



ADMIRAL DRUVALIA THRUNE

Scion of House Thrune and admiral of the Imperial Navy of Cheliah, Druvalia Thrune entered into an arrangement with the archdevil Geryon to lead a Chelish invasion of the Shackles and remove the threat of the pirate isles once and for all.

DRUVALIA THRUNE

CR 13

XP 25,600

Female human aristocrat 1/inquisitor of Thrune 13 (*Pathfinder*

RPG Advanced Player's Guide 38)

LE Medium humanoid (human)

Init +11; **Senses** Perception +24

DEFENSE

AC 28, touch 17, flat-footed 24 (+9 armor, +3 deflection, +4 Dex, +2 shield)

hp 117 (14 HD; 1d8+13d8+55)

Fort +15, **Ref** +13, **Will** +22

Defensive Abilities stalwart; **DR** 5/good

OFFENSE

Speed 30 ft.

Melee +1 *heavy mace* +13/+8 (1d8+2)

Ranged *crossbow of retribution* +19/+14 (1d10+5/17–20)

Special Attacks greater bane (13 rounds/day)

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

At will—*detect alignment*

13 rounds/day—*discern lies*

Inquisitor Spells Known (CL 13th; concentration +14)

5th (2/day)—*flame strike* (DC 22), *unwilling shield** (DC 22)

4th (4/day)—*defile armor**, *divine power*, *freedom of movement*, *rebuke** (DC 21)

3rd (6/day)—*dispel magic*, *greater magic weapon*, *heroism*, *invisibility purge*, *ward the faithful**

2nd (7/day)—*blistering invective**** (DC 19), *flames of the faithful**, *hold person* (DC 19), *silence* (DC 19), *weapon of awe**

1st (7/day)—*command* (DC 18), *cure light wounds*, *doom* (DC 18), *inflict light wounds* (DC 18), *true strike*, *wrath**

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

Domain Persistence inquisition**

TACTICS

Before Combat Druvalia casts *greater magic weapon* on her crossbow every day. Once it's clear that her flagship is going to be attacked, she casts *freedom of movement*, *heroism*, *ward the faithful* (which affects her allies as well), *defile armor*, and *invisibility purge*. She also drinks a *potion of bull's strength* and casts *weapon of awe* on her crossbow.

During Combat At the beginning of combat, Druvalia casts *divine power* and *flames of the faithful* on her crossbow, and

activates her judgment ability, typically making destruction and justice judgments, switching to other judgments as needed to counter the tactics of her opponents. While her allies engage foes in melee combat, Druvalia attacks with her crossbow, using her *Deadly Aim* and *Rapid Shot* feats. She alternates these attacks with spells such as *flame strike*, *rebuke*, or *blistering invective*. If her opponents are able to hit her with their attacks, Druvalia casts *unwilling shield* on an enemy combatant. All crew members aboard the *Abrogail's Fury* carry a case of five bolts for Druvalia's crossbow, and are trained to reload her crossbow whenever they are adjacent and she calls for ammunition, to save her the time of reloading it herself.

Morale If reduced to fewer than 30 hit points, Druvalia dismisses her *invisibility purge* and drinks a *potion of invisibility*, retreating to the poop deck of the *Abrogail's Fury* or her cabin belowdecks to use her wand to heal herself before re-entering the fray. Druvalia has wagered everything on victory and fights to the death rather than surrender to pirates, knowing her soul is lost to Geryon whatever happens.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 12, **Wis** 24, **Cha** 13

Base Atk +9; **CMB** +10; **CMD** 27

Feats *Combat Casting*, *Coordinated Defense**, *Deadly Aim*, *Improved Critical* (repeating heavy crossbow), *Point-Blank Shot*, *Precise Shot*, *Rapid Shot*, *Shake It Off****, *Shielded Caster**, *Step Up*, *Swap Places**, *Toughness*, *Weapon Focus* (repeating heavy crossbow)

Skills *Bluff* +17, *Diplomacy* +17, *Intimidate* +22, *Knowledge* (nobility) +10, *Knowledge* (planes) +10, *Knowledge* (religion) +10, *Perception* +24, *Profession* (sailor) +26, *Sense Motive* +29, *Spellcraft* +15, *Stealth* +17, *Survival* +14, *Swim* +16

Languages Common, Infernal

SQ *cunning initiative*, *inner strength****, *judgment* (2, 5/day), *monster lore* +7, *relentless footing*** (10/day), *solo tactics*, *stern gaze*, *track* +6

Combat Gear *potions of bull's strength* (2), *potions of invisibility* (2), *wand of cure critical wounds* (20 charges); **Other Gear** +1 *mithral light fortification breastplate*, *crossbow of retribution* (+1 *human bane seeking repeating heavy crossbow*, see page 54) with 10 bolts, +1 *heavy mace*, *belt of physical might* +4 (Con, Dex), *brooch of shielding*, *headband of inspired wisdom* +4,

NPC GALLERY

ring of force shield, robe of powerlessness, signet ring (worth 100 gp), silver unholy symbol of Asmodeus, spell component pouch, spyglass

* See the *Advanced Player's Guide*.

