



FORTRESS OF THE NAIL

By Amanda Hamon



FORTRESS OF THE NAIL

PATHFINDER SOCIETY SCENARIO #4–13

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Pathfinder Society Scenario #4–13: Fortress of the Nail is a Pathfinder Society Scenario designed for 5th- to 9th-level characters (Tier 5–9; Subtiers 5–6 and 8–9). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, the *Pathfinder RPG Bestiary 3*, and the *Pathfinder RPG GameMastery Guide*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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BY AMANDA HAMON



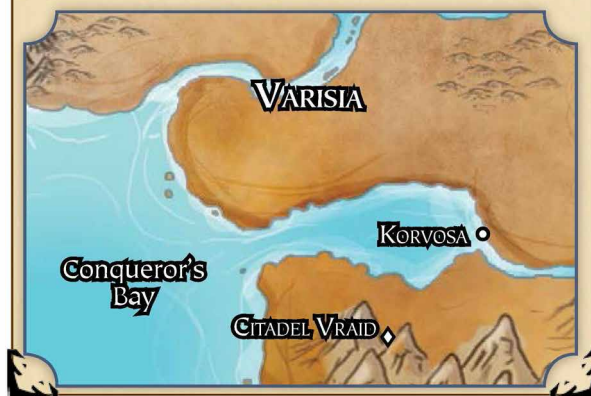
Thirty years ago, in a desperate attempt to forge closer ties with Cheliah, Queen Domina of Korvosa lobbied to permanently host the Order of the Nail, a particularly stringent group of Chelish Hellknights, within her kingdom. To sweeten the deal, the queen set about constructing the magnificent and gothic Citadel Vraid in the western arm of the Mindspin Mountains. Pleased—and serving Cheliah’s interests—the Order of the Nail soon moved into its new home. This Hellknight order has remained in Citadel Vraid ever since, bringing its own brand of civilization to the uncultured Varisian wilds and operating mysterious prisons with particularly dour reputations.

A month ago, the Pathfinder Society learned that Paracountess Zarta Dralneen, one of House Thrune’s envoys to the Chelish Embassy in Absalom and a vital political ally of the Pathfinder Society, was missing. Further, the Chelish government had seemingly erased all memory of her. Pathfinder agents quickly investigated; they learned that Tancred Desimire, one of Dralneen’s biggest rivals and a member of the Thrune government, had planted in the embassy false evidence implicating the paracountess in numerous seditious acts. Once he had convinced his fellow agents of her guilt, Desimire had Dralneen secretly transported to Citadel Vraid, where the Order of the Nail now holds her in anticipation of her eventual trial, conviction, and execution—though the Hellknights are content to hold her indefinitely as long as their fee continues to be paid.

For the Pathfinder Society, an indefinitely imprisoned Dralneen is proving severely problematic, and the situation will only worsen if she’s executed. Without her connections and political skills, the organization cannot operate within the borders of Cheliah, where the government has officially banned all Pathfinder activities. The Decemvirate has called upon the PCs to travel to Citadel Vraid, present the law-bound Hellknights with conclusive evidence of Dralneen’s innocence that was recovered by covert Pathfinder agents from the Chelish Embassy, and escort the paracountess safely back to Korvosa. From there, the Society will secure her transport back to Absalom.

WHERE ON GOLARION?

Fortress of the Nail begins in the heart of Korvosa, Varisia’s largest city, and continues about 15 miles south in Citadel Vraid. The terrain between Korvosa and the citadel is unsettled and rough, with the lush Jeggare River valley quickly giving way to rocky, uneven land that rises to meet the mountains. To learn more about this region and Citadel Vraid, see *Pathfinder Campaign Setting: Guide to Korvosa*, *Pathfinder Player Companion: Varisia, Birthplace of Legends*, or the forthcoming *Pathfinder Campaign Setting: Castles of the Inner Sea*, available in bookstores and game stores everywhere, and online at paizo.com.



SUMMARY

The PCs meet in Shoreline Drinkhall, a tavern in Korvosa’s East Shore district, with Sir Canayven Heidmarch—one half of Varisia’s husband-wife venture-captain duo. Heidmarch has commissioned a wagon to transport the PCs to Citadel Vraid. Upon their arrival, the PCs meet Field-Maralictor Elixia Makorios, a junior officer who serves as attendant to the order’s leaders: Lictor Severus “Boneclaw” DiViri, Mistress of Blades Maidrayne Vox, and Paravicar Acillmar. Once the Pathfinders convince the Hellknight order’s leader that they are unlawfully holding Dralneen, the enraged lictor instructs the PCs to retrieve Dralneen from the order’s oubliette and escort her out of the citadel. During the course of their mission, the PCs are free to explore several rooms within

GM RESOURCES

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the citadel—including the Hellknights' library, which contains several rare and valuable books.

When the PCs reach the oubliette, they realize Dralneen is not there. Rather, Maralictor Ganden Heriphis, the Hellknight in charge of the oubliette, has traded her to the Infernal Duke Losarkur, Beastlord of Avernus, for access to kennels of hellish hounds. Determined to keep his illicit deal a secret, Heriphis and his helldogs attack the PCs. While in the oubliette, the PCs encounter a Korvosan rogue (who is an ex-Pathfinder) and a traitorous Hellknight armiger, both of whom they can free should they choose to do so.

The PCs then use an onyx figurine found in Heriphis's personal room to open a gate into Losarkur's prison fortress in Avernus. They soon find Dralneen, who is imprisoned in a hanging cage. A powerful infernal canine tasked by Losarkur himself to ensure the prisoner remained in the infernal duke's keeping guards her. Once the PCs have dispatched the beast, they can free Dralneen, and escort her back to Citadel Vraid and on to Korvosa.

GETTING STARTED

Read the following to get the adventure underway.

Within a private booth in Korvosa's Shoreline Drinkhall, Sir Canayven Heidmarch—one of Varisia's two resident venture-captains—begins his briefing.

"We have a serious problem," he says gravely. "As you may have heard, a month ago, Paracountess Zarta Dralneen disappeared. The Chelish diplomat was vital to the Pathfinder Society's operations within Cheliax, where members of our order are strictly forbidden. Without her political connections opening doors for us and distracting watchful eyes while we operate within Cheliax's borders, we will be set back a hundred years in terms of our exploration of this nation, a region of great interest to the Ten. We must therefore reinstate the paracountess in Absalom.

"Here's the good news: We've located her—she is alive, though she is imprisoned for seditious acts she did not commit. We also possess evidence we can use to exonerate her and ensure her release.

"The bad news is that the paracountess is being held in Citadel Vraid, home to the Hellknights of the Order of the Nail. Convincing those totalitarian mercenaries that the paracountess must be freed is going to be quite a challenge."

Heidmarch continues to explain that inside the Chelish Embassy, a team of Pathfinders discovered proof that Tancred Desimire, the paracountess' biggest enemy and a member of the Thrune government, forged letters apparently written in Dralneen's hand. These fictitious letters hinted at a rebellious alliance between the paracountess and the house's political enemies. Further, the Pathfinders discovered the paracountess's personal travel logs, which prove she was away from Absalom at the time when the letters claim she met with her conspirators in the Petal District. Heidmarch passes this evidence to the PCs. It must be shown to the Hellknights, he says, if there is any hope of recovering the paracountess alive and safe. He continues:

"While the Order of the Nail has earned its reputation as a cadre of ruthless mercenaries, its Hellknights are still bound to uphold the law. I'd wager that the order's leaders would release the paracountess if they can be convinced they're holding her unlawfully. You, Pathfinders, must do that. Get custody of the paracountess and escort her here. I'll make sure she gets back to Absalom safely.

"One more thing: I know some of you may not like the Hellknights or what they stand for, but this is a diplomatic mission and not the time to air your personal grievances against the Order of the Nail. There are over four hundred Hellknights in Citadel Vraid, and you'll be in their home. Getting Dralneen out is your sole priority, and since the law is on our side, you should run into no problems doing so provided you behave with reasonable caution and restraint. Do not take this warning lightly—you cannot take on the entire citadel in combat. Appeal to their sense of law and leave them to their business.

"Any questions?"

The PCs likely have some inquiries of Heidmarch before they head to the citadel. Below are answers to some of the most likely questions:

What is known about Citadel Vraid? "It's a dark, looming structure that sits on a plateau in the southwestern reaches of the Mindspin Mountains, approximately 50 miles from here. From what we understand, the main structure is made of black stone and is decorated liberally with imagery that is a bit... unsettling. Hellknight protocol suggests the citadel's main entrance is heavily guarded. Informing the guards about the evidence that exonerates Zarta should help you gain entry."

Where in the citadel is Dralneen being held? "We can't be sure. We only know that she is somewhere within the citadel's prisons. She is likely not being held in an easily found cell, and the prisons of Citadel Vraid are legendary in their scope."

How should we convince the Hellknights to release Zarta? "We know little about this order's leaders,

but in general, the Hellknights operate using very specific, militaristic protocols. My advice is to follow the Hellknights' rules while emphasizing that beyond a shadow of a doubt, the paracountess is innocent and therefore must be released."

How do you suggest we get to the citadel? "I've secured space in a supply caravan heading to Citadel Vraid early tomorrow morning. We estimate it will take the better part of the day to arrive at the citadel, putting you there in the evening, but not too late to request an audience with the order's leaders."

Before the PCs depart for Citadel Vraid, they have access to the entire city of Korvosa. Now that they know the nature of the mission at hand, allow the PCs to purchase any magic items, supplies, or spellcasting services they may wish before leaving the city.

If the PCs take the hired caravan to Citadel Vraid, the 14-hour trip is quiet and uneventful. The suppliers in each of the caravan's three wagons are laconic, answering any questions with shrugs or half-hearted, monosyllabic grunts. The PCs also may make their own arrangements to reach the citadel. In this case, they must provide their own magical or mundane means of getting to the Hellknight fortress, and must succeed at a DC 15 Knowledge (geography) check to know its exact location.

A. CITADEL VRAID

Citadel Vraid stands high up the northern face of the Mindspin Mountains near the southern mouth of Conqueror's Bay, a position that exposes much of the land around Varisia to the Order of the Nail's ever watchful eyes. The citadel consists of three distinct castles, connected to one another by narrow bridges over perilously deep chasms. The westernmost keep, Bastion Dominus, serves as the primary point of entry into the fortress, with forbidding gates looming at the top of a wide set of stairs that climb the mountainside.

A1. Main Gates

Carved from black stone and crowned with steel spikes, a pair of spindly towers shadow the precipitous stair that climbs to the foot of Vraid's steel gate, which currently stands open. Within is a heavily guarded chamber with two visible exits, one to the north and another to the south.

