

## Council of Thieves Part 6 of 6



# The Twice-Damned Prince

**F**carrdian and Chammady Drovengé now rule the Council of Thieves. Despite the constant meddling of Westcrown's newest heroes, the complex series of plans the Drovengé siblings hatched to seize control of the guild have borne fruit. The Bastards of Erebus were defeated, yet their rampages served to distract eyes from what the Drovengés were setting into motion. An attempt to secure the aid of the imprisoned pit fiend Liebdağa failed, yet the resulting destruction and the mayor's flight from Westcrown threw the government into chaos as surely as an assault by a powerful devil could have. And while their vampiric ally Ilnerek is now destroyed and the shadows he commanded have been banished from Westcrown's nights, his destruction bought the siblings the time they needed to set things in motion. Starting with their grandfather's murder, the siblings launched a series of assassinations and assaults on the structure of society designed to plunge Westcrown into anarchy—an engineered chaos that they will use to establish a new order over the city and impress upon the House of Thrune their right to rule.

Unless they can be stopped.



# The Twice-Damned Prince

## Advancement Track

Characters should be 11th level when they begin “The Twice-Damned Prince.” By the time they are ready to tackle the encounters in Parego Regicono or directly confront the Drovenges, they should be 12th level—they should reach 13th level by the adventure’s end.



### ADVENTURE BACKGROUND

The Council of Thieves has existed in Westcrown’s shadow for nearly 425 years. Born from the violence of a brutal criminal war that nearly tore Westcrown apart, the Council became an increasingly destructive presence in Westcrown as the years melted into decades. By 4469, the council practically ruled Westcrown from behind the scenes, and the city’s citizens lived in constant fear of accidentally incurring the Council’s wrath. The then ruler of Cheliox, Queen Koradinna, saw that the citizens of the capitol were suffering, but knew that an all-out war against the Council would simply drown that suffering in bloodshed. And certainly there was something to be said for a self-governing guild of thieves as opposed to what Westcrown had before the Council’s rise—constantly feuding gangs of ruffians and thugs. And so the queen hit upon an ingenious solution. She met with the Council’s leaders and worked out a series of secret payments and hushed deals with the criminal organization. As long as the Council kept its crimes subtle, hidden, and relatively nonviolent, and as long as they paid the appropriate fines to the government’s coffers, they would be allowed to continue to exist without persecution. A number of scapegoats, criminals who had fallen from the guild’s good graces, were offered up by the Council and publicly executed, and the queen announced that the Council was no more.

Although many believe that the Council of Thieves was eradicated during this purge, it was in fact at this point that the guild finally came into its own. It continued to spread its influence in the years following Koradinna’s Accord, maintaining polite if not friendly relationships with the city’s nobility and always seeking to prevent more violent crimes from staining the city streets. Yet while muggings, murders, rapes, and the like dwindled from the public eye, extortion and other white-collar crimes continued unabated. Until the death of Aroden.

The Chelish Civil War was a strange time for the Council. It no longer had to contend with the laws and strictures of a central government, but neither was it necessarily equipped to prosper in times of such upheaval and violence. So the Council laid low for 3 decades, and when the House of Thrune seized control, it was quick to re-establish its presence in the city. Yet those 30 years of civil war changed the hearts and souls of every man, woman, and child in Cheliox—and the members of the Council were not exempt from these changes. Whereas before its members had respected tradition and the pursuit of gentlemanly

crime, the postwar Council members found themselves dwelling in a city that was but a shadow of its former glory. The government was no longer an enemy but active competition.

This new incarnation of the Council of Thieves has, over the past several decades, followed a slow descent into anarchy and disrespect for its roots as a result, despite continued attempts by the Council’s elderly members to maintain their traditions in the face of younger members eager for a change. In many ways, Councilman Vassindio Drovenge (the youngest man to be elevated to a position of command within the Council at the age of 23 in 4647 AR) was the last traditionalist—the final member of the Council’s “old guard.” Vassindio rose swiftly through the ranks, and while the Council never actually had one single “leader,” by the time his son Sidonai was born 7 years later in 4654 AR, Vassindio was as close as one could be to this vaunted role.

Vassindio did much to maintain tradition within the Council through a mix of fear and power. Quick to reward success among the guild’s members, he was even swifter to punish transgressions—no matter how frustrated the younger generations grew with the Council’s ways, the fear of the “old man’s justice” kept things in line. At no time was the power of Vassindio’s justice more obvious than in 4687 AR, when it became clear that his own son had brought shame on the family name by trafficking with the Mother of Flies in order to engineer a devilspawn child—a misguided attempt to sire a son that the House of Thrune could not help but respect. When Vassindio learned of this foolish plan, he murdered his son’s wife and house staff and sent his son into exile—rumors that Vassindio sent assassins after his son to ensure that he never reached his new home in exile (accurate, as it turns out) did much to bolster the old man’s power over the Council.

Yet at the crux of these events, Vassindio, for all of his ruthlessness and impartiality, made one mistake that sealed not only his fate but the fate of the entire Council. He let his grandson and granddaughter live.

### ADVENTURE SUMMARY

“The Twice-Damned Prince” begins with the players returning to a Westcrown on the verge of change. The recent events in Westcrown have not gone unnoticed by the House of Thrune, and as this adventure begins, General Vourne, commander of the Chelish imperial fleet, prepares to sail his navy downriver from Egorian



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### Mammon's Involvement

Although the events building in the Council of Thieves Adventure Path are very much the results of Ecardrian and Chammady Drovenge's lust for power, the original genesis of the situation now facing Westcrown can be traced back to their father's foolish bargain with Mammon to produce a sire truly worthy of the House of Thrune's respect.

Mammon is unusual, even for an archdevil. He has no true body except the vast treasures held in Hell's vaults on Erebus, yet even the infinite wealth of Hell is not enough for Mammon. He is incomplete—a vital part of his spirit exists somewhere still, lost in the Maelstrom of the Great Beyond, and Mammon never fully turns away from his quest to find this missing fragment no matter how pressing and consuming the duties of being Hell's treasurer might become.

When Sidonai Drovenge offered his soul in exchange for a devilish scion, Mammon saw an opportunity. He would grant this wish, but in the bargain would gain the forfeiture of one soul for his own use as a powerful agent to seek out his missing fragment—this agent to be the soul of the scion's closest living and beloved kin and guardian. In so doing, Mammon would gain a powerful agent on the Material Plane (Sidonai's own son Ecardrian) and another in what he hoped would be the soul of Ecardrian's father. When Sidonai perished before Ecardrian could reach his full potential, though, his sister Chammady unknowingly became the doomed soul.

Mammon wants Ecardrian to gain control of Westcrown, for in so doing he furthers the secret plans that Lord Asmodeus has for all of Chelixa, but more importantly to Mammon, he wants the soul of Ecardrian's powerful guardian and kin—a soul tempered and groomed to become the archdevil's latest agent in his secret quest to reunite his own existence. See the article on Mammon that starts on page 62 for more details on this archdevil.

to crush the rebellion and bring the city back under the heel of the empire. If he arrives to find the Droveniges already in charge and bringing things under control, Thrune will gladly cede rule of the city to the Council of Thieves—only if the PCs can defeat the Council and help restore peace can they hope to prevent Westcrown from losing its history and soul.

As a number of assassinations and disasters strike, throwing the city government and the Hellknights of the Rack into turmoil, the PCs must seek out members of the cowering nobility to establish the legal right to oppose the Council and set things in order. Once these rights are secured, they must set to solving the disasters and mayhem unleashed upon the city by the Council of Thieves—stopping arsonists, defeating assassins, destroying the rise of an army of undead in the ruined

Rego Cader, and working to loosen the Council's hold over the city's heart—Parego Regicona. Finally, the city set right again, they must confront the Drovenge siblings atop Westcrown's greatest landmark, the Arodennama, where they'll have a chance to defeat the Council of Thieves, and, just perhaps, forge a bright future for a city that has known only oppression and despair for the past hundred years.

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### PART ONE: CHILDREN OF WESTCROWN

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This adventure can begin as soon after the previous one ends as you wish, although you shouldn't delay too long before kicking off this adventure, since the Droveniges won't necessarily wait long to institute the final stages of their plans. After exploring Walcourt, defeating Ilnarik, and recovering the infernal contract between Mammon and Sidonai Drovenge, the PCs are likely eager to take the fight directly to the Drovenge siblings. You should stage the beginning of this adventure to occur as soon as the PCs make the decision to move ahead with such plans, preferably soon after they leave Walcourt and the central island of Parego Regicona. At this point, all chaos erupts in the city. The Hellknights and dottari seem to suddenly be at war. Fires and riots and looting spread through southern Westcrown, while rumors of devils and undead spread through the northern city and force many to cower in their homes.

The events and encounters in this adventure need not occur in any set order—this adventure assumes that the PCs first visit the Children of Westcrown, where Janiven and Arael give them a rundown of the various problem areas that need tending—the PCs are heroes now, and the Children of Westcrown expect them to step in to make things right. Tackling the various problems facing Westcrown will be easier if the PCs can secure the aid of the city's nobles, the dottari, and the Hellknights, so this adventure assumes that the PCs tackle these problems first before moving on to deal with the numerous other situations that have arisen in the beleaguered city.

### GETTING ORGANIZED

After defeating Ilnarik and restoring safe nights to Westcrown, the PCs should emerge to find things in the city have quickly gone from bad to worse. This adventure assumes the PCs return to the Children of Westcrown safe house to meet with their allies, but no matter where they go, things get bad with shocking speed. The sound of fighting echoes through the streets, periodically mixed with the roar of an outraged crowd. Smoke plumes up as buildings burn, and it becomes increasingly common to see well-dressed men and women running through the



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streets and alleys, sometimes clutching looted goods, sometimes beaten, bloodied, and panicked. You can even have the PCs encounter a band of thieves or a few devils (perhaps the hellcat cavalry in area **S**, or a band of lemures slopping through the streets looking for victims to add to the barge in area **R**) to impress upon them that something major has happened. Any attempt to interrogate passersby on the street should result in a mix of fact and rumor, some of which is fantastically off-base—you can use these rumors to steer the PCs toward any of the encounter areas presented later in this adventure. If the PCs decide to immediately set out to right wrongs, move ahead to the later chapters in this adventure. Eventually, Janiven and Arael contact the PCs and ask them to come to the safe house to report to the Children of Westcrown what they've learned and, they hope, to lead Westcrown through these dark days. By now, the PCs are the city's best chance for heroes.

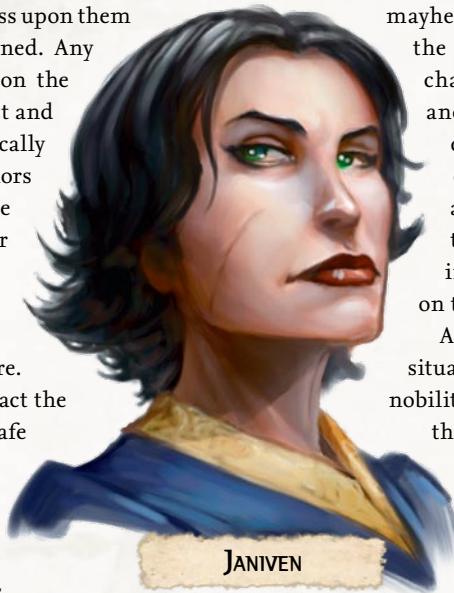
If the PCs pay a visit to the Children of Westcrown, they find all of their allies gathered there under one roof, anxious to hear about the PCs' success in Walcourt and Hagwood, and even more eager to find out how the PCs are going to save Westcrown from the Council of Thieves. A map of the Shrine of Aroden safe house appears on page 25.

At this meeting, Janiven and Arael listen intently to the PCs, then volunteer the most important bits of rumors and news that they've been able to gather. It seems obvious now what the Council of Thieves wants, and why the coup in that organization took place—the new leaders want to control Westcrown, and the chaos and anarchy are likely their way of “softening things up” for a power play. Discovering how the Council intends to wrest control of Westcrown is important, but the following goals are for now more pressing—certainly, in dealing with these situations, clues as to the Council's actual plans will be revealed.

Rumors that General Vourne of Egorian has heard of the unrest in Westcrown are particularly troubling. It'll take him a while to get organized, but it's really just a matter of time before he and the Imperial Navy sail down the Adivian River to institute martial law over Westcrown under the orders of House Thrune. While this would likely result in a restoration of peace, General Vourne is not a subtle man. Many innocents would perish and many businesses and families would be lost. Westcrown's been lucky over the past 70 years in

that the government hasn't been too oppressive—if the general arrives to find the city incapable of governing itself, Westcrown will not be a pleasant place to live for a long time to come. The most important goal, therefore, should be to get the riots and looting and mayhem under control—indeed, this is likely the Council's plan: let things spiral into chaos, then step in to re-establish order and convince Vourne that the Council has control. There's no doubt that Thrune doesn't care who rules Westcrown, so long as they do so without causing a fuss, and this would give the Council of Thieves an incredibly successful and powerful grip on the city's future.

Arael and Janiven suggest tackling the situation by first securing the aid of the nobility, then the Hellknights, before they turn their attention to other matters in the city, but the exact order in which the PCs wish to proceed is up to them.



### FAME POINTS

During the course of the Council of Thieves Adventure Path, the PCs have had numerous chances to gain (and in some cases, lose) Fame Points. In this adventure, those Fame Points pay off, and are an integral mechanic not only for determining how well the PCs can sway the opinions of Westcrown's citizens, but how much Westcrown respects them and is willing to trust that they're here to make things better.

Once you begin this adventure, announce to the players the total number of Fame Points they've earned. You might want to give them a number of tokens to represent these points, like poker chips or dice or cards, since the PCs will be spending their Fame Points as “currency” during this adventure.

As soon as you announce the party's Fame Point total, have each player record on their character sheet their “Fame check.” At various points during this adventure, players will need to make Fame checks to determine the success of their leadership ability in impressing nobles, convincing Hellknights to join their cause, keeping a neighborhood from relapsing back into chaos, and so on. In most cases and at the GM's option, a PC can substitute a Diplomacy check or even a Bluff or Intimidate check in place of a Fame check, but the DCs for Fame checks tend to be relatively high, so using Diplomacy or similar skills is often not a viable solution.

A Fame check is a d20 roll modified by the *initial* amount of Fame Points the party possesses at the start of this adventure, plus the specific character's Charisma modifier. A character with the Leadership feat gains a +4 bonus on Fame checks.



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### Mini-Quests

As you read through this adventure, you'll note that most of the locations are not presented in the standard format with read-aloud text and sections detailing creatures, traps, and the like. This is because most of the sites featured in this adventure are relatively small and dynamic—there aren't really any dungeon crawls in "The Twice-Damned Prince."

Fame Check = 1d20 + party's initial Fame Point Total + Charisma modifier + Leadership modifier

**Spending Fame Points:** A player can spend Fame Points from the party's total pool during the adventure, either to immediately reroll the result of a Fame check or as investments to earn rewards or deny the Council of Thieves access to resources. During the adventure, these opportunities to spend Fame Points are mentioned in the text. Spending Fame Points does not impact a character's actual Fame check, since Fame checks are figured only using the initial amount of Fame Points the PCs have earned before the start of this adventure.

It costs 1 Fame Point to reroll a Fame check. A Fame check reroll can be purchased in this manner any number of times and as long as there's at least 1 Fame Point to spend.

All Fame Point expenditures, be they to purchase Fame check re-rolls or made during the course of play, must be unanimously approved by all players at the table. This reflects the fact that, in game, their characters must work together and cooperate if they are to have any hope of rescuing Westcrown from its fate.

### THUGS AND THIEVES

During the course of this adventure, the PCs are likely to encounter situations involving clashes with rank-and-file members of the Council of Thieves. Statistics for low-, middle-, and high-ranking members of the Council are presented below.

#### CUTPURSE

**CR 1**

##### XP 400

Human rogue 2

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +4

##### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 15 (2d8+6)

**Fort** +2, **Ref** +5, **Will** -1

**Defensive Abilities** evasion

##### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +3 (1d6+1/18-20)

**Ranged** hand crossbow +3 (1d4/19-20)

**Special Attacks** sneak attack +1d6

##### STATISTICS

**Str** 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +6, Appraise +6, Bluff +5, Climb +5, Disable

Device +6, Knowledge (local) +6, Perception +4, Sense Motive +4, Sleight of Hand +7, Stealth +6

**Languages** Common, Infernal

**SQ** rogue talent (finesse rogue), trapfinding

**Gear** studded leather, masterwork rapier, hand crossbow with 20 bolts, 25 gp

#### THIEF

**CR 3**

##### XP 800

Human rogue 4

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +8

##### DEFENSE

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

**hp** 30 (4d8+12)

**Fort** +3, **Ref** +8, **Will** +0

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

##### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +9 (1d6+1/18-20)

**Ranged** mwk hand crossbow +8 (1d4/19-20)

**Special Attacks** sneak attack +2d6

##### STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 19

**Feats** Deadly Aim, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

**Skills** Acrobatics +11, Appraise +7, Bluff +8, Climb +8, Disable

Device +11, Intimidate +8, Knowledge (local) +7, Perception +8, Sleight of Hand +11, Stealth +11

**Languages** Common

**SQ** rogue talents (combat trick, finesse rogue), trapfinding

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1

studded leather, masterwork rapier, masterwork hand crossbow with 10 bolts, stolen coins and jewelry worth 300 gp

#### COUNCIL CAPTAIN

**CR 10**

##### XP 9,600

Human rogue 8/assassin 3

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +14

##### DEFENSE

**AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

**hp** 79 (11d8+30)

**Fort** +5, **Ref** +12, **Will** +3; +1 vs. poison



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**Defensive Abilities** evasion, improved uncanny dodge, trap sense +2

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### OFFENSE

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**Speed** 30 ft.

**Melee** +1 *short sword* +11/+6 (1d6+3)

**Ranged** +1 *composite short bow* +14/+9 (1d6+3/x3)

**Special Attacks** death attack (DC 14), sneak attack +6d6 plus 6 bleed

**Rogue Spell-Like Abilities** (CL 8th)

3/day—*ghost sound* (DC 11)

2/day—*obscuring mist*

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### STATISTICS

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

**Base Atk** +8; **CMB** +10; **CMD** 24

**Feats** Combat Reflexes, Deadly Aim, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Focus (short bow)

**Skills** Acrobatics +18, Climb +16, Disable Device +18, Disguise +13, Knowledge (local) +14, Perception +14, Sense Motive +14, Sleight of Hand +18, Stealth +18

**Languages** Common, Infernal

**SQ** poison use, rogue talents (bleeding attack, major magic [*obscuring mist*], minor magic [*ghost sound*], weapon training), trapfinding

**Combat Gear** blue whinnis (4 doses); **Other Gear** +2 *studded leather*, +1 *short sword*, +1 *composite short bow* (+2 Str) with 20 arrows and 2 *human slaying arrows*

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## PART TWO: A FEUD AMONG NOBLES

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Westcrown has 12 major noble families and over two dozen minor ones—and nowhere else does the power held by the Council of Thieves shine more brightly, for of the 12 major families, eight have direct links to the criminal organization. Of these eight, four (the Drovenges, the Oberigos, the Salisfers, and the Diosos) had patriarchs or matriarchs who also sat on the Council of Thieves. These families, shocked and betrayed and terrified that the Council's plans are not done with them, have closed their vira gates and withdrawn completely from contact with society. The other great families have reacted the same way—all of the great viras on Parego Regicona are thus cut off from easy contact. The only one of the 12 great families to have a vira on the mainland was House Arvanxi, now destroyed and disgraced. The Arvanxi name was already in decline after one of their most popular daughters scandalized the family by abandoning its fortunes and relocating to the city of Korvosa to become a queen—and in Westcrown its fortunes of late have leaned entirely on the city's corpulent mayor. Aberian Arvanxi's cowardly flight from Westcrown was the first blow to the city's noble infrastructure, and the recent assassination of the leaders of the eight houses involved

with the Council of Thieves has all but finished the job of driving the nobles into hiding.

Selecting which family to approach to turn this cowardice and fear around, to most efficiently rekindle the aristocracy's pride in their city and convince them to take up the physical, moral, and spiritual defense of the city, is not an easy task. With all of the other problems facing Westcrown, visiting each of Westcrown's three dozen and some viras is not an efficient use of the PCs' resources and time—far better to select a family whose standing and power is such that they could be recruited by the PCs to serve as agents to bring the rest of the nobility in line.

A successful DC 25 Knowledge (nobility) check (or the PCs asking for Janiven's advice) reveals an obvious choice—or two linked choices, as the case may be: the Mhartis family and the Ciucci family, nobles both beholden to Arvanxi, yet bitter rivals for the attention of the now-departed mayor. If the PCs can get these two families to set aside their feud and work together to rally the city's aristocracy, the precedent will go a long way toward earning the support of them all.

**The Mhartis Family:** In the days before the infernal syndrome, a vampire began to prey upon the Mhartis nobles as a result. They were already in dire shape when Aberian's Folly exploded, and now that Duxotar Iltus Mhartis, Aberian's nephew and the high warden of the city guard, has been assassinated, the Mhartis family is adrift and in peril of self-destructing. So great is their need and desperation that they've been forced to swallow their pride and move into an unoccupied wing of the Ciucci family vira. Yet as long as the Mhartis family remains active, however beat down, they hold the only real key to rallying the fractured dottari.

**The Ciucci Family:** Whereas the Mhartises and the Rasdovians (the third family beholden to the Arvanxis) have long enjoyed the honor of a vira next door to the Arvanxi manor, the Ciuccis have traditionally been the low family on the totem pole. Although the family's interests in Westcrown's theater scene and other entertainments have long kept them in Arvanxi's favor, they've simply never been able to achieve the successes (both socially and monetarily) that the other two families have realized. In fact, for the past few decades, they've had to supplement their coffers by letting out part of their vira for others to dwell in—typically visiting dignitaries, nobles, or acting troupes.

### VIRA CIUCCI

The PCs' goal at Vira Ciucci should be to contact the members of the two noble families living within, help them get over their feud and work together, and then recruit them to spread the word among the rest of Westcrown's aristocracy, freeing the PCs up for tasks better suited to



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their skills (like fighting undead, devils, and thieves). To a certain extent, of course, this adventure's selection of these two families as the key nobles to recruit is arbitrary—if in your game the PCs have developed relationships with other noble families, it might be more interesting to substitute those families in place of either the Mhartises or the Ciuccis.

Vira Ciucci is located not far from Aberian's Folly and the Children of Westcrown's safe house—the structure is about halfway between those two sites, in fact, along the relatively heavily traveled Finch Street. The building itself is a roughly symmetrical two-story manor, although closer inspection reveals that the southern half of the building seems, perhaps, to be in better repair—it is this half of the building that the Ciuccis dwell in, while the northern half is the section they let out to renters and long-term visitors. The current inhabitants of the north side are, of course, the Mhartises.

This early in the adventure, the mayhem filling the streets of Westcrown is still building. The PCs shouldn't run into any full-fledged riots or packs of looters or thieves, but the feeling as they move through the city should be one of expectant peril—those they pass on the street are increasingly frightened-looking citizens

fleeing for home, or tough-looking drunks or thugs waiting for the storm to break. The conspicuous lack of dottari agents or Hellknights patrolling the streets is, perhaps, the most subtle indication that something is about to explode in Westcrown.

### TWO PROBLEMS

The Ciuccis and the Mhartises, unfortunately, have problems of their own that need solutions before they'll agree to set aside their feud to aid the PCs. The nobles have done a relatively good job keeping these problems hidden from the public, but once the PCs pay visits to each side of Vira Ciucci, they swiftly learn that all is not well in the manor. As the PCs have free reign on how to solve them, the two problems and their most likely solutions are summarized below.

**Mhartis Rebellion:** With Iltus Mhartis's assassination, this family has been thrown into turmoil. Worse, the Council of Thieves has infiltrated the ranks of the family's personal guard, taken all the surviving Mhartises hostage, and stands ready to kill the rest of the family if the Drovenges give orders to do so. The PCs can discover this hidden hostage situation either by finding the imprisoned Mhartises in their bedrooms or by discovering that the "guards" in the house



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are, in fact, thieves. Slaying the thieves stationed here rescues the Mhartises and secures their gratitude.