** See *Ultimate Magic*.

*** See *Ultimate Combat*.

Druvalia Thrune is a younger daughter of a lesser branch of the Thrune family, and while she can fairly name Queen Abrogail II a cousin, in truth they have met only a handful of times. Still, her family's wealth and connections, including homes in Egorian and Corentyn, gave Druvalia many advantages in life, including an education and a life of ease, should she want it. Druvalia cast aside her childhood fantasies of princesses and brave knights at an early age, as neither her family nor her peers would let her forget that it was her older sister, Asaoul, who would be married off to the family's advantage.

Druvalia's jealousy of her sister soon gave way to an analytical curiosity about why people valued Asaoul's beauty, and each new insight led Druvalia to further curiosity about the workings of the mind and the heart. If Asaoul was "the pretty one," Druvalia would be "the curious one," not exactly charming, but disarming in her sly manipulations. As she catalogued the secrets of first her own household and then others in the community, she discovered the value of information, and what people would pay to keep hidden, and before long she became a skilled manipulator and blackmailer.

During this time, Druvalia's mother, Lady Felena, assigned her daughter a bodyguard and companion named Valeria drawn from the local peasantry. Quickly realizing that the earnest Valeria was truly as simple and wholeheartedly loyal as she seemed, Druvalia grew to trust and even love her. Though such dalliances were beneath Druvalia's station, Valeria dutifully and discreetly performed any favor her mistress required. Valeria was Druvalia's creature, body and soul.

Eventually, Druvalia was shipped off to a military academy when she dared to attempt to blackmail her own mother.

At Devoe Academy, Druvalia was trained rigorously in the tenets of her house and nation, and how the virtues of Hell shaped the ideal citizen and state. Druvalia soon realized that this was the proper application of her gifts—seeking out the truth, gently probing to find the malignancies that would disrupt the health of the nation, and sealing them off where they could do no harm. She was an apt pupil in the arts of inquisition, and dedicated herself to the service of House Thrune rather than any organized religion. With a head for maps and a lifelong love of the sea, Druvalia decided to pursue a career in the Imperial Navy, where she would have the opportunity to uncover, pursue, and eliminate threats both foreign and domestic.

Through a combination of her family connections and her own abilities and ambition, Druvalia rapidly advanced through the navy's ranks, her astute planning and keen insight instrumental in the capture of more than a dozen smuggling vessels and the destruction of three independent slave liberation networks. Finally earning the rank of admiral at just 32 years of age,

Druvalia began searching for ways to further increase her power and prestige in her house and in the Chelish government.

When the Shackles pirate Barnabas Harrigan fell into her hands, Druvalia immediately informed her great-uncle, Ezaliah Thrune, and the two hatched a plan to invade the Shackles. Druvalia sent for her faithful Valeria, now a Hellknight of the Order of the Scourge, who joined her mistress on the deck of her flagship, the *Abrogail's Fury*, at the head of the great armada that would finally crush the pirate vermin that have long bedeviled the commerce of Cheliah. Should she succeed, Druvalia's legacy will be forever cemented in Chelish history. If she fails, she has only her soul to lose.

CAMPAIGN ROLE

As admiral of the Chelish armada invading the Shackles, Druvalia Thrune is a major opponent of the PCs. If she somehow survives the Battle of Abendego, Druvalia flees back to Cheliah at the earliest opportunity. Her defeat deals a powerful blow to her reputation and authority, and she will stop at nothing to get revenge on those who stymied her efforts to conquer the Shackles.





KERDAK BONEFIST

Kerdak Bonefist's days as a feared pirate reaver are mostly over, but his reputation, guile, and clever manipulation of the squabbling lords of the Pirate Council have allowed him to retain his crown for 38 years, the longest reign of any Hurricane King.

KERDAK BONEFIST

CR 18

XP 153,600

Male human fighter 8/Inner Sea Pirate 10 (*Pathfinder Player*)

Companion: *Pirates of the Inner Sea 24*)

NE Medium humanoid (human)

Init +8; Senses Perception +19

DEFENSE

AC 34, touch 23, flat-footed 26 (+6 armor, +5 deflection, +8 Dex, +5 natural)

hp 204 (18 HD; 8d10+10d8+116)

Fort +21, Ref +22, Will +14; +2 vs. fear

Defensive Abilities bravery +2, evasion, *freedom of movement*

OFFENSE

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

Melee +3 rapier +29/+24/+19 (1d6+5/18–20)

Ranged *enervating pistol* +31/+26/+21 (1d8+6 plus 1d6 negative energy/19–20/x4)

Space 5 ft.; Reach 5 ft. (15 ft. with pistol)

Special Attacks sneak attack +4d6, weapon training (firearms +1)

Spell-Like Abilities (CL 18th; concentration +20)

3/day—*vampiric touch*

TACTICS

Before Combat When opponents board the *Filthy Lucre*, Bonefist drinks *potions of barkskin* and *shield of faith*. In addition, his stat block includes the bonuses from the *lord's banner of victory* flying from the mainmast. Before stepping on deck, he uses the *Hurricane Crown* to cast *winds of vengeance*.