The first defense against incursion, the gates of Citadel Vraid lead into a rectangular room with exits to the north and south. Those arriving at the citadel are

HOUSE THRUNE'S FAVOR

While it is not required for PCs participating in this adventure to have played *Pathfinder Society Scenario #4-11: The Disappeared*, in which the Pathfinder Society discovered the evidence used in this scenario to clear the paracountess's name, many PCs will have done so. Characters who successfully completed *The Disappeared* should have received the House Thrune's Favor boon on the scenario's Chronicle sheet. This boon, which is stamped with the insignia of House Thrune, bestows upon its bearer a +3 circumstance bonus on Diplomacy checks to influence high-standing members of House Thrune, the Chelish government, or a Hellknight order in good standing—which includes the Order of the Nail. The bonus remains in effect as long as the token remains on its owner's person; a token only imparts this bonus to the individual to whom it was given.



Field-Maralictor
Elixia Makorios

directed to the northern doorway, and those leaving exit from the southern passage. Beyond each is a small room in which Hellknight guards can verify the identities and purposes of those passing through the gate and deny entry or exit to any they deem unfit to pass. Each of these small chambers has a second door that grants access to a larger room in which commanders can muster troops before setting out through the main gates.

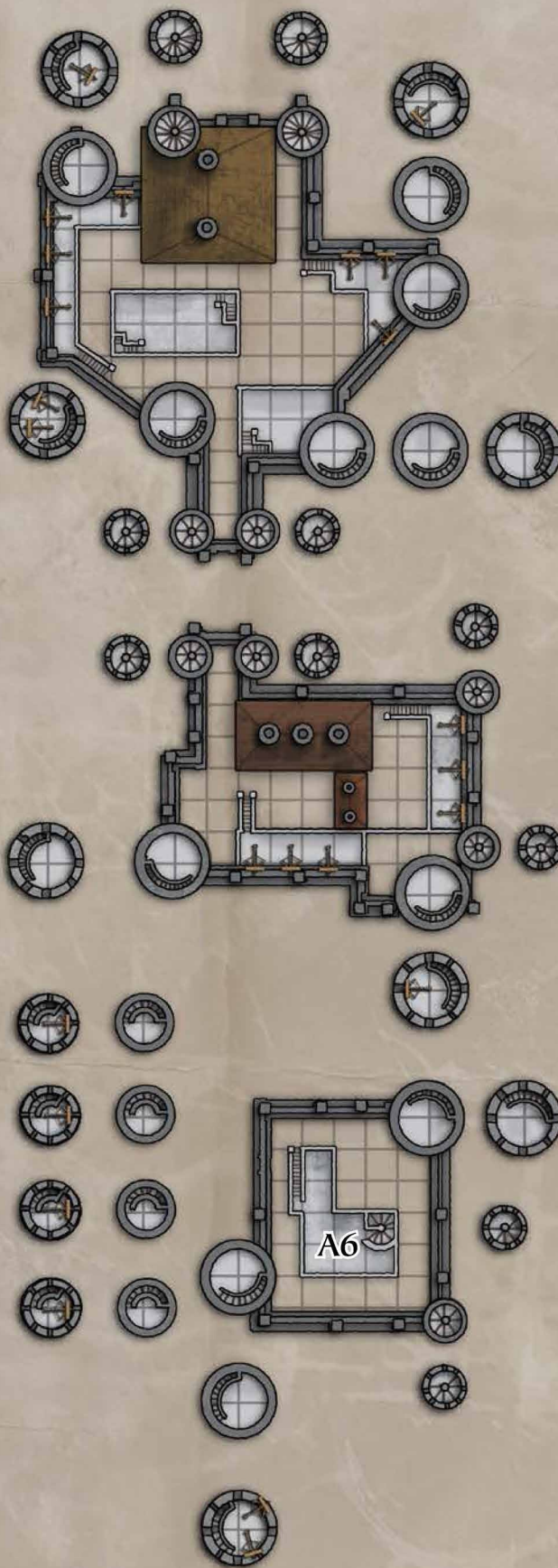
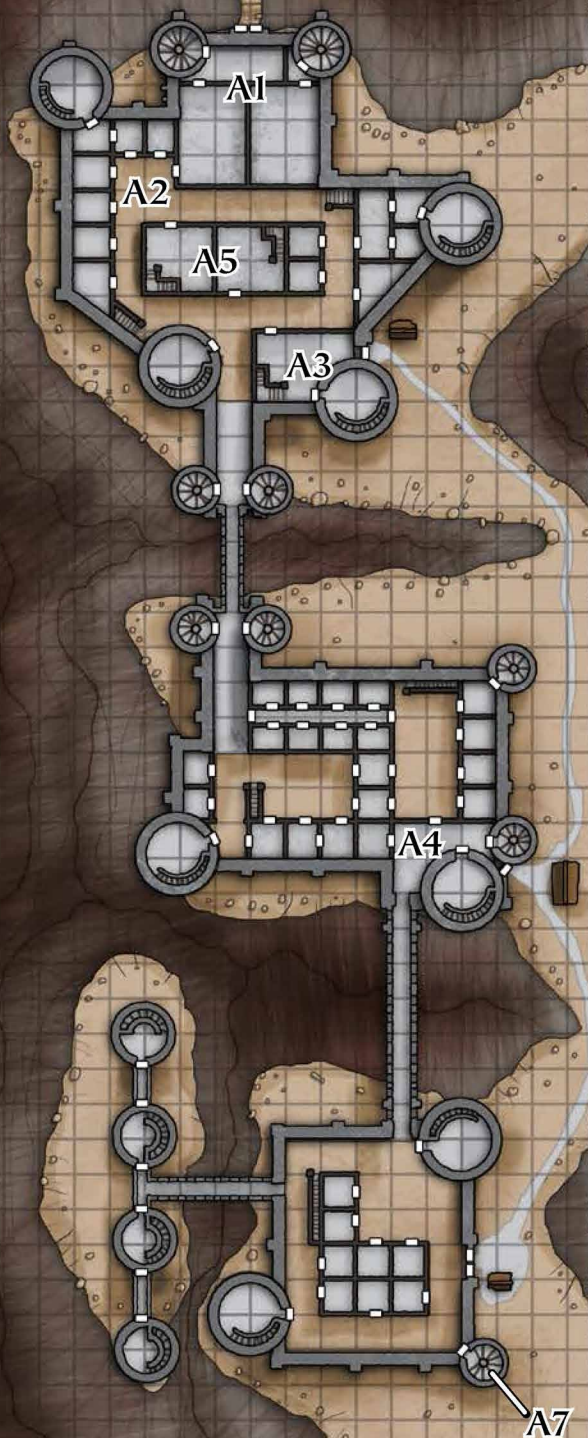
Creatures: The gate is guarded by a dozen Hellknight gate-maralictors who watch over the interior atrium through their menacing full-plate helmets. One additional Hellknight stands apart from the rest, a woman with short black hair, holding her helmet in the crook of her arm. She introduces herself as **Field-Maralictor Elixia Makorios** (LN female human fighter 5/Hellknight 3), the Pathfinders' primary liaison during their visit to Citadel Vraid.

When she meets the PCs, Makorios offers them a severe nod before asking whether they are the Pathfinders who seek Zarta Dralneen's freedom. If the PCs inquire into how she knows about their mission, she tersely asserts that the Order of the Nail watches Varisia closely, and that Hellknight intelligence is rarely wrong.

Makorios informs the PCs that to formally request Dralneen's freedom, they'll need to present evidence of the paracountess's innocence to two of the Hellknight order's top commanders: Mistress of Blades Maidrayne

Citadel Vraid

1 square = 20 feet



Vox and Paravicar Acillmar, each of whom will need to sign an Affidavit of Prisoner Release indicating that Dralneen is the subject in question. Once the Pathfinders have gained both signatures, the PCs must take the affidavit to Lictor Severs “Boneclaw” DiViri—the order’s undisputed authority—who will decide whether to free Dralneen. There is no other way to secure the paracountess’ release, Makorios says.

If the PCs accept Makorios’s offer, she leads them into area A2, Lictor’s Bailey, then points them to where they need to go next.

A2. Lictor’s Bailey

The siege walls of Bastion Dominus create a small bailey around Lictor’s Keep. Rows of barracks line both the east and west ends of this open-air yard. In the center of the bailey stands a two-story keep with eight Hellknights positioned at each of its entrances, stoically guarding the interior against incursions.

Once she has escorted the PCs into the bailey, Makorios hands the PC she interprets as being in charge a blank Affidavit of Prisoner Release. She reiterates that the Pathfinders are responsible for presenting their evidence to both Paravicar Acillmar and Mistress of Blades Maidrayne Vox; she will escort the PCs anywhere in the citadel they wish to go, but she cannot accompany them in meetings with the order’s leadership. While the order in which the PCs speak to each Hellknight leader is unimportant, they must receive both signatures on the affidavit before Makorios will take them to Lictor DiViri, who is both the final arbiter of the paracountess’s fate and in strict seclusion, except for business his direct subordinates feel is sufficiently important.

The PCs may wish to ask Makorios some questions while attempting to collect the Hellknight leaders’ signatures. The field-maralictor answers the most likely questions as follows.

Why can’t we go straight to Lictor DiViri? “Lictor DiViri dictates that the order must function efficiently enough that he need not be involved in anything but the most important decisions regarding the citadel’s operations. Only when his top commanders agree that an issue is worth his time does the lictor permit interruption. Failure to follow protocol is the fastest way to raise his ire. A man who skillfully guides an order of 400 Hellknights is not someone you want to make a poor first impression with.”

Can you help us obtain these signatures? “No. I have strict orders to serve as your escort and liaison, but I would be out of line were I to attempt to sway the opinion of my superiors. You must present your own case and hope they find your evidence convincing.”

HELLKNIGHT RANKS

The Hellknight orders possess a complex rank structure; the most pertinent ranks—from highest in authority to lowest—are the following.

Lictor: The general of a Hellknight order.

Vicarius: A spell-casting leader of a Hellknight order (rarely used).

Master/Mistress of Blades: A colonel of a Hellknight order, equal in rank to a paravicar.

Paravicar: A leader of a Hellknight order’s signifers, equal in rank to a master of blades.

Paralictor: A high-ranking Hellknight officer, similar in rank to a major.

Maralictor: A mid-level Hellknight officer, similar in rank to a lieutenant. Maralictors with titular concerns or duties—such as arms-maralictor, field-maralictor, or gate-maralictor—are of lesser rank.

Signifer: A Hellknight spellcaster.

Hellknight: A rank-and-file soldier in a Hellknight order.

Armiger: A Hellknight in training or a Hellknight squire.

What if one of the commanders isn’t swayed by our evidence? “If you receive one commander’s signature but fail to obtain the other, a paralictor can serve as a tie-breaker—her approval is sufficient to raise a matter to the lictor. We’ll cross that bridge if we come to it, shall we?”

Do you have any advice for dealing with Paravicar Acillmar? “Paravicar Acillmar believes tradition, protocol, and decorum are paramount to everything except the law itself. He will not tolerate boorishness or disrespect of the law, the Order of the Nail, or his authority. If your evidence adequately proves the Paracountess innocent of her crimes, the paravicar will provide you his signature. I must warn you that you must absolutely not show him any disrespect. If you don’t respect him, you’d best be good at hiding it; the paravicar is an excellent judge of character.”

