCs have no reason to enter the fortress itself—their mission is to break the Glorious Reclamation's siege, not conquer the castle. If the PCs work out some way to communicate with the Hellknights inside, they learn that fewer than 100 Hellknights, armigers, and slaves remain to hold the citadel, under Lictor **Darcyne Wrens** (LE female human sorcerer 10/Hellknight^{SWG 1}), who recently took over leadership of the order when its former lictor, Richemar Alamansor, stepped down after many years. The situation within the fortress is grim: the defenders are nearly out of ammunition for their missile weapons and defensive siege engines, and have only 1 week of food left. Lictor Wrens can provide little aid to PCs who contact her, except to make suggestions about the placement of the *tathlum* among the enemy camps (see Deploying the Tathlum on page 11).

A2. GLORIOUS RECLAMATION CAMPS

The army of the Glorious Reclamation is camped on the plain east of Citadel Rivad. It consists of thousands of soldiers, dozens of siege engines, and enough supplies for a protracted siege. Although prepared for war, the army is willing to wait out the defenders of Citadel Rivad for many more days.

The army is divided into five camps, each serving a slightly different function, which the PCs can identify with successful DC 15 Perception or Profession (soldier) checks. A direct assault against any of the camps is unwise, as each camp contains thousands of soldiers and dozens of high-level knights and officers. If necessary, you can use the statistics for Glorious Reclamation chaplains and knights

GLORIOUS TABARD

Many of the Glorious Reclamation's knights wear magical tabards embroidered with the symbol of the order to protect them from the forces of evil. High-ranking Glorious Reclamation knights and officers, many of them divine spellcasters, wear more powerful versions of the tabard.

GLORIOUS TABARD		PRICE
Lesser		400 GP
Greater		3,250 GP
SLOT body	CL 3rd	WEIGHT 2 lbs.

AURA faint abjuration

This sleeveless white tabard, worn over armor or other clothing, prominently bears the symbol of the Glorious Reclamation and can be used as a divine focus by members of the Glorious Reclamation who are followers of Iomedae. Once per day, the wearer of a *lesser glorious tabard* can activate the tabard to gain a +2 sacred bonus to her AC and on saving throws for 10 minutes. Both bonuses apply only against attacks made or effects created by outsiders with the evil subtype or creatures with an evil aura.

A *greater glorious tabard* bears the symbol of the Glorious Reclamation in gold. It has all the powers of a *lesser glorious tabard* but can be used twice per day. In addition, whenever a *greater glorious tabard* is activated, all longswords within 20 feet shed light as per a torch and ignore the DR of evil creatures (except DR/epic) for 3 rounds. When a *greater glorious tabard* is used as a divine focus to cast a spell, the wearer does not need any material components that cost more than 5 gp.

A *glorious tabard* functions only for wearers who are both members of the Glorious Reclamation and followers of Iomedae.

CONSTRUCTION REQUIREMENTS	COST
Lesser	200 GP
Greater	1,625 GP

Craft Wondrous Item, *veil of heaven*^{ARG}, *weapons against evil* (Pathfinder Campaign Setting: Inner Sea Gods 245, *greater glorious tabard* only), creator must be member of Glorious Reclamation and follower of Iomedae

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inheritor in area A3 to represent small group of soldiers the PCs might encounter (such as the sentries guarding a camp's perimeter), or troop statistics of the appropriate type for the camp (see page 12) for larger groups.

Camp A2a: Thousands of Glorious Reclamation sergeants, trained and equipped to fight on foot, are quartered in this camp. A disciplined group, these soldiers wait in their tents for orders to storm the citadel.

Camp A2b: Although each camp contains some siege engines, the army's best siege weapons and greatest number of siege engineers are concentrated in this camp.



Camp Azc: More sergeants inhabit this camp, but many of them are zealous volunteers with more courage than training. Despite orders to stay encamped, restless soldiers pace this camp, eager for battle.

Camp Azd: Most of the army's chaplains and clerics are coordinated from this camp, which serves as the siege's field hospital.

Camp Aze: Highly trained troops equipped to fight devils are held in reserve in this camp, which also contains much of the army's supplies.

A3. RACK ROAD (CR 14)

The Rack Road, which connects Citadel Rivad to Westcrown, sees many travelers, with convoys of supplies and additional siege equipment shipped to the camps from Westcrown day and night. The PCs can ambush one of these convoys to obtain disguises or information.



GLORIOUS RECLAMATION
CHAPLAIN

Creatures: A squadron of eight knights inheritor, led by two Glorious Reclamation chaplains, guards each supply convoy on its journey from Westcrown to Citadel Rivad. The knights attack anyone attempting to interfere with their convoy and fight to the death.

GLORIOUS RECLAMATION CHAPLAINS (2)

CR 9

XP 6,400 each

Human warpriest of Iomedae (champion of the faith) 10
(*Pathfinder RPG Advanced Class Guide* 60, 128)

LG Medium humanoid (human)

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

DEFENSE

AC 23, touch 11, flat-footed 23 (+11 armor, -1 Dex, +1 natural, +2 shield)

hp 88 each (10d8+40)

Fort +11, **Ref** +6, **Will** +11

Defensive Abilities sacred armor (+2, 10 minutes/day)

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +12/+7 (1d10+6/17-20)

Ranged mwk composite longbow +7/+2 (1d8+3/x3)

Special Attacks blessings 8/day (good: battle companion, holy strike; war: battle lust, war mind), fervor 7/day (3d6), sacred weapon (good), smite evil 2/day (+3 attack and AC, +10 damage)

Warpriest Spells Prepared (CL 10th; concentration +12)

4th—*divine power*

3rd—*invisibility purge*, *prayer*, *searing light*

2nd—*bear's endurance*, *lesser restoration*, *resist energy*, *shield of fortification*^{ACG}, *spear of purity*^{UM} (DC 14)

1st—*bless*, *command* (DC 13), *divine favor*, *protection from evil*, *remove fear*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*, *virtue*

TACTICS

Before Combat At the first hint of trouble, a Glorious Reclamation chaplain casts *bear's endurance* and uses her sacred armor ability to give her full plate a +2 enhancement bonus.

During Combat A chaplain casts *divine power* on the first round of combat, then closes with the most dangerous foe and smites using Power Attack.

Morale Dedicated to the cause of the Glorious Reclamation, a chaplain fights to the death.

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 19

Feats Divine Protection^{ACG}, Improved Critical (longsword), Lightning Reflexes, Lunge, Power Attack, Quicken Blessing^{ACG} (holy strike), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +14, Heal +10, Intimidate +12, Knowledge (religion) +12, Sense Motive +12, Spellcraft +10

Languages Celestial, Common

SQ detect alignment



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Combat Gear *potion of protection from arrows*, holy water (2), thunderstones (2); **Other Gear** mwk full plate, +1 *light steel shield*, +1 *longsword*, mwk composite longbow (+3 Str) with 20 arrows, *amulet of natural armor +1*, *cloak of resistance +2*, *lesser glorious tabard* (see the sidebar on page 7), spell component pouch, 110 gp

KNIGHTS INHERITOR (8)

CR 7

XP 3,200 each

Knight (*Pathfinder RPG GameMastery Guide* 289)

hp 61 each

A4. VALIGNUS (CR 15)

Known as Valignus, “Burning Dell,” this hollow has long served the Order of the Rack as a site for public executions and monthly book-burnings. The sides of the rocky vale have been trampled by years of Hellknight boots into a natural amphitheater and are devoid of plant life. At the bottom of the dell, several massive charred stumps mark the locations of the Hellknights’ “clarity pyres.”

Haunt: Familiar with Valignus’s history, an Iomedean loremaster named Varkus Korgarder came here shortly after the Glorious Reclamation began their siege. Varkus attempted a ritual to destroy the stumps and draw forth the knowledge lost to the pyres into the *blessed book* he carried, but the long years of desecration and executions had infused the dell with supernatural energy. The loremaster’s incomplete ritual only strengthened this force, which manifested as a haunt that struck Varkus insensible. Varkus’s assistants rescued the gibbering

loremaster, but the haunt persists here. Anyone investigating the charred stumps triggers the haunt, which purges knowledge from the minds of intruders as fire does from an incinerated book. The soldiers of the Glorious Reclamation now avoid Valignus entirely. As a result, the dell makes a good staging area for the PCs if they can overcome the haunt.

PYRE OF LEARNING HAUNT

CR 15

XP 51,200

CE persistent haunt (75-ft.-square area at eastern end of area A4)

Caster Level 15th

Notice Perception DC 28 (to smell burning books)

hp 67; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, each creature in the area feels a burning inside its skull, consuming its intellect. During the surprise round, the haunt targets all creatures the area with *feblemind* (Will DC 23 negates). In subsequent rounds, each creature in the haunt’s area takes 6d6 points of fire damage (Will DC 21 half); creatures in the area with an Intelligence score of 3 or lower automatically fail saving throws against this fire damage.

Destruction Removing Varkus’s *blessed book* (see Treasure below) from the dell destroys the haunt.

Treasure: A successful DC 25 Perception check is required to notice the Varkus Korgarder’s *blessed book* lying in the mud among the charred stumps.

A5. COMMAND POST (CR 16)

A grand pavilion stands atop a squat hill east of Citadel Rivad, enjoying a commanding view of the fortress and the army besieging it. This the command post and personal quarters of Endranni Malesk, the aasimar knight commander of the Glorious Reclamation's army at Citadel Rivad. Several large pennants fly from the top of the tent, including an immense banner displaying a sunburst and three swords. The PCs can identify this banner as the personal standard of Knight Commander Malesk with a successful DC 20 Knowledge (nobility) check.

At some point, the PCs must eliminate Malesk and his retinue. The timing of this attack is up to the PCs. If the PCs wait to confront Malesk until after they have

detonated the *tathlum*, the knight commander and his retinue prepare themselves as indicated and rush from the pavilion. The sight of the devastation overwhelms them, however, and Malesk and his retinue are sickened for 1 minute after the detonation.

Creatures: Knight Commander Endranni Malesk is a sharp-featured aasimar with a stern gaze and long dark hair worn in a braid. His pale skin appears to be sculpted from marble, and the sounds of a heavenly chorus echo in the air around him. Malesk's retinue consists of his celestial advisor, an advanced shield archon named Othiel (who is feeling out of his depth advising on the offensive side of a siege); Durgan Gultark, a paladin of Torag who is lending his expertise to the siege; and two Glorious Reclamation chaplain adjutants.



ENDRANNI MALESK

ENDRANNI MALESK

CR 14

XP 38,400

Male aasimar bard 4/cavalier (standard bearer) 2/battle herald 9 (*Pathfinder RPG Bestiary* 7; *Pathfinder RPG Advanced Player's Guide* 32, 260; *Pathfinder RPG Ultimate Combat* 39)

LG Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 25, touch 14, flat-footed 25 (+9 armor, +5 deflection, -1 Dex, +2 natural)

hp 117 (15 HD; 4d8+11d10+34)

Fort +14, **Ref** +12, **Will** +14; +4 vs. bardic performance, language-dependent, and sonic

Resist acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee +2 glaive +22/+17/+12 (1d10+6/×3) or mwk longsword +20/+15/+10 (1d8+3/19-20)

Ranged mwk composite longbow +16/+11/+6 (1d8+3/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks banner +4/+3, bardic performance 15 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +1), challenge 1/day (+2 damage, +1 to saves while threatening), demanding challenge, tactician 3/day (move action, Coordinated Defense or Swap Places, 8 rounds)

Aasimar Spell-Like Abilities (CL 15th; concentration +20)
1/day—*daylight*

Bard Spells Known (CL 4th; concentration +9)
2nd (2/day)—*allegro*^{UM}, *mirror image*

1st (5/day)—*cure light wounds*, *grease* (DC 16), *horn of pursuit*^{UM}, *moment of greatness*^{UC}

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 15), *message*, *prestidigitation*, *read magic*

TACTICS

Before Combat Knight Commander Malesk casts *mirror image* and drinks a *potion of shield of faith* before combat.

In addition, he receives the benefits of *shield other* from Othiel. The benefits of Malesk's *lord's banner of victory* (attached to his glaive) are included in his statistics, but they also apply to any allies within sight of the banner.

During Combat Malesk bolsters his allies with inspiring commands or bardic performance and his tactician ability, fighting at reach with his glaive from the second rank.

Morale Malesk fights to the death to uphold the code of the Glorious Reclamation.

STATISTICS

Str 16, **Dex** 8, **Con** 12, **Int** 14, **Wis** 12, **Cha** 21

Base Atk +14; **CMB** +19; **CMD** 31

Feats Cleave, Combat Casting, Combat Expertise, Coordinated Defense^{APG}, Improved Initiative, Lightning Reflexes, Power Attack, Swap Places^{APG}, Toughness, Weapon Focus (glaive)

Skills Bluff +17 (+19 vs. creatures with whom he shares a language), Diplomacy +25, Heal +14, Intimidate +20 (+22 vs. creatures with whom he shares a language), Knowledge (engineering) +22, Knowledge (nobility) +19, Knowledge (religion) +19, Perception +18, Perform (oratory) +25, Profession (soldier) +16, Sense Motive +25

Languages Celestial, Common, Draconic, Elven

SQ bardic knowledge +2, calling 4/day (+5), easy march (3 hours), improved leadership +3, inspiring command 25 rounds/day (swift action, +3; inspire courage +3, inspire greatness [2 creatures], inspire hardiness, inspire last stand, keep your heads, shake it off, sound the charge [+15 ft.], stand firm), order of the star, persistent commands (5 rounds), versatile performance (oratory), voice of authority

Combat Gear *potions of shield of faith* +5 (2); **Other**

Gear +3 *mithral breastplate*, +2 *glaive*, mwk composite longbow (+3 Str) with 20 arrows, mwk longsword, *amulet of natural armor* +2, *belt of giant strength* +2, *cloak of resistance* +2, *greater glorious tabard* (see the sidebar on page 7), *headband of alluring charisma* +2, *lord's banner of victory*^{UE}

DURGAN GULTARK

CR 11

XP 12,800

Forge rider (*Pathfinder RPG NPC Codex* 119)

hp 142

GLORIOUS RECLAMATION CHAPLAINS (2)

CR 9

XP 6,400 each

hp 88 each (see page 8)

OTHEL

CR 11

XP 12,800

Advanced shield archon (*Pathfinder RPG Bestiary* 2 292, 31)

hp 130

TACTICS

Before Combat Othiel casts *shield other* on Knight Commander Malesk before they enter battle.

Development: If the PCs attack the command post before deploying the *tathlum* and the assault is evident from the army camps (area A2), soldiers rush to aid Knight Commander Malesk. Two Glorious Reclamation sergeant troops (see page 90) arrive 1d6+4 rounds after noticing that the command post is under attack.

DEPLOYING THE TATHLUM (CR VARIES)

The detonation of the *tathlum* and the destruction of the Glorious Reclamation's army should be more cinematic in nature and less of a straightforward combat encounter. The *tathlum*'s statistics are presented on page 6, but the PCs don't roll damage for the *tathlum* against individual creatures; rather, the weapon automatically destroys large portions of the army, leaving behind only a few survivors. In addition, the PCs themselves don't engage in direct combat with the forces of the Glorious Reclamation; instead, they take on the roles of the nightwalkers and warsworns created by the *tathlum*'s detonation to engage the survivors of the attack.

The PCs can deploy the *tathlum* whenever they wish, but they must determine how and where to do so. They should be aware of the *tathlum*'s powers and limitations—specifically, that it must be dropped from a height of at least 150 feet to detonate. There are several methods the PCs can use to get the *tathlum* to the appropriate height; flying is the most obvious, but spells like *reverse gravity* or *telekinesis* can be used as well (though keep in mind that the *tathlum* weighs 220 pounds).

The best location to detonate the *tathlum* is among the Glorious Reclamation's camps (area A2). The *tathlum* obliterates any camp (and kills the vast majority of its inhabitants) within 150 feet of its impact point and severely weakens any camp from 150 feet to 300 feet away. As a result, the *tathlum* has the greatest effect if it is detonated between any three camps, but reaching such a location likely requires disguise, stealth, or surprise. Deploying it at the edge of the army is easier, but doing so destroys only one or two camps.

As long as the *tathlum* obliterates at least one camp, the explosion spawns a number of nightwalkers and warsworns equal to the number of PCs. Each monster appears at a random spot within 150 feet of the *tathlum*'s point of impact. These creatures immediately attack any surviving Glorious Reclamation soldiers (see Creatures below), but they have no allegiance to the PCs or to each other. Allow each player to choose either a nightwalker or a warsworn to control for the duration of the fight with the surviving soldiers. After this combat, any surviving nightwalkers or warsworns wander away, no longer under the control of any players.

NIGHTWALKERS (UP TO 6)

CR 16

XP —

hp 241 each (*Pathfinder RPG Bestiary* 2 201)



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ALTERNATIVE AFTERMATHS

If you don't want to play out the aftermath of the *tathlum's* detonation, or if your players are not interested in temporarily controlling powerful undead abominations, you have two options. First, you can quickly narrate the destruction of the army's remnants by the nightwalkers and warsworns and move on to the next part of the adventure. Alternatively, if your players are prepared and eager to do some fighting with their own PCs, you can simply decide that no nightwalkers or warsworns arise following the explosion. In this case, the PCs must personally fight the surviving Glorious Reclamation troops to ensure the army's complete destruction.

WARSWORNS (UP TO 6)

CR 16

XP —

hp 207 each (*Pathfinder RPG Bestiary* 4 272)

Creatures: Detonating the *tathlum* likely destroys much of the army surrounding Citadel Rivad, but some soldiers do survive and quickly consolidate into troops to fight off the undead creatures—controlled by the PCs—on the battlefield. The exact nature of these survivors depends on where the PCs deployed the *tathlum*. Any camp within 150 feet of the *tathlum's* point of impact is utterly obliterated, and provides no troops to the final combat. Any other camp, whether weakened by the *tathlum's* secondary blast or unaffected by the explosion, contributes the following troops to the battle.

Camps Aza and Azc: The survivors of these two camps form sergeant troops (one troop per camp).

SERGEANT TROOPS (1 OR 2)

CR 14

XP 38,400 each

hp 210 each (see page 90)

Camp Azb: This camp's survivors combine to form a siege engineer troop.

SIEGE ENGINEER TROOP

CR 14

XP 38,400

hp 210 (see page 91)

Camp Azd: The surviving chaplains in this camp form a field hospital troop.

FIELD HOSPITAL TROOP

CR 14

XP 38,400

hp 210 (see page 90)

Camp Aze: The well-supplied soldiers in this camp form a devilslayer troop from their surviving members.

DEVILSLAYER TROOP

CR 14

XP 38,400

hp 210 (see page 90)

Development: If the PCs have not yet defeated the inhabitants of the command post (area A5) before deploying the *tathlum*, they encounter Knight Commander Malesk and his retinue at this point, when they emerge to survey the devastation.

Story Award: Award the PCs 51,200 XP for each Glorious Reclamation camp obliterated by the *tathlum* (to a maximum of three). In addition, the PCs should earn normal experience for each Glorious Reclamation troop defeated by the player-controlled nightwalkers and warsworns in the subsequent combat.

PART 2: THE PENTAGRAM RITUAL

Once the PCs have defeated the Glorious Reclamation army around Citadel Rivad, they can address their second mission: performing ritual sacrifices at five specific sites in and around Westcrown. Queen Abrogail has given the PCs a map with the five locations clearly marked (see the inset map on page 15): Founder's Peak (area B), the eastern shore of the Southrun (area C), the condottari marina (area D), the Adeletti (area E), and the Qatada Nessudidia (area F). At each indicated location, the PCs must sacrifice a native Wiscrani (resident of Westcrown) in a short 5-minute ritual requiring only a sharp blade and a successful DC 10 Knowledge [religion] check. At the conclusion of each successful ritual, hellfire utterly consumes the victim's remains, so the PCs immediately know whether the ritual has succeeded or failed (a failed sacrifice can simply be retried with another Wiscrani and another Knowledge [religion] check). Finding sacrificial victims should be straightforward for high-level PCs—any resident of Westcrown will do, from the lowliest beggar to a high-placed noble—but patrols of the city guard can interrupt careless or blatant kidnapping attempts (see Dottari Patrol on page 13).

The bloody rituals have sacred significance. Despite decades of rule by Thrune diabolists, Westcrown has long been associated with the worship of Aroden. Each of the five ritual sites is connected with one of the quasi-mythical founders of Aroden's faith in Westcrown, but they also define the five points of an inverted pentagram, the unholy symbol of Asmodeus. Successfully completing the ritual in all five locations effectively rededicates the city to Asmodeus. Queen Abrogail does not disclose this underlying significance—as it is technically superfluous to the PCs' mission—but a successful DC 25 Knowledge (history or religion) check reveals her profane purpose. Even more importantly, the completed ritual will focus the power of the Inferno Gate on Westcrown itself, allowing the PCs to summon legions of devils to

command and help overthrow the Glorious Reclamation. The PCs can then use these devils to capitalize on their successes in the various missions they'll undertake in Part 3.

The PCs can complete the five location rituals in any order, with one exception: the ritual at the Qatada Nessudidia (area F) must be performed last. Note that the PCs might choose to engage in some other missions in Westcrown (see Part 3) between the ritual sacrifices. Feel free to shift between the following encounters and the missions in Part 3 to give the PCs control over the pacing of their actions.

DOTTARI PATROL (CR 15)

Squads of Westcrown's city guards, the dottari, patrol the gates, streets, and canals of Westcrown. The Glorious Reclamation works hard to keep crime in the city under control, and has formed several elite squads of dottari led by Glorious Reclamation knights. The PCs are likely to encounter a dottari patrol if they openly enter the city (such as through one of its gates) or botch a kidnapping attempt for a ritual sacrifice, or at any other time that you see fit.

Creatures: Each dottari patrol consists of six elite dottari constables led by an earnest Glorious Reclamation knight banneret who serves as the squad's lieutenant. Dottari patrols initially treat powerful-looking travelers such as the PCs with caution and ask probing questions about their business in the city. Once the PCs become known as a force of evil in Westcrown, the dottari patrols attack on sight.

ELITE DOTTARI (6)

CR 9

XP 6,400 each

Human cavalier (constable) 10 (*Pathfinder RPG Advanced Player's Guide* 32, *Pathfinder Player Companion: Heroes of the Streets* 17)

LN Medium humanoid (human)

Init +1; **Senses** Perception +21

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 natural)

hp 99 each (10d10+40)

Fort +10, **Ref** +7, **Will** +6

Defensive Abilities resolute 3

OFFENSE

Speed 20 ft.

Melee +1 *halberd* +16/+11 (1d10+7/x3) or
mwk longsword +15/+10 (1d8+4/19-20) or
sap +14/+9 (1d6+4 nonlethal)

Ranged mwk light crossbow +12 (1d8/19-20)

Special Attacks challenge 4/day (+10 damage, +3 on attacks if foe attacks another), greater tactician 3/day (swift action, Coordinated Maneuvers or Lookout, 8 rounds), squad commander, stem the tide

TACTICS

During Combat The dottari work together to take advantage of teamwork feats like Coordinated Maneuvers and Lookout. They challenge individual foes, using their halberds to trip opponents, and then strike with Power Attack.

Morale The dottari are not members of the Glorious Reclamation and do not fight to the death. They flee from combat if reduced to fewer than 30 hit points, or if half of their number are slain or incapacitated.

STATISTICS

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

Base Atk +10; **CMB** +14 (+16 disarm, +16 grapple, +16 trip);

CMD 25

Feats Alertness, Combat Reflexes, Coordinated Maneuvers^{APG}, Dazzling Display, Improved Unarmed Strike^B, Lightning Reflexes, Lookout^{APG}, Power Attack, Stand Still^B, Toughness, Weapon Focus (halberd)

Skills Diplomacy +10, Heal +6 (+11 when used on someone else), Intimidate +10, Knowledge (local) +10, Perception +21, Sense Motive +14

Languages Common

SQ apprehend, badge (+3/+2), order of the shield, quick interrogator

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** +2 *banded mail*, +1 *halberd*, mwk light crossbow with 10 bolts, mwk longsword, sap, *amulet of natural armor* +1, *cloak of resistance* +1, *quick runner's shirt*^{UE}, everburning torch, manacles, signal whistle, 62 gp

SPECIAL ABILITIES

Apprehend (Ex) An elite dottari gains Improved Unarmed Strike as a bonus feat and can attempt a grapple combat maneuver check in place of the attack at the end of a charge. An elite dottari receives a +2 bonus on Perception checks and combat maneuver checks to disarm, grapple, or trip opponents. An elite dottari doesn't treat crowds as difficult terrain.

Badge (Ex) An elite dottari's badge is a powerful symbol of rules and authority. As long as he wears his badge, allies within 30 feet who can see him gain a +3 morale bonus on saving throws against charm, compulsion, and fear effects and a +2 morale bonus on attack rolls against targets the elite dottari has challenged.

Quick Interrogator (Ex) An elite dottari can attempt a Diplomacy check to gather information in 1d6 × 5 minutes and attempt a Diplomacy or Intimidate check to change someone's attitude in 5 rounds.

Squad Commander (Ex) An elite dottari can spend 1 minute laying out a plan to activate the tactician ability without having it count against his number of uses per day. The ability must be triggered within 1 hour of the plan being made, and the benefits last for 10 minutes. An elite dottari can have only one plan at a time, and if he makes a new plan, any old plan is lost.

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KNIGHT BANNERET**CR 11****XP 12,800**Human paladin (holy guide) of Iomedae 12 (*Pathfinder RPG Advanced Class Guide* 107)

LG Medium humanoid (human)

Init +1 (+3 in urban); **Senses** Perception +8 (+10 in urban)**Aura** courage (10 ft.), justice (10 ft.), resolve (10 ft.)**DEFENSE****AC** 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)**hp** 130 (12d10+60)**Fort** +14, **Ref** +10, **Will** +11**Immune** charm, disease, fear**OFFENSE****Speed** 20 ft.**Melee** +2 *flaming holy longsword* +20/+15/+10 (1d8+7/17-20 plus 1d6 fire plus 2d6 vs. evil)**Ranged** mwk composite longbow +14/+9/+4 (1d8+5/×3)**Special Attacks** channel positive energy 4/day (DC 18, 6d6), smite evil 4/day (+2 attack and AC, +12 damage)**Paladin Spell-Like Abilities** (CL 12th; concentration +14)
At will—*detect evil***Paladin Spells Prepared** (CL 9th; concentration +11)3rd—*archon's aura*^{UM} (DC 15)2nd—*bull's strength*, *resist energy*, *zone of truth* (DC 14)1st—*bless weapon*, *challenge evil*^{APG} (DC 13),
*lesser restoration***TACTICS****Before Combat** A knight banneret casts *archon's aura* and *bull's strength*, and drinks a *potion of cat's grace*. She also uses divine bond to add the *flaming* and *holy* special abilities to her longsword.**During Combat** A knight banneret activates her *greater glorious tabard* on the first round of combat. The knight focuses her attacks on evil foes, using smite evil and Power Attack when possible. If the situation warrants it, she expends uses of smite evil to grant her allies the use of her aura of justice or Shake It Off feat.**Morale** A knight banneret fights to the death.**STATISTICS****Str** 20, **Dex** 12, **Con** 16, **Int** 12, **Wis** 10, **Cha** 15**Base Atk** +12; **CMB** +17; **CMD** 28**Feats** Blind-Fight, Critical Focus, Improved Critical (longsword), Lightning Reflexes, Power Attack, Shake It Off^{UC}, Toughness, Weapon Focus (longsword)**Skills** Diplomacy +13, Intimidate +10, Knowledge (nobility) +8, Knowledge (religion) +8, Perception +8 (+10 in urban), Ride +6, Sense Motive +11**Languages** Celestial, Common**SQ** divine bond (weapon +3, 2/day), favored terrain (urban +2), lay on hands 8/day (6d6), mercies (staggered, stunned), teamwork feat (9 rounds)**Combat Gear** *potions of cat's grace* (2), holy water, tanglefoot bag, thunderstone; **Other Gear** +1 full plate, +2 heavy steel shield, +2 longsword, mwk compositelongbow (+5 Str) with 20 arrows, *cloak of resistance* +1, *greater glorious tabard* (see the sidebar on page 7), signal whistle, 8 gp**Development:** Should any of the PCs be captured by the dottari, they are taken to the Ducotrion (see area J) and locked in the jail there (area J4).**B. FOUNDER'S PEAK (CR 15)**

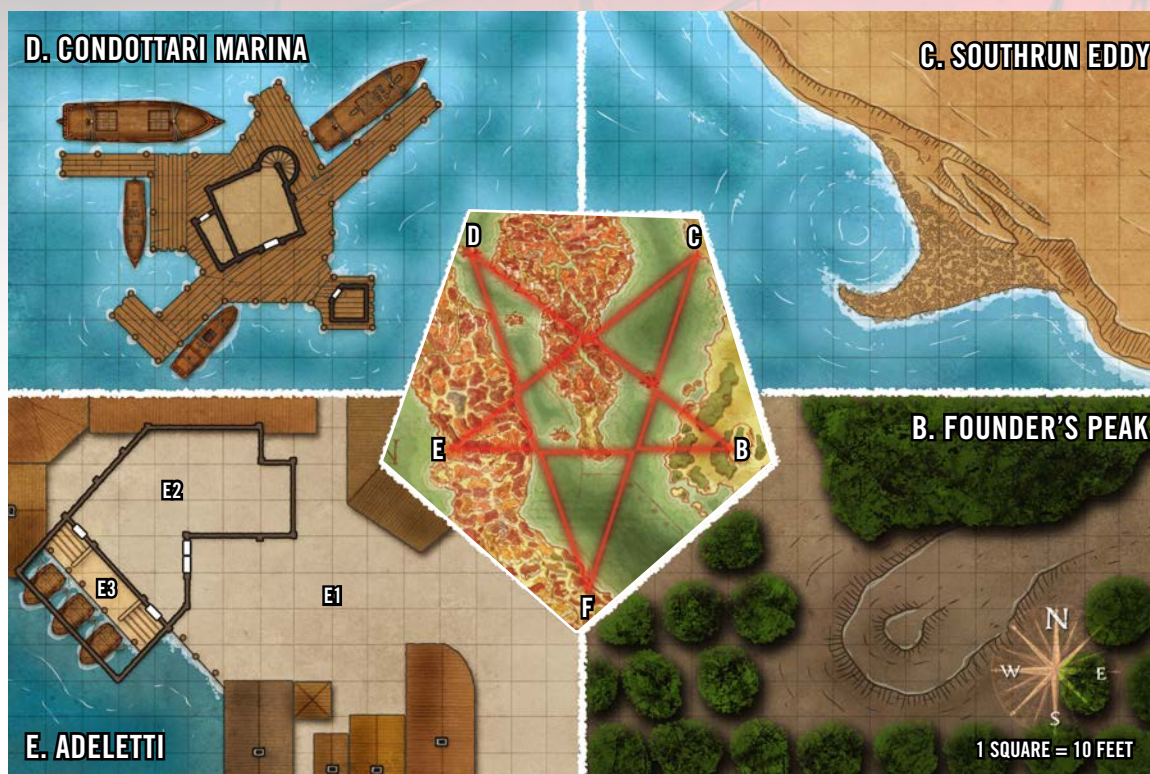
The ritual sacrifice at the pentagram's southeastern point must be performed at Founder's Peak, the highest point on the east bank of the Southrun. Founder's Peak is named after Founder Adel, the patron of woodcraft and shipwrights. According to legend, Founder Adel first caught sight of the bay where Westcrown would be built from the peak, and he cut branches from the trees on the hill to make a raft to sail across the Southrun.

Olive orchards and farms cover the rolling hills overlooking the river's east bank. The land around Founder's Peak belongs to the Arthrugge family, generations of druids who have maintained a careful political neutrality while growing wealthy from their crops. The Arthrugges distrust the Glorious Reclamation and foresee trouble in the city's immediate future, so they have shuttered their vira (estate) and embarked on an extended trip to visit relatives in Isgar. Only a nearby caretaker's lodge shows any signs of habitation.

Creatures: Four custodians (N human commoner 1/expert 1; use the stat block for farmer on page 309 of the *Pathfinder RPG GameMastery Guide* if necessary) inhabit the caretaker's lodge. All four are native Wiscrani and have served the Arthrugges for most of their lives, and would make fine victims for the PCs' sacrifice. The custodians maintain the estate's olive groves but do not willingly fight trespassers; they leave the defense of Arthrugge lands to a ram-like plant creature called a barometz. The barometz does not harm the caretakers (who lovingly call the creature Nettles) but attacks all other intruders, fighting to the death.

NETTLES**CR 15****XP 51,200**Barometz (*Pathfinder RPG Bestiary* 4 16)**hp** 253**Story Award:** For successfully completing this part of the five-part pentagram ritual, award the PCs 9,600 XP.**C. SOUTHRUN EDDY (CR 16)**

The ritual sacrifice that creates the northeastern point of the pentagram must be performed along the Southrun's eastern shore, next to a deep eddy in the river's current. This location is tied to Founder Palmor, the spirit of rivers and renewal and patron of fisherfolk. The river is particularly deep here, naturally forming a large



whirlpool, but generations of effluent and refuse from the city have now clogged the eddy. About once a year, civic-minded Wiscrani organize crews to row over and clean out the filth collecting here in honor of Founder Palmor's aspect of renewal, but the last few cleanup crews disappeared, devoured by the demons now inhabiting the eddy (see Creatures below). Interest in this civic improvement has since waned.

A steep cliff forms the eastern bank of the Southrun here. Rolling hills and farmlands stretch along the bluff 90 feet above the river. A narrow, rugged path cut into the cliff leads from the top down to a small, rocky beach studded with jagged stones and encrusted with garbage. The beach is considered difficult terrain, and the nauseating stink of the sewage swirling in the eddy requires any creatures on the bank to succeed at a DC 15 Fortitude save or be sickened for 10 minutes (this is a poison effect).

Creatures: The filthy water in the eddy is home to four omox demons, survivors of a summoning gone awry many years ago. The demons fled the devil-controlled city to this sump, where they frolic in the effluent and feast upon anglers, garbage-pickers, and river birds that stray too close to their playground. The swaggering omoxes rise from the sewage to attack any creatures on the beach, attempting to smother intruders or drown them in the eddy.

OMOX DEMONS (4) **CR 12**
XP 19,200 each
hp 162 each (Pathfinder RPG Bestiary 2 79)

Treasure: A PC who succeeds at a DC 25 Perception finds a tattered *monk's robe* floating in the water amid the swirling refuse.

Story Award: For successfully completing this part of the five-part pentagram ritual, award the PCs 9,600 XP.

D. CONDOTTARI MARINA (CR 15)

The ritual sacrifice for the northwestern point of the pentagram must be performed at the northernmost condottari marina in the Westchannel. On this small rocky island, Founder Dotara (the spirit of guardians and patron of dottari) established the structure of Westcrown's dottari, including the semi-independent divisions of condottari ("canal wardens") and regidottari ("palace wardens"); the rundottari ("ruin wardens") were a later creation. The island has been built up with stone and wood over the intervening centuries to serve as the primary staging point for the city's condottari, who patrol Westcrown's canals and rivers.

Large forces of guards rarely occupy the marina; instead, the condottari use the small island to transfer from one barge to another and to repair damaged watercraft. Four adels (the small, personal barges commonly used in Westcrown) and a large sail barge are currently moored at the marina, but only one adel is in seaworthy condition.

Creatures: Six shipwrights (N human expert 4; use the stat block for journeyman carpenter on page 261 of the *Pathfinder RPG NPC Codex* if necessary) normally staff the marina, but they hide at the first sign of trouble.

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In addition, a condottari major named Conna Tuscaya is currently at the marina interviewing three bounty hunters for a special assignment against an elusive crew of smugglers. Conna is a wiry halfling with a mop of wavy black hair. She is a native Wiscrani from a locally famous family of free halfling dottari, but she left Westcrown for Alkenstar in her youth when the city's corruption wore her sense of justice too thin. Now returned to serve the Glorious Reclamation, Conna investigates any disturbance at the marina and attempts to arrest intruders, resorting to violence if necessary.

The three bounty hunters, eager to impress their prospective employer, fight enthusiastically in melee, calling attention to each successful strike they make. Although initially filled with bravado, a bounty hunter flees into the water if reduced to fewer than 30 hit points.

BOUNTY HUNTERS (3)**CR 11****XP 12,800 each****hp** 94 each (*Pathfinder RPG NPC Codex* 135)**CONNA TUSCAYA****CR 11****XP 12,800**Female halfling gunslinger 12 (*Pathfinder RPG Ultimate Combat* 9)

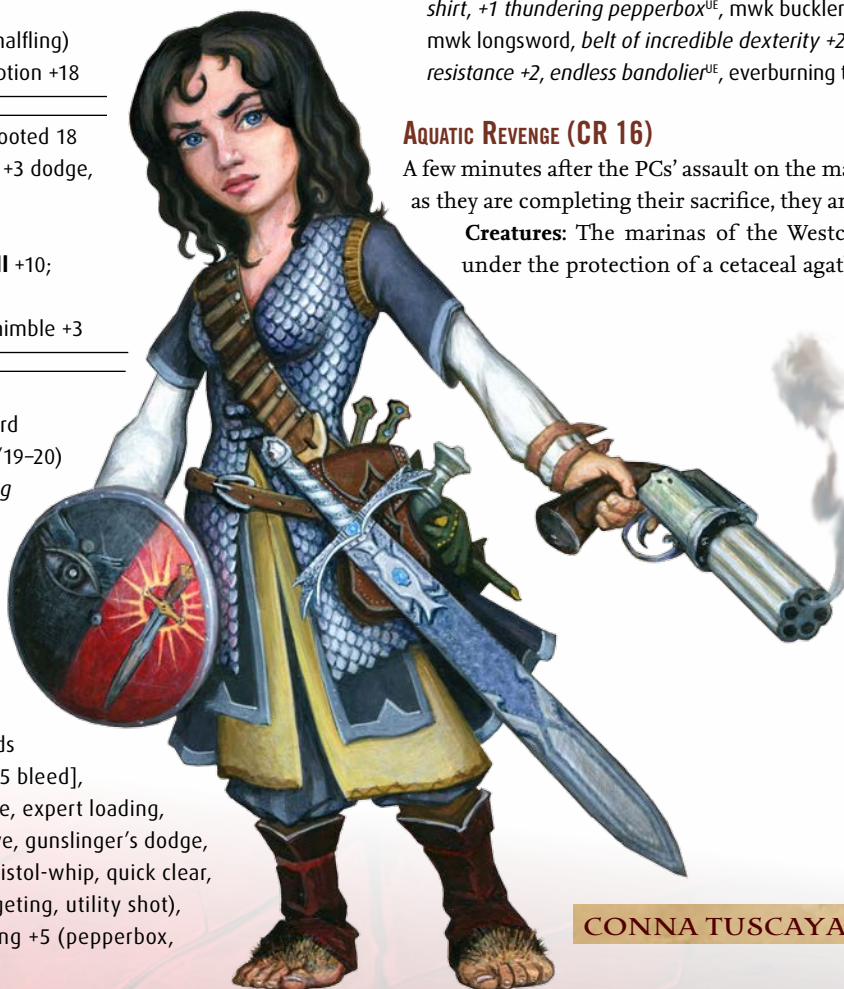
LN Small humanoid (halfling)

Init +7; **Senses** Perception +18**DEFENSE****AC** 26, touch 19, flat-footed 18
(+6 armor, +5 Dex, +3 dodge, +1 shield, +1 size)**hp** 94 (12d10+24)**Fort** +12, **Ref** +16, **Will** +10;
+2 vs. fear**Defensive Abilities** nimble +3**OFFENSE****Speed** 20 ft.**Melee** mwk longsword
+13/+8/+3 (1d6-1/19-20)**Ranged** +1 *thundering*
pepperbox
+20/+15/+10
(1d6+6/19-20/x4) or
mwk buckler gun
+19/+14/+9
(1d4+5/x4)**Special Attacks** deeds

(bleeding wound [5 bleed], dead shot, deadeye, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting, utility shot), grit (3), gun training +5 (pepperbox, buckler gun)

TACTICS**During Combat** Conna spreads shots from her pepperbox among as many opponents as possible, dealing bleed damage with her bleeding wound deed. She uses her buckler gun or longsword as backup weapons only if her pepperbox misfires.**Morale** If Conna is reduced to 30 hit points or fewer, she flees long enough to drink her potions (and reload her gun if necessary), before returning to attack her enemies from another direction.**STATISTICS****Str** 8, **Dex** 20, **Con** 12, **Int** 13, **Wis** 16, **Cha** 10**Base Atk** +12; **CMB** +10; **CMD** 28**Feats** Deadly Aim, Gunsmithing^{UC}, Improved Critical (pepperbox), Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Signature Deed^{UC} (bleeding wound), Weapon Focus (pepperbox)**Skills** Acrobatics +22 (+18 when jumping), Climb +1, Craft (alchemy) +10, Diplomacy +6, Intimidate +13, Knowledge (local) +14, Perception +18, Swim +8**Languages** Common, Dwarven, Halfling**SQ** gunsmith**Combat Gear** *potions of cure serious wounds* (2), alchemical paper cartridges^{UE} (60); **Other Gear** +2 *mithral chain shirt*, +1 *thundering pepperbox*^{UE}, mwk buckler gun^{UE}, mwk longsword, *belt of incredible dexterity* +2, *cloak of resistance* +2, *endless bandolier*^{UE}, everburning torch, 25 gp**AQUATIC REVENGE (CR 16)**

A few minutes after the PCs' assault on the marina, likely as they are completing their sacrifice, they are attacked.

Creatures: The marinas of the Westchannel are under the protection of a cetaceal agathion called**CONNA TUSCAYA**

Elissi Whitewater and her companion Thessene, a triton oracle. As Elissi and Thessene arrive off the island's eastern shore, they target opponents at range from the water, since their mobility on land is extremely limited, but if necessary, they can use Thessene's *potions of fly* and *air breathing* spells to move about more freely out of the water.

ELISSI WHITEWATER CR 15

XP 51,200

Female cetaceal (*Pathfinder RPG Bestiary 2* 17)

hp 212

TACTICS

During Combat Elissi summons an elder water elemental on the first round of combat, then uses spells such as *cone of cold*, *hold monster*, and *lightning bolt* to attack foes on land. She fights with her shortspear and tail slap if anyone gets close enough, however, and if surrounded (and if Thessene is not in the area of effect), Elissi uses her shockwave ability to take out as many enemies as possible.

Morale Elissi fights to the death.

THESENE CR 13

XP 25,600

Male triton oracle 12 (*Pathfinder RPG Bestiary 2* 270,

Pathfinder RPG Advanced Player's Guide 42)

NG Medium outsider (native, water)

Init +7; **Senses** darkvision 60 ft., low-light vision;

Perception +18

DEFENSE

AC 32, touch 17, flat-footed 29 (+8 armor, +4 deflection, +3 Dex, +4 natural, +3 shield)

hp 157 (15 HD; 12d8+3d10+87)

Fort +11, **Ref** +8, **Will** +13

OFFENSE

Speed 5 ft., swim 40 ft.