During Combat Bonefist dusts himself with *dust of disappearance* and activates his *boots of speed*, using his *sniper goggles* to make sneak attacks at range with his pistol. Whenever possible, he makes full attacks, using his Rapid Shot and Deadly Aim feats. He uses his invisibility and flight to stay out of reach of melee combatants, and his Snap Shot feats to make attacks of opportunity with his pistol. If possible, Bonefist tries to remain within 40 feet of enemies to take advantage of his pistol's touch attack. In melee combat, Bonefist uses his *vampiric touch* ability and rapier, but retreats again to range as soon as possible.

Morale If reduced to 50 hit points or fewer, Bonefist flees belowdecks to heal himself and ambush pursuers. Arrogant and stubborn to the last, Bonefist refuses to abandon his

ship and fights to the death to keep his crown.

STATISTICS

Str 14, Dex 26, Con 20, Int 14, Wis 14, Cha 14

Base Atk +15; CMB +17; CMD 40 (44 vs. disarm and sunder)

Feats Combat Reflexes, Deadly Aim, Exotic Weapon

Proficiency (firearms), Greater Weapon Focus (pistol), Improved Critical (pistol), Improved Snap Shot*, Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Snap Shot*, Toughness, Weapon Finesse, Weapon Focus (pistol), Weapon Specialization (pistol)

Skills Acrobatics +28, Appraise +12, Bluff +12, Climb +17, Fly +18, Intimidate +25, Knowledge (local) +22, Perception +19, Profession (sailor) +30, Survival +17 (+22 to determine direction or predict weather at sea), Swim +17

Languages Common, Polyglot

SQ armor training 2, pirate tricks (burst of speed, classic duelist, drink for free, fearsome advance, shipboard authority, storm sailor)

Combat Gear *dust of disappearance* (2 uses), *feather tokens* (anchor, fan, and swan boat), *potions of barkskin* +5 (2), *potions of cure serious wounds* (2), *potion of lesser restoration*, *potion of neutralize poison*, *potion of remove curse*, *potion of remove disease*, *potions of shield of faith* +5 (2), entangling shot alchemical cartridges (10); **Other Gear** +4 moderate fortification leather armor, *enervating pistol* (+1 reliable distance pistol, see page 54) with 50 dry load* *paper alchemical cartridges* (bullet), +3 rapier, *amulet of proof against detection and location*, *belt of physical might* +6 (Dex, Con), *boots of speed*, *coat of resistance* +5 (as *cloak of resistance*), *gloves of dueling***, *handy haversack*, *headband of inspired wisdom* +2, *Hurricane Crown* (see page 54), *ring of evasion*, *ring of freedom of movement*, *sniper goggles***, *gunsmith's kit**, tankard, 155 gp

SPECIAL ABILITIES

Aging Effects (Ex) Although Kerdak Bonefist is of old age, he has imbibed 2 doses of *sun orchid elixir* (*The Inner Sea World Guide* 301). As a result, he suffers none of the penalties while retaining the bonuses of his advanced age.

Exceptional Resources (Ex) As Hurricane King of the Shackles, Kerdak Bonefist has the wealth of a PC rather than an NPC, and his ability scores use a 20-point build. These advantages increase his CR by 1.

NPC GALLERY

Pirate Tricks (Ex) With a DC 20 Profession (sailor) check once per day, Bonefist can double his ship's base movement for 1 round. He gains a +1 competence bonus on attack rolls with a cutlass, rapier, or short sword. He can drink for free and gains a +2 circumstance bonus on Diplomacy and Intimidate checks in any of his 10 "favored taverns." If he deals damage with his sneak attack, Bonefist can make an Intimidate check as an immediate action to demoralize the damaged opponent. As a full-round action once per day, Bonefist can shout orders to his crew; any allies within 30 feet who can hear him gain a +1 morale bonus on attack rolls or on a particular skill check for 10 rounds. Bonefist treats all storms as if they were one category less severe for the purposes of sailing and navigation. He can make an Acrobatics check to move his normal speed across uneven ground, and does not take a penalty on any Acrobatics checks due to slightly slippery, slightly unsteady, or moderately unsteady conditions.

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.

Kerdak Bonefist is the bastard son of an itinerant pirate navigator who sailed with any captain who would have her, sired by some nameless blackguard in a drunken haze in Port Peril's lowest taverns. Yet for all his humble beginnings, the man who would come to be called "Bonefist" took to the pirate's life like a fish to water.

As soon as he was old enough, Kerdak took service as a cabin boy on the pirate vessel *Rock Bottom* under Captain "Keelhaul" Thurl, eventually working his way up the ranks to first mate. During this time, the *Rock Bottom* had the misfortune of running into the galleon *Naiegoul*, captained by the lich sorceress Raugsmada. Captain Thurl was slain in the battle, along with many of the *Rock Bottom*'s crew, but just when all seemed lost, Kerdak disappeared into the *Naiegoul*'s captain's cabin. What transpired between Kerdak and Raugsmada aboard the *Naiegoul* that night remains a mystery to this day, but when Kerdak emerged from the captain's cabin, the undead galleon broke off the battle and disappeared into the night mists, and Kerdak's right hand had become fleshless white bone infused with necromantic energy. Kerdak named himself captain of the re-christened *Filthy Lucre* that very night, and the man known as Kerdak Bonefist was born.

As captain, Bonefist married iron discipline and ruthless efficiency to piratical boldness, and his growing wealth and infamy attracted many pirates to his banner of a bony fist over crossed blades. Bonefist's cunning leadership allowed independence in many areas, but required precise coordination and teamwork in his allies, and as their victories on the seas mounted, so too did his prestige.