Do you have any advice for dealing with Mistress of Blades Maidrayne Vox? “The mistress of blades is pragmatic to a fault, and takes her role as the military commander of the order very seriously. She is particularly set on bringing civilization to the wild lands of Varisia, which she believes to be the greatest good for all. If you can convince her you share these ideals—and that you have forwarded these goals yourself—she should be more amenable to hearing your request with an open mind.”

Where is the paracountess being held? “I do not know. The citadel contains many prisons, and it is not my duty to keep track of who is imprisoned where. When you have gained the requisite signatures, the lictor will tell you where to find your friend. Such information isn’t even held in the order’s library, so you’ll only be able to locate her with the lictor’s permission.”

TREATING WITH HELLKNIGHTS

To convince the paravicar and the mistress of blades of the validity of their claim that Paracountess Zarta Draldeen is innocent and was unjustly imprisoned, the PCs need to succeed at three consecutive social skill checks with each commander before failing two consecutive checks against the same commander. A success that beats the DC by 5 or more grants the party a +2 circumstance bonus on the next attempted check, while a failure of 5 or more imposes a –2 penalty on the next check (a successful DC 15 Sense Motive check indicates that such a failure has occurred).

Game Masters are encouraged to make these encounters as social as possible, allowing players to act in character and interact with the Hellknight commanders. Rather than simply asking for a series of skill checks, have the PCs issue a statement, threat, or lie, and then ask them to attempt the associated skill checks. Using the mechanics of Charisma-based skills as support for role-playing rather than as a substitute to make these encounters come alive.

So where can we find the paravicar and the mistress of blades? “Paravicar Acillmar will be in Paravicar’s Keep, where his personal staff of slaves and signifers attend to his needs. The mistress of blades is performing a routine inspection in the armory in the Tower of Tyranny.”

If the PCs ask Makorios further questions, she shakes her head and states that she has helped them as much as she can.

A3. Paravicar’s Keep

This two-story keep features a number of desks, bookshelves, and austere officers’ barracks. On the ground floor, an ironclad gate leads out to the cliff side beyond that castle walls, guarded by a contingent of experienced Hellknights. A well-armored tower rises from the keep’s northeastern corner, its doors blocked by a stern signifer.

Entering Paravicar’s Keep, the PCs find themselves on the crowded research floor, where slaves chained to their desks transcribe the contents of scrolls full of charts and tables into leather-bound tomes, all under the watchful eyes of several high-ranking signifers. Makorios makes her way to the lone signifer standing guard at the entrance to the tower, and declares that “representatives from the Pathfinder Society are here to present an urgent matter to the paravicar.” The signifer nods, and steps aside, granting the field-maralictor and the Pathfinders access to the large tower.

Makorios leads the PCs up a set of stairs hugging the cylindrical tower’s interior wall, past a floor full of

strange artifacts being catalogued and analyzed by an equal number of slaves and signifers, to the third floor, where a lone man sits at a desk in the center of the room, ceiling-high bookshelves filling all the walls around him. Makorios motions the PCs toward the man, makes eye contact with him, then backs down the stairs to the level below to await the PCs’ return.

Creature: A ruddy, red-haired man whose lithe frame is clad in the Hellknights’ traditional black armor, **Paravicar Acillmar** (LN male human sorcerer 7/Hellknight 1) sits at an orderly desk crowded with neatly stacked piles of paper and ancient tomes, penning a lengthy report. When the PCs enter the room, he looks up at them and says simply, “I’ve been expecting you, Pathfinders.”

Paravicar Acillmar is a servant of propriety, and anything he interprets as a sign of disrespect sours his attitude and puts him on edge (even if such insults don’t overtly increase the DCs to influence him). Particularly elaborate shows of decorum (even including false respect) as part of an attempt to influence the paravicar grant a +2 circumstance bonus on the associated skill check.

Bluff: Acillmar is a good judge of character, and he is difficult to fool. A character attempting to pass a falsehood off as the truth must succeed at a DC 18 Bluff check in Subtier 5–6 or a DC 24 in Subtier 8–9.

Diplomacy: Acillmar is very susceptible to ego-stroking and sweet talking and can be most easily influenced by maintaining an air of propriety and respect both for him as an individual and for his position. A PC can influence the paravicar with a successful DC 15 Diplomacy check in Subtier 5–6 or a DC 18 Diplomacy check in Subtier 8–9.

Intimidate: Acillmar is not easily intimidated, for he has singlehandedly faced the legions of Hell and the barbaric Shoanti of wild Varisia. If, however, a PC can impress the paravicar with a show of strength, mettle, or lawfulness, the Hellknight is likely to be more open to the party’s claim of the paracountess’s innocence. The paravicar can be so impressed with a successful DC 18 Intimidate check in Subtier 5–6 or a DC 21 Intimidate check in Subtier 8–9.

Development: If the PCs have succeeded at the required checks, the paravicar agrees to sign the Affidavit of Prisoner Release. Upon leaving his mark upon the page, he directs the Pathfinders to return downstairs to Field-Maralictor Makorios and leave him to his business.

If the PCs fail to convince the paravicar to sign the affidavit, he dismisses them with a nonchalant raising of his eyebrows. He ignores them upon telling them to leave, save that he threatens to call forth his signifers should the Pathfinders not leave his tower quickly enough—not looking up from his work as he makes such a statement.

If the PCs wish to forge the paravicar’s signature on the affidavit, they can gather a sample of his signature from one of several forms and official orders he was in the

process of authorizing at the time of the PCs' interruption. To obtain a sample of his signature, a PC must succeed at a DC 10 Perception check and a subsequent DC 20 Sleight of Hand check.

A4. Armory

This two-story, two-towered keep serves as the military command center for the Order of the Nail. On the ground floor, racks of weapons, armor, barding, ammunition, and other implements of war line a number of aisles whose shelves rise to the ten-foot ceiling above. The second floor serves as a strategic command center, where detailed maps of Varisia, the Mindspin Mountains, and Cheliah hang on the walls. A three-dimensional replica of the areas surrounding Korvosa occupies a table in the center of the room, on which miniature armies are positioned in strategic locations. From the cellars below the keep, the sound of clinking hammers and billowed forges echoes through the building.

Makorios leads the PCs through the armory, where low-ranking armigers polish armor, shields, and swords and repair broken crossbows. Up a flight of stairs, the PCs find themselves presented to the mistress of blades, who is in the process of meeting with several of her paralictor lieutenants, looking at strategic maps and reports of recent criminal activity in Varisia.

Creature: Standing nearly 7 feet tall and weighing more than 1,000 pounds, **Mistress of Blades Maidrayne Vox** (LG female centaur fighter 3/ranger 3/Hellknight 2) is a looming presence in the room. The heavily armored centaur looks up from her work after signing a form held by a lieutenant to see Makorios leading the Pathfinders into the room, silences her lieutenants and strides forward to meet the party. "So," she says. "I understand you seek the freedom of our Chelish guest? Leave us, Hellknights, so that we may converse."

Makorios and the mistress of blades's lieutenants excuse themselves to the armory below, while the centaur paces back and forth before the party. One of the few good-aligned commanders in any Hellknight order, Vox truly believes that the establishment of strict order throughout the world will bring betterment to all peoples. She can be swayed easily with accounts of how the PCs have themselves brought order to the world—especially in Varisia. If a PC's interaction with her includes such a slant, (including false accounts of law-bringing), that PC gains a +2 circumstance bonus on the associated skill check. A PC may notice that the centaur's attitude has been improved by the topic of conversation with a successful DC 15 Sense Motive check.

Bluff: Vox distrusts liars and values honesty, and if she catches the PCs telling an outright falsehood, she chastises

THE NEXT STEP

If the PCs succeed at gaining both Hellknight commanders' signatures, Elixia Makorios escorts them directly to the Vicar in the Hall of Edicts (area A5) to present the affidavit to him for final consideration. If, however, one or both of the commanders refused to sign the form, Elixia informs them that they may get a paralictor's signature instead. She offers to take them to the order's library in Ferox Garrison (area A6) to meet with Paralictor Myrkrina Delfiero, who the field-maralictor believes would be swayed by the PCs' evidence, and not influenced by the previous refusal of either Maidrayne Vox or Acillmar.

them for their misbehavior, though she is not actually offended. That said, she welcomes exaggerated boasts of battle prowess or quelling chaos, and can be easily misled by playing upon this predisposition. To influence her with an exaggeration or outright falsehood, a PC must succeed at a DC 15 Bluff check in Subtier 5–6 or a DC 18 Bluff check in Subtier 8–9.

Diplomacy: The mistress of blades is not easily swayed by honeyed words or even logical discourse. She is a woman of action and prefers deeds to speeches. As such, she can be difficult to persuade through diplomacy alone, though such a task is not impossible. She can be influenced with a successful DC 20 Diplomacy check in Subtier 5–6, or a DC 25 Diplomacy check in Subtier 8–9.

Intimidate: Vox is proud and doesn't take kindly to others intimating that they are superior to her in any way, much less that they also wish her harm. Despite this, good-natured boasting and challenges of competitive comparison between a PC and the mistress of blades could serve to ingratiate the PC in question with her, especially if that PC allows her the opportunity to prove herself the better in the given contest. Such an encounter requires a DC 15 Intimidate check in Subtier 5–6 and a DC 20 Intimidate check in Subtier 8–9.

Development: Maidrayne Vox is stern and unyielding in her beliefs but ultimately good, and if convinced that Zarta Draldeen has been wrongly imprisoned, she gladly signs the affidavit to free the paracountess. If the PCs have already received Paravicar Acillmar's signature, Vox seems surprised to see that the paravicar was so understanding of the PCs' case.

If, on the other hand, the PCs fail to elicit a favorable response from Maidrayne Vox, the centaur tersely calls the conversation to a close, summoning her aides back to her and instructing the PCs that she has given them all the time she and the Order of the Nail can afford. She wishes them luck in their endeavor to liberate the paracountess but states resolutely that she cannot place her signature on the affidavit given their presented case.

If the PCs wish to forge the mistress of blades's signature on the affidavit, they can gather a sample of her signature from one of several forms and official orders she was in the process of authorizing at the time of the PCs' interruption. To obtain a sample of her signature, a PC must succeed at a DC 15 Perception check and a subsequent DC 15 Sleight of Hand check.

A5. Hall of Edicts

Also called the Keep of Tyranny, Lictor's Keep rises in the center of Bastion Dominus. Rising two stories above the open bailey, this forbidding structure features few windows, each seemingly narrower than the last, and a roof rife with spikes of iron and stone. On the first floor, is the Hall of Edicts, an austere courtroom of sorts where the order's lictor and lesser tribunals judge those who have violated the law. On the floor above are the private quarters of Lictor DiViri, though these are guarded and strictly off-limits to anyone but the lictor and his guests.

This ominously furnished room contains a low-hanging chandelier made of smoky glass and bookshelves filled with leather-bound tomes. A wide stack of yellowed, black-bound volumes sits atop a raised dais—the ebony-colored judge's bench—in the center of the room. Makorios shows the affidavit to the contingent of elite Hellknight guards watching the entrance to the tower, and the guards stand aside to let the PCs and their liaison pass. Once inside, the field-maralictor hands one of the PCs the affidavit, gives them a stoic glare, then turns and exists to await their return.