**Mad Ol' Guxer:** Guxer, the patriarch of the Ciuccis, is mad, driven so by the torments of what he believes to be his daughter, Delilee. In fact, "Delilee" is a sadistic doppelganger who infiltrated the Ciucci house a few weeks ago and has been toying with Guxer to see how long a human mind can remain intact and safe from madness before snapping. The doppelganger particularly enjoys stoking the fires of the feud, and after discovering that the Mhartis family has been put under siege has started to toy with the idea of offering her services to the Council of Thieves. By exposing (and probably slaying) the doppelganger and curing Guxer's madness, the PCs can gain the Ciuccis' gratitude.

### THE MHARTISES

The Mhartis family has had a rough time lately. Several members of their staff and family recently vanished (victims of a vampire named Jerusen), and they've been forced to abandon their home due to damage it suffered from the infernal syndrome. Then, more recently, their most successful member was assassinated in a manner that seems to indicate the involvement of the Hellknights. Finally, the surviving members of the family have become prisoners in their own temporary home, held hostage by agents of the Council of Thieves.

The current members of the Mhartis family include the following. All four are gagged and bound with rope in area **A12**.

**Ganefini Mhartis** (LN male human aristocrat 3): Ganefini is the Mhartis patriarch, a broken man who can barely gather enough energy to weep at the death of his son and the situation he finds his family in now. At 60 years old, he looks 80 with his stringy, thin white hair and deep wrinkles and worry lines. He is likely to think the PCs are Council agents sent to torment him with false hopes for some time even after they free him.

**Lonosete Mhartis** (LN female human aristocrat 3): Whereas Ganefini is downcast and defeated, Lonosete, his wife, is a huge and shrill woman whose outrage at her family's situation is only slightly higher than her outrage at her husband having given up. She wrestles and tugs at her bindings and froths around her double gag of rope and rag, and upon rescue her shrill demands that the PCs immediately "set things right" might do her more harm than good.

**Lodros Mhartis** (LN male human aristocrat 2/fighter 4): The elder Mhartis son, Lodros, bides his time quietly. Very much aware of the fact that he will likely become the new dottari leader if he can be rescued, he conserves his energy and waits for rescue or a chance to escape. Of the Mhartises, he is the most level-headed and the only one

### Gathering Information

The PCs can make either a Diplomacy check or a Knowledge (nobility) check to learn the following about the situation in Vira Ciucci.

**DC 12:** This result reveals Vira Ciucci's address on Finch Street, and that the Ciuccis have long used half their manor as a source of additional income to house visiting nobles or acting troupes. Their current guests are the displaced Mhartis family. This is unusual, since the two families, while both beholden to the Arvanxi family, have long been feuding.

**DC 16:** The Mhartises have strong ties to the city guard, and tend to be the most impressed by and friendly to those who have military backgrounds. The Ciuccis are notorious lovers of the theater, and have the most respect for musicians, singers, and actors.

**DC 24:** Many of the older noble villas have secret entrances from below via the sewers—having an "escape route" was a popular addition to most noble houses during the Chelish Civil War. The closest sewer tunnel entrance to Vira Ciucci is via an old, disused entrance in an alley across the street—no one's really looked around in the sewers below recently, though, and anything could have moved in down there in the meantime.

who can be trusted to not overreact at the situation. His one flaw is his overwhelming fear of heights.

**Recinni Mhartis** (CN male human aristocrat 1): At 14 years of age, Recinni is the "baby" of the family—a condition he hates. His rebellious attitude rises from a perception that he is ignored by his parents except when he gets into trouble, and that they still treat him as a child. His misguided attempt to offer to join the Council when the thieves took the family hostage only got him mocked by the thieves and shameful glances from his family. Subdued and depressed, Recinni might try to escape into the city at the first chance he gets, eager to make a new life for himself rather than endure life with a family who he fears no longer wants him.

### THE COUNCIL AGENTS

There are a total of 17 Council agents posing as dottari guards in Vira Ciucci's north wing. Of these, 12 are lowly cutpurses and four are full-fledged thieves. Their captain is a woman named Cervesi. As house guards normally don't wear their full suits of armor, these rogues have taken steps to disguise their leather armor under Mhartis tabards and garb—any character who has a familiarity with the dottari or who specifically examines one of the disguised rogues for clues can attempt a Perception check to notice something suspicious about the "guard." See the "Locations in Vira Ciucci North" sidebar on page 15 for the rogues' initial positions in the manor.



## Council of Thieves Part 6 of 6

The Council agents do their best to intercept the PCs, explaining that the Mhartises are in mourning for the loss of their son and are not accepting visitors for the time being. They attempt to stall, asking the PCs to come back later, after things in Westcrown are less tumultuous. If the PCs persist, the “guards” ask the PCs to please wait in the office (area **A2**) while the house guard commander attempts to arrange a meeting with Ganefini Mhartis. If the PCs comply, it’s about a 2-minute wait until Cervesi sneaks into area **A15** above, pulls aside the rug covering the hole in the floor, and drops in a glass vial of nightmare vapor as a thief locks the door to **A2** from outside. Allow the PCs Perception checks against the rogues in order to act on a surprise round, otherwise the nightmare vapor fills the room and all trapped within must make a DC 20 Fortitude save each round to avoid taking 1 point of Wisdom damage and being confused. Nightmare vapor is described on page 560 of the *Pathfinder RPG Core Rulebook*. The rogues hope that in their confusion the PCs will soften themselves up for easy pickings—all the Council agents in the building gather in area **A1** to attack the PCs 6 rounds later when they unlock the door to let them out.

Of course, chances are good that the PCs will see through the deception before it comes to this point. If confronted, a rogue tries to Bluff the PCs, claiming that things have been awkward since the assassination and nervously asking the PCs to return in a few days when, hopefully, things will have settled down. If the PCs comply with this, they return to find that the Council has upgraded the defenses here—all cutpurses are now thieves, and all thieves are now Council captains.

If the PCs attack, the agents raise an alarm and engage in hit-and-run tactics as they attempt a fighting retreat up to the second floor. The thieves try to lure the PCs into one of the several traps they’ve placed throughout the building, eventually making a stand in area **A11**. They fight to the death.

### CERVESI CR 10

**XP 9,600**

Council captain (see page 10)

hp 79

### THIEVES (4) CR 3

**XP 800 each**

hp 30 each (see page 10)

### CUTPURSES (12) CR 1

**XP 400 each**

hp 15 each (see page 10)

**Traps:** The Council agents have rigged a number of devious traps they call “ankleslashers” at every point

in the vira marked with a “T.” An ankleslasher consists of a tripwire that has a 75% chance of being triggered whenever someone moves through the marked square. When triggered, a length of razor-sharp metal coated with poison springs out of a cleverly hidden casing flush against the floorboards along the wall, sweeping across that square to strike at the person who triggered the trap.

### ANKLESLASHER CR 7

**XP 3,200 each**

Type mechanical; Perception DC 25; Disable Device DC 25

#### EFFECTS

Trigger touch; Reset manual

Effect Atk +14 melee (2d6+3 plus poison); giant wasp poison (save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save)

## GUXER CIUCCI AND THE DOPPELGANGER

Although the Ciucci family, until recently, was relatively prosperous, the cruel torments of a sadistic doppelganger named Zevanxus have winnowed the actual Ciuccis down to one desperate man named Guxer. As recently as a few weeks ago, Guxer lived with his wife Cecelly, his daughter Delilee, and his brother Arten. (Guxer has four other younger siblings as well, although they live in smaller manors elsewhere in Westcrown.) Unfortunately, at about the point when the PCs were exploring Delvehaven (this adventure assumes about 2 months prior, but this span of time is likely different in your game), his daughter Delilee, who had been getting into an increasingly dangerous night-life and running with scandalous groups, caught the attention of Zevanxus.

The sadistic doppelganger seduced her, learned all about her family, and then murdered her the first night Delilee brought the monster home. The unfortunate woman’s body still remains on the grounds, hidden in the vaults in area **C2**. Zevanxus then assumed Delilee’s appearance and position in the household, and over the next several weeks engaged in a number of subtle but increasingly destructive actions designed to wear away at Guxer’s sanity, the breaking point of which is the doppelganger’s fascination. She periodically assumes the form of one of the servants to sow dissent among the others by spreading rumors that Guxer had reduced pay, whispering that loved ones had been unfaithful, or seducing others and then gleefully watching the awkwardness that bloomed when the actual servant, unaware of the event, treated the one they’d “seduced” no differently than before. Yet her most destructive deceptions she saves for the Ciuccis themselves.

She seduced her “uncle” and used the act to blackmail him into robbing Guxer, only to betray his robbery and accuse him of raping her to her “father,” forcing Arten



## The Twice-Damned Prince

into disgraced exile and shattering Guxer's faith in his brother. A few days later, posing as Arten, Zevanxus stole into the master bedroom and murdered Guxer's wife Cecelly, allowing the horrified man to catch a glimpse of his "brother" escaping the scene of the crime covered with blood. Now, with Arten a wanted fugitive and Cecelly dead, Zevanxus is eating away at Guxer's remaining shreds of sanity by periodically visiting him in Cecelly's form to love him and then repudiate him for allowing Arten to kill her. At other times, Zevanxus masquerades as Arten and skulks around the area for Guxer or the servants to catch glimpses of. As a result, Guxer is convinced that his wife's ghost is haunting him and that his brother is plotting his death.

All of this dissent and deception builds toward a singular goal—Zevanxus is curious about the human mind's ability to withstand madness. It won't be much longer before the doppelganger's torments end in triumph with Guxer's suicide—unless the PCs can intervene.

**Interacting with the Help:** There are three servants working for Guxer at this point: **Berlanda** (LN female human expert 2) the cook, **Hortan** (LN male human expert 2) the butler, and **Amalee** (LN female human commoner 2) the housecleaner. The servants are relatively quiet and nervous, and avoid contact with the PCs if possible—only Hortan approaches them if the PCs visit, and he tries to convince the PCs that the master is sick and that they should come back later. The servants are so confused after several weeks of Zevanxus playing with their emotions that they no longer really trust anyone and have grown increasingly paranoid—a DC 20 Sense Motive is enough to pick up on their shapeless fears, but if the PCs pry, they find only a tangled mess of infidelities, cruel gossip, and worries about the impending loss of their jobs. The two most intriguing elements PCs can extract from talking to the help are the facts that they've seen Arten Ciucci skulking around the place and that their employer seems to be convinced that he's been receiving nightly visits from his murdered wife. The servants are meek and nervous and easily cowed—securing permission to enter the house and speak with the master requires only a DC 15 Diplomacy or Fame check, or a successful Bluff or Intimidate check, in which case Hortan escorts the PCs up to the door to area **B12** to try to coax Guxer into a conversation.

**Interacting with Guxer:** Guxer spends most of his time these days on the upper floor of his home—and most of that behind a locked door in his bedroom where he hides from his brother and waits for the momentarily passionate and ultimately shameful visits from the ghost of his wife, slowly nurturing plans for his suicide. He emerges from his room only once per day to creep downstairs and gather food from the kitchen that he then brings back up to his room to eat. Nervous and jumpy, he tries to avoid contact with anyone else—the help included. The PCs' first

### Locations in Vira Ciucci North

The thieves have locked all of the doors in this wing of the vira—it's a DC 20 Disable Device check to open the locked doors, something that each of the thieves can take 10 and accomplish as a full-round action. Locations in Vira Ciucci in which the Mhartises live are as follows.

- A1. Entrance Hall:** Four cutpurses and two thieves stand guard here at all times.
- A2. Office:** Used to meet with visiting dignitaries. A hole has been cut in the ceiling to connect to area **A15**, but is covered from above with a rug—it's a DC 30 Perception check to notice the tiny hole from this side.
- A3. Cloak Room:** Used to store visitors' cloaks and other accessories. Currently empty.
- A4. Armor Display:** Seven masterwork breastplates (all dottari uniforms) stand on display here.
- A5. Study:** A quaint study with several overstuffed chairs and a small (and empty) bar.
- A6. Privy:** Unlike the southern wing (which relies on chamber pots), this wing features a privy.
- A7. Servants' Quarters:** Five bunks rest here for servants—all are well made. The thieves take turns, sleeping in shifts.
- A8. Dining Hall:** A long dining table stands here, along with four more cutpurses standing guard.
- A9. Kitchen:** This kitchen is empty and doesn't seem to have been used in a few days.
- A10. Pantry:** Food, firewood, and water is stored on the shelves here.
- A11. Upstairs Lounge:** Four cutpurses and two thieves stand guard here.
- A12. Storeroom:** All four surviving Mhartises are held prisoner here.
- A13. Bath:** A well-appointed bath chamber.
- A14. Library:** A cozy library; the books are universally about military history and warfare.
- A15. Recinni's Bedroom:** This room is well lived in and somewhat filthy, with some spoiled food sitting on the nightstand. A 2-inch-diameter hole has been cut in the floor here to allow access to area **A2** below; the hole is kept covered with a rug (DC 30 Perception to discover).
- A16. Lodros's Bedroom:** This room is clean and proper, decorated almost like a soldier's bunker.
- A17. Master Bedroom:** Cervesi has taken this room as her own.

conversation with Guxer is likely to be carried out through his locked door—Guxer is paranoid that his brother is still out to get him, and that if he leaves his room for any length of time he'll miss a visit from his wife's ghost. He's all but forgotten that his "daughter" is still alive. As long as Guxer's madness continues, he certainly won't agree to



## Council of Thieves Part 6 of 6

help the PCs or to set aside his family's long-standing feud with the Mhartises. Guxer is a middle-aged man, bald and sporting an outlandish mustache. He's been wearing and sleeping in his rumpled padded armor for a long time, and it smells quite rank as a result.

**Interacting with "Delilee":** As soon as Zevanus learns that the PCs have become involved, she realizes that they represent a very real opportunity for her to "upgrade" her power and status—after all, capturing one of the PCs and turning him or her over to the Council of Thieves would be an all but assured way to catch the organization's attention and receive a large reward. When first contacted, Zevanus maintains the facade of Delilee, taking on the role of a frightened young woman who's been spending much of her time hiding in her room, worrying about her father and grieving for her mother. If the PCs don't unveil the truth about Delilee on their first visit to Vira Ciucci, feel free to use the doppelganger to begin infiltrating their lives, perhaps by posing as other Children of Westcrown. In Delilee's form, Zevanus appears as an attractive redheaded woman of about 18 years of age—she often wears a distinctive perfume that smells of lilacs, and her room is almost overwhelming with the scent.

**The Missing Brother: Arten Ciucci** (NG male human aristocrat 3) has fled Cheliox entirely, despondent at being seduced by his niece and then being framed for his sister-in-law's murder. He's currently lying low in Varisia in the city of Magnimar, living off his dwindling savings in a flophouse under the Irespan. PCs who contact him or observe him via magic find a broken shell of a man who wants only to forget his shameful life's ending in Westcrown.

### GUXER CR 5

#### XP 1,600

Male middle-aged human fighter 2/aristocrat 6

LN Medium humanoid (human)

Init +0; Senses Perception -1

#### DEFENSE

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

hp 60 (8 HD; 2d10+6d8+22)

Fort +9, Ref +2, Will +2; +1 vs. fear

**Weaknesses** paranoia

#### OFFENSE

Speed 30 ft.

Melee +1 rapier +10/+5 (1d6+3/18-20)

#### TACTICS

**During Combat** Guxer is dejected and depressed, and only fights in self-defense or if he suspects that someone is in league with his brother. In this case, he fights with his rapier while tears of anger stream down his cheeks.

**Morale** Guxer feels increasingly that he has little reason to live—if a fight begins, he fights to the death.

#### STATISTICS

Str 14, Dex 11, Con 14, Int 11, Wis 9, Cha 17

Base Atk +6; CMB +8; CMD 18

**Feats** Cleave, Great Fortitude, Iron Will, Persuasive, Power Attack, Quick Draw, Weapon Focus (rapier)

**Skills** Appraise +7, Diplomacy +12, Intimidate +12, Knowledge (nobility) +11, Ride +11

**Languages** Common

SQ bravery +1

**Gear** +2 padded armor, +1 rapier

#### SPECIAL ABILITIES

**Paranoia (Ex)** Guxer's paranoia imparts a -4 penalty on Charisma-based skill checks and Will saves, and he cannot receive benefit from or attempt the aid another action nor can he willingly accept aid (including healing) from another creature unless he makes a DC 17 Will save—otherwise he fights tooth and nail to prevent the "aid" (which he perceives as a threat). *Lesser restoration* has no effect on curing Guxer's paranoia, but *restoration* reduces the strength so that the nobleman can function relatively normally (enough so that he can treat with the PCs and forge alliances, at least). *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* immediately cure Guxer completely of his insanity, though he remains depressed and confused by recent events.

### ZEVANXUS (AKA DELILEE) CR 11

#### XP 9,600

Female doppelganger rogue 8 (*Pathfinder RPG Bestiary* 89)

N Medium monstrous humanoid

Init +4; Senses darkvision 60 ft.; Perception +16

#### DEFENSE

AC 23, touch 16, flat-footed 18 (+1 deflection, +4 Dex, +1 dodge, +4 natural, +3 shield)

hp 102 (12 HD; 4d10+8d8+44)

Fort +9, Ref +14, Will +7

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +2; **Immune** charm, sleep

#### OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+4)

**Special Attacks** sneak attack +4d6 plus slow reactions

**Spell-Like Abilities** (CL 18th; concentration +21)

At Will—*detect thoughts* (DC 15)

#### TACTICS

**During Combat** If her disguise is found out, Zevanus assumes her true form to attack with her claws, relying on Improved Feint in order to maximize her sneak attack opportunities.

**Morale** Zevanus abandons her experiment on Guxer if reduced to fewer than 30 hit points, attempting to escape into the crowded streets, nurse her wounds, and perhaps plot vengeance against the PCs.

#### STATISTICS

Str 18, Dex 18, Con 14, Int 15, Wis 12, Cha 17



## The Twice-Damned Prince

**Base Atk** +10; **CMB** +14; **CMD** 30

**Feats** Combat Expertise, Deceitful, Dodge, Great Fortitude, Improved Feint, Mobility, Toughness

**Skills** Bluff +22, Diplomacy +18, Disable Device +19, Disguise +22, Knowledge (local) +13, Perception +16, Sense Motive +16, Stealth +19, Use Magic Device +18

**Languages** Common

**SQ** change shape (*alter self*), mimicry, perfect copy, rogue talents (combat trick, slow reactions, stand up, surprise attack), trapfinding

**Gear** +2 buckler, ring of protection +1

### BENEATH THE MANOR

The secret passageway on the second floor of Vira Ciucci is not the only hidden connection between the two separate wings of the manor—they are connected below by additional secret tunnels that provide access to a shared sewer tunnel that runs under the building. These areas contain additional clues that exploring PCs can discover to aid them in unraveling the situations in both wings of the manor, and also provide an alternate and relatively stealthy way to enter either house. More importantly, a nearby ancient cistern is the lair of a dangerous monstrosity that has long lived in secret below the manor, a danger not only to those who would use the sewers as a secret entrance to the house but a potential peril even after the PCs secure the support of the two noble families.

The locations under the manor are summarized below.

**C1. Mhartis Wine Cellar:** Once quite well stocked by the Mhartises, the wine cellar is now empty. It's a DC 30 Perception check to notice the secret door in the eastern wall of this room.

**C2. Ciucci Crypt:** The ashes of many generations of Ciuccis sit on the shelves here. A DC 25 Perception check reveals that the smell of rot seems to be coming from the central sarcophagus. It's a DC 20 Strength check to open the stone coffin—within, the long-dead remains of a forgotten patriarch lie below the far more recent (and putrescent) remains of Delilee Ciucci. The secret door to the north can be found with a DC 25 Perception check—when it is opened, the entire shelf of ash-filled urns swings open like a door.

**C3. Sewer:** All three grates into this area are old constructions put in place when Vira Ciucci was built, in an attempt to limit access from below to the manor. For more details on Westcrown's sewer system, see page 15 of *Pathfinder Adventure Path* volume #25.

**C4. Varpnall's Cistern:** This large cistern contains a huge mound of filth, the lair of a foul otyugh called Varpnall.

### VARPNALL (CR 11)

The heap of garbage is the home of a particularly odious monster—a plaguebearer otyugh named Varpnall. This

### Locations in Vira Ciucci South

The locations in Vira Ciucci in which the Ciuccis live are as follows.

- B1. Ballroom:** This spacious room serves as an entrance hall, ballroom, and stage for the presentation of private performances.
- B2. Cloakroom:** Used to store visitors' cloaks and other accessories. Currently empty.
- B3. Green Room:** Used by guest entertainers to prepare for performances.
- B4. Servants' Quarters:** This room contains three bunks used by the Ciuccis' three servants (all human commoners 2).
- B5. Kitchen:** A cramped but well-stocked kitchen. The hallway to the east serves as a pantry, its north wall thick with shelves.
- B6. Dining Room:** A large banquet table sits here.
- B7. Upstairs Lounge:** Numerous paintings of famous Wiscranientertainers hang on the walls here, including a brand-new painting of the PC who played Larazod during "The Sixfold Trial." This painting is worth 250 gp.
- B8. Bath:** A well-appointed bath chamber.
- B9. Study:** Several shelves here contain books, though not enough to serve as a full-fledged library.
- B10. Empty Bedroom:** This room, once used by Arten Ciucci, is now empty.
- B11. Delilee's Bedroom:** This room is used by the doppelganger Zevanus when she poses as Delilee. A DC 30 Perception check reveals a small bag far under the bed that contains several keepsakes—trophies collected from victims. These include Arten's masterwork dagger (the weapon Zevanus used to murder Cecelly) and Cecelly's wedding ring (a gold and ruby ring worth 800 gp).
- B12. Master Bedroom:** This room is used by Guxer Ciucci. He keeps the room clean and arranged as if his dead wife were still alive, down to setting out a nightly cup of water on her side of the bed and washing her clothes and laying them out each morning for her to wear.
- B13. Secret Passage:** It's a DC 25 Perception check to notice any of these secret doors. Only Guxer and his false daughter Delilee know about the existence of these doors.

disgusting creature has dwelt in this hidden cistern for decades, content to wallow and float and flop, eating what the thick current brings its way. The diseases that fill its body give the otyugh a strange feeling of companionship, and it thinks of itself, in a way, as a collector of inflammations, boils, poxes, and mucus. While



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disgusting, Varnnall isn't actually evil—he has no desire to spread his sickness around the city, and understands that doing so would only bring about investigations and enraged adventurers.

Yet Varnnall is far from a peaceful creature. Whenever anything living enters his lair (a rare enough occurrence that the otyugh can remember the 17 times it's happened), the otyugh bursts out of its filthy nest and roars a challenge, demanding “delicious or shiny tribute for the King of Scabs and Boils!” Varnnall's self-inflated sense of ego is shockingly powerful—he knows that he could spawn a thousand plagues in Westcrown if he so desired, even if he doesn't really want to take such a drastic step. If given a delicious dead body to add to his larder or any amount of shiny treasure worth at least 1,000 gp, the otyugh gracefully accepts the tribute and allows the visitors to pass through his cistern. He may even deign to speak to them—PCs who take this route can learn from the otyugh that thieves have infiltrated one of the houses above (he's not sure which one, though; only that they gave him several delicious guards to take care of and haven't bothered him since). He also knows about a tricky, too-clean woman who smells scary and angry (if pressed, the otyugh expands on this and compares the woman with the smell of stinky colorful plants—flowers); the woman's scent is enough to make the otyugh nervous, and he never stopped her passage through his cistern, but is intrigued by how she gets “all melty and bendy” when she squeezes through the bars to the south

or east to move into other parts of the dungeon. This is, of course, the doppelganger Zevanus using the sewers to travel unseen to and from the manor house.

For all of his calm, though, Varnnall brooks no intrusion on his filth pile—anyone he catches touching it or walking on it is immediately attacked.

### VARPNALL

CR 11

XP 12,800

Male advanced plague bearer otyugh (*Pathfinder RPG Bestiary* 223, *Advanced Bestiary* 194)

N Huge aberration

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +17

#### DEFENSE

**AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)

**hp** 159 (11d8+110)

**Fort** +12, **Ref** +4, **Will** +10

**Immune** disease

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +16 (2d8+10 plus disease), 2 tentacles +14 (2d6+5 plus disease and grab)

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

**Special Attacks** constrict (tentacle, 2d6+5), disease cloud, diseased, diseased flesh

#### TACTICS

**During Combat** Varnnall is quick to anger, but not quick to attack.

If he has to move to attack a foe, he uses Vital Strike with his bite attack, then proceeds with standard full attacks on following rounds.