His theft of *sun orchid elixir* from Ezaliah Thrune—not just once, but twice over—allowed Bonefist the time to secretly amass enough allies and power that when the

previous Hurricane King, Skavender Pitch, was poisoned by his lover, Bonefist was poised to seize the Hurricane Crown for himself and compel the acclamation of his peers.

As the thirteenth Hurricane King, Kerdak Bonefist has enjoyed nearly 4 decades of unprecedented success in piracy and unquestioned rule of the seas, but as years pass without Bonefist seeming to age at all, many Free Captains whisper that he has held on to the Hurricane Crown for too long, and that new blood is needed to revitalize the Shackles. Bonefist himself has fallen into bitterness and paranoia, believing others are plotting against him. Too often, he dismisses the deliberations of the Pirate Council in favor of his own inner circle of trusted advisors, including his inhuman consort Hyapatia and first mate Tsadok Goldtooth. For now, Bonefist is content to consolidate his power and prepare. Let others take the risks now—disloyalty will be repaid with vengeance for any who challenge the Hurricane King.





TSADOK GOLDTOOTH

First mate to Hurricane King Kerdak Bonefist aboard his flagship, the *Filthy Lucre*, Tsadok Goldtooth enjoys a position of power and prestige far above that of most pirate officers.

TSADOK GOLDTOOTH

CR 14

XP 38,400

Male half-orc barbarian (scarred rager) 15 (*Ultimate Combat* 29)

CE Medium humanoid (human, orc)

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

DEFENSE

AC 19, touch 11, flat-footed 16 (+8 armor, +3 Dex, -2 rage)

hp 193 (15d12+90)

Fort +17, **Ref** +11, **Will** +11; +4 vs. enchantment when raging, +5 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities improved tolerance*, indomitable will, orc ferocity, scarification* +5; **DR** 4/—

OFFENSE

Speed 20 ft.

Melee +1 *furious*** falchion +26/+21/+16 (2d4+15/15-20)

Ranged *doubleshot pepperbox* +15/+10/+5 (2d8+2/×4) or *doubleshot pepperbox* +19/+14/+9 (1d8+1/×4)

Special Attacks greater rage (34 rounds/day), rage powers (auspicious mark*, eater of magic*, guarded stance [+3 dodge vs. melee], come and get me**, superstition +5, surprise accuracy +4, unexpected strike)

TACTICS

Before Combat Tsadok drinks his *potion of blur* before entering combat.

During Combat Tsadok opens fire on the first round of combat with his *doubleshot pepperbox*, making a full attack by firing two barrels at a time at the most heavily armored opponent. When his pistol is empty, Tsadok drops the pepperbox, draws his falchion, and rages. The stat block above includes the extra bonuses from his *furious falchion*. Tsadok waits for opponents to come to him, using his unexpected strike rage power to make attacks of opportunity against foes who engage him. He activates his guarded stance rage power and makes Power Attacks, using his auspicious mark rage power to turn a miss into a hit if necessary, and attempts to sunder the weapons of anyone attacking him in melee.

Morale Tsadok does not fear death and fights to the end.

Base Statistics When not raging, Tsadok's statistics are **AC** 21, touch 13, flat-footed 18; **hp** 148; **Fort** +14, **Will** +8; **Melee** +1 *furious*** falchion +21/+16/+11 (2d4+8/15-20); **Str** 20, **Con** 14; **CMB** +20 (+22 sunder), **CMD** 33 (35 vs. sunder); **Skills** Climb +9, Swim +9.

STATISTICS

Str 26, **Dex** 17, **Con** 20, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +23 (+25 sunder); **CMD** 34 (36 vs. sunder)

Feats Blinding Critical, Combat Reflexes, Critical Focus, Exotic Weapon Proficiency (firearms), Improved Critical (falchion), Improved Sunder, Power Attack, Quick Draw

Skills Acrobatics +18 (+14 when jumping), Climb +12, Craft (firearms) +5, Intimidate +19 (+26 vs. non-barbarian humanoids), Perception +18, Profession (sailor) +15, Survival +9, Swim +12

Languages Common, Orc, Polyglot

SQ orc blood, terrifying visage*, weapon familiarity

Combat Gear *potion of blur*, *potion of cure moderate wounds*, adamantine bullets (6); **Other Gear** +2 *breastplate*, *doubleshot pepperbox* (+1 *thundering pepperbox*; see page 54) with 20 bullets, +1 *furious*** falchion, *belt of physical might* +2 (Str, Dex), *cloak of resistance* +3, *dry load powder horn** with 20 doses of black powder, gunsmith's kit*, keys to areas **K1** and **K3**, 26 pp, 45 gp

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.

Tsadok Goldtooth's parents were unwilling crewmembers of the slave ship *Drowned Dwarf*, captained by the notorious Turesa the Bold Blade. Tsadok's mother was an orc captive destined to be sold into slavery, his father a press-ganged human sailor who found in the orc woman his only friend on the vicious pirate crew. Together, they fled the *Drowned Dwarf* for the flooded ruins of the Sodden Lands. Seeking to elude Turesa's roving press gangs, Tsadok's parents ventured upriver, into the mangrove swamps and bayous of the Sodden Lands, and amid the trackless wetlands they came upon a handful of other runaways and refugees who had founded a small village called Olu where they could eke out a simple existence.