Creature: Hard at work on reviewing an upcoming docket and past sentences yet to be carried out, **Lictor Severs "Boneclaw" DiViri** (LE male human fighter 4/rogue 2/Hellknight 4) sits behind the imposing bench. The lictor's right hand is fully engulfed in a prominent, black steel gauntlet; shadows from the candlelight chandelier make the scars on his face seem even more ghoulish.

When the PCs walk into the room, the lictor looks up at them, seemingly annoyed at the interruption—until he realizes they are Pathfinders. Assuming his underlings deemed their information worthy, he extends his good arm to receive the affidavit, and makes a tight-lipped demand: "Tell me what you know."

At this point, the PCs must present the Affidavit of Prisoner Release signed by the Hellknight commanders, the evidence that exonerates Dralneen, and an argument that properly contextualizes their case accomplishing this requires a successful DC 15 Diplomacy or Knowledge [local] check). If one of the commanders did not sign the form and the PCs gathered Paralictor Defiero's signature instead, the DC of this check increases by 5. If the PCs

gathered neither signature and had to resort to forging or other nefarious tactics, they must succeed at a DC 15 Linguistics check to fool the guard at the door and the lictor. Once they have gained his attention, they may attempt to convince him as many times as are needed to receive his assent to free the paracountess.

If the PCs are successful in convincing the lictor of the paracountess's innocence, DiViri sighs, slams down the evidence, and swears profusely. Clearly irate, he signs the PCs' affidavit and begins a gruff address.

"That my order would accept a falsely accused prisoner, and one who is a Chelish paracountess, no less? Completely unacceptable! No payment assuages that fact! Pathfinders, I know now that what you say is true: Paracountess Zarta Dralneen is innocent. And thus, she must be freed. I assume you wish to escort her from our custody? Yes, good. This embarrassing error must be righted.

"Travel to the southernmost end of the keep; there, beneath a tower called the Forgetful Spire, you'll find an entrance to our oubliette—a place we call Caina. Pay no mind to what or who you find there, for they are meant to be forgotten. Just give this certified affidavit to Maralictor Gaden Heriphis, the oubliette's keeper. He'll know what to do. Now, quickly, be on your way—this blunder will be rectified promptly or not at all!"

If the PCs instead decide to forge the lictor's signature on the affidavit, they may do so, and a sample of his signature can be obtained from any number of documents on his bench, though he keeps a close eye on all of them. A PC attempting to steal one must succeed at a DC 20 Sleight of Hand check in order to get a handwriting sample without being caught.

With signed affidavit in hand, the PCs are free to head toward the Forgotten Spire, to which Field-Maralictor Makorios is happy to lead them. If the PCs wish to stop along the way to visit the Ferox Garrison Library, which Makorios mentions off-handedly as the party passes it, she permits them a moment to do so, knowing that Pathfinders value knowledge and wanting to awe them with the magnificence of the Order of the Nail's collection. If the PCs express no interest in the library or have already visited it to acquire the paralictor's signature, she takes them directly to the Forgotten Spire at A7.

A6. Ferox Garrison Library

This cramped library boasts rows of dusty, leather-bound tomes in each of its many sections. Enormous sconces, whose torches cast deep shadows on the whole facility, are mounted to the walls in between sections. An open area in the library's middle is crammed with back-to-back, eight-foot-high shelves

stuffed with books. Hanging on the library's south wall is a large fresco depicting thick nails that form a sunburst.

Many of the library's books bear the same sunburst-like symbol that appears on the south wall embossed into their spines. A successful DC 15 Knowledge (local) check reveals that this is the Order of the Nail's official symbol. Many of the books are printings of *The Measure* (the Hellknights' massive codex of laws), *The Chain* (a tome on the Hellknight philosophy of maintaining absolute control over one's body and mind), or treatises on and apocryphal additions to this pair of sacred Hellknight works.

As the Order of the Nail's primary archive, the library also contains a significant collection on Varisian history, including research on the ancient empire of Thassilon; anthropological works (often more propaganda than academic) on the native peoples of the land—especially the Shoanti; histories of Cheliaz and the various Hellknight orders; books on diabolism and the structures and ecology of Hell's nine layers; and an extensive collection of religious tomes of many lawful faiths (though very few, if any, regarding Iomedae, Erastil, or Torag).

One of the books describes the construction of Citadel Vraid and details a number of the facility's prisons, including the infamous Hellfast and an oubliette called Caina. Caina is located beneath the Forgetful Spire, just across the bailey from the library. A successful DC 15 Intelligence check reveals to a PC that this may be the sort of location Zarta Dralneen would be held, given that all record of her was erased by her enemies at the time of her disappearance.

Creatures: A dozen Hellknights (mostly signifers or neophyte armigers) are spread throughout the library perusing various books and jotting notes on the contents within. One Hellknight, a middle-aged woman in spiked scale mail, approaches the PCs and introduces herself as **Paralictor Myrkrina Delfiero** (LN female human alchemist 6/Hellknight 2), head archivist of the Ferox Garrison Library. She allows the PCs to look around the library if they wish, but does not permit any of the books to leave the premises; they can only be removed without her knowledge.

If asked to sign the PCs' affidavit, the paralictor examines their evidence, and then declares she must check something in her alchemical lab, adjacent to the library. She takes one of the pieces of evidence the PCs presented with her "for analysis," during which time the PCs may conduct clandestine research in the library should they wish to do so. When she returns after approximately 10 minutes, she returns the evidence to the PCs and declares it valid (though she doesn't indicate how she tested it) and agrees to sign the affidavit in one of the commanders' place.

Faction Notes: Lantern Lodge faction PCs will be interested in a series of books on the Aspis Consortium, gifted to the Order of the Nail by the Chelish leadership of the Consortium (likely as a form of bribe for the Hellknights to turn a blind eye to the Consortium's illegal activities). These books can be located with a successful DC 15 Perception check in the section of the library containing information on Cheliaz and Chelish history. Once the collection is located, a PC need only spend 5 minutes perusing them to locate the correct volume. Obtaining it for the Lantern Lodge's use requires a successful DC 15 Sleight of Hand check or simply taking it when the paralictor is out of the room. Obtaining the book earns Lantern Lodge faction PCs 1 Prestige Point.

Osirion faction PCs will likely be interested in the books on ancient Thassilon, specifically one on curses of the runelords. The texts in the Hellknights' collection are all written in Thassilonian, however, and the PCs can only determine which book is the one they are looking for if a PC who speaks Thassilonian spends 5 minutes searching the section for the right tome or succeeds at a DC 20 Linguistics check to translate the books' spines. In either case, the PCs must make a successful DC 15 Sleight of Hand check to steal the book unless they take it when the paralictor is out of the room. Taking the correct book on Thassilonian curses earns Osirion faction PCs 1 Prestige Point.

A7. Forgetful Spire

This slender tower rises from the northeastern tower of the citadel, with barren walls and barren floors given credence to its name: the Forgetful Spire. Aside from the door to Bastion Ferox's bailey and the stairs climbing the cylinder's inner wall, the tower appears to be a hollow, empty shell.

In times of assault (though there have yet to be any attacks on this castle), this tower can easily be converted to a barracks, a watchtower, or an armory. Currently, however, it lies empty, the only life within buried three stories below, in the oubliette known as Caina. The trapdoor in the floor which leads to this hidden prison is well-disguised, and finding it requires a successful DC 30 Perception check. Once the portal has been found, opening it without a key requires a successful DC 25 Disable Device check.

If the PCs arrive here under Field-Maralictor Elixia Makorios's guidance, she opens the door for them with a key from her belt. She points the PCs down the spiraling stairs and tells them that her job is done. The stairs are illuminated by faint everburning torches placed every 10 feet. Until one is within 10 feet of the foot of the stairs, they appear to spiral downward indefinitely.

B. CAINA

There are dozens of distinct dungeon complexes beneath Citadel Vraid's three keeps, each with a specified purpose, from the legendary Hellfast beneath Paravicar's Keep to unmemorable vaults used to store the many mundane tools and supplies needed to maintain a castle of Vraid's size. Beneath the northeastern tower, called the Forgetful Spire, is one of the citadel's many prison dungeons. The Hellknights call this oubliette Caina, after the eighth layer of Hell, a realm of iron and torture where hanging steel cages and isolated stone plateaus go on forever in a sea of endless darkness. While other prisons in the citadel are intended for torture, interrogation, or holding prisoners prior to trial, the oubliette exists to hold prisoners who the Order of the Nail (or someone paying the order) wants to be forgotten altogether. It's thus no accident the oubliette is found under the aptly named Forgetful Spire. The most recent prisoner sent to Caina was Paracountess Zarta Dralneen.

B1. Oubliette (CR 7 or CR 10)

The musty staircase hidden below Forgetful Spire leads to an oubliette containing a dark, dreadful grouping of prison cells that the Hellknights call Caina, after the infernal realm of torture and pain. Prison cells dominate both the room's north and south walls; the largest of these serves as a torture chamber for prisoners whose sentence also includes correction with devices such as racks and bottomless chairs. A thick column lined with bloody stains stands in the center of the main room; the torches mounted on it throw grim light upon all the oubliette's horrors. A desk sits along the east wall; from there a single guard can keep an eye on all of the cells.

Two of the three southern prison cells (B4–B6) are occupied by figures who lie prostrate on hard, stained wooden benches. These figures make no sounds, and as long as Heriphis is around, they respond to nothing the PCs say. All cell doors, including the door to the torture chamber, are locked (Disable Device DC 30). On the desk is an enormous black helmet tipped with wicked-looking horns—a traditional Hellknight helm.

Creatures: Maralictor Ganden Heriphis, the sole guard in charge of Caina, is as much a prisoner of the oubliette as his charges. The position of warden of this prison is one of the least respected postings in Citadel Vraid, for those given this “honor” are almost as forgotten by their peers and superiors as the other unwanted victims sent to the oubliette. Heriphis has been here for 3 years,

living in area B2 and leaving only to gather meals for both himself and the prisoners from the mess in Bastion Tyrannous. He was promised he would be able to leverage this posting into a much more prestigious role after a only few months, but Heriphis gave up his ambition after a year and a half, and decided to take matters into his own hands.

In an effort to increase his own power and worth within the Order of the Nail, Heriphis made a bargain with Infernal Duke Losarkur, the Beastlord of Avernus, who keeps vast kennel-caverns of hellhounds and cerberi on Hell's first layer. In exchange for a growing kennel of his own in the unused areas of the oubliette, Heriphis promised Losarkur prominent prisoners from Citadel Vraid who wouldn't be missed from the oubliette if they were gifted to the Infernal Duke. Heriphis has not yet revealed his growing litter of infernal canines to his superiors, but he is certain that when he does, he will finally be freed from Caina and become one of the most celebrated members of the Order of the Nail.