Melee mwk *frost* trident +14/+9/+4 (1d8+1 plus 1d6 cold)

Ranged +3 *frost holy underwater heavy crossbow* +19 (1d10+3/17–20 plus 1d6 cold plus 2d6 vs. evil)

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

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

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

6th (3/day)—*cold ice strike*^{UM} (DC 20), *mass cure moderate wounds*, *fluid form*^{APG}

5th (5/day)—*greater forbid action*^{UM} (DC 19), *geyser*^{APG} (DC 19), *holy ice*^{UM}, *mass cure light wounds*

4th (7/day)—*control water*, *cure critical wounds*, *greater magic weapon*, *holy smite* (DC 18), *wall of ice* (DC 18)

3rd (7/day)—*air breathing*^{MC}, *blindness/deafness* (DC 17), *cure serious wounds*, *dispel magic*, *protection from energy*, *water breathing*

2nd (7/day)—*bear's endurance*, *cure moderate wounds*, *hold person* (DC 16), *silence* (DC 16), *slipstream*^{APG} (DC 16), *spear of purity*^{UM} (DC 16), *spiritual weapon*

1st (7/day)—*bless*, *cure light wounds*, *detect evil*, *divine favor*, *obscuring mist*, *shield of faith*, *touch of the sea*^{APG} (DC 15)

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*, *virtue*
Mystery waves

TACTICS

Before Combat Thessene has already activated his ice armor revelation for the day. In addition, he casts *greater magic weapon* on his crossbow and *bear's endurance* and *shield of faith* on himself before combat.

During Combat When he is within 20 feet of Elissi, Thessene gains a +4 resistance bonus on saving throws against attacks made or created by evil creatures from the cetaceal's protective aura. Thessene casts *divine favor* on the first round of combat, then attacks with spells or his crossbow (using Deadly Aim), casting *cold ice strike* as a swift action every round to take advantage of his freezing spells revelation. Against evil foes, Thessene uses his punitive transformation revelation to turn his foes into fish, especially if they are on land.

Morale Thessene fights valiantly to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 18, **Int** 11, **Wis** 15, **Cha** 18

Base Atk +12; **CMB** +13; **CMD** 30

Feats Deadly Aim, Extra Revelation^{APG}, Improved Critical (heavy crossbow), Improved Initiative, Point-Blank Shot, Rapid Reload, Toughness, Weapon Focus (heavy crossbow)

Skills Acrobatics +15, Diplomacy +15, Knowledge (nature) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +18, Sense Motive +15, Spellcraft +10, Stealth +10, Survival +10, Swim +13

Languages Aquan, Celestial, Common, Infernal; *tongues* (understand only)

SQ oracle's curse (*tongues*), revelations (blizzard 1/day [4 rounds, 12d4 cold damage, Reflex DC 20 half], freezing spells, ice armor, punitive transformation 4/day [DC 20, 12 rounds], wintry touch 7/day [1d6+6 cold damage])

Combat Gear *potions of fly* (2); **Other Gear** +2 buckler, +1 *holy underwater heavy crossbow*^{UE} with 20 crossbow bolts, mwk trident, *headband of alluring charisma* +2, spell component pouch

Story Award: For successfully completing this part of the five-part pentagram ritual, award the PCs 9,600 XP.

E. ADELETTI

The ritual sacrifice at the pentagram's southwestern point must be performed at a large building in Rego Scripa known as the Adeletti, a former warehouse now used as a guildhall for local adeliors (pilots of the small barges called adels) and ferrymen, who congregate here to eat meals, make minor repairs to their barges, and swap tales. The site honors Founder Crucisal, the spirit of water travel and patron of adeliors.



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The Adeletti is near Taranik House, the former headquarters of the Order of the Rack in Westcrown. The Glorious Reclamation attacked Taranik House days ago and captured several Order of the Rack Hellknights, but the ranking Hellknight in the city, Paralictor Gonville Chard, managed to escape using secret sewer tunnels beneath Taranik House. Chard emerged only recently to find himself in a city overrun by the enemy. Chard had originally planned to escape the city and report to his superiors in Citadel Rivad, but the crusaders' siege of the Hellknight fortress forced him to improvise. With Taranik House overrun, Chard seized control of the neighboring Adeletti and took the adeliars inside hostage. The Glorious Reclamation has sent a squad of dottari to deal with the hostage situation, effectively trapping Chard inside. Now the Hellknight and the dottari find themselves in a standoff. The PCs intrude on this tense situation when they arrive at the Adeletti to perform their ritual sacrifice.

Use the map on page 15 for this location.

E1. ADELETTI PLAZA (CR 15)

A wide, cobbled plaza stands between an imposing, black-spired building to the east and a large waterfront warehouse to the west. The warehouse hangs over the water to the southwest, supported by thick pilings.

The plaza between the Adeletti and the now-abandoned Taranik House is mostly deserted, as the dottari have cordoned off the area for safety. The Adeletti has three entrances: the main entrance facing the plaza, a smaller side entrance to the north, and a barge dock under the overhang to the southwest that is not accessible by land.

Creatures: Six elite dottari and one knight banneret lieutenant have taken up positions in the plaza, as they are unwilling to risk the lives of the hostages inside the Adeletti by storming the building. Two of the dottari are posted near the side entrance to the north; two more stand to the southwest to keep an eye on the barge dock. The remaining pair of dottari and the knight banneret watch the main entrance from the plaza. The dottari initially try to convince anyone approaching to leave the area for their own safety, but they attack anyone attempting to enter the building.

ELITE DOTTARI (6)

CR 9

XP 6,400 each

hp 99 each (see page 13)

KNIGHT BANNERET

CR 11

XP 12,800

hp 130 (see page 14)

E2. ADELETTI COMMON ROOM (CR 15)

The interior of the Adeletti is a single cavernous room approximately 50 feet square and 20 feet high. The interior is decorated with a few round tables and amateurish murals of adeliars at work, in a half-hearted attempt to disguise the building's origin as a mundane warehouse.

Creatures: When he emerged from the sewers, Paralictor Chard activated Taranik House's secret defense—a pair of iron golems sculpted to look like the Order of the Rack's distinctive black Hellknight plate armor. Following Chard's orders, these golems now guard the Adeletti and attack anyone entering the building. Any Hellknight can also issue orders to the golems (this requires a standard action and speaking the command in a firm voice). The PCs are unlikely to know this, but any character who succeeds at a DC 20 Knowledge (local) check recalls that Hellknights occasionally commission golems designed to obey commands given by any Hellknight (a member of the Order of the Rack gains a +4 circumstance bonus on this check). The golems are

bound to the area around Taranik House; they can't move more than 100 yards from the Taranik House, even if commanded by a Hellknight to do so. The golems fight until they are destroyed.



THESENE

IRON GOLEMS (2)**CR 13****XP 25,600 each****hp** 129 each (*Pathfinder RPG Bestiary* 162)**E3. BARGE DOCK**

Adeliers can sail right up to the Adeletti by piloting their barges between the pilings that support the building over the water and mooring their boats at the dock beneath. Although there is room for four barges at the dock, only three adels are presently berthed here. When Chard first started taking hostages, one of the adeliers slipped away to hole the boats, preventing Chard from using them to escape.

Creatures: Paralictor **Gonville**

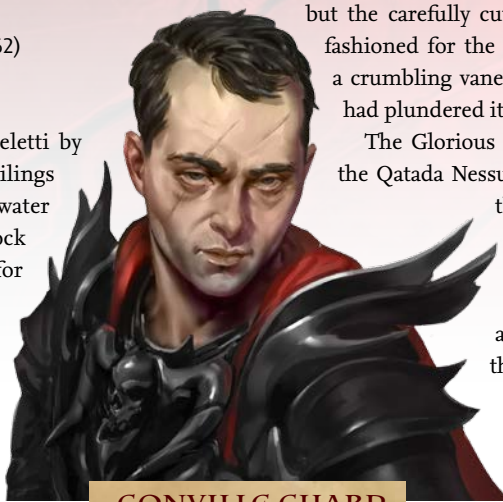
Chard (LE male human ranger 7/Hellknight^{15WG} 2) is currently holding six adeliers hostage in this area (N human expert 2; use the stat block for old sailor on page 260 of the *NPC Codex* if necessary). Five of the adeliers are tied up while the sixth is laboring to repair one of the scuttled adels under Chard's watchful eye. Chard is worried that the Glorious Reclamation might storm the Adeletti at any moment, and is ready to start killing hostages as soon the dottari engage the golems in the common room (area E2).

When the PCs first arrive, Chard initially assumes they are representatives of the Glorious Reclamation and prepares to fight for his life, but if the PCs make clear their opposition to the Iomedaeans or their status as Throne agents, or better yet, if the PCs include one or more Hellknights, Chard asks for their help in getting out of the city. He has no interest in the PCs' mission or in helping retake the city; his loyalty is to the Order of the Rack, not to House Thrune. He can be used to point the PCs toward some of the missions in Part 3, though. The paralictor has no idea of recent events (such as the PCs breaking the siege of Citadel Rivad), and would be happy to join his compatriots there if given the chance. Chard takes whatever options the PCs present, as he knows his own solution—rowing away in a sinking, hastily repaired adel—has only a slim chance of success.

Story Award: If the PCs help Chard escape Westcrown and get to Citadel Rivad, award them 4,800 XP. For successfully completing this part of the five-part pentagram ritual, award the PCs 9,600 XP.

F. QATADA NESSUDIDIA

The fifth and final ritual sacrifice, forming the pentagram's southern point, must be performed at the imposing cathedral of Asmodeus in Rego Sacero, the Qatada Nessudidia—specifically, atop the altar beneath the enormous red crystal skylight in the temple's roof. Founder Vadrus, the spirit of crystals and patron of artisans,

**GONVILLE CHARD**

is believed to have originally crafted the skylight, but the carefully cut crystal was not specifically fashioned for the cathedral; it was taken from a crumbling vaneo in Parego Regiconia, which had plundered it from yet another building.

The Glorious Reclamation took control of the Qatada Nessudidia soon after conquering the city, repurposing the temple into a garrison and jail for key prisoners, under the command of a brijidine azata named Maraya. Unless the PCs were exceptionally stealthy in carrying out their earlier sacrifices, Maraya has become aware of the villains' actions and has deduced both their

purpose and the location of their final sacrifice. She has brought her concerns to Lord Marshal Cansellarion and her advisors, but the Glorious Reclamation's leadership is not convinced, and is unwilling to commit extra resources to the temple based on the brijidine's hunch. Nevertheless, Maraya has done what she can to shore up the Qatada Nessudidia's defenses and has posted guards throughout the cathedral in preparation for the PCs' arrival.

The map for the Qatada Nessudidia is on page 21. The exterior is constructed of dark stone. The cathedral has four floors. The ground floor and top floor are 25 feet high, while other levels are 15 feet high. Most walls feature narrow windows filled with thick stained glass in abstract designs.

F1. INFERNAL SANCTUM (CR 14)

Light pours into this large, star-shaped chamber through stained-glass windows set between stone pilasters. A circular dais of dark, red-stained stone rises fifteen feet above the floor in the center of the space. Small steps wind around the platform, and a gleaming statue of an angelic warrior woman stands incongruously atop it. A dark shaft pierces the ceiling above the dais. On the chamber's periphery, broken pews, statuary, and other furniture cram four arms of the room.

This chamber was the center of public Asmodean worship services in Westcrown. Five transepts, organized around a central nave, form the pentagram shape of the sanctum. Six large doors in the southern transept serve as the cathedral's main entrance. The shaft above the central dais used to channel crimson light from the skylight at the top of the building down into the sanctum, but the Iomedaeans have sealed the shaft with a *wall of stone* (see area F8).

Two doors in the east and west transepts lead to the cathedral's vestries (areas F2a and F2b). The northeast and

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northwest transepts contain secret doors that provide access to a hidden sacristy (area **F3**); a successful DC 30 Perception check is required to locate either secret door.

The Glorious Reclamation now uses this chamber for martial practice and training, and has replaced the altar of Asmodeus that once stood on the central dais with a statue of Saint Lymirin, an angelic servitor of Iomedae. In addition, the Iomedaeans have cast *hallow* on the site (with *aid* as an associated effect, applied to all worshipers of Iomedae) and regularly cast *consecrate* on the dais to sever the cathedral's connection to Asmodeus (all of these effects are CL 17th).

Creatures: Six Knight Inheritor guards are stationed in this room as a first defense. Although intruders are likely to find all six of the guards posted here, the PCs might enter the Qatada Nessudidia from another point (such as via the balcony at area **F6**). If these guards detect trouble in another area of the building, they send 1d3 of their number to investigate, leaving no fewer than three guards stationed here. Due to the *hallow* effect, the guards here enjoy the protection of that spell's *magic circle against evil*, as well as the benefits of *aid* (these benefits are included in the stat block below).

KNIGHT INHERITOR GUARDS (6)

CR 9

XP 6,400 each

Pious guard (*Pathfinder RPG NPC Codex* 117)

AC 23, touch 11, flat-footed 23

hp 98 each

Fort +13, **Ref** +6, **Will** +11; +1 vs. fear

Melee +1 *ranseur* +18/+13 (2d4+8/x3) or
mwk longsword +17/+12 (1d8+7/19-20)

Development: In order to successfully complete the pentagram ritual, the PCs must perform their sacrifice on the Qatada Nessudidia's altar of Asmodeus, in the crimson glow of the cathedral's skylight. To do so, the PCs must first replace the altar atop the dais, reconsecrate the infernal sanctum to Asmodeus, and destroy the *wall of stone* blocking the skylight.

The Iomedaeans discarded the temple's bloodstained, black iron altar among the broken furniture in the eastern transept; it can be found with a successful DC 15 Perception check. Replacing it as simple as removing the statue of Saint Lymirin (it can be pushed off the dais with little effort, and shatters into multiple fragments when it hits the floor) and putting the altar in its place, though the PCs will have to figure out how to get the 750-pound altar to the top of the 15-foot-high dais.

Once the altar is back in its rightful spot, the PCs must cast *desecrate* and *unhallow* on the altar to remove the Iomedaeans' spell effects and rededicate the infernal sanctum to Asmodeus. If the PCs do not have access to those spells, they will need to find someone who does, such as the cathedral's high priest, Jarvaxus Garectic, who

is currently imprisoned in area **F8**. Material components for these spells can be found in area **F3**.

Destroying the *wall of stone* blocking the skylight shaft should be relatively easy; see area **F8** for details. Once it is removed, the crimson light from the skylight can shine down upon the altar once again.

Once all of these conditions have been met, the PCs can perform their sacrifice and complete the pentagram ritual. See Concluding the Ritual on page 24 for more details.

F2. VESTRY

Once used as vestries by the Asmodean clergy, these two antechambers are now barracks for the guards posted to the cathedral. In the western room (area **F2a**), a staircase leads up to a landing on the second floor (area **F4**).

F3. SACRISTY

Undiscovered by the Iomedaeans, or perhaps merely ignored, this hidden room provided privacy for Asmodean priests preparing to lead services. Among the comfortable chairs, reading tables, and washbasins are several impeccably organized items: ceremonial vestments, censers, sacrificial knives, chains, and an abbreviated copy of the Prince of Darkness's holy text, the *Asmodean Monograph*.

Treasure: Among the ceremonial items in the sacristy are two silver unholy symbols of Asmodeus, six vials of unholy water, 30 pounds of powdered silver, and herbs, oils, and incense worth a total of 1,000 gp (material components for reconsecrating the altar in area **F1**, if necessary). The remainder of the ritualistic items here are finely made and worth a total of 450 gp. In addition, a small secret compartment in the southwestern wall can be discovered with a successful DC 40 Perception check. This secret compartment contains 10 *pentacle tokens* (see the sidebar on page 22).

F4. SECOND-FLOOR LANDING (CR 15)

This landing provides access to the various rooms on the Qatada Nessudidia's second floor. One flight of stairs descends to area **F2a**, while a second flight climbs up to the cathedral's library on the third floor (area **F7**).

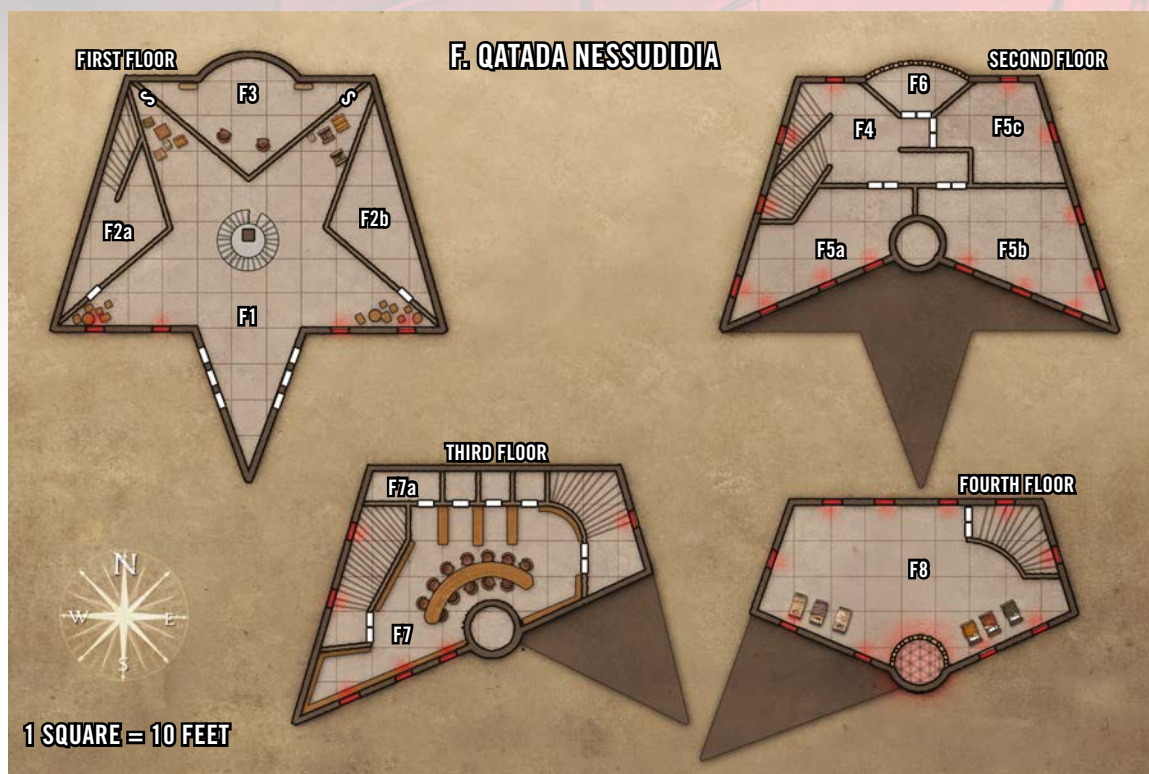
Creature: A swarm of tiny celestial creatures called a mote archon swarm guards the landing, particularly against any intruders who might try to enter the cathedral via the balcony at area **F6**. The swarm would like nothing more than to head to Citadel Rivad to help aid those wounded by the *tathlum*'s detonation, but its devotion to Maraya keeps it here for now. The swarm attacks any evil creatures that enter this area, whether from the balcony or the stairs from the first floor.

MOTE ARCHON SWARM

CR 15

XP 51,200

hp 189 (see page 88)



F5. LECTURE HALL (CR 11 or 14)

A lectern stands at the front of this room with rows of chairs facing it. Although the walls are whitewashed, lurid reds, deep blacks, and occasional leering, diabolic faces are faintly visible beneath the white paint.

Priests of Asmodeus gave lectures on contracts, diabolism, and law in these three lecture halls. The whitewashed walls are the Glorious Reclamation's attempt to cover up some of the rooms' diabolic decor, but the Iomedaeans have yet to decide on a purpose for these chambers.

Creatures: Maraya has placed two guards in each of these rooms and informed them of her suspicions, so they are ready to react as soon as the cathedral comes under attack. Four knight inheritor guards are posted in areas F5a and F5c, two per room, while two Glorious Reclamation chaplains occupy area F5b. As soon as any of the guards engage intruders, the others emerge from their rooms to join the battle.

GLORIOUS RECLAMATION CHAPLAINS (2) **CR 9**
XP 6,400 each
 hp 88 each (see page 8)

KNIGHT INHERITOR GUARDS (4) **CR 9**
XP 6,400 each
 Pious guard (*Pathfinder RPG NPC Codex 117*)
 hp 84 each

F6. REAR BALCONY

This small balcony overlooks a large, empty piazza. A balustrade carved with a hellscape surrounds the balcony.

Clerics of Asmodeus harangued crowds in the piazza below from this balcony, 30 feet above the ground. The door is locked (hardness 5, hp 20, break DC 23, Disable Device DC 30), but enterprising PCs might use this balcony as an alternate entry into the Qatada Nessudidia.

F7. LIBRARY (CR 15)

A large, curved table occupies the center of this library. Nine wide bookcases line the walls, each with a burlap sack covering something on its top. Four doors exit the chamber to the north and double doors stand in the east and west walls.

The Qatada Nessudidia's third floor contains the cathedral's library. The four doors to the north lead to small study rooms. Three of the study rooms are empty except for a desk and a padded chair; their doors are open. The door to the westernmost study room (area F7a) is closed and locked (hardness 5, hp 20, break DC 18, Disable Device DC 25). Both sets of double doors open onto wide staircases, but the eastern doors are barred on the library side. The western staircase descends to area F4, while the eastern stairs lead to the cathedral's top floor (area F8). The words "Knowledge Begets Power" are carved in gothic script above both sets of doors.



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PENTACLE TOKEN

Diabolists and summoners use *pentacle tokens* to immediately call allied devils to their side while bolstering the fiends' defenses.

PENTACLE TOKEN

PRICE
6,000 GP

SLOT none

CL 13th

WEIGHT 1/2 lb.

AURA strong conjuration

Roughly the size of a saucer, this thin ceramic disc is painted red and marked with an inverted pentagram, the unholy symbol of Asmodeus. A *pentacle token* must first be attuned to a devil by touching the token to a devil as a standard action. A single *pentacle token* can be attuned to one devil of CR 9 or higher, or up to five devils of CR 8 or lower. An individual devil can be attuned to only one *pentacle token* at a time. Attuning a *pentacle token* to additional devils beyond these limits replaces earlier attunements, starting with the earliest attunement.

An attuned *pentacle token* can be broken as a standard action, immediately alerting all devils attuned to that token of the owner's location and the distance and direction to it. If the devil has the *greater teleport* spell-like ability, it can use that ability as an immediate action to transport itself to a square adjacent to the broken *pentacle token*. Teleporting to the token's location in this way increases the devil's damage reduction by 5 (for example, from DR 10/good to DR 15/good) for 1 hour (if the devil does not already have damage reduction, it gains DR 5/good for 1 hour). The creature breaking a *pentacle token* has no control over or command of any devils attuned to that token. Once a *pentacle token* is broken, it loses its magic and cannot be used again.

CONSTRUCTION REQUIREMENTS

COST 3,750 GP

Craft Wondrous Item, *refuge*, creator must be a cleric of Asmodeus

The nine ornate mahogany bookcases each bear the carved bust of an archdevil, now ignominiously covered with burlap. Most of the bookcases are crammed with books, categorized loosely in connection with the archdevil bust above the bookcase (for example, military histories under Moloch, civics texts under Dispat, and so forth). The bookcase with Asmodeus's bust holds only a few innocuous law dictionaries, but is otherwise empty.

When the Glorious Reclamation occupied the Qatada Nessudidia, the knights were stunned by the variety of books in the cathedral's library, but they also found several books too diabolical for comfort, including a comprehensive annotated edition of the *Asmodean Monograph* spanning several dozen volumes. The brijidine Maraya favored burning the heretical tomes,

but the Iomedaeans balked at any sort of destruction of knowledge, so they locked the troublesome books in the western study room as a compromise.

Creatures: Two Third Sword Knights of Iomedae, members of Second Sword Knight Bellinia Dorjana's circle, dutifully guard the approach to the prison on the level above. These priests are not members of the Glorious Reclamation; they serve the Church of Iomedae, but they are here following Bellinia Dorjana's orders. They respond with grim violence toward intruders.

THIRD SWORD KNIGHTS (2)

CR 13

XP 25,600 each

Human cleric of Iomedae 14

LG Medium humanoid (human)

Init +0; Senses Perception +5

DEFENSE

AC 29, touch 10, flat-footed 29 (+12 armor, +2 natural, +5 shield)

hp 147 each (14d8+81)

Fort +14, Ref +6, Will +17; +4 morale vs. poison and fear

OFFENSE

Speed 20 ft.

Melee +2 *longsword* +16/+11 (1d8+4/19–20)

Ranged mwk light crossbow +12 (1d8/19–20)

Special Attacks channel positive energy 4/day (DC 18, 7d6), holy lance (7 rounds, 2/day), weapon master (14 rounds/day)

Domain Spell-Like Abilities (CL 14th; concentration +19) 8/day—battle rage (+7), touch of good (+7)

Cleric Spells Prepared (CL 14th; concentration +19)

7th—*destruction* (DC 22), *holy word* (DC 22), *power word blind*⁰

6th—*blade barrier*⁰ (DC 21), *heal*, *heroes' feast*, *summon monster VI*

5th—*breath of life* (DC 20), *dispel evil*, *flame strike*⁰ (DC 20), *righteous might*, *true seeing*

4th—*blessing of fervor*^{APG} (DC 19), *death ward*, *divine power*, *freedom of movement*, *holy smite*⁰ (DC 19), *spiritual ally*^{APG}

3rd—*dispel magic*, *magic circle against evil*⁰, *magic vestment* (2), *prayer*, *remove curse*

2nd—*hold person* (2, DC 17), *sound burst* (DC 17), *spear of purity*^{UM} (DC 17), *spiritual weapon*⁰, *surmount affliction*^{UM}

1st—*bless*, *command* (DC 16), *divine favor*, *forbid action*^{UM} (DC 16), *magic weapon*⁰, *remove fear*, *shield of faith*

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

D domain spell; **Domains** Good, War

TACTICS

Before Combat A Third Sword Knight casts *heroes' feast* and *magic vestment* on her armor and shield every day.

During Combat A Third Sword Knight casts *summon monster VI* to conjure 1d4+1 hound archons on the first round of combat, then casts spells such as *blade*

barrier, destruction, flame strike, holy word, and power word blind.

Morale If reduced to fewer than 30 hit points, a Third Sword Knight attempts to flee and warn her superiors.

STATISTICS

Str 14, **Dex** 10, **Con** 16, **Int** 8, **Wis** 20, **Cha** 13

Base Atk +10; **CMB** +13; **CMD** 22

Feats Alignment Channel (evil), Combat Casting, Heavy Armor Proficiency, Power Attack, Selective Channeling, Spell Penetration, Toughness, Weapon Focus (longsword)

Skills Diplomacy +12, Heal +10, Knowledge (religion) +10, Sense Motive +12, Spellcraft +8

Languages Common

Combat Gear *bead of force*, *scroll of air walk*, holy water (2);

Other Gear mwk full plate, mwk heavy steel shield, +2 longsword, mwk light crossbow with 10 bolts, *amulet of natural armor* +2, *belt of mighty constitution* +2, *cloak of resistance* +2, *headband of inspired wisdom* +2, platinum holy symbol of Iomedae (worth 500 gp), spell component pouch, 74 gp

Treasure: The locked western study room (area F7a) contains the library's multi-volume edition of the *Asmodean Monograph*, removed from the bookcase with the Asmodeus bust in the library outside. The collection is exceedingly rare, but also cumbersome—the 81 books weigh 10 pounds each. A successful DC 20 Appraise or Knowledge (religion) check reveals that the complete collection is worth 12,000 gp. In addition, the room holds the gear of High Priest Jarvaxus Garectic, who is imprisoned in area F8 (see Garectic's stat block on page 60 for a list of his equipment).

F8. PRISON (CR 17)

This splendid chamber features bright stained-glass windows, thick red carpet, and elaborate chandeliers hanging from the high ceiling. To the south, a massive red crystalline skylight in the ceiling bathes the entire chamber in ruby light. A round shaft, ringed with an iron balustrade, opens in the floor beneath the skylight, though a circular plug of stone seals the shaft only a few feet from the top. Despite the room's opulence, it contains only six simple, iron-framed beds.

Secure and remote, this opulent ballroom, where Asmodean priests once hosted guests at diabolic balls, now serves as a prison for the Glorious Reclamation's enemies. The skylight here bathes the room in red light; the light used to shine down into the infernal sanctum below (area F1), but clerics of Iomedae sealed the shaft connecting the two rooms with a 3-inch-thick horizontal *wall of stone* (hardness 8, hp 45, break DC 26).

Creatures: The brijidine azata Maraya waits here for what she believes will be an all-out assault on the Qatada Nessudidia. Maraya is keyed to one of the charms on

Alexeara Cansellarion's *bracelet of friends* (see page 54). The azata is guarding her most important prisoner: Westcrown's high priest of Asmodeus, Jarvaxus Garectic. Garectic is an aging, overweight half-elf, with fashionably short hair and a clean-shaven face, though it has been a few days since he has enjoyed a bath or a change of clothes. The priest has been stripped of his gear (especially his unholy symbol and spell component pouch), and he is manacled to one of the beds, where he is undergoing "instructive judgment" at the hands of the brijidine.

Maraya is expecting an attack, and responds to the presence of intruders with violence. The brijidine can be reasoned with, but she does not drop her guard to parley. Her most important charges are keeping her prisoner alive and captive and preventing the PCs from carrying out their ritual at the cathedral, and she fights to the death to achieve both. For his part, Garectic praises the PCs as Hell-sent liberators and offers to aid them in the name of Asmodeus and House Thrune, though he can't assist much during a fight in his current state. High Priest Jarvaxus Garectic is fully detailed in the NPC Gallery on page 60.

MARAYA

CR 17

XP 102,400

Brijidine azata (*Pathfinder RPG Bestiary* 2 37)

hp 256

JARVAXUS GARECTIC

CR 12

XP 19,200

hp 101 (see page 60)

Development: If the PCs do not kill Maraya, the brijidine remains keyed to Alexeara Cansellarion's *bracelet of friends*, and can be summoned to aid the Lord Marshal as needed (see page 54 for details).

If the PCs free Garectic from his manacles (hardness 10, hp 10, break DC 26, Disable Device DC 30), the priest offers to assist them in any way he can, especially if they inform him as to the ritual they are trying to complete. His gear is being held in area F7a. High Priest Garectic is eager to aid the PCs and can be of use in four key ways.

Defending the Cathedral: Once the PCs have eliminated all of the Glorious Reclamation's defenders in the Qatada Nessudidia, Garectic can guard the cathedral from further Glorious Reclamation incursions. He uses his spells and domain abilities (particularly master's illusion, *false vision*, and *screen*) to keep the Glorious Reclamation in the dark about what is transpiring here, and gathers any remaining priests of Asmodeus from across the city to defend the temple along with the devils brought through the Inferno Gate (see Concluding the Ritual on page 24) if the Iomedaeans penetrate his ruses. Garectic's efforts allow the PCs to use the Qatada Nessudidia as a safe house during their time in Westcrown if they wish.

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Managing the Inferno Gate: Garestic can also help the PCs make best use of the devils summoned through the Inferno Gate (see Concluding the Ritual below). He offers to remain near the portal and call forth whichever devils the PCs recommend (note that he automatically succeeds at the necessary Knowledge [planes] checks). Garestic observes that while the PCs are much more powerful than any of the summoned fiends, they might use the devils to expand on their own victories throughout the city (see Part 3), and he can provide a helpful, if pedantic, overview of the capacities of different types of devils, as well as how best to use them. If the PCs have not already found them, Garestic retrieves the *pentacle tokens* from area F3 and gives them to the PCs, explaining their use.

Recommending Missions: Garestic has valuable intelligence about the city of Westcrown and the Glorious Reclamation's operations in the city, and can suggest specific ways the PCs can eliminate key Iomedaeans and bolster support for House Thrune. In short, the high priest can point the PCs toward several additional missions in Part 3, as well as fill in

any additional details the PCs might need to complete Queen Abrogail's assignments.

Providing Personal Support: Lastly, Garestic can provide the PCs with spellcasting services (including those needed to reconsecrate the altar in area F1), and even agrees to loan them any of his personal gear they might find useful. The high priest enjoys a wide network of clandestine connections throughout the city and can also help the PCs buy and sell equipment or magic items—even evil items—without arousing the Glorious Reclamation's suspicions.

Story Award: For rescuing High Priest Garestic and accepting his aid, award the PCs 19,200 XP.

CONCLUDING THE RITUAL

Once the PCs have performed the fifth and final sacrifice on the altar of Asmodeus in the infernal sanctum, in the ruby glow of the cathedral's skylight, the full pentagram ritual is finally complete. As hellfire consumes the remains of the final sacrifice, a blazing pentagram of hellfire briefly appears in the skies above Westcrown, connecting the five sacrifice locations and permanently rededicating the city to Asmodeus rather than Aroden. At the same time, the ritual creates a link between the Qatada Nessudidia and the Inferno Gate in the Whisperwood, refocusing the hellish portal into the cathedral. A fiery doorway to Hell, crackling with arcs of black lightning, opens with a roar above the altar in the infernal sanctum (area F1).

The Inferno Gate does not actually move to Westcrown; the physical portal itself remains in the Whisperwood. As a result, the portal's *gate* cannot be used for planar travel (and cannot be entered from this location), but any creature called through the *gate* appears here instead. Once connected to the Qatada Nessudidia, the Inferno Gate allows one devil to cross through from Hell to the Material Plane every hour. This is a conjuration (calling) effect. Without any oversight, a random type of devil appears through the portal every hour (roll on the

Inferno Gate Devils table on page 25). If a character

succeeds at a DC 25 Use Magic Device check,

or studies the Inferno Gate for at least

an hour and succeeds at a DC 20

Knowledge (planes) check, the

character can select the type of devil that comes through the gate.

The Inferno Gate can produce no more than one barbed devil, one

contract devil, one heresy devil,

and four erinyes in a single 24-hour period, whether randomly determined or specifically selected (once this limit is reached, any remaining devils coming through the portal in the same 24-hour period are imps, bearded devils, or warmonger devils).

Within a few days, the PCs should have a small army of devils at their command, and the villains can use the *pentacle tokens* found in area F3 to send these devils to the



MARAYA

places where they are most needed (see Part 3 for more details). The devils are not magically compelled to assist the PCs in any way, but they defer to the PCs as powerful agents of House Thrune and are happy to undermine the Glorious Reclamation's rule of the city as the PCs direct.

For more details on the Inferno Gate, see *Pathfinder Adventure Path #105: The Inferno Gate*. The adventure assumes that the PCs handed over control of the Inferno Gate to Queen Abrogail in *Pathfinder Adventure Path #106: For Queen & Empire*. If the PCs closed the gate, then the queen has reopened the portal and assumed control of it. If the PCs retained control of the gate for themselves, little changes, as their command of both the Inferno Gate and the pentagram ritual still allows them to summon devils into Westcrown.

Story Award: For successfully completing the entire pentagram ritual, award the PCs 12,800 XP.

INFERNO GATE DEVILS

d%	Devil	CR	Source
1–20	1d4 imps	2 each	<i>Bestiary</i> 78
21–40	1 bearded devil	5	<i>Bestiary</i> 73
41–60	1 warmonger devil	7	<i>Bestiary</i> 5 81
61–80	1 erinyes	8	<i>Bestiary</i> 75
81–85	1 contract devil	10	<i>Bestiary</i> 3 76
86–95	1 barbed devil	11	<i>Bestiary</i> 72
96–100	1 heresy devil	12	<i>Bestiary</i> 5 80

PART 3: THE RECONQUEST BEGINS

At some point, the PCs should address Queen Abrogail's third assignment: eliminating key allies of the Glorious Reclamation and bolstering support for House Thrune in the city. It's unlikely that the PCs know that Lord Marshal Alexeara Cansellarion has a *bracelet of friends* that enables her to summon several powerful NPCs to her side, but the value of eliminating her key supporters should still be obvious—in particular, the PCs should target the planetar Aveshiel (see **Mission 1**), Second Sword Knight Bellinia Dorjana (see **Mission 2**), and Taldan ambassador Vors Kyniar (see **Mission 3**). Several other possible missions are detailed in this section as well. You can use NPC allies to steer the PCs toward these encounters, or the PCs can attempt skill checks to identify these missions themselves; each mission details the source (or sources) that can point the PCs in the right direction.

The PCs can accomplish these missions whenever they want and in whatever order they wish, even interspersing them among the pentagram ritual encounters in Part 2, but they should do so before moving directly against Lord Marshal Cansellarion in the Korradath, or such an assault is likely to end in failure. How many missions the PCs undertake is up to them, but they should be at or near 17th level before entering the Korradath in Part 4.

Lastly, the PCs can call devils brought through the Inferno Gate using the *pentacle tokens* found in the Qatada Nessudidia (see page 22). Although these devils are unlikely to provide much direct assistance (as they are significantly less powerful than the PCs), the PCs can use them as tools to strengthen their successes by guarding locations, monitoring captives, or spreading misinformation. It's up to the PCs what types of devils they summon and how they use them, but selecting the most appropriate devil for a given situation can reduce the number of defenders in the Korradath in Part 4. The development section of each mission details the specific types of devil best suited to expand on the PCs' successes and the later consequences of these augmented successes.

Choosing a less apt devil for a specific task provides no benefits; such a devil still carries out the PCs' orders (often grudgingly), but is less effective as a result. Just as a screwdriver is unsuited for hammering in a nail, so is an imp the wrong tool for guarding a bridge. The PCs might also come up with their own ideas for how to use these devils; you should adjudicate the effectiveness of their ideas yourself, giving them the best possible chances of success based on the devils' abilities and the PCs' stated actions and goals.

MISSION 1: THE PLANETAR (CR 16)

The Glorious Reclamation's strongest celestial supporter is a planetar named Aveshiel, who is also keyed to one of the charms on Alexeara Cansellarion's *bracelet of friends* (see page 54). Queen Abrogail is insistent that the PCs not merely murder Aveshiel—they must defeat the planetar publicly to demonstrate Hell's dominion over even the greatest of angels.

Creature: With Westcrown mostly secure, Aveshiel has set aside their role as conquering general to travel the streets of the city. Aveshiel works to eliminate disinformation, provide support and healing to beleaguered citizens, and generally serve as a positive face for the Glorious Reclamation in Westcrown. It's not hard to track down Aveshiel, but ambushing the planetar is difficult due to their *true seeing* ability and high Perception skill.

If the PCs succeed at a DC 20 Knowledge (local) check or Diplomacy check to gather information, they can identify two helpful pieces of information. First, Aveshiel's normal route through the city has a blind spot where the angel passes a warehouse bordering a public square at the base of Aroden's Rise in Rego Sacero; the PCs could remain out of sight there until they attack. Second, Aveshiel eagerly rushes toward citizens in need, so setting a house on fire or leaving wounded citizens in the streets is likely to draw the angel's attention. So long as the PCs employ this information intelligently, they can attack the angel with surprise. Use the map on page 28 for this encounter.

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Alternatively, the PCs can simply challenge Aveshiel anywhere on the streets of the city. However, if the villainous characters give the angel any advance warning of an attack, Aveshiel prepares by casting *righteous might*, *death ward*, and *summon monster IV* (to summon a hound archon or 1d3 lantern archons), in that order.

AVESHIEL

CR 16

XP 76,800

Planetar (*Pathfinder RPG Bestiary 11*)

hp 229

Development: Once the PCs defeat Aveshiel, they can use a *pentacle token* to summon devils to further publicize the angel's downfall. With a successful DC 20 Knowledge (planes) check, the PCs can identify imps as the best devils to subtly spread the news of Aveshiel's destruction and undo the angel's mission of comfort and hope (note that imps cannot teleport, however, and must therefore fly to the PCs' location from the Qatada Nessudidia if the PCs use a *pentacle token* attuned to imps). If the PCs use imps for this task before leaving the site of Aveshiel's death, then an astral deva named Estiel attempts to fill in for the planetar. Estiel does not have any real success, but the astral deva is no longer present in the Korradath (see area N11).

If the PCs do not slay Aveshiel, the planetar remains keyed to Alexeara Cansellarion's *bracelet of friends*, and can be summoned to aid the Lord Marshal as needed (see page 54 for details).

MISSION 2: BELLINIA SILVEREYE

The highest-ranking cleric of Iomedae in Cheliax is Second Sword Knight Bellinia Dorjana. Bellinia was born with a magic silvery orb inscribed with Iomedae's holy symbol in place of her right eye, and is known as Bellinia Silvereye because of it. Queen Abrogail calls for the PCs to assassinate the cleric and destroy her legendary silver eye.

G. DORJANALA

Bellinia "Silvereye" Dorjana currently lives in the Dorjanala, a grand palace in Rego Corna built 3 centuries ago for her ancestor, the pious Queen Dorjana. The palace was once a secondary residence of the Chelish royal family, but the Church of Iomedae now maintains it as a holy site to Aroden and Iomedae. The Dorjanala is a three-story building made of stone and reinforced glass. Strong wooden doors are used throughout, but only the front door is normally kept locked (hardness 5, hp 20, break DC 25, Disable Device DC 30). Large windows in each room provide substantial light during the day, while plentiful lanterns illuminate the manor at night. Bellinia uses only

the ground floor of the palace; the rooms on the upper floors are tidy but obviously uninhabited.

Use the map on page 28 for this location.

G1. GRAND HALL

The entrance hall is enormous and airy, extending across all three stories of the palace's interior. A wide marble staircase at the north end of the hall climbs to the upper level. Two wooden doors stand in the west wall, and double glass doors lead out of the room to the east.

This hall is typically unoccupied. Several tables and chairs are neatly stored beneath the staircase leading to the upper floors, as this striking hall doubles as a dining room on the rare occasions when Bellinia Silvereye hosts dinner functions.

Development: If the PCs make any significant noise here, the Third Sword Knights in area G3 investigate.

G2. KITCHEN

This large kitchen has well-scrubbed surfaces and gleaming utensils hanging on the wall. A large, covered wicker basket sits on one counter.

Although this kitchen could accommodate a meal for dozens, it sees little use. The residents of the Dorjanala usually conjure their own food, so the adjacent larder is nearly empty. The wicker basket contains 10 live (but sleepy) arctic rabbits. Bellinia purchased the rabbits as a delicacy for her adlet guests in area G4.

Treasure: A block of *incense of mediation* lies forgotten on a shelf in the larder.

G3. SERVANT QUARTERS (CR 15)

Domestic servants once inhabited these rooms in order to be close to the kitchen and stairs.

Creatures: Four pious members of Bellinia's circle humbly took these quarters as their own, insisting that the more opulent guest rooms should be reserved for visitors. At any time, two Third Sword Knights of Iomedae, an Andoren man named Brenwyr and a Wiscrani man named Brudecchio, are studying or praying in one of these rooms. Brenwyr and Brudecchio investigate any disturbances in area G1. They might also be found in the kitchen (area G2), visiting with the adlets in area G4, or even exploring some of the unused rooms upstairs. The other two clerics who inhabit these quarters can be found in area G5.

BRENWYR AND BRUDECCCHIO (2) CR 13
XP 25,600 each
Third Sword Knight (see page 22)
hp 147 each

G4. GUEST SUITE (CR 15)

Five opulent guest suites line a long hallway here, but only one of them is currently occupied.

Creatures: Four celestial adlets named Elpta, Hetla, Raflet, and Tosk—crusaders recently arrived from Elysium—inhabit the suite, reviewing maps of Chelax that clearly mark the gains of the Glorious Reclamation. The four actually know very little about the current political situation, but they look forward to receiving more information from their friend Bellinia Silvereye.

The adlets do not expect an attack and initially assume that the PCs are simply ill-mannered guests. Unless the PCs are plainly diabolic in appearance, the adlets attempt to discuss strategy with them. If the proud warriors suspect they are being tricked or lied to, they attack.

ELPTA, HETLA, RAFLET, AND TOSK (4) CR 11
XP 12,800 each
CG celestial adlet (*Pathfinder RPG Bestiary* 3 290, 9)
hp 127 each

G5. EXERCISE ROOM (CR 16)

This large room was once a music salon. To keep her martial abilities honed, Bellinia Silvereye converted the salon into a training room, and with the exception of an aged harpsichord against the west wall, the instruments here have been moved into storage. The elegant tiled floor is covered with soft pads, training dummies stand throughout the room, and the walls are decorated with aphorisms from the Acts of Iomedae about remaining vigilant and ready to combat the wicked.