Tsadok was born in Olu, and his family found peaceful acceptance there for over a decade. Tsadok grew swift and strong, climbing, swimming, and poling the flatboats through the swamps. Curious about the sea and why Olu's adults spoke of it with such fear, and despite his parents' forbiddance, Tsadok resolved to see it for himself when he reached adolescence, often venturing through the salt

NPC GALLERY

marshes out to the seashore in his coracle. Tsadok saw a true ship only once, and while he hid when its sailors came upriver in their small boats, he returned home to find Olu pillaged and its inhabitants in chains—at least, those who had not been butchered like his father.

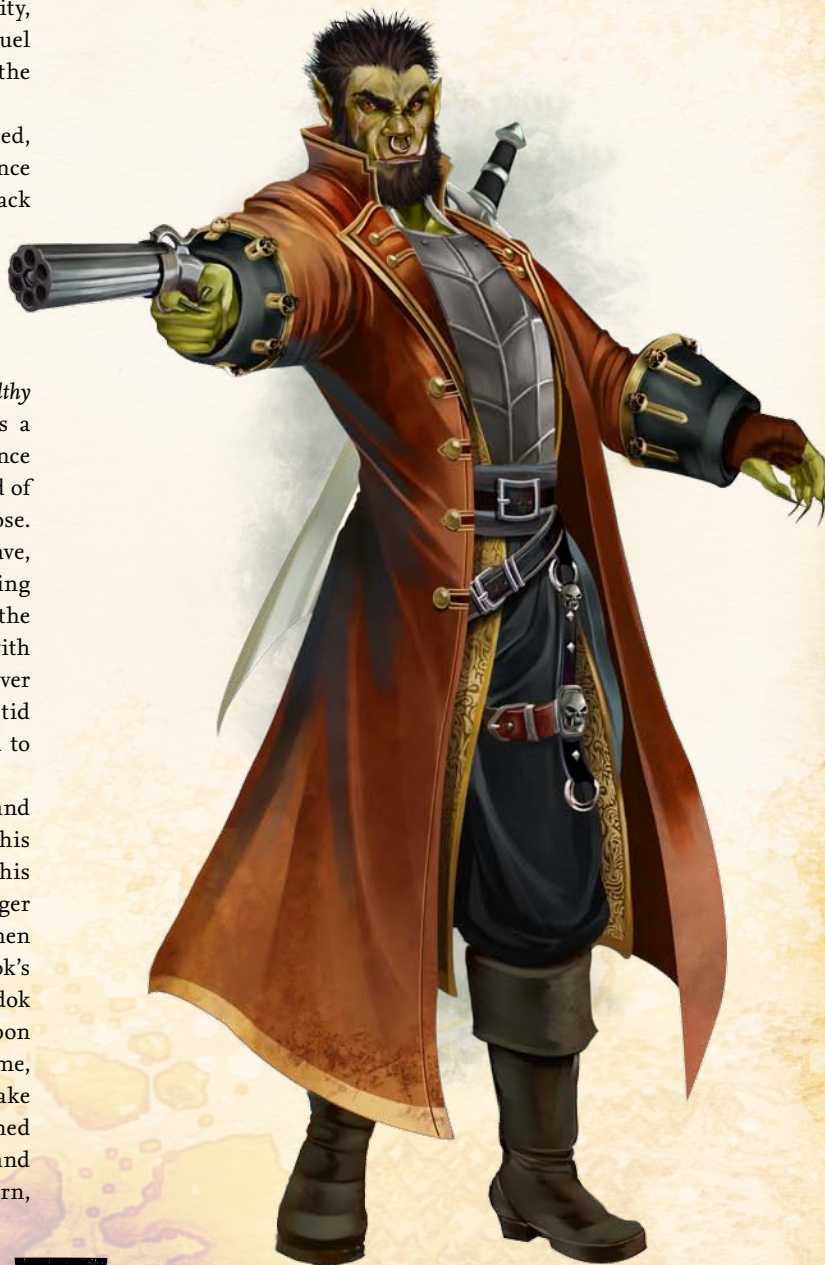
In a blind rage, Tsadok hurled himself at the invaders, but he was easily subdued by the slavers. Captured with the rest of the villagers, Tsadok was sold to the brutal gladiator masters of Widowmaker Isle, where he was trained to fight like a wild beast, unleashing his inner savagery and tapping into his darkest nature. Brands were his punishment for failure to listen, scars his reward for bloody victory. Goldtooth they called him, for his filthy yellow tusks, though they cheered when he tore out the throats of his vanquished foes. Tsadok hated his captivity, but found himself trapped by the whims of his cruel masters, and despite all his strength could not break the shackles that bound him to their bloodsport pleasure.

The murderous tedium of Tsadok's existence changed, however, when he was summoned to a private audience with the arena's overseer and a pirate with a bushy black beard and skeletal hand named Kerdak Bonefist. The overseer informed Tsadok that his victories in the fighting pits had caught the eye of this wealthy patron, and that the pirate had decided to purchase him and bring him aboard his ship.