**Morale** Varnnall surrenders if brought below 30 hp, waving his tentacles in fear and staggering back into a corner as he begs for mercy. He'll give up all of his treasure if necessary to purchase his life from the PCs.

#### STATISTICS

**Str** 30, **Dex** 12, **Con** 28, **Int** 9, **Wis** 17, **Cha** 10

**Base Atk** +8; **CMB** +20; **CMD** 31

**Feats** Improved Initiative, Multiattack, Toughness, Vital Strike, Improved Natural Attack (bite, tentacles)

**Skills** Escape Artist +15, Perception +17, Stealth +7 (+15 in lair)

**Languages** Common, Infernal

**SQ** carrier, quick incubation

#### SPECIAL ABILITIES

**Carrier (Ex)** Although he is immune to the debilitating effects of disease, Varnnall can still carry infections and continues to do so regardless of magical healing.

**Diseased (Ex)** Varnnall is swimming in

### VARPNALL





## The Twice-Damned Prince

pestilence. His attacks, breath, and flesh all carry disease. Any time Varnall strikes a foe with his bite or a tentacle, he exposes the victim to two diseases: filth fever and leprosy. The creature struck must make two DC 24 Fortitude saves, one against each disease, to resist infection. These diseases function similarly to those of the same name listed on page 557 of the *Pathfinder RPG Core Rulebook*. The save DCs for all of these diseases is Constitution-based.

**Disease Cloud (Ex)** Varnall's diseased breath fills an invisible 30-foot-radius cloud around him. All breathing creatures in this area must make two DC 24 Fortitude saves to avoid contracting bubonic plague and mindfire.

**Diseased Flesh (Ex)** Any creature that uses a bite attack against Varnall or consumes any of the otyugh's flesh is exposed to blinding sickness. A DC 24 Fortitude save negates the infection.

**Quick Incubation (Su)** Any diseases inflicted by Varnall have no onset time—the first effects of the diseases manifest immediately.

### RECRUITING THE NOBLES

The situation in Vira Ciucci is presented as a set of problems with no specifically required solution—the PCs can approach this situation and solve it in any way they wish. The easiest way to solve the problems in the manor is to slay the thieves and rescue the Mhartises to the north, and to expose the doppelganger's true nature to Guxer to the south and then cure him of his paranoia. Nothing can cure Guxer of his grief when he learns his daughter is dead, but this grief is mollified somewhat by the knowledge that his surviving family (in particular his brother) are not the traitors he had believed they were.

Once the individual situations are resolved, the PCs need to arrange for a meeting between Guxer and Ganefini—but as the two families don't trust each other, the PCs must make a DC 40 Fame check in order to convince the two to meet, shake hands, and put aside their differences. Failure to do so does not mean that the PCs can't recruit these nobles, but it does mean they need to spend more of their Fame Points to cement the deal and secure their cooperation.

Once they ask the nobles to aid them in spreading the word among the city's aristocracy that the PCs are here to help and that they need to lead by example in helping to bring Westcrown under control, the PCs must spend 5 Fame Points in order to secure the deal. This cost rises to 10 Fame Points if the PCs are unable to get the two families to make peace. Upon spending these points, word that the PCs have the support of the city's aristocracy grants them a +4 circumstance bonus on all Charisma-based skill checks and Fame checks made for the remainder of this adventure, and helps to determine their overall success at the adventure's end.

If the PCs don't seal the deal by spending the appropriate amount of Fame Points, they do not gain the bonus to

Charisma and Fame checks but the alliance still counts as part of the victory condition at the end of the adventure. However, failure to seal the deal with a Fame Point expenditure means that the Council of Thieves doesn't view the PCs as particularly protective of the nobles—as a result, they make more assassination attempts, abductions, and other attacks against nobles for the remainder of the adventure, possibly forcing the PCs to intervene several times to aid their allies as you see fit.

## PART THREE: COURTING THE HELLKNIGHTS

Order has been disturbed in Westcrown, and none see that truth more clearly than the Hellknights. At Citadel Rivad, debates have raged on how best to deal with the situation, and the apparent failing of the dottari to keep things in control. Some have pushed for the utter razing of the city, while others have counseled their leaders to use a more gentle hand. As this adventure begins, the Hellknights are hit with something even more disruptive—an actual schism within their ranks. That this schism was engineered by the Council of Thieves does nothing to diminish its potent repercussions.

While the leaders of the Order of the Rack hope that the assassination of dottari leader Iltus Mhartis wasn't courtesy of one of their own, the simple truth is that they can't prove it yet. When the accusations rise, Citadel Rivad shuts its gates by order of Lictor Richemar Alamansor, who immediately begins an inquisition of those Hellknights sealed within the citadel to ensure that all within remain loyal and trustworthy. Once this procedure is finished, the Order plans on bringing Hellknights still in the field back to Citadel Rivad for their own reckonings to ensure that they do not truthfully have traitors in their midst.

Unfortunately, this draconian measure has resulted in precisely what the Council was hoping for—a schism within the ranks of the Order of the Rack. The Hellknights “stranded” in Westcrown in Taranik House, cut off from support and supplies from their Citadel, swiftly succumbed to infighting and bickering, all inspired by one Ara Verennie, a powerful signifer of Taranik House. Signifer Verennie saw that the Council of Thieves was making a power play and believed that they would swiftly seize control of Westcrown—and furthermore, that by allying the Hellknights to the Council, order could be returned to the city. Yet Paralictor Gonville Chard, the ranking Hellknight at Taranik House, saw this proposed allegiance with the Council as treachery to Citadel Rivad, and called Signifer Verennie a traitor. A brief but violent fight broke out in the grand hall of Taranik House as a result, and while Verennie and a



## Council of Thieves Part 6 of 6



dozen of her loyal Hellknights escaped, the whole event left Chard and his loyalists understaffed and shaken.

The details of this schism have been mostly suppressed so far—they are not common knowledge, and Paralictor Chard very much wants to capture the traitorous signifer and her followers before word spreads.

### MEETING THE HELLKNIGHTS

Taranik House is located in Parego Spera, close to the junction of Rego Scripa, Rego Pena, and Rego Sacero. A single-story stone building, Taranik House is nonetheless intimidating in its squat and imposing presence—part castle, part bunker, part icon of the Order of the Rack. While the Hellknights are not actively patrolling the streets currently, their reputation has not vanished, and the mayhem and anarchy the PCs encounter elsewhere in Westcrown are not present within two blocks of Taranik House. A pair of Hellknights stands guard before the building's front gates, briskly informing anyone who approaches that Taranik House is closed while the paralictor and his aides plan for the city's defense. A DC 20 Sense Motive check is enough to notice that the Hellknights seem a bit too quick to explain why Taranik House is closed.

If the PCs request an audience with the paralictor or comment on the fact that there are no Hellknights helping to reestablish order on the streets, the guards bristle. At this point, have the PCs attempt a DC 45 Fame check (if they've already gained the support of the city's aristocracy, the PCs gain a +10 circumstance bonus on this check, as the Hellknights have heard of their work). With a success, the Hellknights relent and one of them volunteers to escort the PCs into House Taranik to speak to the paralictor. Otherwise, the PCs need to use magic, force, or stealth if they want to make their way inside the building. More likely, the PCs simply turn their attention to any one of a number of other problems facing Westcrown—in this case, as the PCs work to restore order, Paralictor Chard takes note. After the PCs have successfully made 5 Fame checks for whatever reason, they are contacted by a messenger and informed that Paralictor Chard wishes to speak to them at Taranik House immediately.

### HELLKNIGHT

CR 5

XP 1,600

Human fighter 5/Hellknight 1 (*Pathfinder Adventure Path* volume #27 66)

LN Medium humanoid (human)



## The Twice-Damned Prince

**Init** +1; **Senses** Perception +10

### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

**hp** 62 (6d10+29)

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

**Defensive Abilities** bravery +1

### OFFENSE

**Speed** 20 ft.

**Melee** +1 *longsword* +12/+7 (1d8+7/19–20)

**Ranged** mwk composite longbow +8/+3 (1d8+3/x3)

**Special Attacks** smite chaos 1/day (+1 attack, damage, and AC), weapon training (heavy blades +1)

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

At will—*detect chaos*

### TACTICS

**During Combat** If a chaotic target is obvious, a Hellknight generally attacks it instead of other targets. Hellknights work together to flank foes and support each other, favoring melee combat over ranged if a choice is possible.

**Morale** Hellknights fight to the death.

### STATISTICS

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

**Base Atk** +5; **CMB** +8; **CMD** 19

**Feats** Cleave, Great Fortitude, Iron Will, Power Attack, Toughness, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

**Skills** Intimidate +9, Perception +10

**Languages** Common

**SQ** aura of law, armor training 1

**Gear** full plate, +1 *longsword*, masterwork composite longbow (+3 Str) with 20 arrows

### SPECIAL ABILITIES

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

**Detect Chaos (Sp)** At will, a Hellknight can use *detect chaos*, as the spell, in the same manner as a paladin using her *detect evil* ability.

**Smite Chaos (Su)** As a swift action once per day, a Hellknight can smite chaos. This grants the Hellknight a bonus to hit a chaotic target equal to his Wisdom modifier (if any) and adds his Hellknight level to all damage rolls against chaotic targets. If the target is an outsider with the chaotic subtype, a chaotic-aligned aberration, or a fey creature, the bonus to damage increases to 2 points of damage per class level the Hellknight possesses. Regardless of the target, smite chaos attacks automatically bypass any DR the chaotic creature might possess. In addition, while smite chaos is in effect, the Hellknight gains a deflection bonus equal to his Wisdom modifier (if any) to his AC against attacks made by the target of the smite. The smite effect remains until the target is dead or the next time the Hellknight rests and regains the use of this ability.

## MEETING THE PARALICTOR

When the PCs secure an audience with the paralictor, they are ushered inside by silent Hellknights who escort them

## Locations in Taranik House

Taranik House is a cold, sterile place with mostly blank stone walls and polished stone floors—the only decorations are banners here and there depicting the symbols of the Order of the Rack. All doors are made of iron and can be locked (Disable Device DC 30); each Hellknight carries a key that can open any door in the building.

- D1. Entrance:** The primary entrance to House Taranik. Two Hellknights stand guard here at all times.
- D2. Hall of Judgment:** A large hall used by the Hellknights to meet with supplicants, run trials, and perform other public meetings.
- D3. Office:** A small room Paralictor Chard uses to meet with Hellknights or important visitors. The Paralictor himself does not live in Taranik House, but does spend much of his time in this room.
- D4. Storage:** A storeroom for food, water, and supplies. Taranik House maintains no kitchen staff, and the Hellknights are tasked with using these supplies to prepare their own meals as needed.
- D5. Mess Hall:** This room serves dual duty as a kitchen and mess hall for the Hellknights to prepare and eat their meals.
- D6. Barracks:** Six double bunk beds here provide sleeping quarters for Taranik's standing complement of 12 Hellknights. At any one time, 1d6 Hellknights are resting here.
- D7. Sparring Rooms:** Both of these chambers serve as guard posts and sparring rooms for the Hellknights. There are generally two Hellknights in each of these rooms.

directly to area **D2**, where Paralictor Chard waits to speak with them from his rostrum (since there are likely too many PCs to fit in his office in area **D3**). Chard says nothing as the PCs come before him, instead regarding them with cold gray eyes. He looks as though he has not removed his elaborate armor for days, and his eyes are sunken from lack of sleep, but he does not seem weak or exhausted. While the danger facing Westcrown is great, Chard is more concerned with the matters directly confronting his order. He is eager to find proof that the assassination of Mhartis was not a Hellknight plot, but more eager to track down the “heretics” and put them to the sword—particularly Signifer Verennie. What frustrates him most, though, are his latest orders from Citadel Rivad—he is to “Hold Taranik and not leave it unguarded until these dangers are past.” In other words, he has been forbidden to leave the building by his commander. Chard interprets these orders as both a threat and punishment for allowing things to progress as far as they have, and feels relatively powerless to address the situation. He would like to send



## Council of Thieves Part 6 of 6

his Hellknights out to handle things, but he's not sure he can trust them now that so many have sided with Signifer Verennie's heretics.

All of these frustrations can be seen in the man's expression as he silently sizes the PCs up. After a few moments of silence, he orders the other Hellknights from the hall, desiring to speak to the PCs alone.

"Westcrown is dying. And you... you have taken the law into your own hands and solved problems with methods that I can hardly condone, yet still you have risen to become heroes of this dying city. I won't begin to claim that I understand how this could have happened, but you are obviously important to saving Westcrown from the chaos that has engulfed it. Either that, or you are the cause of it all. Tell me, what do you see as the solution to this madness?"

Chard is honestly curious to find out what the PCs think the solution is. He knows that the Council of Thieves has become more active, but the true extent of how dangerous they've become has escaped his knowledge. This is the PCs' chance to show the Hellknight that it's safe to let them do their thing and oppose the Council, and that the Hellknights do Westcrown no favors by bickering or opposing the PCs or hiding in Taranik House and waiting for things to blow over.

When the PCs are done, Chard explains to them what has happened recently—the closing of Citadel Rivad, the schism, and the flight of Signifer Verennie and her heretics from his command. If these Hellknights could break with tradition, who is Chard to claim that no Hellknight was involved in the Mhartis assassination?

In short, Chard is all but ready to throw his support and the few remaining Hellknights in Westcrown still loyal to him behind the PCs—they have but to ask for his support and make a DC 30 Fame check to get him to ally with their cause.



PARALICTOR GONVILLE CHARD

### PARALICTOR GONVILLE CHARD CR 8

XP 4,800

Male human ranger 7/Hellknight 2 (*Pathfinder Adventure Path* volume #27 66)

LN Medium humanoid (human)

Init +0 (+2 urban); Senses Perception +13 (+15 urban)

#### DEFENSE

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 74 (9 HD; 9d10+25)

Fort +9, Ref +7, Will +7

#### OFFENSE

Speed 20 ft.

Melee +1 longsword +15/+10 (1d8+7/19–20)

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

Special Attacks favored enemy (human +4, native outsider +2), hunter's bond (companions), smite chaos 1/day (+1 attack and AC, +2 damage)

Spell-Like Abilities (CL 2nd; concentration +4)

At will—*detect chaos*, *discern lies*

Spells Prepared (CL 4th; concentration +5)

1st—*longstrider*, *resist energy*

#### TACTICS

**During Combat** Gonville Chard fights with his longsword in both hands. When fighting those he deems criminals (and not mindless or ravaging monsters) he takes care to strike for nonlethal damage on his final blows so that he can capture the criminal alive for trial rather than accidentally kill him.

**Morale** Gonville Chard fights to the death.

#### STATISTICS

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

Base Atk +9; CMB +13; CMD 23



## The Twice-Damned Prince

### Locations Under Taranik House

Taranik House's dungeon is used to hold prisoners, to periodically interrogate and torture particularly stubborn criminals, and as an armory.

- E1. Guardroom:** Two Hellknights are usually posted here.
- E2. Marshaling Area:** This large room is used for sparring, Hellknight meetings, and prisoner processing. Two Hellknights are posted here as guards—they periodically patrol the cell block.
- E3. Cellblock:** The Hellknights use these cells to detain minor criminals like pickpockets, drunkards, and the like. Serious prisoners are traditionally either handed over to the dottari or sent on to Citadel Rivad. Feel free to place whatever prisoners you want in these cells.
- E4. Office:** A small office used for prison- and armory-related issues.
- E5. Armorer's Quarters:** Taranik House's previous armorer and jailor, Aritil Sevarn, once dwelt here, but he has joined the heretics and left the position vacant. This room is empty as a result.
- E6. Armory:** This chamber contains extra weapons and armor for Taranik House. Currently the armory holds 3 suits of Hellknight full plate, two +2 *longswords*, four masterwork composite longbows, and 200 arrows.
- E7. Secret Tunnel:** It's a DC 30 Perception check to notice the secret doors at either end of this secret escape tunnel. A set of wooden planks sit next to the northeastern door—these planks are used to form a temporary bridge across the sewer channel beyond.
- E8. Sewer:** This is a typical Westcrown sewer tunnel.
- E9. Undercover Goblin:** This small room is the lair of a single (and strangely calm) sewer goblin named **Jinkoo** (LN goblin warrior 1). This unusual creature wears homemade Hellknight armor and carries a large horn on his belt. Jinkoo is fed and paid to serve as an unobtrusive guard for the hidden entrance to Taranik House, and considers himself a Hellknight as a result. If he sees anyone unusual coming or going from the secret door, he blows his horn loudly and then runs for his life—the horn is loud enough that guards in area **E2** can hear it.

**Feats** Endurance, Heavy Armor Proficiency, Iron Will, Point Blank Shot, Precise Shot, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longbow), Weapon Focus (longsword)  
**Skills** Diplomacy +11, Intimidate +14, Knowledge (local) +8, Knowledge (nobility) +3, Linguistics +0, Perception +13 (+15 urban), Ride +4  
**Languages** Common, Infernal  
**SQ** aura of law, favored terrain (urban +2), hellknight armor 1, track +3, wild empathy +9, woodland stride  
**Gear** +1 full plate, +1 longsword, +1 composite longbow with 20 arrows, cloak of resistance +1

#### SPECIAL ABILITIES

**Discern Lies (Sp)** When Gonville use his *detect chaos* ability on a target, he can determine if that creature is lying. This effect functions similarly to *discern lies*, but he can detect multiple lies from multiple creatures through one use of *detect chaos*. In addition, he must be able to hear and understand what a creature within the area of effect is saying to discern lies.

**Hellknight Armor (Ex)** Gonville's armor is specially made full plate that displays his power and status in the Hellknight Order of the Rack. His armor check penalty in this armor is 1 less than normal and his maximum Dexterity bonus to AC is increased by 1.

### RECRUITING THE HELLKNIGHTS

Once he and the PCs reach an understanding, Chard thanks them with a nod and promises to turn his attention

to organizing patrols of Hellknights to help establish order in the streets. He also agrees to give them a tour of Taranik House if they ask, including the secret tunnel at area **E7** (introducing them to the goblin guard Jinkoo at this point as well). He does request the PCs keep an eye out for wherever the Hellknight heretics who survived the schism are now hiding—or more importantly, to find out where Signifer Verennie has holed up. If she can be apprehended and brought to justice, Chard promises the PCs a significant reward from Citadel Rivad's treasury (he initially offers 3,000 gp but is willing to go as high as 10,000 gp).

If the PCs wish to make public their affiliation with the Hellknights, they can do so by spending 5 Fame Points. If they spend 10 Fame Points, Chard agrees to “loan” the PCs a pair of Hellknights to aid them in whatever task they need. If they do not make this alliance public, then the Hellknight siege is more deadly and dangerous when it occurs.

## PART FOUR: CITY OF DISCORD

Thus far, the players have (hopefully) been gathering allies to their side with the intention of rallying them against the Council of Thieves. Yet the Drovenges and their minions do not stay idle during this time. The next three parts of this adventure present the ramifications



## Council of Thieves Part 6 of 6

### Popularity

At this point in the adventure, you should take a moment to take stock of the potential allies the PCs have gained, depending on their performance in this adventure and the ones that have come before. At the end of the adventure, the number of allies the PCs have recruited and the number of mini-quests they've successfully completed help determine how General Vourne and the House of Thrune react to the situation they find in Westcrown. You can quantify the PCs' level of success by keeping track of Popularity Points (PP). Award the PCs 2 PP if they recruit one of the noble families in Part Two, or 4 PP if they recruit both. Award them 3 PP if they form an alliance with the Hellknights. As they complete the mini-quests in this part and the next two parts of the adventure, award them additional PP—1 point per successfully completed quest.

and repercussions of the Council of Thieves' attempts to spread chaos and anarchy through the streets until the point when Ecarrdian can unveil himself as the savior of Westcrown.

### F. ASSAULT ON THE SAFE HOUSE (CR 13)

This mini-quest should occur at some point when the PCs are at their safe house—the Council sends a group of assassins to kill the PCs and their allies, and the PCs must defeat them.

**Setup:** Eventually, the Council of Thieves grows frustrated and tired of the PCs' attempts to oppose them. When you feel that the time is right (preferably at a point when all the PCs are at the safe house at the same time), the Council of Thieves launches an assault on the Shrine of Aroden in an attempt to bring the PCs and the Children of Westcrown down.

**Map:** The Shrine of Aroden map presented here should be altered as you see fit if you've already established a different look and feel for the safe house. Ceilings are 8 feet high and doors are of strong wood. They can be locked—it's a DC 20 Disable Device check to pick these locks.

**F1. Chapel:** This is the central chapel of the shrine, and where the Children of Westcrown usually meet. The pews are padded and comfortable—many of the Children have used them to sleep on at times past. To the north stands a pulpit, and above that a rickety choir balcony that has become unstable—every round someone moves on this balcony, there's a 20% chance the whole thing collapses. Alternatively, a character can make a DC 22 Strength check as a standard action to cause the balcony to collapse. Anyone on or under it when it collapses takes 4d6 points of damage (DC 15 Reflex half). The statue to the northeast is an old wooden statue of Aroden.

**F2. Closets:** These are small closets for cloaks and boots.

**F3. Office:** This was once used by the pastor of the church for official business, now shared by Janiven and Arael as an office to plan and meet with single guests or allies.

**F4. Storage:** This room contains food, water, and other supplies, including 6 *potions of cure light wounds*, 3 *potions of lesser restoration*, a *scroll of neutralize poison*, and a *scroll of restoration*.

**F5. Dining Room:** The large table in this room is the most likely place for Janiven and Arael to meet with the PCs whenever they need to discuss matters at hand.

**F6. Lounge:** This is a smaller room for relaxing and conversation.

**F7. Storage:** This room holds lots of crates of old religious robes, candles, altar cloths, brooms, and other equipment once used by the priesthood. There is nothing of interest here, although the crates would make excellent ambush points.

**F8. Bedchamber:** Once used by the pastor, this room is now used by both Arael and Janiven as a private study and bedroom, depending on which of the two are “on duty” at the safe house (they're generally not both at the same time).

**F9. Kitchen:** A large brick oven and several shelves of food preparation tools make this a cozy and functional kitchen.

**F10. Gardening Supplies:** Rakes, hoes, shovels, barrels of water, and other supplies for the garden are kept here.

**F11. Garden:** This overgrown garden features two run-down sheds and lots of overgrown plants—perfect for hiding and ambushing intruders.

**F12. Sewer Entrance:** This sewer entrance leads to the sewers the PCs fled through in “The Bastards of Erebus.” This could make a handy escape route if the PCs are in danger of being overwhelmed by the assassins.

**Creatures:** The Council of Thieves devotes a pair of Council captains and a dozen thieves to this assault. They prefer to attack in the middle of the night if possible, and time their attack at a point when they know (or at least believe) all of the PCs are inside. When you run this encounter, go around the table to determine what each PC is doing and where in the shrine they're located. Feel free to place Arael, Janiven, or other Children of Westcrown here as well—many of them are likely to have sought shelter in area F1 because their own homes are in parts of Westcrown threatened by riots and the like.

The thieves focus the majority of their attacks on the PCs, knowing them to be the most dangerous foes within, but aren't above grabbing one of the lower-level Children of Westcrown to use as a hostage or shield. Their entrance into the shrine can come at any of the numerous doors into the building—the windows have all been boarded up. Once the PCs realize they're under



# The Twice-Damned Prince



The Safe House



Blacknape Hideout



The Gargling Gargoyle



Rolan's Shop

attack and raise the alarm, the thieves quickly move to consolidate their numbers so that they can work together to maximize flanking. The thieves retreat if both Council captains are slain.

### COUNCIL CAPTAINS (2) CR 10

XP 9,600 each

hp 79 each (see page 10)

### THIEVES (12) CR 3

XP 800 each

hp 30 each (see page 10)

**Failure:** If the Council defeats the PCs, the adventure doesn't have to end. Instead, the captured PCs are brought to area Q, where they are separated from their gear and await interrogation, judgment, and likely execution from the Drovenges. See that area for details on how to handle the PCs' capture.

**Victory:** If the PCs defeat the assassination attempt, by either slaying all the thieves or driving them off, they likely suffer additional attempts on their lives as you see fit. If, however, the PCs spend 4 Fame Points, word of their strength spreads and the Council of Thieves no longer

makes assassination attempts on them, adopting a more defensive pose against the PCs.