Creatures: Two Third Sword Knights and a ghaele azata are engaged in a good-natured combat in this room. The trio had met to discuss social programs in the city, but the conversation quickly became an argument about the merits of freedom as opposed to justice. The azata, a firebrand named Ghatenta, argued for freedom as the highest good. One of the Sword Knights, a stodgy Chelaxian named Karinel, vehemently disagreed, and the younger cleric, an inquisitive young Isgeri woman named Apolliana, argued against both sides. Ghatenta suggested the group settle their differences in combat; the exasperated Karinel and the eager Apolliana agreed. None of the combatants intend serious harm to the others, and they quickly put aside their differences if the PCs appear to be a threat, fighting to the death.

APOLLIANA AND KARINEL (2) CR 13
XP 25,600 each
Third Sword Knight (see page 22)
hp 147 each

TACTICS

Before Combat In addition to the spells all Third Sword Knights cast daily, Apolliana and Karinel have cast *freedom of movement* on themselves.

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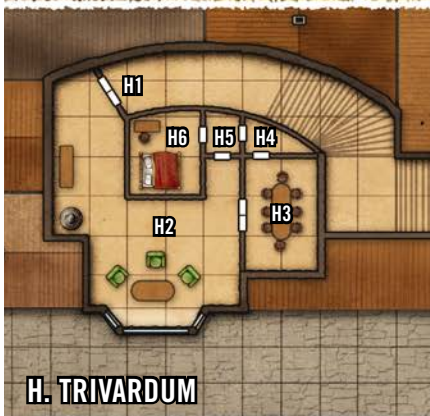
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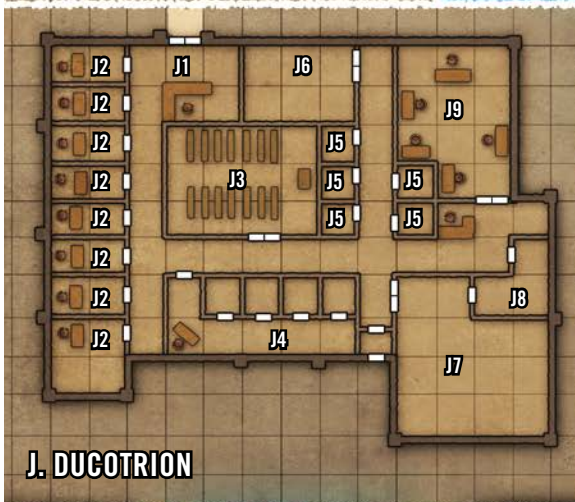
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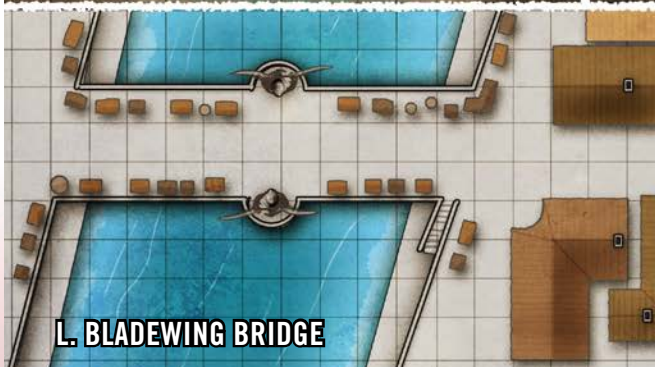
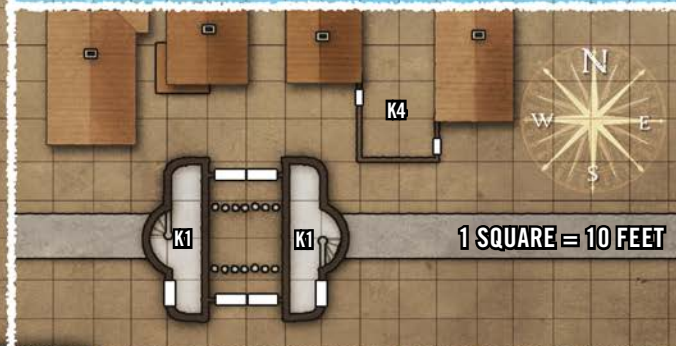
H. TRIVARDUM



I. PRISON BARGE



J. DUCOTRIION



L. BLADEWING BRIDGE



K. OBRIGAN GATE

GHATENTA**CR 13****XP 25,600**Female ghaele azata (*Pathfinder RPG Bestiary* 25)**hp** 136**TACTICS****Before Combat** Ghatenta has erected a *globe of invulnerability* around herself.**G6. CONSERVATORY (CR 16)**

Glass walls divided into gothic windows by metal frames surround this high-ceilinged conservatory. The walls curve towards each other at the top, three stories high, creating a long metal seam that runs across the center. While the windows on the south wall are whole, several on the north and east walls are badly cracked, and some are missing entirely. The south wall provides a panoramic view of the massive statue of Aroden that stands above the city.

On the floor of the conservatory, white-painted footpaths wind around clusters of trees and bushes. Thousands of holy symbols, each bearing a longsword in a sunburst, hang like sacred fruit from the greenery. A plain marble altar with a glowing sword driven point-first into its top stands in front of the eastern wall. Two rows of white pews face the altar.

This conservatory was constructed as a personal shrine to Aroden for Queen Dorjana in 4436 AR, its unique glass walls providing an unobstructed view of the Arodennama, the giant statue of Aroden in Rego Sacero. Many of the glass walls cracked when Aroden died and the shrine has been in disrepair for decades, despite local Iomedaeans' attempts to reclaim it. Only recently has the shrine been rededicated to the worship of the Inheritor. The altar and pews are the first elements of Bellinia Silvereye's efforts to remodel this impressive chamber into a cathedral to Iomedae. The glowing sword in the altar is a part of the altar itself and cannot be removed. The ceiling is 40 feet high at its apex.

Creature: Second Sword Knight Bellinia Dorjana, aka. Bellinia Silvereye, is here, repairing windows on the north side of the conservatory with *mending* and *make whole* spells; proud of her connection to Queen Dorjana, she is dedicated to restoring the building. The Second Sword Knight is the high priestess of Iomedae in Chelias, and while the church may not have yet put its official support behind the Glorious Reclamation, Bellinia certainly has, and she is keyed to one of the charms on Alexeara Cansellarion's *bracelet of friends* (see page 54).

Bellinia is a stout, pale woman with a mane of curly blonde hair, a small nose, and a silver orb inscribed with Iomedae's holy symbol in her right eye socket. Like most Iomedaeans in Westcrown, she regularly wears her armor, even when engaged in as mundane a task as window repair, and has her sword at her side. Focused on her

work, Bellinia takes a –10 penalty on Perception checks to notice stealthy intruders in conservatory, but once she does, she imperiously insists upon their departure.

BELLINIA "SILVEREYE" DORJANA**CR 16****XP 76,800**

Female human cleric of Iomedae 17

LG Medium humanoid (human)

Init +3; **Senses** see in darkness, *see invisibility*; Perception +7**Aura** heroism (30 ft., 17 rounds)**DEFENSE****AC** 29, touch 9, flat-footed 29 (+12 armor, –1 Dex, +2 natural, +6 shield)**hp** 165 (17d8+85)**Fort** +16, **Ref** +7, **Will** +20**Defensive Abilities** all-around vision; **Immune** blindness**OFFENSE****Speed** 20 ft.**Melee** +4 *mithral longsword* +20/+15/+10 (1d8+7/19–20)**Special Attacks** channel positive energy 7/day (DC 22, 9d6), weapon master (17 rounds/day)**Domain Spell-Like Abilities** (CL 17th; concentration +24) 10/day—touch of glory (+17)**Cleric Spells Prepared** (CL 17th; concentration +24)9th—*overwhelming presence*^{UM} (DC 26), *power word kill*^D8th—*quicken divine power*, *holy aura*^D, *stormbolts*^{APG} (DC 25)7th—*destruction* (DC 24), *greater restoration*, *holy sword*^D, *holy word* (DC 24), *repulsion* (DC 24)6th—*banishment* (DC 23), *greater dispel magic*, *greater heroism*^D, *heal*, *quicken hold person* (DC 19), *quicken silence* (DC 19)5th—*cleanse*^{APG}, *commune*, *dispel evil*, *flame strike* (DC 22), *greater command*^D (DC 22), *wall of stone*4th—*air walk*, *death ward*, *freedom of movement*, *greater magic weapon*, *holy smite*^D (DC 21), *neutralize poison*3rd—*blindness/deafness* (DC 20), *create food and water*, *magic vestment*^D (2), *protection from energy*, *remove curse*, *remove disease*2nd—*bless weapon*^D, *make whole* (2), *remove paralysis*, *sound burst* (DC 19), *spear of purity*^{UM} (DC 19), *spiritual weapon*1st—*bless*, *bless water* (DC 18), *divine favor*, *obscuring mist*, *remove fear*, *sanctuary* (DC 18), *shield of faith*^D0 (at will)—*detect magic*, *guidance*, *mending*, *stabilize***D** domain spell; **Domains** Glory (Heroism subdomain^{APG}), War (Tactics subdomain^{APG})**TACTICS****Before Combat** Bellinia casts *greater magic weapon* on her longsword and *magic vestment* on her armor and shield every day.**During Combat** Bellinia casts *holy aura* and *quicken divine power* on the first round of combat. On subsequent rounds, she activates her aura of heroism and attempts to efficiently overcome opponents one at**HELL COMES TO WESTCROWN**

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a time with *destruction*, *holy word*, and *power word kill*, supplemented with additional quickened spells.

Morale As the Dorjanala is her ancestral home and the center of her faith in Westcrown, Bellinia refuses to flee or submit to evil foes. She thus fights to the death.

STATISTICS

Str 16, **Dex** 8, **Con** 16, **Int** 10, **Wis** 24, **Cha** 14

Base Atk +12; **CMB** +15; **CMD** 29

Feats Combat Casting, Defensive Combat Training, Extra Channel, Heavy Armor Proficiency, Improved Initiative, Quick Channel^{UM} Quicken Spell, Selective Channeling, Toughness, Weapon Focus (longsword)

Skills Diplomacy +16, Knowledge (history) +10, Knowledge (religion) +20, Linguistics +4, Sense Motive +18, Spellcraft +10

Languages Celestial, Common

SQ seize the initiative, silver eye

Combat Gear holy water (4); **Other Gear** mwk half-plate, mwk heavy steel shield, +1 *mithral* longsword, *amulet of natural armor* +2, *belt of physical might* +2 (Str, Con),

cloak of resistance +3, *headband of inspired wisdom* +6, spell component pouch, diamond dust (worth 5,000 gp), incense (worth 500 gp), platinum holy symbol of Iomedae (worth 500 gp), reliquary (worth 500 gp), silver hound archon statuettes (2; worth 100 gp each), 10 gp

SPECIAL ABILITIES

Silver Eye (Su) Bellinia's blessed silver eye gives her all-around vision, see in darkness, constant *see invisibility*, and immunity to blindness. The eye is a blessing from Iomedae herself, not a magic item, and if Bellinia dies or the eye is removed from her body, the eye immediately vanishes in a flash of silver light.

Development: If the PCs do not kill Bellinia Silvereye, she remains keyed to Alexeara Cansellarion's *bracelet of friends*, and can be summoned to aid the Lord Marshal as needed (see page 54 for details).

After the PCs have defeated Bellinia Silvereye, they can use a *pentacle token* to summon devils to capitalize on their achievement. As the most powerful cleric in Westcrown, Bellinia enjoyed great influence in both the city and among the ranks of the Glorious Reclamation. With a successful DC 20 Knowledge (planes) check, the PCs can identify heresy devils as the best choice to poison Westcrown's church of Iomedae from within. If the PCs set a heresy devil to this task before leaving the Dorjanala, its efforts in undermining the church mean that the two Third Sword Knights in area N9 of the Korradath are no longer there (see area N9).

If the PCs specifically seek the aid of the heresy devil Visperthul (see *Pathfinder Adventure Path #105: The Inferno Gate*), they can enjoy even greater success: in addition to removing the Third Sword Knights from area N9, Chaplain-Major Gardel Vargrinnar no longer accompanies Lord Marshal Alexeara Cansellarion in area N23.

MISSION 3: THE TALDAN AMBASSADOR

Vors Kyniar of Oppara is Taldor's ambassador to Cheliax. A paladin of Iomedae and no supporter of House Thrune, Ambassador Kyniar maintains his residence in Westcrown rather than in Egorian, and since the Glorious Reclamation's occupation of Westcrown, he has become his nation's de facto ambassador to the Iomedae order. Queen Abrogail is no longer willing to tolerate the ambassador's diplomatic "eccentricities" and wants him brought to Egorian as soon as possible, in chains if need be. At the same time, Kyniar's capture would deal a blow to the Glorious Reclamation's legitimacy and morale.

H. TRIVARDUM

Ambassador Kyniar lives in a penthouse on the top floor of the Trivardum, an elegant market and office building

BELLINIA "SILVEREYE" DORJANA

in Rego Laina. The large, slate-shingled building stands more than 30 feet high, and its wide balconies and elaborate stonework give it a stately grandeur surpassing that of the noble estates surrounding it.

Although he has many friends and family throughout Westcrown, the ambassador lives alone. The rooms of Kyniar's penthouse are briefly described below. Use the map on page 28 for this location.

H1. Outer Doors: The strong wooden doors to the ambassador's penthouse are locked (hardness 5, hp 20, break DC 25, Disable Device DC 30).

H2. Parlor: This location is further detailed below.

H3. Dining Room: Ambassador Kyniar hosts dinner parties in this finely appointed dining room, which contains a polished oval table and plenty of chairs.

H4. Dressing Room: The wardrobes and chests in this relatively small room contain Ambassador Kyniar's many outfits and ensembles (see Treasure in area H2).

H5. Bathroom: This chamber holds a toilet, a washbasin, and a mirror.

H6. Bedroom: A large, comfortable bed takes up much of the space in this room, along with a desk covered with mundane diplomatic correspondence.

H2. PARLOR (CR 15)

Ambassador Kyniar's spacious parlor is tastefully decorated with plush carpets, comfortable chairs, a bookshelf stocked with popular Chelish and Taldan works, and beautiful statuary. A wide bay window to the south provides a commanding view of the southern skyline of Parego Regicon and Westcrown Island.

Creatures: Ambassador **Vors Kyniar** (LG male human paladin of Iomedae 12) is currently relaxing in this room when the PCs arrive. He imperiously demands that any intruders leave immediately, loudly proclaiming his diplomatic immunity.

Unfortunately for the ambassador (and the PCs), however, Kyniar has old enemies who have chosen this time of upheaval in Chelias to strike against him. Years ago, the paladin defeated a band of murderous fey preying on druids in the Verduran Forest, but the fey had powerful allies who are finally seeking revenge by dispatching a fiendish ankou to assassinate Kyniar. Only 1d4 rounds after the PCs enter, the ankou teleports into the room. When the creature realizes that the ambassador is not alone, it activates its shadow doubles ability and targets Kyniar with a *ray of exhaustion*, rendering the paladin unable to effectively counterattack. The ankou then turns its attention to the PCs, attempting to deal with them first before assassinating Kyniar. The ankou casts *greater teleport* and flees if reduced to 30 hit points or fewer. If necessary, you can use the statistics for a saint on page 269 of the *GameMastery Guide* for Ambassador Kyniar, but he puts up little resistance to either the ankou or the PCs.

FIENDISH ANKOU

CR 15

XP 51,200

hp 133 (*Pathfinder RPG Bestiary* 4 288, 10)

Treasure: Among the wardrobes and chests in the dressing room (area H4) are a *ring of mind shielding* and fine clothing and jewelry worth a total of 1,400 gp.

Development: After rescuing Kyniar from the ankou and capturing the ambassador, the PCs must still get him to Egorian. With a successful DC 20 Knowledge (planes) check, the PCs can identify barbed devils as cruel captors experienced at transporting prisoners. If the PCs use a *pentacle token* to summon a barbed devil to escort Kyniar to Egorian before they leave the Trivardum, the Glorious Reclamation sends mercenary fiendslayers after the ambassador to rescue him, reducing the number of mercenaries in the Korradath by three (see area N11).

MISSION 4: NOBLE PRISONERS

Several Wiscrani nobles opposed to the Glorious Reclamation are currently imprisoned on a barge at the Imperial Marina in Rego Sacero. The prisoners have been on the barge for more than a week without any attempt at escape or rescue, so the Glorious Reclamation's security is likely to be lax. Any ally connected to the nobles of Westcrown, such as High Priest Jarvaxus Garectic (see area F8), Eigolo Rustachas (see area J4) or the aristocrats in **Mission 8** can propose this mission to the PCs. Alternately, PCs who succeed at a DC 25 Knowledge (local or nobility) check are aware of the captive nobles.

Although all of the imprisoned nobles are enemies of the Glorious Reclamation, not all are necessarily loyal to House Thrune. Any ally who suggests this mission to the PCs also recommends that rather than releasing all the prisoners, the PCs should release only the Thrune loyalists and keep the rest conveniently imprisoned until it can be determined whether they can be of any use.

However, a spectral creature called a dybbuk now inhabits the barge. The undead terror, known as Whisperhaunt, has found the imprisoned captives (and guards) a banquet of suffering and hopelessness to play with as it pleases. To free the loyalist prisoners, the PCs must deal with Whisperhaunt.

I. PRISON BARGE

Read or paraphrase the following when the PCs enter the marina or approach the barge.

The Glorious Reclamation's prison barge is anchored two hundred feet offshore of the docks of the Imperial Marina. Floating buoys bob in the water nearby, warning river traffic away from the barge. The barge's flat deck is empty except for a few scattered crates, and lanterns hang from the eaves of a wheelhouse at the stern.

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Use the map on page 28 for this location. PCs openly approaching the barge are likely to be spotted by the dominated guards in area I2.

I1. DECK

The scattered crates on deck contain only preserved foodstuffs. Six hatches lead to the prison hold below (area I4), but they have been sealed shut (hardness 5, hp 30, break DC 35) to prevent the prisoners from escaping.

I2. WHEELHOUSE (CR 14)

This large wheelhouse has a commanding view of the barge's deck. A cabin within serves as a bunkroom for the barge's guards. Two doors exit to the deck outside, and a set of stairs leads belowdecks to the guardroom in the stern (area I3).

Creatures: Three turnkeys occupy the wheelhouse. They are normally responsible for guarding and feeding the captives in the hold, but all three have fallen victim to the dybbuk that is terrorizing the prisoners (see area I4) and are under the control of Whisperhaunt's *dominate monster* ability. Whisperhaunt has commanded the turnkeys to continue carrying out their normal duties, both to avoid discovery by the guards' superiors, and to keep the dybbuk's playthings—the prisoners—alive for as long as possible. The turnkeys rush to repel intruders on the barge, but any PC who succeeds at a DC 15 Sense Motive check can discern that the guards are under some sort of enchantment.

DOMINATED TURNKEYS (3)

CR 11

XP 12,800 each

LN captain (*Pathfinder RPG GameMastery Guide* 295)

hp 89 each

Development: If captured or interrogated and freed from the dybbuk's domination, the turnkeys can reveal that some ghostly creature has invaded the barge, "feeding" upon the captives in the prison hold. The turnkeys also have keys to area I4, and know the password to bypass the trumpet blast trap in area I3.

I3. GUARDROOM (CR 15)

This small room contains a few barrels marked "water," a crate, and a locked iron door (hardness 10, hp 60, break DC 28, Disable Device DC 30) that provides access to the barge's prison hold (area I4). The turnkeys in area I2 have keys to the door.

Trap: A magical trap explodes with a blaring trumpet and a blast of holy energy when the door is opened

unless the appropriate password ("Glorious Inheritor") is spoken.



VORS KYNIAR

TRUMPET BLAST TRAP

CR 15

XP 51,200

Type magic; Perception DC 32; Disable

Device DC 32

EFFECTS

Trigger touch; Reset none; Bypass password

Effect spell effects (maximized *holy smite*, 40 or 60 points of damage plus blind for 1 round, Will DC 20 partial; and maximized *shout*, 30 points of sonic damage plus deafened for 12 rounds, Fortitude DC 20 partial); multiple targets (all targets in 20-ft.-radius burst)

Treasure: Six sets of mithral manacles (*Pathfinder RPG Ultimate Equipment* 68) are stored in the crate here.

I4. PRISON HOLD (CR 16)

Several bulkheads split this long, dim hold, forming small cubbies or cells along the sides of the barge.

Creatures: Nearly two dozen ragged prisoners huddle in the cells, numb with unrelenting terror, moaning miserably or staring vacantly into space. Their fright stems from the torments of the dybbuk Whisperhaunt, who has stalked Westcrown and its environs for years. Whisperhaunt discovered the barge a week ago and grew enamored with the captive "audience" it found there. After dominating the barge's guards, Whisperhaunt began sowing fear among the prisoners, using *telekinesis* and possessing objects to terrorize them, before moving on to torturing them, draining their intellects with *feeblemind*, possessing them with its malevolence ability, and forcing them (via *dominate person*) to perform despicable acts on each other. There are a total of 23 prisoners here. If necessary, you can use the stat blocks for a princess or heir apparent on pages 250–251 of the *NPC Codex* for any of the prisoners here, but none of them have any gear beyond tattered and filthy noble's outfits and possibly signet rings.

When the PCs arrive, Whisperhaunt is possessing a wealthy widow named Natya Vestetin. In this guise, the dybbuk greets the PCs and studies them with *detect thoughts*, hoping to add them to its collection of "living toys." Whisperhaunt tries to dominate strong-looking warrior types as soon as possible, then takes out spellcasters with *feeblemind* before turning its attention to other targets. If Natya is wounded, Whisperhaunt immediately leaves her body and attempts to possess a

new host from among the PCs. If reduced to fewer than 100 hit points, Whisperhaunt flees the barge, though the dybbuk may return to seek revenge on the PCs at a later time.

WHISPERHAUNT CR 16

XP 76,800

Advanced dybbuk (*Pathfinder RPG Bestiary 3* 290, 108)

hp 243

Development: Once the PCs have defeated Whisperhaunt, they must determine which of the prisoners are actually loyal to House Thrune and which are simply self-serving (and should therefore remain imprisoned). Unfortunately, 12 of the 23 prisoners are suffering from *feeblemind*, so none of these prisoners can effectively respond to questioning until their faculties are restored. In addition, all of the prisoners, whether restored or unaffected, declare lifelong devotion to House Thrune and Cheliax to endear themselves to their liberators. As a result, the PCs must succeed at a DC 20 Sense Motive check or use mind-probing magic (such as *detect thoughts*, *discern lies*, or *zone of truth*) to determine whether a prisoner's professed loyalty is genuine. Only nine of the 23 prisoners here (four of whom are affected by *feeblemind*) are loyalists who would genuinely rally their supporters for Thrune's reconquest of Westcrown; the 14 remaining prisoners are merely opportunistic sycophants. Escorting the loyal prisoners to somewhere safe (such as the Qatada Nessudidia) assures their continued loyalty and support for House Thrune. If the PCs release any feeble-minded prisoners, their vacant idiocy makes them easy marks for back-alley criminals, and few, if any, survive for long on the streets of Westcrown.

The PCs can use a *pentacle token* to summon devils to guard any prisoners they leave on the barge. With a successful DC 20 Knowledge (planes) check, the PCs can identify barbed devils as the best jailers. If the PCs call upon a barbed devil to guard the prisoners before they leave the barge, a group of sentries is sent from the Korradath to regain control of the prison barge, reducing the number of sentry patrols in the fortress by one (see Korradath sentries on page 50).

MISSION 5: ELIMINATING THE DUXOTAR

Skinless Sark (see area **K4**) or an ally connected to the nobles of Westcrown, such as High Priest Jarvaxus Garestic (see area **F8**), loyalist nobles rescued from the prison barge (see area **I4**), or the aristocrats in **Mission 8** can recommend freeing Eigolo Rustachas from dottari custody (see area **J4**). Alternatively, after a few run-ins



NATYA VESTETIN

with the dottari, or with a successful DC 25 Knowledge (local) check, the PCs might conclude on their own that they should eliminate Westcrown's duxotar.

The Glorious Reclamation has appointed a new duxotar, or commander, of the Westcrown city guard. Assassinating the duxotar, a half-elven summoner named Ariende Jharnavar, is sure to throw the dottari throughout the city into disarray, creating chaos on the streets that House Thrune can use to its advantage.

J. DUCOTRION

Duxotar Jharnavar can nearly always be found in the Ducotrion, a low,

sprawling stone building that serves as the headquarters of the city's dottari, centrally located in Rego Pena. Two full dottari patrols are normally stationed inside. The ceilings inside the Ducotrion are 15 feet high. Unless otherwise indicated, the doors are strong wood doors and are unlocked (hardness 5, hp 20, break DC 25 if locked). Although lanterns are hung throughout all interior rooms, they are no longer necessary, as several helpful lantern archons cast *continual flame* in every room a few weeks ago. The hallways are lit by overhead skylights.

The staffing and interior layout of the Ducotrion is no secret, as many Wiscrani have daily dealings with the dottari. A successful DC 20 Diplomacy check to gather information or Knowledge (local) check reveals that the dottari patrols stationed in the building are quick to respond to disturbances in the sector. The PCs can stage a crime, riot, or similar disturbance anywhere within Rego Pena (or use Skinless Sark to do so; see area **K4**) to draw one or both patrols from the building, leaving the duxotar and his eidolon alone. If the incident seems likely to cause only minor property damage or endanger fewer than a dozen people, only one patrol (from area **J7**) responds; otherwise, both patrols (from areas **J3** and **J7**) respond. Once they leave the building, the patrols investigate the disturbance and question witnesses for an hour before returning to the Ducotrion.

Use the map on page 28 for this location.

J1. RECEPTION (CR 1/2)

The main public entrance of the Ducotrion contains a single large desk and a wide board containing notices and sketches of Westcrown's most wanted criminals (if the PCs have made overt strikes against the Glorious Reclamation or their allies in the city, their sketches and known capabilities are presented on this board).

Creature: A single harried aasimar functionary named Abras Malesk greets visitors and answers questions and

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complaints from behind the desk here. A disappointing nephew of Knight Commander Endranni Malesk (see area A5), Abras has proved both unfit for military service with the Glorious Reclamation and unwilling to commit to joining the church of Iomedae, preferring Sarenrae's faith instead. Knight Commander Malesk asked his friend Jharnavar to find a place for the feckless youth, and this is the best the duxotar could do. Abras abhors violence, preferring to hide from aggressive intruders; failing that, he begs for his life.

ABRAS MALESK**CR 1/2****XP 200**

Male aasimar cleric of Sarenrae 1 (*Pathfinder RPG Bestiary* 7)
hp 11

Gear keys to areas J2 and J6

J2. OFFICES

High-ranking dottari maintain offices in the Ducotrion as well as in their sector watch stations. The four southern offices are assigned to Westcrown's four durotasi (captains), each responsible for one of the city's four paregos, or great regions. The eight dottari majors of Parego Spera share the four northern offices.

These offices are all locked (Disable Device DC 30), but Abras Malesk in area J1 has keys. All of the rooms are currently unoccupied, as the officers are busy establishing the Glorious Reclamation's new order in the city. Each of these offices holds extensive files, but none of them are immediately relevant to the PCs' mission.

J3. BRIEFING ROOM (CR 15)

Rows of benches face has a podium at the eastern end of this wide, low room. A huge map of Westcrown covers the wall behind the podium, with the city's regos marked in different colors and pins with flags scattered across the map.

This briefing room is heavily used and often occupied, regardless of the time of day. The pins note locations of significant criminal activity in the city. Although Rego Cader is the most dangerous area of the city, there are few pins in that ruined, northern sector, reflecting the fact that the dottari rarely police that neighborhood. Unless the PCs have taken pains to keep their activities secret, any areas where they have been active (such as the locations of their sacrifices for the pentagram ritual, or the sites of attacks on high-ranking Glorious Reclamation allies) are marked with pins bearing large black flags.

Creatures: Although Duxotar Jharnavar and his durotasi sometimes meet here with their subordinates to direct citywide law enforcement efforts, dottari lieutenants more often use this room to brief their squads before or after daily patrols. A knight banneret lieutenant and five elite dottari constables are currently

present here, and they quickly respond to any danger within the Ducotrion (the patrol's sixth dottari is currently guarding the prisoner in area J4). If the PCs arranged for a substantial disturbance elsewhere in Rego Pena that draws out both dottari patrols, then this room is unoccupied.

ELITE DOTTARI (5)**CR 9****XP 6,400 each**

hp 99 each (see page 13)

KNIGHT BANNERET**CR 11****XP 12,800**

hp 130 (see page 14)

Story Award: If the PCs manage to lure this patrol out of the Ducotrion and thus avoid battle with them, award the PCs 44,800 XP, as though they had defeated the dottari patrol in combat.

J4. JAIL (CR 9)

The dottari house dangerous criminals who are awaiting trial or execution in this cellblock (petty criminals and drunks are incarcerated in local watch stations instead). As the Glorious Reclamation has been swift in dispensing justice to wrongdoers, all but one of these cells is empty. The iron cell doors are locked (hardness 10, hp 60, break DC 28, Disable Device DC 35), but the keys are in the desk in the southwest corner of the room.

Creatures: A single elite dottari constable, a member of the patrol in area J3, sits at the desk, guarding the jail. He does not leave the room even if hears the sounds of combat outside, but he engages any intruders entering the cellblock.

Only one prisoner currently languishes here: Eigolo Rustachas, a dark-haired and dark-eyed young noble with an open smile and a sharp wit. Although House Rustachas is filled with Thrune loyalists, the family evaded the Glorious Reclamation's "instructive judgment" by laying the blame for their disreputable activities squarely at the feet of their eldest son, Eigolo, who they believed had escaped Westcrown before the Iomedaeans' occupation. However, Eigolo hadn't left the city after all. In fact, he was engaged in a lengthy "safari" of sorts, hunting indigent tieflings in Rego Cader with a few friends, and so was arrested by the dottari when he returned home. Jharnavar hoped to convince Eigolo to inform on the other members of his family, but the duxotar has been foiled by Eigolo's surprisingly intense familial loyalty.

If Eigolo becomes aware that the Ducotrion is under attack (such as by the sounds of combat, or by seeing the PCs in the cellblock where they obviously don't belong), he calls for help. Eigolo is genuinely grateful if he is freed. Despite being imprisoned, the charismatic young

noble has learned much about the current political situation in Westcrown, and can recommend a few other actions to gain aristocratic support, such as by freeing the imprisoned nobles on the prison barge (see **Mission 4**) or courting other loyal noble families (see **Mission 8**). In fact, Eigolo offers to put in a good word for the PCs with House Salisfer, the more powerful family to which House Rustachas is beholden (see **Mission 8** for details).

EIGOLO RUSTACHAS

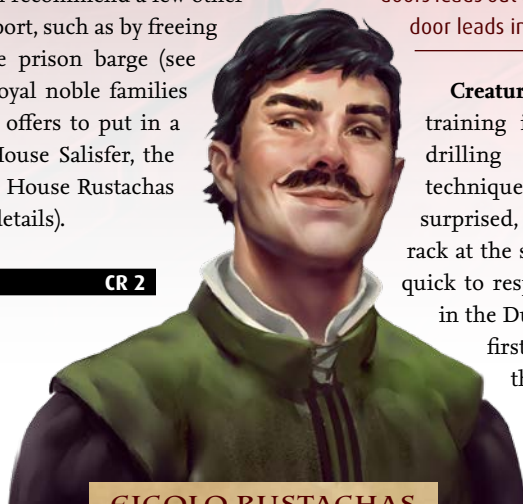
CR 2

XP 600

LE noble scion (*Pathfinder RPG GameMastery Guide* 288)

hp 20

Gear none



EIGOLO RUSTACHAS

ELITE DOTTARI

CR 9

XP 6,400

hp 99 (see page 13)

Development: If any PCs are captured by the dottari anywhere in Westcrown, they are incarcerated here for a few days, giving them an opportunity to escape before the Glorious Reclamation tries and likely executes them. Captured PCs are manacled and all their gear is stored in area J6. In this case, an attentive Glorious Reclamation knight banneret (see page 14) guards the jail instead of an elite dottari.

J5. INTERVIEW ROOMS

Each of these stark interrogation rooms contains only a table, two chairs, and a ring in the back wall to which manacles can be attached. Since the doors bolt closed from the outside (Disable Device DC 30 to open from the inside), these rooms can also serve as makeshift cells.

J6. EVIDENCE STORAGE

The door to this evidence locker and general storage room is kept locked (Disable Device DC 30), but Abras Malesk (area J1), the knight banneret lieutenants (areas J3 and J7), and Duxotar Jharnavar (area J9) all have keys. Critical or valuable pieces of evidence are usually turned over to the city's magistrate, so the items here are poor-quality weapons used in minor crimes or stolen goods of negligible value.

Treasure: Amid the mostly worthless weapons and baubles in this room, a single masterwork dagger and a satchel with 18 doses of the drug scour (*GameMastery Guide* 237) can also be found here.

J7. TRAINING ROOM (CR 15)

This large training room smells of sweat, canvas, and freshly cut wood. Several new weapon racks line the southern wall

of this room, and canvas pads cover the floors. A set of double doors leads out to the west, while a single swinging door leads into a smaller room to the east.

Creatures: A dottari patrol is currently training in this room, their lieutenant drilling them in unarmed combat techniques. As a result, if these dottari are surprised, their melee weapons are in the rack at the south end of the room. They are quick to respond to unauthorized intruders in the Ducottrion or the city outside, after first retrieving their weapons. If the PCs arranged for any kind of disturbance elsewhere in Rego Pena to draw out a dottari patrol, then this room is unoccupied, as the dottari have left to investigate.

ELITE DOTTARI (6)

CR 9

XP 6,400 each

hp 99 each (see page 13)

KNIGHT BANNERET

CR 11

XP 12,800

hp 130 (see page 14)

Story Award: If the patrol has left the Ducottrion to investigate a PC-instigated disturbance, award the PCs 51,200 XP, as if they had defeated the dottari in combat.

J8. LOCKER ROOM

This cramped room contains two rows of lockers used for guards' personal effects when on patrol. The lockers are for general use and are not assigned to specific dottari.

Treasure: A bottle of elven absinthe (*GameMastery Guide* 237) is wrapped up in a tunic stuffed at the bottom of one of the lockers, and can be discovered with a successful DC 20 Perception check.

J9. DUXOTAR'S OFFICE (CR 16)

This large office contains several desks covered with scattered papers and shelves overflowing with files. The amount of bureaucratic work represented by the sea of paperwork is staggering. Perched around the room are several fist-sized glass bull statuettes.

The duxotar's office is the largest in the Ducottrion. Just outside is a desk for the duxotar's personal assistant, currently unoccupied. Duxotar Jharnavar takes his role as commander of the dottari very seriously and has been personally reviewing all of the organization's records. Before Jharnavar, the position of duxotar was filled by

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a succession of short-term stand-ins who themselves followed a feckless drunkard appointed because of family connections. As a result, there has not been a serious, effective duxotar in this office for decades. Although Jharnavar has uncovered and eliminated a substantial amount of corruption within the dottari, he has only begun the immense task. Nearly all of the papers here are files regarding current or former members of the dottari.

Jharnavar's desk contains detailed evaluations of the four durotasi (the captains of each parego) who report to Jharnavar directly, as well as several other high-ranking dottari officers. These evaluations indicate which officers are loyal to the Glorious Reclamation and which seem inappropriately supportive of the former regime of House Thrune. Jharnavar's notes indicate that these officers are not exactly traitors, but he is keeping a close eye on them nonetheless.

Creatures: Duxotar Ariende Jharnavar is a devastatingly handsome half-elven man with an open, cheerful countenance and an athletic build. Although renowned as a champion of justice and a devout follower of Iomedae, Jharnavar's prestigious posting is due more to his silver tongue than any actual investigative skill. He is always accompanied by his eidolon, an imposing armor-clad angel named Righteousness who wields a bastard sword in each hand. Both of them are ready for trouble in the event they are urgently needed on official business, and are therefore well prepared to confront intruders in the Ducotrion.

ARIENDE JHARNAVAR
CR 16
XP 76,800

Male half-elf unchained summoner 17 (*Pathfinder RPG*
Pathfinder Unchained 25)

LG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision, *true seeing*; Perception +8

DEFENSE

AC 31, touch 11, flat-footed 31 (+7 armor, +2 deflection, -1 Dex, +9 natural, +4 shield)

hp 148 (17d8+68)

Fort +13, **Ref** +10, **Will** +17; +2 vs. enchantments

Defensive Abilities greater shield ally; **DR** 10/adamantine (150 points); **Immune** sleep

OFFENSE

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

Melee +1 *longsword* +13/+8/+3 (1d8+1/19-20)

Ranged +1 *heavy crossbow* +12 (1d10+1/19-20)

Special Attacks maker's call 3/day, merge form (17 rounds/day), transposition

Summoner Spell-Like Abilities (CL 17th; concentration +24)
10/day—*summon monster IX*

Summoner Spells Known (CL 17th; concentration +24)
6th (3/day)—*acid fog*, *greater heroism*, *true seeing*
5th (5/day)—*baleful polymorph* (DC 22), *greater rejuvenate*
eidolon^{APG}, *hold monster* (DC 22), *hungry pit*^{APG} (DC 23)

4th (5/day)—*dimension door*, *locate creature*, *obsidian flow*^{UC} (DC 21), *stoneskin*, *wall of ice* (DC 21)

3rd (7/day)—*communal resist energy*^{UC}, *control summoned creature*^{UM} (DC 20), *dispel magic*, *fly*, *haste*, *restore eidolon*^{UM}

2nd (7/day)—*barkskin*, *blur*, *bull's strength*, *detect thoughts* (DC 19), *glitterdust* (DC 20), *warding weapon*^{UC}

1st (7/day)—*alarm*, *grease*, *life conduit*^{UC}, *mage armor*, *mount*, *unfetter*^{APG}

0 (at will)—*daze* (DC 17), *detect magic*, *light*, *message*, *open/close* (DC 17), *read magic*

TACTICS

Before Combat Jharnavar casts *mage armor* on his eidolon Righteousness every day. If he suspects combat is imminent (such as if he hears the sounds of combat elsewhere in the Ducotrion), Jharnavar casts *barkskin*, *fly*, *stoneskin*, and *true seeing* on himself.

During Combat Jharnavar stays behind Righteousness but remains within the eidolon's reach to grant Righteousness the benefits of his greater shield ally ability. Jharnavar casts *greater heroism* and *haste* at the beginning of combat, then supports his eidolon with spells like *baleful polymorph*, *hold monster*, and *hungry pit*. He uses *Quicken Spell* to swiftly cast tactically useful spells (such as *blur*, *glitterdust*, and *warding weapon*, as well as *bull's strength* cast on Righteousness). If Righteousness is slain, Jharnavar casts *summon monster IX* to summon an astral deva or trumpet archon to replace the eidolon.

Morale If Jharnavar is badly wounded, he uses his merge forms ability. As the highest representative of the law in Westcrown, Duxotar Jharnavar does not flee or surrender to criminals, assassins, or agents of Thrune.

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 14, **Wis** 12, **Cha** 24

Base Atk +12; **CMB** +12; **CMD** 23

Feats Augment Summoning, Combat Casting, Eschew Materials, Improved Initiative, Martial Weapon Proficiency (longsword), *Quicken Spell*, Resilient Eidolon^{UM}, Skill Focus (Diplomacy), *Spell Focus* (conjuration), Toughness
Skills Diplomacy +25, Fly +18, Intimidate +15, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (planes) +10, Perception +8, Spellcraft +15

Languages Celestial, Common, Elven, Infernal

SQ aspect (improved natural armor [2]), bond senses (17 rounds/day), eidolon (angel named Righteousness), elf blood, life bond, life link

Combat Gear *potions of cure serious wounds* (3); **Other Gear** +3 *mithral chain shirt*, +3 *mithral buckler*, +1 *heavy crossbow* with 20 bolts, +1 *longsword*, *cloak of resistance* +2, *duxotar's signet* (see the sidebar on page 38), *hand of the mage*, *headband of alluring charisma* +4, *life link badge*^{UE}, silver holy symbol of Iomedae, diamond dust (worth 500 gp), eye ointment (worth 500 gp), keys to all locks in the Ducotrion (area J)

RIGHTEOUSNESS**CR —**Angel eidolon (*Pathfinder RPG Pathfinder Unchained* 30)

LG Large outsider (extraplanar)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.;

Perception +16

DEFENSE**AC** 35, touch 13, flat-footed 31 (+4 armor, +4 Dex, +18 natural, -1 size)**hp** 123 (13d10+52)**Fort** +11, **Ref** +8, **Will** +8 (+4 vs. enchantment); +4 vs. poison**Defensive Abilities** improved evasion; **DR** 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 28**OFFENSE****Speed** 30 ft., fly 30 ft. (average)**Melee** +3 *bastard sword* +21/+16/+11 (2d8+12/17-20),+3 *bastard sword* +21 (2d8+7/17-20) or

slam +21 (2d6+9)

Space 10 ft.; **Reach** 10 ft.**TACTICS****Before Combat** Righteousness applies *oil of greater magic weapon* to its bastard swords, and the eidolon's stat block includes the effects of Jharnavar's *mage armor* spell.**During Combat** Righteousness defends Jharnavar and attacks enemies, using its reach to attempt to keep foes at bay. Against opponents that are not wearing heavy armor, Righteousness uses Power Attack.**Morale** Righteousness fights to the death, trusting that Jharnavar will restore it at a later time.**STATISTICS****Str** 28, **Dex** 18, **Con** 16, **Int** 7, **Wis** 10, **Cha** 11**Base Atk** +13; **CMB** +23; **CMD** 37**Feats** Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (bastard sword)**Skills** Fly +11, Intimidate +16, Knowledge (local) +8, Perception +16, Sense Motive +16**Languages** Celestial, Common, Elven, Infernal; truespeech**SQ** devotion, evolutions (blindsight, flight, immunity [acid, cold], Large, limbs [arms], limbs [legs], slam, spell resistance), link, share spells**Combat Gear** *oil of greater magic weapon* +3 (2; CL 12th);**Other Gear** mwk bastard swords (2)

Treasure: Most of the bull statuettes scattered about the room are mere trinkets, but one of them functions as a *figurine of wondrous power* (marble elephant). When used, the figurine has the appearance of a large glass bull but uses the normal statistics of an elephant.

Development: With Duxotar Jharnavar's death, Westcrown's dottari are thrown into disarray and scramble to retain control. As a result, the PCs have no further unanticipated encounters with dottari patrols in the city, though dottari stationed at specific locations (such as the rundottari in area K) remain at their posts.

The PCs can use a *pentacle token* to summon devils to capitalize upon the information concerning the loyalty of the dottari officers. With a successful DC 20 Knowledge (planes) check, the PCs can identify two types of devils that will serve them well in this task: erinyes are the best hunters and executioners, and are therefore most appropriate to eliminate the dottari majors loyal to the Glorious Reclamation; imps are cunning tempters, and therefore the best devils to further erode the conviction of those dottari officers whose loyalty to the Iomedaeans is already weak. If the PCs summon either type of devil (or both) and set them to their tasks before leaving the Ducotriion, the number of sentry patrols within the Korradath is reduced by one to account for the increased instability in the city (see Korradath sentries on page 50).

MISSION 6: OPENING THE OBRIGAN GATE

The monsters and marauders that inhabit Rego Cader, the ruined northern sector of Westcrown, are kept at bay by high walls and a well-guarded gatehouse called the Obrigan Gate. If the rundottari ("ruin wardens") who guard the Obrigan Gate are defeated and the gates opened or destroyed, the Glorious Reclamation will have its hands full chasing monsters and bandits throughout the rest of the city. The PCs might also be interested in securing the alliance of some of the groups that inhabit the ruins beyond the gate.