Tsadok was brought in chains to the deck of the *Filthy Lucre*, where Kerdak Bonefist addressed him, not as a beast or a slave, but as a person, for the first time since he was taken from Olu. Bonefist spoke of freedom, and of realizing the power of freedom through unity of purpose. Bonefist promised Tsadok he would no longer be a slave, and all he asked in return was the half-orc's undying allegiance. With nowhere else to go, Tsadok embraced the offer. For good or ill, he had become a living weapon, with a darkness of spirit and a thirst for blood that could never wholly be quenched. He was sick to death of the fetid stench of the fighting arenas, and the sea still called to him with its own promise of freedom.

Tsadok gladly took service with the pirate lord, and the supposed brute's handiness at the tiller surprised his fellow crew members. Bonefist took the half-orc into his personal service, teaching Tsadok to master his anger and channel his hate and rage toward enemies. When pirates whispered the name Bloodfang behind Tsadok's back, Bonefist asked what name he would prefer. Tsadok recalled the name Goldtooth that had been thrust upon him in the pits, and Bonefist suggested he use that name, but to take the power of that insult's bitterness and make it his strength. Bonefist gifted his protege with burnished gold inlays for his tusks, and through acts of loyalty and affection earned Tsadok's own loyalty and trust in return, becoming in time like a surrogate father.

Now first mate to the Hurricane King, Tsadok Goldtooth trains many of the warriors in his employ, often former pit fighters themselves. For years, Tsadok was the chief enforcer of discipline aboard the *Filthy Lucre*, though his innate brutality was never far from the surface, becoming more pronounced as Tsadok mirrored the Hurricane King's own lagging attention to focus and discipline. Subtle acts of insubordination have begotten increasingly brutal reprisals in an attempt to hold power by sheer terror, as Tsadok has begun to tire of the constraints of civility, modest as they are in pirate culture. The Hurricane King's crew members step carefully around the increasingly erratic first mate, but when even whispers of mutiny bring a quick death, none have yet dared to challenge him.





PARALICTOR VALERIA ASPERIXUS

A Hellknight of the Order of the Scourge, Paralictor Valeria Asperixus is utterly devoted to Admiral Druvalia Thruene, sworn to defend her mistress's life with her own.

VALERIA ASPERIXUS

CR 11
XP 12,800

Female human fighter (polearm master) 6/Hellknight 6
(*Advanced Player's Guide* 106, *Inner Sea World Guide* 278)
LE Medium humanoid (human)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 26, touch 16, flat-footed 23 (+10 armor, +3 deflection, +3 Dex)
hp 121 (12 HD; 6d10+6d10+54)

Fort +14, **Ref** +10, **Will** +9; +4 vs. compulsions, +2 vs. fear

Defensive Abilities force of will (+2, +4)

OFFENSE

Speed 30 ft.

Melee +1 *axiomatic bardiche** +19/+14/+9 (1d10+10/19–20)

Ranged mwk composite longbow +16/+11/+6 (1d8+4/x3)

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

Special Attacks polearm training +1, pole fighting, smite chaos 2/day (+2 attack and AC, +6 damage), steadfast pike

Spell-Like Abilities (CL 12th; concentration +14)

At will—*detect chaos*

5/day—*discern lies* (DC 15)

TACTICS

Before Combat Once the *Abrogail's Fury* comes under attack, Valeria drinks her *potion of cat's grace* and uses her tracker discipline to summon a leopard to help defend Admiral Druvalia Thruene. The effects of Druvalia's *ward the faithful* spell are already included in Valeria's stat block.

During Combat Valeria stays close to her mistress, Druvalia Thruene, throughout any combat, using her *Bodyguard* and *In Harm's Way* feats to intercept attacks meant for the admiral. If forcibly separated from her charge, she does everything in her power to get back to Druvalia's side. Valeria uses the reach of her *bardiche* to keep foes at a distance while the Chelish marines deal with them. She casts *detect chaos* as a move action to determine if any enemies are chaotic, then focuses her attacks on those foes, using her smite chaos ability and *Improved Vital Strike* with her *axiomatic bardiche*, using her pole fighting ability, if necessary, to shorten her grip on her weapon to attack adjacent foes. If knocked overboard, Valeria drinks her *potion of fly* to return to Druvalia's side.

Morale Valeria is enraged if Druvalia is killed, and fights to the death to avenge her.

STATISTICS

Str 19, **Dex** 16, **Con** 16, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +12; **CMB** +16; **CMD** 32 (34 vs. sunder)

Feats *Bodyguard**, *Combat Reflexes*, *Improved Vital Strike*, *In Harm's Way**, *Iron Will*, *Power Attack*, *Stand Still*, *Toughness*, *Vital Strike*, *Weapon Focus* (*bardiche**), *Weapon Specialization* (*bardiche**)

Skills *Handle Animal* +6, *Intimidate* +15, *Knowledge* (engineering) +4, *Knowledge* (planes) +2, *Perception* +9, *Ride* +4, *Swim* +5

Languages Common

SQ disciplines (tracker 2/day, vigilance 2/day), Hellknight armor 2, Order of the Scourge

Combat Gear *elixir of swimming*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of fly*; **Other Gear** +1 *Hellknight plate*, +1 *axiomatic bardiche**, masterwork composite longbow (+4 Str) with 20 arrows, *belt of giant strength* +2

SPECIAL ABILITIES

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

Disciplines (Sp and Su) Valeria has access to the Hellknight disciplines of tracker and vigilance. Twice per day, she can summon an eagle, riding dog, wolf, or leopard as if using a *summon monster* spell, but the duration is 1 hour. In addition, Valeria gains low-light vision, and as a full-round action twice per day, she can see through up to 5 feet of wood or stone for as long as she concentrates (maximum 6 rounds). Metal or denser barriers block this effect.