## G. THE HELLKNIGHT SIEGE (CR 13)

Taranik House is under attack by the Council of Thieves! Someone needs to rescue the Hellknights from the thieves laying siege to their headquarters.

**Setup:** If the PCs have already met the strange goblin sewer guard Jinkoo, the best way to alert them to this mini-quest is to have Jinkoo show up at the safe house or a PC's home, breathless, wide-eyed, and covered with filth and blood. The goblin frantically reports that thieves have laid siege to Taranik House, and even worse, they've forced Jinkoo to flee from his home, leaving his homemade Hellknight helmet behind! Alternatively, the PCs can learn of this siege from rumors on the street—the area around Taranik House remains relatively calm and protected from the anarchy, but what appear to be Hellknight guards have erected barriers on the streets surrounding the house. Sounds of fighting and combat were overheard by some of the neighbors, but the guards aren't letting anyone in or out of the barricaded area. If the PCs magically contact Paralictor Chard, he can confirm that the Council of Thieves has laid siege to Taranik House—the Hellknights



## Council of Thieves Part 6 of 6

have control of the upper floor, but the thieves rule the basement and the surrounding alleys. He only has a few Hellknights left with him, and as those on patrol return, they're being picked off one by one. He needs the PCs to come help retake Taranik House, and if he thinks it'll help, he vows to increase any reward he's already promised them by double if they can aid him.

**Map:** Taranik House is detailed on page 20.

**Creatures:** Several Hellknights have been slain, and their stripped bodies now lie in various cells at area E3. Paralictor Chard and three Hellknights survive, but only have direct control over areas D6 and E1—the thieves control the rest. Chard himself stays in area D6 with one of his Hellknights, while the other two maintain a post in area E1—all of them are fatigued from lack of sleep and suffer from 3d6 points of damage. The bodies of four thieves, two Council captains, and one Hellknight heretic stacked as a barricade in front of the door from area D6 to D2 provide proof that the besieged Hellknights have taken as well as they've given.

The besiegers consist of a group of a dozen thieves, three Council captains, and four Hellknight heretics—Hellknights who once served at Taranik House but were part of Signifer Verennie's failed coup. The four Hellknight heretics stand guard out on the street, turning away all intruders and maintaining the facade long enough, they hope, for the thieves within to break the siege. Four thieves and a Council captain hide in the alleys surrounding the building, while another four thieves and a Council captain lie patiently in wait, hiding in area D2 and waiting for any of the last Hellknights to emerge. The final group of four thieves and a Council captain are hiding in area E2. The thieves do not know about the secret passageway in area E7.

At this point, the thieves are patiently waiting for the Hellknights to grow weak from lack of food—they're enjoying the siege and the periodic opportunity to take down a foolish Hellknight who tries to sneak out of either area D6 or E1. Yet as soon as they realize they're being attacked, the thieves call out quickly for reinforcements, and those in other areas (including the four heretics outside) come as soon as they can. Of course, the sound of battle and alarm is enough to call Paralictor Chard and his three Hellknights to battle as well. The resulting battle for Taranik House should be a desperate one with Chard's forces and the PCs working to meet up and then turn their forces against the thieves—but of course, the exact way the battle will play out in your game depends primarily on how the PCs decide to handle the situation.

### COUNCIL CAPTAINS (3) CR 10

XP 9,600 each

hp 79 each (see page 10)

### THIEVES (12) CR 3

XP 800 each

hp 30 each (see page 10)

### HELLKNIGHT HERETICS (4) CR 5

XP 1,600 each

hp 62 each (see page 20)

### PARALICTOR CHARD CR 8

XP 4,800

hp 74 (64 currently, see page 22)

### LOYAL HELLKNIGHTS (3) CR 5

XP 1,600 each

hp 62 each (52 currently, see page 20)

**Failure:** If the Council manages to slay Chard and gain control of Taranik house, the PCs lose any bonuses they may have gained for allying with the Hellknights, including the 3 PP they received for the same.

**Victory:** The Council's siege of Taranik House is a long shot—once they're defeated here, they do not attempt to move against the Hellknights again, despite any urgings from the heretics who have joined forces with them.

## H. NEW RECRUITS (CR 11)

Gangs of thugs who wear black scarves about their necks and lower faces are prowling the streets, kidnapping children and forcing parents to pay ransoms they can barely afford or to commit various acts of anarchy. Someone should find their base of operations and shut them down. If the son or daughter of a minor NPC allied to the PCs gets abducted, that NPC likely beseeches the PCs for aid rather than agree to the thugs' demands.

**Setup:** Just as when the Droveng siblings started their plans and encouraged the growth and activities of numerous groups of bandits, they've recently hired a number of thugs and other criminals to form new gangs of troublemakers to help spread anarchy through the city. The Drovenges plan on using these gangs to eventually rebuild their own numbers, as the coup and the war against the PCs has been chipping away at their resources of thieves. Perhaps the most accomplished and promising of these gangs so far is a group called the Blacknapes.

The Blacknapes currently consist of a group of burly thugs released from a dottari jail by Chammady several days ago. Delighted with their newfound freedom and gainful employment, the eight thugs have been dividing their time between carousing, gambling, and planning their next abduction. Their favorite targets are children and the elderly—victims who are easy to snatch and keep confined, and who are particularly well suited for forcing ransoms and "favors" out of desperate family members.



## The Twice-Damned Prince

**Map (page 25):** While word of the Blacknapes and their reprehensible tactics for extorting money and favors spreads, no one seems to agree on where these thugs are based. Their hideout is in fact located on one of the smaller docking islands in the river between Rego Scripa and Rego Lania. Divination magic can certainly reveal the location of this hideout (but remember that running water blocks *locate creature* spells!), as can a bit of old-fashioned investigation of local witnesses in regions near where one of the Blacknapes have abducted a victim. With a successful DC 30 Fame check, the PCs' reputation precedes them as they ask around and a number of nervous witnesses describe how they saw several men wearing black scarves around their lower face and neck brazenly pull a shrieking old man from his home in the middle of the day, bundle him down the street to a pier, load him into a rowboat, and head out toward the docking island known as Midpier.

Midpier itself is all but deserted—normally, the docking islands are bustling with activity as merchants and ferries ply their trades between Parego Regicona and the mainland. The fact that the island is mostly empty of activity should be unsettling, but it also makes it fairly obvious where the Blacknapes' hideout is after a few dozen minutes of exploration, as there's only one set of buildings with smoke rising from chimneys, and those buildings happen to be the same ones with a small cloud of seagulls flocking around fresh garbage.

**H1. Boardwalk:** The wood here is old and soggy—Stealth checks suffer a –4 penalty here. Two Blacknapes patrol this area every half hour before returning to area H3, unless they're preparing for an exchange, in which case six of the thugs mill about the area, ready for a fight.

**H2. Exchange Office:** This boathouse is where the Blacknapes make their exchanges—abducted victims are returned for ransom or after other family members have agreed to cause trouble of another sort on the mainland. During an exchange, two Blacknapes wait here to meet with their “customer.” The abducted victims aren't brought out of area H6 until the Blacknapes are satisfied with the payments though.

**H3. Common Room:** When no exchanges are upcoming, 1d3+1 Blacknapes can be found here, gambling, drinking, and otherwise carousing.

**H4. Barracks:** Any Blacknapes who aren't elsewhere can be found here, sleeping it off in one of these double bunks.

**H5. Holding Cells:** These alcoves are all equipped with plenty of rope and mounds of filthy rags for bedding—abducted victims are kept here, tied and gagged.

**H6. Storage:** Food, water, and other supplies are kept here, along with all the money the Blacknapes have collected so far.

**Creatures:** The eight Blacknapes are loud and boisterous—they're enjoying their newfound freedom

and the anarchy in the streets. Only when they're expecting an exchange of goods and services for an abduction victim do they set aside their entertainments and grow a bit more observant.

### BLACKNAPES (8)

CR 5

#### XP 1,600

Human fighter 4/rogue 2

CE Medium humanoid (human)

Init +1; Senses Perception +10

#### DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 dodge, +2 shield)

hp 53 (6 HD; 4d10+2d8+22)

Fort +8, Ref +5, Will +2; +1 vs. fear

Defensive Abilities bravery +1, evasion

#### OFFENSE

Speed 30 ft.

Melee unarmed strike +9 (1d3+5)

Special Attacks sneak attack +1d6

#### TACTICS

**During Combat** The Blacknapes have long histories of fisticuffs, and prefer this as their primary weapon. They'll gang up on foes to enable sneak attacks, and are fond of grappling enemies and holding them down while other thugs punch and kick them into submission.

**Morale** A Blacknape is a coward at heart, and flees if reduced to 20 hit points or less.

#### STATISTICS

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +8 (+10 grapple); CMD 20 (22 vs. grapple)

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Toughness, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Intimidate +8, Perception +10, Profession (sailor) +10, Sleight of Hand +10, Swim +12

Languages Common

SQ rogue talent (combat trick), trapfinding, armor training 1

Combat Gear *potion of cure moderate wounds* (2), oil of taggit (3 doses); Other Gear +1 studded leather, +1 buckler

**Treasure:** Area H6 contains several large sacks of loot taken from desperate families—most of this treasure is in the form of silverware, jewelry, and other valuable heirlooms. In all, there's 2,600 gp of loot here. In addition, one of the gold and pearl necklaces is in fact a *necklace of adaptation*.

**Failure:** If the PCs fail to break up the Blacknapes, the fates of those abducted by the thieves are grim indeed. As word spreads of the PCs' failure, they'll lose 1d6 Fame Points.

**Victory:** If the PCs break up the Blacknapes, word spreads that the heroes are “cracking down” and the number of gangs in Westcrown begins diminishing. If the PCs take



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pains to return the stolen loot to the rightful owners, they gain an additional Popularity Point above and beyond the point they'd normally gain for finishing this mini-quest.

### I. PLAYING WITH FIRE (CR 11)

A string of suspicious fires have been reported in Rego Pena—whispers of arson are growing, along with rumors of rogue fire elementals. Someone should patrol the afflicted areas and try to find out what's going on.

**Setup:** This encounter doesn't take place anywhere in particular—the fires themselves are being spread purposefully by barbed devils brought to Westcrown by one of the Drovenges' more dangerous allies—a barbed devil cleric named Melavengian. Every day, there's a 35% chance that a new barbed devil shows up somewhere in Rego Pena to light a new fire—per the Drovenges' desire, Melavengian always instructs the devil he summons to

select a building, pier, or other target that is unlikely to spread flames once set afire. The Drovenges want enough of Westcrown to survive for them to have something to rule when all is said and done, after all.

A character who takes the time to interview survivors of previous fires should find that over half of those interviewed claim to have spotted a fiend in the flames of the burning building, capering and cackling and encouraging the fire's spread.

**Map:** There is no specific map of this location, as the site chosen by the summoned devil should be different every time the creature strikes. You can use the maps of any building or location from this adventure to resolve this encounter, as you wish. Perhaps the barbed devil strikes at the PCs directly by trying to burn down the Shrine of Aroden.

**Creatures:** The barbed devil uses *produce flame* and *scorching ray* to start its fires, then generally hangs about nearby to enjoy the fire and watch things burn. When it starts a fire, word spreads fairly quickly as people panic and plumes of smoke rise into the air. Chances are excellent that the PCs aren't in the area when the fire begins, so that by the time they hear the alarm and arrive, the conflagration should be well underway. As they start to help fight the fire, though, the watching barbed devil realizes who they are (Melavengian warns all of the devils he summons about the PCs, and eager to earn praise, he lurches out of the shadows or the flames to attack the PCs. Once the summoned devil attacks, it fights to the death, vanishing in a cloud of black smoke as it is slain.

Rules for fighting fires and dealing with burning buildings appear on page 59.

#### BARBED DEVIL

CR 11

XP 12,800

Pathfinder RPG Bestiary 72

hp 138

**Failure:** If the PCs fail to save the burning building, or are forced to retreat from the barbed devil's attack, Melavengian continues to send his summoned devils out to burn buildings and the like every day he's able to do so.

**Victory:** If the PCs manage to save the burning building from being completely destroyed and defeat the barbed devil, they can spend 3 Fame Points to have word of their actions spread far and wide. Melavengian hears, and decides to cease antagonizing the city with summoned devils as a result, preferring to keep the option for summoning aid handy at all times should the PCs ever turn their attentions to him.

### J. A NOBLE LURE (CR 14)

Nobleman Armon Rosala is convinced assassins are out to get him, and he's looking to hire protection. Alternatively,



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the PCs could learn of the assassination plot from a “hit list” looted from the body of a Council assassin. In either case, Armon can usually be found at an upscale tavern called the Gargling Gargoyle on the docks along northeastern Rego Sacero.

**Setup:** The setup for this mini-quest varies, depending on how the PCs learn of it.

If Armon contacts the PCs for protection, his request comes in the form of a folded parchment delivered to one of the PCs’ allies—they should receive this parchment on one of their visits to the Shrine of Aroden or another point of contact with an ally. The parchment is brief, containing the message: “Heroes of Westcrown—my life is in danger! If you would meet me as soon as possible at the Gargling Gargoyle, I would very much like to hire your protective services. I await you in the Manticore room.” The note is signed “Armon Rosala.”

If instead the PCs intercept an assassination order, perhaps looted off the body of a Council captain among those who attacked the Shrine of Aroden in encounter **F**, the note instead reads: “The Rosala scion takes every meal in the Manticore room of the Gargling Gargoyle at precisely an hour before sundown—poisoning is too subtle. Send a more impressive message to his parents with your blades after you deal with the upstart Children of Westcrown.”

In either case, a DC 20 Knowledge (nobility) check reveals Armon Rosala to be the elder son of one of Westcrown’s more prominent noble families—one with many contacts and kin in Egorian. Earning the gratitude of such a family can only help in the long run.

Unfortunately, this is in reality nothing more than another trap by the Council of Thieves, an attempt to end the PCs’ lives in a public place to demonstrate the Council’s power—“Armon Rosala” does in fact take his meals at the Gargling Gargoyle, but he is unaware that he is merely being used as bait to lure the PCs into a trap. If the PCs think to contact him to arrange another meeting, they stand a good chance of discovering the deception—but if they follow the request and come to the tavern, they find themselves in great danger.

**Map (page 25):** The Gargling Gargoyle is an old tavern, but one that is well loved by Westcrown’s nobility. Known for its seafood and its monster-themed private rooms (each featuring a taxidermic example of the monster the room is named after), the Gargling Gargoyle is a popular watering hole. The tavern gets its namesake for the large stone gargoyle that looms over the front entrance, its mouth and split tongue cleverly designed to siphon rainfall off to either side of the front stoop to provide a dry area even on the wettest days.

**J1. Common Room:** This common room is always packed, even in these troubling times, as the nobles and well-to-do

merchants take comfort in the familiar trappings and the building’s solid stone walls.

**J2. Pantry:** Food stores and water are kept here.

**J3. Taproom:** Several kegs of ale and racks of wine are stored here.

**J4. Private Rooms:** For 5 gp each, these chambers can be secured for an entire evening’s meal and celebration. **J4a** features an embalmed owlbear, **J4b** a manticore, and **J4c** a chimera.

**J5. Back Door:** This door is always kept locked (Disable Device DC 30).

**J6. Storeroom:** Extra chairs, firewood, tools, and other necessities are kept here.

**J7. Office:** This room is used by the tavern’s proprietor to handle business-related work.

**J8. Deran’s Room:** The tavern keeper, **Deran Vesken** (LN male human expert 4) lives here.

**Creatures:** When the PCs arrive, have them all make DC 40 Fame checks. If any PC is successful, the nobles immediately recognize them and raise glasses in welcome, cheering in delight at the visit. If the PCs have already secured the aristocracy’s aid in Part Two, this friendly welcome is automatic. If the PCs ask about Armon, they are directed to area **J4b**, where they find the nobleman and three of his guests halfway through their meal. Armon is delighted to receive a visit from the heroes and eager to use this unexpected visit to show off to his friends, but if the PCs ask him about assassins and the like, he is honestly confused and surprised.

Unknown to the patrons, Council assassins disguised as nobles lie in wait, and begin studying different PCs in preparation for death attacks as soon as the party arrives. Their signal is a dropped glass—the sound of the glass shattering causes the three assassins (placed at various points around the tavern) to draw their weapons and move to attack the PCs with their death attacks.

What the assassins might not have predicted, though, is the outrage of the nobles at such a tactic. If the PCs were recognized and greeted friendly, the attack fills the nobles with rage and they rise up to aid the PCs, wielding improvised clubs and knives. The unexpected uprising can give the PCs an edge over their would-be killers.

### COUNCIL CAPTAINS (4)

CR 10

XP 9,600 each

hp 79 each (see page 10)

### OUTRAGED NOBLES (10)

CR 4

XP 1,200 each

Male human aristocrat 6

LN Medium humanoid (human)

Init +0; Senses Perception +9



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### DEFENSE

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AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 21 each (6d8–6)

Fort +3, Ref +2, Will +5

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### OFFENSE

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Speed 30 ft.

Melee dagger +3 (1d4–1/19–20) or club +3 (1d6–1)

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### TACTICS

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**During Combat** While not particularly skilled, the outraged nobles can certainly help the PCs set up flanking opportunities or get in the way of assassins. They can also use the aid another action to aid a PC's attack roll or AC.

**Morale** While outraged at the attack, the nobles are not particularly brave. They drop their weapons as soon as they take any damage and attempt to flee.

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### STATISTICS

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Str 8, Dex 10, Con 9, Int 12, Wis 11, Cha 16

Base Atk +4; CMB +3; CMD 14

Feats Deceitful, Great Fortitude, Persuasive, Skill Focus (Bluff)

Skills Appraise +10, Bluff +17, Diplomacy +14, Disguise +0, Intimidate +0, Knowledge (local) +10, Knowledge (nobility) +10, Perception +9, Ride +9

Languages Common, Infernal, Osiriani

Gear dagger, ring of protection +1

**Failure:** If the PCs fail at this mini-quest, they're likely dead. If they manage to escape, they can expect further and more brazen assassination attempts in the future.

**Victory:** If the PCs defeat the assassins, the nobles cheer—especially if no nobles were slain. Rounds of drinks are provided by the house and the PCs are invited to stay well into the night to celebrate. If the PCs accept this offer and spend 2 Fame Points, they find themselves even more adored by the nobility, and gain 1 additional Popularity Point over and above what they would normally gain for completing this mini-quest.

## K. ROLAN THE TINKERER (CR 10)

A brilliant but eccentric inventor named Rolan has gone off the deep end. He's barricaded the streets around his shop on Gull Street in central Rego Pena, and his magical automatons have apparently grown violent. Someone needs to go in there and clear the barricades and see about getting Rolan to calm down, since Gull Street is a major thoroughfare.

**Setup:** The PCs can hear about Rolan and his unusual barricade from the Children of Westcrown, anyone they rescue from other mini-quests, or idle gossip in the street. Rolan is one of the few troublemakers in Westcrown not directly affiliated with the Council of Thieves, but certainly represents what the Council hopes to see more of.

**Map (page 25):** The buildings in the area are wooden and part of an old section of town—not quite slums, but certainly not the nicest neighborhood.

**K1. The Barricaded Street:** The streets around Rolan's shop are blocked off with mounds of rubble and trash—it's a DC 10 Climb check to clamber over one of these barriers. The street inside the barricade is remarkably clean and patrolled by five of Rolan's "toys." The front door to Rolan's shop hangs open, and Rolan spends much of his time sitting on the front steps watching his creations lumber about the area.

**K2. Shopfront:** Rolan's shop specialized in toys and puzzles, all of which are quite ingeniously made. Many of them are now broken—testament to Rolan's madness. One of his animated objects stands guard in the curtained alcove leading to area K4.

**K3. Workroom:** This is where Rolan invents and builds his devices and toys. One of his automatons stands guard here.

**K4. Bedroom:** This is an incredibly clean combination bedroom and study. Rolan takes his meals here.

**K5. Closet:** This is a privy and an additional storage area. The eighth animated object stands guard here, ready to emerge to aid Rolan as needed with meals and cleaning.

**Creatures:** Rolan is a remarkably clean dwarf, but a glint of obsessive madness glitters in his eyes (one of which is usually hidden by a lens that functions as *goggles of minute seeing*). He spends his daylight hours sitting on his front steps tinkering with smaller versions of the automatons that lumber and whirl in the streets before him—vaguely humanoid constructs of whirring gears, clanking levers, and whirling blades. They look something like beardless dwarves, but with heads that protrude from barrel-shaped bodies without the benefit of a neck and long arms tipped with great iron pincers that can flip aside to allow smaller, more manipulative hands to slide into place. The smaller wind-up versions of these toys are among Rolan's best sellers. The larger ones he created with *scrolls of animated object* and *permanency*—he hoped to sell them to the city to serve as cleaners in the sewers, but as the sewers are already relatively well automated and engineered (see *Pathfinder Adventure Path* volume #25), the city didn't play along.

Since this disappointment, Rolan has grown increasingly bitter and introverted. His customers noticed and business plummeted. The anarchy that grips Westcrown has finally pushed Rolan over the edge—he now hopes to use his "toys" to clean up the entire city, and is working on inventing more powerful versions that he'll use as a police force to reestablish law in Westcrown. Fortunately for Westcrown, Rolan's drive is easily distracted, and so far all he's gotten around to policing are the streets directly around his shop.

Normally, Rolan would never consider attacking anyone; he is a peaceful and introspective being, content



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to live with his creations. Yet he is convinced (quite wrongly) that his automatons are necessary to defend the city from the legions of Hell, and has unleashed them on the streets. Whenever Rolan sleeps, his constructs tend to cause problems with their limited capacity to follow orders, wandering a bit far from his home to gather more material to build their barricades regardless of who it belongs to. Rolan certainly thinks his minions are helping the city, and any suggestion to the contrary is enough to fuel his anger and compel him to order his toys to “remove these dunderpates from my sight!”

## ROLAN CR 7

**XP 3,200**

Male dwarf expert 9

CN Medium humanoid (dwarf)

**Init** +5; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 67 (9d8+27)

**Fort** +8, **Ref** +4, **Will** +6; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

### OFFENSE

**Speed** 20 ft.

**Melee** mwk club +7/+1 (1d6)

**Ranged** mwk light crossbow +8 (1d8/19–20)

**Special Attacks** hatred

### TACTICS

**During Combat** Once combat begins, Rolan orders his toys to attack his foes while he hangs back to support the constructs with his crossbow, firing at the nearest enemy. He switches to his club only if he has no other option.

**Morale** Once three or more of his toys have been destroyed, Rolan becomes aggressive in combat, pursuing his foes with a psychotic fervor. If all of his constructs are defeated, he drops his weapon and falls to his knees in tears—as long as any of his constructs remain functional, he fights to the death.

### STATISTICS

**Str** 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 10, **Cha** 15

**Base Atk** +6; **CMB** +6; **CMD** 17 (21 vs. bull rush or trip)

**Feats** Great Fortitude, Improved Initiative, Magical Aptitude, Master Craftsman, Skill Focus (Use Magic Device)

**Skills** Appraise +13 (+15 nonmagical metals or gemstones), Craft (weaponsmithing) +13, Disable Device +18, Knowledge (arcana) +13, Knowledge (engineering) +13, Profession (tinkerer) +12, Spellcraft +15, Use Magic Device +19

**Languages** Azlanti, Common, Dwarven

**Gear** +1 padded armor, masterwork club, masterwork light crossbow with 20 bolts, goggles of minute seeing

## ROLAND'S TOYS (8) CR 3

**XP 800 each**

Metal animated objects (*Pathfinder RPG Bestiary* 14)

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +1, **Will** –4

**Defensive Abilities** hardness 10; **Immune** construct traits

### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** slam +5 (1d6+3 plus grab)

### TACTICS

**During Combat** These constructs follow Rolan's shouted commands, but aren't very good about following them for long, as they often switch targets to attack the last foe who struck them.

**Morale** Roland's toys fight to the death.

### STATISTICS

**Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5; **CMD** 15

**Skills** Swim +10



ROLAN



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**Treasure:** A lockbox under Rolan's bed in area **K4** (DC 30 Disable Device) contains not only Rolan's savings of 320 pp but two scrolls of *animate object* and three scrolls of *permanency*.