High Priest Jarvaxus Garestic (see area F8), Paralictor Gonville Chard (see area E3), or another allied NPC can suggest this mission. Alternately, a PC who succeeds at a DC 25 Knowledge (engineering or local) check realizes the importance of the gate for maintaining order in that region of the city.

K. OBRIGAN GATE (CR 17)

Built into the 30-foot-high wall separating Rego Crua from Rego Cader, the Obrigan Gate is an imposing barrier three stories high. Two sets of forged iron double doors, 25 feet tall, stand on both ends of the gatehouse (hardness 10, hp 120, break DC 30). Between these gates hang two iron portcullises (hardness 10, hp 60, lift DC 25). Two tall, narrow guard towers flank the gate on either side.

The doors and portcullises are rarely opened, and the denizens of Rego Cader have learned to keep out of bowshot of the rundottari in the guard towers. As a result, a posting at the Obrigan Gate is considered both dull and trivial. Nevertheless, the Glorious Reclamation deems the gate an important symbol of its stewardship of Westcrown, so the rundottari are vigilant despite the lack of action.

The various areas of the Obrigan Gate are briefly described below. Use the map on page 28 for this location.

K1. Lower Guard Tower: The two guard towers on either side of the gatehouse contain armories and bunkrooms for the two squads of rundottari posted at

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DUXOTAR'S SIGNET

The duxotar of Westcrown's dottari wears this heavy signet ring as a badge of office.

DUXOTAR'S SIGNET

PRICE
14,500 GP

SLOT ring

CL 6th

WEIGHT —

AURA moderate abjuration and illusion

This ornate *ring of protection +2* is emblazoned with the winged Eye of Aroden in ruby and jet. The wearer of a *duxotar's signet* projects an air of commanding authority that affects large groups; the wearer does not treat crowds as difficult terrain and gains a +5 competence bonus on Diplomacy or Intimidate checks to direct or influence crowds (*Pathfinder RPG Core Rulebook* 436–437). The wearer can also cast *magic mouth* at will, but the message trigger must be “upon seeing a creature wearing the Eye of Aroden” (which triggers the *magic mouth* for any dottari in uniform).

CONSTRUCTION REQUIREMENTS

COST 7,750 GP

Forge Ring, *eagle's splendor*, *magic mouth*, *shield of faith*



are challenged by four elite dottari on the roof. These rundottari alert the others in the guard towers if the PCs do not quickly depart. The PCs can most easily approach the gates with stealth or with a clever ruse (for example, by posing as dottari or nobles to get through the gates). If the PCs refuse to leave or are discovered, one squad of six dottari and their lieutenant attack from the roof while the remaining guards attack from the guard tower arrow slits.

ELITE DOTTARI (12)

CR 9

XP 6,400 each

hp 99 each (see page 13)

KNIGHTS BANNERET (2)

CR 11

XP 12,800 each

hp 130 each (see page 14)

Development: Once the PCs have secured the Obrigan Gate, they can use a *pentacle token* to summon devils to keep the gates open. With a successful DC 20 Knowledge (planes) check, the PCs can identify bearded devils as elite soldiers, and therefore the best devils to hold the gates. If the PCs call upon bearded devils for this task before they leave the Obrigan Gate, sentries from the Korradath are sent to retake the gate, reducing the number of sentry patrols within the fortress by one (see Korradath sentries on page 50).

K4. THE GAUNT GLUTTON (CR 17)

This ramshackle, abandoned tavern lies just beyond the Obrigan Gate in Rego Cader. The peaked buildings and high wall separating this sector from Rego Crua cloak the area in shadow for most hours of the day, giving the undead gang inhabiting the tavern (see Creatures below) a sizable hunting ground free from direct sunlight.

Creatures: A gang of four vampires and their ecorche leader have recently taken up residence inside the Gaunt Glutton to prey upon the occasional traveler entering Rego Cader. Once aspiring actresses, the vampires were created a few years ago by the disgraced actor (and later vampire) Thesing Umbero Ulvauno (see *Pathfinder Adventure Path* #26: *The Sixfold Trial* and *Pathfinder Adventure Path* #30: *The Twice-Damned Prince*). Thesing met his end during an ill-fated play for revenge, but his vampire spawn remained in Rego Cader, where they fell under the influence of an ecorche named Skinless Sark, a bullying brute who enjoys wearing the skins of victims drained dry by his vampire gang. Sark is currently wearing the skin of a plump, pale rundottari named Vandeot Harby, as well as Harby's blood-soaked uniform.

Skinless Sark and his vampires keep a close eye on the streets of Rego Cader around the Obrigan Gate. If the PCs trespass upon their turf (in other words, if they set foot in Rego Cader), the vampires emerge from the inn to attack. Sark does not initially engage the PCs,

the gate. Tightly curving spiral stairs lead to the towers' upper levels. The only entrances to the guard towers are through locked and reinforced strong wooden doors (hardness 5, hp 20, break DC 25, Disable Device DC 30) on the southern side of the gate, on the Rego Crua side.

K2. Upper Guard Tower: The second floor of each tower holds the mechanisms for opening the gate's heavy iron doors and portcullises, as well as numerous arrow slits overlooking Rego Cader and the space between the doors. Iron ladders lead up to trap doors in the ceiling, providing access to the gatehouse roof. The door and portcullis mechanisms are old yet functional. These mechanisms can be sabotaged, wedging the doors open and locking the portcullises in the raised position, with a successful DC 30 Disable Device or Knowledge (engineering) check. Alternatively, brute force, or spells such as *rusting grasp* or *transmute metal to wood*, can also be used to cripple or destroy the gates.

K3. Roof: A crenellated catwalk with a simple wooden roof connects the top of the two guard towers, providing views of both the dense slums of Rego Crua and the ramshackle ruins of Rego Cader.

Creatures: Two full squads of rundottari—12 elite dottari constables and two knight banneret lieutenants—are stationed at the Obrigan Gate at all times, one squad in each guard tower. PCs openly approaching the gates

instead observing the battle from the shadows of the ruined tavern's doorway. If the PCs defeat at least two of the vampires, Sark calls off the remaining vampires and offers a truce (see Development below).

If the PCs refuse to talk or reject Sark's offer, he tears off his stolen skin, subjecting them to his frightful presence with a –5 penalty on their saves, and wades into combat, calling to any surviving members of his gang to join him. He flees into the ruins of Rego Cader if he's reduced below 50 hit points and his vampires have all been slain.

SKINLESS SARK CR 16

XP 76,800

Male ecorche (*Pathfinder RPG Bestiary* 3 109)

hp 209

VAMPIRES (4) CR 9

XP 6,400 each

hp 102 each (*Pathfinder RPG Bestiary* 270)

Development: If the PCs parley with Skinless Sark, the ecorche is more than willing to negotiate. He presumes that the PCs are not on good terms with the rundottari and sees an opportunity to improve his lot. Sark and his vampires effectively have free reign in the mostly abandoned ruins of Rego Cader, but they would prefer the better hunting in the more-inhabited Rego Crua. Unfortunately, the Obrigan Gate and the rundottari pose a considerable barrier. Sark is happy to leave the PCs unmolested if they agree to allow his gang free passage back and forth through the Obrigan Gate. Sark is also willing to lend his prodigious strength to the PCs' attempts to sabotage the gates. In addition, he can also suggest a way to cripple the dottari throughout the city: by eliminating their commander, Duxotar Ariende Jharnavar (see **Mission 5**). Sark even offers to engineer a distraction that will cause both dottari squads in the Ducotrion to leave (see area J for details), but only after sundown.

Story Award: If the PCs negotiate with Skinless Sark, award them 76,800 XP, as if they had defeated him in combat, in addition to the XP gained from any vampires they defeated.

MISSION 7: SECURING A BRIDGEHEAD

The Bladewing Bridge connects Rego Scripa to the coastal communities west of the city. Defenders at this bridge can easily protect Westcrown against a massed attack from the west, but if the PCs eliminate the Glorious Reclamation forces guarding the bridge, the Chelish army can enter the city more readily.

High Priest Jarvaxus Garectic (see area F8), Paralictor Gonville Chard (see area E3), or another allied NPC can suggest this mission. Alternately, a PC who succeeds at a DC 25 Knowledge (engineering or local) check understands the strategic potential of the bridge.

L. BLADEWING BRIDGE (CR 16)

Read or paraphrase the following when the PCs arrive at the Bladewing Bridge.

This stone bridge is thirty feet wide and over a hundred feet long. Along the edges of the bridge stand stalls with colorful awnings, each vying to attract the eye of visitors entering the city. Stylized pegasi are carved into the old stone of the bridge; their wings seem formed of swords rather than feathers. Two rearing pegasus statues stand at the bridge's midpoint. Thirty feet below the bridge lay the dark, still waters of a wide canal. A stone staircase connects the southeastern corner of the bridge to the canal's eastern bank.

Named for the designs on its carvings and statuary, the Bladewing Bridge is the westernmost of the two Pegasus Bridges that span the Canaroden, Westcrown's longest and deepest canal, which separates Rego Crua from Rego Scripa. Eager vendors occupy the bridge's market stalls from dawn until just after dusk. Traders at the west end of the bridge target visitors to Westcrown, selling items such as simple maps of the city or providing directions to lodgings or markets for a small fee. Merchants at the east end focus on people leaving the city, hawking rations, wilderness gear, and other items for overland travel.

Use the map on page 28 for this location.

Creatures: Several guards keep a careful eye on anyone crossing the bridge or navigating the canal beneath it. Six dottari stand near the western end of the bridge, questioning newcomers as to their business. In addition, two sky wardens—elite Glorious Reclamation knights mounted on half-celestial flame drakes—perch atop the pegasus statues in the middle of the bridge, regularly scanning traffic on the bridge and canal below with *detect evil*. The knights order any evil creatures they detect (or who are otherwise making trouble) to leave the city immediately. Acting in Westcrown's defense, these guards are quick to react with violence if disobeyed. As battle is joined, one sky warden swoops over the dottari and uses her aura of justice to grant the dottari and her mount her smite evil ability.

DOTTARI (6) CR 7

XP 3,200 each

LN sellsword (*Pathfinder RPG GameMastery Guide* 283)

hp 80 each

SKY WARDENS (2) CR 10

XP 9,600 each

Human paladin of Iomedae 11

LG Medium humanoid (human)

Init +1; **Senses** Perception +5

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

DEFENSE

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

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hp 120 each (11d10+55)

Fort +13, **Ref** +7, **Will** +10

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *flaming holy lance* +18/+13/+8 (1d8+8/×3 plus 1d6 fire plus 2d6 vs. evil) or
mwk scimitar +17/+12/+7 (1d6+5/18–20)

Ranged +1 *composite shortbow* +13/+8/+3 (1d6+6/×3)

Special Attacks channel positive energy 4/day (DC 18, 6d6), smite evil 4/day (+3 attack and AC, +11 damage)

Paladin Spell-Like Abilities (CL 11th; concentration +14)
At will—*detect evil*

Paladin Spells Prepared (CL 8th; concentration +11)

3rd—*litany of sight*^{UC}, *prayer*

2nd—*bull's strength*, *saddle surge*^{APG}

1st—*bless weapon*, *divine favor*, *hero's defiance*^{APG}

TACTICS

Before Combat A sky warden adds the *flaming* and *holy* special abilities to her lance with her divine bond ability and casts *bull's strength* on herself.

During Combat A sky warden activates her *greater glorious tabard* on the first round of combat, then casts *saddle surge*. Sky wardens make long, sweeping charges from opposite sides of the battlefield with Power Attack, Ride-By Attack, and smite evil, using any rounds between attacks to heal themselves or their mounts.

Morale This devoted guardian fights to the death.

STATISTICS

Str 20, **Dex** 12, **Con** 16, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +11; **CMB** +16; **CMD** 27

Feats Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Weapon Focus (lance)

Skills Handle Animal +10, Perception +5, Ride +9 (+11 to stay in the saddle), Sense Motive +5

Languages Common

SQ divine bond (weapon +3, 2/day), lay on hands 8/day (5d6), mercies (dazed, fatigued, poisoned)

Gear +1 *full plate*, +1 *heavy steel shield*, +1 *composite shortbow* (+5 Str) with 20 arrows, +1 *lance*, mwk scimitar, *belt of mighty constitution* +2, *greater glorious tabard* (see the sidebar on page 7)

HEAVENLY DRAKES (2)

CR 12

XP 19,200 each

Unique advanced half-celestial flame drake (*Pathfinder RPG Bestiary* 294, 169; *Pathfinder RPG Bestiary* 2 106)

LG Large outsider (dragon, fire, native)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 armor, +4 Dex, +11 natural, –1 size)

hp 161 each (10d12+70)

Fort +14 (+4 vs. poison), **Ref** +12, **Will** +11

DR 5/magic; **Immune** disease, fire, paralysis, sleep; **Resist** acid 10, cold 10, electricity 10; **SR** 23

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee +1 *bite* +20 (3d6+11 plus 1d6 fire), +1 *tail slap* +15 (1d6+6)

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

Special Attacks fireball breath (180 ft., 20-ft.-radius spread, 5d6 fire damage, Reflex DC 22 for half, usable every 1d6 rounds), smite evil 1/day (+3 attack and AC, +10 damage)

Spell-Like Abilities (CL 10th; concentration +13)

3/day—*protection from evil*

1/day—*aid*, *bless*, *cure serious*

wounds, *detect evil*, *dispel evil* (DC

18), *holy smite* (DC 17), *neutralize poison*, *remove disease*

SKY WARDEN

TACTICS

During Combat Against evil foes, a heavenly drake casts *dispel evil* on the first round of combat, then fights as its rider directs, using its fireball breath and spells such as *holy smite* while minimizing damage to bystanders.

Morale A heavenly flame drake retreats only if directed by its rider or if its rider falls in battle and the drake is reduced to 30 hit points or fewer.

STATISTICS

Str 30, **Dex** 21, **Con** 24, **Int** 15, **Wis** 18, **Cha** 16

Base Atk +10; **CMB** +21; **CMD** 36

Feats Flyby Attack, Improved Natural Attack (bite), Light Armor Proficiency, Power Attack, Wingover

Skills Diplomacy +16, Fly +19, Intimidate +16, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +13, Survival +17

Languages Celestial, Common, Draconic

SQ speed surge

Gear mwk chain shirt, *amulet of mighty fists* +1, exotic military saddle

Development: The PCs can use a *pentacle token* to summon devils to secure the bridge once they have defeated the guards here. With a successful DC 20 Knowledge (planes) check, the PCs can identify either bearded devils or warmonger devils as the best diabolic soldiers to hold the bridge against reinforcements. If the PCs summon either type of devil (or both) before leaving the Bladewing Bridge, two sky wardens and their heavenly drakes are dispatched from the Korradath to attempt to retake the bridge (see area **N24**).

MISSION 8: LOYALIST SUPPORT

An ally connected to the Wiscrani aristocracy, such as High Priest Jarvaxus Garectic (see area **F8**), Eigolo Rustachas (see area **J4**), or loyalist nobles rescued from the prison barge (see area **I4**), can suggest courting the aid of the city's noble families still loyal to House Thrune. Alternately, a successful DC 25 Knowledge (local or nobility) check might lead the PCs to independently seek support from Westcrown's noble families.

Despite the newfound authority of the Glorious Reclamation, Westcrown's aristocracy still controls a staggering amount of wealth and power in the city and can likely provide surreptitious support to House Thrune and strengthen Thrune's networks of spies and insurgents. Wiscrani nobles are skilled political survivors, however, and none of them will overtly endorse House Thrune's return while the Glorious Reclamation remains in power. To gain the backing of Westcrown's nobles, the PCs must clandestinely meet with the leaders of the city's aristocratic houses, determine the appropriate leverage, and negotiate successfully for the families to use their personnel and resources to prepare Westcrown for House Thrune's return.

Some of Westcrown's most important noble families, such as House Tilernos, are unshakable allies of the Glorious Reclamation. Other families, such as House Drovege and House Oberigo, no longer have enough influence to be of any use to the PCs. Of the remaining major houses, three would likely make good candidates for confidential discussions: House Dioso, House Grulios, and House Salisfer. Whichever allied NPC points the PCs toward this mission can also tell them the above information, or the PCs can figure out the best families to work with on their own with a successful DC 20 Knowledge (nobility) check.

As these influential families won't speak with open enemies of the Glorious Reclamation publicly, the PCs must either work through intermediaries to set up a meeting with the head of each house (requiring a successful DC 30 Diplomacy or Knowledge [nobility] check) or rely upon an influential allied NPC such as High Priest Garectic (see area **F8**) or Eigolo Rustachas (see area **J4**) to set up a meeting on their behalf.

Once a meeting has been arranged, the head of each family agrees to receive the PCs in his or her estate or manor in Rego Laina. Each aristocrat has some retainers present at the meeting and makes other preparations as described below, but these are social interactions rather than combat encounters. If any of the proceedings devolve into open hostilities, the PCs have very likely failed to get that family's support. Negotiating with a noble house requires the PCs to attempt specific skill checks during each meeting, followed by a final Bluff, Diplomacy, or Intimidate check to obtain the family's full support. The DCs of these checks are detailed below. All of these nobles are both busy and paranoid, and they are unwilling to meet with the PCs more than once. As a result, the PCs have only one chance to gain the support of each family, and cannot retry any failed skill checks later.

Development: After successfully treating with Westcrown's nobles, the PCs can summon devils with their *pentacle tokens* to guarantee the families' support. With a successful DC 20 Knowledge (planes) check, the PCs can identify contract devils as the best suited to formalize the arrangements the PCs have made. If the PCs use a contract devil to document the support they obtain, the nobles become a bit more paranoid, and hire mercenary fiendslayers to protect them. Each family confronted with a contract devil hires one of the mercenaries from area **N11**, who are therefore not present in the Korradath.

HOUSE DIOSO

The Dioso family occupies Vaneo Dioso, the largest and most elegant manor house on the island of Triam, financed by generations of control of Westcrown's organized crime. Sour-faced, sharp-eyed **Scategi Dioso** (NE old female human aristocrat 7) has been matriarch

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of House Dioso for many years. Despite her lifelong criminal connections, the haughty noblewoman skillfully navigated her family through both the downfall of the Council of Thieves and the inquests of the Glorious Reclamation (aided in no small part by her *ring of mind shielding*, warding by a permanent *magic aura* spell to appear nonmagical). Six contract killers (NPC Codex 150) and a guildmaster (NPC Codex 152) accompany Scategi, attempting to look nonchalant.

A successful DC 25 Knowledge (local) check, DC 30 Knowledge (nobility) check, or DC 35 Diplomacy check to gather information reveals the fairly open secret that House Dioso was one of the key families behind Westcrown's legendary thieves' guild, the Council of Thieves. A few years ago, the Council was exposed and its leaders slain, leaving the organization a mere shadow of its former power and influence (see the Council of Thieves Adventure Path for more information). If the PCs exceed any of these skill check results by 5 or more, they also unearth rumors that Scategi has been surreptitiously pulling together a network of former operatives in an attempt to seize control of the Council of Thieves' remnants herself and expand its operations once more. The arrival of the Glorious Reclamation has delayed Scategi's plans, as many of her operatives have been jailed or executed.

If the PCs mention Scategi's criminal aspirations, she openly voices her wish for the return of absentee rule by an ambivalent House Thrune. A PC who succeeds at a DC 30 Sense Motive check believes that Scategi could be convinced to support any government that would not hinder her schemes to rebuild the Council of Thieves.

Gaining House Dioso's support requires the PCs to promise that the Council of Thieves will be permitted to flourish in Westcrown after House Thrune reasserts control. If the PCs intend to genuinely work for this, a successful DC 30 Diplomacy check convinces Scategi of their honest intentions; if not, a successful DC 35 Bluff check is required to mollify the shrewd aristocrat. An Intimidate check does not earn Scategi's support, as she is utterly convinced that her many connections make her immune to the PCs' threats.

Story Award: Award the PCs 76,800 XP for obtaining House Dioso's support.

HOUSE GRULIOS

House Grulios is a sprawling clan with numerous branches of the family spread throughout Westcrown. The patriarch of the family, **Asad Grulios** (CG male human aristocrat 5/wizard 5) is a harried, balding man.

He manages his family's banking interests from the family estate, Vira Grulios, whose red-topped towers are a striking sight on the skyline of western Triam island. Asad casts *nondetection* on himself before meeting with the PCs and has an arcane pretender (NPC Codex 89), a dilettante (NPC Codex 151), and four CG scheming fencers (NPC Codex 86) nearby.

A successful DC 30 Knowledge (nobility) check, DC 30 Sense Motive check, or DC 35 Diplomacy check to gather information reveals that House Grulios keeps very few slaves for a family of its size. If the PCs exceed any of these skill check results by 5 or more, they also recall rumors that a few of Asad's children surreptitiously support the Bellflower Network, the underground organization

dedicated to freeing halfling slaves. In

fact, many scions of House Grulios are outspoken abolitionists. Although Asad is not personally opposed to slavery, he knows that much of his family would resent the return of slavery to Westcrown.

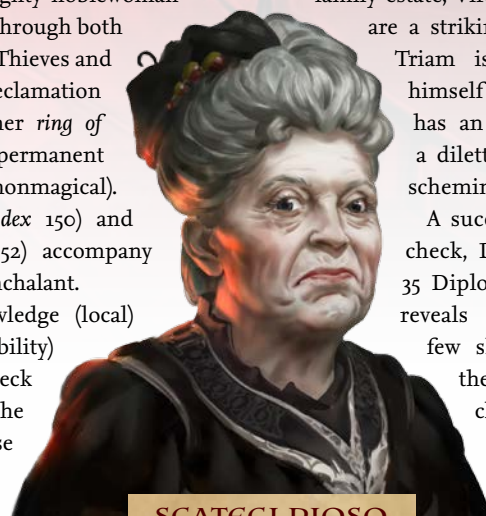
If the PCs remark on House Grulios's lack of slaves, Asad asserts that he has many descendants to keep out of trouble, which he does so by assigning them jobs in the family's businesses and properties, thus considerably reducing his house's dependence upon slaves. However, a PC who succeeds at a DC 25 Sense Motive check realizes that this explanation, though credible, is not the whole truth, and that Asad Grulios does not want slavery restored in Westcrown.

Securing House Grulios's support requires either a successful DC 25 Intimidate check to threaten exposing Asad's family as seditionists and traitors to Thrune or a successful DC 35 Bluff check to assure Asad that slavery will be curtailed in Westcrown under Thrune's restored rule (the PCs have no way of knowing, but should suspect that emancipation is not on Queen Abrogail's agenda, making this a rather far-fetched lie). A successful Diplomacy check does not earn Asad's support; he responds to eloquent diplomatic overtures with eager assent regardless of his true feelings.

Story Award: Award the PCs 76,800 XP for obtaining House Grulios's support.

HOUSE SALISFER

House Salisfer is a relatively small aristocratic family that has maintained its prominent position and significant wealth due to its studied neutrality (some would say cynical opportunism) in political affairs and its large contingent of skilled contract lawyers and information brokers. The family's fortified Rego Laina estate, Vira Salisfer, is the center of upper-class



SCATEGI DIOSO

society on the island of Islatra. **Ursion Salisfer** (LE male human aristocrat 5/bard 3), a melodramatic patrician with a dazzling smile, serves as the family's head and is nearly obsessive about putting his house's many trade contracts into writing. House Salisfer has weathered the arrival of the Glorious Reclamation better than many other noble families, which Ursion credits to his keen diplomatic skills. Ursion is attended by a courtesan (NPC Codex 35), a spellsworn (NPC Codex 39), and no fewer than four cutthroat lawyers (NPC Codex 264), who document any agreement he makes with the PCs.

If the PCs freed Eigolo Rustachas from the Ducotrion (see area J4), the young noble can secure a meeting with Ursion Salisfer without the PCs needing to attempt a check. In addition, Eigolo's endorsement provides the PCs with a +2 bonus on skill checks to earn House Salisfer's support.

A successful DC 25 Perform (any) check, DC 30 Knowledge (nobility) check, or DC 35 Diplomacy check to gather information reveals that House Salisfer is an avid supporter of the arts in Westcrown. In fact, as a youth, Ursion left his family for an ill-fated turn as an actor in Egorian, only to return to Westcrown when his star failed to rise and his funds ran out. If the PCs exceed any of these skill check results by 5 or more, they are also aware that Ursion is personally a fan of the Theater Mortrescci, more commonly (and vulgarly) known as the "murderplay," the mix of bloodsport and dramatic play that was making a comeback in the Wiscrani arts scene before the Glorious Reclamation arrived. The Iomedaeans put a stop to all such repulsive "entertainments" in the city, an act that Ursion believes has turned Westcrown into a cultural backwater.

If the PCs bring up the Wiscrani cultural scene, Ursion bemoans its current state and opines that the Glorious Reclamation is quashing a centuries-long legacy of arts and theater in the city. A PC who succeeds at a DC 25 Sense Motive check can intuit that Ursion is likely to support House Thrune if Westcrown sees a return of its vibrant theater scene.

Winning Ursion's and House Salisfer's support requires the PCs to convince Ursion that House Thrune will restore Chelish culture to Westcrown by succeeding at a DC 25 Diplomacy check; assurances that murderplays specifically will return provides a +2 bonus on this check. Alternatively, with a successful DC 30 Intimidate check, the PCs can threaten to further restrict the arts in Westcrown if House Salisfer doesn't comply; this frightens the one-time actor into pledging his support. Ursion has been around thespians long enough to spot a lie; this, combined with his insistence on putting the PCs' agreement with him in writing, means that a Bluff check cannot be used to gain his support.

Story Award: Award the PCs 76,800 XP for obtaining House Salisfer's support.

PART 4: ASSAULT ON THE KORRADATH

Once the PCs feel they have sufficiently weakened the Glorious Reclamation's hold on Westcrown and primed the city for reconquest, they can move on to their final mission: defeating the Glorious Reclamation's founder and leader, Lord Marshal Alexeara Cansellarion, who has taken refuge in the Korradath, the pre-Throne royal castle that is now the seat of the Iomedean crusade. If you think the PCs are not yet prepared to face the lord marshal, you can use allied NPCs such as High Priest Jarvaxus Garectic to encourage them to complete other missions in the city from Part 3 first.

When the PCs are ready to continue, High Priest Garectic eagerly presents them with a piece of secret lore he has just obtained. The Korradath is a fortified stronghold, well defended by the Glorious Reclamation's knights and allies, but rumor holds that vaults beneath the fortress allow surreptitious access directly into the Korradath's heart. These dungeons have been sealed for a century or more, however, and knowledge of their entrances has been long forgotten or concealed. Fortunately, secrets are a popular currency in Hell, and Garectic has successfully negotiated with many of the Pit's rumormongers for this lost knowledge. According to Garectic, a hidden entrance to the Korradath's vaults lies beneath Vaneo Drovenge, the manor of the shamed and nearly extinct Drovenge family in Rego Corna. Garectic encourages the PCs to find this secret entrance, clandestinely enter the Korradath through the dungeons, and assault the Glorious Reclamation's leadership from within.

Garectic notes that House Drovenge fell on hard times several years ago after a failed coup in the city, and most of the family was slain (see the Council of Thieves Adventure Path for more information). The family's manor house is now in the hands of a single surviving relation named Bestana Drovenge. If the PCs can befriend or eliminate this reclusive scion, Vaneo Drovenge would likely make a safe haven for them to rest and recuperate if they need to temporarily retreat from the Korradath.

VANEO DROVENGE

When the PCs arrive at the Drovenge manor in Rego Corna, read or paraphrase the following.

This once-grand three-story manor is adorned with green marble and black slate shingles. Weeds grow through cracks in the stone courtyard, and the windows are coated with grime. Graffiti scrawled across the wide entry gate reads, "Traitors to the Council, Traitors to Westcrown."

The physical locks on the manor's solid wooden front door and two servant entrances are all broken, but each door is secured with an *arcane lock* (CL 13th) placed by Riffindi Drovenge, the manor's current occupant (see

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area M). The manor's entry hall contains the remains of a Chelish woman who has been dead for weeks; the corpse is badly rotted and home to several bloated black worms. A PC who succeeds at a DC 25 Knowledge (local or nobility) check can identify the body as that of Bestana Drovege, the last member of the once-influential Drovege family remaining in Westcrown. A result of 40 or higher on this check allows the PC to also recall one other surviving Drovege scion: a man named Riffindi who left Westcrown 2 decades ago.

The PCs are free to examine the rest of the manor, but it appears deserted. It has been unoccupied for many days and stripped of anything valuable. A flight of stairs leads from the kitchen down to the basement (area M).

M. MANOR BASEMENT (CR 17)

Worn stone stairs descend into a deep basement. Crates and barrels have been piled untidily in opposite corners of the room. Flagstones have been pried from the floor, revealing uneven patches of damp, black earth.

The crates and barrels contain only a few mundane household goods; anything more valuable has already been ransacked by looters. A secret door in the western wall of the basement opens onto a long tunnel that leads to area N1 in the vaults beneath the Korradath. The PCs can find this door with a successful DC 25 Perception check; as the PCs are aware of the existence of the secret door, they gain a +4 bonus on checks to find it.

Use the map on page 46 for this area.

Creature: The basement of Vaneo Drovege still contains a single occupant. Riffindi Drovege, who fled his domineering family in his youth to study wizardry in Ustalav, received a letter from his distant cousin Bestana many months ago, in which she informed him that they were last two survivors of House Drovege, following the family's failed coup against the city's shadowy Council of Thieves. Desperately short of funds to continue his esoteric studies, Riffindi planned to return to Westcrown and steal any remaining heirlooms or valuables from his cousin, but he was set upon by bandits only 2 days east of the city. The brigands murdered Riffindi and dumped his corpse in a worm-filled ditch, but the desperate wizard's soul proved too strong to pass on, and he returned to life as a worm that walks. Entering Westcrown in disguise, Riffindi was disappointed to find that enterprising looters had already plundered Vaneo Drovege and Bestana now lived in the family home like a squatter, hiding from burglars and dottari alike. Riffindi killed his cousin without a second thought, abruptly cutting off her horrified screams, and began searching the house for valuables the looters might have missed.

Riffindi has focused his efforts in the manor's basement, pulling up loose or irregular flagstones in

search of treasure that he is convinced his family must have concealed. Eventually, he discovered the secret door in the west wall, but he was surprised by the mithral golem in area N2 and fled back here. Riffindi now sulks in the basement, plotting how best to overcome the golem and recover what he believes are his family's fortunes in the chambers beyond.

Riffindi attempts to kill any intruders in Vaneo Drovege to keep his presence in Westcrown secret, but the PCs might attempt to bargain with paranoid, undead wizard for safe passage through the manor. Regardless of what methods of negotiations the PCs use, Riffindi demands no less than 25,000 gp for this privilege. If the PCs balk at this payment, he decides that disintegrating a recalcitrant PC might make the others more compliant.

RIFFINDI DROVEGE

CR 14

XP 38,400

Male worm that walks (*Pathfinder RPG Bestiary 2* 286)

hp 113

Development: Although now an undead abomination, Riffindi remains a Drovege, the last scion of that once-powerful family and the unknowing beneficiary of a diabolic pact: when the last member of House Drovege is slain, a horned devil is bound to enact revenge upon those who have finally extinguished the Drovege line. Riffindi's destruction triggers this pact, causing a cornugon named Catharaxion to immediately appear in a puff of brimstone and attack the PCs.

CATHARAXION

CR 16

XP 76,800

Horned devil (*Pathfinder RPG Bestiary 76*)

hp 217

N. THE KORRADATH

The Korradath was the seat of power of Imperial Cheliox for centuries. A formidable fortress with four high towers overlooking the city, the Korradath was designed as much to host state functions as for defense. Built during Westcrown's early days, the Korradath is smaller than some of the manors later constructed on Westcrown Island, but the castle dwarves nearby buildings in both height and significance. Although the Korradath fell into decline when House Thrune relocated Cheliox's capitol to Egorian, the Glorious Reclamation has begun restoring the citadel to its former grandeur.

In addition, several subterranean levels exist beneath the Korradath, many of which were used by the Church of Aroden (though only one is accessible now). Over a century ago, the clergy of Aroden foresaw unrest in the future, but the prophecies were frustratingly vague. As a precaution, the priests elected to seal the Korradath's

underground libraries and vaults and set traps and guardians, including an ageless naga servitor of Aroden named Chorus-of-Guises, within the vaults until they could be reopened again. Since that time, knowledge of these hidden levels has become little more than half-remembered rumors in the outside world, but the Korradath's vaults are far from uninhabited or inactive.

A month ago, a powerful but disease-ridden dragon—a taniniver named Rotbreath—pushed up from the Darklands, first into Westcrown's sewers and then into the Korradath's vaults. Following prophetic whispers in his blighted mind, Rotbreath believes that the libraries of Aroden hold clues to cure his affliction. Accompanied by a cluster of diseased ropers, the taniniver managed to drive Chorus-of-Guises into the southwestern vaults. Though the two groups still occasionally skirmish, Rotbreath is willing to leave the many-headed naga alone for the time being, as he and his ropers occupy the libraries wherein Rotbreath seeks a way to cure (or failing that, to abate) his disease.

The upper levels of the Korradath are well defended against external assault. To guard against diabolic assassins or other extraplanar attacks, the Glorious Reclamation has warded the fortress with multiple *forbiddance* spells (CL 17th) to block extradimensional travel into or within the Korradath. These *forbiddance* effects cover the entire castle; only the tower rooftops (areas N24 and N25) and a small portion of Alexeara Cansellarion's war room (area N23) are excluded, allowing creatures with planar travel abilities to use them in those areas. The vaults beneath the Korradath (areas N1–N5) are also excluded from the *forbiddance* effects. The *forbiddance* spells also damage any creature not of lawful good alignment that enter the stronghold; those allies of Glorious Reclamation with different alignments have all been given passwords to avoid these effects.

Several Glorious Reclamation troops (see page 90) patrol the grounds around the Korradath, able to retreat behind newly constructed embankments for cover if necessary. In addition, angels, drake-riding sky wardens, and a magical siege engine guard the castle's four towers (see areas N24 and N25) and keep a sharp lookout for intruders or attackers, but as long as the PCs use their secret ingress through Vaneo Drovege and the Korradath Vaults, they should not need to contend with these external defenses.

KORRADATH VAULTS FEATURES

The vaults beneath the Korradath are carved from the bedrock of Westcrown Island and infused with magic to repel water, so the subterranean chambers remain dry despite being lower than the river. The vaults are cavernous; each is 25 feet high with arched ceilings. The doors connecting the chambers are heavy stone (hardness 8, hp 60), but they pivot open easily and are neither locked

nor trapped, except where indicated below. Empty wall sconces in each room blaze with *continual flame* for 24 hours when touched, but since all of the vaults' current inhabitants can see in the dark, none of the sconces are illuminated when the PCs arrive.

N1. SKIRMISH GALLERY (CR 17)

The passage from area M winds for several hundred feet before ending at the back of another secret door.

This wide gallery is lined with elaborate columns supporting an arched ceiling adorned with carvings of lidless, winged eyes. Alcoves to the north and west contain stone double doors, each also carved with a winged eye. A fallen stalagmite lies incongruously on the floor in the center of the room.

This room has become a buffer zone in the ongoing skirmish between the vault's defenders to the west and the intruders to the north. The stalagmite in the center of this room is actually a dead roper, and can be identified as such with a successful DC 22 Knowledge (dungeoneering) check.

In addition to the two obvious double doors, secret passages exit the room to the east (to area M) and the southwest (to area N3). Each secret passage requires a successful DC 30 Perception check to locate from within the gallery, but is obvious from inside the passage.

Trap: When any creature other than Chorus-of-Guises (see area N3) touches either of the stone double doors exiting the room, the eye carvings in the ceiling fill the chamber with a storm of lightning bolts. As both the mithral golem in area N2 and the ropers in area N4 are immune to electricity, the trap does not deter either side in their ongoing skirmish.

LIGHTNING BOLT GALLERY TRAP CR 17

XP 102,400

Type magic; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger touch (*alarm*); **Duration** 1d6 rounds; **Reset** 1 hour

Effect spell effect (heightened *lightning bolt*, 8d6 electricity damage, Reflex DC 16 half); multiple targets (all creatures in area N1)

Development: Triggering the trap also alerts the mithral golem in area N2, who moves to investigate in 1d6 rounds, attacking any intruders it discovers in this room.

N2. STATUARY CHAMBER (CR 16)

A well with a thin crust of scum stands in the center of this round room. Silvery metal statues stand in semicircular alcoves around the walls. Stone double doors exit the chamber to the east and west.

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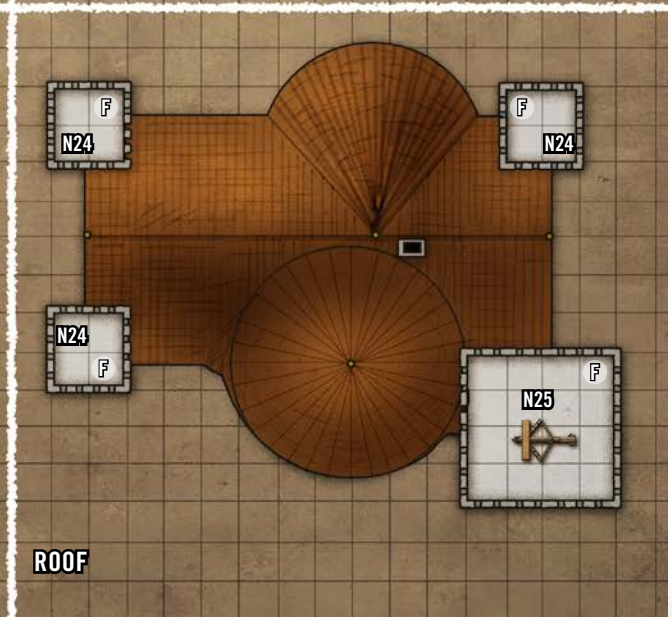
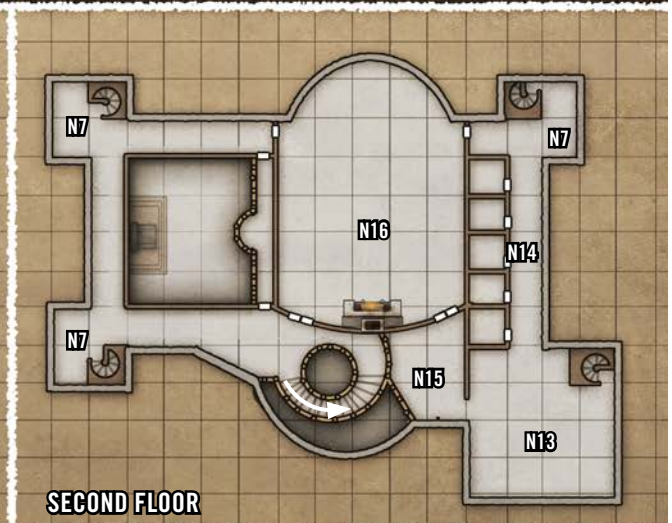
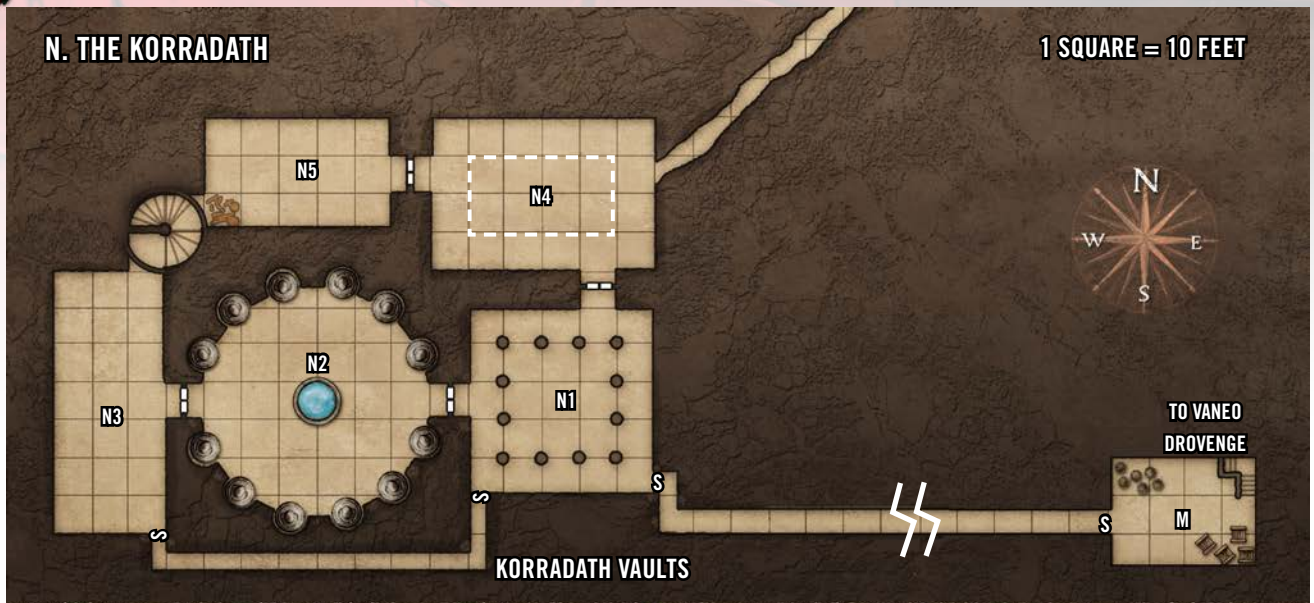
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N. THE KORRADATH

1 SQUARE = 10 FEET



Twelve alcoves and statues line the walls of this room; 11 of them are normal statues, but one is a defender of the vaults (see Creature below). Each statue depicts a human carrying tools indicating a profession: artist, beggar, artisan, farmer, fisherman, hunter, merchant, scholar, shepherd, soldier, tailor, and thief. A PC who succeeds at a DC 20 Knowledge (religion) check can identify these depictions as the 12 guises that Aroden adopted when walked the world.

The water in the well is not unsafe to drink, but it smells and tastes vaguely of sewage.

Creature: The soldier statue is actually a mithral golem forged to resemble a human soldier; a successful DC 25 Perception check is required to identify it as anything other than a statue before it activates. The golem animates to attack any intruders who do not immediately step to the well and wave a holy symbol of Aroden over its waters. The golem pursues intruders into area N1 and beyond, but not into area N3.

MITHRAL GOLEM **CR 16**
XP 76,800
hp 172 (*Pathfinder RPG Bestiary 2* 139)

Treasure: The 11 statues in this room are made of mithral-plated iron. Each statue is worth 1,500 gp, but weighs 3,000 pounds. Two of the tools held by the statues are magic items that can be easily removed: the beggar's upraised bowl is a *cauldron of plenty* (*Ultimate Equipment* 287) and the tailor holds aloft a giant needle that is actually a *javelin of lightning*.

N3. RECEPTION ROOM (CR 17)

Bright mosaics on the walls of this long hall depict a variety of human greeting customs, such as humans clasping hands or arms, hugging, or bowing to each other. Several small metal tables have been pushed together in the northwest corner. Double doors lead to the east, and a rounded wall scored with rows of descending lines fills the northeast corner. Next to the rounded wall is a panel with a winged eye.

When these chambers were occupied by clerics of Aroden, this entry room was used to welcome visitors or host debates. The collection of metal tables in the corner now serves as a rudimentary altar to Aroden.