When he hears the PCs arrive or

sees them from around the oubliette's central column, he calls for them to approach his desk, standing to meet their eyes on a level when they speak to him. A tall man, Heriphis has sharp green eyes and dark, shoulder-length hair streaked with white. His two infernal pets sit at attention by his side. Each round he speaks with the PCs, he uses his *detect chaos* ability to determine which (if any) of the PCs have a chaotic alignment (this is a move action).

When the PCs present the signed Affidavit of Prisoner Release to Heriphis, an ominous look creeps across his face. He inspects the affidavit carefully and mutters to himself, “I should have known this would get messy.” He immediately sets his hounds upon the PCs with no further explanation.

Note that Heriphis doesn't know any of the commanders' handwriting, and a forged affidavit can fool him fairly easily. In both subtiers, he has a Linguistics modifier of +0, and thus is reliant entirely on luck to beat the forging PC on an opposed role.

If the PCs inquire about Dralneen but do not present the affidavit, Heriphis simply tells them she is not there. At the first mention of the lictor's instructions to free Dralneen or the signed affidavit, Heriphis attacks, hoping the PCs and the entire Dralneen affair will be forgotten by his superiors, as most things sent to Caina are. If the PCs attempt to enter his personal chambers in area B2, Heriphis shouts angrily and attacks.



Maralictor
Ganden Heriphis

Caina

1 square = 5 feet



Subtier 5–6 (CR 7)

MARALICTOR GANDEN HERIPHIS**CR 5**Male human ranger 5/Hellknight 1 (*Pathfinder Campaign**Setting: The Inner Sea World Guide 278*)

LE Medium humanoid (human)

Init +2; **Senses** Perception +9**DEFENSE****AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)**hp** 54 (6 HD; 5d10+1d10+17)**Fort** +8, **Ref** +7, **Will** +4**OFFENSE****Speed** 20 ft.**Melee** +1 *flaming longsword* +8/+3 (1d8+4/19–20 plus 1d6 fire), mwk short sword +8 (1d6+3/19–20)**Special Attacks** favored enemy (chaotic outsiders +2, humans +4), smite chaos 1/day (+1 attack and AC, +1 damage)**Spell-like Abilities** (CL 6th; concentration +7)
At will—*detect chaos***TACTICS****During Combat** Heriphis begins by using his smite chaos ability on the nearest PC he knows to be chaotic. He tries to flank with his hell hounds and make full attacks whenever possible.**Morale** Knowing he'll be harshly disciplined if his unauthorized bargain becomes known, Heriphis fights to the death.**STATISTICS****Str** 16, **Dex** 15, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +6; **CMB** +9; **CMD** 21**Feats** Double Slice, Endurance, Heavy Armor Proficiency, Iron Will, Quick Draw, Two-Weapon Fighting**Skills** Handle Animal +7, Intimidate +10, Knowledge (local) +4, Knowledge (planes) +1, Linguistics +0, Perception +9, Sense Motive +9, Survival +9**Languages** Common, Infernal**SQ** aura of law, favored terrain (urban +2), hunter's bond (companions), order, track +2, wild empathy +6**Combat Gear** *oil of bless weapon*, *potion of cure serious wounds*; **Other Gear** mwk full plate, +1 *flaming longsword*, mwk short sword, *cloak of resistance* +1, key ring (holds keys to B2–B8 and the chest in B2), 10 gp**SPECIAL ABILITIES****Aura of Law (Su)** The power of a Hellknight's aura of law (see the *detect law* spell) is equal to his total character level.**Detect Chaos (Sp)** This ability functions like a paladin's *detect evil* ability, save that it detects chaos.**Order** Heriphis belongs to the Order of the Nail.**Smite Chaos (Su)** This ability functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

HELL PLANAR TRAITS

Because the plane of Hell is strongly evil-aligned and strongly law-aligned, some spells function differently there than elsewhere. Additionally, creatures with nonevil or nonlawful alignments take penalties from being on a plane of pure law and evil. For more information on these planar effects, see Chapter 7 of the *Pathfinder RPG GameMastery Guide*.

Strongly Evil-Aligned/Law-Aligned: Creatures that have a nonevil or nonlawful alignment take a –2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks. The penalties for the moral and ethical components of the plane's alignment stack. Thus, a creature that is lawful evil suffers no penalties; lawful neutral, lawful good, neutral evil, and chaotic evil creatures take a –2 penalty; and neutral good, chaotic good, neutral, and chaotic neutral creatures take a –4 penalty.

Enhanced Magic: A spell or spell-like ability with the lawful or evil descriptor is treated as if its caster level were 2 higher.

Impeded Magic: To cast a spell or spell-like ability with the chaotic or good descriptor, a caster must attempt a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

SKRUG AND KYN (2)

CR 3

Male and female hell hounds (*Pathfinder RPG Bestiary* 173)
hp 30 each

Subtier 8–9 (CR 10)

MARALICTOR GANDEN HERIPHIS

CR 8

Male human ranger 5/Hellknight 4 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 278)

LE Medium humanoid (human)

Init +2; Senses Perception +9

DEFENSE

AC 22, touch 12, flat-footed 20 (+10 armor, +2 Dex)

hp 86 (9 HD; 5d10+4d10+32)

Fort +11, Ref +10, Will +7; +2 vs. charms

Defensive Abilities force of will (+2)

OFFENSE

Speed 30 ft.

Melee +1 flaming longsword +12/+7 (1d8+4/19–20 plus 1d6 fire), +1 short sword +11 (1d6+4/19–20)

Special Attacks favored enemy (chaotic outsiders +2, humans +4), smite chaos 2/day (+1 attack and AC, +4 damage)

Spell-Like Abilities (CL 9th; concentration +10)

At will—*detect chaos*

4/day—*discern lies* (DC 14)

TACTICS

During Combat Heriphis initiates combat by using his smite chaos ability on the nearest PC he knows to be chaotic. If possible, he charges, using his onslaught discipline to increase both his speed and Strength to maximize his initial attack bonus and damage output. He attempts to flank with the cerberi and make full attacks whenever possible.

Morale Knowing that he will face harsh punishment if his indiscretion in treating with an Infernal Duke becomes known, Heriphis fights to the death.

STATISTICS

Str 16, Dex 15, Con 14, Int 8, Wis 10, Cha 13

Base Atk +9; CMB +12; CMD 24

Feats Double Slice, Endurance, Heavy Armor Proficiency, Iron Will, Quick Draw, Toughness, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Handle Animal +7, Intimidate +13, Knowledge (local) +4, Knowledge (planes) +1, Linguistics +0, Perception +9, Sense Motive +12, Survival +9

Languages Common, Infernal

SQ aura of law, discipline (onslaught 1/day), favored terrain (urban +2), Hellknight armor 1, hunter's bond (companions), order, track +2, wild empathy +6

Combat Gear *oil of align weapon (lawful)*, *oil of bless weapon*, *potion of cure serious wounds*; Other Gear +1 Hellknight plate, +1 flaming longsword, +1 short sword, cloak of resistance +3, key ring (holds keys to B2–B8 and the chest in B2), 275 gp

SPECIAL ABILITIES

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

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

Discipline (Su) Heriphis has access to the Hellknight discipline of onslaught. Once per day as a free action, he can increase his base speed by 10 feet and gain a +4 bonus to Strength for 1 round.

Force of Will (Ex) Heriphis gains a +2 bonus on saving throws against spells with the charm descriptor.

Hellknight Armor (Ex) Heriphis has earned the right to wear a special type of masterwork full plate called Hellknight plate armor (*The Inner Sea World Guide* 290). Wearing Hellknight plate, reduces Heriphis's armor check penalty by 1 and increases the maximum Dexterity bonus allowed by 1, and he moves at full speed.

Order Heriphis belongs to the Order of the Nail.

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

SKRUG AND KYN (2)

CR 6

Male and female cerberi (*Pathfinder RPG Bestiary* 3 51)

hp 76 each

Development: If the PCs subdue and capture Heriphis, he is uncooperative and insists that he will answer only to his commanders. If the PCs use intimidation or magical means of interrogation, Heriphis first offers only his name and rank and a request to be taken to his superiors rather than answer to justice from the likes of Pathfinders. If they continue pushing the issue, however, he eventually relents and explains his deal with Losarkur and the recent transaction involving Zarta Dralneen (for which he received one of the two infernal hounds with him in this encounter).

Rewards: If the PCs defeat Maralictor Heriphis, reward them as follows.

Subtier 5–6: Give each PC 1,007 gp.

Subtier 8–9: Give each PC 1,939 gp.

B2. Warden's Quarters

The locked door to this room (Disable Device DC 25) opens easily with Heriphis's room key, which he has on his person in area B1. Once opened, the room reveals little more than a bed and a small wardrobe built into the south wall. Strangely, the room's east wall is adorned with a small, framed painting of an eyeless, two-headed devil hound baying against a fiery background.

A successful DC 20 Perception check reveals a small, wooden chest hidden in a hollow in the wall behind the maralictor's wardrobe. It is locked (Disable Device DC 25), though Heriphis's key opens it.

Inside Heriphis's chest is an onyx figurine shaped like the devil hound in Heriphis's painting, a prisoner logbook, and some minor gemstones.

The prisoner logbook is a record of all prisoners kept in the oubliette's cells in recent years. Under the heading "Holding Cell Four," the words "vacant—must remove corpse" feature prominently over a carefully redacted entry. Under "Holding Cell Three," the words "Sascha Antif-Arah of Korvosa—indefinite" are written. Under "Holding Cell Two," above several redacted entries is written "Markus Gael—traitor." The only entry under "Holding Cell One" was scribbled out hastily but is still legible: "Zarta Dralneen—execution imminent. Requested by Losarkur. Delivered."

A successful DC 15 Knowledge (planes) check reveals that Losarkur, also called the Beastlord of Avernus, is an infernal duke under Barbatos, that realm's liege. Losarkur is known for keeping kennel-caverns of cerberi and hellhounds—just like the ones that served Heriphis.

Etched into the base of the figurine is the device's command word, written in the Infernal script. Deciphering it requires a DC 20 Linguistics check for any PC who doesn't speak Infernal, but a PC who successfully identifies the statuette's properties automatically learns the command word (Spellcraft DC 33 if using *detect magic*

[CL 18th, conjuration aura]). The statuette, when activated within 10 feet of the framed picture on Heriphis's wall, causes the picture to transform into a flaming *gate* to an isolated infernal kennel on Avernus. The flames on the portal are superficial and neither give off heat nor damage creatures or objects touching them. The gate remains open until the creature that activated the onyx icon returns through it (or until the creature's body is brought back, if the creature dies in Avernus).

If the PCs do not deduce that Heriphis had made an illicit pact with Losarkur—he transported valuable prisoners to the infernal duke in exchange for access to Losarkur's kennels—the prisoners in areas B4 and B5 can explain this.

If the PCs enter the warden's quarters but bypass the wooden chest or fail to pick up the onyx figurine, Markus Gael, the Hellknight armiger imprisoned in B4, shouts out a helpful clue from his cell: "If it's the paracountess you want, find the bastard's devil-dog statuette! I can even tell you how it works!"