**Failure:** If the PCs fail to reopen the street, word spreads and the number of lunatics that come out of the woodworks increases. In this event, feel free to have the PCs faced with more encounters like this one—but defeating these additional encounters should not provide additional Popularity Points.

**Victory:** If the PCs manage to restore order to the area without killing Rolan, award them one additional PP over and above the one they'd earn for completing this quest. If the PCs cure Rolan of his madness and spend 2 Fame Points, they can convince Rolan to begin working on repairing and upgrading his remaining animated objects to provide some additional aid for the PCs—1d4 days later, he presents the PCs with two animated objects for them to use as they see fit in restoring order to Westcrown. These animated objects have the same stats as his toys, but gain the Advanced Creature simple template (see page 294 of the *Pathfinder RPG Bestiary*)—he also gives one of the PCs a large flashy amulet shaped like a silver gear, worth 200 gp. A character who openly wears this amulet can give the animated objects simple commands—if the constructs see multiple versions of the same amulet, conflicting commanders must make opposed Charisma checks. The construct follows the orders of whoever wins that check.

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### PART FIVE: CITY OF DEATH

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In the ruins of Rego Cader, where even before the people of Westcrown feared to linger, the anarchy and madness has taken a decidedly different turn from the mayhem of riots and thievery—here, the Council of Thieves has turned to undead allies to build a hideous army. Only the unexpected destruction of their vampiric ally Ilnerek kept this army of the dead from being organized enough to provide a threat outside of the ruined sector's walls, but enough significant undead leaders remain that, given time, could become a truly significant peril.

The PCs should hear plenty of rumors of how the dead stalk the streets of Rego Cader during this adventure—they need but to journey to this section of town to prove the rumors fact. After nightfall is, of course, when the undead are at their most numerous and most active, but the dead walk even by day.

The PCs can have as many encounters with wandering zombies, wights, ghouls, mohrgs, and other undead as you wish—some of these monsters can even stagger into the still-populated areas of Rego Crua or Rego Scripa. This chapter presents the four epicenters of undead activity in the ruins. Each has its own introduction and

hook to attract the PCs, and only when all four of these mini-quests are completed will Westcrown truly be free of Ilnerek Sivanshin's undead legacy.

### L WALKING HUNGER (CR 11)

A notorious local legend rises from her grave to serve as a commander and leader among the undead. By defeating the devourer Irimeian, the PCs can sever the connection between the undead of Rego Cader and the Council of Thieves.

**Setup:** Irimeian has made no secret of her base of operations—rumors hold that the heart of the undead legions are focused most heavily around Rego Cader's Sunset Gate, once one of Westcrown's primary entrances but now little more than a ruin haunted by the dead. If these rumors aren't enough to spur the PCs to investigate, they could learn from a captured thief or correspondence from a Council captain that "Irimeian requires another shipment of fresh bodies if her undead army is to be strong enough to be of use for Ecarrdian's moment of glory—perhaps sending the bodies of these so-called heroes to Sunset Gate would appease her for a time? Just make sure you carry the black flag when you approach!"

**Map:** Sunset Gate consists of a large gatehouse over a wide road. The road itself passes under the gatehouse, and is fitted with a pair of wood and iron portcullises that rise up on both sides of the gatehouse. Since Aroden's death, though, these gates have remained lowered and are now rusted in place.

**L1. Sunset Yard:** The approach to Sunset Gate offers little in the way of cover. While the undead do not maintain an obvious guard here in the yard, the approach of any living creature that fails to openly display a black flag (used by Council agents to announce their approach) is an invitation to an attack from the undead posted inside the structure.

**L2. Southern Wall:** The city wall here is in relatively good condition; the wall itself is 15 feet high.

**L3. Northern Wall:** The wall here is also 15 feet high, but the stairs leading up to it are unstable. A Medium or larger creature that uses the stairs causes them to collapse, taking a total of 4d6 points of damage from the fall and the crumbling rubble (Reflex DC 15 half).

**L4. Marshaling Room:** Once used by the city guard to muster defenses to deploy on the wall, this large empty room is now where Irimeian "stores" her undead minions. Six of her fast zombies stand guard here, each armed with a heavy crossbow and 20 bolts. They move to fire upon any creatures that they notice approaching as they stand guard at the arrow slits.

**L5. Archer's Walk:** Five more fast zombies armed with heavy crossbows stand guard here, each manning one of the arrow slits in this hall.



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**L6. Southeast Winchroom:** An immense winch takes up the northwest half of this room, its ancient chains and ropes strung along the roof and completely incapable of raising the southeast gate. Two fast zombies with crossbows stand guard here.

**L7. Northwest Winchroom:** Similar to area L6, save no zombies stand guard here.

**L8. Guard Post:** A pair of fast zombies guard the arrow slit in the southern wall here.

**L9. Armory:** Once used to store weapons for use on the wall, this room is now empty. It could be used to house prisoners.

**L10. Keeper's Quarters:** Once the quarters of Sunset Gate's commander, this room is now the lair of the devourer Irimeian. The room is a grisly laboratory of necromantic projects, with body parts stacked and sorted along the walls and an open area in the middle of the room where new zombies can be raised. If the PCs manage to infiltrate the gatehouse without alerting the zombies guarding it, they find Irimeian in this chamber engaged in necromantic research as she

works to discover a way to make even more powerful zombie minions.

**Creatures:** A century and a half ago, a woman named Irimeian walked the streets of Westcrown. Some say she was a babbling, half-mad witch, others that she was a calculating and brilliant wizard. All tales, however, agree that she was the worst kind of villain, so foul as to lure away visitors to the city while pretending to offer them directions, then overpower them and consume their flesh. Whatever the truth of the tale, Irimeian has returned to her one-time home, called back to stalk the city's streets by foul magic and bargains sealed between Chammady and the barbed devil cleric Melavengian.

The devourer's charge is to create an army of the dead. So far, the devourer has managed to do much of this work by recruiting the aid of two other undead monsters who dwell in the nearby ruins—monsters whom, in life, the PCs knew as enemies. Irimeian reacts to intruders with impatient anger, but upon realizing those intruders are the PCs, she does her best to capture their bodies (not necessarily alive) as raw materials for her necromantic research.



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### IRIMEIAN

CR 11

XP 12,800

Devourer (*Pathfinder RPG Bestiary* 82)

hp 133

Gear rod of thunder and lightning

### FAST ZOMBIES (15)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288–289)

**Failure:** If the PCs fail to defeat Irimeian on their first attempt, the devourer contacts the Council of Thieves and secures additional aid—the next time the PCs attack, she's added a pair of skeletal champion Council captains to her army as personal bodyguards and perhaps a few mohrgs to replace any fallen zombies.

**Victory:** If Irimeian is slain, the undead of Rego Cader quickly lose their focus. Undead are no longer encountered in other parts of the city, and the undead in the other three mini-quests lose the ability to request additional resources from the devourer should the PCs fail to defeat one of them.

## M. BASTARDS OF DEATH (CR 12)

The defeat of the Bastards of Erebus marked the first great victory of the PCs. Realizing this, the Drovenges, working with Irimeian and the devil Melavengian, arranged for the reanimation of the tiefling Palaveen as a mohrg, and have promised him an opportunity to have his revenge on the PCs once the Council is in control of Westcrown.

**Setup:** Young starlet Calseinica Nymmish (who might have become a romantic interest of a PC) comes to her former costars with a tearful request. Her family mausoleum is located in the Cader Boneyard, and yesterday her pigheaded father went up to the vault to retrieve a family heirloom—a bastard sword—that had been buried with one of her ancestors. With everything going to hell in Westcrown, Calseinica's father Kalder realized that they might need to flee the city, and that if they were going to leave, he "sure as hell wasn't going to leave grandpa's magic sword behind for some grave robber to loot!" Calseinica worries that something may have happened to him, as he hasn't returned—she desperately wants the PCs to investigate and, if her father has been killed, at least recover his body for proper burial.

If Palaveen's body was utterly destroyed or is otherwise inaccessible, feel free to make this mohrg from another enemy the PCs defeated in a previous adventure.

**Map:** The Cader Boneyard hasn't seen a lot of use in the last 100 years, although it was once one of Westcrown's largest cemeteries. Today, much of the large expanse has become overgrown with weeds and trees, with ancient gravestones protruding here and there from the grass and the odd mausoleum breaking up the scene. The graveyard is nestled in the crumbling crook of the ruined wall along the northernmost reaches of Rego Cader, and the fact that

something vile is afoot in the area should be immediately obvious. Many of the graves have been dug up, and the smell of death and corruption seems particularly strong. Anyone who follows this scent comes to a particularly well-preserved stone crypt about a hundred feet from the city wall.

**M1. Nymmish Mausoleum Entrance:** The Nymmish family name is engraved over the entrance to this stone building. The double doors hang ajar, and the hideous stench of putrescence wafts from within.

**M2. Violated Graves:** A DC 20 Perception check is enough to note that the freshly dug soil on these graves seems to wriggle—hiding just below the surface of each of these graves is a fast zombie. They burst out to attack foes that come within 10 feet of the graves, shrieking and moaning loudly enough to alert the mohrgs inside the vault.

**M3. Nymmish Vault:** Two stone statues of Abadar stand guard in this vault. The source of the stench of death in here is obvious—the mangled bodies of numerous homeless and unfortunate victims, dragged back here alive and tormented by the mohrgs to satisfy their unholy urge to kill. Stone sarcophagi stand on biers to the north and south. Alas, Kalder Nymmish's body is among the mutilated remains.

**M4. Crypts:** Each of these crypts contains two stone sarcophagi—Nymmish tradition was that a body lies in a crypt here until displaced by fresher dead, whereupon the bones and remains of the displaced body are ground up and stored in urns in the central crypt. Crypts **M4a**, **M4b**, and **M4c** each contain one of the three mohrgs, reanimated tieflings who were once members of the Bastards of Erebus.

**M5. Central Crypt:** Urns filled with ashes and powdered bone line the walls of this crypt. The undead creature who was once Palaveen—now an advanced mohrg—dwells in this crypt.

**Creatures:** The four mohrgs that dwell in here emerge every night to prowl Rego Cader, seeking out places where the unfortunate and the homeless hide. As the adventure goes on, the mohrgs grow bold and begin to extend their harvests into the more civilized areas, resulting in an increasing number of reports of "horned skeletons with nasty long tongues" spreading through the city.

The mohrgs have only a rudimentary memory of their lives as Bastards, but as soon as they see the PCs they hiss and shriek in anger. They attack at once, pursuing the PCs relentlessly until slain.

### PALAVEEN

CR 9

XP 6,400

Advanced mohrg

hp 119 (*Pathfinder RPG Bestiary* 208, 294)

### MOHRGS (3)

CR 8

XP 4,800 each

hp 91 each (*Pathfinder RPG Bestiary* 208)



## The Twice-Damned Prince

**FAST ZOMBIES (5)**

**CR 1/2**

**XP 200 each**

**hp 12 each** (*Pathfinder RPG Bestiary* 288–289)

**Treasure:** Area **M4d** contains the sword Kalder Nymmis wanted to retrieve—the weapon lies inside of the northern sarcophagus, and is a +3 *defending bastard sword*.

**Failure:** If the PCs fail to defeat the mohrgs, the creatures grow even bolder and launch an attack on the city, killing dozens of citizens and inflicting a sudden plague of fast zombies on the town. Furthermore, if the mohrgs aren't slain before the end of the adventure, they join Ecarrdian at the Vacant Throne in the final battle.

**Victory:** If the mohrgs are defeated and Kalder's body is recovered, a tearful Calseinica allows one of the PCs to wield her ancestral weapon as thanks—though she won't agree to let the PCs sell it off.

### N. THE ACTOR'S ENCORE (CR 12)

The Bastards of Erebus aren't the only undead legacies waiting to get vengeance on the PCs, nor are they the most dangerous. Thesing Umbero Ulvauno, the insufferable actor who served as a foil for the PCs in the first two adventures, recently fell victim to Ilnerek Sivanshin. Now a free-willed vampire, he has been creating vampiric minions of his own to aid him in realizing his plans for the PCs.

**Setup:** After *The Six Trials of Larazod's* curtain call at the Nightshade Theater, Thesing Umbero Ulvauno had something of a temper tantrum. He stormed out of the playhouse, forfeiting his share of the proceeds, and over the next several weeks spiraled deeper and deeper into a fit of self-loathing and depression brought on by his being soundly upstaged by such “non-actors” as the PCs. The PCs' growing fame in Westcrown only intensified Thesing's mood, and he began to hatch plans of revenge. Yet he knew that he would never be able to stand up against the PCs as he was—and so Thesing fell in with all manner of doubtful characters, eventually coming to the attention of the vampire Ilnerek Sivanshin.

Ilnerek approved of Thesing's burning need for revenge, and saw in him the seed of a perfect weapon to use against the PCs. Ilnerek took Thesing under his wing and transformed him into a vampire, then set him up in an abandoned tower at the northern end of Rego Cader with orders to remain hidden until the time was right to strike.

With Ilnerek's death, though, Thesing has gained his free will. As this adventure progresses, the bitter actor, now trained in the ways of murder and treachery and possessing the strength of the undead, is free to work his vengeance. He has gathered three vampiric thralls to his side, but his next conquest will be someone close to the PCs.

How Thesing sets his plan into motion is up to you. He could ambush one of the Children of Westcrown, perhaps

even Janiven or Arael, and use the abduction to lure the PCs to his lair. He could seek out one of the PCs' relations or lovers and do the same, or even ambush one of the PCs themselves. If in such an ambush he is forced to flee back to his lair, the PCs may need to resort to divination magic to track him down.

**Map (page 33):** Thesing has claimed an abandoned guard tower in the northernmost portion of Rego Cader as his new lair. The stone tower is in relatively good shape, standing 30 feet high but with a slight list to the north, as if over the past 100 years the ground below had slowly been giving way to its weight. Ceilings within average 9 feet in height, with wooden supports holding the upper floors together. All windows have been bricked up, leaving the interior cold, dark, and stuffy.

**N1. Entrance:** The front door to the tower is not locked, but it is stuck tight—it's a DC 24 Strength check to wrench it open. If the PCs pursue Thesing here after he abducts another PC or allied NPC, though, this door has already been wrenched open by the vampire and hangs ajar.

**N2. Office:** Once used by the guard tower's commander to meet with concerned citizens, this dusty, clammy office is now in ruins. If you wish, having the PCs encounter a swarm of rats or bats in this room can help foreshadow the vampire's presence.

**N3. Dining Quarters:** As with the floor below, this combination kitchen and dining room is damp, moldy, and abandoned.

**N4. Bedroom:** Once the bedroom of the commanding officer, this room has been cleaned up by Thesing to the best of his abilities. While it's still dark and damp, the furniture is mostly new and clean. If he's abducted a PC or NPC, that victim is here, either dominated or gagged and bound, with vampire bites on the neck or inner thigh but not quite yet dead. Thesing uses the victim as a lure, and is likely to be in the room hiding, hoping to catch the PCs by surprise.

**N5. Basement:** Old crates of rusted and ruined weapons and armor sit here. Several have been pushed aside to reveal a cave hole in the east wall.

**N6. Underground Pool:** This sloshing pool of water is connected to the river via a 5-foot-wide underwater tunnel—once an escape route from the tower, the tunnel has been flooded by a recent subsidence. Thesing is unaware that the tunnel connects to the river.

**N7. Spawn Coffins:** Thesing has transformed three of his victims into vampire spawn so far. During the day they sleep here. At night, they prowl the caves and can be encountered anywhere you desire.

**N8. Thesing's Lair:** Thesing's coffin lies against the northern wall of this damp, dripping cavern.

**Creatures:** Thesing should be expecting the PCs, but he's still a vampire. If they come to attack him during



## Council of Thieves Part 6 of 6

the day, they find him and his minions resting in their coffins. An attack on his lair at night is a much more dangerous option, but if he's abducted a PC or a close ally, the heroes may not have a choice—for Thesing will turn anyone he's captured into a vampire if they are not rescued by dawn.

### THESING THE VAMPIRE

CR 11

XP 12,800

Male human vampire rogue 7/expert 3 (*Pathfinder RPG Bestiary* 270)

CE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +25

#### DEFENSE

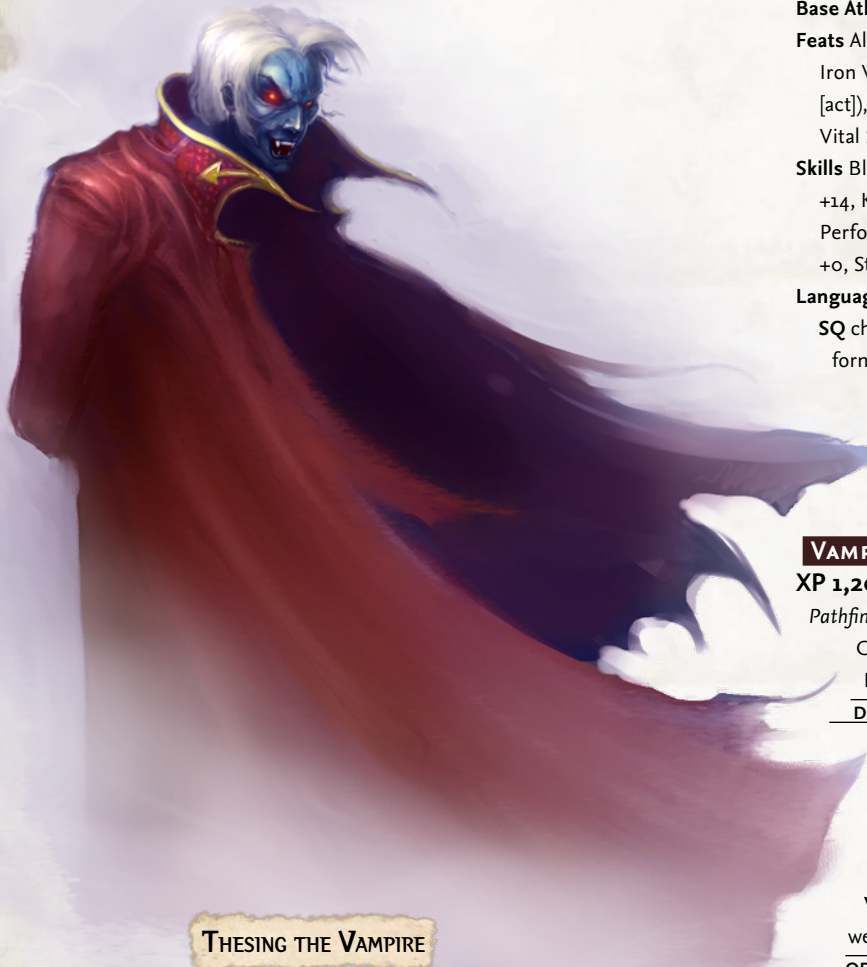
**AC** 31, touch 15, flat-footed 27 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +7 natural, +4 shield)

**hp** 102 (10d8+50); fast healing 5

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

**Defensive Abilities** channel resistance +4, evasion, trap sense +2, uncanny dodge; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** vampire weaknesses



THESING THE VAMPIRE

#### OFFENSE

**Speed** 30 ft.

**Melee** +3 rapier +15/+10 (1d6+7/18–20), slam +6 (1d4+4 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19), sneak attack +4d6

**Spell-Like Abilities** (CL 7th; concentration +8)

3/day—bleed (DC 14)

2/day—shield

#### TACTICS

**Before Combat** Thesing casts *shield* on himself before entering combat.

**During Combat** Thesing attacks with his rapier in one hand and a secondary attack with his slam. He makes full uses of his stealth and the ability to become gaseous to flee combat and go into hiding every few rounds, only to spring out of the shadows to sneak attack a victim over and over.

**Morale** If reduced to 0 hp, Thesing becomes gaseous and flees to area N8. If confronted there, the vampire fights to the death.

#### STATISTICS

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

**Base Atk** +7; **CMB** +11; **CMD** 26

**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Perform [act]), Skill Focus (Perform [sing]), Spring Attack, Toughness, Vital Strike, Weapon Focus (rapier)

**Skills** Bluff +25, Disguise +17, Intimidate +17, Knowledge (local) +14, Knowledge (nobility) +14, Linguistics +5, Perception +25, Perform (act) +23, Perform (sing) +23, Ride +15, Sense Motive +0, Stealth +23

**Languages** Common, Infernal

**SQ** change shape (dire bat or wolf, *beast shape II*), gaseous form, rogue talents (major magic [*shield*], minor magic [*bleed*], weapon training), shadowless, spider climb, trapfinding

**Gear** +1 chain shirt, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +1, ring of protection +1

### VAMPIRE SPAWN (3)

CR 4

XP 1,200 each

*Pathfinder RPG Bestiary* 271

CE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 15, touch 11, flat-footed 4 (+1 Dex, +4 natural)

**hp** 30 each (4d8+12); fast healing 2

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2; **DR** 5/silver;

**Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** resurrection vulnerability, vampire weaknesses

#### OFFENSE

**Speed** 30 ft.



## The Twice-Damned Prince

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

**Special Attacks** blood drain, dominate (DC 14), energy drain (1 level, DC 14)

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### TACTICS

**During Combat** Eager to slay the PCs, the vampire spawn focus their attacks on the same foe, hoping to overwhelm enemies one at a time with energy drains.

**Morale** The vampire spawn fight until destroyed.

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### STATISTICS

**Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Improved Initiative, Toughness

**Skills** Intimidate +9, Knowledge (local) +7, Perception +11, Stealth +16

**Languages** Common

**SQ** gaseous form, shadowless, spider climb

**Failure:** If the PCs fail to rescue the NPC or PC, Thesing transforms his victim into a full-fledged vampire under his control within the hour. The next night, he sends this newest vampire out to capture another PC or NPC, continuing the process until he is finally destroyed.

**Victory:** If Thesing is slain, the PCs finally and truly end Ilnerik Sivanshin's legacy and free Westcrown from its vampiric predators.

## O. THE HERETIC'S GHOST (CR 12)

Signifer Ara Verennie's attempted coup of Taranik House did not go well, and now she's gone into hiding somewhere in northern Westcrown, where she has become the newest addition to Rego Cader's army of the dead.

**Setup:** Paralictor Chard's greatest worry at this time is that the heretical Signifer Verennie is out there somewhere, building an army to challenge Taranik House again. Worse, her continued freedom is a constant insult to all that the Hellknights represent. Chard offers the PCs a reward (see page 23) if they can find out where Verennie is hiding out and bring her to justice. Alternatively, the PCs could learn about Signifer Verennie's hideout after defeating the Hellknight heretics in area **P**, especially if she's possessing one of the Hellknights at the time or they're tailing a group of heretics to see why they make their weekly visits to Rego Cader.

**Map (page 33):** Verennie's lair, a two-story wooden house with a small garden, is located on the coast of central Rego Cader. Her choice of this house was more or less random, but her presence in the place has begun to infuse the building with a latent sense of malignancy. The house itself is relatively dilapidated, although still stable enough to stand up to exploration. Once the home of a successful merchant family, the house has fallen from an ostentatious display of wealth to a rotting and ruined memento of a past era. No doors are locked in the house, but they creak loudly when opened. Dust lies thick in the

air and on most surfaces, but periodically whirls up into small vortices despite the lack of any breeze. Guttural moans and clicking sounds echo through the empty rooms now and then, all harmless but unnerving manifestations of the ghost's presence.

**O1. Entry:** A flight of stairs leads to the upper floor here. The floor of this room bears the signs of many armored boot prints—when the heretics come to receive new orders from their undead mistress, they venture no further into her den than this room.

**O2. Garden:** Overgrown with weeds and tangled with blackberry vines, this garden is enclosed by a crumbling 6-foot-high brick wall.

**O3. Kitchen:** A dust-filled fireplace sits in the northeast corner of this dreary kitchen; a meat cleaver lies embedded in a chopping block on a table to the south.

**O4. Dining Room:** Three high-backed chairs sit around a table set for dinner, the silverware sharp and unusually polished, the food (a turkey, potatoes, and bread) strangely fresh-looking. Anyone who eats the food quickly finds it to be foul and rotting (a manifestation of the ghost's presence), and must make a DC 21 Fortitude save or become nauseated for 10 minutes.

**O5. Study:** A roll-top desk and chair sit against the north wall here, with old books and dusty, poorly stuffed animals stacked along the south and west walls.

**O6. Servant's Bedroom:** A large but simply furnished bedroom for a maid or cook.

**O7. Master Bedroom:** This bedroom's once fine decor is moldy and rotten now. A large, fresh bloodstain mars the ceiling in the southeast corner above a set of bookshelves, evidence of the foul ritual in area **O10** above.

**O8. Storage:** Firewood, linen, cleaning tools, and other household supplies are kept here under a thick layer of dust.

**O9. Closet:** A trap door in the ceiling here opens into the attic.

**O10. Attic:** This attic is filled with crates, firewood, furniture, and other clutter, although at the far end of the room stands a strange statue cobbled together from a large collection of gold coins, jewelry, gemstones, and art, using a suit of Hellknight armor as a base. A DC 30 Knowledge (religion) check identifies the statue as sacred to Mammon. Crumpled on the floor just north of the statue is Signifer Verennie's rotting body, the +2 *human bane dagger* she used to end her own life still buried deep in her neck.

**Creatures:** Unfortunately, Signifer Verennie is no longer a mere mortal, for after she and her followers fled into hiding, she performed a blasphemous suicide ritual to attract the attention of the archdevil Mammon, whom she has correctly identified as having a keen interest in the events playing out in Westcrown (although her theories for why Mammon is interested in the city are wrong). In return for her life and loyalty, she has been allowed to live on after death as a ghost.



## Council of Thieves Part 6 of 6

While the now-undead signifer believes she is acting of her own free will and following her own plans, she has in fact merely become one more of Mammon's tools for claiming control of Westcrown by proxy.

Signifer Verennie only leaves her home one night each week, during which she possesses one of her Hellknight followers and revels in the joys and debauchery of life without following the strictures of Hellknight tradition. Her followers look forward to these opportunities to experience life amid the excesses that can be had for allies of the Council of Thieves, and spend the rest of the week eagerly trying to earn Signifer Verennie's favor by opposing Paralictor Chard's attempts to reestablish order.

As a ghost, Ara can move through the walls of her lair with ease. She can sense disturbances in each room of her home as if viewing them through *clairaudience/clairvoyance*, and as soon as she notices the PCs entering, she casts her preparatory spells and moves to attack them as detailed in her tactics.



ARA VERENNIE

### ARA VERENNIE

CR 12

#### XP 19,200

Female human ghost sorcerer 11 (*Pathfinder RPG Bestiary* 144)

LE Medium undead (augmented humanoid, incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 27, touch 19, flat-footed 24 (+4 armor, +6 deflection, +2 Dex, +1 dodge, +4 shield)

**hp** 126 (11d6+88)

**Fort** +9, **Ref** +5, **Will** +8; +4 vs. poison

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** fire 10

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** corrupting touch +5 (12d6; DC 21)

**Special Attacks** corrupting gaze (DC 21), malevolence (DC 21), telekinesis (DC 21)

**Bloodline Spell-Like Abilities** (CL 11th; concentration +17)

7/day—corrupting touch

1/day—hellfire (DC 19)

**Sorcerer Spells Known** (CL 11th; concentration +17)

5th (5/day)—*dismissal*, *dominate person* (DC 19), *summon monster V*

4th (7/day)—*charm monster* (DC 20), *dimension door*, *summon monster IV*, *wall of fire*

3rd (7/day)—*dispel magic*, *fireball* (DC 17), *fly*, *stinking cloud* (DC 19), *suggestion* (DC 17)

2nd (8/day)—*acid arrow*, *glitterdust* (DC 18),

*invisibility*, *scorching ray*, *summon monster II*, *web* (DC 18)

1st (8/day)—*charm person* (DC 17), *grease* (DC 17), *mage armor*, *magic missile*, *protection from good*, *shield*

0 (at will)—*acid splash*, *detect magic*, *detect poison*, *ghost sound* (DC 14), *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Bloodline** infernal

#### TACTICS

**Before Combat** Ara casts *mage armor*, *shield*, *protection from good*, and *invisibility* as soon as she realizes someone intrudes upon her lair.

**During Combat** Ara doesn't engage the PCs directly at first. She remains invisible and uses her summoning spells to summon numerous Medium earth elementals that look like skeletal Hellknights to attack the PCs. She attempts to use malevolence on the most attractive PC if she can arrange to be alone in a room with that character—if successful, she poses as the PC for as long as possible to learn what she can about the PCs before reporting to Chammady in hopes of being granted leave to take her hijacked body through the *well of many worlds* to experience Hell. If discovered, she prefers to use her spells and corrupting gaze at range, using her flight to stay out of melee.

**Morale** Ara fights until destroyed, but unless the dagger is removed



## The Twice-Damned Prince

from her body and her remains are returned to Paralictor Chard, she rejuvenates in 2d4 days and resumes her blasphemies.

### STATISTICS

**Str** —, **Dex** 14, **Con** —, **Int** 14, **Wis** 12, **Cha** 22

**Base Atk** +5; **CMB** +5; **CMD** 24

**Feats** Augment Summoning, Combat Casting, Craft Magic Arms and Armor, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (conjunction), Spell Focus (conjunction), Toughness

**Skills** Bluff +20, Fly +17, Intimidate +20, Knowledge (arcana) +16, Knowledge (planes) +9, Perception +9, Spellcraft +16, Stealth +10

**Languages** Common, Infernal

**SQ** bloodline arcana

**Treasure:** In addition to the +2 *human bane dagger* lodged in Ara's body, the treasure that she used to build her shrine to Mammon is worth a combined total of 4,500 gp.

**Failure:** If the PCs fail to destroy Ara, her focus shifts to tracking them down and slaying them for their temerity in disrupting her work. She can use malevolence to possess any number of hosts to make multiple attacks on the PCs over and over until she is finally put to rest.

**Victory:** If the PCs bring Ara's remains to Paralictor Chard and Taranik House, her ghost is laid to rest as her remains are set aside for proper censure and castigation at Citadel Rivad. Chard pays the PCs the promised reward for their part in the matter and champions their good work in the adventure's epilogue, aiding in gaining Citadel Rivad's support for the PCs when General Vourne finally arrives in town.

## PART SIX: CITY OF DAMNATION

Whereas riots and looters and gangs of thieves plague Parego Spera and the dead walk in Parego Dospera, it is in Parego Regicona that the Council of Thieves are at their most powerful. Here, patrols of thieves openly and brazenly walk the streets, demanding regular tithes from frightened nobles too cowed to exit their homes. An increasing number of devils (primarily lemures and bearded devils) frolic in the streets, delighting in the harvest of misery and impatiently waiting to support the Drovenges when they make their bid for control.

Word of these conditions should reach the PCs' ears soon after they begin to focus their efforts on other parts of town, but at some point before they actually visit the islands of Parego Regicona, they should receive a visit from a bedraggled and nervous-looking **Eterian Oberiegeo** (LE human male rogue 6). Until recently one of the leaders of the Council of Thieves, Eterian has likely met the PCs several times already—probably most recently under Walcourt, where he was rescued from imminent death (or worse) at the hands of Ilnerik Sivanshin. Eterian has called in several

favors and spent much money among the aristocracy to ensure his surviving family are safe and hidden away, but he knows that if the Drovenges seize control of Westcrown, his family's days are numbered. He emerges from hiding to contact the PCs, thanking them again for rescuing him and warning them that the Drovenges plan to seize control of Westcrown soon.

Eterian knows the PCs are opposing the Drovenges, and he's come to offer some free advice. He warns them against directly opposing either Chammady or Ecarrdian, at least at first, and certainly not while the Drovenges have the full support of the Council of Thieves behind them. Clearing up numerous situations on the mainland and getting the aid of the aristocracy, the dottari, and the Hellknights will certainly help, but even more important is handling the developing situation on Parego Regicona. Eterian tells the PCs that there are three "hotbeds" of infernal activity there, and in addition a group of Hellknight defectors have allied with the Council. If the PCs can disrupt these four sites, they'll effectively disrupt much of the support the thieves are planning on using to aid in their power bid. More importantly, these four important sites are the most likely places to contain clues as to the locations of wherever Chammady and Ecarrdian Drovenge are holed up, waiting for the right moment to seize control. Defeating both of the Drovenges will cripple the Council of Thieves and throw them into chaos—perhaps not forever, but certainly long enough for someone (perhaps the PCs?) to step in and establish order in Westcrown again. Eterian can also drive home the fact that General Vourne is doubtless on his way downriver with his navy, and that if he finds Westcrown in the state it's in, he'll just institute martial law and turn the city into a police state.

Eterian is eager to get back into hiding and help protect his family, and will not agree to aid the PCs—use him to focus their attentions on the four key encounters in Parego Regicona.

### P. HELL'S DEFECTORS (CR 12)

After they fled Taranik House, the Hellknight heretics (including Aritil Sevarn, once Taranik House's armory commander) sought out the Council of Thieves and pledged allegiance to that group. Their current base of operations is in an abandoned dottari barracks on the northwest shore of Rego Corna.

**Setup:** Eterian can give the PCs the location of these barracks, and furthermore can tell them that a secret door in the barracks opens into a tunnel that leads through the city wall—this could be an excellent stealthy way for the PCs to sneak into Parego Regicona if they can secure control of the barracks without raising an alarm by letting any of the Hellknights escape to warn their allies.



## Council of Thieves Part 6 of 6

**Map (page 41):** The barracks is a squat stone building that hugs the city wall and perches at the river's edge. Doors are of strong wood, reinforced with iron, and are generally kept locked (Disable Device DC 30); all of the Hellknights stationed within have keys.

**P1. Front Door:** A well-worn track leads from the front door of the barracks along the side of the wall for about 600 feet to one of the gates in the wall. The gate itself is just barely out of sight of this building.

**P2. Visitor's Lounge:** Visitors to the barracks were greeted here—the room is now little more than a thoroughway for traffic.

**P3. Forge:** Once used by the guards to build and upkeep armor and weapons, this room has been converted into a common room for the Hellknights. At any one time, 1d6+1 of them are here playing cards on anvils, drinking, or boasting.

**P4. Delivery Piers:** These two piers were used to deliver supplies or allow access to the mainland.

**P5. Armory:** Spare weapons and armor were once kept here, but now the room is empty. The Hellknights might use this room as a temporary prison if they catch any PCs.

**P6. Officer's Quarters:** Aritil Sevarn, although he is no more powerful than the other Hellknights, is the ranking officer of the heretics when Signifer Verennie isn't around; he's claimed this room as his own and spends most of his time drunk.

**P7. Secret Door:** This door can be discovered with a DC 30 Perception check—it opens into a short tunnel that passes through the city wall, allowing access to the interior of Parego Regicona. The Hellknights do not know of this door's presence.

**P8. Common Room:** Numerous bedrolls are spread on the floor here—the large number of Hellknights staying here has forced them to adopt this room as supplementary barracks. At any one time, 1d4 Hellknights are resting here.

**P9. Barracks:** Any Hellknights of the 12 stationed here not found in areas **P3**, **P6**, and **P8** are resting in one of these two rooms.

**Creatures:** The Hellknight heretics stationed here spend most of their day biding their time and waiting for the Drovenges to give the order to gather their resources and aid in claiming the city. In all, there are 26 Hellknight heretics, but nearly half of these are involved elsewhere at any one point so that the PCs will only face a dozen of the heretics on their visit. These Hellknights fight ferociously to defend the building, but once six fall in battle, the remaining heretics try to flee into the city to area **T** to inform Chammady of their failure. Canny PCs can use this to learn her location.

Note that one day each week, one of the Hellknights gives up his body for their ghostly leader to use to

cavort in the streets of Parego Regicona. If the PCs arrive on one of these days, they'll find the remaining Hellknights drunk and carousing here, enjoying their day of freedom. Treat drunk Hellknights as if they were both sickened and staggered. In this case, the possessed Hellknight is likely to return before the PCs leave the area, presenting them with perhaps an unexpectedly dangerous battle.

### HELLKNIGHT HERETICS (12)

CR 5

XP 1,600 each

hp 62 each (see page 20)

**Failure:** If the PCs attack the barracks but fail to rout or defeat the Hellknights, all remaining Hellknights in the city (up to 26) consolidate here, ready to defend against further attacks.

**Victory:** If the PCs defeat all of the Hellknights, they have about 24 hours before anyone notices—during this time, they can use this building as a base of operations. If any Hellknights escape, though, they try to retake the barracks at some later point unless the PCs spend 4 Fame Points to impress upon the fleeing Hellknights the futility of such an action (in which case the remaining Hellknights abandon their calling and fade into the city's underworld as petty thugs).

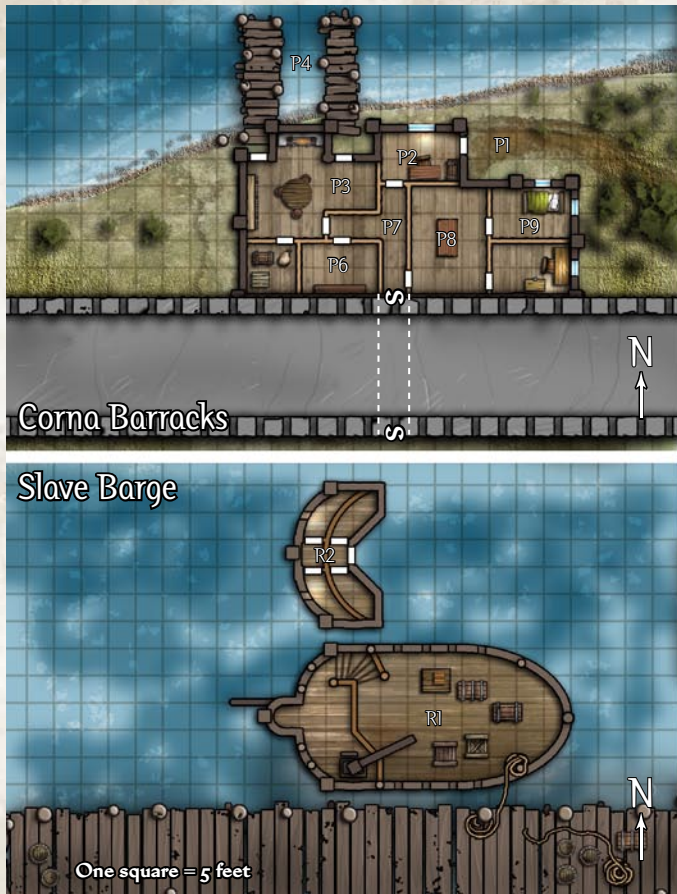
### Q. SKARX'S PRISON (CR 12)

Although the Council of Thieves eventually hopes to have its own extensive jail to hold prisoners, for the time being its prisoner-containment options are somewhat scattered. Some prisoners end up under what amounts to "house arrest" while others are chained or put in stockades in public venues. For special prisoners, though, the Council has entrusted one of its own—a snake-tongued tiefling monk named Skarx. If the PCs or any of their close allies are captured, they end up victims of this sinister creature in a small stone building at the heart of Rego Corna.

**Setup:** If the PCs were captured by the Council at the end of "Mother of Flies," the Drovenge siblings know better than to show up to directly confront or mock the PCs. Likewise, if the PCs are captured alive by any of the Council agents during this adventure, the Drovenges keep their distance. The PCs are stripped naked and their gear is placed in a *portable hole* that is then sent on to Chammady for safekeeping, while the PCs themselves are tightly bound and placed under Skarx's care in area **Q6**. In this scenario, the PCs need to escape their prison and, presumably, make their way to the relative safety of the Children of Westcrown safe house—there should be enough information in this volume to aid a GM in running a desperate venture such as this, but the



## The Twice-Damned Prince



assumption this adventure makes is that the PCs are not, in fact, Skarx's prisoners.

More likely, an important NPC whom the PCs have come to trust and rely on is captured by the Council and sent to Skarx. This could be one of the members of the Children of Westcrown, a relative of one of the PCs, or some other important NPC with whom they've allied. Word of the NPC's capture and imprisonment in an abandoned canal-side dottari bunker in Rego Corna should reach the PCs by an NPC ally they and the captured character share in common.

**Map (page 41):** Skarx's prison is a small stone guardhouse along the central canal in Rego Corna. The walls are of reinforced masonry, and doors are iron and locked (Disable Device DC 35). There are no windows in the building at all.

**Q1. Main Entrance:** One of Skarx's imp friends (Naxess) perches invisibly over the front door here. If he sees anyone acting suspicious, he throws his *bead of force* at the intruder to alert the prison's guards and remove the intruders' element of surprise.

**Q2. Interrogation Room:** This room contains a well-used, well-maintained stretching rack for use on prisoners. A barrel nearby contains all manner of torture implements. A pair of double bunks along the west wall provide a place

for the four thieves stationed here to sleep—at any one time, two of them are located here.

**Q3. Skarx's Quarters:** The tiefling Skarx lives in this room, an austere chamber with a single reed mat and a small incense burner. She is located here, likely meditating or perhaps frolicking with one of the guards, unless the prison is on alert or she's conducting an interrogation in Q2.

**Q4. Loading Dock:** The pier overlooking the canal here contains several barrels and crates of supplies like food and water. Skarx's other imp friend (Vexess) lurks here invisibly, and uses her *bead of force* in the same way as Naxess in area Q1.

**Q5. Guard Room:** The two thieves not relaxing in area Q2 are always found here on guard duty—typically sitting at a wobbly table playing cards.

**Q6. Prison:** This barren room has been fitted with wall-mounted masterwork manacles, and is where prisoners are kept.

**Creatures:** Skarx Veskandi knows little of her heritage—she only knows that she was raised by a group of Asmodean monks in a small monastery on Lostmast Cape in southern Cheliah. Her snake-like eyes, pointed ears, and forked tongue mark her fiendish heritage, and she often wears a



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veil in public to hide this fact. She first came to the attention of the Council of Thieves after a vision of a “towering golden man standing astride a smoking city” compelled her to seek out Ecarrdian. Despite Chammady’s suspicions, Ecarrdian welcomed Skarx into the Council and kept her secret from the rest of the organization—Skarx played a key role in the assassination of many Council leaders, and while she’s now serving as little more than a jail keeper, she hopes to win Ecarrdian’s love and rule Westcrown at his side as queen. She’s kept her plans and desires secret so far, primarily because she doesn’t want to make her move while Ecarrdian’s sister holds so much of his trust. Skarx does know that Chammady is lying low at Ghivel’s townhouse, though, and if she gets a chance to reveal this information to the PCs “accidentally” (perhaps in return for her life after she surrenders), she does so, hoping that the PCs will be able to put her “rival” in her place.



SKARX VESKANDI

### SKARX VESKANDI

CR 11

XP 12,800

Female tiefling monk 12 (*Pathfinder RPG Bestiary* 264)

LE Medium outsider (native)

**Init** +4; **Senses** darkvision 60 ft.; Perception +17

#### DEFENSE

**AC** 28, touch 21, flat-footed 23 (+3 armor, +1 deflection, +4 Dex, +1 dodge, +3 monk, +4 natural, +2 Wis)

**hp** 114 (12d8+60)

**Fort** +11, **Ref** +12, **Will** +10; +2 vs. enchantment

**Defensive Abilities** improved evasion; **Immune** disease, poison;

**Resist** cold 5, electricity 5, fire 5

#### OFFENSE

**Speed** 70 ft., fly 60 ft. (good)

**Melee** unarmed strike +13/+8 (2d6+2) or  
flurry of blows +14/+14/+9/+9/+4 (2d6+2)

**Special Attacks** flurry of blows, stunning fist (12/day, DC 18, fatigued, sickened, staggered)

**Spell-Like Abilities** (CL 12th; concentration +10)  
1/day—*fog cloud*

#### TACTICS

**Before Combat** Skarx drinks both of her potions before combat begins if she has a chance.

**During Combat** Skarx does her best to maintain mobility in combat, using Spring Attack and Vital Strike to hit enemies while staying out of melee herself.

**Morale** If reduced to 30 hp or less, Skarx surrenders and begs for her life, offering Chammady’s location in return for her freedom. If the PCs strike this deal and release

her as she begs, she flees to Ecarrdian’s side and could be encountered at the Vacant Throne. If confronted there, she fights to the death.

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 16, **Int** 10, **Wis** 15, **Cha** 6

**Base Atk** +9; **CMB** +14; **CMD** 30

**Feats** Dodge, Fiendish Heritage, Gorgon’s Fist, Improved Unarmed Strike, Medusa’s Wrath, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Toughness, Vital Strike, Weapon Finesse

**Skills** Acrobatics +19 (+47 jump), Bluff +0, Intimidate +13, Perception +17, Profession (sailor) +17, Stealth +6

**Languages** Common, Infernal

**SQ** abundant step, fast movement, high jump, *ki* pool (8 points, lawful, magic), maneuver training, slow fall 60 ft., still mind, wholeness of body (12 hit points)

**Combat Gear** *potion of fly*, *potion of barkskin* +4; **Other**

**Gear** *belt of incredible dexterity* +2, *bracers of armor* +3, *ring of protection* +1

#### SPECIAL ABILITIES

**Fiendish Heritage** Skarx’s fiendish heritage feat (see *Pathfinder Adventure Path* volume #25) marks her as a devil-spawn tiefling—her base ability score modifiers are +2 Con, +2 Wis, and –2 Cha, unlike standard tieflings, and she gains *fog cloud* instead of *darkness* as a spell-like ability.

### THIEVES (4)

CR 3

XP 800 each

hp 30 each (see page 10)

### IMPS (2)

CR 2

XP 600 each

hp 16 each (see *Pathfinder RPG Bestiary* 78)

**Failure:** If the PCs fail to rescue Skarx’s prisoner, she no longer trusts the site to keep things safe should a second attack occur. She relocates her base of operations and her prisoner to the Vacant Throne, where the prisoner is bound and held in one of the alcoves in area **W4**.

**Victory:** If Skarx is defeated and her prisoner rescued, the prisoner should be able to inform the PCs that he or she overheard Skarx mentioning “Mistress Chammady and her fool of a lover Ghivel,” giving the PCs a strong clue as to her current location.

### R. SLAVE BARGE (CR 12)

Once the primary trade and travel routes of Parego Regicona, the numerous canals are now patrolled by an open boat crewed by a group of beautiful erinyes who scour the city for additions to their slowly growing “collection” of victims.



## The Twice-Damned Prince



**Setup:** The slave barge is one of two horrors of which escapees from the central island tell (the other being the hellish cavalry; see encounter S). If the erinyes barge can be found and destroyed, that act not only sends a message to the Council but bolsters the morale of the city as well.

**Map (page 41):** The slave barge can be found along any of the waterways in Parego Regicono, but every evening, the barge docks at the same pier in central Rego Laina. If the PCs confront the barge elsewhere, simply omit the pier shown on the map.

**R1. Barge Deck:** During the day, the barge’s four erinyes take a leisurely, meandering route along the central island’s canals. A “crew” of eight men and women harvested from the streets—all aristocrats not used to physical labor—toil at the oars as the four devils periodically punish them for slights real or imagined as they take in the sights of the city.

**R2. Cabins:** These four low-ceilinged cells are each claimed by one of the erinyes devils—they periodically take prisoners back here in the evening to torture them to death.

**Creatures:** The four erinyes devils that command this barge are loyal to the barbed devil Melavengian, and are eager for the chance to help him and the Drovenges to

establish order in Westcrown. Until then, they’re simply wiling away the hours on the canals, their “vacation” anything but for the poor souls they capture. They see this time as partial payment for services yet to be rendered, and react to any attempts to “spoil their fun” with furious wrath, fighting to the death to protect what they view as their right to a bit of relaxation.

### ERINYES (4)

CR 8

XP 4,800 each

hp 94 each (*Pathfinder RPG Bestiary* 75)

**Treasure:** One of the crates in the middle of the barge contains all of the jewelry and gold stolen from various prisoners over the past several days, amounting to 3,400 gp in all.

**Failure:** If the PCs fail to defeat the four erinyes, they respond by abandoning their barge and taking up a vengeful hunt throughout the city, extending to the mainland, and make sure their victims and witnesses realize their fury is a direct result of the PCs’ attempt to meddle. This costs the PCs 2 Popularity Points—if they can later defeat the erinyes, they regain these 2 PP but earn no more for finishing the mini-quest.



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**Victory:** Defeating the erinyes not only prevents them from joining Ecarrdian at the end of the adventure, but further spreads word of the PCs good deeds—this mini-quest awards 2 PP rather than 1.

### S. HELLISH CAVALRY (CR 13)

The largest group of devils in Parego Regicona is a loud, aggressive, and violent band of bearded devils who await the opportunity to help the Council of Thieves establish order with growing impatience. They, along with their hellcat mounts, are only barely keeping their destructive urges in check, and are responsible for the majority of the grim tales and sorrows plaguing the central island.

**Setup:** News of the tormenting hellish cavalry makes the devils relatively easy to track down—the PCs should be able to find where these devils are currently located with a minimum amount of effort.

**Map (page 41):** The hellish cavalry can be encountered anywhere in Parego Regicona—the sample location given shows a standard plaza in the beleaguered region, complete with a mound of rubble or sinkhole that the PCs can use for cover as they approach the area if they wish.

**Creatures:** Although the six bearded devils are the rowdier and louder of the two, it's their hellcat "mounts" who are the true dangers. Most of the tactical moves and planning come from the hellcats, who see their riders as little more than distractions—attacks levied against a bearded devil, after all, are attacks not aimed at a hellcat!

The devils are likely encountered as they're engaged in one of their favorite games—tormenting a frightened nobleman in a wide street. Typically, the devils arrange themselves around the edges of the area, then throw an aristocrat into the middle and promise him that if he can survive a dozen charges from a glaive-wielding mounted devil, they'll not only let him go but allow him to pick the next person to "play the game." Very few aristocrats survive long enough to enjoy this doubtful pleasure.

Eager to turn their attention to more capable opponents, the devils eagerly attack the PCs, fighting to the death.

**BEARDED DEVILS (6)** **CR 5**  
**XP 1,600 each**  
 hp 57 each (*Pathfinder RPG Bestiary* 73)

**HELLCATS (6)** **CR 7**  
**XP 3,200 each**  
 LE Large outsider (evil, extraplanar, lawful)  
**Init** +9; **Senses** darkvision 60 ft., scent; Perception +18

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**DEFENSE**  
**AC** 21, touch 15, flat-footed 15 (+5 Dex, +1 dodge, +6 natural, -1 size)  
**hp** 85 each (9d10+36)  
**Fort** +7, **Ref** +10, **Will** +5  
**Defensive Abilities** invisible in light; **DR** 5/good; **Resist** fire 10; **SR** 17

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**OFFENSE**

**Speed** 40 ft.  
**Melee** 2 claws +13 (1d6+5 plus grab), bite +13 (2d6+5)  
**Space** 10 ft.; **Reach** 5 ft.  
**Special Attacks** pounce, rake (2 claws 1d6+5)

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**TACTICS**

**During Combat** The hellcats themselves choose their targets, letting their devilish riders concentrate solely on slashing at foes with their glaives.

**Morale** The hellcats fight to the death.

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**STATISTICS**

**Str** 21, **Dex** 21, **Con** 19, **Int** 10, **Wis** 14, **Cha** 10  
**Base Atk** +9; **CMB** +15; **CMD** 31 (35 vs. trip)  
**Feats** Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility  
**Skills** Acrobatics +17 (+21 jump), Climb +17, Perception +18, Stealth +17, Survival +14, Swim +17; **Racial Modifiers** +4 Perception, +4 Stealth  
**Languages** Infernal (cannot speak); telepathy 100 ft.

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**SPECIAL ABILITIES**

**Invisible in Light (Su)** In bright light, a hellcat is naturally invisible. In normal light, a hellcat has partial concealment (20% miss chance), while in dim light it has no special concealment. Darkness smothers the creature's flickering glow and conceals it normally.

**Failure:** If the PCs fail to defeat the cavalry, they grow bolder and begin causing more and more mayhem as their impatience grows thin. While this does result in eventual intervention from the Council and Melavengian (who steps in to punish the out-of-control bearded devils, much to the hellcats' delight), it does little for the PCs' reputation—this development costs them 1 PP.

**Victory:** Defeating the hellish cavalry further erodes the number of foes the PCs will face in the final part of this adventure.

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## PART SEVEN: THE ASSASSIN'S PET

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Once madness strikes and Westcrown begins its tumble into chaos, Chammady Drovengé steps back into the shadows to wait. Now that she's assassinated the majority of the opposition, she hopes to be able to remain behind the scenes until either her brother calls on her for aid or the time is right to make the bid for control of Westcrown. Yet if the PCs can locate her and confront her, she'll be forced to act before she's ready—and if they can confront her with the contract recovered from Walcourt, they may even be able to recruit her against her own brother!

### LOCATING CHAMMADY

Perhaps the hardest part of confronting Chammady is finding her. She's retreated to a vault below the townhouse of her besotted lover, a nobleman and corrupt priest of



## The Twice-Damned Prince



Abadar named Vuiper Ghivel, located in north-central Rego Corna. Vuiper is convinced that Chammady wants him to be her husband once the Council of Thieves controls Westcrown, and has been one of the operation's greatest supporters and sources of funds for some time. In fact, Chammady is merely using him—since the vaults below his home just happen to be exactly the right place for a *well of many worlds* to open into Erebos, he makes convenient cover indeed.

Chammady has taken pains to disguise herself whenever she comes and goes from Ghivel's townhouse, and Ghivel himself has been quite tight-lipped about his secret affair (since a dalliance with a thief would certainly have dire repercussions on his official standing in the church), but not all trails are covered as well. Some of the key NPCs the PCs battle in this adventure know where Chammady is hiding out—the tiefling Skarx is one, and some of the Council captains might know as well. Interrogations of captured NPCs could thus lead to Ghivel's home. If they manage to dominate or otherwise secure the cooperation of any of the devils in this adventure, they can even get them to admit they came into Westcrown via a *well of many worlds* under a building in central Westcrown. Yet this adventure assumes that the PCs, being high level and having a fair amount of resources, can

track down Chammady through the use of a number of high-level divination spells such as *scrying*, *divination*, *locate creature*, or *commune*. Unlike her brother, Chammady has taken no real precautions against such discovery.

Of course, if the PCs don't confront Chammady before they confront Ecardian, all is not lost—they simply have a tougher time of things in that final battle at the Vacant Throne, as they need to confront both Drovengs at once.

### THE GHIVEL TOWNHOUSE (CR 13)

Although times have been rough on all of Westcrown's noble houses, the Ghivel family may have had it the worst—for now, only one member survives. Vuiper Ghivel has long served as the voice of his family name, even as his cousins and siblings grew to despise him after the death of the family patriarch a few years ago. Since that death (whispered by the lesser Ghivels to have been murder), Vuiper has frozen much of his family's considerable assets, forcing his kin to live in buildings far below their station because of his increasingly fringe religious beliefs—that wealth belongs to the city, not to the individual who lives in that city. Although Abadar's followers in Westcrown were once quite strong, they never quite recovered after the Chelish civil war, and today faith in the city resides



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primarily in Vuiper's self-centered hands. Only his skill at diplomatic doubletalk has kept his nearly heretical beliefs from getting him in more trouble with the church, and if his association with the Council of Thieves were to come out, an excommunication would not be far behind. That Vuiper continues to receive support in continued access to divine magic from Abadar speaks volumes to his ability to ride the narrow line between faith and heresy, and depending on how the PCs handle the situation, they could well push him over the edge into outright blasphemy.

A DC 20 Knowledge (nobility) check is enough for a PC to know that the Ghivel family has been on the decline, despite the fact that their businesses seem to have been doing quite well. A DC 30 Knowledge (nobility) check reveals the rumor that Vuiper has been withholding money from his kin, claiming to be saving it to better the

city—yet he has never funded a major public work in the few years he's been the Ghivel patriarch.

**Creature:** Today, Vuiper Ghivel is the sole surviving member of his family. His cousins, brothers, sisters, nieces, and nephews have all perished after he gave up their addresses to Chammady in a show of misplaced devotion to her—she secretly had them slaughtered and laid the blame on the reckless riots and mobs inspired by the city's rebels and insurgents. Ghivel has essentially come to blame the PCs for his family's deaths, and while he doesn't mourn their fates, he does mourn Westcrown's. In opposing the ascendance of the Council, the PCs are condoning and actively promoting the chaos, and if the PCs show up at his door, he recognizes them for who they are and immediately confronts them with accusations of “stoking the fires of anarchy” and “feeding Westcrown to the mob.”

Vuiper is itching for a fight, and eager to put the PCs in their place not only to rob the mob of their figureheads but to impress his paramour, whom he knows is opposed by the PCs. Any indication of hostility on the PCs' part is enough to trigger his anger and an attack. If, however, the PCs can engage him in conversation, they have a chance to trap him in his own heresies. Allow the PCs to carry on their conversation as they wish, but as soon as you feel they've made their case, have the player who spoke the most make a Diplomacy check—the other players can all attempt to aid another this check with DC 10 Diplomacy checks of their own.

It's a DC 30 Diplomacy check to calm Vuiper down; if this check fails, he becomes enraged, calls the PCs the “real criminals,” and attacks. If, on the other hand, the PCs calm him, he concedes that the PCs have made several good points, and allows one of them to enter his home. As long as he believes that the PCs are complying, he leads the chosen PC down to area U2 to meet Chammady. If he ever suspects that the PCs are tricking him, though, he attacks as if the Diplomacy check were a failure.

If the Diplomacy check exceeds a DC of 40, though, Vuiper has a moment of clarity, realizes how far he has strayed from his faith and kin, and breaks down in tears. He confesses that Chammady is downstairs but begs them to be kind to her, telling them she's not as bad as they think and that if they'd only listen to what she has planned they'd realize it's for the best. In this case, he leads the PCs downstairs to confront Chammady, hoping to moderate the confrontation so no one gets hurt.



VUIPER GHIVEL

**VUIPER GHIVEL**

**CR 13**

**XP 25,600**

Male human cleric of Abadar 7/aristocrat 7

LE Medium humanoid (human)



## The Twice-Damned Prince

Init +1; Senses Perception +5

### DEFENSE

AC 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)

hp 126 (14 HD; 14d8+63)

Fort +10, Ref +5, Will +15

### OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4–1/19–20)

Ranged +1 keen light crossbow +13 (1d8+1/17–20)

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

Domain Spell-Like Abilities (CL 7th; concentration +12)

8/day—inspiring word, resistant touch

Spells Prepared (CL 7th; concentration +12)

4th—*discern lies*<sup>D</sup> (DC 19), *freedom of movement*, *poison* (DC 19)

3rd—*blindness/deafness* (DC 18), *cure serious wounds*, *dispel magic*, *protection from energy*<sup>D</sup>

2nd—*cure moderate wounds* (2), *enthrall*<sup>D</sup> (DC 17), *hold person* (DC 17), *spiritual weapon*

1st—*command* (DC 16), *cure light wounds* (3), *detect chaos*, *divine favor*<sup>D</sup>, *sanctuary* (DC 16)

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

D domain spell; Domains Nobility, Protection

### TACTICS

**Before Combat** If the PCs give him time to prepare, Vuiper casts *discern lies*, *freedom of movement*, and *protection from energy (fire)* before he answers his door to talk to them.

**During Combat** Vuiper tries to keep his distance in combat, using channeled negative energy or his spells to keep the PCs at range as long as possible while fighting a retreat to area T9 where he can yell downstairs for aid. Chammady won't reply, which forces Vuiper to use his *cape of the mountebank* to flee to her side, likely forcing her to join the fray. If Vuiper attacks first, this is the final straw on his teetering faith—Abadar does not approve and immediately strips the man of his spells and ability to channel negative energy. In this event, a panicked Vuiper falls back on his crossbow and makes haste to join Chammady for protection. If the PCs attack Vuiper first, though, his faith is not broken and he retains access to his spells and abilities, as he can convince himself he's only acting in self-defense.

**Morale** If brought below 40 hit points, Vuiper drops his weapons and begs for mercy. He holds nothing back from the PCs, asking them only to be merciful to his lover when they confront her.

### STATISTICS

Str 8, Dex 13, Con 16, Int 10, Wis 20, Cha 12

Base Atk +10; CMB +9; CMD 22

**Feats** Combat Casting, Deadly Aim, Persuasive, Point Blank Shot, Rapid Reload, Toughness, Vital Strike, Weapon Focus (light crossbow)

**Skills** Diplomacy +22, Intimidate +22, Knowledge (local) +7, Knowledge (nobility) +8, Knowledge (religion) +7, Linguistics +4, Spellcraft +17

**Languages** Common, Infernal

**SQ** aura

## Locations in Ghivel's Townhouse

Vuiper's townhouse is relatively well decorated. Not rich, perhaps, but it's certainly not the home of a pauper—especially not when compared to the conditions he forced his kin to live in during their final days.

- T1. Front Porch:** The front door to the townhouse is kept locked (DC 40 Disable Device to pick). If the PCs knock, Vuiper answers as soon as he casts his three preparatory spells.
- T2. Foyer:** A comfortable foyer decorated with gold and red tapestries.
- T3. Study:** A cozy study with a healthy collection of religious texts and history books.
- T4. Dining Room:** Only one chair sits at the long table in this dining room.
- T5. Kitchen:** A large brick hearth dominates this well-stocked kitchen.
- T6. Pantry:** A fair amount of wine is stored here, none of it particularly remarkable.
- T7. Workroom:** Used as both a bookbinding workshop and a personal shrine to Abadar, this room hasn't seen much use for the past several months. A large mound of religious tapestries lies in the southern corner—dumped there after Chammady asked Vuiper to remove them from the bedroom.
- T8. Bedroom:** A large bedroom, the walls of which are bare. A DC 25 Perception check of the room finds a feminine set of underclothes between the bed and the wall.
- T9. Secret Door:** It's a DC 30 Perception check to notice this secret door. The stairs beyond lead down to the townhouse crypts.

**Gear** +2 leather armor, +1 keen light crossbow, masterwork dagger, *cape of the mountebank*, *headband of inspired wisdom* +2, *ring of protection* +2, gold holy symbol worth 250 gp

## UNDER THE GHIVEL TOWNHOUSE (CR 14)

Chammady Drovenge has spent much of her time in the past several days hiding out in one of the larger rooms under the Ghivel Townhouse. She ventures forth only when the urge to move unseen through Westcrown to see how things are stewing strikes her, and even then only infrequently, as she wants to keep Vuiper strung along with the misconception that she actually loves him. She has grown quite disgusted with the Abadaran, and is looking forward to how he'll react when he discovers her plans to give him over to Melavengian as partial payment for services rendered.

Chammady has, of course, tried the *well of many worlds* in numerous locations throughout the chambers here, only to find that, with the exception of the location in



## Council of Thieves Part 6 of 6

### Locations Under Ghivel's Townhouse

The chambers below the Ghivel townhouse are lined with ancient brick, with numerous small drains that allow moisture to drain into the sewer. Despite this, the vaults are a damp, moldy place year round, and the brickwork is old and flaking.

- U1. Vaults:** Much of the money Ghivel was stashing was kept, until recently, in these four vaults. Now, they are all but empty—taken by Chammady to help fund the coup, with hollow promises to Vuiper that she'll repay him soon, with interest. All that remains are several empty treasure chests and a total of 2,400 gp in assorted coins and art objects.
- U2. Chammady's Retreat:** Although Chammady's made a valiant effort to make this old shrine to Abadar into a passable retreat by introducing a number of carpets, rugs, furs, incense burners, braziers, and assorted fine furniture, the place still feels clammy and damp.
- U3. Doorway to Erebus:** The secret door leading to this room can be found with a DC 40 Perception check. The room beyond, originally a hidden treasure vault, is now empty. A 5-foot-diameter circle has been painted on the floor in the northwest corner—this marks the location of the portal to Erebus when the *well of many worlds* is placed on it.

area **U3** (which opens into the lair of the barbed devil Melavengian in Erebus), all other locations open into areas of vast emptiness, be they deep in the astral plane or high in the sky above another plane, rendering all of these other local locations relatively useless as resources (although they can certainly serve as escape routes if she's hard pressed).

Chammady doesn't want to risk everything this close to the end, and if she realizes the PCs are near, she casts her spells as detailed in her stat block, then hides amid the tapestries and furnishings of this room, waiting to see what comes next. If the PCs enter alone, she studies one of them to prepare for a death attack—if they arrive with Vuiper, and he attempts to contact her, she still doesn't show herself until she has a chance to strike. If, on the other hand, Vuiper arrives alone, warning her that the PCs are above, she has him wait in this room for the PCs to arrive, ordering him to attack them as they do so she'll have a chance to move into position to strike.

Only if she learns that the PCs have a copy of the infernal contract between her father and Mammon does Chammady stay her hand—she's long been curious about it, and if Vuiper or the PCs inform her about the clause that consigns her soul to Erebus as soon as Ecarrdian has his moment of triumph, all pretense of family bonds and desire to rule Westcrown vanishes. How she

reacts depends on the PCs' demands—see Chammady and the Contract.

### CHAMMADY DROVENCE

**CR 14**
**XP 38,400**

Female human ranger 10/assassin 4

NE Medium humanoid (human)

**Init** +5 (+9 urban); **Senses** Perception +18 (+22 urban)

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**DEFENSE**


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**AC** 29, touch 18, flat-footed 24 (+8 armor, +3 deflection, +5 Dex, +3 natural)

**hp** 125 (14 HD; 10d10+4d8+52)

**Fort** +11, **Ref** +14, **Will** +7; +2 vs. poison

**Defensive Abilities** evasion, uncanny dodge; **Resist** fire 10

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**OFFENSE**


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**Speed** 40 ft., fly 60 ft. (average)

**Melee** +3 *returning human bane dagger* +17/+12/+7 (1d4+6/17–20), *assassin's dagger* +16/+11/+6 (1d4+5/17–20)

**Ranged** +3 *returning human bane dagger* +21 (1d4+3/17–20)

**Special Attacks** death attack (DC 12), favored enemy (human +6, halfling +4, dwarf +2), hunter's bond (companions), sneak attack +2d6, true death (DC 19)

**Spells Prepared** (CL 7th; concentration +8)

 2nd—*barkskin*

 1st—*longstrider*, *pass without trace*, *resist energy*


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**TACTICS**


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**Before Combat** Chammady casts all of her spells before entering combat, using *resist energy* to gain resistance to fire.

**During Combat** Chammady has rarely met a foe that could match her grace and deadly skill in combat, with the exception of her brother and perhaps the devil Melavengian. This has left her somewhat proud and arrogant—once combat begins, she makes a death attack against a foe if she has the chance, but she prefers straight-up combat so she can “show off.” She fights with her two deadly daggers, focusing on human foes if possible and using Improved Vital Strike and Two-Weapon Rend to maximize damage.

**Morale** Chammady is no coward, yet neither are her convictions as overwhelming as her brother's. If reduced to 30 or fewer hit points, she tries to escape.

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**STATISTICS**


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**Str** 16, **Dex** 20, **Con** 16, **Int** 10, **Wis** 12, **Cha** 14

**Base Atk** +13; **CMB** +16; **CMD** 34

**Feats** Deadly Aim, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Critical (dagger), Improved Iron Will, Improved Two-Weapon Fighting, Improved Vital Strike, Iron Will, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike

**Skills** Acrobatics +26 (+30 jump), Bluff +19, Diplomacy +19, Disguise +7, Fly +10, Knowledge (nobility) +5, Linguistics +4, Perception +18 (+22 urban), Stealth +31 (+35 urban), Survival +16 (+20 urban)

**Languages** Common, Infernal

**SQ** favored terrain (urban +4, water +2), hidden weapons, poison



## The Twice-Damned Prince

use, swift tracker, track +5, wild empathy +12, woodland stride  
**Gear** +4 glamered mithral chain shirt, +3 returning human bane dagger, assassin's dagger, belt of physical perfection +2, ring of chameleon power, ring of protection +3, sandals of elvenkind, well of many worlds, wings of flying, gold signet ring worth 1,200 gp, mithral earrings worth 800 gp

### SPECIAL ABILITIES

**Enhanced NPC** As Chammady's stats are built using a 20-point buy and her gear is equivalent to a PC of her level, her CR is +1 higher than normal.

### CHAMMADY AND THE CONTRACT

When Chammady learns of her fate, as spelled out in the infernal contract, things start to fall into place for her. She has, of course, long wondered about the exact wording of her father's deal with Mammon, but has never been able to find a copy of the contract—she never thought to check the treasure vaults of Walcourt, always assuming that if a copy survived, it surely must have been hidden in Drovenga Manor.

While Chammady isn't foolish enough to immediately assume that the contract the PCs show her is real, neither is she foolish enough to discount their claim. The PCs can convince her of the truth with a DC 50 Fame check, at which point she'll believe what they say enough that she'll want to confront her brother. Alternatively, she'll ask the PCs to give her the contract, at which point she automatically stays any further attack against the PCs and allows them to leave unharmed. If the PCs ask her what she plans to do, she replies that, after she "verifies" the contract with an ally (Melavengian), she plans on confronting her brother to ask him to step away from the plan, if only to save her from an eternity of damnation.

At this point, a DC 20 Sense Motive check is enough for a PC to discern that Chammady is holding something back. If pressed, she admits that she finds it very unlikely that her brother will agree to back down from their plan to seize control by using the Vacant Throne to display his power and bring peace to Westcrown. This leaves Chammady with little choice—if her brother won't agree to set aside the plan (bypassing the clause of him achieving his greatest glory and thus saving Chammady), she'll be forced to make that decision for him by attempting to kill him.

Chammady knows that she has little chance of winning in a one-on-one fight against her brother, and that if she has the PCs on her side, those chances increase dramatically. Assuming the PCs play their cards right and trust their enemy, they could well secure Chammady's aid to confront her brother—all they have to do is extend a little trust by giving her the infernal contract and agreeing to let her attempt to talk her brother out of the plan before it is too late.

## PART EIGHT: THE VACANT THRONE

The exact order in which the majority of this adventure's encounters play out is not set in stone—"The Twice-Damned Prince" is very much a sandbox of an adventure in that regard. Only the final encounter wherein the PCs confront Ecarrdian occurs at a specific point—it is the penultimate encounter (the final encounter being the arrival of General Vourne, detailed in "Concluding the Campaign"), and once the PCs trigger it by attempting to confront Ecarrdian, the end of the adventure comes swiftly. If the PCs haven't played through the majority of the other encounters, try to coax them away from confronting Ecarrdian, perhaps by having NPCs warn them that the city's well-being must come first, or reminding them that if they don't work to undermine Ecarrdian's forces before they confront him, he'll bring all of his allies to bear on the PCs to defend himself.

Of course, discovering where Ecarrdian is hiding could be a problem. This adventure assumes that they learn of his location from Chammady after they convince her to confront her brother, in which case she reveals to them that he has created a secret lair inside the stone of the Arodennama, the great statue of Aroden that stands at the southern height of Westcrown, a looming testament to Aroden's death and the advent of the Age of Lost Omens.

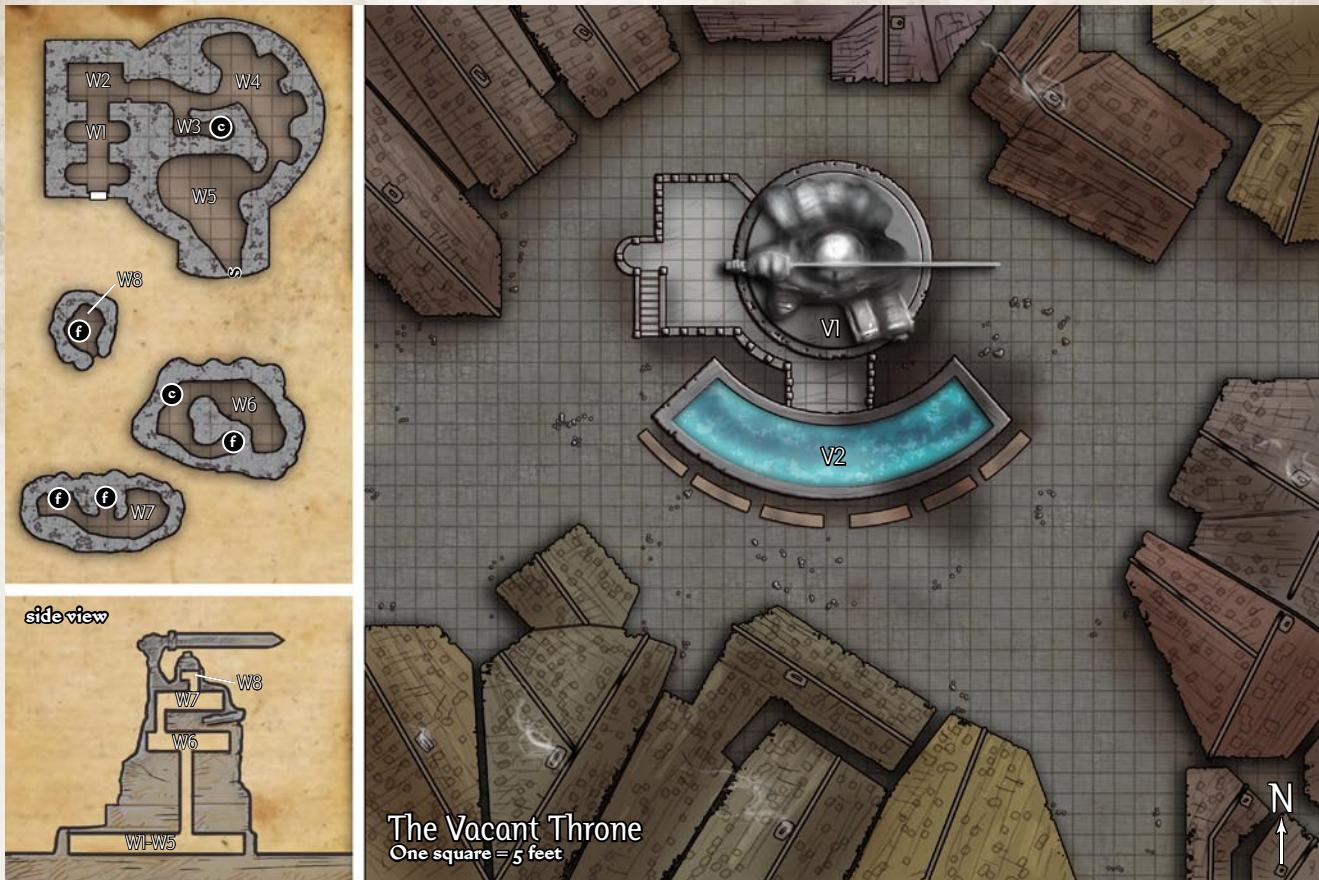
If the PCs don't take this route, they'll need to rely on other sources to learn about Ecarrdian's location. His *amulet of proof against detection and location* makes using divinations to learn where he's at difficult, meaning that the PCs may have no way to learn where he's located until the last minute.

Once Ecarrdian deems that Westcrown has suffered enough, he waits until sunset before upending two barrels of oil in area **W8**, causing the stuff to run down the exterior of the 90-foot-tall statue of Aroden like rivers of tears from the eyes of the great figure. When Ecarrdian lights the oil on fire, the resulting image of flaming tears brings much of Westcrown to a standstill. Everyone in the city quickly hears of the "Burning Tears of God" and sees the shocking spectacle looming high over the city—this is also the signal to all of the devils the Drovengas unleashed to teleport into the area surrounding the Vacant Throne and "attack" the statue.

At this point, Ecarrdian plans to emerge from the Arodennama and personally lead an army of his own soldiers (all agents of the Council of Thieves) in a gloriously staged battle against the devils. He originally hoped to have the pit fiend Liebdaga pose as the commander of the devilish army, but with that path closed to him, the barbed devil Melavengian takes on the role. The battle between the thieves and the devils is epic, with explosions of fire and much mayhem—but it is also all staged. The devils, as they



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“die,” simply teleport back to area **U3** to return to Erebus and await their rewards, leaving the victorious forces of the “Golden Scion,” as Ecarrdian hopes to become known. The devils gone, and the primary instigators of the chaos (his own men) under control, seizing command of Westcrown would be shockingly easy for Ecarrdian if things went according to plan.

Since you control when Ecarrdian triggers the “Burning Tears,” you can effectively control when this final set of events comes into play if the PCs don’t ally with Chammydy. The sight of the battle between thief and devil should be more than enough to draw the PCs to the Vacant Throne for the final confrontation.

### THE BATTLEGROUND

The area surrounding the Arodennama is known as the Vacant Throne. This large plaza is built around the 90-foot-tall statue (area **V1**), and encompasses several abandoned buildings. Before the statue sits a 20-foot-wide reflecting pool (area **V2**), although its waters are thick with algae. This water is only 1 foot deep. Six stone benches sit along the southern side of the pool, and several oak trees grow from earthen areas where the plaza’s flagstones are missing. The entire plaza has a feel of ancient but abandoned majesty.

Ecarrdian and a few select allies have created their own network of chambers within the statue. Working under cover of night and with a conjured shaitan genie named Belessima, the team carved a whole network of chambers within the statue with numerous applications of *stone shape*.

**W1. Prayer Alcoves:** Once the battle nears, these small alcoves each contain a hiding Council captain, ready to leap to their master’s defense.

**W2. Aroden’s Crypt:** This shrine functions as much as a gravestone for Aroden as anything else. There is no magic here, no lingering curse or potent aftereffect of Aroden’s passing—and that has troubled some members of his priesthood more than anything else, for if Aroden couldn’t even bless this, the site he had to return to the world, then his abandonment of humanity is even more profound.

The shaitan Belessima stands guard here, ready to warn Ecarrdian of intruders by stone gliding up into the statue to alert him in area **W7**.

**W3. Shaft Up:** This shaft leads up to area **W6**. It, like all other shafts within the Arodennama, contains a ladder-like set of niches to aid in navigation—it’s a DC 5 Climb check to move up or down these shafts.

**W4. Barracks:** Each of the four alcoves contains a bedroll, a small bag of food, and some water.



## The Twice-Damned Prince

**W5. Guard Room:** One Council captain is on guard here at all times, except when the captains move into position at area **W1** in the hours before Ecarrdian's triumph. The guard here keeps an eye on the Vacant Throne through a cleverly hidden slat in the secret door that opens out into the edge of the reflecting pool—it's a DC 40 Perception check to notice this genie-crafted secret door.

**W6. Melavengian's Chambers:** The barbed devil spends much of his time here, waiting patiently (often with a victim plucked from Westcrown's unfortunate populace that the devil can torment) for the battle to come.

**W7. Ecarrdian's Chambers:** This relatively small chamber has served Ecarrdian as home for many days. A padded bedroll, numerous fine wines and foods, and several well-read classic works of literature (including a copy of *The Six Trials of Larazod*) can be found here.

**W8. Observation Chamber:** Two large barrels of flammable oil sit in this room next to a small silver box containing a dozen tinder twigs—all that Ecarrdian needs to stage his dramatic coup. The opening in the east wall provides a grand view of Westcrown from a point just between the Arodennama's eyes, although from outside it is obscured by a permanent *illusory wall*.

### BELESSIMA

CR 7

XP 3,200

Female shaitan genie (*Pathfinder RPG Bestiary* 143)

hp 85

### COUNCIL CAPTAINS (4)

CR 10

XP 9,600 each

hp 79 each (see page 10)

### MELAVENGIAN

Melavengian is a cleric of Mammon and a powerful and high-ranking member of the archdevil's inner circle. The barbed devil wants very much to be the one to usher Chammady's soul into Erebus for Mammon, hoping to receive an infernal promotion from the act. While the Drovenges paid him well for his services in gold and magic (payments the devil certainly appreciated), in truth he would have provided his services gratis if he didn't feel that doing so would have aroused Chammady's suspicion—as it stands, he fears she suspects too much already.

### MELAVENGIAN

CR 14

XP 38,400

Male barbed devil cleric of Mammon 7 (*Pathfinder RPG*

*Bestiary* 72)

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

**Init** +11; **Senses** darkvision 60 ft., see in darkness; Perception +17

#### DEFENSE

**AC** 30, touch 20, flat-footed 23 (+3 deflection, +7 Dex, +10 natural)

**hp** 218 (19 HD; 12d10+7d8+121)

**Fort** +18, **Ref** +17, **Will** +20

**Defensive Abilities** barbed defense (1d8+8); **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +28 (2d8+10/19–20 plus fear and grab)

**Special Attacks** fear (DC 21), impale 3d8+12, channel negative energy 8/day (4d6, DC 18)

**Domain Spell-Like Abilities** (CL 7th, concentration +12, ranged touch +24)

8/day—acid dart, touch of evil

**Spell-Like Abilities** (CL 12th; concentration +17; ranged touch +24)

At Will—*greater teleport* (self plus 50 lbs. of objects only),

*hold person* (DC 18), *major image* (DC 18), *produce flame*,

*pyrotechnics* (DC 17), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 19), summon (level 4, 1 barbed devil

35%), *unholy blight* (DC 19)



MELAVENGIAN



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**Cleric Spells Prepared** (CL 7th; concentration +12)  
 4th—*air walk*, *poison* (DC 19), *spike stones*<sup>D</sup>  
 3rd—*cure serious wounds*, *dispel magic*, *locate object*,  
*stone shape*<sup>D</sup>  
 2nd—*cure moderate wounds* (3), *soften earth and*  
*stone*<sup>D</sup>, *status*,  
 1st—*cure light wounds* (3), *divine favor*,  
*obscuring mist*, *protection from good*<sup>D</sup>,  
*sanctuary* (DC 16)  
 o (at will)—*bleed* (DC 15), *detect magic*,  
*guidance*, *mending*  
**D** domain spell; **Domains** Earth, Evil

### TACTICS

**Before Combat** Melavengian maintains a *status* spell on both Ecarrdian and Chammady at all times. Before combat begins, he casts *air walk* and *protection from good* on himself.

**During Combat** Melavengian prefers to open combat at range, beginning with *scorching rays*, *hold person*, and *spike stones* to soften up the foes before he moves in to attack. Just before entering melee, he casts *divine favor* and then uses his claws to ruin foes.

**Morale** Melavengian fights to the death.

### STATISTICS

**Str** 26, **Dex** 25, **Con** 22, **Int** 10, **Wis** 20, **Cha** 20  
**Base Atk** +17; **CMB** +25; **CMD** 45  
**Feats** Cleave, Combat Reflexes, Critical Focus, Improved Critical (claws), Improved Initiative, Iron Will, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (claws)  
**Skills** Appraise +22, Bluff +27, Diplomacy +18, Knowledge (planes) +13, Knowledge (religion) +13, Perception +17, Stealth +19  
**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.  
**Gear** *amulet of mighty fists* +2, *ring of protection* +3

## ECARRDIAN DROVENGE

Even if his childhood had not been traumatic and bereft of love save from his sister's familial devotion, Ecarrdian's true nature would have forced him to develop into a cruel, murderous villain with an urge to rule. His conception was engineered by an archdevil, and Ecarrdian had no more free will than an automaton to resist the urge to claim Westcrown as his own.

### ECARRDIAN DROVENGE CR 15

**XP** 51,200

Male advanced tiefling rogue 10/duelist 4 (*Pathfinder RPG Bestiary* 264, 294)

LE Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +20

### DEFENSE



ECARRDIAN DROVENGE

**AC** 31, touch 22, flat-footed 21 (+7 armor, +2 deflection, +9 Dex, +1 dodge, +2 natural)

**hp** 189 (14 HD; 10d8+4d10+122)

**Fort** +14, **Ref** +19, **Will** +10

**Defensive Abilities** canny defense, enhanced mobility, grace, improved evasion, improved uncanny dodge, parry, trap sense +3; **DR** 10/good and silver; **Resist** cold 5, electricity 5, fire 5; **SR** 26

### OFFENSE

**Speed** 40 ft.

**Melee** rapier of puncturing +19/+14/+9 (1d6+10/15–20 plus wounding)

**Special Attacks** Combat Reflexes, precise strike, sneak attack +5d6 plus 5 bleed

### TACTICS

**Before Combat** Ecarrdian uses his *bracelet of friends* to call Chammady as soon as he fears combat with the PCs is imminent.

**During Combat** Ecarrdian prefers to attack once per round, using Improved Feint and Improved Vital Strike to maximize his damage and (unless he's finding it difficult to hit his foes) Combat Expertise to increase his AC. Only if he's surrounded does he make full-attack actions.

**Morale** Ecarrdian fights to the death.

### STATISTICS

**Str** 18, **Dex** 20, **Con** 24, **Int** 18, **Wis** 16, **Cha** 14  
**Base Atk** +11; **CMB** +15; **CMD** 33  
**Feats** Combat Expertise, Dodge, Improved Critical (rapier), Improved Feint, Improved Vital Strike, Mobility, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier)  
**Skills** Acrobatics +22 (+31 jump), Bluff +21, Disable Device +22, Escape Artist +22, Intimidate +19, Knowledge (local) +21, Knowledge (nobility) +9, Knowledge (planes) +9, Perception +20, Perform (dance) +7, Sense Motive +20, Sleight of Hand +22, Stealth +24  
**Languages** Azlanti, Common, Draconic, Infernal, Osiriani  
**SQ** improved reaction +2, rogue talents (bleeding attack, combat trick, finesse rogue, improved evasion, weapon training), trapfinding +5  
**Gear** +5 leather armor, rapier of puncturing, amulet of proof against detection and location, belt of mighty constitution +4, boots of striding and springing, bracelet of friends (keyed to Chammady), cloak of resistance +3, ring of freedom of movement, ring of protection +2

### SPECIAL ABILITIES

**Spawn of Mammon (Ex)** As the spawn of Mammon, Ecarrdian's base ability score modifiers are +2 Con, +2 Wis, and –2 Cha. Ecarrdian has the Advanced Creature template, a 20-point ability score buy, and gear as if he were a PC. In addition, while Ecarrdian does not possess the standard *darkness* spell-like ability of a tiefling, he possesses exceptional DR and SR. These benefits increase his CR by +2.



## The Twice-Damned Prince

### TEARS OF FIRE

If the PCs don't confront Ecarrdian on their own terms with Chammady at their side, they likely end up confronting him after he's already started his plan by signaling Westcrown with Aroden's burning tears.

**Council Agents:** Led by Ecarrdian and Chammady, a total of 16 Council captains, 30 thieves, 26 Hellknight heretics, and 60 cutpurses are involved on the Council side of the battle. The total number of thieves and cutpurses is constant, but the number of Council captains and Hellknight heretics should be reduced by the number the PCs have slain during this adventure. The ghostly Signifer Verennie joins the fray with her heretics if she still exists, and Skarx Veskandi is here as well if she lives. Any other notable Council members who may have survived previous adventures should also be here.

**Devils:** While the devils are less numerous, they are generally more powerful and more mobile than the thieves. Led by Melavengian, the devils involved in the fight consist of four erinyes, 12 bearded devils (six of which are mounted on hellcats—the other six leave their hellcats behind in Parego Regicon), 10 imps, and 20 lemures. At the start of the battle, the devils attempt to summon additional reinforcements. Reduce the number of erinyes and bearded devils encountered by the number of devils the PCs may have destroyed in this adventure.

**Getting Involved:** By the time the PCs arrive, the battle is likely already underway. Yet a DC 20 Sense Motive check is enough for the PCs to realize that the battle seems staged—there aren't many dead bodies, and much of the fighting seems to be for show rather than for real. If the PCs are foolish enough to enter the battle, they find both sides (devils and thieves) turning against them, in which case the battle becomes very real. Fortunately, the battle itself distracts the majority of the combatants so that the PCs should be able to skirt the edges and directly confront Chammady and Ecarrdian at area **V1**, where they direct the battle with shouted orders. In order to win this battle, the PCs need to defeat both Drovege siblings, a task that should become increasingly difficult as more and more thieves and devils turn their attention to the PCs as they fight the two Council leaders. Since this is the less graceful resolution to the campaign, feel free to hit the PCs hard in this case—they may well need to call upon other allies to aid them in the fight as you wish.

### FAMILY REUNION

A far safer (though by no means safe) route to victory is to seek out Chammady, inform her of the clause in the contract, and then accompany her to the Vacant Throne before Ecarrdian can signal his armies. In this case, Chammady can lead the PCs directly to area **W7** to confront Ecarrdian with the contract—the minions stationed at the

Arodenname are loyal to Ecarrdian, not Chammady, so unless the entire party utilizes Stealth or other methods to bypass the four Council captains and the shaitan, they need to defeat these minions first before reaching Ecarrdian. Chammady is likely to sprint ahead in such a case, leaving the PCs to deal with the minions while she runs ahead to confront her brother. Melavengian is quick to come to Ecarrdian's side and ally with him in such an event.

Even if Chammady gets away from the PCs to confront her brother, you should allow the PCs to witness the tail end of the confrontation when they arrive. Ecarrdian is confused by the confrontation—he can't believe what his sister claims, and is too far gone into his plan to abandon it, but neither does he want to consign his sister to damnation. Melavengian's advice to the conflicted and agonized Ecarrdian pushes him to make a decision—and in truth, even without the barbed devil's advice, Ecarrdian would come to this same conclusion on his own. Westcrown must be his, and if his sister has gone mad with paranoia or has been deceived by the PCs' lies, then she simply becomes one last sacrifice.

When Ecarrdian makes his decision, his expression hardens and his shoulders set. He takes a full-round action to empty the barrels of oil, and then either he or Melavengian lights the fire, giving the signal for his armies to attack. While the devils can teleport into place and the majority of the thieves are already hidden in surrounding city blocks, it'll still take some time for these forces to arrive. Ecarrdian moves outside so that he can be more visible to command his armies when they arrive, and this could give you a chance to stage the final battle against him as he and the PCs are clambering about on the statue of Aroden itself. Melavengian joins Ecarrdian in this battle, but Chammady is likely to join the PCs' side—even if she doesn't believe their claims about the contract, the fact that her brother would rather sacrifice her than abandon their plan is enough to force her to fratricide. In any event, the PCs should have several rounds until the first of the devils and thieves appear to aid Ecarrdian—crucial rounds where they can, perhaps, avoid a huge confrontation by defeating the son of Mammon in combat.

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### CONCLUDING THE CAMPAIGN

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As the PCs strike Ecarrdian down, Mammon reaches up from Hell itself to visit his displeasure upon his son. With the final blow from the PCs, Ecarrdian shrieks as a blast of hellfire consumes his remains—in a heartbeat he is gone, his soul claimed by Mammon and his gear—including a strange half-melted gold coin bearing Mammon's leering face, are all that remain. Yet even with Ecarrdian's defeat, a final threat looms. General Vourne arrives at dawn,



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### Westcrown's Fate

| Fame Score    | Result   |
|---------------|--|
| 50 or lower   | <b>Prosecution:</b> The citizens of Westcrown do not see the PCs as heroes at all—in fact, many blame the heroes for much of what the city has endured. General Vourne institutes martial law, and the PCs are given a choice—exile from Cheliox or imprisonment in Egorian for their role in what occurred.   |
| 51–89         | <b>Martial Law:</b> The citizens of Westcrown do not see the PCs as heroes, but neither do they blame them. They certainly don't look to the PCs as leaders, and see no true option among their own. General Vourne institutes martial law and leaves a significant number of his troops stationed in Westcrown to rule. Over the years, Westcrown recovers from the events in Council of Thieves but continues to atrophy and diminish. In time, this once-proud city will become little more than a glorified fortification used by the House of Thrune as a port for their navy. Westcrown's legacy of art and culture will be gone forever.                                |
| 90–110        | <b>Self-Governance:</b> The citizens see themselves as heroes and the cause for Westcrown's salvation. Numerous noble houses nominate themselves for the role of the new leader, and the Hellknights and the dottari come to terms and agree to work out their differences. General Vourne agrees to let Westcrown hold elections to determine a new mayor, but over the years to come, he and his Thrune masters keep a close eye on the city. Westcrown soon recovers, and with the end of the shadow curse, the city's nightlife blooms as well. In the end, Westcrown settles into very much the same routine as it had before the events of this Adventure Path occurred. |
| 111 or higher | <b>Independence:</b> The citizens see the PCs as heroes and the sole reason that the Council of Thieves was defeated. Vourne is clearly impressed by the city's praise and adoration of the PCs, and realizes these heroes could well become problems in the future if they decide to oppose the House of Thrune. He doesn't want to give the PCs any reason to do so, and graciously cedes the fate of Westcrown to the PCs. Nominations of various PCs for mayor fly about, offers to lead the dottari or join the Order of the Rack abound, and in all the PCs should feel that what happens to Westcrown is left squarely in their hands.                                  |

leading the Imperial Navy, and as he strides into town and takes stock of the situation, his demands to know what has happened cannot be ignored. With the town's mayor fled and both the Hellknights and the dottari still recovering from their own ordeals, it falls to the PCs—being at the center of the strife, the champions of the Children of Westcrown, and the heroes that defeated the threat—to explain. Even if they don't seek out Vourne, he quickly learns that they were at the core of events and seeks them out, at which point he calmly but firmly asks the PCs to tell him what happened.

Allow the PCs to describe to Vourne their version of events. As they speak, Vourne looks with disdain on the rubble and ruin, and when the PCs finish, he should obviously not be overly impressed with their story. At this point, the general politely informs the PCs that he needs to confer with his captains, and that they should gather their supporters over the next few hours and meet him on the deck of his ship at noon. He makes clear that he intends to decide what is to be done with Westcrown, and indicates that unless the city can convince him otherwise, he is strongly in favor of instituting martial law.

### THE FATE OF WESTCROWN

Vourne calls a council aboard the deck of his warship *Asmodenaut* to determine the city's fate. He invites the PCs to attend, along with representatives from all of

Westcrown's surviving nobility, the Hellknights, and the dottari. As soon as the council begins, Vourne turns to Westcrown's nobility and citizens and asks them how they wish to be ruled. General Vourne is not interested in giving the PCs the chance to speak for themselves—if they protest, he coldly informs them that nothing they can say now can change what is best for Westcrown.

At this point, tabulate all of the Popularity Points the PCs have earned during this adventure and have one PC make a final Fame check (grant that PC a +2 bonus for each PC, since they automatically aid another on this check). Add the two results together, and then add any unspent Fame Points the PCs may still have. This result is the final, cumulative Fame Score for the group. Compare the resulting number to the Westcrown's Fate table to determine how the council plays out.

### WHAT IF ECARRDIAN WINS?

It's possible that the players fail to bring down the Drovenges, and that Ecarrdian rises fully to the rule of Westcrown. If this happens, Mammon has gained a city on the Material Plane and a son through which to rule it. The Children of Westcrown and their newfound allies still fight for the liberation of the city, but unless new heroes can be found to champion them, it is possible that the former capital will slide even deeper into infernal worship than the rest of Cheliox. Certainly, a Westcrown



## The Twice-Damned Prince



ruled by the Council of Thieves is no place for surviving PCs to live—although it could present an exciting backdrop for a high-level campaign.

### CONTINUING THE CAMPAIGN

Although saving Westcrown from the Council of Thieves is the focus of this Adventure Path, your campaign doesn't need to end with "The Twice-Damned Prince." Listed below are several adventure seeds you can use to keep your campaign going long after Ecarrdian is defeated.

**Cleansing the City:** Some of Mammon's legions still stalk the streets of Westcrown, stranded in the city after the PCs gain control of the *well of many worlds*. The players must seek out and destroy these hidden devils and other infernal menaces that threaten to create even more havoc.

**Crown of the West:** There are some who privately hope—and a few not so privately or quietly—for a Westcrown free from the rule of Cheliox and Egorian's influence. If the PCs decide to steer Westcrown into a secession from Cheliox, they'll need more than the city's resources to survive.

**Purging the Maggot Tree:** A particularly good-aligned party (or simply a vengeful one) could choose to

bring down their full might on the Mother of Flies. The hag, while helpful in "Mother of Flies," has been at the root of much of the suffering Westcrown has endured these past months. A campaign against her, however, might see the PCs facing not just the Mother of Flies but her new and potent allies from the Court of Ether in the Darklands.

**Rescuing the Drovenges:** Although unlikely, it's possible that the players found a way to bring down Ecarrdian without killing him. If so, there remains a portion of his human soul held captive within the treasuries of Erebus. Do the PCs gather their power, and make a foray into Hell itself for the sake of one man's soul? Likewise, if Chammady is taken into Hell, is it worth it to the PCs to mount a mission to rescue their enemy?

**Wrath of the Widow Queen:** When Mammon's plans for Westcrown and Chammady are defeated, the PCs gain themselves a dangerous new enemy. The archdevil seethes with a need for revenge, and his tool of this vengeance is his most powerful follower in the Inner Sea region—the Widow Queen Kaltessa Iyis. See page 64 for more details on the cult of Mammon and this powerful high priestess.