The rounded wall in the northeast corner is actually part of a secret staircase that connects the vaults beneath the Korradath to the castle's aboveground levels. The winged eye on the panel next to the wall is a button that opens the staircase, but it must be pressed simultaneously with the button on an identical panel in area N5. In addition, both buttons must be pressed by creatures with the human subtype (or by Chorus-of-Guises); otherwise, nothing happens. However, a successful DC 25 Use Magic

Device check allows a nonhuman creature to emulate a human and open the staircase. Once both panels are activated, the curved walls in this room and area N5 twist downward like a great stone augur, revealing the spiral staircase that climbs up to area N6 in the Korradath above (and incidentally, connecting the two rooms together as well). Activating both panels again reseals the staircase. The stairs once connected to deeper vaults beneath the Korradath as well, but these remain sealed until the priests of Aroden return. Chorus-of-Guises (see Creature below) knows how to activate the staircase, but does not willingly do so, as the naga is bound to guard only these vaults, not the aboveground castle.

Creature: The vaults' primary defender is a divine guardian royal naga called Chorus-of-Guises, who has patrolled the chambers beneath the Korradath for years, killing or ejecting the occasional intruder and happily perusing the works archived in the library to the northeast (area N4). The naga was born with 12 heads, each with the face of one of Aroden's 12 fabled guises, and soon came to realize that this "deformity" was actually a symbol of the god's favor. Chorus-of-Guises faithfully served the church of Aroden for centuries, usually as a guardian or diplomat (using its change shape ability so as to not startle others with its unusual appearance), and when the Church of Aroden decided to seal the Korradath's vaults, the naga volunteered to be the chambers' eternal guardian. In reward for this selfless offering, Aroden granted Chorus-of-Guises immortality, so long as it doesn't leave the vaults.

Sealed in the vaults for over a century, Chorus-of-Guises is unaware of Aroden's death, yet the demise of its deity has had an effect on the divine guardian. A slow, creeping madness has begun overtaking the naga, and six of its 12 heads are now insane. These six heads now constantly shriek and babble incoherently, and Chorus-of-Guises has no control over them (and only gets six bite attacks as a result). The naga suspects this madness is the product of old age, but hopes that it can be reversed when the priests of Aroden return to unseal the vaults.

Chorus-of-Guises has a thick snake's body of regal gold banded with black. Its neck branches into 12 human heads, each with a cobra's hood, although each face varies in its apparent gender and age. When Chorus-of-Guises speaks, its six sane heads talk in unison in a booming voice. The naga still takes pride in guarding the vaults, and its inability to eject Rotbreath and the ropers from these chambers rankles it. Naturally sociable, Chorus-of-Guises prefers conversation over combat, but the presence of intruders in the vaults makes the naga edgy and prone to lash out. If the PCs are diplomatic, Chorus-of-Guises is happy to impart its history and the nature of the vaults, but it attacks any hostile intruders or those who refuse to leave when the conversation is over.

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CHORUS-OF-GUISES

CR 17

XP 102,400

Unique divine guardian royal naga (*Pathfinder RPG Bestiary* 4 60, *Pathfinder RPG Bestiary* 3 198)

LN Huge aberration (lawful, shapechanger)

Init +12; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +42

DEFENSE

AC 31, touch 12, flat-footed 27 (+4 armor, +4 Dex, +15 natural, -2 size)

hp 267 (22d8+132); fast healing 5

Fort +15, **Ref** +13, **Will** +21

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

OFFENSE

Speed 80 ft.

Melee 6 bites +21 (2d6+6/19-20 plus bleed)

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

Special Attacks bleed (1d6), dual gaze (DC 27), rend (3 bites, 2d6+9)

Spell-Like Abilities (CL 14th; concentration +20)

Constant—*see invisibility*

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

3/day—*alarm*, *knock*

1/day—*antipathy* (DC 24), *arcane lock*, *augury*, *banishment* (DC 22), *clairaudience/clairvoyance*, *commune*, *dismissal* (DC 21), *forbiddance*, *guards and wards*, *hold portal*, *repulsion* (DC 23), *screen*

Sorcerer Spells Known (CL 9th; concentration +15)

4th (5/day)—*confusion* (DC 20), *phantasmal killer* (DC 20)

3rd (7/day)—*dispel magic*, *lightning bolt* (DC 19), *slow* (DC 19)

2nd (8/day)—*blindness/deafness* (DC 18), *invisibility*, *mirror image*, *scorching ray*

1st (8/day)—*charm person* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17), *shield*

0 (at will)—*detect magic*, *flare* (DC 16), *mage hand*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*

TACTICS

Before Combat Chorus-of-Guises casts *mage armor* every day. If it hears the sounds of combat nearby (such as with the mithral golem in area **N2**), the naga casts *mirror image* and *shield* as well (not reflected in its stat block).

During Combat Chorus-of-Guises prefers to confound and disorient foes with the spells *blindness/deafness*, *confusion*, and *slow*, but if these are not sufficient to drive foes away, it attacks with bites and damaging spells.

Morale Chorus-of-Guises views its guardianship of the vaults as a divine mandate, and fights to the death to defend these chambers.

STATISTICS

Str 23, **Dex** 18, **Con** 22, **Int** 18, **Wis** 26, **Cha** 23

Base Atk +16; **CMB** +24; **CMD** 38 (can't be tripped)

Feats Alertness, Blind-fight, Combat Casting, Combat

Reflexes, Eschew Materials^B, Great Fortitude, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Stand Still, Weapon Focus (bite)

Skills Acrobatics +29 (+53 to jump), Bluff +28, Diplomacy +28, Knowledge (arcana) +18, Knowledge (history) +14, Knowledge (nobility) +14, Knowledge (religion) +14, Perception +42, Sense Motive +39, Stealth +21

Languages Azlanti, Celestial, Common, Draconic, Infernal

SQ blessed life, change shape (12 specific humanoids; *alter self*), divine swiftness, sacred site (areas **N1-N5**)

N4. LIBRARY OF HUMANITY (CR 17)

Several hundred cubbyholes filled with scrolls and tomes line the walls of this tall room, and numerous torn pages litter the floor. A wide balcony with a thick wrought iron railing adorned with winged eye symbols overlooks the room from above. Stone double doors lead south and west out of the room, and a large, jagged hole, vaguely redolent of sewage, pierces the eastern wall.

This library contains the century-old collected lore of the Church of Aroden in Westcrown. The books and scrolls here cover an extensive array of topics, including almanacs, fiction, and history, all written from a human perspective. The priests of Aroden did not expect to leave the vaults for long, so the library's contents are starting to deteriorate. Most of the cubbies have been ransacked by the taniniver Rotbreath, who has taken all the works involving disease or medicine into area **N5**.

The balcony rings the room at a height of 15 feet, above the two doorways and the hole in the eastern wall. Two iron ladders once allowed access to this balcony, but the naga Chorus-of-Guises (see area **N3**) didn't need them and so stacked them neatly in the northwest corner of the balcony. The balcony's railing is sturdy and provides cover to creatures on the balcony against attacks from below.

The hole in the eastern wall leads to Westcrown's extensive sewer system, and even a cursory glance shows that the hole was made when something tunneled into the room from outside. In fact, Rotbreath created the hole when he broke into the vaults, but he trapped the tunnel behind him (see Trap below).

Creatures: Rotbreath's four surviving roper minions stand guard on the balconies, one on each side of the room. The ropers have spent so much time around Rotbreath that each has contracted bubonic plague. The plague affects ropers very differently than it does other creatures, however, as ropers have no lymphatic system. The plague creates small crumbling lumps in a roper's hide, but the lumps do not harm the roper, instead instilling an effervescent euphoria that can be distracting. An infected roper must succeed at a DC 20 Fortitude save at the start of its turn or it is staggered for 1 round. In addition, the small lumps covering

the ropers burst when struck, spreading the disease. Any creature that successfully hits one of these ropers with a non-reach melee weapon or natural attack must succeed at a DC 17 Fortitude save or contract bubonic plague. Rotbreath knows that his roper minions find the effects of the plague enjoyable, so he regularly re-infects them in exchange for their loyalty.

The ropers have a healthy fear of the mithral golem in area N2, but they attack any creatures entering the library in order to keep Rotbreath and his studies in area N5 undisturbed.

ADVANCED ROPERS (4) CR 13

XP 25,600 each

hp 186 each (*Pathfinder RPG Bestiary* 294, 237)

Trap: To discourage anyone from following his path and interrupting his research, Rotbreath placed a *symbol of pain* (CL 20th) just inside the hole in the eastern wall.

SYMBOL OF PAIN CR —

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of pain*, Fortitude DC 20 negates); multiple targets (all targets within 60 feet)

Treasure: Most of the thousands of books and scrolls in this room are copies of popular works and therefore not particularly valuable. However, a trio of rare folios containing detailed images of Arodenite rites for birth, marriage, and death would fetch a total of 4,000 gp to a collector or historian. A successful DC 20 Appraise or Knowledge (history) check is required to identify these works as the most valuable of the lot.

N5. SCRIPTORIUM (CR 18)

Splotches of fungus spatter the floor, walls, and ceiling of this room, carrying an eye-watering odor of rot. Several large metal desks have been hurled into an untidy heap in front of a curved section of the wall to the southwest. Near the curved wall is a panel displaying a winged eye.

Priests of Aroden used this chamber as a scriptorium, and a subtle enchantment in the room allows creatures here to read written material twice as fast as normal and grants them a +5 bonus on Linguistics checks to understand written works.

The malodorous fungus is a byproduct of Rotbreath's continual occupation, but is harmless unless ingested.

The rounded wall is a sealed secret staircase leading up into the Korradath. The winged eye panel next to it is identical to the one in area N3; see the description in that room for details on opening the staircase.

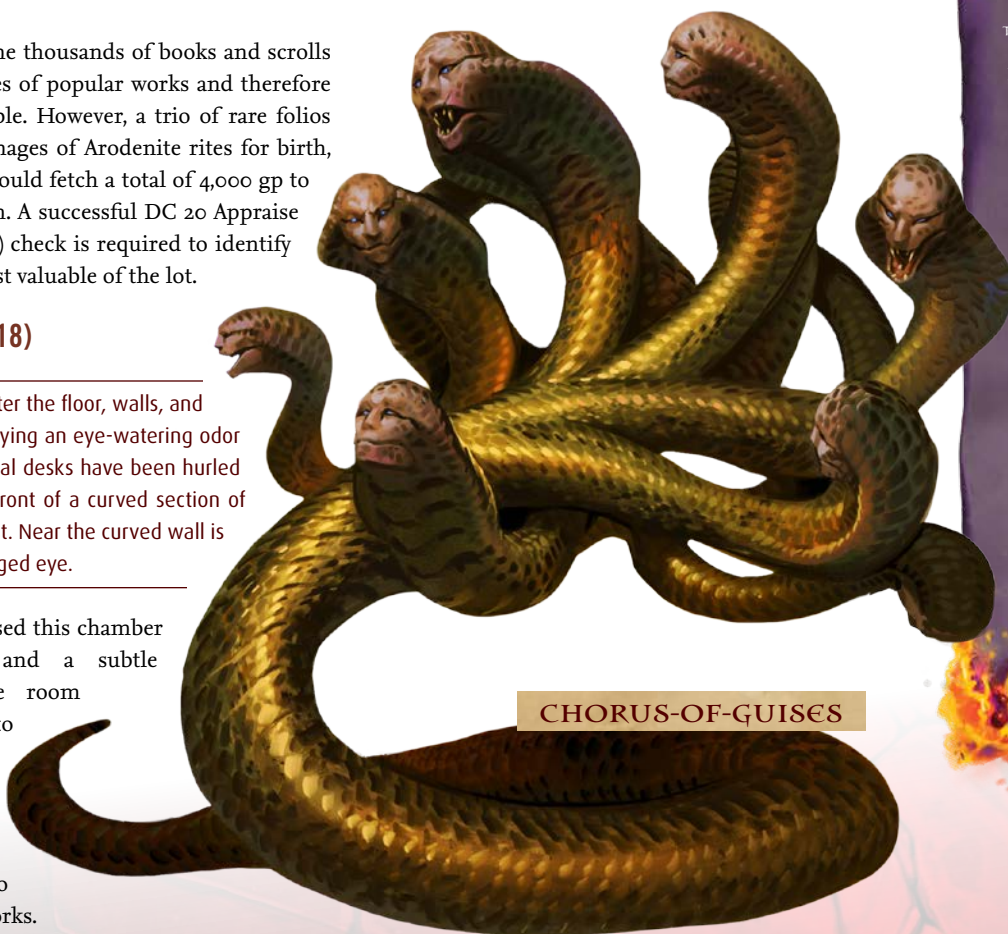
Creature: The taniniver Rotbreath dwells in this room, his white tail curled around his diseased body as he reviews the materials regarding curing diseases from the library next door. The degenerate dragon is becoming increasingly frustrated, as he has found nothing applicable to his persistent infection and is beginning to realize that his invasion of these vaults was a waste of time. If Rotbreath becomes aware of intruders nearby, he casts a *symbol of pain* on the floor just inside the door to this room, attuning it to himself so he remains unaffected. The taniniver lashes out at intruders in a frustrated rage, but attempts to flee through the hole in area N4 if reduced to fewer than 70 hit points.

ROTBREATH CR 18

XP 153,600

Male taniniver (*Pathfinder RPG Bestiary* 4 258)

hp 270



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KORRADATH FEATURES

The Korradath's aboveground levels are constructed from blocks of polished white granite. Inside the castle, the ceilings are 15 feet high. The doors within the Korradath are 10 feet tall and made of magically strengthened wood. They can be bolted from inside any room in the fortress (hardness 10, hp 40, break DC 30, Disable Device DC 35), but the Glorious Reclamation does not expect an attack from within their headquarters and therefore all doors are unlocked unless otherwise indicated. The Korradath has few windows, but numerous arrow slits in the exterior walls on the second and third floors of the stronghold provide some outside illumination, and each room and hall is brightly lit with *continual flame* spells. Ornate fixtures of gold and brass adorn nearly every chamber in the castle.

Although the Korradath is large and empty rooms and halls separate many of its inhabitants, these forces do leave their listed positions to investigate nearby disturbances. Many of these denizens come and go as they see fit; in other words, the absence of individual guards or residents isn't too unusual, so victims of the PCs' attacks might not be immediately noticed even if the PCs retreat to heal, rest, or reequip themselves between forays into the fortress.

KORRADATH SENTRIES (CR 15)

Glorious Reclamation sentries methodically patrol the halls and guard towers of the Korradath, moving from floor to floor and tower to tower in a circuit that takes about an hour. In general, there is a 25% chance of the PCs encountering one of these patrols whenever they approach one of the guard towers (area N7), but these guards can be encountered anywhere within the fortress. As these sentries are the most mobile forces inside the Korradath and the quickest to investigate disturbances, you can use a patrol as reinforcements for fights elsewhere in the stronghold.

Creatures: Each group of sentries consists of four knight inheritor guards and a leonal agathion, upon whose keen senses the paladins rely. There are currently a total of four groups of sentries in the Korradath; once the PCs have dispatched all four, there are no more sentry patrols. However, if the PCs retreat from the Korradath for more than a few hours, defeated and reassigned sentries are replaced from forces drawn from elsewhere in the city.

ADVANCED LEONAL

CR 13

XP 25,600

hp 175 (*Pathfinder RPG Bestiary* 2 292, 20)

KNIGHT INHERITOR GUARDS (4)

CR 9

XP 6,400 each

Pious guard (*Pathfinder RPG NPC Codex* 117)

hp 84 each

Development: If the PCs used the most effective devils to capitalize on their successes in **Missions 4, 5, and 6**, a number of these sentries have been reassigned to deal with these threats. Each successful use of a suitable devil reduces the number of sentry groups present in the Korradath by one (if the PCs used the most appropriate devil in all three of those missions, then only one group of sentries remains in the fortress).

N6. ENTRANCE HALL

The polished white granite of this grand entrance hall is bathed in torchlight. A curved staircase with gold and brass railings rises three stories through the open center of the room, pausing at landings on the upper floors. Murals on the walls depict significant moments in the history of Imperial Cheliah. Large double doors stand in the southwest wall, opposite a smaller set of double doors in the north wall. A single door leads northeast, and arched doorways exit the hall to the east and west.

The murals in this entrance hall are elaborate and colorful, designed to impress visitors with the importance of the depicted events. One of the murals is unfinished—it portrays Lord Marshal Cansellarion standing in front of the Korradath, giving a speech to the people of Westcrown following the Glorious Reclamation's occupation of the city. Several brushes and pots of paint sit on the floor beneath the mural. A PC who succeeds at a DC 15 Perception check notices that this unfinished mural is painted atop an older mural depicting the city in mourning after the death of Aroden.

The Korradath's exterior doors to the south are made of solid marble reinforced with iron and magically locked by the Glorious Reclamation. The double doors open easily at a touch for creatures of good alignment, but other creatures find the doors shut tight and nearly impossible to breach (hardness 20, hp 200, break DC 40).

The floor at the bottom of the grand staircase contains a secret trap door. If the PCs activated the secret staircase in the Korradath's vaults (see area N3 for details), then a set of tight spiral stairs leads down from the trap door to areas N3 and N5. Otherwise, the trap door is almost indistinguishable from the marble floor of the rest of the room (Perception DC 40 to detect it), and can be opened only from below.

N7. GUARD TOWER

These towers guard three of the Korradath's corners. Each tower has three levels, connected by narrow spiral staircases. On the third floor, the stairs ascend to trap doors that provide access to the tower rooftops, but these hatches are currently sealed shut (see area N24 for details). The guardrooms on the first, second, and third levels each contain a bench, a small table, and a weapons rack holding 1d4–1 masterwork longswords and 1d6 vials of holy water.

Development: Korradath sentries (see page 50) regularly patrol these towers. When the PCs approach one of these rooms, there is a 25% chance that a group of sentries is present (until all four groups have been defeated).

N8. ARMORY

Rack upon rack of weapons fill this large tower room, and suits of plate armor stand at attention around the perimeter. A burning brazier stands nearby. Open doorways exit the chamber to the north and west. A tight spiral staircase in the northeast corner leads upward.

This chamber is the Korradath's primary armory. The staircase leads up to area N13.

Treasure: The armory contains eight suits of masterwork full plate armor, 30 masterwork longswords, 10 masterwork ranseurs, 18 heavy crossbows, and 150 crossbow bolts. A small box atop the westernmost rack contains 10 doses of cold iron weapon blanch and 10 doses of silver weapon blanch (*Ultimate Equipment* 105). Four waterskins hanging from the southernmost rack each hold a single *elixir of vision*.

N9. GRAND RECEPTION ROOM (CR 17)

State visitors are officially received in this two-story-high room replete with gold sconces and murals of Chelish history. A dais with a rarely used throne stands against the western wall. Double doors exit to the south and northeast. A balcony overlooks the room to the east, 15 feet above the floor. Doors stand at either end of the balcony, connecting to the second floor hallways.

Creatures: Four Glorious Reclamation knights banneret lounge in this room along with two Third Sword Knights of Iomedae, relaxing from their duties elsewhere in Westcrown. The knights are expressing their dissatisfaction with the Lord Marshal's hands-off policy regarding Rego Cader and discussing the possibility their own "Redemption Crusade" into the ruined northern sector to root out bandits and monsters. The knights demand surrender from intruders and attack those who do not immediately comply.

KNIGHTS BANNERET (4) CR 11

XP 12,800 each

hp 130 each (see page 14)

THIRD SWORD KNIGHTS (2) CR 13

XP 25,600 each

hp 147 each (see page 22)

Development: If the PCs used a heresy devil in **Mission 2** to subvert the church of Iomedae, the two Third Sword Knights are no longer present, leaving just the knights banneret in this room.

N10. KITCHEN

This centrally located kitchen has been haphazardly updated over several centuries, and the result is cluttered and cramped. Cups, pans, plates, pots, serving dishes, utensils, and various foodstuffs overflow the cupboards, racks, and tables meant to contain them. An immense, ancient hearth occupies the south wall while two smaller ovens stand to the east. Two doors to the west lead to a pair of cramped butler's pantries. Double doors to the north open into the banquet hall (area N11), and a door on the southern wall leads into the entrance hall (area N6) behind the grand staircase. A small corridor extends north from the kitchen, ending in a single door that servants use to unobtrusively deliver food to the banquet hall.

N11. BANQUET HALL (CR 18)

An enormous circular table surrounded by chairs fills this expansive chamber. Gold sconces line the walls, and an intricate map of Westcrown is painted on the domed ceiling.

The Glorious Reclamation's forces use this large dining hall only rarely, but it is clean and tidy. A PC who succeeds at a DC 20 Knowledge (history) or Knowledge (local) check realizes that the map of Westcrown on the ceiling depicts the city as it was 2 centuries ago. A successful DC 30 Perception check reveals that the map has been modified several times, though not recently.

Creatures: An astral deva named Estiel and six half-elven mercenaries, well trained in fighting evil outsiders, sit at the north end of the table discussing the terms of the mercenaries' service to the Glorious Reclamation. Although the discussion is heated—Estiel does not understand why the mercenaries insist on a large payment to join the cause of righteousness—they put their differences aside in order to repel intruders.

ESTIEL CR 14

XP 38,400

Astral deva (*Pathfinder RPG Bestiary* 10)

hp 172

MERCENARIES (6) CR 12

XP 19,200 each

NG fiendslayer (*Pathfinder RPG NPC Codex* 136)

hp 125 each

Development: If the PCs used imps to spread the news of the planar Aveshiel's death in **Mission 1**, then Estiel has assumed Aveshiel's mission of peace and is not present here. In this case, the mercenaries are here alone, growing weary of awaiting an audience and spoiling for a fight.

If the PCs used a barbed devil to escort Vors Kyniar to Egorian in **Mission 3**, three of the mercenaries have been sent to rescue him and are not present here.

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If the PCs used a contract devil to seal their deals with Westcrown's nobles in **Mission 8**, each family whose support the PCs obtained hires one of the mercenaries. If the PCs used the most suitable devils in all three missions, then this room is empty.

N12. SALLY GATE

This tiny room provides a second, easily defensible exit from the Korradath. The floor and ceiling are engraved with the Eye of Aroden. The sally gate's thick iron doors are both locked (hardness 10, hp 60, break DC 28, Disable Device DC 40). This room once contained a trap that would disintegrate intruders, but it was disabled years ago and the Glorious Reclamation has not yet gotten around to repairing it.

N13. SPARRING CHAMBER (CR 17)

Bare save for a gold scone on each wall, the walls and floor of this large room are scorched in several places. Doorways open to halls in the north and east, and a tight spiral staircase fills the northeast corner. The heady scent of burning incense fills the air.

This tower guardroom has been repurposed as a sparring chamber, but given that its current occupants throw off flames with their dancing, whirling, fighting style, they have moved all of the furniture and training equipment into the antechamber outside (area N15) to prevent a serious fire. The stairs lead down to area N8 and up to area N17.

Creatures: Three peris named Beyatan, Daneya, and Elikka have recently added their might to the Glorious Reclamation. In preparation for the many battles to come, the three flame-winged celestials are currently sparring tirelessly in this room. The peris are focused on their fight and take a -4 penalty on Perception checks to notice intruders. If they become aware of invaders, however, they put their well-honed fighting skills to use.

BEYATAN, DANEYA, AND ELIKKA (3)

CR 14

XP 38,400 each

Peri (*Pathfinder RPG Bestiary* 3 218)

hp 180 each

N14. OFFICERS' QUARTERS

Five small rooms line the western side of this hallway. Each contains two cots and two trunks, along with clothing and other personal effects. These quarters are shared by the knights banneret stationed in the Korradath, but many of them prefer to stave off exhaustion with lesser *restoration* spells rather than take the time to get a full night's sleep in these rooms. As a result, these chambers are normally unoccupied.

N15. ANTECHAMBER

This balcony overlooks the grand staircase in the Korradath's entrance hall (area N6), but the space is jumbled with canvas pads, training dummies, and heavily used sparring gear from area N13.

N16. BALLROOM

Dozens of sleeping pallets with small bundles of personal effects at the foot of each cover the floor of this grand ballroom. Two sets of double doors flank an ornate, gold-leafed fireplace on the south wall. Smaller doors exit the chamber to the east and west on the far side of the room.

The Glorious Reclamation hosts few social events requiring this second-floor ballroom, so it has been repurposed a barracks for the Korradath's sentries.

Development: If the PCs have not yet encountered all the groups of sentries patrolling the fortress (see Korradath Sentries on page 50), there is a 25% chance that one group of sentries is resting here when the PCs enter.

N17. CONFERENCE ROOM (CR 17)

A long, paper-strewn table occupies the center of this large tower room, surrounded by a motley collection of chairs and stools. A spiral staircase stands in the northeast corner, ending at a trap door in the ceiling.

This chamber long served as a barracks for the Korradath's guards, but the Glorious Reclamation now uses it as an ancillary conference and planning room. The stairs lead down to area N13 and up through the trap door to the roof of Crowbane Tower (area N25).

Creatures: A powerful astral deva paladin named Sagrael currently occupies this chamber, instructing two awestruck Glorious Reclamation chaplains in military tactics and strategy. The angel is a staunch opponent of evil and is lending their extensive military expertise to the Glorious Reclamation. If Sagrael becomes aware of evil creatures in the area, the outsider encourages the chaplains to flee to safety and wades into battle with their warhammer. The chaplains are unwilling to display cowardice in the face of a celestial dignitary, so they foolhardily follow the angel into combat.

GLORIOUS RECLAMATION CHAPLAINS (2)

CR 9

XP 6,400 each

hp 88 each (see page 8)

SAGRAEL

CR 17

XP 102,400

Paladin astral deva (*Pathfinder RPG Monster Codex* 248, *Pathfinder RPG Bestiary* 10)

hp 172

N18. UPPER HALL (CR 17)

Dozens of battered Iomedaeen holy symbols and torn, charred, and bloodstained tabards are nailed to the north wall of this hall. A small plaque accompanies each ruined relic.

Each of the items nailed to the wall memorializes a member of the Glorious Reclamation slain in battle. This hall honors their memory and provides the living crusaders with vivid reminders of the cost of their fight. The accompany plaques list the names of the fallen, where they were killed, and the circumstances of their deaths. If the PCs examine the plaques, they discover several memorials whose places and circumstances match the their movements—in fact, many of the dead honored here fell at the PCs' hands.

Creature: A ninkonda angel named Bagutu is reviewing the memorials here. The armored celestial is examining the plaques for clues about foes of the Glorious Reclamation, considering whether such wicked killers deserve an opportunity for redemption. The angel is quick to confront intruders.

BAGUTU **CR 17**
XP 102,400
Ninkonda angel (see page 86)
hp 270

N19. DEFENSIVE CORRIDOR

This hall runs along the north side of the Korradath's third floor. Its numerous arrow slits are normally used for defense, but Chaplain-Major Gardel Vargrinnar (see area N23) likes to dispatch his lantern archon messengers from here. If the PCs have not already encountered Vargrinnar, there is a 25% chance that they find him in this area.

N20. GUEST ROOM

These two guest rooms feature lush carpets, stately curtained beds, finely carved armoires, dressing tables, and chairs. Both of these rooms are currently unoccupied.

N21. CHAPLAIN-MAJOR'S QUARTERS

An ornate fireplace in the north wall complements the curtained bed and fine accoutrements of this bedroom. A large chest stands next to the fireplace.

Alexeara Cansellarion has assigned the finest guest room in the Korradath to her esteemed friend and ally, Chaplain-Major Gardel Vargrinnar (see area N23). Even a cursory search is sufficient to identify the clothing and personal effects in the room as belonging to a dwarf.

Treasure: The large chest contains a suit of gleaming +3 full plate. Vargrinnar wore the armor for months

without any problem until he was almost slain in battle by a barrage of Chelish arrows. When he recovered from his wounds, Vargrinnar discovered that the armor was actually cursed *armor of arrow attraction*. He managed to break the curse and has placed the armor in the chest for safekeeping, but he's not yet sure what to do with it.

N22. LORD MARSHAL'S QUARTERS

The curved northern wall of this opulent bedroom features a landscape mural of Gemcrown Bay. A curtained bed, armoire, desk, and chair complete the room's furnishings, along with a dressing table draped with white and gold cloth, which has been converted into an altar to Iomedae.

This room has long served as the quarters for the Korradath's appointed castellan, and when the Glorious Reclamation occupied the fortress, Lord Marshal Alexeara Cansellarion claimed these quarters as her own. In truth, however, she spends far more time in the war room next door (area N23), managing the order and leading their crusade, and catches short naps whenever and wherever she can.

A secret door in the western wall of the room allows Alexeara to come and go from area N23 directly; it can be discovered with a successful DC 30 Perception check.

Treasure: A thick book embellished with Iomedae's holy symbol on the cover sits on the desk. This is Alexeara's personal copy of *The Acts of Iomedae*, the holy text of the Iomedaeen faith that recounts the 11 heroic deeds performed by Iomedae before her ascension to divinity and provides wide-ranging advice on living a moral life based on these acts. The book is obviously well used, with dog-eared pages and extensive handwritten notes in the margins, but it is also beautifully illuminated with rare inks, and is worth 5,000 gp.

N23. WAR ROOM (CR 19)

Charts and lists cover the walls of this chamber, hanging above several chairs and tables pushed up against the walls. An image of the city of Westcrown, its buildings, canals, and even trees exactly reproduced in miniature, hovers a foot above the floor in the center of the room.

Lord Marshal Alexeara Cansellarion and her commanders orchestrate the strategies of the Glorious Reclamation from this war room. The map of Westcrown is a variant *permanent image* that can be modified and sculpted by intelligent creatures touching it. Troop movements are noted with sword-and-sunburst emblems for Glorious Reclamation forces, the locations of suspected enemies and Chelish forces are marked with targets, and other areas of concern are denoted with images of gauntlets.

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WESTCROWN
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A 10-foot-by-40-foot section of the room along the eastern wall is excluded from the *forbiddance* spells warding the Korrath (see page 45); this allows Lord Marshal Cansellarion and her allies to use planar travel and teleportation magic without having to leave the confines of the castle. Although this area technically creates a weakness in the Korrath's defenses, the risk of enemies exploiting it is small, as they would have to know this area exists as well as its exact location between neighboring *forbiddance* effects to use it.

A secret door in the eastern wall leads to the lord marshal's quarters (area N22); a successful DC 30 Perception check is required to find it.

Creatures: Lord Marshal Alexeara Cansellarion is here with her inner circle: a trumpet archon called Hadriel, a dwarf oracle named Gardel Vargrinnar, and three knight banneret adjutants. They are discussing the future of their crusade and how best to defeat the elusive agents of House Thune that are jeopardizing their rule of Westcrown.

Lord Marshal Cansellarion is anxious and harried, and she reacts to the presence of enemies with outrage. Her normal strategy when faced with powerful Thune agents such as the PCs is to move to the room's *forbiddance*-free area and use her *bracelet of friends* to summon the allies keyed to the bracelet's charms: the gold dragon Parnoneryx (see *Pathfinder Adventure Path #107: Scourge of the Godclaw*), Aveshiel the planetar (see **Mission 1** on pages 25–26), Second Sword Knight Bellinia Silvereye (see area G6 on pages 29–30), and the brijidine azata Maraya (see area F8 on page 23). Cansellarion doesn't waste time attempting to summon allies the PCs have overtly slain, but if the PCs left any of these allies alive, she certainly brings them into the fray as soon as possible. Alexeara Cansellarion is fully detailed in the NPC Gallery on page 58.

The trumpet archon Hadriel is Cansellarion's principal advisor. A veteran of many wars between Heaven and its enemies, the smooth-skinned archon has deceptively youthful features and a statuesque build. Hadriel is puzzled as to why Iomedae has not taken a more direct hand in the Glorious Reclamation's crusade, but is determined to do all they can to assist Alexeara in person.

Chaplain-Major Gardel Vargrinnar is an enthusiastic, redheaded dwarf with an athletic physique and a ready smile. He is an old friend of the Cansellarion family and has long been a devotee of the Inheritor—though the dwarf claims that Iomedae chose him to serve the other gods of battle as well as her. He is not an official member of the Church of Iomedae, but Lord Marshal Cansellarion has given him the unique rank of chaplain-major in the Glorious Reclamation. Vargrinnar is key to the regular flow of information to and from this war room, as he uses *sending* spells and summoned lantern

archons to coordinate information throughout Cheliax. He tries to remain in the room's *forbiddance*-free zone to summon celestial allies as needed.

All members of the inner circle in this room have been as fully informed about the PCs' appearance, tactics, and abilities as possible. They have trained together and fight intelligently, and they gain the effects of the *good hope* spell Alexeara Cansellarion casts before combat (see page 58). Each would rather die than surrender to agents of House Thune.

ALEXEARA CANSELLARION**CR 17****XP 102,400****hp** 271 (see page 58)**GARDEL VARGRINNAR****CR 11****XP 12,800**Male dwarf oracle 12 (*Pathfinder RPG Advanced Player's Guide* 42)

LG Medium humanoid (dwarf)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.;

Perception +15

DEFENSE**AC** 29, touch 13, flat-footed 29 (+11 armor, +4 deflection, –1 Dex, +5 shield)**hp** 117 (12d8+60)**Fort** +11, **Ref** +5, **Will** +12; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training; **DR** 10/adamantine (120 points)**OFFENSE****Speed** 20 ft.**Melee** +1 *thundering battleaxe* +14/+9 (1d8+3/19–20/x3)**Ranged** mwk heavy crossbow +9 (1d10/19–20)**Special Attacks** hatred**Oracle Spells Known** (CL 12th; concentration +15)6th (3/day)—*blade barrier* (DC 19), *mass bull's strength*, *mass cure moderate wounds*5th (5/day)—*breath of life* (DC 18), *flame strike* (DC 18), *mass cure light wounds*, *righteous might*4th (6/day)—*blessing of fervor*^{APG}, *cure critical wounds*, *sending*, *summon monster IV*, *wall of fire*3rd (7/day)—*chain of perdition*^{UC}, *cure serious wounds*, *magic vestment*, *meld into stone*, *sacred bond*^{APG}, *searing light*2nd (7/day)—*cure moderate wounds*, *delay poison*, *fog cloud*, *hold person* (DC 15), *silence* (DC 15), *spear of purity*^{UM} (DC 15), *surmount affliction*^{UM}1st (7/day)—*command* (DC 14), *cure light wounds*, *enlarge person*, *forbid action*^{UM} (DC 14), *liberating command*^{UC}, *sanctuary* (DC 14), *shield of faith*0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *stabilize***Mystery** battle

TACTICS

Before Combat Vargrinnar casts *magic vestment* on his armor and shield every day. When battle is imminent, he casts *sacred bond* on Cansellarion and *shield of faith* on himself, and activates his iron skin revelation.

During Combat Vargrinnar tries to stay out of melee combat, casting battlefield control spells like *blade barrier*, *chain of perdition*, and *wall of fire*, or aiding and healing his allies as needed with spells such as *mass bull's strength*, *blessing of fervor*, *breath of life*, and his cure spells. If forced into hand-to-hand combat, Vargrinnar casts *righteous might* and wades into melee with his battleaxe.

Morale Vargrinnar lays down his life to defend the Lord Marshal of the Glorious Reclamation.

STATISTICS

Str 14, **Dex** 8, **Con** 16, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +11; **CMD** 24 (28 vs. bull rush, 28 vs. trip)

Feats Combat Casting, Divine Interference^{UM}, Extra Revelation^{APG}, Great Fortitude, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Toughness, Weapon Focus (battleaxe)

Skills Heal +10, Knowledge (engineering) +15, Knowledge (religion) +12, Perception +15 (+17 to notice unusual stonework), Sense Motive +10, Spellcraft +10

Languages Common, Dwarven

SQ oracle's curse (clouded vision), revelations (combat healer, iron skin, skill at arms, war sight, weapon mastery)

Gear +2 stone lamellar armor^{ME}, +1 heavy steel shield, +1 thundering battleaxe, mwk heavy crossbow with 20 bolts, cloak of resistance +2, greater glorious tabard (see the sidebar on page 7), headband of alluring charisma +2, gold bracelet (worth 100 gp)

KNIGHTS BANNERET (3)

CR 11

XP 12,800 each

hp 130 each (see page 14)

HADRIEL

CR 15

XP 51,200

Advanced trumpet archon
(*Pathfinder RPG Bestiary*
294, 21)

hp 203

Development: If the PCs summoned Visperthul, the heresy devil who controls the Inferno Gate, in **Mission 2**, then Gardel Vargrinnar has been dispatched to deal with the problem, and he is no longer present in this room. Summoning a random heresy devil in **Mission 2** does not affect the number of defenders in this room.

N24. TOWER ROOFTOPS (CR 14 OR CR 18)

The battlements atop each of the Korradath's three smaller towers are guarded, and a posting here is considered prestigious. Sturdy wooden trap doors on each rooftop usually provide access to the tower interiors (area N7), but they have been sealed shut with walls of stone to limit unauthorized access to the fortress.

Creatures: A Glorious Reclamation sky warden mounted on a heavenly drake is posted to each tower rooftop, along with a vigilant movanic deva. These guardians are highly observant and respond quickly to threats from outside the Korradath, but they are unlikely to enter the castle itself. Note that the guards atop every tower (both areas N24 and N25) join in any combats above the Korradath, potentially making this a CR 18 encounter.

MOVANIC DEVAS (3)

CR 10

XP 9,600 each

hp 126 each (*Pathfinder RPG Bestiary* 2 28)

SKY WARDENS (3)

CR 10

XP 9,600 each

hp 120 each (see page 39)

HEAVENLY DRAKES (3)

CR 12

XP 19,200 each

hp 161 each (see page 40)



GARDEL VARGRINNAR

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HEART'S EDGE

Once the sword of Iomedae, wielded by the mortal warrior against the shapechanging horrors of Kantaria, *Heart's Edge* was forgotten and lost for centuries until it was rediscovered by the Hellknight Order of the Godclaw. The sword's reappearance prompted the formation of the Glorious Reclamation, and *Heart's Edge* is now wielded by Lord Marshal Alexeara Cansellarion, founder and leader of the Iomedae knightly order.

HEART'S EDGE

MAJOR
ARTIFACT

SLOT none

CL 20th

WEIGHT 2 lbs.

AURA strong abjuration and transmutation

This gleaming silver sword has a spray of quillons resembling a sunburst and a pommel shaped like a pair of hands clasped together. Its blade continually sheds light equivalent to the *light* spell. *Heart's Edge* is a mithral *holy avenger*; normally a +2 mithral *longsword*, it becomes a +5 *holy mithral longsword* (with all of the other abilities of a *holy avenger*) in the hands of a paladin of Iomedae. *Heart's Edge* also functions as a *bane* weapon against creatures with the shapechanger subtype. In addition, if a shapechanged creature or creature under the effects of a spell of the polymorph subschool is struck by the sword with a successful melee attack, that creature must succeed at a DC 19 Will save or immediately revert to its true form.

Lastly, *Heart's Edge* grants the following abilities when wielded by a good creature. The wielder gains a +6 sacred bonus to her AC and 60 additional hit points. As a swift action up to eight times per day, the wielder can gain a sacred bonus equal to the sword's enhancement bonus on a single Charisma-based skill check or Charisma ability check. As a standard action three times per day, the wielder can force an evil creature to reflect on its past misdeeds and be overcome by grief, as per *forced repentance* (*Pathfinder RPG Advanced Player's Guide* 224; Will DC 16 negates). Once per day, the wielder can swing *Heart's Edge* above her head as a standard action to create and launch a globe of searing radiance, as per *sunburst* (Reflex DC 22 partial).

DESTRUCTION

If a paladin of Iomedae uses *Heart's Edge* to deliver a coup de grace attack to Iomedae's current herald, who must offer the paladin its unconditional surrender, the sword shatters and is permanently destroyed.

Development: If the PCs summoned bearded devils or warmonger devils to hold the Bladewing Bridge in **Mission 7**, then two of the sky wardens and their drakes have been sent to retake the bridge, leaving just the three angels and one sky warden and drake to guard the Korradath's towers.

N25. CROWBANE TOWER (CR 14 OR CR 18)

The roof of the Korradath's largest tower holds a +1 *flaming heavy ballista* (*Pathfinder RPG Ultimate Combat* 160) called *Crowbane*. *Crowbane* has a permanent *reloading hands* effect (CL 17th; *Ultimate Combat* 242) that automatically and instantly loads the ballista with a new bolt as soon as it is fired, allowing the crew to fire it once every round. *Crowbane* is mounted onto the tower's roof and cannot be removed, but it can be swiveled to face any direction.

A trap door on the roof leads down to area N17.

Creatures: A crew of four Glorious Reclamation artilleryists operates *Crowbane*. These artilleryists have Exotic Weapon Proficiency (heavy ballista) instead of the Persuasive feat. They target any threats approaching the Korradath from the air, but are reluctant to leave their posts. A sky warden and heavenly drake are also posted atop the tower to support the artilleryists. Note that the guards atop every tower (both areas N24 and N25) join in any combats above the Korradath, potentially making this a CR 18 encounter.

GLORIOUS RECLAMATION ARTILLERISTS (4)

CR 6

XP 2,400 each

Watch captain (*Pathfinder RPG GameMastery Guide* 261)

hp 57 each

Ranged +1 *flaming heavy ballista* +9 (4d8 plus 1d6 fire/19–20)

SKY WARDEN

CR 10

XP 9,600

hp 120 (see page 39)

HEAVENLY DRAKE

CR 12

XP 19,200

hp 161 (see page 40)

CONCLUDING THE ADVENTURE

Alexeara Cansellarion's defeat renders the Glorious Reclamation headless. As long as the PCs have eliminated the other leaders of the Glorious Reclamation in Westcrown, no one can easily fill the lord marshal's role in the short term, and for the first time, the Iomedae order falters. Within a few days of the PCs' success, the Imperial Army of Cheliax marches upon the city from the north and west and the Chelish navy sails into Gemcrown Bay. Westcrown is swiftly brought back under Chelish control, and this time, House Thrune does not let Westcrown slide out from under its stern gaze.



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With Lord Marshal Cansellarion dead, Westcrown retaken by Cheliah, and Citadel Dinyar back in the hands of the Order of the Godclaw, the demoralized armies of the Glorious Reclamation have no stronghold to which they can retreat and regroup, and the crusade to reclaim Cheliah from House Thrune soon falls apart as the Chelish army mops up the fleeing Iomedaeen troops. Individual knights-errant are hunted down and slain, or arrested and publicly excruciated. Queen Abrogail lifts martial law in Cheliah's cities, but orders harsh reprisals and excruciations against those citizens who supported and abetted the Glorious Reclamation. For weeks, the air is filled with screams and the stench of burning flesh.

To almost universal surprise, however, Abrogail does not ban the worship of Iomedae in Cheliah, though she does order the deportation of scores of foreign-born priests of the Inheritor. Officially, the Glorious Reclamation's upstart rebellion was so insignificant that it had no effect on imperial policy. Nevertheless, attendance at Iomedaeen worship services declines throughout Cheliah, and most people assume that Thrune agents and Asmodean inquisitors are keeping a close eye on those still openly professing their faith in the Inheritor.

The PCs are lauded for bringing Westcrown to heel and vanquishing Alexeara Cansellarion, as well as for their critical role in quelling the Glorious Reclamation's uprising. The PCs' success also means that they have fulfilled the terms of their infernal contracts with Abrogail that they signed when they became Bound Agents of Thrune (see *Pathfinder Adventure Path #106: For Queen & Empire*). As a result, the fates of the PCs' souls are returned to them. The PCs still retain the rank of Thrune Bound Agent, but they lose the infernal boons granted by the contract unless they swear their souls to Asmodeus anew.