Treasure: In addition to the onyx statuette, Heriphis's chest contains three tigereye stones worth 40 gp each. Additionally, the chest holds a *bag of holding* (type I) in which Heriphis stored a cache of *oils of invisibility* he used to secretly move his ever-growing pack of infernal hounds through the citadel and out to his own private kennels elsewhere in the foothills of the Mindspin Mountains. In Subtier 5–6, there are 5 oils remaining; in Subtier 8–9 there are 12.

The *bag of holding* also contains a *wand of charm monster* Heriphis has not yet learned to use but that he hoped to use as a means of controlling both unruly prisoners and his pets. In Subtier 5–6, the wand holds 6 charges; it has 23 charges in Subtier 8–9.

Lastly, in Subtier 8–9, Heriphis has a cache of 4 *potions of remove curse* in case one of his cerberi should attack him. To date none have done so, but he doesn't want to be prevented from traveling to Losarkur's kennels by their curse's *dimensional anchor* effect.

Rewards: If the PCs locate the maralictor's hidden cache, reward them as follows.

Subtier 5–6: Give each PC 543 gp.

Subtier 8–9: Give each PC 1,563 gp.

B3. Holding Cell One

This prison cell is conspicuously empty. A successful DC 10 Perception check reveals what appears to be a bloodstained, high-necked cloak sitting in the corner—PCs who have met Paracountess Zarta Dralneen or who are members of the Cheliox faction automatically recognize it as a cloak Dralneen favored for formal embassy events; other PCs must succeed at a DC 15 Knowledge (local) check to identify the cloak. If the PCs ask the surviving

prisoners about who was here, they confirm that the recent prisoner meets Dralneen's description, and state that she was taken "to the warden's master" 3 days ago.

B4. Holding Cell Two

After the PCs encounter Heriphis, the prisoner in this cell begins trying to get their attention by shouting and knocking a tin cup against the cell's bars.

Creature: This cell holds **Markus Gael** (LN male human fighter 4), a Hellknight armiger who has been imprisoned here for 8 months after confessing to allegations of selling Hellknight secrets to Shoanti leaders.

If the PCs encounter Gael before traveling to Avernus, he insists that he knows how they can rescue the paracountess. He describes how Zarta was imprisoned in the adjacent cell for 3 weeks before being taken through a flaming portal by Heriphis, who returned alone. He promises to tell the PCs how to activate the portal without them being taken into a trap in exchange for his freedom.

If the PCs don't interact with Gael until after they return from Avernus, he claims the onyx figurine's magic includes a defensive measure that, when activated, causes the icon to self-immolate—causing a conflagration that would engulf the entire oubliette and all within it. He threatens to activate the item if the PCs don't free him.

The truth is that Gael only knows the command word he heard and has no way of knowing what lies on the other side of the portal or other properties of the onyx statue; he simply wants the PCs to spring him from Caina and will say anything to that end. If the PCs open his cell, he winks at them and then runs toward the oubliette's exit to make his own escape from Citadel Vraid, and is unavailable for the remainder of the scenario. Note that Gael is guilty of the charges laid upon him and cannot be released via affidavit as with Zarta Dralneen. If the PCs attempt to get him released legally, their efforts fail.

Faction Notes: Sczarni faction PCs should want to keep Gael imprisoned or kill him to fulfill their mission. Killing him counts as an evil action and shifts the killer's alignment one step toward evil. If this results in a PCs' alignment becoming evil, that PC must pay for an *atonement* spell to be cast before the completion of the scenario in order to avoid the alignment shift and remain a viable character within the Pathfinder Society Organized Play campaign. Leaving Gael in his cell serves the same purpose, without any effects on character alignment. Regardless of which method the PCs choose to use, keeping Gael out of the picture in the future earns Sczarni faction PCs 1 Prestige Point.

B5. Holding Cell Three

The first time the PCs approach this cell after facing Heriphis, the disheveled female prisoner inside hoarsely asks to speak with them.

Creature: This cell's inhabitant is **Sascha Antif-Arah** (CG middle-aged female human rogue 9). She tells the PCs that she was captured 5 years ago in Korvosa while helping a friend identify a strange puzzle box. She insists she was the victim of the Hellknights' ruthless iron rule of law and unjustly convicted of crimes she never committed. She indicates that she was a Pathfinder herself in her younger years, and that she still has much to offer the Pathfinder Society if she were freed—she is even willing to come out of retirement if she were asked to do so. If freed, she uses her natural talents of stealth to sneak out of the Hellknight citadel, but before attempting the second stage of her escape, she asks the PCs if they have the ability to make her invisible so her escape is easier. The PCs may have the ability to cast this spell on her themselves, or can give her one of the *oils of invisibility* found in area **B2**. Whether they aid her in this manner or not, Sascha thanks them for their assistance and makes her further escape on her own, promising to contact the Society once she's safely away from the citadel.

If the PCs have not yet made the connection between Heriphis's figurine, his dogs, and Dralneen's current location, Sascha explains this, as she's overheard much during her 5-year imprisonment. She can also explain how the figurine works and knows its command word, as she's seen the warden activate it to take prisoners through nearly a dozen times since he first started treating with whomever is on the other side (she doesn't know about the warden's arrangement with Losarkur, only that anyone going through the portal with the warden never returns, and is replaced by an infernal hound). She also explains that the warden uses invisibility magic to get his pets out of Caina after training them in private here. Where he takes them she doesn't know.

Faction Notes: Qadira faction PCs should want to free Antif-Arah to fulfill their mission. More than simply setting her free, however, they should ensure she has the benefit of invisibility before she leaves Caina. Whether they give her an oil from Heriphis's chest or use their own magical abilities, letting Sascha know that she owes a debt to the Qadira faction as a result serves to complete their faction mission, earning them 1 Prestige Point.

B6. Torture Chamber

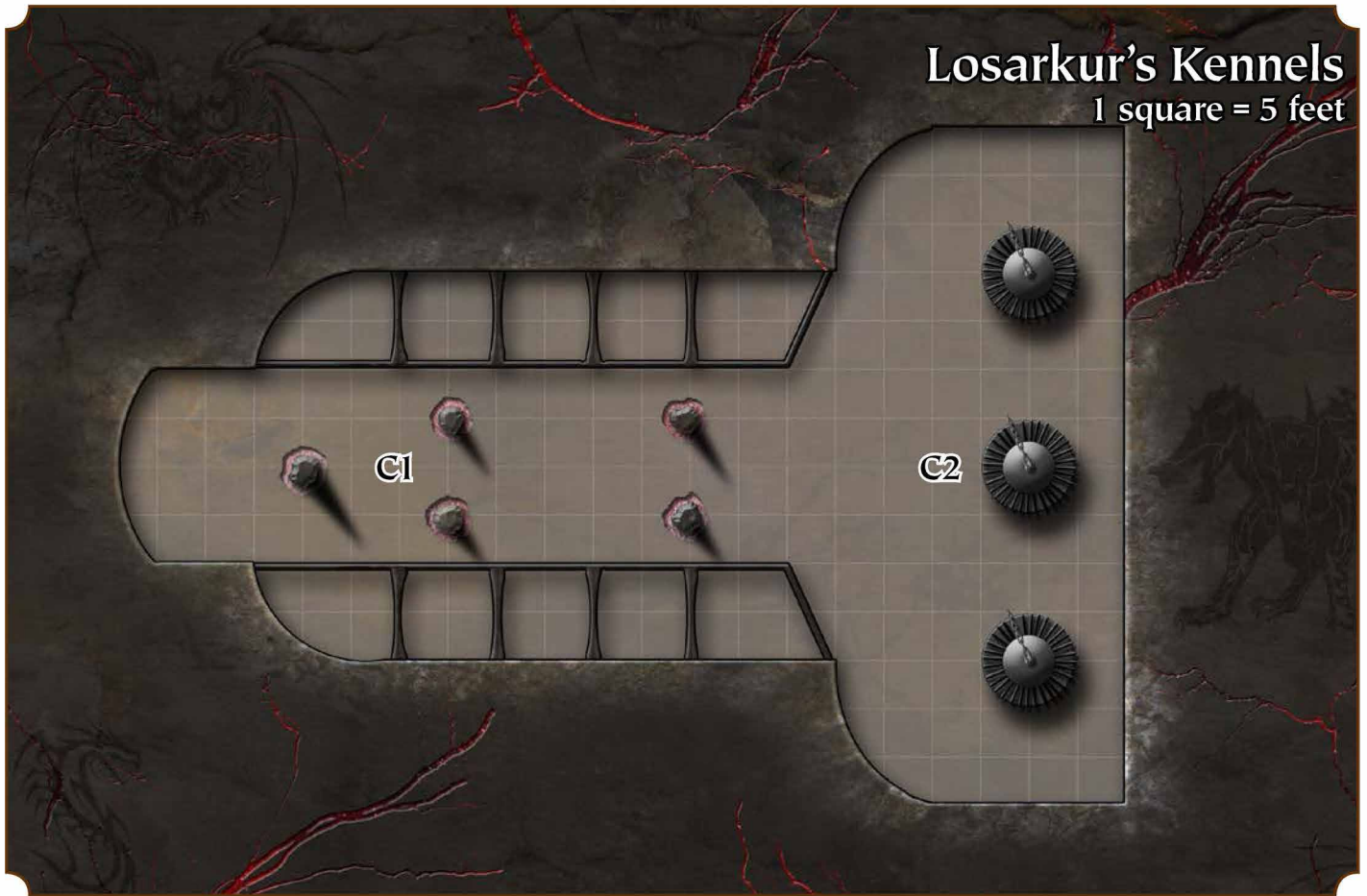
This nightmarish room contains bloody, well-used torture devices, including three racks, a pair of bottomless chairs, and four sets of manacles embedded into the north wall. An open chest in the corner contains several smaller devices created to inflict pain.

B7. Holding Cell Four

The sole occupant of this cell is a skeletal corpse outfitted in putrid rags.

Losarkur's Kennels

1 square = 5 feet



C. LOSARKUR'S KENNELS

Hell is not a welcoming place, and its first layer, Avernus, is no exception. Fortunately, the PCs don't need to navigate the entire lava- and sulfur-filled wasteland to locate and rescue the paracountess. One of several infernal dukes who rule Avernus under the archdevil Barbatos is Losarkur, known as the Beastlord of Avernus. Duke Losarkur keeps vast kennel-caverns of cerberi and hell hounds—sulphurous, seething caverns that echo with the snarls of infernal canines. These kennels are where Losarkur keeps his pets—including his newest acquisition, Zarta Dralneen.

C1. Infernal Kennels

Seething with infernal heat and echoing with the snarls of hellish hounds, the cavern-kennels of Losarkur, Beastlord of Avernus, reek of horror. A long hall separates two rows of cages that are barred with thick, cracked bones; within each cage at least one pair of red eyes glows ominously. Spaced throughout the cavern are pillars of jagged stone that plunge into small, round pools of molten, steaming lava, which provide the faint light that pervades this nightmarish haunt.

Although the hellhounds, cerberi, and Nessian warhounds in the cages might seem dangerous, there

is no discernible way for the bone-barred cages to open, and a paper-thin antimagic field fills the gaps between the bars, preventing the beasts' breath weapons from threatening the PCs. Any PC who steps in one of the molten pools, however, takes 2d6 points of fire damage each round until she vacates that square.