Force of Will (Ex) Valeria gains a +4 bonus on Will saves against spells with the compulsion descriptor and a +2 bonus on Will saves against spells with the fear descriptor.

Hellknight Armor (Ex) Valeria has earned the right to wear a special type of masterwork full plate called Hellknight plate armor (*Inner Sea World Guide* 290). While wearing Hellknight plate, Valeria reduces the armor check penalty by 2, increases the maximum Dexterity bonus allowed by 1, and moves at full speed.

Order Valeria is a member of the Order of the Scourge.

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

* See the *Advanced Player's Guide*.

NPC GALLERY

Valeria Asperixus was born in a rural family that had long lived on the lands of House Thrune, imbibing loyalty to her lords with her mother's milk. Throughout her childhood, young Valeria learned and recited the Thrune family mottoes and sayings as if they were her own, idolizing the power and majesty of her betters and wishing for a chance to prove herself to them and earn their esteem, for surely House Thrune would one day recognize a love so faithful and true.

That day finally came in Valeria's adolescent years, though not in the way she had expected. Valeria was learning her father's trade of horse training when a resplendent carriage bearing the arms of a branch of House Thrune stopped at the family stable. A mature noblewoman debarked, inquiring about the stallions they had for sale, but her interest quickly strayed more to "stallions" of the two-legged variety, and by her command and the strong arms of her footmen Valeria's father was forcibly "invited" into the carriage. Valeria left the rocking carriage to find her mother, arriving back in time to see her father stagger unclothed from the carriage. Her mother shrieked her outrage, but Valeria was confident that her father had received a great gift to have been so favored by one of the exalted Thrunes, and she told her incredulous mother precisely that. Valeria's mother interrupted her rhapsodizing with a dizzying slap, but the noblewoman forestalled further chastisement with a word to one of her guards, whose swift steel parted mother from daughter. The noblewoman introduced herself as Lady Felena Tiberlais Thrune and, commending Valeria on her absolute loyalty and devotion, invited her to leave her family behind and join Felena's own household. Valeria never looked back.

In Lady Felena's service, Valeria was the picture of unstinting obedience, asking few questions and attending to every task with detail, devotion, and gusto. In each endeavor, Valeria pleased her masters greatly. Given her absolute devotion to the family, Valeria was eventually appointed as a bodyguard and companion to Lady Felena's daughter, Druvalia Thrune, who was of an age with Valeria and had recently come into her majority. Valeria was smitten with her new mistress, and did everything she could to please the young noblewoman, serving admirably as protector, confidante, and even, at times, lover. While the two could never be called friends (and indeed, the very idea would horrify Valeria), they did become close companions, and like a dutiful puppy, Valeria followed Druvalia when she was sent to military school.

While Druvalia entered the Chelish navy, Valeria was given a new surname and sent to the Hellknights for training. Valeria found a perfect home for her simple and brutally efficient discipline in the Hellknight Order of the Scourge. As Druvalia rose through the ranks of the navy,

so did Valeria eventually rise to the rank of paralicor in the Order. When Druvalia formed her armada to invade the Shackles, Valeria once more joined her charge and the two set sail together, mistress and obediently vicious servant.

CAMPAIGN ROLE

Valeria Asperixus lives to serve House Thrune in the person of Druvalia Thrune. She does everything in her power to protect her charge, including giving her own life to save Druvalia's. If Druvalia is slain and Valeria somehow survives, the Hellknight stops at nothing to avenge her mistress's death.





SKULL & SHACKLES TREASURES

The following unique treasures can be found in “From Hell’s Heart.” Player-appropriate handouts appear in the GameMastery Skull & Shackles item card set.

CROSSBOW OF RETRIBUTION

Aura strong divination and necromancy; **CL** 12th
Slot none; **Price** 32,700 gp; **Weight** 12 lbs.

DESCRIPTION

This +1 *human bane seeking repeating heavy crossbow* is carved from whalebone decorated with green and gold lacquer, with fittings, lever, and bow of gilded steel. On a successful hit against any creature who has just struck the wielder with an attack within the previous round—whether with a melee, ranged, or natural weapon, or a spell that requires an attack roll—ammunition fired from a *crossbow of retribution* wracks the target with shooting pains that impose a –4 penalty on attack rolls, skills checks, and ability checks for 7 rounds. On a successful DC 14 Fortitude save, the penalty only lasts for 1 round. A target who worships the same god as the wielder takes a –2 penalty on its saving throw.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *retribution* (*Pathfinder RPG Advanced Player’s Guide* 239), *summon monster I*, *true seeing*; **Cost** 16,700 gp

DOUBLESHOT PEPPERBOX

Aura moderate transmutation; **CL** 7th
Slot none; **Price** 20,300 gp; **Weight** 5 lbs.

DESCRIPTION

This +1 *thundering pepperbox* (*Pathfinder RPG Ultimate Combat* 138) bears a fire-breathing dragon motif, and its wooden grip is ornately carved. Unlike a normal pepperbox, each of the six barrels of a *doubleshot pepperbox* can be fired either independently in tandem, firing two barrels with the same action like a double-barreled pistol. If two barrels are shot at once, they must both be fired at the same target, and the wielder takes a –4 penalty on each shot.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Rapid Shot, *blindness/deafness*, *haste*; **Cost** 11,800 gp

ENERVATING PISTOL

Aura strong necromancy [death]; **CL** 13th
Slot none; **Price** 51,300 gp; **Weight** 4 lbs.

DESCRIPTION

Kerdak Bonefist had this +1 *reliable distance pistol* (*Ultimate*

Combat 138, 142) specially crafted for him to take advantage of his unique skeletal hand. The pistol shows signs of wear and exposure to the elements, but its walnut stock, nickel-plated barrel, and gold accents are of fine craftsmanship, and its mechanisms still move with precision. Ammunition fired from an *enervating pistol* deals an extra 1d6 points of negative energy damage on a successful hit. On a successful critical hit, an *enervating pistol* bestows a negative level on its target. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or they become permanent. An *enervating pistol* bestows one permanent negative level on any creature wielding it that is not undead or does not possess an undead hand. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *finger of death*, *enervation*, *mending*; **Cost** 26,300 gp

HURRICANE CROWN

Aura strong conjuration and evocation; **CL** 17th
Slot head; **Price** 125,000 gp; **Weight** 2 lbs.

DESCRIPTION

A band of golden skulls encircles this golden crown, and smaller skulls top its points. Forged for the first Hurricane King, Turpin Irons, when he sailed out of the Eye of Abendego more than 100 years ago to claim rulership over the Shackles, the *Hurricane Crown* has been passed down (or taken by force) from one Hurricane King to the next ever since. On command, the *Hurricane Crown* changes its shape and appearance to assume the form of a normal piece of headwear (such as a hat or scarf). The crown retains all its properties (including weight) when so disguised. Only a *true seeing* spell or similar magic reveals the true nature of the crown when disguised.

The wearer of the *Hurricane Crown* gains a +5 competence bonus on Profession (sailor) checks and Survival checks made to determine direction or predict the weather at sea, and he can see normally through fog, mist, smoke, and precipitation or weather effects, whether natural or magical. Once per day,

SKULL & SHACKLES TREASURES



Doubleshot
Pepperbox



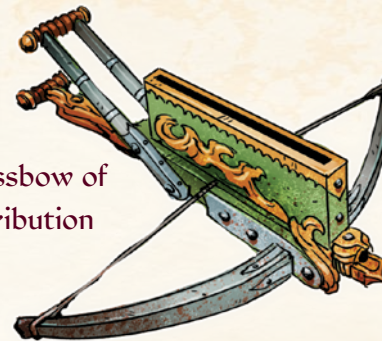
Hurricane Crown



Enervating
Pistol



Sirocco Cannon



Crossbow of
Retribution

the wearer can cast *control winds*; if the wearer is standing on a ship, the ship and any creatures aboard it are unaffected by the controlled winds unless the wearer wishes to affect them, even if the ship's area is larger than the spell's unaffected area. In addition, once per day, the wearer of the *Hurricane Crown* can surround himself in either a shroud of elemental water or supernatural winds, as the *seamantle* or *winds of vengeance* spells (*Pathfinder RPG Advanced Player's Guide* 241, 256).

Lastly, the wearer of the *Hurricane Crown* can create a single-use *phase door* in the rock of Lucrehold to access the sea caves and Hidden Harbor beneath the island (see page 26). If the crown's wearer is standing on a ship, the *phase door* is large enough to accommodate the ship and any creatures on it. The *phase door* remains invisible and inaccessible to all other creatures and ships, and otherwise functions as a normal *phase door*. This ability can be used at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *control winds*, *disguise self*, *phase door*, *seamantle* (*Advanced Player's Guide* 241), *true seeing*, *winds of vengeance* (*Advanced Player's Guide* 256); **Cost** 62,500 gp

SIROCCO CANNON

Aura moderate evocation; **CL** 10th
Slot none; **Price** 184,500 gp

DESCRIPTION

This +1 *shocking burst cannon* (*Ultimate Combat* 162) is mounted on a brass carriage decorated with carvings of winds and storms. Three times per day, a *sirocco cannon* can be commanded to create a special type of ammunition. This ammunition functions as a normal cannonball, but on a successful hit, a gust of furnace-hot wind blasts downward in a 20-foot-radius, 60-foot-high cylinder around the target or target square for 10 rounds. This hot wind deals 4d6+10 points of fire damage to all creatures in the area and knocks them prone. A successful DC 19 Fortitude save halves the fire damage and avoids being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Fly check, in which case they remain at their original altitude. Any creature that takes damage from the hot air becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure). Creatures with the water subtype take a –4 penalty on all saving throws against this effect and take double normal damage. This special ammunition deals no additional damage to ships or structures.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*, *sirocco* (*Advanced Player's Guide* 244); **Cost** 95,400 gp