Queen Abrogail might also further reward the PCs for their service to House Thrune. The details of such additional awards are left to the GM, but could include noble titles (likely non-hereditary titles, and almost certainly nothing higher than paracount), small tracts of land (Longacre needs a new lord, for example), or even the favor of a powerful and high-ranking devil in Hell, not to mention large sums of treasure or magic items. The PCs can certainly rest after a job well done, but Queen Abrogail might also have further use for their skills and abilities if you want your Hell's Vengeance campaign to continue—see *Continuing the Campaign* on page 70.

LORD MARSHAL ALEXEARA CANSELLARION

A powerful woman with a fervent desire to liberate Cheliax from the diabolic House of Thrune, Lord Marshal Alexeara Cansellarion strives to lead the Glorious Reclamation and restore Westcrown's glory.

ALEXEARA CANSELLARION

CR 17

XP 102,400

Female human paladin (divine defender) of Iomedae 18
(*Pathfinder RPG Advanced Player's Guide* 116)

LG Medium humanoid (human)

Init +5; **Senses** Perception +12

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.),
resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 35, touch 15, flat-footed 35 (+14 armor, -1 Dex, +6 insight,
+6 shield)

hp 271 (18d10+168)

Fort +26, **Ref** +17, **Will** +22; +4 vs. death effects

Defensive Abilities *heavy fortification*; **DR** 5/evil; **Immune**
charm, compulsion, disease, energy drain, fear, negative
energy effects

OFFENSE

Speed 20 ft.

Melee *Heart's Edge* +31/+26/+21/+16 (1d8+12/17-20 plus
2d6 vs. evil)

Special Attacks channel positive energy 8/day (DC 27, 9d6),
smite evil 6/day (+8 attack and AC, +18 damage)

Paladin Spell-Like Abilities (CL 18th; concentration +26)
At will—*detect evil*

Paladin Spells Prepared (CL 15th; concentration +23)
4th—*blaze of glory*^{APG} (DC 22), *break enchantment*, *death
ward*, *resounding blow*^{APG} (DC 22)
3rd—*burst of speed*^{UC}, *dispel magic*, *good hope*, *holy
whisper*^{APG} (DC 21)
2nd—*arrow of law*^{UM} (DC 20), *blessing of courage and
life*^{APG} (DC 20), *fire of entanglement*^{APG} (DC 20), *resist
energy*, *righteous vigor*^{APG} (DC 20)
1st—*divine favor*, *hero's defiance*^{APG}, *knight's calling*^{APG}
(DC 19), *lesser restoration* (2), *protection from chaos*

TACTICS

Before Combat Alexeara uses divine bond to add the *heavy fortification* special ability to her armor. She casts *death ward* on herself and *good hope* on herself and her allies before combat. If she knows the PCs favor attacks that deal energy damage (such as fire or electricity), Alexeara also casts *resist energy* of the appropriate type (this resistance is not included in the stat block).

During Combat On the first round of combat, Alexeara activates her shared defense ability to bolster her allies, then chooses an enemy to smite as a swift action. On following rounds, she activates the *haste* ability of her armor as a free action and attacks the target of her smite, augmenting her strikes with spells that can be cast as swift actions, like *resounding blow* and *fire of entanglement*.

Morale Alexeara fights to the death, but she casts *hero's defiance* (followed by laying on hands) to stay in the fight longer. If reduced to 0 hit points again and further healing is unlikely, the lord marshal casts *blaze of glory* as she goes to her final reward in Iomedae's embrace.

STATISTICS

Str 20, **Dex** 8, **Con** 20, **Int** 10, **Wis** 12, **Cha** 26

Base Atk +18; **CMB** +25; **CMD** 38

Feats Channeled Revival^{UC}, Critical Focus, Improved Critical (longsword), Improved Initiative, Lightning Reflexes, Power Attack, Selective Channeling, Staggering Critical, Stunning Critical, Weapon Focus (longsword)

Skills Diplomacy +22, Intimidate +16, Knowledge (nobility) +12, Knowledge (religion) +12, Perception +12, Ride +11, Sense Motive +12

Languages Common

SQ divine bond (armor), lay on hands 17/day (9d6), shared defense (8 rounds, 20 ft., +3, immune to bleed, 25% negate sneak attack or critical hit, stabilize)

Combat Gear *javelins of lightning* (3); **Other Gear**
+5 mithral full plate of speed, +5 light steel shield, *Heart's Edge* (+5 mithral holy avenger; see the sidebar on page 56), *belt of physical might* +6 (Str, Con), *bracelet of friends*, *headband of alluring charisma* +6, gold bracelet (worth 100 gp), gold holy symbol of Iomedae (worth 100 gp), spell component pouch

House Cansellarion was a prominent noble family of Westcrown, but when House Thrune emerged victorious from the Chelish Civil War in 4640 AR, it cemented its victory by stripping the land and titles from its political rivals—including the Cansellarions. The family was forced to flee Cheliax to one of their minor holdings, a secluded ranch in Isgar, bearing the memories of their family's lost prominence and their city's former glory.

Alexeara Cansellarion was a pugnacious child, frequently fighting with older children at her school. When he heard of this, Alexeara's father sat her down for a serious discussion, but was surprised to hear his daughter's greatest secret: for as long as she could remember, she had heard a voice that no one else could hear. Alexeara explained that this voice spoke to her about the importance of defending the innocent and remaining valorous against wickedness. The older students bullied smaller children, and insulted Alexeara when she refused to help them steal. Her father was no religious scholar, but he recognized the doctrine of Iomedae coming from his daughter's lips.

With the family's remaining wealth, Alexeara was sent to Canorate in Molthune to study in the church of Iomedae, but her inner voice soon prompted her to return to her family's homeland, Cheliah. Over the next decade, Alexeara rode throughout Cheliah, Isgar, and Molthune, building a network of Iomedaeans who could rely upon each other, even in hostile nations like the diabolist-led Cheliah.

When the Hellknight Order of the Godclaw refused to return *Heart's Edge*, a sword that Iomedae had used in life, to the church of Iomedae, Alexeara founded the Glorious Reclamation to first reclaim the holy relic, then overthrow the Thrice-Damned House of Thrune and return Cheliah to the common people. Now, Lord Marshal Cansellarion is resolved to bring the light of the Inheritor back to Westcrown and restore its legendary glory as the Glorious Reclamation's capital.

CAMPAIGN ROLE

Defeating Alexeara Cansellarion is the focus of this adventure and the entire Hell's Vengeance campaign, so the paladin is unlikely to have any further role. However, particularly diabolical PCs might seek her damnation, rather than death. If your PCs want to engineer her fall from grace, you can use the following guidelines.

First, the PCs must succeed at a DC 50 Diplomacy check to convince Alexeara to listen to what they have to say. Next, after lengthy conversations with Alexeara over a period of at least 24 hours, the PCs must succeed at a DC 45 Sense Motive check to accurately gauge her doubts. The use of mind-reading magic such as *detect thoughts* grants a +4 circumstance bonus on this check. If Alexeara is in the presence of a good creature at any time during this period, her faltering devotion is renewed and the Sense Motive check automatically fails. If the Sense Motive check fails, the PCs must

begin again with a new Diplomacy check to convince Alexeara to continue interacting with them, but the DC of the check increases by 5.

Finally, the PCs must succeed at a DC 45 Bluff check to convince Alexeara that the lifelong whispers she has heard did not originate from Iomedae, but from a fiendish patron instead. The PCs must convince Alexeara that her entire life has been a lie thus far and that her "true" destiny can only be achieved through service to evil. On a successful check, Alexeara willingly embraces this new "truth." Her alignment immediately changes to lawful evil, she trades all of her paladin levels for levels in the antipaladin class (*Pathfinder RPG Advanced Player's Guide* 118) on a 1-for-1 basis, and she replaces her divine defender archetype with the tyrant archetype (*Pathfinder RPG Ultimate Intrigue* 64).



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JARVAXUS GARESTIC

High Priest Jarvaxus Garestic is a handsome, urbane half-elf, and proud to helm the Church of Asmodeus in Westcrown. Now at the pinnacle of his career, his lust for political power has waned but his affection for his city remains strong.

JARVAXUS GARESTIC

CR 12

XP 19,200

Male middle-aged half-elf cleric of Asmodeus 13
LE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +7

DEFENSE

AC 27, touch 14, flat-footed 27 (+9 armor, +4 deflection, +4 shield)

hp 101 (13d8+39)

Fort +11, **Ref** +6, **Will** +15; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 20 ft.

Melee +1 *defending heavy mace* +8/+3 (1d8-1)

Ranged mwk heavy crossbow +10 (1d10/19-20)

Special Attacks channel negative energy 5/day (DC 20, 7d6), staff of order (6 rounds, 2/day)

Domain Spell-Like Abilities (CL 13th; concentration +18)

At will—*master's illusion* (13 rounds/day)

8/day—*copycat* (13 rounds), *touch of law*

Cleric Spells Prepared (CL 13th; concentration +18)

7th—*blasphemy* (DC 22), *screen*⁰

6th—*blade barrier* (DC 21), *greater dispel magic*, *hold monster*⁰ (DC 21)

5th—*break enchantment*, *commune*, *false vision*⁰, *flame strike* (DC 20), *unhallow*

4th—*aura of doom*^{um} (DC 19), *confusion*⁰ (DC 19), *cure critical wounds*, *dismissal* (DC 19), *sending*, *unholy blight* (DC 19)

3rd—*bestow curse* (DC 18), *invisibility purge*, *magic vestment* (2), *nondetection*⁰, *protection from energy*

2nd—*align weapon*, *desecrate*, *dread bolt*^{um} (DC 17), *hold person* (DC 17), *invisibility*⁰, *spiritual weapon*

1st—*bane* (DC 16), *command* (DC 16), *curse water* (DC 16), *divine favor*, *doom* (DC 16), *protection from chaos*⁰, *shield of faith*

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

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

TACTICS

Before Combat Jarvaxus casts *magic vestment* on his breastplate and shield every day, and casts *shield of faith* before entering battle.

During Combat Jarvaxus would prefer to avoid combat and let allies deal with any threats, but he is willing to engage foes if he has no other choice. He begins combat by activating *copycat*, followed by casting spells that deal damage, such as *blade barrier* and *flame strike*, or ones that take enemies out of the fight, such as *blasphemy* and *hold monster*.

Morale Jarvaxus has no wish to throw away everything he has achieved in life in battle. As such, he surrenders if reduced to fewer than 60 hit points.

STATISTICS

Str 7, **Dex** 10, **Con** 12, **Int** 18, **Wis** 20, **Cha** 14

Base Atk +9; **CMB** +7; **CMD** 25

Feats Channel Smite, Combat Casting, Combat Expertise, Defensive Combat Training, Improved Channel, Improved Initiative, Skill Focus (Knowledge [planes]), Toughness

Skills Bluff +14, Diplomacy +14, Intimidate +10, Knowledge (local) +17, Knowledge (nobility) +10, Knowledge (planes) +23, Knowledge (religion) +16, Perception +7, Profession (barrister) +12, Sense Motive +16, Spellcraft +12

Languages Abyssal, Celestial, Common, Elven, Infernal, Shadowtongue

SQ elf blood

Combat Gear *wand of cure moderate wounds* (30 charges);

Other Gear mwk breastplate, mwk light steel shield, +1 *defending heavy mace*, mwk heavy crossbow with 10 bolts, *cloak of resistance* +2, *headband of mental prowess* +2 (Int, Wis; Knowledge [local]), spell component pouch, platinum unholy symbol of Asmodeus (worth 500 gp), crushed jade (worth 750 gp)

Jarvaxus Garestic was born to Egorian aristocracy, a scion of a wealthy, but dwindling, family on Hellhound Hill. Influential with both the city's mayoral executive and the imperial bureaucracy, Jarvaxus's father, Rellind Garestic, had expanded his family's wealth via clever accounting practices and the ruthless elimination of his rivals. Rellind seemed to excel at everything he attempted; even his brief turn at penning Thrune-loyalist literature was successful (*Triumph in Blood-Red Thorns* was a best seller). Rellind's only obvious deficiency was his failure to marry and expand his diminishing family line. The aristocrat's

rivals hinted that Rellind must have bargained well with infernal powers to profit so consistently.

Rellind's detractors were entirely correct. His reluctance to marry stemmed from a bargain he had made years ago with an influential contract devil. Rellind's first three children would be forfeit to Asmodeus along with his own soul. Rellind vowed to remain a bachelor to trick the wily devil, until he fell helplessly in love with an elven scholar named Criessia, a skilled researcher working for the Church of Asmodeus in Egorian. Rellind and Criessia married, and Criessia was soon pregnant—with triplets. While Criessia was still recovering from the difficult childbirth, her two daughters disappeared and Rellind died by his own hand. Eager to protect her only remaining child, a boy named Jarvaxus, Criessia promised the service of her son to the Church of Asmodeus in exchange for the church's unholy protection over them both.

Jarvaxus wanted for nothing as a child; his mother arranged for superlative instruction in history, the arts, and religion at the hands of skilled Asmodean tutors, and House Garectic's wealth was more than sufficient. Jarvaxus proved to be an astute pupil. Beyond his lessons, the young man also studied the political maneuverings recorded in his deceased father's personal papers, absorbing how best to manipulate superiors and eliminate rivals.

Jarvaxus was given a sinecure within the Church of Asmodeus, but he hungered for something more than an easy posting. With keen intellect and political grace, Jarvaxus ascended to a position under Grand High Priestess Asplexia Rugatonn, the leader of Cheliah's state religion. He seemed poised to become one of the most significant priests in Cheliah, but Jarvaxus's enemies rallied and conspired to have him relegated to a position that seemed prestigious, but was really a political dead end: high priest of the Church of Asmodeus in Westcrown.

A refined and savvy young man, Jarvaxus knew Westcrown's history and understood his new position to be tantamount to exile. He intended to serve only a short time in the declining and godless city before elbowing his way back into

Egorian's political scene, but to his surprise, Jarvaxus fell in love with Westcrown in a matter of months. The ragged streets, decaying buildings, and filthy canals struck Jarvaxus as earnest and unpretentious in a way Egorian never had. The squabbling nobles to whom he ministered, many of whom could barely bother to muster the lip service to Asmodeus that the crown commanded, struck him as adoringly juvenile. His flock did not truly want his attentions, which made the cleric only redouble his efforts. Even the looming statue of Aroden impressed him with its history rather than its sacrilege. Westcrown had never before had a high priest as gifted or committed as Jarvaxus Garectic.

When the Glorious Reclamation came to Westcrown, High Priest Garectic led his temple against the holy invaders. Many of the lesser Asmodean acolytes and priests were slain or driven out of the city, but the Glorious Reclamation knew of the popular high priest and captured him in order to extract information about Westcrown's diabolism. Well aware that execution will be his only reward for cooperation, the wily half-elf has been stalling for time until he can find any sort of advantage that might change his fate.

CAMPAIGN ROLE

At the beginning of this adventure, Jarvaxus Garectic is a prisoner in his own cathedral. Once freed, Jarvaxus is eager to provide the PCs with assistance to reclaim first the Qatada Nessudidia, and then all of Westcrown.

The priest is more accustomed to giving orders than advice, so despite his helpful intentions, he may unintentionally come across as imperious or conceited. Nevertheless, Jarvaxus is probably the PCs' most powerful and influential confederate in Westcrown, as well as the most likely to develop into a genuine friend.

As long as the PCs have dealt honestly with him, Jarvaxus can remain a staunch ally after House Thrune regains control of Westcrown. In the future, he might ask the PCs to help him ease his eventual retirement from the clergy, such as by mentoring a potential protege or humiliating a political rival.



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MEET THE VILLAIN: NYCTESSA

Nyctessa is the iconic necromancer for the Hell's Vengeance Adventure Path. Although she does not appear as a character in the campaign, she can be used as an NPC or pregenerated player character. Note that her CR is 1 higher than normal because she has PC wealth.

NYCTESSA**CR 7****XP 3,200**Female dhampir necromancer 7 (*Pathfinder RPG Bestiary* 2 89)

NE Medium humanoid (dhampir)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8**DEFENSE****AC** 12, touch 12, flat-footed 10 (+2 Dex)**hp** 41 (7d6+14)**Fort** +5, **Ref** +6, **Will** +8; +2 vs. disease and mind-affecting effects**Defensive Abilities** negative energy affinity; **Resist** undead resistance**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 quarterstaff +3 (1d6) or mwk dagger +3 (1d4–1/19–20)**Spell-Like Abilities** (CL 7th; concentration +8) 3/day—*detect undead***Arcane School Spell-Like Abilities** (CL 7th; concentration +11) 7/day—*grave touch* (3 rounds)**Necromancer Spells Prepared** (CL 7th; concentration +11)4th—*animate dead*, *dimension door*, *shout* (DC 18)3rd—*fly*, *lightning bolt* (DC 17), *undead anatomy*^{UM}, *vampiric touch*2nd—*blood transcription*^{UM}, *false life*, *ghoul touch* (DC 17), *resist energy*, *scorching ray*1st—*chill touch* (DC 16), *mage armor*, *magic missile* (2), *ray of sickening*^{UM} (DC 16), *shield*0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *touch of fatigue* (DC 15)**Opposition Schools** enchantment, illusion**STATISTICS****Str** 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 13, **Cha** 12**Base Atk** +3; **CMB** +2; **CMD** 14**Feats** Blood Drinker^{ARG}, Combat Casting, Command Undead, Craft Wondrous Item, Scribe Scroll, Spell Focus (necromancy), Undead Master^{UM}**Skills** Bluff +8, Fly +6, Intimidate +8, Knowledge (arcana) +14, Knowledge (nobility) +10, Knowledge (religion) +14, Perception +8, Spellcraft +14; **Racial****Modifiers** +2 Bluff, +2 Perception**Languages** Common, Draconic, Kelish, Nocril, Osiriani**SQ** arcane bond (+1 quarterstaff), power over undead, resist level drain**Combat Gear** necklace of fireballs (type I), *potion of inflict moderate wounds*, *scroll of blood biography*^{APG}, *scroll of enervation*, *scrolls of repair undead*^{ACG} (2), alchemist's fire (2); **Other Gear** +1 quarterstaff, mwk dagger, bone razor^{UE}, cloak of resistance +2, grim lantern^{UE}, headband of vast intelligence +2 (Intimidate), robe of bones, rod of ice^{UE}, backpack, bedroll, belt pouch, candeleros^{UE} (5), hourglass, mirror, signet ring, spellbook (contains all 0-level spells, all prepared spells, plus *blood biography*^{APG}, *enervation*, *obscuring mist*, *repair undead*^{ACG}, *sculpt corpse*^{APG}, and *spider climb*), spell component pouch, waterproof bag^{UE}, waterskin, wrist sheath^{UE}, 10 onyxes (worth 25 gp each), 65 gp

In the nation of Geb, the dead far outnumber the living—and they hold the reins of political power. Most of Geb's living citizens are slaves, chattel, or most gruesomely, food for their undead overlords. Nyctessa was born into this world, yet she straddled both sides of class and society, being a dhampir—the child of a vampire and a living human mother. The heart of a living being beats in her chest, but her flesh is infused with the negative energy that animates the living dead, and she inherited her vampiric father's taste for blood. In the laws of Geb at least, Nyctessa was neither wholly alive nor truly dead.

Nyctessa's father was one of the Blood Lords, the undead necromancers who form the elite of Geb's aristocracy; her mother, a slave concubine in her father's harem. Throughout Nyctessa's childhood, both her father and mother were distant figures. She was nursed by loyal human slaves, raised by ghoulish governesses, and educated by vampire tutors. She was allowed to see her mother only a few times a week, and her father even less. Nevertheless, Nyctessa always remained aware of being groomed to be her father's heir. Everyone expected her to follow in his footsteps, study necromancy, become a vampire, and eventually perhaps, centuries later, inherit his position in Gebbite society and government as one of the undying Blood Lords. She dutifully enrolled in Mechitar's prestigious Ebon Mausoleum, the same academy of necromancy

her father had attended centuries earlier, and she excelled in all her studies.

When Nyctessa came of age, the time arrived when she would be presented to Mechitar society and join the social and political scene of Geb's capital city. Most of the young nobles making their debut that night were the newly made spawn of penanggalens, wraiths, vampires, and other undead, but some were the skittish, living offspring of the few mortal Blood Lords who still clung to life. Nyctessa was the only dhampir, and she could feel the mocking stares of her peers, judging her, pitying her even. Neither dead nor alive.

In the early morning, before the sun rose, Nyctessa's father presented her with a gift as the ball wound down: her mother. Nyctessa knew what he expected of her. They embraced and Nyctessa sank her teeth into her mother's neck. She greedily drank the blood, gorged herself on it, and felt a heady rush of power as her mother's drained, lifeless body sank to the floor. Her father watched in silence. Nyctessa had taken the first real step toward becoming his heir.

Nyctessa returned to the Ebon Mausoleum to finish her studies, but during that time, she could not help thinking of her mother's death at her own hands. It was expected. Morality didn't even enter into it. Nyctessa had been told over and over by her governesses and tutors that no life—or death—equaled her own. Her mother had been chattel, and Nyctessa the scion of a noble house. And her mother's blood had tasted good. Almost from the moment of her birth, Nyctessa had been trained for one role, one destiny. Her future was planned out to the tiniest detail. Only now, she questioned whether that would be enough.

At her graduation, Nyctessa's father presented another gift: a staff made from her mother's spine and skull with which to form her arcane bond. This was the last straw, the last nail in her proverbial coffin. The staff was a symbol of her father's power over her, over her future, and the rest of her existence. She could not just allow him to steal all of that possibility from her. She would not just be a pawn in his centuries-long strategies and political maneuverings.

Nyctessa left Mechitar that night, paying for passage on a ship to Jandelay. She took her staff with her, but did not say goodbye to anyone. Before she would promise herself to death, she would see what life had to offer. Nyctessa journeyed to Jandelay, Katapesh, Qadira, and beyond to Taldor, Andoran, and Cheliax. She left behind her family name, her father's name, and during these travels, she witnessed life itself. A grubby, hardscrabble existence, always grasping for more—more food, more money, more land, more meaning, only to see it all stolen away when death

inevitably arrived. A meaningless exercise, and always far too brief.

Nyctessa chose to live, but only until she had triumphed over life completely. She would be one of the immortal, the eternal, the deathless, what mortals call the living dead—eventually. She would return home and claim her birthright, but on her own terms, through her own skills and abilities. She would not become a mindless automaton, a starving ghoul, a thirsting vampire, or even a rotting lich, but something different, something new, something uniquely Nyctessa. She would do whatever it took. She would let nothing stand in her way. Nyctessa would find the answer within herself and her magic, and she would forever bridge the divide between life and death.



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WESTCROWN UNDER THE GLORIOUS RECLAMATION

Of course I'm happy to have the Glorious Reclamation in Westcrown. Paladins patrol the streets and control the government. I've never felt safer in this city in my life. But there's uncertainty among us merchants. We used to know which bureaucrats would give a discount on taxes if we paid them promptly and directly. We knew which condottari would discourage the harbormaster's attentions in exchange for a small fee. We used to know who offered protection from thieves, and at what price. Now we know none of those things, and business is suffering for everyone."

—Dueril Thansatak, textiles trader

Westcrown is a metropolis that's painfully reinventing itself after 75 years of waning influence and endemic corruption. Paladin revolutionaries solidify their control with well-intentioned martial law, but the city's faded glories cannot be restored quickly and its long history of institutionalized crime cannot be easily swept away. This article details Westcrown under the rule of the Glorious Reclamation and assumes that the events of the Council of Thieves Adventure Path took place 6 years ago. For more information on Westcrown before the Glorious Reclamation took control of the city, see *Pathfinder Adventure Path #25: The Bastards of Erebus*.

Westcrown rises from a hilly peninsula curving around a cluster of islands. These islands, called the Parego Regicona, contain large estates ringed with high walls. The larger portion of the city sprawls across the peninsula, from the shipyards and warehouses in the south to the slums and ruins of the north. The most striking feature is the Arodenname, a white marble statue of Aroden standing 90 feet high atop a hill on the peninsula, sword upraised in salute.

HISTORY

For its first 800 years, Westcrown served as the capital of Cheliah and the center of worship of Aroden, god of humanity. The jewel of Imperial Cheliah, the City of Nine Stars drew traders, politicians, and pilgrims from across Avistan to its sheltered harbors. Westcrown's fate veered significantly in 4606 AR when Aroden died. The city was plunged into chaos, its noble families warring openly for control. When the devil-worshipping House Thrune seized control of Cheliah in 4640 AR, the Wiscrani welcomed the stability with open arms but were poorly rewarded when Queen Abrogail I relocated her capital inland to Egorian. Although a city of Westcrown's size could hardly be forgotten—it remains a prosperous port and Cheliah's largest city—it became a social, political, and artistic backwater known as the City of Twilight.

Although House Thrune asserted its authority over Westcrown, it never bothered to tighten its grip. The political elite of Cheliah moved to Egorian with the court, leaving local nobles to jostle for control of the city. Political dissidents and heretical faiths simply moved underground, and administrative corruption became commonplace. A secret criminal organization called the Council of Thieves, overseen by several nobles, quietly took control of the city but was exposed and broken 6 years ago.

Recently, Lord Marshal Alexeara Cansellarion (see page 56) and her Glorious Reclamation deemed recovery of Westcrown to be a divinely appointed crusade. A force of paladins, priests, and well-intentioned soldiers marched on the city. The Westcrown city guard, called the dottari, was trained to patrol streets and canals, rather than mount a military defense, and could not effectively oppose

the army. The Glorious Reclamation declared martial law and established the city as the uprising's capital. Many Wiscrani openly praised the new regime, particularly the city's slaves—now emancipated by a mandate from Lord Marshal Cansellarion. In a public address, she announced a new chapter for Westcrown as the City of Glory's Return.

The Glorious Reclamation next instituted the policy of Instructive Judgment, a series of probing questions under the watchful gaze of Iomedaeen paladins and inquisitors to identify citizens (and particularly nobles) with fiendish ties or cruel reputations. After being fairly tried, the guilty were imprisoned and their fortunes put into the hands of relatives willing to pay servants a fair wage, destroy evidence of diabolism, and support the Glorious Reclamation. Rather than face Instructive Judgment, the most nefarious nobles fled the city or barricaded themselves in their vaneos, though the latter of these face being rousted by Iomedaeen knights.

WESTCROWN

LG metropolis

Corruption +3; **Crime** +2; **Economy** +4; **Law** +8; **Lore** +4; **Society** +1

Qualities holy site (Aroden), notorious, pious (Iomedae), rule of law, rumormongering citizens, strategic location

Danger +20; **Disadvantages** military occupation

DEMOGRAPHICS

Government overlord (militarily appointed mayor)

Population 114,700 (100,900 humans, 8,000 halflings, 5,800 other)

Notable NPCs

Duxotar Ariende Jharnavar (LG male half-elf unchained summoner 17)

Harbormaster Casarus Vitallain (LN male human fighter 6)

High Priest Jarvaxus Garectic (LE male half-elf cleric of Asmodeus 13)

Lord Marshal Alexeara Cansellarion (LG female human paladin of Iomedae 18)

Lord-Mayor Kajen Tilernos (LG male human aristocrat 4/paladin of Iomedae 4)

Second Sword Knight Bellinia Dorjana (LG female human cleric of Iomedae 17)

Taldan Ambassador Vors Kyniar (LG male human paladin of Iomedae 12)

MARKETPLACE

Base Value 22,400 gp; **Purchase Limit** 150,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4;

Major Items 3d4

SPECIAL QUALITIES

Military Occupation While it aims to impose as little influence over the citizens' daily lives as possible, the Glorious Reclamation has nevertheless caused changes in Wiscrani life that its residents are still getting used to. (*Economy* -1, *Lore* -1, *Society* -1)

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Rule of Law The Glorious Reclamation brings with it a more just and egalitarian rule of law than that imposed by House Thrune, resulting in more stability and safety within the city. (*Corruption -1, Crime -1, Law +2*)

WESTCROWN GEOGRAPHY

Westcrown is a port city situated on Cheliah's southern coast, where the mighty Adivian River empties into Gemcrown Bay. A massive sandbar protects Westcrown from tides and storms but proves no hindrance to experienced sailors.

Westcrown occupies a peninsula on the western shore of the Adivian River and a series of islands that split the river into the Southrun and the Westchannel. The city boasts several navigable channels, and more Wiscrani travel the city by boat or via flat-bottomed barges called adels than by horse or carriage.

Westcrown is divided into three large districts, or paregos, which are subdivided into a total of eight neighborhoods, or regos.

The river islands (called Westcrown Island by outsiders, despite the fact that the "island" is actually eight islands separated by stone-lined canals) make up Parego Regicona ("Floating Palace"), home of the city's government and wealthy elite.

Parego Spera ("Hope's Altar") occupies the southern peninsula and is surrounded on the west, south, and east by water. The largest of the districts in both size and population, this parego contains most of the city's middle-class.

Parego Dospera ("Despair's Altar") sprawls across the mainland north of Parego Spera. The working poor reside in tenement houses near the border with Parego Spera; further north lie dangerous slums and ruins occupied by criminals and monsters.

Few Wiscrani live on the eastern bank of the Adivian, as the currents and eddies swirl the city's sewage and trash along the eastern shore. The hills above the riverbank are excellent for growing olives and grapes, however; estates controlled by wealthy landowners cover the rolling hills east of the river.

LIFE IN WESTCROWN

Wiscrani tend to be stoic and reserved. They have recently experienced many dramatic events: a plague of shadowy night-beasts, an infestation of devils, and the exposure and extermination of the notorious Council of Thieves. Many Wiscrani, particularly the nobility, view the Glorious Reclamation as yet another turbulent event to be weathered. Among close friends and families, Wiscrani are prone to gossip; dissecting the missteps of the struggling revolution is a popular topic beyond earshot of the new regime's agents.

Halfings and tieflings have long been second-class citizens in Westcrown, but the Glorious Reclamation has affected these two races differently. Lord Marshal Cansellarion's ban on slavery led manumitted halfings to rejoice, their patience and optimism rewarded. Many halfings now pursue their dreams in Parego Spera, such as operating small cafes or working as independent adeliers. Tieflings, however, continue to occupy a social underclass. Wiscrani tieflings primarily live in Parego Dospera, often forming gangs for mutual protection. Although the Glorious Reclamation has no formal position against tieflings, the obvious stamp of fiendish ancestry invokes mistrust from even virtuous Iomedaeans.

The tieflings themselves treat the Glorious Reclamation with suspicion or outright fear, as they expect to be judged—as they always have been—on their heritage.

Buildings in Westcrown are typically several stories tall and built of stone. Even the city's squalid tenements have stone foundations beneath wooden construction. Slate-shingle roofs are common throughout the city, as the climate is mild but rainy. The streets are usually cobbled and rarely run in straight lines; in the poorer regos, the uneven cobbles present dangerous footing for the unwary.

POLITICS AND LAW

Several noble families make their homes in Parego Regicona or Parego Spera, inhabiting vaneos (manor houses) or viras (walled estates) that have stood for centuries. Westcrown's noble houses have always vied for power—at times in outright warfare—but open feuding has cooled considerably under the Glorious Reclamation as all nobles publicly claim to be "instructed." In truth, most families are hiding secrets from the new leadership.



KAJEN TILEROS

The preeminent noble family is currently House Tilernos. Secret adherents of Iomedae for generations, the Tilernos now provide eager and open support for the Glorious Reclamation. Lord Marshal Cansellarion appointed Kajen Tilernos lord-mayor of Westcrown, but his duties are primarily symbolic; under martial law, the Lord Marshal controls most mayoral duties (such as tax collection and leadership of the dottari).

The primary law enforcement in Westcrown remains the town guard, or dottari. The Glorious Reclamation has put substantial effort into eliminating corruption within the dottari and providing them training. Although all dottari display the Eye of Aroden as their traditional symbol of authority, many now also wear holy symbols of Iomedae. The dottari include three specialized branches: the condottari (or “canal wardens”), who patrol the waterways; the rundottari (or “ruin wardens”), who contain the dangerous denizens of Parego Dospera; and the regidottari (or “palace wardens”), who patrol Parego Regicona. The current duxotar is Ariende Jharnavar, who reports directly to Lord Marshal Cansellarion.

Despite its efforts to improve the city’s leadership and law, the Glorious Reclamation struggles, splitting its attention between rebuilding crime-ridden social structures and orchestrating a nationwide revolution. Lacking in political subtlety, the occupiers are poorly equipped to operate a metropolis entrenched in corruption. Wiscrani criminals have quickly adapted to the new regime: overt violent crime has plummeted, but smuggling rings and vice dens operate out of sight. The public image of an orderly, paladin-led Westcrown—a new City of Glory’s Return—rings increasingly hollow to the residents of the city.

NOTABLE LOCATIONS

Westcrown’s regos are presented below. Each rego includes a brief description, as well as important locations within that rego.

REGO CORNA

A century ago, Rego Corna (“Crown Sector”) was the center of Imperial Cheliax. When House Thrune left Westcrown, the neighborhood retained its grandeur but not its political importance. Now, as the new headquarters of the Glorious Reclamation, it is recovering its former influence.

1. Korradath: Once the capitol of Imperial Cheliax, the Korradath was used merely as offices and meeting halls under the reign of House Thrune. Lord Marshal Alexeara Cansellarion claimed the building as the seat of power of the Glorious Reclamation. This castle, fortified against attack from water, land, and air, has never been captured by force. See page 44 for more details on this location.

2. Vaneo Drovege: Once the manor house of the most powerful family in Westcrown, this three-story building of striking green marble is topped with black slate

shingles. After the dramatic collapse of House Drovege 6 years ago, thieves—and the former servants—quietly stripped the manor of its valuables.

3. Dorjanala: Built in 4436 AR for Queen Dorjana, this palace contains several opulent suites and a three-story solarium with glass panes set into a delicate metal framework. When the Glorious Reclamation came to Westcrown, Cheliax’s highest-ranking cleric of Iomedae, Second Sword Knight Bellinia Dorjana, claimed her ancestor’s palace as her home. See page 26 for more details on this location.

REGO LAINA

The large central islands of Trium and Islatra constitute “Blade Sector.” Westcrown’s aristocracy converted most of the former smithies and armories located here into impressive and even outre manors to showcase their proximity to the capitol.

4. Trivardum: The sprawling Trivardum originally housed the three most powerful families in Westcrown (Houses Drovege, Julistarc, and Oberigo). Now the grand structure serves as a market and upscale inn. The penthouse suite is occupied by the politically gifted Vors Kyniar, the Taldan ambassador to Westcrown, who has worked more closely with the city’s new leadership than he ever did with House Thrune. See page 30 for more details on this location.

5. Miratanza: The canal between Rego Laina and Rego Aerum widens into a large pool bordered by four arches of red-and-black marble. Vendors pole their adels into this pool to sell their wares to the servants of the wealthy inhabitants of Parego Regicona.

REGO AERUM

“Treasure Sector” is the youngest of Westcrown’s regos, having been developed in the last few centuries. It contains the homes of less influential noble families and exclusive shops, salons, and restaurants.

6. Vaneo Tilernos: A comparatively small manor, Vaneo Tilernos is a soaring construction of wood and glass topped with a gold-painted roof visible from the mainland over the parego’s walls. As the traditional mayor’s residence in Rego Sacero was consumed in an explosion of hellfire 6 years ago, Lord-Mayor Tilernos performs his few duties from this manor.

REGO SACERO

Although Westcrown was called “Home of Aroden” for much of its history, many other faiths were drawn to the city and set up their temples, shrines, and parsonages around of Aroden’s holy hill. This southern rego now also contains many artists and specialty shops.

7. Imperial Marina: The Imperial Court commandeered the land on the easternmost promontory of the mainland in 4634 AR in order to establish naval supremacy over

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river trade. The marina was one of the first loyalist strongholds the Iomedaeans seized when they conquered the city. The Glorious Reclamation has few ships of its own, however, so the marina is mostly empty now, save for a prison barge hosting some Wiscrani nobility who oppose the Glorious Reclamation. The prison barge is detailed further on page 31.

8. Qatada Nessudidia: This tall gothic building served as the center of Asmodean faith in Westcrown for decades, its blood-red skylight shining over the city. Containing several lecture halls and one of the largest libraries in Westcrown, the Qatada Nessudidia also served as a center of learning, albeit with a decidedly diabolic bent. The Glorious Reclamation has now cleansed the cathedral and repurposed it into a prison for important captives, including Westcrown's high priest of Asmodeus, Jarvaxus Garestic. See page 19 for more details on this location.

9. Aroden's Rise: This double plateau rises 200 feet above the river. Many irregular paths lead up the hills, their steps worn by a millennium of pilgrims and priests. The shops and shrines on the upper level of the rise remain abandoned, forsaken by their owners when their god vanished. The lower slopes of the rise contain bustling shops, many trading in religious supplies and icons.

10. Arodennamea: Atop Aroden's Rise stands a massive statue of Aroden, his sword outstretched toward Westcrown Island as though in salute to the Parego Regicon and his chest emblazoned with a massive silver, winged eye. Standing 90 feet tall, the statue is made of gleaming white marble that shows remarkably little deterioration considering its obvious antiquity. Legends hold that the statue predates every other structure in the city and was formed by the quasi-mythic founders of Westcrown from their piety and their prayers.

REGO PENA

The economic heart of Westcrown, "Coin Sector" contains Westcrown's banking trade and wealthy merchant houses that lack political prestige.

11. Ducotriion: Centrally located in order to best respond to emergencies anywhere within the city, the Ducotriion is a stout, one-story watch station containing the offices of the duxotar and his subordinates. Duxotar Ariende Jharnavar is usually present along with several squads of dottari. See page 33 for more details on this location.

REGO SCRIPA

The bureaucratic work of administering an empire was headquartered in "Scribe Sector," but the former population of bookbinders, scribes, and law clerks has been in steady decline since the capitol moved to Egorian, replaced by maritime businesses: shipwrights, adeliars, and anglers now predominate in this rego.

12. Taranik House: Constructed as a scriptorium but closed by Daidian Ruel, the first of the Hellknights, this

solid building served as the headquarters of the Order of the Rack for generations. Taranik House is now closed by order of the Glorious Reclamation, although Paralicor **Gonville Chard** (LE male human ranger 7/Hellknight^{15WG} 2) remains at large.

13. Adeletti: The adeliars and ferry operators of Westcrown congregate in this cavernous warehouse to relax, swap stories, and teach junior members the tricks of their trades. As the warehouse juts over the water, adeliars pole their barges under the building to access it. See page 17 for more details on this location.

14. Canaroden: Westcrown's longest and deepest canal separates Parego Spera from Parego Dospera. The walls of the Canaroden contain centuries-old friezes depicting the founders of Westcrown on the south and the 12 guises of Aroden on the north. The Canaroden and its friezes predate much of the city but, as with the Arodennamea, the carvings seem supernaturally resistant to deterioration and damage. Although eight bridges decorated with winged horses once arched over the dark waters of the Canaroden, only two of these bridges survive: the westernmost Bladewing Bridge and the easternmost Truemoat bridge.

REGO CRUA

Businesses based in blood or suffering, such as butcheries, tanneries, and slave markets, have predominated in "Blood Sector" for generations, giving the tenement-filled region an odor as poor as its reputation.

15. Pleatra: Westcrown's massive slave market is the largest building in Rego Crua and has a labyrinth of cell-lined corridors and auction galleries. After abolishing slavery in Westcrown, the Glorious Reclamation repurposed this building into an army garrison. Many of the freed slaves remain, serving the army as soldiers or dogsbodies.

16. Obrigan Gate: The only obvious passage between Rego Crua and Rego Cader, the Obrigan Gate was built by the now-disgraced House Oberigo centuries ago to control passage between the two regos. See page 37 for more details on this location.

REGO CADER

Westcrown's northern rego is a ruin where bandits and predatory monsters stalk those desperate enough to live here. The Glorious Reclamation patrols the walls between Rego Cader and Rego Crua, but its only presence inside the rego are zealous crusaders acting on their own initiative.

17. Dusk Market: The Dusk Market has historically wandered throughout Rego Cader, setting up each evening in a different ruined building or weed-choked public square. Since the Glorious Reclamation doesn't patrol Rego Cader, however the Dusk Market has set up permanently in the ruins of a theater called the Starlet's Cage. Drugs, slaves, poisons, and worse are all available, and the market's shifty vendors are surprisingly collegial in referring business to each other.

HELL COMES TO WESTCROWN

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Historians make war impersonal. ‘These forces took that town. The other forces reclaimed it.’ An academic summary ignores the blood and fervor and confusion of it all. War damages a soldier, and in ways you’d never expect. I had friends and relatives die, some killed by the harsh discipline of their own commanders. Bad as that was, it was worse to see strangers die, fighting for a cause they may not trust, dying in every engagement and upon every blood-soaked scrap of contested land. They have cherished beliefs and unfulfilled dreams that you’ll never know. The day I read ‘The Glorious Reclamation took Westcrown and House Thrune took it back’ in a history book, I’ll know that the blood spilled outside of Citadel Rivad and in Wiscrani canals is forgotten. It’ll make me angry enough to spill blood again.”

—Ghemic Herve, retired soldier

The Hell's Vengeance Adventure Path concludes with "Hell Comes to Westcrown," but there are more adventures to be had following this campaign. By the time this Adventure Path concludes, the PCs have defeated the Glorious Reclamation and secured House Thrune's control over most of Cheliah. Depending upon how this Adventure Path ends for your party, there numerous ways to expand your campaign.

In addition to the suggestions listed in this article, a GM can use information in *Pathfinder Campaign Setting: Cheliah, The Infernal Empire* for further exciting encounters in Cheliah.

Corrupting Heart's Edge: The PCs can seek to corrupt *Heart's Edge*, Lord Marshal Cansellarion's legendary sword, rather than trying to destroy it. See page 74 for more information on the tasks required.

Dangerous Politics: As renowned champions of House Thrune, the PCs might enter the perilous waters of Chelish politics. Each player character who makes his or her political ambitions known receives an immediate appointment as a paracount or paracountess over a small town in the sleepy Turanian Hills. This second-rate installation is a test for the PCs, as Queen Abrogail expects them to leverage this initial position into a greater station with the elegant plotting of true Chelish aristocracy. Clerics, inquisitors, or warpriests of Asmodeus might instead wish to rise through the ranks of the church, which is no less treacherous than secular politics.

Eliminate the Angel Knight: The PCs can storm the fields of Heaven to defeat the ascended incarnation of one of their old enemies, the Angel Knight Lencia Visserene. See page 72 for more information on this dangerous quest.

Fight the Heroes: If you complete both the Hell's Rebels and Hell's Vengeance Adventure Paths, you can have the evil PCs face off against the victorious Silver Ravens. Arranging this fight requires a bit of preparation, because the terms of the Kintargo Contract prevent agents of House Thrune (such as the Hell's Vengeance PCs) from simply storming into Kintargo with Chelish armies at their command. The evil characters might issue an overt challenge to the Silver Ravens or attempt some ruse to lure the Silver Ravens into Cheliah, such as a fake plea for rescue from remnants of the Glorious Reclamation. Alternatively, the evil PCs might formally renounce their allegiance to House Thrune, making them free agents able to enter the Silver City and confront the Hell's Rebels PCs.

No matter how you plan to establish this ultimate fight between champions of good and agents of evil, carefully consider the feelings of your players. Some might not want to see their victorious heroes (or villains) meet an ignominious end at the hands of their fellow players—or themselves!—so get everyone on board with this confrontation beforehand.

Hellknight Ambitions: If the PCs include a Hellknight, they might leverage their acclaim into resurrecting a defunct Hellknight order or establishing a new Hellknight order with its own agenda. The Hellknight PC should shoulder the burden of the new order's leadership, but other PCs can assist by quelling dissent, training signifiers, and establishing diplomatic relationships with other Hellknight orders.

Imperial Expansion: Cheliah has a long history of imperial expansion, and Queen Abrogail might recoup the land lost to Kintargo's secession by annexing land from a neighboring nation. The vassal state of Isgar is ripe for formal incorporation as the Archduchy of Isgar. Diplomatic PCs might be tasked with engineering this annexation, which requires quelling the bandit lords and necromancers active in Isgar's hinterlands, making contact with the remote monastery-orphanages of Asmodeus, and deposing Steward Hedvend VI in Elidir. Alternately, Queen Abrogail might make the bolder move of annexing northeast Rahadoum. Conquest-minded PCs would need to crush the desert tribes and lead the Chelish navy against Rahadoum's ports, while stealthy PCs could spread dire plagues to cripple the godless defenders.

Negotiations with Nidal: Nidal is not bound by the Kintargo Contract and shares a border with the fledgling free state of Kintargo; if properly encouraged, Nidal could send assassins and saboteurs into Kintargo where Cheliah cannot. Queen Abrogail might designate the PCs as secret envoys to Nidal's sinister Umbral Court, requiring the PCs to negotiate with the duplicitous Nidalese aristocracy in Pangolais. Several groups would oppose the PCs if they learned of this mission, including the nation's secret followers of Desna and the Silver Ravens themselves.

What If the PCs Lose? If the PCs fail to defeat Lord Marshal Cansellarion, the Glorious Reclamation solidifies its control of Westcrown and imprisons surviving enemies, such as High Priest Jarvaxus Garectic. The Chelish navy proves unable to effectively blockade the city, as skilled Wiscrani sailors and angelic allies slip through the cordon. Alexeara Cansellarion makes a series of public proclamations from the Korradath: she bans the worship of Asmodeus within Cheliah's borders, issues a standing execution order for all members and agents of House Thrune, and declares herself the Heavenly Majestrix, the rightful ruler of Cheliah. These proclamations tip Cheliah into a civil war centered on armed conflict between Westcrown and Egorian. House Thrune must assemble all of its allies just to survive.

In addition, the PCs' failure to defeat the Glorious Reclamation breaks the infernal contract they signed with Queen Abrogail in *Pathfinder Adventure Path #106: For Queen & Empire*, and their souls are now consigned to Asmodeus and Hell for eternity.



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KILLERS IN HEAVEN

One of the PCs' erstwhile enemies, the "Angel Knight" Lencia Visserene from *Pathfinder Adventure Path* #103, has been reborn in Heaven and become a leader in Heaven's armies. Queen Abrogail demands that the PCs address this "loose end," as her infernal allies are concerned about the Angel Knight's military acumen and existing grudge against the nation of Cheliax.

Lencia Visserene ascended through Heaven's ranks quickly after her defeat at the PCs' hands; the Angel Knight is now a solar angel with a paladin's zeal. As the Angel Knight rarely leaves Proelera, the training fields in Heaven's second level, the PCs must take the fight into Heaven to defeat their foe, hoping to preempt any invasion force she may be mustering.

The PCs' first hurdle is to determine how best to enter Heaven. Deception is unlikely to succeed, as archons have been wise to fiendish duplicity for longer than humankind has existed. A military solution is a better option: if the PCs bring a large force against the walls of Heaven, they can slip past while its celestial guardians are occupied.

The refocused Inferno Gate (see page 24) allows the PCs to draw upon a veritable army of devils, given sufficient time. The PCs need a *gate* to transport this army to Heaven's Shore, the only part of the plane easily accessible to visitors. There, outside the gates of Heaven, the PCs muster their troops. Two norns (*Pathfinder RPG Bestiary* 3 202) called the Goodly Sisters await an appointment in Heaven there. Seeing an opportunity to curry celestial favor, the Goodly Sisters attempt to eliminate the PCs.

Heaven's very nature impedes visitors who are chaotic or evil—several of its planar traits (*Pathfinder RPG GameMastery Guide* 184) will hinder the PCs. First, Heaven is strongly good- and law-aligned. Creatures that are nongood or nonlawful take a –2 penalty on all Intelligence-, Wisdom-, and Charisma-based checks. This penalty is –4 for creatures that are both nongood and nonlawful. Second, spells and spell-like abilities with the lawful or good descriptor (such as those cast by the PCs' foes) are enhanced, functioning as if the caster level were 2 higher than normal. Finally, spells with the chaotic or evil descriptor are impeded. To cast a spell with the chaotic or evil descriptor, the caster must attempt a concentration check (DC = 20 + the level of the spell). If the caster fails, the spell does not function but is still lost as a prepared spell or spell slot. If she succeeds, the spell functions normally.

Once the infernal army is amassed at Heaven's Shore, the PCs must send it against the plane's border fortresses and well-defended walls. You could run this assault using the mass combat rules from *Pathfinder RPG Ultimate Combat*, but the goal is to use the infernal army's inevitable defeat against Heaven's experienced defenders

to buy the PCs time and conceal their entry into Heaven's first layer, Threshold. One of the countless bastions defending the wall is detailed in *Pathfinder Campaign Setting: Heaven Unleashed*, which can provide either an easy-to-run series of encounters or inspiration for you to customize your own defenses.

The PCs must quickly seek passage from Threshold to Proelera. A nearby isolated mountain valley between the two layers is guarded by the Stonegrinder Choir, four celestial moon giants (*Pathfinder RPG Bestiary* 5 288, 122). The Stonegrinder Choir remains vigilant for intruders, but knowledgeable PCs may recall that moon giants enjoy lively philosophical debate. Silver-tongued PCs might engage the guardians in conversation while less diplomatic PCs prepare a stealthy attack.

After the PCs have gained access to Proelera, the training grounds of Heaven's armies, they are likely to encounter several units of bold trumpet archons and their star archon commanders (*Pathfinder RPG Bestiary* 2 32), all eager to confront intruders. Well-trained in battlefield tactics, they use fortifications, defensive traps, and siege engines to their advantage. Proelera is vast, allowing the PCs to rest between their hit-and-run strikes against Heaven's soldiers.

As the PCs' victories in Heaven accumulate, word of their presence reaches the Angel Knight's ears. The solar strides forth to do battle against the PCs personally, commanding the celestial legions to stand aside and "receive a lesson about fighting upstart trespassers." The PCs should leverage knowledge of the Angel Knight's past to tip this battle in their favor. Presenting the Angel Knight with tangible reminders of Lencia Visserene's ignoble defeat, the innocents of Longacre who suffered due to her actions, or even her mortal disfigurements temporarily staggers the Angel Knight.

If the PCs defeat the Angel Knight in Heaven, they will have eliminated one of the greatest new forces of good from the multiverse, strengthening Cheliax and Hell's power by comparison. Such actions do not go unnoticed, however, and the PCs may find even stronger Heavenly hosts (including Empyrean Lords) bearing down on them in retribution.

THE ANGEL KNIGHT

CR 25
XP 1,638,400

Female solar angel paladin 5 (*Pathfinder RPG Bestiary* 12)
LG Large outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect evil*, *detect snares and pits*, low-light vision, *true seeing*; Perception +34

Aura courage (10 ft.), protective aura

DEFENSE

AC 46, touch 13, flat-footed 42 (+14 armor, +3 Dex, +1 dodge, +19 natural, –1 size; +4 deflection vs. evil)

hp 582 (27d10+434); regeneration 15 (evil artifacts, effects and spells)

Fort +43, **Ref** +23, **Will** +37; +4 resistance vs. evil, +4 vs. poison
DR 15/epic and evil; **Immune** acid, cold, disease, fear, petrification; **Resist** electricity 10, fire 10; **SR** 34

OFFENSE

Speed 35 ft., fly 150 ft. (good)

Melee +2 *holy vorpal longsword* +42/+37/+32/+27 (2d6+16/17–20 plus 2d6 vs. evil) or slam +35 (2d8+7)

Ranged +5 *composite longbow* +35/+30/+25/+20 (2d6+19/×3 plus *slaying arrow*)

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

Special Attacks channel positive energy 5/day (DC 21, 3d6), smite evil 2/day (+9 attack and AC, +27 damage)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 23), *true seeing*

At will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 23), *imprisonment* (DC 28), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *resist energy*, *speak with dead* (DC 22), *summon monster VII*, *waves of fatigue*

3/day—*blade barrier* (DC 25), *earthquake*, *heal*, *mass charm monster* (DC 27), *permanency*, *resurrection*, *waves of exhaustion*

1/day—*greater restoration*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray*, *wish*

Cleric Spells Prepared (CL 20th; concentration +29)

9th—*etherealness*, *mass heal*, *miracle*, *overwhelming presence*^{UM} (DC 28), *storm of vengeance* (DC 28)

8th—*fire storm* (DC 27), *holy aura* (2), *mass cure critical wounds* (2)

7th—*destruction* (DC 26), *dictum*, *ethereal jaunt*, *holy word* (DC 26), *regenerate*

6th—*banishment* (DC 25), *heroes' feast*, *mass cure moderate wounds*, *undeath to death* (DC 25), *word of recall*

5th—*break enchantment*, *breath of life* (DC 24), *dispel evil*, *plane shift* (DC 24), *righteous might*, *symbol of sleep* (DC 24)

4th—*cure critical wounds* (2), *death ward*, *dismissal* (DC 23), *freedom of movement*, *neutralize poison*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic circle against evil*, *prayer*, *wind wall*

2nd—*align weapon*, *bear's endurance*, *bull's strength*, *consecrate*, *cure moderate wounds*, *eagle's splendor*
 1st—*bless*, *cure light wounds* (2), *divine favor*, *entropic shield*, *shield of faith* (2)

0 (at will)—*detect magic*, *purify food and drink* (DC 19), *stabilize*, *virtue*

Paladin Spells Prepared (CL 2nd; concentration +11)

1st—*bless weapon* (3), *knight's calling*^{APC} (DC 20)

STATISTICS

Str 38, **Dex** 18, **Con** 40, **Int** 23, **Wis** 29, **Cha** 28

Base Atk +27; **CMB** +42 (+44 bull rush); **CMD** 57 (59 vs. bull rush)

Feats Cleave, Critical Focus, Deadly Aim, Dodge, Great

Fortitude, Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Staggering Critical, Toughness

Skills Craft (armor) +31,

Diplomacy +34, Fly +28, Heal +22, Intimidate +32,

Knowledge (history) +31,

Knowledge (nature) +31,

Knowledge (nobility) +19,

Knowledge (planes) +31,

Knowledge (religion) +31,

Perception +34, Sense Motive +34,

Spellcraft +31, Stealth +22,

Survival +34

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*), divine bond (weapon +1, 1/day), lay on hands 11/day (2d6), mercy (sickened), strike of the Angel Knight

Gear +5 mithral full

plate, +2 *holy vorpal longsword*, +5 *composite longbow* (+14 Str), belt of physical might +6 (Str, Con)

SPECIAL ABILITIES

Slaying Arrow (Su) The Angel Knight's bow needs no ammunition, and automatically creates a *slaying arrow* of the Angel Knight's choice when drawn.

Spells The Angel Knight can cast divine spells as if she were a 20th-level cleric. She does not gain access to domains or other cleric abilities.

Strike of the Angel Knight (Su) The Angel Knight adds an amount equal to her racial Hit Dice to the damage of her smite evil ability.



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CORRUPTING HEART'S EDGE

After defeating Alexeara Cansellarion, the PCs likely acquired the artifact *Heart's Edge*. This powerful longsword was once carried by Iomedae when she was a mortal, 900 years ago. As is typical for artifacts, it has been at the center of significant events: the Order of the Godclaw's refusal to surrender the sword to the church of Iomedae initiated the events of the Hell's Vengeance Adventure Path. *Heart's Edge* is unlikely to be useful for the PCs, as it is a holy weapon with powerful effects in the hands of a paladin. The method of destroying the artifact is included with its description on page 56, but the PCs may prefer to corrupt *Heart's Edge* in order to use it themselves as a weapon against good.

Just as 11 sacred acts empowered Iomedae to ascend to godhood, corrupting Iomedae's sword requires 11 unholy tasks, each tied in some way to a sacred act the Inheritor performed on her path to divinity. Spells such as *legend lore* automatically reveal these tasks if you want the PCs to begin them right away. Alternatively, these tasks might be hidden from mortal magic, requiring the PCs to embark upon a separate adventure to consult with Hell's sages to learn about them. The tasks can be performed in any order.

First: Feed 11 clerics of Iomedae to a colossal creature with the swallow whole ability, such as one of the crimson worms (*Bestiary* 230) of the Storval Plateau or the Monarch Worm Chemnosit, then follow the clerics into the beast's gullet and slay any survivors with *Heart's Edge*. The death of the devouring beast itself is not required (and in fact, if the beast is one of the powerful Spawn of Rovagug, it might not be within the PCs' power). For more information on Chemnosit, see page 47 of *Pathfinder Campaign Setting: Inner Sea Bestiary*. This symbolically undoes Iomedae's rescue of her allies from the belly of the beast Nakorshor'mond.

Second: Secretly replace the ruling council of Senghor with a coven of hags and witches, and ensure that the coven's presence is not discovered for at least a month. In addition, the false Speaker of the Council of Elders must carry *Heart's Edge* throughout the month. As Senghor is a large city and its ruling council members are all publicly active, this task likely requires powerful illusion magic. In addition, the coven's predilection to sow chaos and abuse their authority could jeopardize the plot. For more information on Senghor, see page 43 of *Pathfinder Campaign Setting: Heart of the Jungle*. This represents the negation of Iomedae's victory over the coven of witches that ruled the city prior to her arrival.

Third: Resurrect Segruchen the Iron Gargoyle, the self-styled King of the Barrowood, by reuniting his body and his soul. First, the PCs must recover Segruchen's remains from the impact crater in the Barrowood where Iomedae killed him. The PCs made several enemies in the Barrowood during the events of *Pathfinder Adventure*

Path #106, and these foes take advantage of the PCs' return to enact their revenge. Second, the PCs must recover Segruchen's soul from his master, the demon lord Xoveron. The PCs must travel to the Abyssal city of Ghahazi, Xoveron's realm, to negotiate for the soul's release. For more information on Xoveron, see page 84 of *Pathfinder Adventure Path* #73.

Fourth: Seek an audience with Arazni, the Harlot Queen of Geb, and convince her to imbue *Heart's Edge* with the essences of a regiment of wraiths. Wraiths are citizens of Geb, and Arazni is reluctant to hand over a legion of citizens upon the request of foreigners. She may require a valuable service as payment, such as a mission to recover one of the *Bloodstones of Arazni*. For more information on the *Bloodstones of Arazni*, see page 13 of *Pathfinder Campaign Setting: Artifacts & Legends*. This action represents the defeat of an army of wraiths by Iomedae and a small contingent of soldiers in the Second Battle of Encarthan, aided by Arazni's blessings.

Fifth: Beseech Erum-Hel, Lord of the Mohrgs, for his dark blessing upon *Heart's Edge*. Erum-Hel broods in Wormsmaw, a dungeon complex located in the Midnight Mountains in the Darklands realm of Orv. The journey to the distant subterranean land is perilous, and the PCs must then overcome Wormsmaw's traps and guardians before entering Erum-Hel's presence. The powerful mohrg is likely to aid the PCs, however, in order to gain some measure of revenge against Iomedae, who defeated him at the infamous Battle of Three Sorrows. For more information on Erum-Hel and Wormsmaw, see page 12 of *Pathfinder Campaign Setting: Undead Unleashed*.

Sixth: Identify the nearly imperceptible flaw in the blade of *Heart's Edge* and compel a member of the Whispering Way with at least 20 Hit Dice to repair it. *Heart's Edge* was once broken by the Whispering Tyrant, but Iomedae fused the sword back together with a prayer and an oath. A tiny flaw remains in the sword, evidence of the limits of Iomedae's power. Identifying this flaw requires a successful DC 30 Craft (weapons) check. Once identified, the flaw must be repaired using a ritual passed down from the Whispering Tyrant to his most trusted disciples, many of whom still reside in Ustalav. The Whispering Way seeks more converts to its way of thinking, and therefore demands the PCs slay key wizards in Ustalav and animate them as intelligent undead. For more information on the Whispering Way, see page 64 of *Pathfinder Adventure Path* #45.

Seventh: Using *Heart's Edge*, pin the body of a paladin of Iomedae to the wall of a church dedicated to an evil deity of torture or suffering; the Cathedral of Bone in Nisroch or another temple to Zon-Kuthon works well for this task. Ensure the paladin remains impaled on the sword but alive for 11 days, and fend off all attempts to rescue or heal the paladin during this time. This represents the corruption of the sacred image of Iomedae that appeared

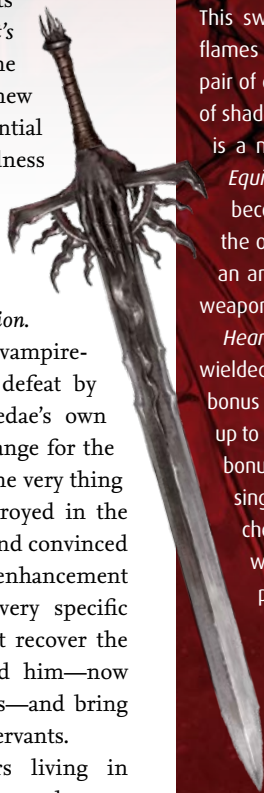
on the wall of an Arodenite temple in Absalom and healed the righteous who touched it, while burning the wicked who approached.

Eighth: Find the armor that once belonged to the graveknight known as the Black Prince and convince one of the Black Prince's living descendants to don it. Slay this descendant with *Heart's Edge*, reinvigorating the armor with the descendant's soul and establishing a new Black Prince. These descendants are influential citizens of Vigil, a bastion of law and goodness within the nation of Lastwall, and therefore oath-sworn to be merciful, just, and vigilant in upholding crusader ideals. For more information on Vigil, see page 44 of *Pathfinder Campaign Setting: Cities of Golarion*.

Ninth: Discover the resting place of the vampire-mage Basilov, who still sleeps after his defeat by Iomedae and nine of her knights; Iomedae's own blood, given freely to the vampire in exchange for the knights' release from imprisonment, was the very thing that kept Basilov from being utterly destroyed in the ensuing battle. Basilov must be awakened and convinced to give his blessing and place a magical enhancement upon *Heart's Edge*. Basilov demands a very specific payment for his services: petitioners must recover the bones of the nine knights who defeated him—now scattered in various Iomedaeian reliquaries—and bring them to Basilov to animate as his undead servants.

Tenth: Befriend the faceless stalkers living in Kantaria, then expose and publicly execute at least 11 of these betrayed faceless stalkers with *Heart's Edge*. If the PCs already befriended the faceless stalker Linton Demeer in *Pathfinder Adventure Path* #104, then they have already completed the first part of this quest and can easily reconnect with the faceless stalker community of Kantaria. If the PCs instead fought against Linton and his fellow faceless stalkers, they must work hard to earn their trust to betray them a second time. This betrayal represents the corruption of Iomedae's victory over the same shapeshifters during her year-long rule of the city in its lord's absence.

Eleventh: Discover a pure-hearted aspirant ready to embark upon the Test of the *Starstone* in Absalom, slay this aspirant with *Heart's Edge*, and hurl the corpse into the bottomless pit surrounding the *Starstone Cathedral*. As aspirants often attract overzealous hangers-on, the PCs have to first contend with powerful self-proclaimed bodyguards in order to face the aspirant. If you would like to expand your campaign to include mythic rules, the aspirant's death might unexpectedly produce a bridge of blood stretching across the pit to the *Starstone Cathedral*, allowing the PCs to attempt the Test of the *Starstone* themselves. This test was Iomedae's final sacred act as



HEART'S BANE

MAJOR ARTIFACT

SLOT none

CL 20th

WEIGHT 2 lbs.

AURA strong abjuration and transmutation

This sword of twisted black silver has a burst of dark flames adorning the hilt and a pommel shaped like a pair of clawed hands. Its blade continually sheds an aura of shadow equivalent to the *darkness* spell. *Heart's Bane* is a mithral *bastard's sting* (*Pathfinder RPG Ultimate Equipment* 150); normally a +2 mithral longsword, it becomes a +5 unholy mithral longsword (with all of the other abilities of a *bastard's sting*) in the hands of an antipaladin. *Heart's Bane* also functions as a *bane* weapon against creatures that worship Iomedae.

Heart's Bane grants the following abilities when wielded by an evil creature. The wielder gains a +6 profane bonus to AC and 60 additional hit points. As a swift action up to eight times per day, the wielder can gain a profane bonus equal to the sword's enhancement bonus on a single Charisma-based skill check or Charisma ability check. As a standard action three times per day, the wielder can force a good creature to reflect on its past misdeeds and be overcome by grief, as per *terrible remorse* (*Pathfinder RPG Ultimate Magic* 243). Once per day, the wielder can swing *Heart's Bane* above her head as a standard action to create an *incendiary cloud*. Half the damage caused by the spell is fire damage and the other half results directly from unholy power and is therefore not subject to being reduced by resistance to fire-based attacks.

DESTRUCTION

If Iomedae's current herald uses *Heart's Bane* to deliver a coup de grace attack to an unwilling paladin of Iomedae, the sword shatters and is permanently destroyed.

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a mortal, and corrupting it in such a way cements the taint of the rest of their actions in *Heart's Edge*.

Upon completion of the 11 tasks, *Heart's Edge* transforms into *Heart's Bane* and its appearance changes to match its powers of blood and slaughter (see above). What the PCs do with this sword could range from waging war on the church of Iomedae on a much grander scale to simply creating their own legend based on the deeds they carry out while wielding it. The Inheritor's followers throughout the Inner Sea region mourn the loss of the sword and all that it represented. The church places a high bounty on the sword's retrieval, and the most powerful Iomedaeans in the region set out to eliminate the villains who corrupted it in this manner. But equipped with *Heart's Bane*, the PCs will certainly be able to put up a fight to keep it out of their hands.

A CROW'S CAW

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Maharai stepped forward, but hesitated, as if she thought we might be illusions or ghosts. Her face appeared more drawn than the last time she and I crossed had paths.

"How..." I'm not even sure she saw me or Jevlia as she focused first on Khem and then Liset and back. "How did you get here?" Her voice cracked. "How is this possible?"

Drayven stalked up beside her. He pointed at Khem with the white rod, which now looked less like a bone and more like a polished baton. A wand, perhaps? I'd need to get closer to find out.

"Ah." His voice rolled as smoothly as his gait. "As determined as his mother. While not surprised, I am actually slightly impressed."

"Not surprised?" echoed Maharai. "Liset was dead and my son leagues from here. How could you expect them to be here?"

I moved beside Khem and laid a hand on his shoulder. "Probably because none of Drayven's agents returned with the prize he wanted. I believe we've proven a bit more of a troublesome lot than he anticipated."

The plague priest eyed me and Jevlia. "Who are you? What are you doing here with my son?"

"They're friends, Mother," said Khem. "Ones who've come to help me save you from this devil."

"I don't need saving. Drayven is aiding me."

Khem's head bowed. "I really didn't want to believe. Mother, what have you done?"

Drayven's cutting grin reappeared. "We have made remarkable progress, actually. You should be proud of your mother and all she's been able to achieve with the proper... motivation."

Liset spoke up. "If you thought me dead, Maharai, why leave those markers to guide us here?"

"Not markers." Maharai clasped hands in front of her. "They were memorials I left to mourn you. To remember what I was forced to leave behind."

"You mourned, yet you didn't do anything to help me fight?" Liset asked.

Maharai's voice snapped like a whip. "You above all should've known the lengths I was willing to go. The price I was willing to pay. As ever, anything I've done was to save Khem's life."

Khem sighed and shuffled further into the chamber. "But you did, without even realizing it. And then Drayven tried to stop you."

"What're you talking about?" his mother asked.

"The amulet." Drayven's gleaming eyes narrowed. To me, it seemed his form slimmed in some areas and

sharpened around the joints. "The one Liset stole from the scroll case we found. It's the singular piece we lacked to complete our purpose here. And you've brought it with you. Asmodeus certainly smiles on us today."

Khem tapped his chest with his cane. "The amulet cured me. How do you think I traveled this far?" He nodded at where it now rested around Liset's neck. "How do you think she stands here still?"

Maharai looked shocked. "You possessed the cure and just gave it away?"

"Liset's curse was far more severe than mine. She would've died already if I hadn't."

"No!" Maharai shook with rage. "I'll not let you sacrifice yourself this way."

Khem jerked back. "You'd let her die in my stead?"

"She already did once," Liset murmured.

Maharai spun on the devil, hissing. "You knew, didn't you? That what we'd found could be the cure, but you didn't tell me. You tried to hide it behind some nonsense about a curse. How could you? You said you'd never lie to me."

"I did swear I would never lie," said Drayven. "And I have not. If you chose to interpret my words in a different fashion than intended, that's no fault of mine. The only deception here is of your own doing."

I coughed. "Though you did send agents to retrieve the amulet from her son, almost killing us both in the process."

Maharai's natural pallor went even more ashen as she looked to Drayven. "Is it true?"

He leered. "I promised his suffering would end soon. And if he was healed by Liset's actions, though the healing proved temporary, I hold no fault there. Even Liset's curse from touching the relic was no lie. You let your own beliefs deceive you there as well."

She backed away from him, but toward the wall she'd been studying, rather than us.

Khem held a hand out. "Mother, please, come with us. We can find a way to make this right. We can undo any harm done."

Drayven's chuckle curdled in my ears. "Oh, dear boy, you have little idea what she's done to further this venture. Her soul is charred to black and bound for Hell."

"No," Maharai breathed. "You... you were still sent to serve me in this." She thrust a hand at Khem. "Retrieve the amulet so I can use it to save my son."

The devil rumbled. "If you'd asked only the first, I could have readily complied. Though there would have been no guarantee of the second." He rolled his shoulders back.

"I was sent, yes, but never to serve you. In truth, I am contracted to serve a lesser noble of House Thrune, who wishes to wield greater power with the artifact I shall deliver to him."

His illusion evaporated with startling suddenness, revealing his true self. His tall, bony form didn't lack for fearsome strength, despite the skeletal frame still clad in his breastplate. His eye sockets burned with a cold flame, and fangs filled his grinning skull. His arms now ended in great claws, one of which gripped a wicked blade, while a massive stinger curled out from the base of his spine. Skeletal wings unfolded from his back, and his feet no longer touched the floor.

The first flicker of red brushed past my eyes, and I fought a pulsing in my mind. Oh, Hell. Literally. Living in even Cheliax's southernmost settlement, I'd had enough exposure to devils to not be panicked by their mere appearance. But here stood—or flew, technically—one who looked quite determined to butcher us on the spot.

Jevlia must've noticed something in my posture, for she brushed the back of my arm and whispered, "Courage."

I swallowed. Never had much of that in the first place, and what little I might've possessed seemed a candle's flame in the face of a wintry gale. Nevertheless, I slipped my punching daggers into either hand and tried to firm up my grip.

Jevlia shifted ahead of us and Liset joined her, rapier readied. Lightning crackled along the blade.

Drayven flourished his dagger at Liset. "Little knight, we've done this dance before. Are you so eager for another round?"

He vanished and reappeared behind Liset. As his dagger flashed in, Jevlia flowed into the space, arms and hands blurring to redirect the blow so it whiffed through empty space. Her kick snapped into Drayven's side.

Liset spun and her blade snicked across the devil's shoulder. He struck aside her follow-up attack faster than I could follow and thrust his tail at Jevlia. She somehow moved with the appendage so smoothly she took control of it, caught hold of

the vertebrae right behind the stinger, and jammed it against the floor.

Drayven snarled as he lashed back with both taloned feet. She twirled past one kick and ducked backward beneath the other, so low it looked like she bent straight backward at the knees.

Sweat soaked my shirt beneath the jerkin, though I'd not moved an inch. The fight captivated me, even as terror sank tiny claws into my soul.

Maharai's eyes gaze dark and deep, as if she's seen horrible acts she's barely able to comprehend. Since some of those acts might very well be her own, it's no wonder she often hides behind a mask.

The women fought as if they'd trained to battle together their whole lives. As Drayven tried to strike Liset down, Jevlia shifted about him, diverting his attacks with subtle brushes and nudges.

Other times, she negated his blows entirely, making the fight look like an actual dance as she whirled and spun, grasping a forearm, or bowed so a leg swept just past her skull.

At the same time, Liset used Jevlia's distractions and alterations of Drayven's movements to land blows before the devil could reposition. The fighter moved with impressive precision. Her rapier found the tiniest openings and darted in before Drayven could recover. Yet the devil might've been better opposed with a greataxe, for her thinner blade did little to truly damage his bone form.

At last, with a woman on either side of him, Drayven soared upward until he floated just beneath the chamber ceiling. He spread his wings and arms, reminding me of certain excruciations I'd seen inflicted on Cheliax's enemies.

"Now, this is refreshing," he said. "A Child of the Upper Reach? I have heard of your weak order, too fearful to embrace true strength. I will enjoy rending your flesh."

Jevlia's only answer: a raised, cupped palm.

Shrieking, Drayven dove in. Yet now he focused on Jevlia. He spared a few lashes of his stinger and claws to keep Liset at bay while pressing all attacks on the monk to force her on the defensive. Dagger, stinger, claws, fangs—they came in from multiple directions at



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once. Jevlia's face set in a mask of concentration, yet I could almost hear her calling out to me for help as her moves became more desperate, the misses even more last-second.

What could I hope to do against this terrible monster? How could my pathetic daggers so much as touch him when I couldn't even summon the strength to move? I knew beyond a doubt that if one woman fell, the other would surely follow. Yet I could only stand and stare and shake.

That's the coward speaking. You know certain ways to lock joints with a well-placed blade. How to distract a foe so your companions can press the advantage and finish him. You're just too fearful that if you join the fight now, you'll be the first to die.

Damn right I am, I thought. Too old, too slow, too afraid to be of any good. I should've never come on this fool's journey. I should've just taken my chances with the thugs back home.

Yet the slightest flutter occurred in my chest, rather than in my vision—one that eased my breathing, rather than choked it. I'd clung to an absolute lie back in Khari and helped nobody but myself throughout those twenty long years. If, here and now, there was even the slightest thing I could contribute...the slimmest chance I could give Khem and the others...I would not be able to live with myself if I didn't at least try.

But if I couldn't help them fight Drayven, how else could I assist?

Movement in the corner of my eye drew my attention. Khem hobbled toward his mother, who gaped at the fight, as I'd been doing.

I lurched after the boy, determined not to let him die in noble heroics after all his effort. He, above all, didn't deserve it.

I reached Khem a few feet before he got to his mother and grabbed at his robe.

"Khem, wait. Can you cast a spell of any—"

"Get away from him!"

I pushed him aside. Maharai rushed me, a mad look in her wide eyes and a dagger similar to Drayven's in hand. I parried her clumsy thrust. My other dagger shot for her chest—but I froze at the last second, less than an inch from piercing her heart.

Despite all she'd done, we'd come to save this woman, from Drayven and herself. How could I possibly kill her in front of Khem?

Baring her teeth, Maharai showed no such restraint in regard to my survival. She thrust at me repeatedly. I kept on the defensive as best I could, but unless I found a way to stop her, one attack would slip through eventually. I tried nicking her arms and even score a few shallow cuts, but she kept fighting, not pausing to react to a single wound. If she believed I threatened her son, no doubt only a mortal blow would suffice.

Khem cried out from the side. "Mother! Stop! He's trying to help."

She screamed wordlessly and dove at me, dagger leading. At the same time, Khem cast his cane aside and threw himself my way as well. He fell flat, but his outstretched hand touched my boot and he uttered an arcane word.

Maharai's blade slashed across my heart. A pale blue glow flashed into being over my jerkin. The dagger rebounded off the light and went spinning away.

The plague doctor stopped and stared down at her son, amazed.

"You cast that spell?" she asked.

He half-smiled at her. "Well, yes."

"And quite well," I said, pulling Khem to his feet.

Her murderous rage dispelled, Maharai stared over at the fight, looking dazed. "What have I done?" She looked to me. "You're really trying to help, aren't you?"

"Can you help us defeat Drayven?" Khem asked. "Please, I refuse to believe you've gone so far to be without hope."

Maharai shook her head. "No one can stop him. He's too strong."

I pointed a dagger at Khem. "Do you have another spell? Something that'd let me hit him unexpectedly?"

He dropped a piece of crumbled leather from a clenched fist. "You can briefly go unseen, yes?"

I nodded.

He pulled out what looked like an insect's leg from a robe pocket. "Wait until I cast the spell before you do. If it works, you should be empowered to leap high and long. Might let you ambush him better."

My gut clenched and my hands trembled, almost making me drop the daggers. Was I truly about to attempt this?

"Enough!"

We both turned to see Drayven rise to the ceiling again. He held his blade in one hand and the white rod in the other. Below, Liset and Jevlia maintained weary stances. Liset sported a bleeding wound along her thigh while Jevlia had a cut across one cheek. Otherwise, they appeared intact.

Drayven glared down at us. "I tire of wasting my time with you mortals. You can't comprehend the power I wield."

"Seems we match it enough to send you fleeing twice," Jevlia called up.

One of his wings struck the ceiling. A stone panel dislodged and plummeted toward her, though she dodged it easily. Shards sprayed the area.

Drayven's laughter clawed at me. "We stand in one of the towers of the Jistkans, ancient masters who once constructed vast armies of golems. The *Poleiheira* contained not only much of their magic lore, but also ways to locate and reawaken the golems left behind after the Imperium's fall." He waved at Maharai. "The casing

we found detailed directions to uncover one of the controlling wands used to command such a creation." He pointed at Liset with the rod, and I hardly had to guess what they'd discovered on entering this chamber. "Yet that amulet is the last piece I need to deliver complete control of the construct to my friend in House Thrune. I may not fully command it, but I can still awaken it and destroy you."

Baleful green light surged from the tip of the rod, becoming a beam that lanced through the air and slammed into the altar. Veins of glowing emerald traced crooked paths across the floor and up the walls until they converged above Drayven's head. A glyph appeared there, identical to the one on Khem's medallion.

The chamber rocked and the clouded sky visible through the balcony arch tilted crazily. The floor shuddered and we all struggled to keep our footing. Khem dropped to his hands and knees and crawled for his cane. Maharai reached out for her son and fell beside him. Yet I teetered about, barely holding my balance. Across the chamber, Jevlia swayed in place, while Liset braced against a pillar.

Only Drayven remained secure in his airborne position. Great crashes and crackings drowned out his laughter. I expected the floor to explode as a buried golem emerged, or for the ceiling to fall on our heads, exposing an upper vault. Then I realized the bedlam came from outside.

The floor continued to tilt and I felt a rising sensation. A thunderous boom sounded, and the chamber quaked in concert.

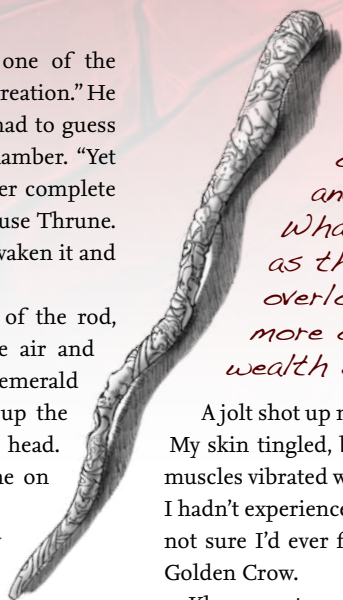
It was then I knew he didn't intend to summon a golem. We already stood inside one, and had felt the first of its footsteps.

Liset lost her precarious hold on the pillar and stumbled. Drayven dove for her. She cut wildly with her sword before leaping aside. He swooped past, glee evident even in his skeletal face. Jevlia raced for Liset, able to better navigate the unsteady ground, yet it slowed her fighting as well.

Drayven flew at one and then the other as they tried to resume their tandem fighting. I could tell he now toyed with them, delighting in their coming doom. Jevlia narrowly avoided a stinger thrust. A clawed backhand sent Liset staggering.

The fighter dropped to her knees, gasping. Her rapier rolled away. Jevlia fought to keep her defensive position over the other woman as Drayven rose for another attack run.

A hand grabbed my ankle. I nearly kicked back before realizing Khem had once more crawled my way. His lips moved, though another boom kept me from hearing the actual words.



Who knew that an unassuming—albeit elegantly carved—piece of ivory could contain ancient, immense power? What other relics such as this might be so easily overlooked by those seeking more obvious sources of wealth or lethality?

A jolt shot up my leg and throughout my whole body. My skin tingled, but in an energizing manner, and my muscles vibrated with an invigorating rush of energy like I hadn't experienced in at least a decade. By the gods, I'm not sure I'd ever felt such focused strength even as the Golden Crow.

Khem met my eyes and mouthed, "Go," before releasing me.

I oriented to the others, all of whom stood at least ten feet away. Drayven faced Jevlia, who held her stance before Liset. He walked in midair toward her, savoring the coming kills.

Crouching, I aimed and made with my disappearing trick. I leapt—though this time it felt like I soared. The ground rushed under me as I headed straight for Drayven, crossing the distance in a weightless, breathless instant.

As I neared, I realized I would actually go over his head, having miscalculated, as I had never taken a magically augmented jump before.

I poised my daggers and, just as I flew over his skull, plunged one into the closest eye socket. I reappeared as it jammed in place, metal scratching against bone. Holding tight, I anchored and swung onto the devil's back. I used the force of my landing to plunge the other dagger into the gap between his neck and breastplate. It sank into the hollow of his collarbone and struck something deep within his chest.

Drayven's roar deafened me and his thrash nearly bucked me off. He struck back at me with his own dagger, which I ducked away from. Then he reached back with the other hand as if to stab me with the rod instead. I grabbed hold of the wand with one hand while continuing to grind the dagger into his eye socket with the other.

He yanked, pulling me forward onto the jutting spines of his skull. Most stabbed into my jerkin, but a couple penetrated and thrust into my chest. I hollered as my flesh ground against those horns, feeling them scrape over sternum and ribs.

Splayed over the top of him, I saw Jevlia move in with uncanny grace. She slipped past a spiked knee and kicked sideways, cracking his leg at the joint. Drayven lurched, clawing for balance.



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Liset appeared, swaying, but aiming straight enough to drive her rapier into the exposed body below the breastplate. Lightning flared. The devil shuddered.

Then Drayven's stinger plunged into my back. My scream resounded over the cacophony of the tower's movement. A burning sensation flared out from the wound. The devil's venom ate away what strength I had left and I lost my grip, falling to the floor with a crack that reverberated through every bone.

My outer body went numb, while everything within me writhed from the searing poison. I wanted to clutch my stomach, shouting at the agony, yet I couldn't even manage that. My dwindling awareness allowed for a few final thoughts.

That went only slightly better than expected.

One of Drayven's feet thumped down inches from my nose. I waited for the other to squash my skull. He wavered in place, taking hits on all sides from the monk and the swordswoman. He fought back, but feebly, and didn't seem to have the focus to vanish again.

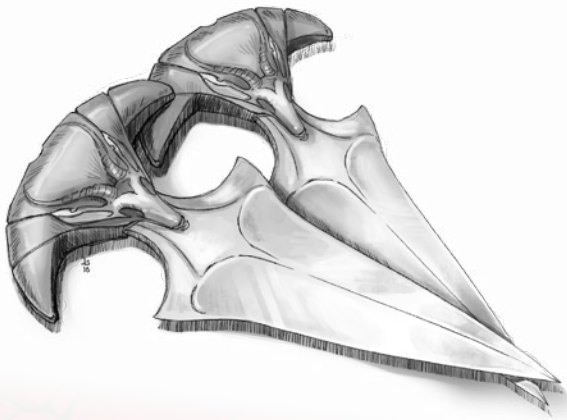
With a final bone-shaking wail, he crashed to the ground beside me. He lay still, facing me so that I gazed upon my dagger protruding from his dark socket. The cold burning in the other socket dimmed to nothingness.

Gods, he's an ugly bastard.

Finally, as my sight shrank to a pinpoint, I managed a last comforting thought.

At least... at least I didn't die a coward.

Darkness claimed me then. I floated within it for an unknowable time, barely aware of my own name. Other lights flickered there with me in the void—faint, distant, murmuring in voices I didn't recognize and languages I didn't know. I tried to reach out, to touch and connect, but all remained oh-so-distant.



There are certain things no adventurer should ever go without: a ready stockpile of supplies, trustworthy companions, and a pair of honed blades.

The single sensation left to me was a growing chill at the center of my being. This became frigid snakes that coiled their way through my core, twining through it, squeezing around my heart and lungs. Making them pump. A rotting hand shoved its way down my throat, forcing the passage open so breath tore through me with savage force. Grave dust drizzled into my veins, nullifying the venom that ravaged them, yet turning my skin clammy.

Memory burst back into my mind like a block of ice shattering, flinging shards of awareness about my skull. Khem. Maharai. Drayven. Liset.

At last, I opened my eyes with a quaking gasp.

Maharai knelt over me, her fingers frigid where she touched my body. Her breath smelled of blood and decay as she sighed in relief.

I blinked up at her. "You healed me? Why?"

She stood and shuffled aside as Khem came forward. The man—I couldn't think of him as a boy anymore—looked somber but relieved.

"Thank you, Mother," he said.

"What happened?" I started to sit up, but realized my head lay in someone's lap, and reconsidered my increasingly comfortable position.

Jevlia's hand brushed my thinning hair as she looked down at me. "After Drayven fell," her gaze locked on me, "thanks to your sacrifice, the tower ceased to move. The rod he used has gone missing, perhaps destroyed in his death."

"So we... won?"

Jevlia's smile erased the last shiver in my flesh. "Yes, you old crow. We did."

We picked our way out of the tower and the ruins beyond, taking care with the freshly disrupted earth and loose stone. Once at a safe distance, we took a moment to look back, awed at the sight of the construct. A broad, bestial head had emerged from the earth, its stony trunk and tusks reminding me of pictures I'd seen of creatures from the Realm of the Mammoth Lords. Two forelegs stood like castle pillars, while the rest of the body remained buried. The tower itself rested on the golem's back.

"Mother?"

I turned to see Maharai easing away from us, toward a darker portion of the forest. She stilled at Khem's call, face creased with sorrow.

"I'm sorry, my son. But this is where we say farewell."

"What?" He moved her way. "But we came all this way for you."

Maharai lifted a hand to forestall him. "No, Khem. I'm not the woman I used to be. Certainly not the mother you need. Perhaps I never was. The actions I've taken may have damned my soul, and I won't let them poison you too."

"There's always a chance for redemption," he said.



There are certain sights in the world that are truly once-in-a-lifetime experiences. Gazing upon a tower that rests on the back of such a massive construct as this Jistkan behemoth readily qualifies as such. Should I ever encounter another creature of this sort, I can only hope I won't be within the tower on its waking that time around.

She clutched a fist over her chest. "Maybe I'll find it then, but not with you. Please. Just know that I'll always love you. Someday, perhaps you'll be able to forgive me." Her gaze drifted to Liset. "Both of you."

With a final nod at us all, the plague doctor donned her mask and retreated into the gloom.

Khem remained staring in that direction for half an hour, and I could only guess at the thoughts running through his mind. Liset finally roused him, but he stayed silent as we gathered ourselves to head back the way we'd come. Fortunately, the mule and cart had survived, which eased our passage somewhat. Corentyn awaited.

We met no trouble other than a spot of rain that muddied the paths and doused us for much of a day. Finally reaching the southern edge of the Anferita Wood, we joined travelers on the main road. Yet at the gates to Corentyn, our group paused for another parting.

Liset and Khem looked down from their seats on the cart, frowning at Jevlia and me. Khem remained in his stooped, withered state, but with a fresh strength. Liset sat proudly beside him, looking content to act as his guard—though the arm she slipped through his spoiled the professional image.

"You're sure you won't come with us?" Khem asked.

I grinned and swept a bow. "Not right yet, Master Khem, though I may catch up with you in time. But go for now and be as happy as you can. I'm sure there's still a cure to what ails both of you waiting to be discovered." I put my arm around Jevlia's waist, pleased she didn't shift away. "We both have our own matters to resolve that would simply slow you down. Take care of each other. Enjoy the time you have."

As they trundled off, I faced Jevlia.

"You're not staying either, are you?" At her knowing look, I sighed. "I don't suppose it's too much to wish that I'd ever see you again?"

She smiled softly. "Perhaps you may. But not as Jevlia." Then she pulled me into another fierce kiss, leaving me breathless as she headed through the gate. She vanished into the crowd from one blink to the next.

With her lingering kiss on my lips, I whistled and started walking. *What a lovely day.*

As I sauntered through the gates, I reached inside my cloak and touched the ivory rod resting in its pocket. What old debts might the Pathfinder Society consider repaid if I brought them such a treasure?



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Bertheford first visited me twenty years ago. Said he wanted to help me fend off some crooks and charlatans who had it out for me. Seems I'd made enemies of them when they thought they were swindling me and discovered I'd pulled a fast one on them instead. Humans. Anyway, that was just the first of many times that feisty badger came to my aid. He liked the taste of my honey cakes and simply loved the fights he got into on my behalf. I tried asking him to work for me full time, but he said he would protect me only when I got in over my head. Luckily, I did that a lot back then. Since I came to Brastlewark and settled down, I haven't seen Bertheford. Either I don't need his protection any more, or he's been called to defend someone else who needs him more. Either way, I owe my life to him, and I miss him."

—Gilrenton Saddlewindit, retired Brastlewark ne'er-do-well

This month's adventure pits the villains against the armies of the Glorious Reclamation as they fight to determine the fate of the uprising and the city of Westcrown. These armies are represented as new creatures with the troop subtype, as described below. The specific troops that appear in this adventure can be found on pages 90–91.

TROOPS

The troop subtype represents an organized group of trained soldiers who act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures within the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop attempts saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop. Until that point, however, any damage taken by the troop does not degrade its ability to attack or resist attacks. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be subject to a bull rush, dirty trick^{APG}, disarm, drag^{APG}, grapple, reposition^{APG}, or trip combat maneuver, unless it's affected by area

effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple-target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed the nonlethal damage it has taken.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown below, plus its Strength modifier.

Troop HD	Troop Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage, or deal more damage than their Hit Dice would normally suggest. Troops threaten all creatures within their reach or within their area, and resolve attacks of opportunity by dealing automatic troop damage to any foe in reach who provokes such an attack of opportunity. Troops are still limited to making one such an attack per round unless they have a feat or special ability that states otherwise.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Looting Troops: Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting, and should be able to recover gear worth a total value equal to the troop's expected treasure value (as determined by the troop's CR).

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BESTIARY

AGATHION, MUSTELIDAL

The head of this muscular, furry humanoid figure is that of an angry badger; it looks ready to strike at a moment's notice.

MUSTELIDAL

CR 16



XP 76,800

NG Medium outsider (agathion, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +23

Aura protective aura (20 ft.)

DEFENSE

AC 31, touch 15, flat-footed 26 (+4 Dex, +1 dodge, +16 natural); +4 deflection vs. evil

hp 261 (18d10+162); regeneration 5 (evil weapons and spells)

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

DR 10/evil and silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee unarmed strike +26/+21/+16/+11 (2d8+7/19–20)

Special Attacks reckless bravura

Spell-Like Abilities (CL 18th; concentration +20)

Constant—*Speak with animals*

At will—*soften earth and stone*, *thunderstomp*^{ACG}

3/day—*meld into stone*, *stone call*^{APG}, *stone shape*

1/day—*summon monster V* (Large earth elemental only)

STATISTICS

Str 24, **Dex** 18, **Con** 29, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +18; **CMB** +25 (+27 grapple); **CMD** 40 (42 vs. grapple)

Feats Dodge, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lunge, Mobility, Spring Attack, Weapon Focus (unarmed strike)

Skills Acrobatics +25, Bluff +23, Climb +28, Escape Artist +25, Knowledge (planes) +14, Perception +23, Sense Motive +14, Stealth +25, Survival +23

Languages Celestial, Draconic, Infernal; *Speak with animals*, truespeech

SQ celestial strike, lay on hands (9d6, 11/day, as an 18th-level paladin), poison purge

ECOLOGY

Environment any underground (Nirvana)

Organization solitary, pair, or cete (3–6)

Treasure double

SPECIAL ABILITIES

Celestial Strike (Ex) A mustelidal's unarmed attacks are treated similarly to those of an 18th-level brawler (*Pathfinder RPG Advanced Class Guide* 23). They deal 2d8 points of lethal bludgeoning damage, though the mustelidal can choose to deal nonlethal damage instead with no penalty on his attack roll. The mustelidal applies his full Strength modifier on all damage rolls with his unarmed strike. A mustelidal's unarmed strike is treated as both a manufactured weapon and

a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons. A mustelidal's unarmed strikes are treated as magic, cold iron, silver, and adamantite weapons for the purposes of overcoming damage reduction and bypassing hardness.

Poison Purge (Su) As a full-round action, a mustelidal who has been poisoned can will himself into an unconscious state for 10 minutes. During this time, the mustelidal suffers no further effects from the poison, and cannot be roused from this deathlike trance by any means. At the end of the 10 minutes, the mustelidal awakens completely cured of any poisons that were affecting him. This doesn't heal the mustelidal of any existing ability damage or drain the poison may have already caused. If the mustelidal succumbs to a poison that causes unconsciousness, this ability triggers automatically.

Reckless Bravura (Ex) As a swift action when a mustelidal is flanked or within the area threatened by a creature whose size is at least Huge, the mustelidal can enter a frenzy, taking a –2 penalty to his AC and gaining a +2 morale bonus on melee attack and damage rolls. The mustelidal can leave this state as a free action only after reducing an enemy to 0 hit points or fewer or when there are no enemies in the mustelidal's line of sight.

Tenacious warriors, mustelidals are the protectors of the good and neutral burrowing creatures of the universe, fending off such evil underground threats as neothelids, purple worms, and shaitans. These agathions are difficult to kill and see defeat in battle as little more than an annoying roadblock delaying their eventual victory.

Mustelidals look like humanoid badgers with black fur and a white stripe running from the crowns of their heads all the way down their backs. They often wear open yet loose-fitting clothing that shows off their toned physiques and allows them more freedom of movement in battle. They prefer to dress in deep, rich browns accented with warm colors, such as yellows and oranges. An average mustelidal stands 5-1/2 feet tall and weighs 180 pounds.

ECOLOGY

Mustelidals are fashioned from the souls of good-aligned mortals whose determination and perseverance kept them fighting long after they should have given in. The more times such a mortal has been resurrected in order to prolong its fight, the greater the chance that her soul is transformed into a mustelidal after finally receiving Pharasma's judgment. Just after they are "born," mustelidals are eager to return to the Material Plane and engage in battle with the forces of evil.

When in a conflict, mustelidals rely on their natural defenses a bit too much, often getting in over their heads

and attacking large throngs of enemies or foes who eclipse them in size. In such situations, mustelidals tap into a well of courage that usually allows them to survive against all odds. These agathions use their ability to summon Large earth elementals only to distract their foes at the start of combat or in dire circumstances when the mustelidals need a way to cover their escape.

At the end of a protracted conflict, mustelidals burrow into the nearby dirt or use their *meld into stone* spell-like ability to allow their regeneration to restore them to full health. They also take advantage of their poison purge ability at this time if any toxins are coursing through their blood. If the mustelidals weren't victorious in the previous fight, they use their skills to track down the surviving foes to attempt to finish the job.

HABITAT AND SOCIETY

Because of mustelidals' unwillingness to back down from a fight, other types of agathions often use them as personal bodyguards, especially when traveling to other planes. Those with crucial missions frequently bring along a small retinue of mustelidals, though they must convince the badger-headed outsiders that they will be face a fair challenge; mustelidals are uninterested in wasting their talents against foes they can defeat without any effort. Occasionally, mustelidals are tasked with protecting a good-aligned outsider or a particularly important mortal. Mustelidals consider such a duty sacrosanct, and never abandon their charges when things get dangerous, not even to chase down an enemy to finish it off—while mustelidals enjoy fighting, they are clever enough to recognize that an apparent retreat may simply be an ambush in disguise.

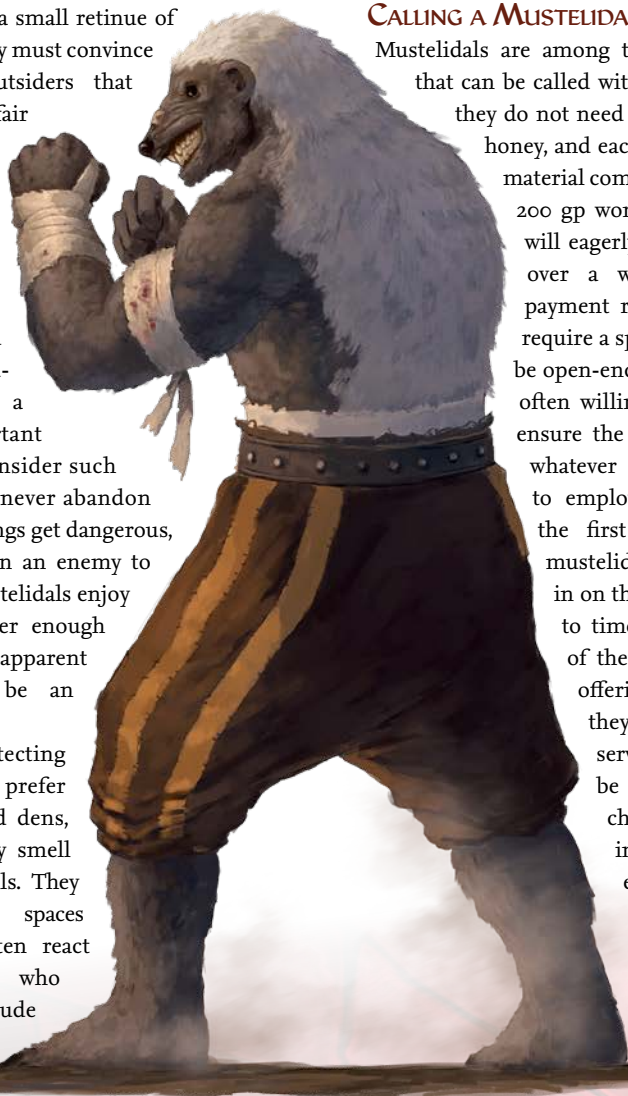
When not protecting charges, mustelidals prefer to remain in burrowed dens, letting the cool, musty smell of soil fill their nostrils. They enjoy claustrophobic spaces and darkness, and often react violently to intruders who threaten their solitude with either their

presence or light. In other contexts, however, mustelidals are quite friendly, if a bit intense. They tend to speak in brief sentences and their laughs, which rarely occur, are short, staccato bursts. The condition of a mustelidal's fur often indicates how long it has been idle; one with dirt clumped and matted in its coat hasn't been in a fight in weeks or months. A mustelidal who has spent some time outside of Nirvana is much more freshly groomed.

Of all the races on the Material Plane, mustelidals have a certain fondness for gnomes. This may be because the two races share the ability to speak with animals, giving them both an appreciation of the natural world—or perhaps because mustelidals appreciate the way gnomes fight so hard to stave off the Bleaching, despite its seeming inevitability. Whatever the reason, a mustelidal sometimes forms a strong attachment with a particular gnome, rescuing him from fatal situations but otherwise content simply to observe his antics. Many campfire tales have been told about gnomes who have garnered these literal guardian angels.

CALLING A MUSTELIDAL

Mustelidals are among the more powerful outsiders that can be called with *greater planar ally*. Although they do not need to eat, they enjoy the taste of honey, and each 8-ounce jar included in the material components of the spell counts as 200 gp worth of offerings. A mustelidal will eagerly accept the task of watching over a worthy person, halving the payment requested, though such tasks require a specific time frame and cannot be open-ended. Mustelidal protectors are often willing to lay down their lives to ensure the people in their care survive whatever dangers prompted them to employ the agathions' services in the first place. Particularly zealous mustelidals have been known to check in on their former charges from time to time, even years after the terms of their original agreement ended, offering their services again. While they require a new agreement to serve the mortal again, they can be very persuasive, and former charges who find themselves in perpetual danger may employ the same mustelidal a dozen or more times over the course of their lives, so long as the threats that the agathions are defending against present suitable challenges.



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BESTIARY



ANGEL, NINKONDA

This golden-winged humanoid wears sturdy armor, including a crowned helm with a blank faceplate and a gleaming mirror on their broad chest. Large metal spikes pierce the creature's arms, hands, and shoulders.

NINKONDA

CR 17



XP 102,400

LG Large outsider (angel, extraplanar, good, lawful)

Init +4; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision, *true seeing*; **Perception** +31

Aura protective aura

DEFENSE

AC 32, **touch** 14, **flat-footed** 27 (+4 **Dex**, +1 **dodge**, +18 **natural**, -1 **size**); +4 **deflection** vs. evil

hp 270 (20d10+160)

Fort +20, **Ref** +12, **Will** +16; +4 vs. evil

Defensive Abilities reflect rays; **DR** 10/evil; **Immune** acid, cold, petrification, poison; **Resist** electricity 10, fire 10;

SR 28

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +4 *axiomatic spiked gauntlet* +28/+23/+18/+13 (1d6+12/19-20), +4 *axiomatic spiked gauntlet* +28/+23/+18 (1d6+8/19-20)

Ranged 4 +4 *axiomatic darts* +27 (1d6+12)

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

Special Attacks nailed fists, soul reflection

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*discern lies*, *true seeing*

5/day—*break enchantment*, *dimension door*, *freedom of movement*

3/day—*atonement*, *mark of justice*, *plane shift* (self and willing targets only)

1/day—*discern location*

STATISTICS

Str 26, **Dex** 19, **Con** 26, **Int** 15, **Wis** 18, **Cha** 21

Base Atk +20; **CMB** +29; **CMD** 44

Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Greater Two-Weapon Fighting, Improved Critical (spiked gauntlet), Improved Two-Weapon Fighting, Lightning Reflexes, Two-Weapon Fighting, Weapon Focus (spiked gauntlet)

Skills Diplomacy +28, Fly +29, Heal +17, Intimidate +28, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +31, Sense Motive +31, Spellcraft +25

Languages Celestial, Common; truespeech

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or squad (3-6)

Treasure standard

SPECIAL ABILITIES

Nailed Fists (Su) A ninkonda fights with the heavy spikes driven through their arms and hands. These attacks

are treated as a pair of +4 *spiked gauntlets*. At will as a standard action, a ninkonda can grant these attacks the *axiomatic*, *holy*, or *merciful* weapon special ability, but must select the same special ability for both hands. Their hands retain the selected special ability until they choose another special ability to replace the previous one. These weapons cannot be removed or sundered. They fade away when the ninkonda dies and cannot be used by any other creature. As a standard action, a ninkonda can fling a volley of four spikes from their arms. Make a separate attack roll for each spike—all targets must be within 30 feet of each other. The spikes have a range increment of 20 feet. The spikes are treated as +4 *darts* with the same weapon special ability as the ninkonda's fists. Whether the attacks hit or miss, these spikes immediately disappear and reappear back in the ninkonda's body.

Reflect Rays (Su) Rays and ranged touch effects that strike a ninkonda but fail to overcome the angel's spell resistance are reflected back at their source, using the original attack roll to determine whether they hit. The ninkonda must be aware of the attack and not flat-footed.

Soul Reflection (Su) A ninkonda can angle the mirror in their chest to reflect the weaknesses of creatures' souls. Each round as a swift action, the ninkonda can project a 60-foot cone of contrition. All creatures in the cone fall prone with grief and remorse, taking no actions for as long as they are within 60 feet of the ninkonda (Will DC 25 negates). A lawful creature gains a +4 bonus on this saving throw, and a good creature gains a +8 bonus on the saving throw (these bonuses stack). Sightless creatures cannot be affected by this ability, nor can creatures that cast no reflection (such as vampires). This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Ninkondas, or "nail angels," are stoic, remorseless hunters of the celestial planes. At a distance, a ninkonda appears to be a winged knight wearing full plate armor. Up close, the creatures present a more intimidating and bizarre appearance: dozens of iron spikes impale their arms, shoulders, and hands, and the faceplates of their helms are smooth and featureless. Ninkondas hunt once-honorable mortals who have committed heinous sins, such as treason against good nations or betrayal of celestial confidences. Ninkondas don't slay their quarry; instead they wordlessly encourage redemption by reflecting the creature's soul in the mirror inset in the angels' broad chests.

Ninkondas stand 12 feet tall with wingspans of just over 25 feet. They weigh about 1,200 pounds.

ECOLOGY

Although ninkondas resemble stout, armored humanoids with feathered golden wings, the armor is the creatures' thick skin and their cumbersome appearances bely their

natural grace. Ninkondas have no faces; a blank helm topped with a golden crown sits atop each ninkonda's thick neck. Despite lacking facial features, ninkondas have supernaturally sharp senses and can speak in a deep, somber voice (although they rarely choose to do so). Ninkondas are good at recognizing truth and find dishonesty particularly repugnant.

The iron spikes that impale ninkondas' arms and shoulders are physical manifestations of their past misdeeds. These spikes cause ninkondas a constant dull ache rather than a sharp pain, but ninkondas embrace this discomfort as an ever-present reminder of how wickedness can be overcome. The reflection in the broad mirror across a ninkonda's chest is always hazy and inexact, as it shows spiritual truth rather than physical reality.

Ninkondas watch for evidence of wicked mortals who might harbor a spark of goodness within them. A ninkonda who identifies a candidate for redemption pursues this quarry tirelessly, dispatching the mortal's irredeemable lackeys (such as undead and fiends) with nail-studded fists and confronting the mortal personally. In the ninkonda's broad chest-mirror, the quarry sees not only the stains on its own soul but the repercussions of all its past transgressions. For those who are truly repentant when confronted so directly with their wickedness, the ninkonda offers atonement and helps them back onto the path leading a righteous life.

HABITAT AND SOCIETY

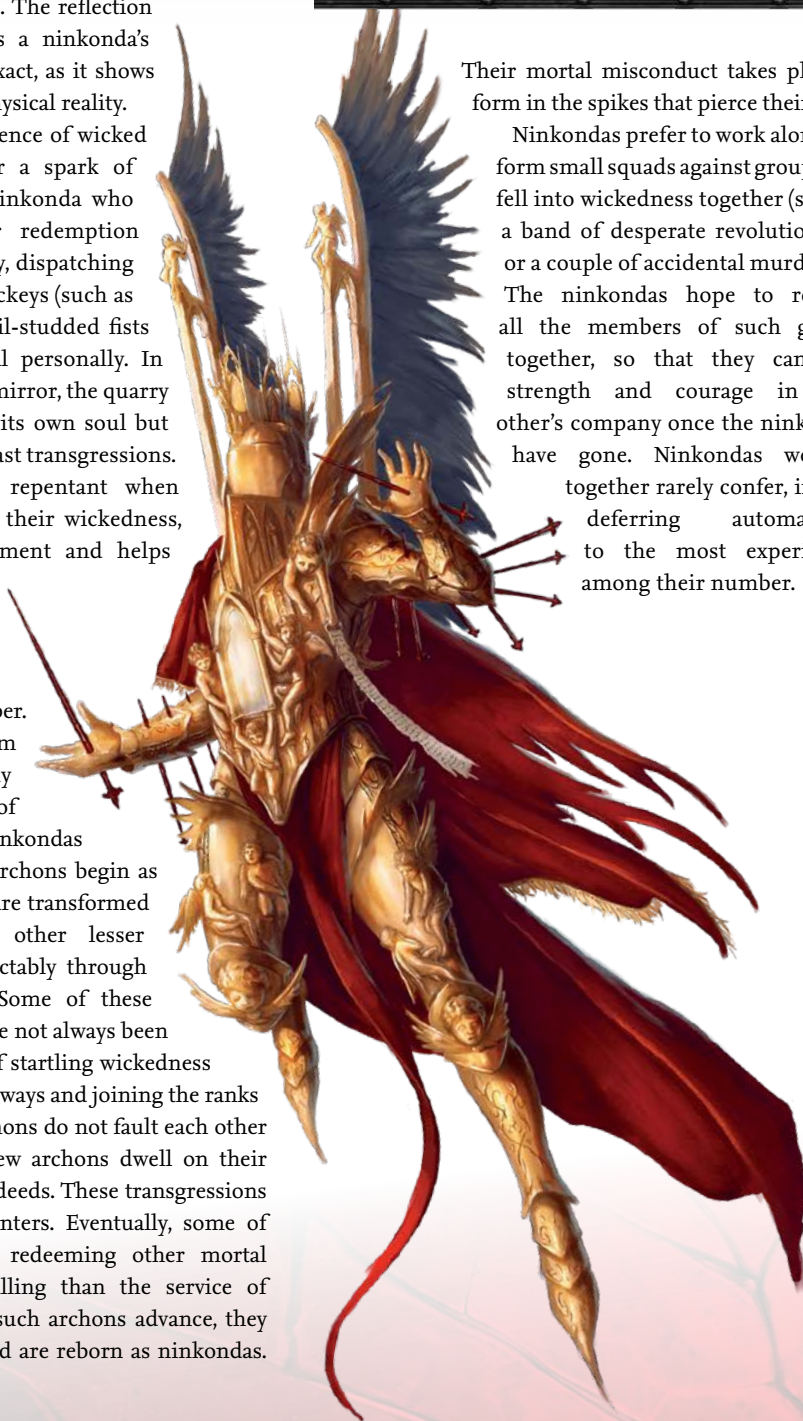
Ninkondas are few in number. Though they originate from the ranks of archons, only the most erudite scholars of Heaven can describe how ninkondas come into existence. Many archons begin as virtuous mortal spirits who are transformed into lantern archons or other lesser servitors, then ascend predictably through the hierarchy of Heaven. Some of these virtuous spirits, however, have not always been so: some lived mortal lives of startling wickedness before repenting of their evil ways and joining the ranks of Heaven. Although the archons do not fault each other for mortal wrongs, a rare few archons dwell on their own dimly remembered misdeeds. These transgressions vex their thoughts like splinters. Eventually, some of these archons decide that redeeming other mortal wrongdoers is a higher calling than the service of Heaven's hierarchies; when such archons advance, they slip from the usual ranks and are reborn as ninkondas.

BEYOND GENDER

Outsiders do not reproduce sexually, and have existences that transcend the understanding of mortals. Some types of outsiders, especially angels, are genderless in their natural states. While some angels may choose to adopt a gender, whether it is one reflected in the real world or otherwise, most do not. A genderless creature has no gender entry on the race and class line of their stat block, and is referred to with the singular "they" in running text and ability descriptions.

Their mortal misconduct takes physical form in the spikes that pierce their flesh.

Ninkondas prefer to work alone, but form small squads against groups that fell into wickedness together (such as a band of desperate revolutionaries or a couple of accidental murderers). The ninkondas hope to redeem all the members of such groups together, so that they can find strength and courage in each other's company once the ninkondas have gone. Ninkondas working together rarely confer, instead deferring automatically to the most experienced among their number.



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ARCHON SWARM, MOTE

Thousands of golden lights form a cloud, swirling gracefully around one another. Each light in the cloud is a glowing rune no bigger than a thumbnail.

MOTE ARCHON SWARM

CR 15



XP 51,200

LG Fine outsider (archon, extraplanar, good, lawful, swarm)

Init +13; **Senses** darkvision 60 ft., low-light vision;

Perception +24

Aura aura of menace (DC 23), *magic circle against evil*

DEFENSE

AC 28, touch 28, flat-footed 18 (+9 Dex, +1 dodge, +8 size); +2 deflection vs. evil**hp** 189 (18d10+90)**Fort** +18, **Ref** +15, **Will** +16; +4 vs. poison, +2 resistance vs. evil**Defensive Abilities** swarm traits, **DR** 10/evil; **Immune** disease, electricity, petrification, weapon damage; **Resist** fire 20; **SR** 26

OFFENSE

Speed fly 30 ft. (perfect)**Melee** swarm (5d6 plus distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 24), heat (3d6 fire), vibrating combustion**Spell-Like Abilities** (CL 18th; concentration +22)Constant—*deathwatch*, *magic circle against evil*At will—*detect evil*, *greater teleport* (self only)7/day—*lesser restoration*5/day—*mass cure light wounds*, *neutralize poison*3/day—*greater restoration*, *heal*

STATISTICS

Str 1, **Dex** 28, **Con** 20, **Int** 12, **Wis** 17, **Cha** 19**Base Atk** +18; **CMB** —; **CMD** —**Feats** Ability Focus (vibrating combustion), Combat Casting, Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Skill Focus (Heal)**Skills** Acrobatics +21, Diplomacy +16, Fly +46, Heal +30, Intimidate +25, Perception +24, Stealth +46, Survival +21**Languages** Celestial, Common, Infernal; truespeech**SQ** controlled swarm, superlative healer

ECOLOGY

Environment any (Heaven)**Organization** solitary, pair, or flock (3–6 swarms)**Treasure** none

SPECIAL ABILITIES

Controlled Swarm (Ex) A mote archon swarm can choose not to deal swarm damage to any creature sharing its space and can choose not to impede the spellcasting or concentration of a creature sharing its space.**Superlative Healer (Su)** A mote archon swarm can use the Heal skill to provide first aid, treat a wound, or treat poison as a swift action; to treat a disease as a move action; and to treat a deadly wound as a full-

round action. Creatures to be treated must share the mote archon swarm's space, but the mote archon swarm can treat any number of creatures within its space with the same action. A mote archon swarm does not require a healer's kit to treat deadly wounds.

Vibrating Combustion (Ex) As a swift action, a mote archon swarm can vibrate rapidly for 1 round, heating the air and dealing 3d6 points of fire damage (Reflex DC 26 half) in addition to swarm damage at the end of its turn. Creatures that begin their turns in the swarm's area risk catching on fire (see page 444 of the *Pathfinder RPG Core Rulebook*). A creature that succeeds at its save against this ability is immune to catching on fire at the start of its next turn. A burning creature can't attempt to extinguish itself as long as it is in the mote archon swarm's space. The save DC is Constitution-based.

Mote archons are tiny, floating runes less than an inch across. Individually, they are benign and nearly mindless creatures, but mote archons are virtually never found alone, congregating naturally in groups of hundreds or thousands of their kind. Together, these swarms of mote archons have a unified personality and an overwhelming drive to comfort the sick and heal the injured. They are most often found on the battlefields of Heaven tending to injured angels and other archons, and never hesitating to defend creatures under their care. Angry mote archons oscillate rapidly until they ignite and swarm over enemies with fiery retribution.

A mote archon swarm has no appreciable weight.

ECOLOGY

Mote archon swarms are sparkling heralds of comfort and succor. Each mote archon within a swarm is a tiny, virtually mindless creature as light as dandelion fluff. A mote archon has the form of a spherical rune with sharp edges. No two mote archons seem to have the same shape, but because the tiny creatures glow brightly, their exact form is difficult to discern. Their glow is a white light the strength of a candle flame; unlike lantern archons, mote archons cannot change the strength or color of their glow.

Mote archons naturally gravitate to the nearest of their kind, floating erratically over or around obstacles as they move toward each other. When clustered in swarms of a few hundred individuals, they develop a hive mind and a distinct personality. This personality is as mutable as the swarm itself; a mote archon swarm that loses a few dozen members might become grim or despondent, while a swarm that gains more members becomes cheerful. As mote archon swarms speak little, these differences in temperament often manifest through the lethargy or agitation of individual lights within the swarm. Regardless of their current personalities, mote archon swarms remain driven to help the sick or injured and cannot stand idle in the face of suffering.

Although they are creatures of healing, mote archon swarms are easily angered. The surest method to anger a mote archon swarm is to threaten harm to any creatures it deems under its care. A mote archon swarm is also enraged by acts of senseless butchery or wanton violence. When roused to anger, a mote archon swarm descends upon its enemies with righteous fervor. As each mote archon has sharp edges, a darting swarm of the creatures can shred skin; however, the swarm has sufficient control over its component motes for it to flay enemies but leave allies unharmed. When infuriated, the individual components of the swarm oscillate rapidly until their rage ignites them.

HABITAT AND SOCIETY

Mote archon swarms are rarely found outside of Heaven, where they tend to injured angels and archons in the wide pavilions that celestials use as hospitals. Celestial armies commission mote archon swarms as field medics, and the glittering swarms accompany the Heavenly forces in their wars against the legions of evil. In these great clashes, mote archon swarms dart about the battlefield, attacking foes while healing allies. A mote archon swarm's desire to heal sometimes overcomes its better judgment, however, and it might staunch an enemy's mortal wound or target a desperately injured enemy along with its allies when it uses its *mass cure light wounds* ability. Mote archon swarms see this not as an error, but as a measure of grace that lowers the aggregate amount of suffering in the universe.

Mote archons are generated as a celestial byproduct during the ascension of an archon into a more powerful form. An archon who has served Heaven as a warrior or crusader produces few or no motes, whereas a diplomat or peacemaker might produce as many as a dozen, and an archon dedicated to easing suffering and healing the sick might engender dozens of motes each time it ascends to a higher form. The motes thus produced are mindless, inclined to do no more than seek out others of their kind and avoid causing harm. (A mote caught between these two directives—such as a mote cupped in clasped hands that could escape only by slicing free with its sharp edges—simply oscillates in place until a resolution presents itself.) Only when motes gather in large numbers does a personality appear, but this is independent of the personalities of the archons who shed the component motes.

Mote archon swarms tend to act more spontaneously than other archons. When creatures under their care have recovered sufficiently, mote archon swarms abandon the immediate area, giving in to wanderlust. Mote archon

swarms encountered outside of Heaven have usually slipped through a portal or gateway in such meanderings. Although these itinerant swarms find healing work to occupy their time, they eventually pine for the familiar fields of Heaven.

Mote archon swarms enjoy the company of other celestials dedicated to healing. They particularly admire brijidines and sometimes follow these fiery azatas with exuberant devotion. Eventually, a mote archon swarm's adoration gives way to irritation over an azata's flighty recklessness, however, so the swarm returns to the more serious business of tending to the sick or wounded.



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WESTCROWN
UNDER THE
GLORIOUS
RECLAMATION

CONTINUING
THE CAMPAIGN

PATHFINDER'S
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TROOPS, GLORIOUS RECLAMATION

The white-and-gold tabards of this tight formation of armored soldiers are spotless, and their swords and armor are polished to a mirror-bright sheen.

SERGEANT TROOP

CR 14



XP 38,400

LG Medium humanoid (human, troop)

Init +5; Senses Perception +27

DEFENSE

AC 29, touch 12, flat-footed 27 (+9 armor, +1 Dex, +1 dodge, +3 natural, +5 shield);

hp 210 (20d8+120)

Fort +14, Ref +9, Will +15

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (6d6+9)

Space 20 ft.; Reach 5 ft.

Special Attacks volley

STATISTICS

Str 28, Dex 13, Con 23, Int 11, Wis 12, Cha 16

Base Atk +15; CMB +24 (+26 bull rush); CMD 36 (38 vs. bull rush)

Feats Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Shield Focus, Skill Focus (Perception)

Skills Climb +6, Diplomacy +5, Intimidate +36, Perception +27, Survival +14

Languages Common

ECOLOGY

Environment any

Organization solitary, company (2–4) or battalion (5–10)

Treasure standard

SPECIAL ABILITIES

Battlefield Healing (Su) Once per day as a swift action, this troop can heal itself or an adjacent creature of 10d6 points of damage.**Volley (Ex)** A Glorious Reclamation sergeant troop can fire a volley of arrows as a standard action. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 5d6 points of piercing damage (Reflex DC 21 half). The save DC is Dexterity-based.

This represents an average troop of Glorious Reclamation sergeants active around Westcrown and Citadel Rivad. Although most of the individual soldiers in the troop are skilled fighters, the troop contains a sufficient number of clerics to provide the troop with limited healing. These troops are normally outfitted with longswords, full plate armor, and tower shields.

VARIANT GLORIOUS RECLAMATION TROOPS

Some troops are equipped with additional armaments or superior training that gives them special attacks in addition to the abilities listed above.

Devilslayer Troop (CR 14): This troop consists of paladins with specialized weapons and skills. Its troop damage counts as cold iron and silver for the purpose of bypassing damage reduction. A devilslayer troop moves at a speed of 20 feet, is immune to disease and fear, and gains a +3 resistance bonus on saving throws. This troop also gains the following special attack.

Smite Evil (Su): This troop gains a +20 bonus on troop damage rolls against evil creatures. Additionally, the troop gains a +3 deflection bonus to its AC.

Field Hospital Troop (CR 14): This troop includes several clerics and warpriests trained in combat medicine and able to channel positive energy and magically enhance the troop's weapons. A field hospital troop moves at a speed of 20 feet, and its AC is reduced by 3. It can use battlefield healing five times per day. Its members are primarily outfitted with breastplates and longswords. Additionally, a field hospital troop gains the following special attacks.

Channel Energy (Su): As a standard action, the troop can emit a 30-foot radius burst of positive energy to damage undead creatures, dealing 5d6 points of damage (Will DC 25 half). This burst can originate from the corner of any square in the troop's space. The save DC is Charisma-based and includes a +2 bonus from the Glory domain.

Holy Weapons (Su): Twice per day as a swift action, the troop gains a +20 bonus on troop and volley damage rolls against evil creatures, and such attacks are considered good and magic for the purpose of bypassing damage reduction. This effect lasts for 6 rounds.

Knights Inheritor Troop (CR 15): This unit includes a handful of mounted knights inheritor among its number, each equipped with a lance. A knights inheritor troop has a speed of 40 feet and reach of 10 feet. The troop deals 3 × its troop damage if it moves at least 10 feet before making a troop attack.

Rassophore Troop (CR 15): This troop includes several rassophores, arcane spellcasters dedicated to the Glorious Reclamation, who provide magical support to their fellow soldiers. The rassophores cast *flame arrow* on the ammunition of the other members of the troop, which adds 1d6 points of fire damage to the troop's volley attack. The rassophores also augment their allies' defenses, granting a +2 enhancement bonus to the troop's AC and fire resistance 10.

The troop gains the spell-like abilities (CL 15th) listed below, which it can use as a standard action. It does not need to succeed at concentration checks to use such abilities in battle and the spells' range can be determined from the corner of any square in the troop's space.

At-will—*black tentacles*, *fireball* (DC 16), *greater dispel magic*, *magic missile*, *shout* (DC 17), *wall of force*

3/day—*chain lightning* (CR 19), *dismissal* (DC 18), *permanent image* (DC 19), *summon monster VI*

Siege Engineer Troop (CR 14): Trained in the transport and use of siege engines, this troop swiftly brings ballistae and catapults to bear against enemies. A siege engineer troop has a speed of 10 feet and lacks the volley special attack, but it gains the following special attacks.

Ballista Volley (Ex): As a move action, the troop can fire a volley of ballista bolts. This attack takes the form of a 360-foot line and deals 8d8 points of piercing damage (Reflex DC 21 half) to creatures in the line. The save DC is Dexterity-based.

Catapult Bombardment (Ex): As a move action, the troop can target a single square up to 400 feet away with catapult stones (minimum range of 100 feet). This attack deals 12d6 points of bludgeoning damage to all creatures in a 30-foot-radius burst (Reflex DC 21 for half). If the siege engineer troop does not have line of sight to the target square, creatures in the burst gain a +4 circumstance bonus on their Reflex saving throws. The save DC is Dexterity-based.

HOUND ARCHON TROOP

In addition to the Glorious Reclamation's own troops, the forces of Heaven have amassed to assist the revolution. The following stat block represents a coordinated unit of hound archons.

HOUND ARCHON TROOP	CR 16	  
XP 76,800		
LG Medium outsider (archon, extraplanar, good, lawful, troop)		
Init +9; Senses darkvision 60 ft., low-light vision, scent, <i>detect evil</i> ; Perception +39		
Aura aura of menace (DC 24)		
DEFENSE		
AC 28, touch 15, flat-footed 23 (+4 armor, +4 Dex, +1 dodge, +9 natural; +2 deflection vs. evil)		
hp 241 (21d10+126)		
Fort +20, Ref +19, Will +14; +2 resistance vs. evil, +4 vs. poison		
DR 10/evil; Immune electricity, petrification; SR 27		
OFFENSE		
Speed 40 ft.		
Melee troop (8d6+9)		
Space 20 ft.; Reach 5 ft.		
STATISTICS		
Str 23, Dex 20, Con 23, Int 18, Wis 21, Cha 18		
Base Atk +21; CMB +27; CMD 43		
Feats Alertness, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Intimidate), Skill Focus (Perception)		
Skills Acrobatics +28, Climb +29, Diplomacy +32, Intimidate +35, Knowledge (planes) +28, Perception +39, Sense Motive +33, Stealth +32, Survival +33, Swim +26		

Languages Celestial, Common, Draconic, Infernal; truespeech
SQ coordinated teleport

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or army (3–6)

Treasure standard

SPECIAL ABILITIES

Coordinated Teleport (Su) As a standard action, a hound archon troop can transport itself over great distances as per *greater teleport* (self only).



HELL COMES TO WESTCROWN

FOREWORD

PART 1: SIEGE OF CITADEL RIVAD

PART 2: THE PENTAGRAM RITUAL

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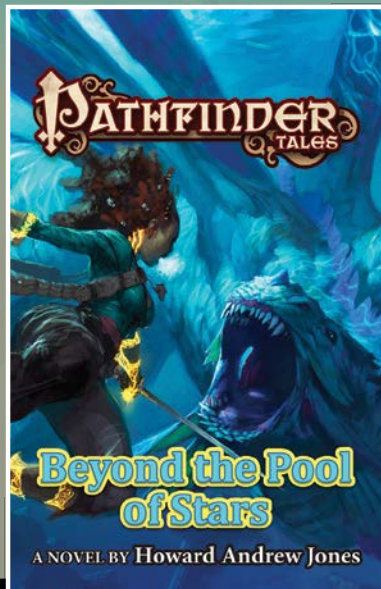
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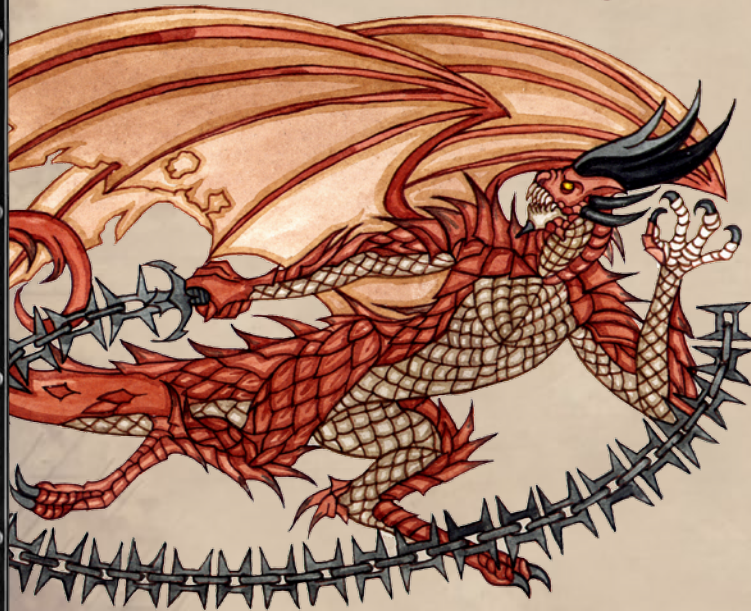
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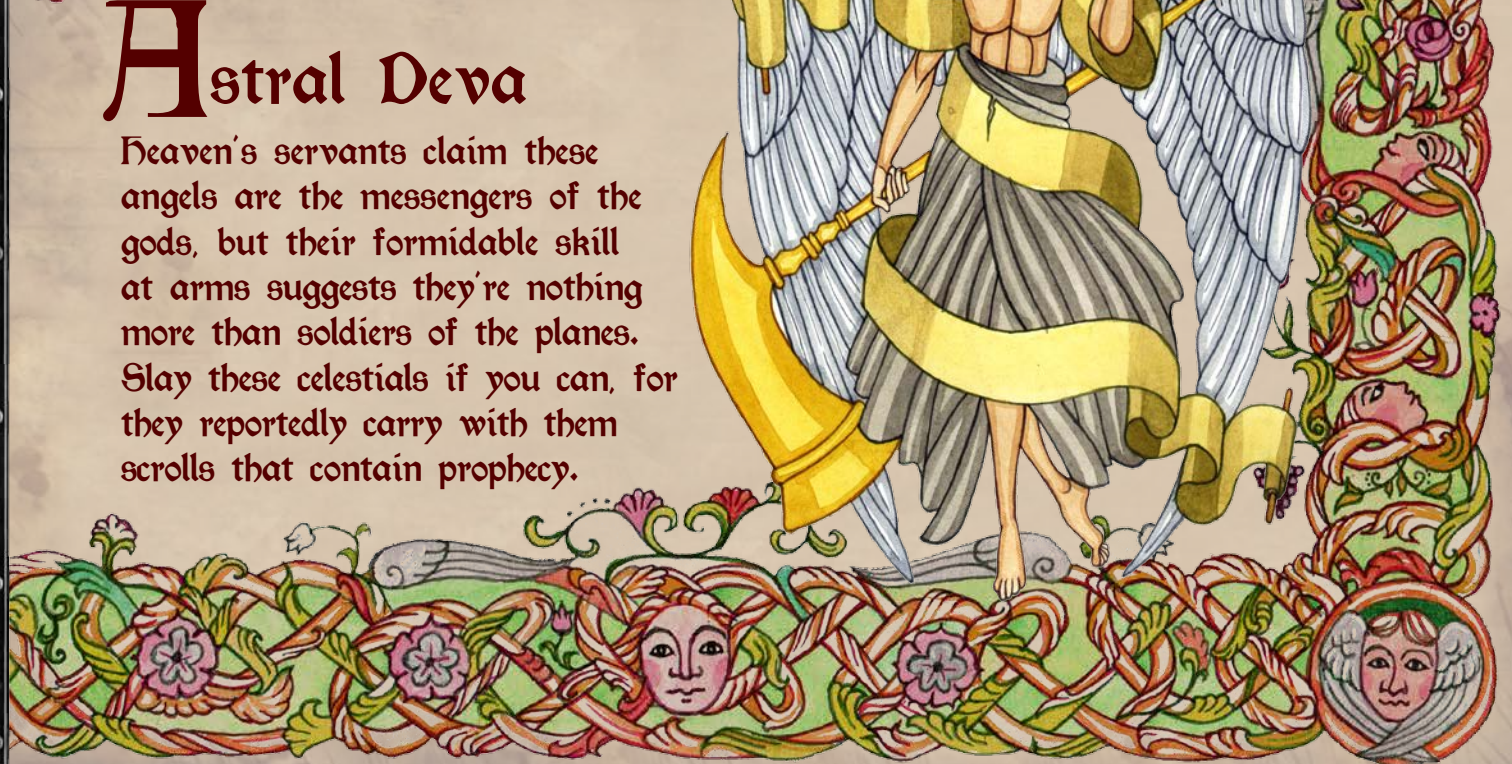
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RAISING HELL

Cheliax's largest city, Westcrown, has fallen to the Glorious Reclamation, and the evil adventurers are sent to reclaim the metropolis in the name of House Thrune. Armed with the legendary weapon they created from a gold dragon's head, the nefarious characters confront the Glorious Reclamation's forces and break its 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 founder and Lord Marshal of the Glorious Reclamation to end the rebellion and restore the Thrice-Damned House of Thrune's rule over the empire of Cheliax.

This volume of Pathfinder Adventure Path concludes the Hell's Vengeance Adventure Path and includes:

- "Hell Comes to Westcrown," a Pathfinder adventure for 15th-level characters, by Ron Lundeen.
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