C2. Prisoners' Gibbets (CR 9 or CR 12)

This wide chamber lacks the cages and columns of the rest of the kennel, instead featuring wide, rounded walls rising up to a height of forty feet. Hanging from the vaulted ceiling are three iron gibbets; the middle one contains the hunched form of a humanoid woman, her hair and skin matted with dried blood. Twenty feet separate the gibbets from the ground.

Losarkur's kennels are not designed to hold humanoid prisoners, but with his recent increase in pets from the Material Plane, the infernal duke had these three gibbets installed. A mechanical winch lowers and raises the trio of hanging cages, with a control mechanism located in the center of the chamber's back wall. Activating the control mechanism requires a successful DC 10 Intelligence check, and it takes 1 round for a specific gibbet to raise or lower. A successful DC 15 Disable Device

SCALING ENCOUNTER C2

To accommodate parties of four PCs, make the following changes to each subtier.

Subtier 5–6: Give the Nessian warhound the sickened condition.

Subtier 8–9: Apply the young simple template (*Pathfinder RPG Bestiary* 295) to the edavagor, noting that the reduction of its Constitution decreases the save DCs of its breath weapon, disease, and spoor worm abilities by 2.

check can lock all three gibbets in place or cause all three to fall immediately. Similarly, the single chain holding each gibbet in place can be severed, causing the cage to plummet to the ground (AC 8, hardness 10, hp 30). A gibbet falling from 20 feet deals 6d6 points of damage to creatures below, while one dropped from the ceiling (after raising the cage once) deals 12d6 points of damage. A creature inside a falling gibbet takes half the total damage from the fall.

Creatures: Standing directly before the cage holding Dralneen is a massive infernal hound, tasked with standing watch over the new prisoner in case of just this situation. In Subtier 5–6, the beast is a Nessian warhound, one of the prize specimens from Losarkur's kennels. In Subtier 8–9, an edavagor stands in its place. This two-headed, six-legged canine is covered from mouth to tail in heavy iron plating, and a mass of worms drips from its teeth—the only exposed flesh on the entire monstrosity. The beast was instructed not to let any creature enter the kennels save under Losarkur's command, and it snarls and attacks the moment it sees the PCs.

Subtier 5–6 (CR 9)

NESSIAN WARHOUND

CR 9

hp 126 (*Pathfinder RPG Bestiary* 173)

TACTICS

During Combat Losarkur's warhound opens combat with its breath weapon, and attempts to keep from being surrounded, as it knows it can only attack a single target on most rounds. Whenever possible, it breathes fire at the largest group of creatures in range, but otherwise it tries to focus its bite attacks on an isolated enemy.

Subtier 8–9 (CR 12)

EDAVAGOR

CR 12

Kobold Quarterly #22 12

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

Init +9; **Senses** darkvision 60 ft., scent; **Perception** +22

DEFENSE

AC 26, touch 14, flat-footed 21 (+5 Dex, +12 natural, –1 size)

hp 184 (16d10+96)

Fort +16, **Ref** +17, **Will** +8

Defensive Abilities amorphous; **DR** 10/good; **Immune** mind-affecting effects, fire, poison; **Resist** acid 10, cold 10; **SR** 23

OFFENSE

Speed 50 ft., climb 10 ft.

Melee 2 bites +25 (1d8+10 plus disease and spoor worm), 2 claws +25 (1d6+10), 1 tail +25 (1d8+10 plus trip)

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

Special Attacks breath weapon (2 30-ft. cones, 8d6 fire damage plus spoor worm, Reflex DC 24 half, usable every 1d4 rounds)

TACTICS

During Combat Losarkur's loyal edavagor opens combat with its breath weapon, attempting to get as many targets as possible within the two cones. On rounds when it cannot use its breath weapon, the edavagor wades fearlessly into the largest mass of enemies it can reach, using its size and many attacks to deal damage to as many creatures as possible each round.

STATISTICS

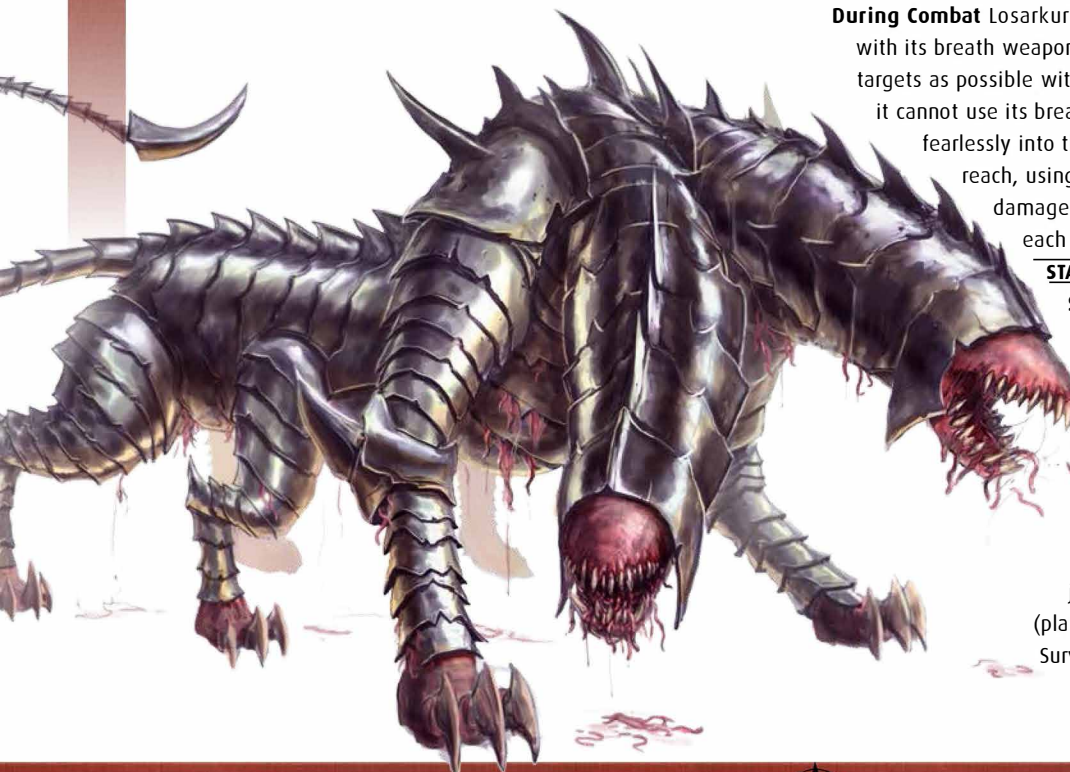
Str 30, **Dex** 21, **Con** 23, **Int** 13,

Wis 16, **Cha** 16

Base Atk +16; **CMB** +27; **CMD** 42 (46 vs. trip)

Feats Acrobatic Steps, Combat Reflexes, Improved Initiative, Lightning Reflexes, Lunge, Nimble Moves, Power Attack, Run

Skills Acrobatics +24 (+32 when jumping), Climb +37, Knowledge (planes) +20, Perception +22, Stealth +20, Survival +22, Swim +26



Languages Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Breath Weapon (Su) When an edavagor uses its breath weapon, both of its heads breathe a 30-foot-long cone of flame. These cones can be directed to affect separate squares (dealing 8d6 points of fire damage to those within), or can cover the same area (wholly or partially; dealing 16d6 points of fire damage to those within). The save DC is Constitution-based.

Disease (Su) *Devil Chills*: Bite—injury; save Fort DC 24; onset immediate; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. The save DC is Constitution-based.

Spoor Worm (Su) Any creature bitten by an edavagor must attempt a DC 24 Reflex save as a wave of worms spills over its wound. On a failed save, the devil's worms latch onto the creature or burrow into its wound. While the worms don't damage or hinder the creature, their presence allows the edavagor to know where the infected creature is at all times, as per the spell *locate creature* with no maximum range and even between planes. Any *remove disease* effect instantly destroys a spoor worm infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

Development: Once the PCs have dispatched the guard hound, they must free Dralneen from her locked cage (Disable Device DC 25). Dralneen is in poor physical condition—she has 20 hp remaining and has taken 45 points of nonlethal damage. If awakened, she has the strength to follow the PCs back through the gate, or the PCs can simply carry her through and awaken her on the other side.

It is entirely possible to free her without defeating her guardian, and her cage can even be used as a weapon by particularly innovative PCs. In such a case, skip the optional encounter that follows, regardless of the time remaining in the scenario. If she is conscious when the PCs face the gate's guardian, she hides behind a column as far away from combat as possible, exhibiting cowardice that wouldn't do favors to her reputation were anyone to learn of it.

The Infernal Gatekeeper (CR 5 or CR 8)

When the PCs approach the portal back to the Material Plane, one of Losarkur's contingencies comes into play: a devil appears to ensure that any creatures returning through the infernal duke's gateway are abiding by the terms of the contract that granted access to the kennels in the first place. More specifically, the devil's task is to prevent the PCs from leaving with Losarkur's property—including Zarta Dralneen.

Creature: The terms of Losarkur's contract with Ganden Heriphis were clear: the Hellknight was permitted one or more infernal hounds in exchange for each mortal prisoner

OPTIONAL ENCOUNTER

The Infernal Gatekeeper is an optional encounter. If less than 1 hour remains in which to complete the scenario, skip the encounter and continue straight to the adventure's conclusion. Similarly, if the PCs did not destroy Dralneen's captor in area C2, no guardian watches over the gate back to Golarion, allowing the PCs free passage back to safety without risking combining the two encounters.

of suitable station. The transaction for Paracountess Zarta Dralneen's soul has already been completed, and as far as the infernal duke and his devil servitors are concerned, she is the property of the kennels. When the PCs attempt to leave through the gate back to Citadel Vraid, a devil appears to ensure they do not abscond with any of the duke's property. In Subtier 5–6, the devil is a single bearded devil, while an erinyes serves as gatekeeper in Subtier 8–9.

Subtier 5–6 (CR 5)

BEARDED DEVIL

CR 5

hp 57 (*Pathfinder RPG Bestiary* 73)

Subtier 8–9 (CR 8)

ERINYES

CR 8

hp 94 (*Pathfinder RPG Bestiary* 75)

CONCLUSION

When the PCs return to Citadel Vraid, they may leave with Dralneen without further incident. If they choose to inform the Lictor of Heriphis's abuse of his position, the severe Hellknight general seems concerned but remains calm, ensuring the Pathfinders that "the Order of the Nail will deal with its own."

The Pathfinders can either hitch a ride with a contingent of Hellknights headed to Korvosa or make their own way back to the city. Either way, when they meet Venture-Captain Heidmarch at Shoreline Drinkhall, he hastily instructs medics to whisk Dralneen away if she accompanies the party. As long as Dralneen is alive, the venture-captain thanks the PCs for a job well done. If they return to him empty-handed, he bemoans their failure, regretting audibly that he didn't send better agents to take on such an important task.

At the end of the conversation, the venture-captain reveals that according to the Society's most recent intelligence, Chelish Queen Abrogail II has placed a bounty on the head of Tancred Desimire. It's unclear whether his crime prompted this or if he angered the queen in another way.

Shortly after the party turns Dralneen over to the Pathfinder Society for safe passage back to Absalom (or elsewhere if she decides to go into hiding instead of returning to her previous position), each PC receives a personalized letter from the paracountess mentioning details of his or her character that the paracountess wouldn't be expected to know. In addition to her profuse thanks and traditional innuendo, the letters also offers the PCs a reward in thanks for their efforts, paid out of the paracountess's personal wealth rather than the Cheliox faction's assets. This reward takes the form of a single item of the PC's choice, granted at no cost. In Subtier 5–6, this item must have a regular market price of 1,500 gp or less; in Subtier 8–9 the item must cost no more than 3,000 gp. This item is not restricted by the normal limits of Fame, and can be selected from any legal source. Denote the selected item on each PC's respective Chronicle sheet.

Similarly, award each PC who did not openly cause conflict with any Hellknights of the Order of the Nail the Respect of the Nail boon on his or her Chronicle sheet. While this boon provides no mechanical benefit in and of itself, it may come into play at a later date should the PCs encounter the Order of the Nail again.

Success Conditions

In order to satisfy the Decemvirate and Venture-Captain Heidmarch, the PCs must rescue Paracountess Zarta Dralneen from her prison on Avernus, keep her alive, and escort her back to Korvosa—all without engaging in combat with the Hellknights of Citadel Vraid (Maralictor Ganden Heriphis excluded). Doing so earns each PC 1 Prestige Point as a reward. When reporting the scenario on paizo.com, mark the scenario success box to indicate the players' achievement.

Faction Missions

Player characters of a given faction who complete the listed mission earn 1 Prestige Point for their efforts. In this scenario, many factions' goals align with the primary mission of the Pathfinder Society, as noted below.

Andoran Faction: Andoran faction PCs who rescue Paracountess Zarta Dralneen and return her safely to Korvosa earn 1 Prestige Point.

Cheliox Faction: Cheliox faction PCs who rescue Paracountess Zarta Dralneen and return her safely to Korvosa earn 1 Prestige Point. Note that Cheliox faction PCs receive no handout indicating their faction mission.

Grand Lodge Faction: Grand Lodge faction PCs who rescue Paracountess Zarta Dralneen and return her safely to Korvosa earn 1 Prestige Point.

Lantern Lodge Faction: Lantern Lodge faction PCs who retrieve the Aspis Consortium tactics book from the Ferox Garrison Library at A6 earn 1 Prestige Point.

Osirion Faction: Osirion faction PCs who retrieve the book on Thassilonian curses and cures from the Ferox Garrison Library at A6 earn 1 Prestige Point.

Qadira Faction: Qadira faction PCs who free Sascha Antif-Arah from the area B5 earn 1 Prestige Point.

Sczarni Faction: Sczarni faction members who kill Markus Gael or ensure he remains imprisoned in area B4 earn 1 Prestige Point.

Shadow Lodge Faction: Shadow Lodge faction PCs who rescue Paracountess Zarta Dralneen and return her safely to Korvosa earn 1 Prestige Point.

Silver Crusade Faction: Silver Crusade faction PCs who rescue Paracountess Zarta Dralneen and return her safely to Korvosa earn 1 Prestige Point.

Taldor Faction: Taldor faction PCs who rescue Paracountess Zarta Dralneen and return her safely to Korvosa earn 1 Prestige Point.

FORTRESS OF THE NAIL

Andoran



Noble Abolitionist,

Even as I work to spread freedom's light in Magnimar, a grave affront to liberty and democracy has surfaced elsewhere in Varisia. Specifically, within the Hellknights' Citadel Vraid, the Chelish diplomat Paracountess Zarta Dralneen is being deprived of freedom and due process. Although we hold no love for our infernal counterparts, I do not wish anyone to suffer such injustice—and perhaps experiencing freedom after a wrongful imprisonment will impart on the paracountess a modicum of compassion. Besides, throughout the years I have formed a manageable—if distasteful—relationship with the paracountess. I do not relish the thought of dealing with an untested Chelish personality in navigating the tumultuous political landscape of the Pathfinder Society. Please free Dralneen by any means necessary.

Do just work,

Major Colson Maldris

GRAND LODGE



Loyal Pathfinder,

A dark blight has descended upon our esteemed society: Paracountess Zarta Dralneen has vanished into the Order of the Nail's mysterious Hellknight citadel. The gravity of this situation cannot be overemphasized; without Dralneen, Pathfinders around the world will find the adventure-rich nation of Cheliah off limits for good. This cannot stand. It is imperative that you rescue the paracountess and return her to her place of power in Absalom. Otherwise, we shall all suffer!

In solidarity,

Venture-Captain Ambrus Valsin

Lantern Lodge



Honored Traveler,

I understand you are to travel to the Order of the Nail's Hellknight citadel in Varisia to pursue a wrongly imprisoned ally of the society. While Absalom's politics do not interest me, there is an important way you can aid our cause while so dispatched. Credible rumblings indicate that the Hellknights possess a tome obtained from our enemies, the Aspis Consortium. Supposedly, it contains key details about the Consortium's initiation practices; this knowledge could aid us greatly in infiltrating their ranks. If possible, find this volume and bring it to me. Your hard work and loyalty will be amply rewarded.

Hold our banner high,

Venture-Captain Amara Li

Osirion



Our Ruby Prince's Devoted Servant,

It is with a heavy heart I report that the condition of our liege, his exalted Highness the Ruby Prince, has deteriorated. Thankfully, our scholars have indicated the presence of a rare Thassilonian tome located in the very Hellknight citadel to which you travel: *Curses of the Seven-Fold Land*. If nothing else, this tome may allow us to dull the Prince's pain until we can find a cure for his affliction. Please, I implore you, make it your top priority to locate this tome and return it to me without delay. The Ruby Prince's very life may depend on it!

With the utmost hope,

Amenopheus, the Sapphire Sage

PATHFINDER SOCIETY SCENARIO

Qadira



Ruthless Compatriot,

It has recently become clear that our esteemed organization could greatly improve its profitability in Varisia. I have my eye on the shops and markets of Korvosa, in particular, and there is a resourceful shop owner whose alliance would strengthen our influence there. Her name is Sascha Antif-Arah and she is a former Pathfinder, so she's both cunning and understanding of our cause. Unfortunately, she is being held prisoner somewhere within Citadel Vraid. Because I understand you are to travel there, I ask you to secure Sascha's freedom. Perhaps showing her the light of day—and making it clear that Qadira is responsible for her liberty—would ingratiate her to our cause and convince her to help us form inroads into Korvosa's lucrative markets.



Aaqir al'Hakam

Envisioning endless possibilities,

Trade Prince Aaqir al'Hakam

SCZARNI



Shadowy One,

Word just arrived that the Gaels, a rising crime family in Korvosa, have sabotaged one of our shipments, the profits from which were to balance our ledgers for a month! This slight to our power and treasury cannot go unanswered, and I have the perfect way for you to help. When you travel to the Order of the Nail's Citadel Vraid, keep an eye out for Markus Gael, who has wormed his way in to acquire Hellknight training. I care not how you accomplish this, but make sure this snake never returns to his family in Korvosa. Their pain would assuage me.



Guaril Karela

Sweet vengeance approaches,

Guaril Karela

SHADOW LODGE



Most Practical Ally,

While negotiating in Absalom for our fair share of wealth and knowledge, it's come to my attention that Paracountess Zarta Dralneen, who facilitates the Society's most fruitful Chelish missions, is locked in the Order of the Nail's Citadel Vraid and is in imminent danger of execution. This cannot happen! Without Dralneen, our lodge's share of Pathfinder Society spoils will decrease immensely, as will the bounty of knowledge often acquired in the paracountess' infernal homeland. To preserve our well-earned entitlements, seek out Dralneen and save her from her captors. Fail not, my friend, or surely we shall all suffer.



Torch

Concerned for our welfare,

Grandmaster Torch

Silver Crusade



Holy Defender,

Never would I have imagined such a situation, but an agent of the vile land of Cheliax is imprisoned and likely faces execution—and I must ask you to save her. I hold no love for the unprincipled Paracountess Zarta Dralneen, but because her imprisonment in the Order of the Nail's Citadel Vraid is unlawful and unjustified, I cannot abide its continuation. As I always say, everyone deserves to live free of oppression, even the paracountess. When you travel to Vraid, end this unconscionable blight to goodness and you shall earn my praise and respect—and perhaps start the paracountess's long road to redemption from her scandalous and tyrannical past.



Ollysta Zadrian

Defend the light,

Ollysta Zadrian

FORTRESS OF THE NAIL

TALDOR



Imperial Champion,

Word of a serious situation has reached my ears: Chelish Paracountess Zarta Dralneen, a cunning politician and influential ally of the Pathfinder Society, has been carted off to rot in Citadel Vraid, where her Hellknight masters undoubtedly afford her no luxuries and no hope. As she is a true noble by birth, her treatment is not something we can let stand, whether she works to forward the aims of the House of Thrune or the Grand Prince of Taldor. If Dralneen owes me—us—a favor as a result of your assistance in her exoneration, so much the better.

Giving all for Taldor,

Lady Gloriana Morilla

PATHFINDER SOCIETY SCENARIO

Pathfinder Society Scenario #4–13: Fortress of the Nail

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
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Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
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Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

Character # _____	<input type="checkbox"/>	Prestige Points
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Character Name _____				
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor

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Character Name _____				
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Pathfinder Society Scenario #4-13: Fortress of the Nail

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	775	1,550
5-6		
SUBTIER	1,751	3,502
8-9		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
Has Completed This Scenario.				

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame	Current Prestige
------------	------------------

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER

ALL

The Paracountess's Debt In thanks for freeing her from her infernal prison within Citadel Vraid, Paracountess Zarta Dralneen of Cheliah offers you any single item you wish for, paid for out of her personal wealth rather than Chelish or faction resources. Choose one item worth up to 1,500 gp (Subtier 5-6) or 3,000 gp (Subtier 8-9) that you receive for free. This item is not restricted by your current Fame score, but must otherwise be an item you could purchase. If the chosen item is worth less than the listed value, any difference is lost.

Item Selected: GM Initials

Respect of the Nail You have earned the respect of the leadership of Varisia's Hellknight order, the Order of the Nail. At a future date, should you encounter members of this order, they will remember you for standing up for the law, even if doing so meant opposing them.

SUBTIER

5-6

+1 flaming longsword (8,3015 gp)
bag of holding (type I; 2,500 gp)
cloak of resistance +1 (1,000 gp)
oil of invisibility (300 gp)
potion of cure serious wounds (750 gp)
wand of charm monster (6 charges; 2,530 gp, limit 1)

SUBTIER

8-9

cloak of resistance +3 (9,000 gp)
oil of align weapon (lawful; 300 gp)
potion of remove curse (750 gp)
wand of charm monster (23 charges; 9,660 gp, limit 1)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #