

PATHFINDER[®]

CAMPAIGN SETTING™



PATH OF THE HELLKNIGHT

F. WESLEY SCHNEIDER

HELLKNIGHT ORDERS



HELLKNIGHTS

"Society cannot survive mercy."
Girded in menacing armor, the Hellknights seek to stamp out chaos across Golarion. These merciless champions of order adhere to their own severe code of laws.



ORDER OF THE NAIL

"Savagery must be quelled in the land, home, and mind."
These knights at the vanguard of civilization bring order to frontier settlements and stamp out those who impede society's march.



ORDER OF THE CHAIN

"All lift themselves upon the backs of others."
These Hellknights serve as wardens and trackers devoted to hunting down the enemies of society and locking away dangerous criminals.



ORDER OF THE PYRE

"Reason's flame consumes the shadow of corruption."
With spell and blade, this order seeks out superstition and witchcraft and destroys any chaotic cults that threaten the minds and souls of law-abiding citizens.



ORDER OF THE GATE

"Judgment in the face of depravity."
Dominated by spellcasting signifiers who employ magic in surveillance, manipulation, and execution, this order is known for predicting crimes and creating magical innovations.



ORDER OF THE RACK

"The venoms of the mind poison the body."
These Hellknights root out and quell subversive knowledge and destructive ideas they believe capable of impeding order's march.



ORDER OF THE GODCLAW

"Righteousness by obedience."
Crusaders in the service of a pantheon of five lawful deities, these Hellknights bring order wherever it is needed, usually by force. Their unusual faith is understood by few.



ORDER OF THE SCOURGE

"Without culpability, chaos reigns."
Using their vast wealth and resources, these armored sleuths work—sometimes under cover—to take down corrupt politicians, thieves' guilds, and bastions of organized crime.





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ON THE COVER

Hellknights of the orders of the Godclaw, Nail, Pyre, Rack, and Scourge march into battle in this relentless cover by Nikola Matkovic.

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REFERENCE

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Paths of Prestige</i>	POP
<i>Bestiary 3</i>	B3	<i>Ultimate Intrigue</i>	UI
<i>The Inner Sea World Guide</i>	ISWG		



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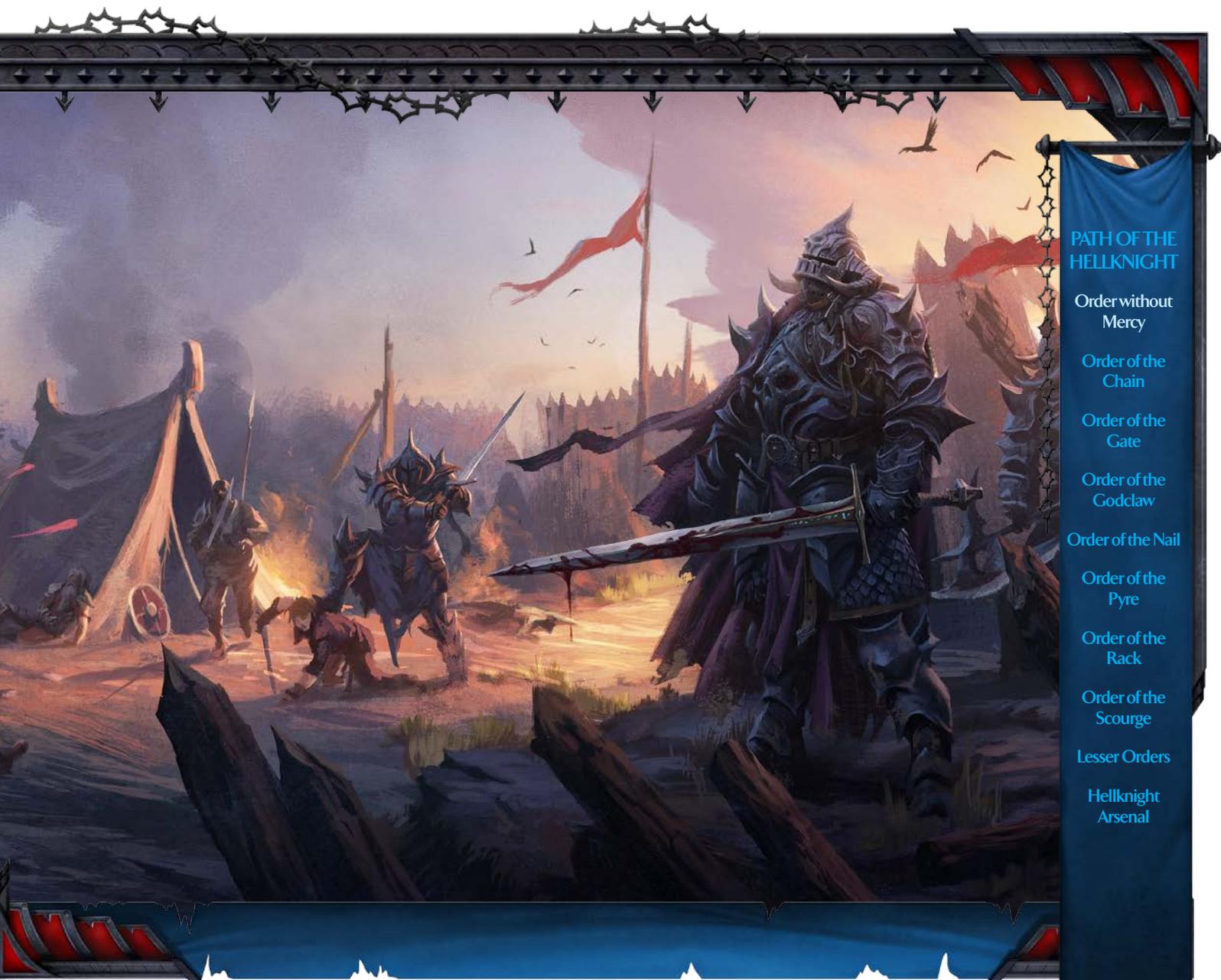


ORDER WITHOUT MERCY

“Civilization is under siege. Beyond lawful bastions, envious legions dream of doom—the eyes of monsters fall upon our walls and envision feasts of ruin. Within our holdouts the agents of chaos already lurk, jeopardizing innocents by inaction and design. Peace and order are islands upon seas of violence, and to survive, order must be every bit as merciless as our foes.

“If we mortals cannot come together under the banners of hope and progress, we must find other motivations. Need, menace, fear: every soul understands these masters... and they obey. The people need monsters to unite them, taskmasters to force them to flourish, tyrants who make them stand as one. They need paragons, champions who embody the potential of order, but who gird themselves in all the dread of Hell.”

—“Merciless,” Hellknight founder Daidian Ruel



PATH OF THE HELLKNIGHT

Order without Mercy

Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

Hellknight Arsenal

Hellknights aren't just order's enforcers; they're its executioners. Girded in dark armor emblazoned with emblems of menace, Hellknights uphold a simple mandate: to impose law. Yet theirs is a greater and more demanding path than that of sheriffs and soldiers. Through discipline and trial, Hellknights remove themselves from soft emotion and weak comfort, remaking themselves as dauntless paragons of order. Without mercy, they shear through compromise and bureaucracy, crushing lawlessness no matter what form it takes. Bandits, heretical cults, savage raiders, and thieves' guilds—all the enemies of law fall before these crusaders. Rarely must such criminals wait long for their sentences, as the only punishments appropriate for those who jeopardize order are swift and harsh.

Hellknights arm themselves for the battlefield, yet rarely do armies of these soldiers unite. They are the predators of those who prey upon the feeble, and the nightmares that assure the weak never stray. They answer

only to the law, but not the law of any one land. Their law, their vision of a glorious future, is theirs alone, a refinement of the greatest commandments of Golarion, fortified by the strictest principles of the most lawful society of the planes: Hell itself. While the efforts of Hellknights lacking in discipline easily slide toward cruelty, the members as a whole are not necessarily evil. For them, Hell is the multiverse's greatest forge, and those tempered by its flames emerge unbending and unbreakable, which a true paragon of order must be. So each willingly faces the horrors of Hell, and only those who survive may call themselves true Hellknights.

Across the Inner Sea region, Hellknights seek to enforce the same discipline they impose upon themselves. No one is beyond suspicion, no one is beyond judgment, and in the final accounting, some innocents might be sacrificed. But when chaos is real and threatens the future of every mortal soul, mercy will end up destroying society.

So the Hellknights do what must be done.

HELLKNIGHTS AT A GLANCE

The Hellknights are affiliated knightly orders devoted to the swift, merciless enforcement of law. These crusaders of lawful neutral ideals care nothing for goodness, evil, or exceptions. Theirs is the path of unflinching obedience to the law, vicious defense of social order, and the tenacity to punish the servants of chaos.

The Hellknights and their vision of order owe allegiance to no single nation. While most of their grim citadels lie within the borders of Chelixa, they do not serve that nation and their sense of order is derived from a compilation of severe strictures known as the Measure and the Chain. In troops or alone, Hellknights travel across the Inner Sea region hunting fugitives, solving crimes, and imposing order upon wilder lands. Rulers or law enforcers in need of aid—and who willingly pay to support the knights' battles—might also summon them to particular sites where lawlessness reigns.

In meting out sentences, Hellknights employ a range of deadly weapons, but they have honed none better than fear and intimidation. Every Hellknight seeks to be a questing enforcer who gives the lawless a reason to tremble and obey. Hellknights cloak themselves in dread, and their distinctive, menacing black armor embodies their reputation. Hellknights also employ summoned devils to terrorize their foes, as well as to ensure that those who join their ranks have the resolve to face Hell itself.

There are numerous orders of Hellknights, but seven major orders are the best known. These allied groups share the same fanaticism for realizing their vision of law, but their methods vary. The members of most orders are heavily armored fugitive hunters and gang-crushing juggernauts. Others are mask-wearing spellcasters called signifers who use magic to smite criminals and coerce confessions. Yet members of any class might join the Hellknights, long as they have the resolve to implacable weapons of order.

PLAYING A HELLKNIGHT

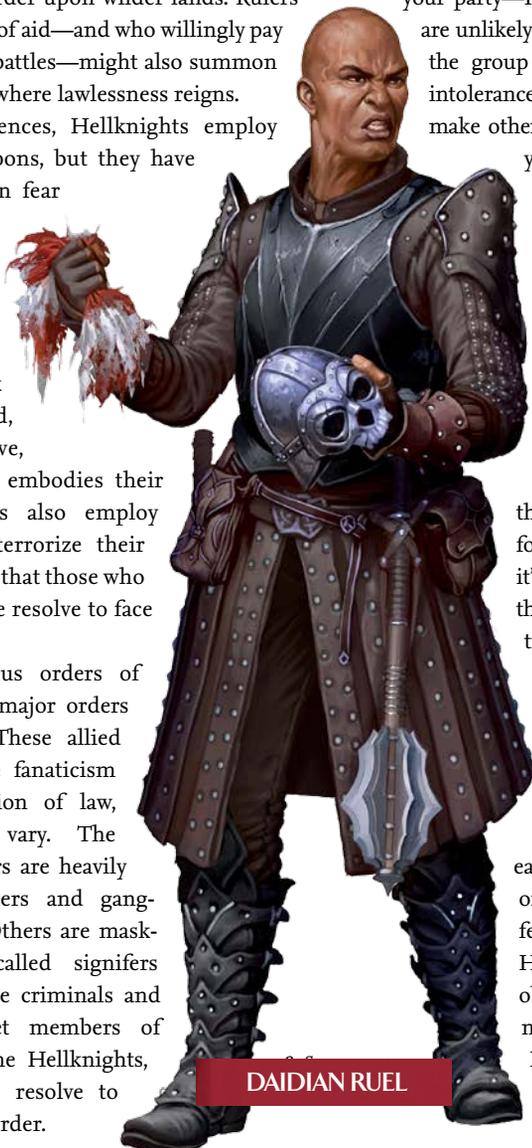
Becoming a Hellknight requires passing the Hellknight test (see page 8), which can fulfill the special requirements of the Hellknight prestige class (*Pathfinder Campaign Setting: The Inner Sea World Guide* 278) or the Hellknight signifer prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 28). Both of these prestige classes are referenced throughout this book.

Keep the following in mind if you're considering playing a Hellknight character.

Hellknight Philosophy at the Table: Hellknights seek to embody supreme order, refuse to compromise their ideals, and do everything they can to uphold their philosophies. People and circumstances that don't fit into their definition of order must be stamped out to meet their vision of progress. For some, this extends to whole religions, cultures, or philosophies. When making a character, discuss with your group whether a Hellknight character is right for your party—Hellknights and law-breaking characters are unlikely to work well together. Also, discuss with the group and GM how appropriate themes of intolerance are in your game. Behaving in ways that make other players uncomfortable simply because your character is a Hellknight is neither respectful nor fun. Consider that lawful neutral Hellknights of any order tend to focus on the harsh judgment of societal vices, while lawful good characters usually work at the organization's fringes, hunting down criminals and bringing justice to civilization's frontiers. Lawful evil members are the ones who tend to commit acts of prejudice and intolerance. Remember that every Hellknight order has members focused on different tasks, meaning that it's your choice whether your member of the Order of the Nail is either a righteous traveling judge or a vicious murderer—make the character that's right for your entire group.

Hellknights, Fear, and Devils:

Most Hellknights are lawful neutral, not evil. With their black armor and reputation for working with devils, it's easy to misrepresent them as caricatures of evil knights. But for the Hellknights, fear, intimidation, and the weapons of Hell are tools to cow those who refuse to obey the law. Hellknights view devils as a means to an end, not as allies or leaders. Hell is one of the planes' truly lawful societies, and Hellknights seek to use its methodologies to shape society on



DAIDIAN RUEL

Golarion, but not to create a mortal version of Hell. As a result, devils and the church of Asmodeus have no special influence over the Hellknights. While some signifiers worship Asmodeus or practice summoning devils, such characters still strive to embody Hellknight ideals and struggle against infernal temptations.

Fallen Hellknights: While playing an ideal Hellknight can make for a challenging and exciting character concept, so can playing a fallen Hellknight. A fallen Hellknight might be any character whose personal philosophy prevents her from obeying the Measure and the Chain. A Hellknight might come to struggle against her training and eventually decide to leave her order—likely making enemies of her former brethren. While falling from the Hellknights’ esteem might not come with the same strict and immediate ramifications as for a paladin who disobeys her deity, at the GM’s discretion, it might eventually result in the loss of Hellknight abilities. Hellknights who leave or are cast out should work with their GM to retrain, as detailed on page 188 of *Pathfinder RPG Ultimate Campaign*.

JOINING THE HELLKNIGHTS

Potential Hellknights typically petition to join a Hellknight order at that order’s citadel or by receiving the patronage of a serving Hellknight. This begins a course of intensive reeducation and physical training. In some cases, a veteran Hellknight might be allowed to train her own initiate—known as a Hellknight armiger—in the field. Preparation to become a Hellknight takes as long as the trainer considers necessary, though the basic curriculum takes about 3 years. At any time, an armiger may petition to take the Hellknight test (see page 8). Those who fail die and are not mourned; those who pass become Hellknights.

Starting Characters: Only those who pass the trial are true Hellknights. This challenge likely requires a character to be of 5th level or higher. As such, most starting characters are not already ranking Hellknights. First-level characters might be well on their way to becoming Hellknights, though, having already trained at a citadel or with a mentor. The traits presented on page 56 reflect such backgrounds.

THE HELLKNIGHTS’ FOUNDING

The Hellknights formed nearly 150 years ago, growing from seeds of despair and vigilantism to the forces the orders are today. A complete timeline follows on pages 6–7, but nearly every Hellknight is familiar their order’s founding.

The White Plague and the Hellknights’ Founding (4573–4577 AR): An epidemic of murders and suicides swept Westcrown—then the capital of the empire of Cheliax—decades before the rise of diabolism and House Thrune. Behind the deaths lay the Path of Grace, a cult of Sifkesh that hid its devotion to the demon lord of heresy and suicide behind the guise of devoted Aroden worshipers.

PLAYING A HELLKNIGHT CHARACTER

Consider playing a Hellknight if you...

- Want to be a paragon of law, without the baggage of goodness or evil.
- Seek to uphold a black-and-white philosophy that divides the world sharply between right and wrong.
- Value being part of an organization with information, resources, and goals beyond yourself.
- Enjoy playing a character torn between discipline and temptation.
- Value pragmatism over idealism.
- Relish wearing dark armor and intimidating your foes, but are not necessarily evil.
- Desire to be a martial combatant with deadly supernatural abilities.
- Want to play an ominous, armored spellcaster who commands devils.
- Are playing in a group that consists primarily of law-abiding characters.

Two of the cult’s victims were Lileia Ruel and, soon after, Eris Ruel, the wife and son of veteran soldier Daidian Ruel. A champion of the god Aroden with an impressive record of national military service, Ruel was a commanding and well-liked, but little-known veteran. After the loss of his family, Ruel renounced his faith in the god Aroden and assembled a vigilante posse of allies—mostly comprising former soldiers and sympathetic constables. The group devoted itself to hunting down the Path of Grace. Ruel’s methods proved highly effective, but trampled upon the jurisdiction of city law enforcement, leading to his imprisonment. Against his will, Ruel’s followers broke him out of jail and fled the city to the Taldan ruins known as Fort Rivad. Ruel soon returned, though, gaining an audience with King Gaspodar to explain his plight. His impassioned speech, elucidating not only his case but his views on the responsibility of all citizens, became known as “Merciless” and is recorded as a foundation stone of the Hellknights’ philosophy, the Measure and the Chain. Gaspodar pardoned Ruel on the condition that he form a new order of knights devoted to ending the White Plague. Ruel accepted, but refused traditional knightly consecration by Aroden’s church. The scorned church called the new order “Hellknights,” a name the members quickly adopted. By the end of the following year, the Path of Grace was wiped out and the White Plague ended with the death of the false cleric Attromia. Impressed with the Hellknights’ efforts, King Gaspodar granted Ruel’s order leave to continue its work and supported the creation of its first bastion, Citadel Rivad.

PATH OF THE HELLKNIGHT

Order without Mercy

Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

Hellknight Arsenal

HISTORY OF THE HELLKNIGHTS

The following traces the history of the Hellknights from the events leading to their formation to the modern day.

THE WHITE PLAGUE

4573 AR	The White Plague—murders and suicides prompted by the Path of Grace—sweeps Westcrown.
4575 AR, Pharast	Lileia Ruel, the wife of Daidian Ruel, is publicly murdered. The Path of Grace is implicated.
4575 AR, Lamashan	Eris, the Ruels' son, commits suicide, overdosing on pesh at the urging of Path of Grace cultists.
4575 AR, Neth	Daidian Ruel organizes a group of former soldiers and guards to hunt the Path of Grace.
4576 AR, Abadius	Ruel and his squad hunt down numerous cultists, but the influence held by many cult members sees those arrested released within hours.
4576 AR, Gozran	Ruel's troops resort to vigilante justice. Although they are widely praised by the populace, the dottari reject their methods.
4576 AR, Desnus	Six of Ruel's soldiers are imprisoned for publicly maiming and killing Path of Grace members.
4576 AR, Sarenith	Daidian Ruel is arrested after two confessed cultists of Sifkesh are publicly scourged to death. Ruel spends less than 6 hours imprisoned before his squad breaks him out of jail against his wishes. The outlaws flee to the Taldan ruins of Fort Rivad. Ruel soon returns to Westcrown to explain his case before the king and face his just punishment, giving his famed "Merciless" speech before Gaspodar's court. Inspired by Ruel's discipline and selflessness, the king pardons him and commissions him to form a new knightly order, mandated with the task of hunting down those who would confound the efforts of civilized peoples—largely in an effort to set the capital to rights before the arrival of the god of civilization. Ruel accepts his king's command, but fervently rejects the consecration of Arodus's church.
4576 AR, Erastus	Arodus's faithful denounce Ruel and his new knightly order, calling them "Hellknights." Ruel adopts the pejorative as his order's title. He unmasks members of the Path of Grace among the church of Arodus's most esteemed benefactors, followed swiftly by their dramatic public executions.
4576 AR, Arodus	The newly formed Hellknights lay siege to the Wiscrani underworld.
4577 AR, Desnus	The Hellknights succeed in stamping out the cult of Sifkesh. Ruel lays the head of the false cleric Attromia at King Gaspodar's feet, ending the White Plague.

THE COMING OF HELL

4577 AR, Sarenith	Delighted with Ruel's efforts, King Gaspodar authorizes the restoration of Fort Rivad as the knights' permanent home, as well as funds for greater arms and recruitment.
4580 AR	Citadel Rivad is completed.
4581 AR, Gozran	Ruel quietly begins investigations into the afterlife, particularly the fate of suicides.
4581 AR, Rova	Ruel enlists the aid of wizard and political ally Sheel Leroung in his research.
4581 AR, Kuthona	Ruel becomes convinced that his son's spirit has been condemned to Avernus, the first layer of Hell. His research turns toward matters of death, damnation, and devilkind.
4582 AR	Ruel calls upon Sheel Leroung to summon forth a devil, beginning a lengthy series of interrogations. Impressed with his discoveries, yet respectful of the dangers and temptations of fiends, Ruel gradually incorporates examples gleaned from the Outer Spheres' oldest and most effective legions into his own teachings and disciplines, and eventually into the Hellknights' bylaws.
4586 AR	Coerced by the gelugon Voulgarghas, Ruel begins seeking methods to recover his lost son's soul.
4589 AR, Calistril	Citadel Rivad is nearly consumed in flames as the library catches fire. The same night, Ruel, now a man of nearly 70, rides unaccompanied to the northwest, leaving behind the body of Leroung's most ambitious apprentice. The founder of the Hellknights is never seen again.
4589 AR, Pharast	Following Ruel's disappearance, Aligois Thels, one of Ruel's first two dozen Hellknights and a brilliant naval veteran, steps forth to lead.
4589 AR, Arodus	Thels envisions the Hellknights eventually replacing Chelixa's tired, inheritance-based military. He launches a restructuring within the knighthood, adding a hierarchy of ranks and duties modeled after the ancient legions of Jistka.
4590 AR	King Gaspodar approves the creation of two new Hellknight fortresses: Citadel Demain near Egorian and Citadel Krane near Ostenso.
4596 AR	Military dissention results in a contingent of Hellknights being ordered to Corentyn. The foundations of Citadel Gheradesca are laid nearby later that year.
4599 AR	As an unprecedented favor to Sheel Leroung, Lictor Thels grants the wizard leave to take 20 Hellknights into the western reaches of the Menador Mountains on a private venture. In return, the nobleman funds the creation of a new Hellknight fortress there, Citadel Enferac.

THE INFERNAL WAR

4606 AR	Aroden dies. Cheliox gradually slides toward civil war.
4607 AR	Gaspodar orders Hellknights to Molthune and Andoran to keep order.
4608 AR	Hellknights are ordered to Galt and outlying reaches of the empire.
4609 AR	Lictor Thels organizes the Hellknights into orders, creating the orders of the Chain, Gate, Pyre, Scourge, and Thorn. Thels retains control over the Order of the Scourge in Westcrown.
4611 AR	Hellknights are ordered to Sargava.
4616 AR	King Gaspodar mandates the foundation of new Hellknight orders, but these pseudo-Hellknights lack discipline.
4619 AR	Hellknights of the Chain slay Admiral Gletzt at the Battle of Shatter Hull.
4621 AR	Sheel Leroung dies. Control of the Order of the Gate passes to Vicarius Vamar.
4622 AR	King Gaspodar is mysteriously slain within his safe rooms in Westcrown.
4623 AR	Hellknight of the Pyre Seldinin Choaz joins the First Mendevian Crusade. The Order of the Godclaw forms around his heroics.
4629 AR	Lictor Thels dies of natural causes; Lictor Ardaot succeeds him. The Scourge's influence declines.
4634 AR, Arodus	A spy's capture at Citadel Demain opens a dialogue between the Thorn and House Thrune.
4634 AR, Rova	House Thrune agents are slain by Hellknights of the Thorn during a misunderstanding as their leaders attempt to meet.
4634 AR, Neth	Lictor DiLavos of the Order of the Thorn and Agahman of House Thrune meet in Egorian, beginning a series of political debates.
4635 AR, Abadius	DiLavos agrees with Agahman that if Chelish law is to survive it must be in a country at peace.
4635 AR, Pharast	DiLavos calls the Council of Lictors and suggests allying with Thrune. Intense debate follows.
4635 AR, Gozran	The Council ends with Lictor Ihonudayn of the Pyre storming out. The Scourge, Chain, Gate, and Thorn agree to ally with House Thrune.
4635 AR, Desnus	Now Thrune allies, the Scourge battles its former Wiscrani allies in the Dospera Massacre.
4635 AR, Sarenith	The Chain allies with Corentyn rebels, precipitating the Battle of a Hundred Kings.
4635 AR, Arodus	The Pyre lays siege to Citadel Demain. The Thorn loses more than half its number, including Lictor DiLavos.
4635 AR, Rova	Hellknights of the Chain and Scourge break the Siege of Demain. Lictor Ihonudayn's desperate defense results in the citadel's burning and, ultimately, his defeat.
4635 AR, Lamashan	Citadel Krane, bastion of the Order of the Pyre, is taken by the Scourge without loss of life.

THE MODERN HELLKNIGHTS

4636–4640 AR	The Hellknights aid House Thrune in the reclamation of Cheliox.
4638 AR	Gaspodar's false Hellknights are disbanded. Some join existing orders. The orders of the Nail, Pyre, Rack, and Vise, along with several smaller orders, are formed (or reformed).
4639 AR	The Order of the Scourge relocates to and expands Citadel Demain.
4640 AR, Calistril	The Chelish Civil War officially ends. Queen Abrogail I of House Thrune ascends the throne.
4640 AR, Pharast	Queen Abrogail I orders the Scourge to serve as her police force. Lictor Jaisade declines, as the Hellknights serve no one nation's laws. The queen fumes, but acquiesces, declaring her debt to the knights fulfilled by this mercy.
4640 AR, Gozran	House Thrune creates the Order of the Glyph in secret.
4644 AR	Reya Naulvaneti, a Hellknight of the Scourge, rescues the son of Kintargo's lord-mayor from the Silver Ravens. The Order of the Torrent forms.
4663 AR	The Order of the Scourge destroys the long-rebellious Order of the Crux in Nidal, slaying all members and burning Citadel Gheisteno.
4665 AR	The Order of the Godclaw relocates to Cheliox. Construction of Citadel Dinyar begins.
4682 AR	Queen Domina courts the Order of the Nail, convincing it to relocate to Varisia. Construction of Citadel Vraid begins.
4688 AR	Graveknights calling themselves the Order of the Crux appear along the border of Cheliox and Nidal.
4693 AR	Pathfinder Dairus Blansmier tries to infiltrate Citadel Enferac. He's found in Kintargo months later, a mute, seemingly mindless living zombie.
4695 AR	The Order of the Pyre tries to create a second citadel in Sargava. These holdings are destroyed by Mwangi locals during construction. The Pyre abandons the country. Vengeful members form the Order of the Coil.
4697 AR	During the Goblinblood Wars, Chelish Hellknights team with Druma's Mercenary League and the Eagle Knights of Andoran to quell the threat.
4701 AR	The Order of the Scar prevents the assassination of Chul al'Khawaht, first minister of internals at Venicaan College of Medicaments and Chirurgery at Katheer.
4710 AR	Hellknights accompany archaeologists to the Pillars of Anferita to claim the ruins of Rachikan.
4714 AR	Hellknights Order of the Scourge are first ambushed by Erinyes Company soldiers in and around Egorian.
4716 AR	Richemar Alamansor steps down as lictor of the Order of the Rack. Darcyne Wrens takes his place.

PATH OF THE HELLKNIGHT

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HELLKNIGHT TENETS

The following tenets and practices—the Measure and the Chain, Hellknight titles, the Hellknight test, and Hellknight reckonings—are central to the various orders.

THE MEASURE AND THE CHAIN

The law and order the Hellknights live by and seek to impose are not the laws of any one nation. Rather, they are a set of strict philosophies known as the Measure and the Chain.

The Measure: A massive codex of duties, laws, and crimes, the Measure serves as a guide to a strict, ordered society. Based upon centuries of Chelish and Taldan legal codes, as well as passages from the strictures of Hell itself, this body of laws extols justness rather than justice.

The Chain: This philosophy encourages discipline through trial, whether such tests involve memorizing and meditating upon the Measure or exposing oneself to stress and pain that threaten to break the weak. At its more philosophical level, the Chain concerns itself with three virtues: order, discipline, and mercilessness. Each of these virtues is embodied by dual maxims.

Order teaches that Hellknights should strive to create a world that has no need for them and that every soul should punish those who hold back progress. It is embodied by the maxims “embrace obsolescence” and “every soul a tyrant.” The former encourages Hellknights to build a world of perfect, self-sustaining order, while the latter encourages every mortal—Hellknight or otherwise—to be a force for order.

Discipline teaches that no achievement occurs without loss and that emotions are a distraction and a vulnerability—this includes fear, which the Hellknights turn into a weapon against the weak. The maxim “emotion is weakness” encourages Hellknights to purge their minds of all tempestuous feelings and desires, be they fear and sorrow or love and pride. “Execution by flame” teaches that Hellknights must be ready to destroy all to accomplish their aims, and that only by casting off something may one become greater.

Mercilessness claims that all are guilty of something and that compassion is damaging to civilization. The lesson that “society cannot survive mercy” is one of the oldest philosophical tenets of the Hellknights, teaching that exceptions pave the path to anarchy and that a bleeding heart sickens all society. Tied in with this idea, the maxim “none are innocent” reminds Hellknights that everyone has transgressed and harbors unjust



thoughts, and so none are truly deserving of mercy or exceptional treatment under the law.

Together, these three virtues and the six lessons they encompass are symbolized in the Hellknights’ symbol, the Ennead Star.

In Action: Hellknights strive to live by the tenets of the Measure and the Chain. Among their peers (and to their victims), they regularly repeat favored maxims from the Chain. Most at least occasionally fall short of their cold, emotionless philosophies, though. To police their own thoughts and deeds, Hellknights regularly perform reckonings (see page 9). Those of insufficient will might eventually suffer mental breaks, leave the Hellknights, or worse—and this number includes some who have already demonstrated the courage and determination to endure the deadly Hellknight test. Upholding the Measure and the Chain is its own lifelong trial.

ORDERS AND TITLES

Hellknights divide themselves into orders that have more commonalities than differences. There are seven major Hellknight orders, as well as a smattering of lesser orders (detailed in the following chapters). Numerous ranks exist within the Hellknight orders, but the most pervasive—from highest in authority to lowest—are the following.

Lictor: A general of a Hellknight order.

Vicarius: A spellcasting leader of a Hellknight order (rarely used).

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

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

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

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

Hellknight: Rank-and-file knights.

Signifer: A Hellknight arcane or divine spellcaster.

Armiger: A Hellknight in training; a Hellknight squire.

THE TEST

To become a Hellknight, one must literally face an immortal champion of Hell. The specifics of the test differ in minor ways between Hellknight orders, but for all of them, it is a somber, trial-like rite conducted at dawn twice per year. A high-ranking officer—typically the order’s lictor—oversees this test, which is administered by a signifer and witnessed by every available member of the order.

After a lengthy introduction, the armiger to be tested enters a clearly marked arena. Once the initiate signals readiness, the signifer summons a devil into the area (likely using the *infernal challenger* spell; see page 60). The armiger and the fiend then fight to the death. If the armiger falls, he dies. If the armiger triumphs, he's allowed to recite a series of memorized vows, swearing to uphold the Measure and live by the Chain. If his performance is judged suitable, he receives the right to wear the armor of his order as a true Hellknight.

Not all tests are ceremonial spectacles. By the word of the Measure, any Hellknight can serve as witness for any worthy soldier who bests a mightier devil in single combat. If a Hellknight vouches for an individual and swears that the challenge conformed to the test's standards, the victor can join any Hellknight order that accepts him as a true Hellknight.

Running a Hellknight Test: The Hellknight test requires each would-be Hellknight to slay a devil whose Hit Dice exceed her own. Such a test is typically performed to fulfill the requirements of the Hellknight or Hellknight signifer prestige class, which many classes can access by 5th level. As such, 6-HD bearded devils are the fiends most commonly battled during the test (higher-level initiates must face higher-level devils). Those taking the test are allowed to carry into battle any weapons, armor, wands, potions, and other equipment they wish. Additionally, they may receive the benefits of allies' magic, so long as it is cast prior to the test's start. The ceremony preceding the test typically lasts over an hour, meaning that spells with a duration in minutes typically wear off before combat begins. During the test, should an armiger receive aid from outside the testing ring, she is disqualified and imprisoned (along with her conspirators). Such cheaters typically face a brief trial and execution. More specifics on preparing and running a Hellknight test can be found on pages 44–47 of *Pathfinder Campaign Setting: Hell Unleashed*.

RECKONINGS

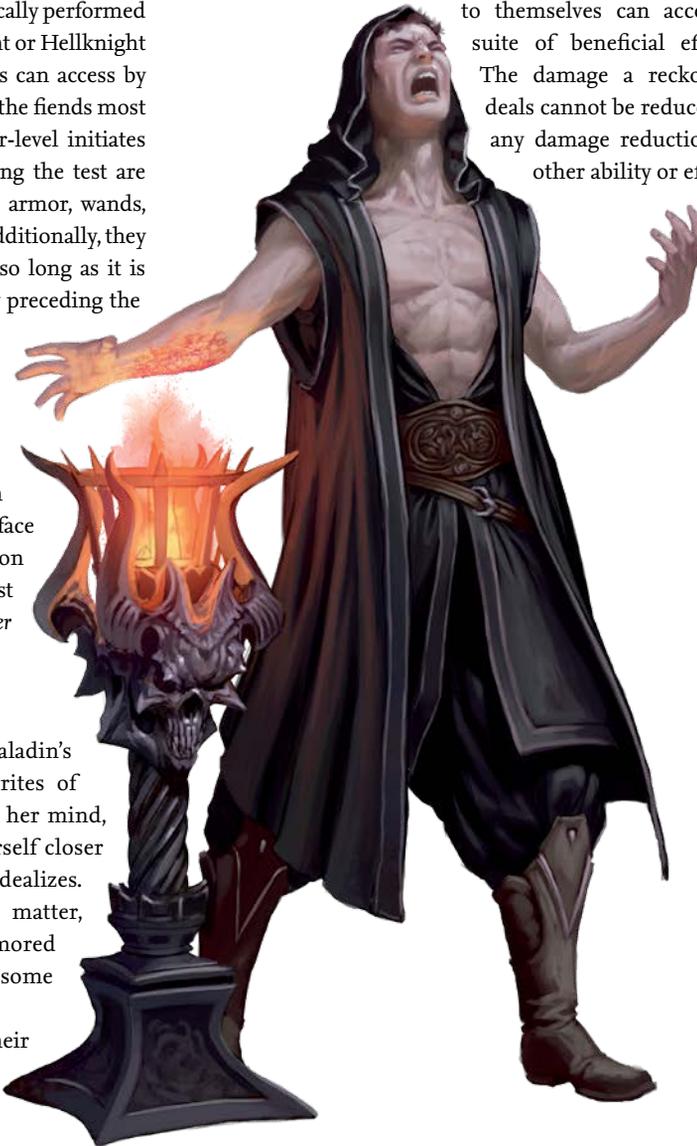
Similar to an ascetic's flagellations or a paladin's atonement, Hellknight reckonings are rites of mortification a Hellknight uses to focus her mind, excise unwanted thoughts, and bring herself closer to the champion of law her order idealizes. A reckoning is typically a personal matter, performed in private by a willing, unarmored Hellknight while she meditates on some aspect of the Measure and the Chain.

Hellknights are assumed to police their own thoughts and perform reckonings as necessary. If a Hellknight doesn't

regularly perform reckonings as part of her scheduled meditations, she doesn't lose any abilities or suffer negative effects—however, she might be censured by her fellow Hellknights if they learn of this dereliction.

Performing a Reckoning: Performing the physical component of a reckoning typically takes 10 minutes and deals 1d4 points of nonlethal damage. A particularly righteous or conflicted Hellknight might choose to perform a longer, more extreme version of a reckoning. In this case, the reckoning deals 1d4 additional points of lethal damage. A devoted Hellknight with the Hellknight Obedience feat (see page 62) can undergo an hour-long nonlethal reckoning to gain the benefit of a special ability, in addition to boons available for those with 12, 16, or 20 Hit Dice. See the chapters on the major Hellknight orders for descriptions of their specific reckonings and the boons these provide. Additionally, Hellknights with the Hellknight Obsession feat (see page 62) who choose to deal the lethal damage

to themselves can access a suite of beneficial effects. The damage a reckoning deals cannot be reduced by any damage reduction or other ability or effect.



PATH OF THE HELLKNIGHT

Order without Mercy

Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

Hellknight Arsenal

ORDER OF THE CHAIN

“All lift themselves upon the backs of others.”

Symbol hand wrapped in chains

Headquarters Citadel Gheradesca, near Corentyn

Leader Lictor Uro Adom (LN male human fighter 5/Hellknight^{ISWG} 7)

Members guards, sleuths, trackers, victims of outlaws

Armor Features lock-and-chain design, manacle-like gauntlets, helms reminiscent of iron prisoners' masks

Favored Weapon flail

Reckoning Crush your limbs with tightened chains.

Gain a +2 bonus on combat maneuver checks when attempting to disarm, grapple, or trip opponents.

BOONS

1: Taken Alive (Ex) You are an expert in hunting your quarry and capturing it alive. You take no penalty on attack rolls for using a flail to deal nonlethal damage. Additionally, while performing your reckoning, you can focus on understanding one specific individual. For the next 24 hours, you gain a +4 bonus on Perception, Sense Motive, and Survival checks that relate to noticing, seeing through the disguises of, interrogating others about the location of, or tracking that individual, or any activity directly related to doing so.

2: Pierce Disguise (Sp) You are suspicious of everyone, and your wariness grants you senses others do not have. You can use *true seeing* as a spell-like ability for a number of minutes each day equal to half your character level. These minutes do not need to be used consecutively, but they must be used in 1-minute increments.

3: True Identities (Su) You are not easily fooled by those who would hide their true natures. You gain a +4 bonus on Will saving throws to disbelieve illusions. Three times per day, when you successfully disbelieve an illusion that has a duration of longer than instantaneous (normally or using *true seeing*), you can attempt to dispel the illusion as a free action. Treat this as a targeted dispel, as per the spell *dispel magic*, but targeting only illusions and with your caster level equal to your character level.



Those who break the law rarely submit to justice willingly. Bandits who skulk in the darkest wildernesses, murderers who hide in plain sight, fugitives with the stamina to run forever—all are pursued by the Order of the Chain.

The Order of the Chain counts among its ranks the greatest Hellknight bounty hunters and jailors. Believing that everyone has a vital role to play in society, the order seeks to remove those who irredeemably deny their place and who actively impede civilization's progress. Rather than slaying criminals and nonconformists outright, the Order of the Chain forces most of its captives into lengthy terms of service in work camps. The most dangerous malefactors are sequestered in the order's fortress-prison, Citadel Gheradesca. Few criminals surrender easily, and so members of the Order of the Chain train in a variety of fields: tracking, criminal psychology, investigation, and interrogation, to name a few. Little strikes greater dread in a lawbreaker than knowing she's become a Hellknight of the Chain's quarry.

Law enforcers across the Inner Sea region reach out to the Order of the Chain, entreating the Hellknights for help in capturing their most elusive or important fugitives. The order can't send contingents in response to every request, but truly remarkable or valuable renegades might have a lone knight set on their trails. Most trackers stake their honor on completing such quests, and would prefer to never come home rather than return in failure. Those who succeed at their missions typically collect hefty sums for their work and might even drag their captives back to Citadel Gheradesca for internment.

Bounty hunting isn't the Order of the Chain's sole source of income. Many governments seek to rid their lands of their most dangerous criminals, politically inconvenient figures, and those prisoners deemed "unkillable." The order willingly holds such convicts for a price, incarcerating them at Citadel Gheradesca or putting them to work. The Hellknights of the Chain operate labor camps across Cheliox and Isgar—most notably Gorfallow Mine west of Belde, Basilisk Throne north of Logas, and Virestand in the Anferita Wood. The proceeds from the convicts' work—and from groups paying to keep captives imprisoned—help equip the Hellknights, plus provide basic necessities for their countless other prisoners.

Despite their effectiveness at securing criminals, the Order of the Chain bears a villainous reputation in good-aligned nations—particularly in freedom-loving Andoran—where its members are caricatured as slave-hunters and the pawns of vile slavers. What defines a fugitive varies between nations, but in countries where slavery is legal, the Order of the Chain has been called upon to hunt and return runaways. However, this rarely results in the return of abused slaves to the hands of cruel captors. More often, it means tracking contract breakers and returning them to their indentured servitude or into the long but voluntary terms of service common in Qadira. The order sees no virtue in abuse or the squandering of life. In fact, some Hellknights view needlessly brutal oversight and squalid living conditions as a breach of an overseer’s, warden’s, or master’s pacts with those he watches over, perhaps even warranting the victims’ flight. As a result, more than one prisoner of Citadel Gheradesca once forced others to call him “master.”

Lictor Uro Adom commands the Order of the Chain and serves as ultimate warden of Citadel Gheradesca. A bull of a man with a mathematician’s mind, Adom began his career as a constable in Merab, capital of his homeland of Thuvia. Fate and the pursuit of a gang of deadly poisoners eventually brought him to Cheliox and into the Order of the Chain’s service. He spent many years abroad in Nidal, where he gained a reputation for efficiency and the epithet “the Panther of Pangolais.” Upon the death of Lictor Borias 12 years ago, Adom took control of the Chain and turned his cunning toward reinforcing the order’s infrastructure. Since then, the Order of the Chain has seen significant improvements in its equipment and the conditions at Citadel Gheradesca—largely thanks to Adom’s negotiations with agents of House Thrune, Nidal, Taldor, Rahadom, and even distant Jalmeray and Lastwall. When faraway governments and law enforcers entreat the Order of the Chain for aid in capturing a fugitive, Adom personally determines which requests will be indulged or ignored, evaluating not just the depravity of the criminal and apparent need of the petitioner, but also the potential profit the order might gain.

Hellknights of the Chain are most commonly encountered in Cheliox and Isgar. Those tracking fugitives, though, might be found anywhere.

ORGANIZATION

The Hellknights of the Chain are only infrequently encountered in the wider world, as the majority of its forces

remain concentrated at Citadel Gheradesca. Bands of the shackle-girded knights rarely march from their bastion en masse. Rather, they bring the war against society’s corruptive forces into their own domain. Within the bowels of Citadel Gheradesca, the Order of the Chain maintains strict control over a population of hundreds of Golarion’s vilest criminals. Only the most debased, cunning, and elusive lawbreakers are kept within the citadel’s many cells, but these prisoners require constant vigilance and caution to stay restrained. This keeps most of the order’s members occupied, as their watchfulness is vital to maintaining Citadel Gheradesca’s reputation for being impregnable and inescapable.

Despite how infrequently Hellknights of the Chain are seen beyond their citadel, the order receives the most requests for aid from outside groups—typically law enforcement agents and small governments in far-flung parts of Avistan.



URO ADOM

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Most of these appeals to hire the mercenary order go ignored, as the Hellknights simply can't be bothered with every minor lawbreaker or escaped prisoner. Truly unique or innovative crimes, however, stand a chance of capturing the Hellknights' attention. In such cases, a single fugitive hunter is typically dispatched to evaluate the request and, if the crime and criminal are deemed worthy, to bring the offender to justice. As such assignments become matters of honor for Chain Hellknights, they approach them with the utmost seriousness and prove dogged in their pursuit. From the outset of her quest, a Hellknight of the Chain insists upon receiving a fee and the right to ultimately choose how her captive will be incarcerated. If the Hellknight deems no local institution fit to hold her prisoner, she can choose to return to Citadel Gheradesca and imprison her detainee there—a fate most consider to be worse than death.

PHILOSOPHY

The Order of the Chain values strict social order, founded on individuals who embrace their responsibilities and crucial roles in a community. These Hellknights believe those who reject those roles actively oppose society's

advancement. Those who place their own desires above the group's must be made to contribute to the greater good. Those who refuse to work toward a community's goals must be removed from that community. Exile isn't an effective way of dealing with such rebels, as the wilderness foments uncivilized barbarity. Death seems a simple solution, but often squanders unseen potential. Therefore, social dissenters must be removed to a place where they can do no harm and, in the perfect case, can be compelled to make useful contributions.

Hellknights of the Chain consider their record of arrests and history of holding prisoners to be a measure of their success. Should a lawbreaker elude a Hellknight or escape from custody, the Hellknight considers this a wound to her honor. As such, members of the Order of the Chain in pursuit of a fugitive are among the most single-minded, uncompromising Hellknights of any order.

RECKONING

Members of the Order of the Chain are no strangers to chains and shackles. Their reckoning involves wrapping a limb (typically a forearm or shin) with a length of chain

measuring at least 2 feet. A sturdy iron rod of about 6 inches in length is then inserted through parallel links and twisted, taking up the slack between the chain and the Hellknight's limb. This causes the chain to bite into the Hellknight's flesh, tightening on all sides. (See page 9 for more details about reckonings and damage.) Many bear obvious scars upon their forelimbs, fingers, and even necks in the shape of overlapping chains, while some limp or have weakened arms due to breaks suffered during overzealous reckonings.

CITADEL

Citadel Gheradesca isn't just the headquarters of the Order of the Chain; it's also one of the most secure prisons in Avistan. Remote and difficult to approach, the towerlike citadel rises upon a spear of land along the storm-lashed Orneian Reach, north of Corentyn. A quarter-mile-long stone shelf provides the island, known locally as Gheradesca Isle, with its single tether to land, a zigzagging natural bridge revealed only at low tide. At all other times, those with business at the citadel must approach using a single dock on the isle's ocean-facing western side, braving the notoriously rough waters and rocky shallows. Worse, three cetuses (*Pathfinder Bestiary* 554)—Arksvaul, Kelorgo, and Stynangal—make their home along the Orneian Reach and view the Hellknights' regular dumping of prisoners' bodies as sacrifices to their grandeur. The massive, vain dragons typically linger along the isle's northern coast, but have been known to extort tolls from sailors and travelers along the land bridge.

Upon reaching Gheradesca Isle, visitors find sheer, flinty cliffs ascended by a single narrow path. Stinging sea salt and frigid water blasts those who make the climb, distracting most from dozens of well-hidden Hellknight guard posts and ambush sites. The trail ends at a narrow door called the Final Rite, an artless iron barrier flanked by statues of sobbing giants, over which looms the inscription "Nothing Resists the Forge of Time." The claustrophobic courtyards that ring Citadel Gheradesca lie beyond. The fortress-tower covers the entirety of the isle's peak, seamlessly rising from the natural stone—making the whole island look like a sharp spire rising from the sea.

The barracks, armories, and gathering places of the Order of the Chain occupy heavily guarded spaces within the walls and at its highest peak, while cells fill much of the rest of the citadel. The holding places of some of Golarion's most dangerous criminals—as well as prisoners too valuable to be killed and invulnerable captives—range from cramped, cold compartments to vaults webbed with magical chains. Supposedly, these prison blocks rise not just throughout the tower, but also pierce the rocky isle below, entombing the citadel's deadliest prisoners in a hellish menagerie. Some of the deepest levels host cell blocks of remarkable complexity—multiple-stage miniature prisons, areas of antimagic, sites of planar warding, and devious puzzle-cells. These wards

are mostly populated by monstrous, undead, inanimate, and otherwise indefinable prisoners, guarded by elite Order of the Chain wardens.

Within the prison, both the Hellknights and their prisoners follow a precise, clockwork routine, with any deviation provoking brutal reprimand. While the activity is far from pleasant, prisoners who submit to the emotionless, mechanical efficiency of life at Gheradesca find their needs met and their safety assured. Rehabilitation, however, is not a concern for the Hellknights. As most prisoners carry life sentences, the days blur together in a harsh, gray purgatory. A few of the prison's most interesting residents include Skulleater, a murderer who terrorized Remesiana; the halfling Lilans Diorshin, a relation of one of the Bellflower Network's founders; and the notorious, eternally conniving, and deceptively sized Voice from the Box.

Death is the most common escape from Citadel Gheradesca. The Order of the Chain claims no prisoner has ever managed to escape the citadel, but the residents spread rumors claiming that two inmates once did manage to get out through tunnels deep within the isle. In rare cases, legal intervention or vindicating evidence might secure a prisoner's release from Gheradesca, but those who leave are rarely the same as when they entered. In most cases, extended terms at the prison drain individuals of their passion for life and all but the most basic emotions.

PROMINENT MEMBERS

Among the Order of the Chain, skilled hunters and elusive criminals hold places of special notoriety.

Liabriz Corborra (NE female human alchemist^{PG} 7): Only the leadership of the Order of the Chain is permitted to approach cell 1414 D. The cell's resident, Liabriz Corborra, is not a member of the order, but she struck a deal with it, paying a small fortune to have the Hellknights keep her as a prisoner. A talented alchemist able to create and cure numerous poisons, Liabriz now bends her talents to serve the Hellknights. In return, the Order of the Chain guards her from the retribution of her former allies, the secrecy-obsessed Anaphexia.

Master of Blades Leuden Mardinus (LN male human ranger 6/Hellknight^{SWG} 2): The Order of the Chain's most senior bounty hunter, Master of Blades Mardinus is also the order's oldest member at nearly 80. Mardinus has served three lictors as Master of Blades, all of whom have come to trust his keen insight into the minds of fugitives and his almost preternatural ability to tell when someone is lying. With special dispensation from Lictor Adom, he lives alone 8 miles northeast of Citadel Gheradesca in a wooded cabin where he breeds Nidalese shadscents (a breed of gray, speckled bloodhound) and trains promising Hellknights in advanced tracking methods.

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Paravicar Racid Illito (LN male human cleric of Torag 10): While Paravicar Illito's position demands that he see to many of his order's mystical needs, he is also an ingenious engineer. It's said that no one knows Citadel Gheradesca better than Illito, who has overseen countless construction and renovation efforts at the fortress within the past 20 years. He's also responsible for some of the prison's most ingenious puzzle-cells, which confine Gheradesca's deadliest prisoners. Within his private room, he keeps dozens of blueprints of past and future designs—all written in plain, efficient Dwarven script.

CHARACTERS AND NPCs

Hellknights of the Chain exhibit great focus, fixating their vision of order on one individual at a time. Many order members are former constables who were unable to pursue justice to its fullest extent, or were the victims of outlaws or even unrighteously forced into service for a time. The

majority of these Hellknights are humans from Cheliah, though Citadel Gheradesca's proximity to Rahadoum has gathered a fair number of recruits from that nation.

Most members of the Order of the Chain are fighters stationed as guards at Gheradesca. Player or nonplayer characters, though, might have been singled out for their keen minds and so might enjoy special dispensation to train and quest as mercenary fugitive hunters. Such characters are likely to have levels of hunter, investigator, ranger, or possibly alchemist (with a particularly forensic bent). The constable cavalier archetype (*Pathfinder Player Companion: Heroes of the Streets* 17) and urban ranger archetype (*Pathfinder RPG Advanced Player's Guide* 129), as well as the empiricist (*Pathfinder RPG Advanced Class Guide* 100) and Lepidstadt inspector (*Pathfinder Player Companion: Advanced Class Origins* 15) investigator archetypes provide useful abilities for Hellknights of the Chain. There are relatively few signifiers among the Order of the Chain, with most being clerics of lawful deities—particularly Abadar and Torag—or Rahadoumi oracles, often with the metal mystery (*Pathfinder RPG Ultimate Magic* 55).

Feats that improve a character's ability to perform combat maneuvers, particularly disarm and trip, are common among these Hellknights—such as Break Guard (*Pathfinder RPG Ultimate Combat* 91), Disarm Partner (*Pathfinder RPG Monster Codex* 93), Improved Disarm, Improved Trip, and Solo Maneuvers (*Pathfinder Player Companion: Bastards of Golarion* 23)—as are those that help take foes alive—such as Bludgeoner (*Ultimate Combat* 90) and Enforcer (*Advanced Player's Guide* 159).

Chain Hellknights have a reputation for using animals, particularly hounds, to track their quarry. Many Hellknights in the field keep dogs, whether provided by their class or purchased and trained using the Handle Animal skill.

Adventurers might come into conflict with the Order of the Chain when they're trying free a prisoner in Hellknight custody or when they themselves become a Hellknight's quarry. Such foes might make use of *dimensional shackles*, *gauntlets of the skilled maneuver*, *iron rope*, *manacles of cooperation*, *merciful weapons*, and *onyx dog figurines of wondrous power* (all of these items can

be found in *Pathfinder RPG Ultimate Equipment*).

It's also not uncommon for veteran Hellknights of the Chain to work with groups of less experienced Hellknight armigers (*Pathfinder Campaign Setting: Inner Sea NPC Codex* 31), detectives from the Sleepless Agency (*Inner Sea NPC Codex* 55), local law enforcers and constables, or other freelance bounty hunters of any class.



RESTRAINTS

Order of the Chain Hellknights employ a variety of restraints when capturing and holding fugitives.

IRON MASK

Common	PRICE 75 GP	WEIGHT 10 lbs.
Masterwork	PRICE 150 GP	WEIGHT 15 lbs.

This plain but heavy iron helmet covers the entire head and fastens around the neck and shoulders. The wearer becomes difficult to identify, as the mask obscures all facial features. A creature wearing an iron mask is always treated as having made an involuntary Disguise skill check with a result of 10 (with no further modifiers). Additionally, the creature can only apply half its Dexterity modifier to Dexterity checks, Dexterity-based skill checks, initiative checks, and Reflex saving throws. The creature adds only half of its Dexterity modifier to its Armor Class and CMD, and to attack rolls, if applicable. The creature treats all other creatures as if they had concealment against it.

A creature wearing an iron mask can use the Escape Artist skill to slip free (DC 35, or DC 40 for a masterwork iron mask). Breaking the mask requires a Strength check (DC 30, or DC 32 for a masterwork iron mask). An iron mask has hardness 10 and 30 hit points. Half the damage dealt to an iron mask applies to the creature wearing it.

Iron masks are typically designed for Medium creatures, but Small ones can be bought for the same price, or larger ones can be bought for higher prices (the price is calculated the same way as buying larger-sized manacles; see page 68 of *Ultimate Equipment*). Most iron masks have locks; add the cost of the desired lock to the price of the mask. Masterwork masks also often feature frightening or demeaning sculpted visages.

MANACLES

Common	PRICE 15 GP	WEIGHT 2 lbs.
Masterwork	PRICE 50 GP	WEIGHT 2 lbs.
Mithral	PRICE 1,000 GP	WEIGHT 2 lbs.

Manacles are detailed on page 68 of *Ultimate Equipment*. The specifics of their effects are largely left to the GM's discretion, due in large part to manacles' versatility. However, for their most common uses, GMs might employ the following effects.

Fetters: These manacles are specifically designed to fit around the ankles, and use the same rules for breaking, escape, and cost relative to size. A creature in fetters is entangled and can move at only half speed. In addition, a fettered creature must succeed at a DC 15 Acrobatics check to move more than its (reduced) speed in a round. If it fails the check by 5 or more, the creature falls prone.

Frontal Restraint: A creature whose wrists are bound with manacles can wield only one melee weapon or shield in combat (the weapon may be a two-handed weapon). It

TENETS OF THE CHAIN

Hellknights of the Chain value social order and responsibility, seeking to root out anarchists and fugitives. They have reputations as relentless hunters who drag lawbreakers away in chains. These Hellknights keep meticulous count of the number of criminals they've brought to justice; they never abandon the pursuit of a fugitive, and they believe everyone has a specific, crucial role to play in society.

Order of the Scourge Hellknights work to uphold the following tenets.

- I will remove those who create barriers to the people's future greatness.
- My desires are secondary to the good of my order, my nation, and my people. They will not distract me from my tasks.
- I will remove the foes of the people, both those who call themselves enemies and who call themselves friends.
- My quarry and my captives are my charges. I am responsible for their deeds, their lives, and their deaths.
- Those in my charge deserve neither mercy nor cruelty.
- I will warden first and judge second. I will uphold the law, no matter the cost.

cannot make use of ranged weapons, except for crossbows (but even these cannot be reloaded by the bound creature). Any attack the creature makes while manacled takes a -4 penalty. The creature can attempt skill checks using its hands, but at a -5 penalty (-15 on Disable Device checks to pick the lock of manacles the creature is wearing).

Rear Restraint: Manacles might be employed to keep a creature's hands behind its back. In such cases, the creature cannot use its hands to effectively employ any weapon or shield. The creature can attempt to use its hands to perform a skill, but at a -10 penalty (-25 on Disable Device checks to pick the lock of manacles the creature is wearing). While manacled, a creature can attempt to flip its arms beneath its legs, bringing its hands in front of itself. This requires a successful DC 25 Escape Artist check (a separate Escape Artist check is then required to escape the manacles).

Restraining Two Individuals: Two creatures might share one set of manacles. While manacled together, the manacled individuals must remain adjacent to one another. If they are not working together, they are both treated as grappled. If they are working together, they can move together in the same round (using the movement speed of the slower creature). A manacled creature can forfeit its turn during combat to mimic the other manacled creature's movements, allowing that creature to act as if unrestrained.

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ORDER OF THE GATE

“Judgment in the face of depravity.”

Symbol infernal eye staring out from a swirling portal

Headquarters Citadel Enferac, east of Pezzack

Leader Vicarius Giordano Torchia (LE male human wizard 11/Hellknight^{SWG} 2)

Members devil worshipers, intellectuals, planar-blooded outcasts, spellcasters

Armor Features helm with a vortex-like pattern, crimson robes

Favored Weapon dagger

Reckoning Etch complex symbols of penitence into your flesh with a dagger. Gain a +4 bonus on Will saving throws to resist divination spells and spell-like abilities.

BOONS

1: Focus of Mind (Su) You gain one gaze ability from the list detailed as part of the assiduous gaze class feature of the Hellknight signifer prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 29). You can choose only a gaze that a Hellknight signifer could choose at 4th level. If you already have the assiduous gaze ability, you can select one additional gaze. Additionally, if you do not already have one, you receive the mask described in the prestige class's signifer mask class feature (and also detailed on page 63), as well as the benefits of the Hellknight signifer prestige class's signifer mask supernatural ability; you must be wearing a signifer mask to use this ability.

2: Armored Spellcasting (Ex) You have mastered the delicate and yet taxing art of casting spells in your Hellknight armor. You can ignore the spell failure chance of any armor with “Hellknight” in the name.

3: Unfathomable Gaze (Sp) You are able to focus your staunch Hellknight training into a spell-like ritual that allows you to glean information that could be vital to your mission of enforcing the law. Once per day, while wearing a signifer mask, you can use *vision* as a spell-like ability, treating your total character level as your caster level. Unlike casting the spell normally, you are not fatigued after this ability is complete, as your training allows you to shake off what might tire lesser individuals.



Punishment is a response to the failure of law. To the members of the Order of the Gate, true order can be achieved only when criminal behavior is quelled before it is committed—preferably before it is even considered. The Order of the Gate doesn't seek to convince every free-willed creature of a lawful society's virtues, because its members believe that forces stronger than rhetoric must be used to prevent the sickness of criminal impulse. Thus, the Order of the Gate employs magic to enforce its vision of law.

The Order of the Gate is the smallest major Hellknight order, numbering only a few hundred members. It is also the only Hellknight order where signifers (*Pathfinder Campaign Setting: Paths of Prestige* 28) outnumber rank-and-file knights. Spellcasters of all stripes don the crimson robes and vortex-patterned black armor of the Order of the Gate. From the order's mountain refuge, Citadel Enferac, signifers research new spells and rituals, tapping into arcane, divine, and psychic magic to devise new ways of bringing law to the world. Innovations and magical inventions found nowhere else on Golarion lie within Citadel Enferac, born from the libraries, laboratories, and forges of Hellknight spellcasters. Augurs of fantastic potency cast their impossible gazes across the world, witnessing crimes and presaging chaos. The Hellknights might keep this information to themselves, convey it to distant law enforcers via imp-carried missives, or share it with other orders. Other Hellknights of the Gate look to the planes, seeking to learn the secrets of true law from archons, devils, inevitables, and stranger creatures.

Obsessed with precision, perfect components, and valuable lore, Hellknights of the Gate regularly venture out from Citadel Enferac in pursuit of objectives too important to entrust to mercenaries or even other Hellknight orders. While the order's magical research is a high priority, members don't merely hoard their discoveries. Rather, they use them to impose their view of law upon the land. Subtlety and magical manipulation lie at the heart of most of the Order of the Gate's work, except in the rare cases where instilling fear through overwhelming displays of magical dominance proves more effective.

Entreaties for aid most often come to the Order of the Gate from other Hellknight orders—outside

organizations typically know little of the order or fear it outright. When the path of a fugitive goes cold, a criminal's identity defies all inquests, or powerful magic relentlessly counters an investigation, other Hellknights might call upon their expert brethren. The Order of the Gate usually helps, but always in exchange for favors rather than material wealth. It's not uncommon for Hellknights of other orders to work for the Order of the Gate on loan, perhaps to retrieve objects of interests, provide security for its members, or complete more inscrutable tasks. Each Hellknight order has individually learned to avoid calling upon the Order of the Gate in all but the most dire situations, not just because of the members' aloofness and their strange abilities and practices, but also because the favors requested as recompense often prove dangerous and inexplicable.

A brilliant spellcaster renowned both for his arrogance and his vast network of informants, Vicarius Giordano Torchia leads the Order of the Gate. He is frequently accused of being in direct league with powerful devils, an accusation to which he quickly confesses, also noting associates among asuras, axiomites, inevitables, kytons, mercanes, shaes, and numerous other extraplanar groups. While the vicarius believes in his order's goal to quell the world's chaos, he doesn't believe that Golarion's races can do so as they currently exist. Torchia seeks to put his order in control of some means of dominating the Inner Sea region without martial force. From there, he would see all of Golarion united under his cabal's guidance, establishing Golarion's people as a force as single-purposed as the exemplar races of the planes. Torchia understands the audacity of his quest, so he shares it with few, instead seeking advice during frequent forays to the planes using the rumored extraplanar gates within Citadel Enferac.

Order of the Gate members are rarely encountered in urban settings unless they're in the company of other orders. Hellknights of the Gate might be found seeking all manner of obscure relics and knowledge in ruins, centers of learning, and mysterious locations across Golarion and even on other planes.

ORGANIZATION

Signifiers dominate the martial hierarchy of the Order of the Gate. While most are arcane spellcasters, clerics of Asmodeus prove quite common—especially those focused on his role as a god of magic. Users of psychic magic and stranger traditions also find places within the order, with students of almost every imaginable field of magical study represented at Citadel Enferac.

While Vicarius Torchia leads the order, a cabal of advising paravicars serves him; this circle of counselors is larger than most other Hellknight leaders tend to tolerate. Each of these advisors is an expert in her school of magic or field of mystical study, with the council's size fluctuating as initiatives fall in and out of favor. The group averages around 20 members, though some are temporary or honorary members of the order. Rank is determined by seniority and the vicarius's personal decree. These

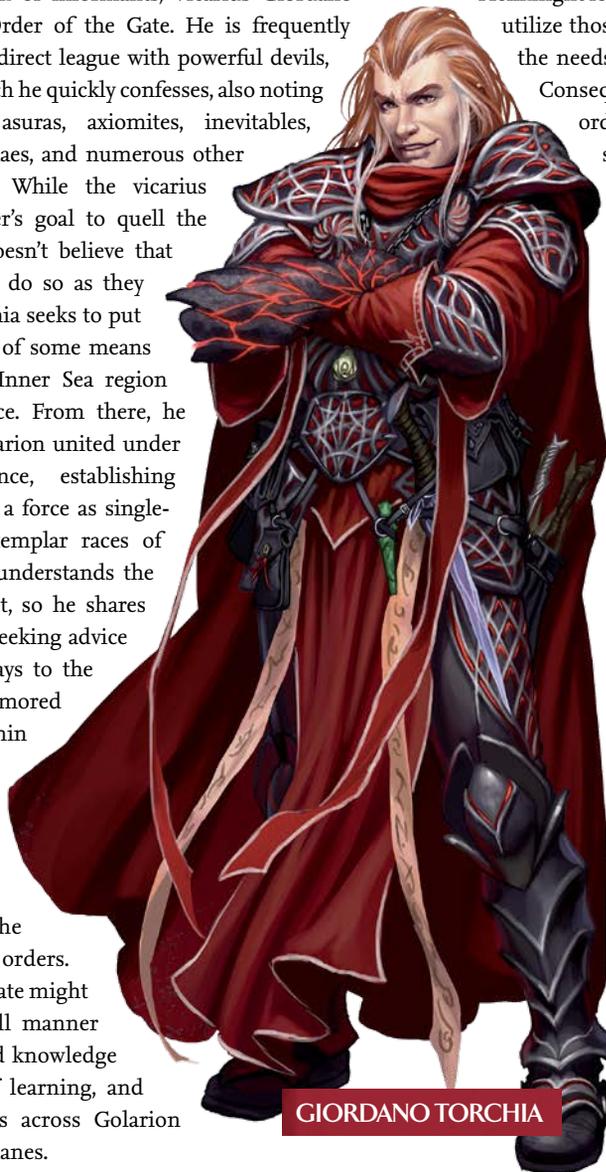
Hellknight leaders have broad leeway in how they utilize those under their command, so long as the needs of Torchia and the order are met.

Consequently, while most branches of the order follow a strict military hierarchy, some subgroups seem more akin to scholarly think tanks, the Asmodean church, shadowy cults, or other similar organizations.

Few members of the Order of the Gate have no magical training. Those who don't—while a necessity for the group's defense—are destined to stagnate as low-ranking sentinels.

The leaders of the order's martial subdivisions are mostly magi, who outspokenly defend the deadliness and legitimacy of their arcane art form.

Unknown to most other orders, several outsiders number among the ranks of the Order of the Gate. While this isn't expressly against the laws of the Measure and the Chain, many would disapprove. The Hellknights' relationship with devils is meant to be as master and slave, not as peers, and some Hellknights believe this is how the orders should interact with all extraplanar beings. Regardless, the Order of the Gate quietly hosts several fetchlings, geniekin, and tieflings among its ranks, as well as a few axiomites, shabti, and true devils.



GIORDANO TORCHIA

PATH OF THE HELLKNIGHT

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PHILOSOPHY

The Order of the Gate foments an intellectualist vision of law. Through surveillance, manipulating information, and coercion—magical or otherwise—the Hellknights seek to be just, if not benevolent, dictators. They see no ethical quandary in using enchantments to force individuals confess their crimes, the iniquities of their neighbors, or vices yet to be acted upon. For the order, the end of preventing chaos and strife more than justifies these intrusive means. What's more, the order's members believe that privacy is a concern only for those with something to hide. They are immediately suspicious of those who question their probing ways. Those who live by the law, these Hellknights believe, should have no concern about being the target of the occasional scrying or mind reading. The morality of such matters falls by the wayside, or is entirely irrelevant to the order, when countless crimes could be not just punished, but prevented. As a result, Order of the Gate Hellknights often view themselves as chosen, magic-using interrogators, solely blessed with the intellect and power to mete out the justice they believe that order demands.

RECKONING

The Order of the Gate's Hellknights use knives to etch symbols of penitence upon their flesh. (See page 9 for more details about reckonings and damage.) These wounds typically adorn the forearms, chest, and neck.

The symbols that Hellknights of the Gate carve into themselves are not random arcane runes, but derivations of countless occult or extraplanar scripts. The most frequently etched symbols are *ciik*, *olix*, and *xiv*.

Ciik: A pictogram from ancient Vudrani lore, this nail-like symbol embodies the thoughts that provoke deeds that hold a soul back from spiritual advancement. The symbol serves as a reminder of past failure and future potential.

Olix: This rune—shaped like jaws consuming one another—depicts one of the 3,000 Infernal words for pain. This specific rune means the pain of publicly suffering for one's own allegiance, honor, or faith.

Xiv: This is a symbol interpreted from ageless axiomite mathematics. A simple but imperfect summary of its meaning defines it as a notation marking an equation that has a solution on planes of absolute law, but not on the Material Plane.

CITADEL

Once, Citadel Enferac was merely a tower along the slopes of Mount Nyisaid in the western Menador Mountains. A secluded lodge among the holdings of the Leroung family, it became the cornerstone of a new Hellknight citadel in 4599 AR, when Sheel Leroung received permission from the organization's leadership to take 20 magically talented warriors to cement a Hellknight holding in the west and further Leroung's studies.

Over the ensuing decades, Citadel Enferac has grown from a single structure to encompassing the entirety of Mount Nyisaid. The citadel doesn't simply cover the mountain; it fills it, as the Order of the Gate has carved vast caverns within the mountain, some with fortifications and structures all their own. Other areas have become vast halls, troop barracks, and meeting chambers.

From the outside, the mountain's habitation is clear. Towers, smoking chimneys, iron balconies, and fortifications of black stone protrude from the snowy slopes. A massive flight of stairs rises from the nearby valley to a mighty crimson door, which many Hellknights of the Gate, accustomed to entering the tower by mystical means, derisively call the Acolyte Gate. Two gargantuan iron statues of Hellknights flank this gate, while a third guards the Eyrie Door near the citadel's summit.

Dozens of labyrinthine floors lie both inside and below the mountain. While a significant portion of Citadel Enferac provides quarters and support for the Order of the Gate's martial legions, countless chambers serve the work and studies of the order's signifiers. Lecture halls, libraries, laboratories, forges, shrines, meditation spaces, and chambers hosting inscrutable experiments fill the rest of the citadel. Most notorious, though, is the Brink—the gate that drew the Hellknights to Mount Nyisaid long ago and inspired the name of their new order. A soulgate bound within an elegant silver arch, the Brink links to Hell's fifth layer, Stygia, and the library-tower known as the Razor Stair (see page 66 of *Pathfinder Adventure Path #105: The Inferno Gate* for more details). Only those with the vicarius's leave may access the portal, but over the centuries many of the order's greatest innovations have been born from insights and lore claimed from the deadly library beyond.

Yet few know that the Brink isn't the only gate within Citadel Enferac. Bound within Vicarius Torchia's personal library stands the *vicious link*, an artifact and movable portal discovered by Sheel Leroung. For those who know the command word, the gate opens to a crossroad island in the Maelstrom known as the Isle of Seven Chains. A rare planar hub, this spherical island hosts a collection of soulgates and serves as a foothold from which the Order of the Gate can launch investigations across the planes. See page 21 for more details on the *vicious link*.

PROMINENT MEMBERS

Spellcasters of lethal genius hold places of esteem and envy among the Order of the Gate. Aside from those noted here, Order of the Gate signifier Chaid DiViri features prominently in *Pathfinder Module: The Emerald Spire Superdungeon*.

Ariotol the Listener (LN male psychic^{OA} 10/Hellknight signifier^{POP} 4): Among the Order of the Gate's few and most powerful psychics, Ariotol is a skilled seer. He seeks to use his gifts to predict and prevent murders, so none might have to face the parentless childhood that he did. Signifier Ariotol and the 12 seers under his command spend most of their days in the hall called the Blind Observatory, a domed, incense-clouded chamber where they magically cast their minds across Cheliax, seeking out deadly crimes. Focusing on only one community at any given time, Ariotol's group has far from solved the problem of crime in Cheliax. Regardless, the seers have prevented numerous misdeeds. They've also stumbled across politically useful information on more than one occasion, leading Vicarius Torchia to enthusiastically support their work.

Mahshoka and Sister Drove (LE uniila witches^{APG} 8; *Pathfinder Adventure Path #28 86*): Beyond the Brink lies the Razor Stair, an impossible, 2-mile tall staircase of sharp-paged tomes. Countless uniila devils (also known as cabal devils) make their homes upon the stairs, studying book-laden landings and testing those who would pass. Mahshoka and Sister Drove are two such uniilas who now work closely with the Hellknights. As part of a bargain with a long-damned signifier, the white-veiled Sister Drove instructs the Gate's most promising diabolists in infernal law, contract lore, and summoning. Mahshoka is a librarian of sorts who knows much of the Razor Stair's contents and might fetch useful lore for a price—preferring herbs and the bones of rare animals. The uniilas are not friendly with one another, even though neither strays far from the chamber containing the Brink.

Sheel Leroung (LE male human lich wizard 20): The records of House Leroung and the Order of the Gate agree that in 4621 AR, on the day of his 89th birthday, the wizard Sheel Leroung—ally of Hellknight founder Daidian Ruel, father of the Order of the Gate, and the first Hellknight signifier—expired. What they don't record is that, on the same day, Leroung rose as a lich. Technically retired from the Hellknights, Leroung employed the *Vicious Link* to travel to the Island of Seven Chains, where he erected the Ashstaves. Now he splits his time between his personal research at the Ashstaves's Shackled Tower and visiting Palace Locclairio in Dis, where he occasionally assists Daidian Ruel—ageless and his spirit long separated from his body—in the first Hellknight's endless search for his son's damned soul.

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CHARACTERS AND NPCs

Members of the Order of the Gate are among the most aloof and arrogant of Hellknights, often pointing to their magical gifts as proof of their divine or cosmic authority. Most care little about privacy or consent, using divinations and enchantments to reveal the truth behind criminal acts. Those they judge as being irredeemable and dangerous they often execute in bombastic magical displays. This combination of power, insight, and ego means that members of the Order of the Gate are the most likely Hellknights to be of lawful evil alignment—but many order members remain lawful neutral.

While members of any spellcasting class can be found among the Order of the Gate, wizards make up the majority of their ranks. Members of the diabolist (*Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1* 44) and signifier (*Paths of Prestige* 28) prestige classes are common, as are specialists of all schools. Sorcerers, summoners, and lawful clerics of Asmodeus and Nethys frequently are counted among the Order's ranks. Practitioners of occult magic are few, but respected—particularly mesmerists and psychics. Hellknights of the Gate who are adventurers might have the psychic detective investigator archetype (*Pathfinder RPG Occult Adventures* 119) or the Egorian Academy infernal binder wizard archetype (*Pathfinder Campaign Setting: Inner Sea Primer* 28).

Martial members of the Order of the Gate are typically magi or warpriests who serve as higher-ranking commanders leading the order's martial members who have no magical aptitude. Even those with no spellcasting ability might adopt archetypes that grant talents similar to arcane abilities, such as the eldritch guardian fighter archetype (*Pathfinder Player Companion: Familiar Folio* 7), or choose class options typically meant to support magic-users, such as the order of the staff cavalier order (*Pathfinder Player Companion: Knights of the Inner Sea* 25).

While most magic-users eschew armor, members of the Order of the Gate believe that to do so would cause the other Hellknight orders to perceive them as weak. As such, many arcane spellcasters among the group employ the Arcane Armor Training and Arcane Armor Mastery feats. Armors made of mithral are also highly coveted, as they reduce spell failure chance by 10%. The Warrior Priest feat (*Pathfinder RPG Ultimate Magic* 159) is also a common solution to this problem, especially as it's also one route to the Hellknight signifier prestige class.

Despite its notorious reputation, the Order of the Gate is especially tolerant of unusual races. Many Chelish tieflings find acceptance, and even respect, among the Hellknights, given their connection to the infernal powers that many Hellknights study. Small numbers of aasimars, changelings, and geniekin are also members, but creatures of nearly any race touched by magic or the planes can join the order—though they might at times feel more like research subjects than true Hellknights.

The Order of the Gate's members make dangerous and intimidating foes for adventurers. As many Hellknights of the Gate seek magic and power for their order, crimson-cloaked signifiers with entourages of outsiders, constructs, and Hellknight bodyguards might appear wherever rumors tell of ancient lore. Such entourages might employ all manner of conjured creatures, or even attempt to take control of such creatures with magic items such as *books of extended summoning* and *gloves of the commanding conjurer*. Order of the Gate Hellknights favor magical items that make them appear to have impossible power or insight—staves that also function as *axiomatic quarterstaves*, *masks of a thousand tomes*, *monocles of the investigator*, *seducer's bane bracelets*, and *western star ioun stones* are particularly popular. (All of these items except the last can be found in *Pathfinder RPG Ultimate Equipment*; *western star ioun stones* are found on page 29 of *Pathfinder Campaign Setting: Occult Mysteries*.) The masks used by Hellknight signifiers are also especially common, as they were first forged or perfected by the Order of the Gate.



MAGIC AND TECHNIQUES

The Hellknights of the Gate have perfected a variety of magical practices that their spellcasters and martial allies use to promote tactical synergy on the battlefield and off. For example, the order's members are fond of pairing casters with melee combatants trained to gather their allies' latent arcane power into their own weapons and unleash it into the enemies with whom they stand toe-to-toe (see the Caster's Champion feat for more details).

Many of the spells and magic items presented on pages 60–61 are also innovations of Order of the Gate signifiers, or originated in the notes of the order's magic users, but some, like the mysterious *Vicious Link*, remain tightly guarded secrets.

CASTER'S CHAMPION (COMBAT)

You draw upon the power of an allied arcane spellcaster to enhance your weapons with magical energy.

Benefit: Three times per day as a swift action, when you are within 30 feet of an ally who is an arcane spellcaster, you can channel a portion of her arcane power into your weapons. For 1 round, you gain a +1 bonus on all weapon damage rolls, and your weapons are treated as magic for the purpose of overcoming damage reduction. When your base attack bonus reaches +4 and every 4 points thereafter, this bonus increases by 1, to a maximum of +5 at 16th level.

Special: This feat counts as Arcane Strike for the purposes of prerequisites.

EXTENDED SCRYING

Your scrying spells last longer.

Prerequisite: Ability to cast a spell of the scrying subschool.

Benefit: Any scrying spell you cast lasts twice as long as normal, as if it were cast as an extended spell with the Extend Spell metamagic feat. Additionally, when you cast a scrying spell with a casting time of 10 minutes or longer, that casting time is halved.

VICIOUS LINK		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 400 lbs.
AURA strong conjuration		

Said to have been gifted by Dispater himself to Order of the Gate founder Sheel Leroung, the *vicious link* is a weighty but portable portal that connects to one of the planes' portal hubs. Anyone who speaks the command word and passes through this 7-foot-tall frame of scarred iron instantly appears just beyond a similar arc on the Isle of Seven Chains in the Maelstrom. The portal on the opposite side operates in the same fashion, but is immobile.

Beyond the portal, the Isle of Seven Chains is a meteor-like ball of crumbling bricks and ancient, rusted metal.

TENETS OF THE GATE

Order of the Gate Hellknights seek to curb and prevent lawlessness through magic and manipulation. They have reputations as mysterious, emotionless, and sometimes cruel magic-users. Many are convinced that the Order of the Gate's Hellknights are spying on them or already know their secrets. Sometimes this fear is true, as the order's members prefer preventing crime to punishing it and often use manipulation, information-gathering, and spying to further their agenda.

Individual Order of the Gate Hellknights work to uphold the following tenets.

- Lawlessness is a failing of the leaderless and unwatched. I will mind those who would go unnoticed.
- My power is a gift, not to me, but to the world. It is my responsibility to use it to forge greatness.
- I will pursue perfection, ever knowing that I will truly master nothing.
- Knowledge is not the same as wisdom. I will hone my iron judgment upon the stones of experience and worldliness.
- There is cleverness in chaos. There is deceit in ruin. I will never underestimate either.
- My face must be forged of iron. It must never crack, regardless of the circumstance.

Tethered to it are several orbiting ruins, the most prominent of which bear soulgates connecting to Axis, Dis, the Elemental Plane of Water, the sahkil tormentor Dachzerul's realm on the Ethereal Plane, a supposedly empty rift within the Abyss, a shulsaga holy site on the Astral Plane called the Ring of Candles, and a moon on the Material Plane that features mercury seas. Within recent centuries, the very similar, chain-linked black towers known as the Ashstaves were erected here. Known as the Shackled Tower and the Cage of Tomes, these spires now serve as the home of the Order of the Gate's eldest member, Sheel Leroung, who advises his successors still.

The Isle of Seven Chains has become a secret shared by the vicarius of the Order of the Gate and his most worthy lieutenants. From here, they seek to learn more of the multiverse and collect magical relics that might aid them in furthering their goals upon Golarion. The danger of the planes is well known, though; thus far, only a handful of veteran Hellknights have been allowed to explore the island, and even fewer have ventured to the lands beyond.

DESTRUCTION

The *vicious link* must be transported to the Isle of Seven Chains and thrown through its immobile, paired arch. This destroys both portals.

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ORDER OF THE GODCLAW

“Righteousness by obedience.”

Symbol five-pointed iron star

Headquarters Citadel Dinyar, in the Aspodell Mountains

Leader Lictor Resarc Ountor (LN male fighter 4/cleric 2/Hellknight^{SWG} 6)

Members crusaders, religious zealots

Armor Features breastplate with clawlike vambraces, clawlike helm

Favored Weapon morningstar

Reckoning Flagellate yourself with a five-tailed lash.

Whenever you are the target of a lawful divine caster’s spell that heals hit point damage, you heal 1 additional point per die rolled. Additionally, if you cast divine spells, you can use the holy symbols of Abadar, Asmodeus, Iomedae, Irori, and Torag interchangeably.

BOONS

1: Pentamic Zeal (Sp) You can cast *bane*, *bless*, *tireless pursuit*^{APG}, or *wrath*^{APG} as a spell-like ability three times per day, with your effective CL equal to your character level.

2: Tireless Judgment (Su) Three times per day as a swift action, you can gain a +3 sacred bonus on attack rolls, and a +6 sacred bonus to confirm critical hits. At 20th level, you can use this ability four times per day, and the bonuses increase to +4 and +8. Otherwise, this functions as the inquisitor’s justice judgment^{APG}. If you already have access to judgments, you can use the justice judgment three times per day (four times at 20th level) without it counting toward your daily uses, or you can add the justice judgment’s effects to another judgment without it counting as a second or third judgment.

3: Blessing of the Five (Su) Once per day as a standard action, you can brandish a holy symbol to heal all living creatures in a 30-foot-radius burst centered on you. Creatures in the area heal 10d6 points of damage. You can choose up to three creatures in the area that are not healed. Additionally, if a creature in the area has died within 1 round and this brings its hit point total to a negative amount less than its Constitution score, the creature returns to life and stabilizes. This ability can only revive one creature per use, and a revived creature gains a temporary negative level that lasts for 1 day. This ability cannot be modified using any feats or other abilities that affect channeled energy.



Most Hellknights are fanatics dedicated not to deities but to a sweeping vision of order, and as a result, few Hellknights have space in their lives for strong faith. The Order of the Godclaw is the exception.

Not content with seeking divine approval for their knighthood’s righteous path, the Order of the Godclaw’s members have sculpted their beliefs from the harshest, most exacting philosophies of five lawful deities: Abadar, Asmodeus, Iomedae, Irori, and Torag. Remade as five stern, armored paragons, the deities of this pantheon are known collectively as the Godclaw. The Hellknights follow revised doctrines to stamp out disorder, particularly its divine embodiments and beings of absolute chaos, with religious zeal. Rather than targeting the faiths of prominent religions, the order sets its eyes on supporting lawful crusades (such as the wars fought by Molthune and Mendev) and being at the vanguard of battles against the forces of chaos. No land is beyond the lawfulness provided by Hellknights—a fact the Order of the Godclaw endlessly seeks to prove.

The Order of Godclaw was formed in part by Seldinin Choaz, a one-time paladin of the deceased god Aroden and a Hellknight of the Pyre. Even nearly 20 years after his deity’s death, Choaz still reeled from his god’s loss. When the church of Aroden launched the First Mendevian Crusade in 4622 AR, Choaz petitioned the Order of the Pyre to support that lawful quest. His leaders assented, but agreed to send only him, though he was allowed to gather others to his cause. With that, Choaz followed the Crusader Road to Mendev to take up the battle against chaos.

For nearly 20 years, Seldinin Choaz clashed with the demonic incursion destroying the lands of Sarkoris. Through his fights, he found an unlikely assortment of companions at his side: Miron Vagaul, a dwarven follower of Torag; Cilquen Odalevvi, a scholar devoted to Irori; Addis Bavoosso, a Brevic priest of Abadar; Tevtavallis the Storyteller, an Asmodean cleric; and Renrallie Dinyar-Stareye, a Sarkorian god caller and, eventually, Choaz’s wife. Against the demon hordes, these unlikely allies learned to find the commonalities of their faiths and, under Choaz’s drilling, adopted the discipline and strategies ingrained in the Hellknight mindset. In rare moments of calm, theological debates proved common.

Raised in the polytheistic Sarkorian tradition, Renrallie adopted all of her fellows' deities into her faith, including Iomedae—to whose worship Choaz eventually converted. A sharp-fingered, spiked gauntlet served as her first representation of these five forces of unbending law. Through countless battles and seemingly impossible trials, this collection of heroes and their interwoven faith became known as the Order of the Godclaw.

Choaz returned to Cheliox in 4637 AR, several years after his wife's disappearance. With him came some allies, as well as a troop of followers who had dubbed themselves the Order of the Godclaw. Yet, in 4639 AR, the small order faced dissolution, as hundreds of "pretender" Hellknights—those endorsed by the failing Chelish monarchy but with no ties to established Hellknight orders—were being stripped of their titles. It took much for Choaz to convince the Hellknights' leadership of his and his followers' devotion to the Hellknight cause—their outlandish alliance of faith helping little. Ultimately, the crusaders' zeal and reports of their victories against the forces of the Worldwound swayed opinion. The Order of the Godclaw was not forced to disband, but neither was it embraced. Despite odds and expectations, the order erected its bastion, Citadel Dinyar, on the slopes of the Aspodell Mountains, where their faith and crusades against chaos have continued to this day.

Lictor Resarc Ountor commands the Order of the Godclaw. Once a servant of Abadar alone, Ountor has long cleaved to teachings of the Godclaw, seeing strength in cooperation, progress in discipline, and glory in eliminating the foes of order. Militant beyond most Abadarans, Ountor believes his order has the blessing of five deities and so is destined to thwart its foes.

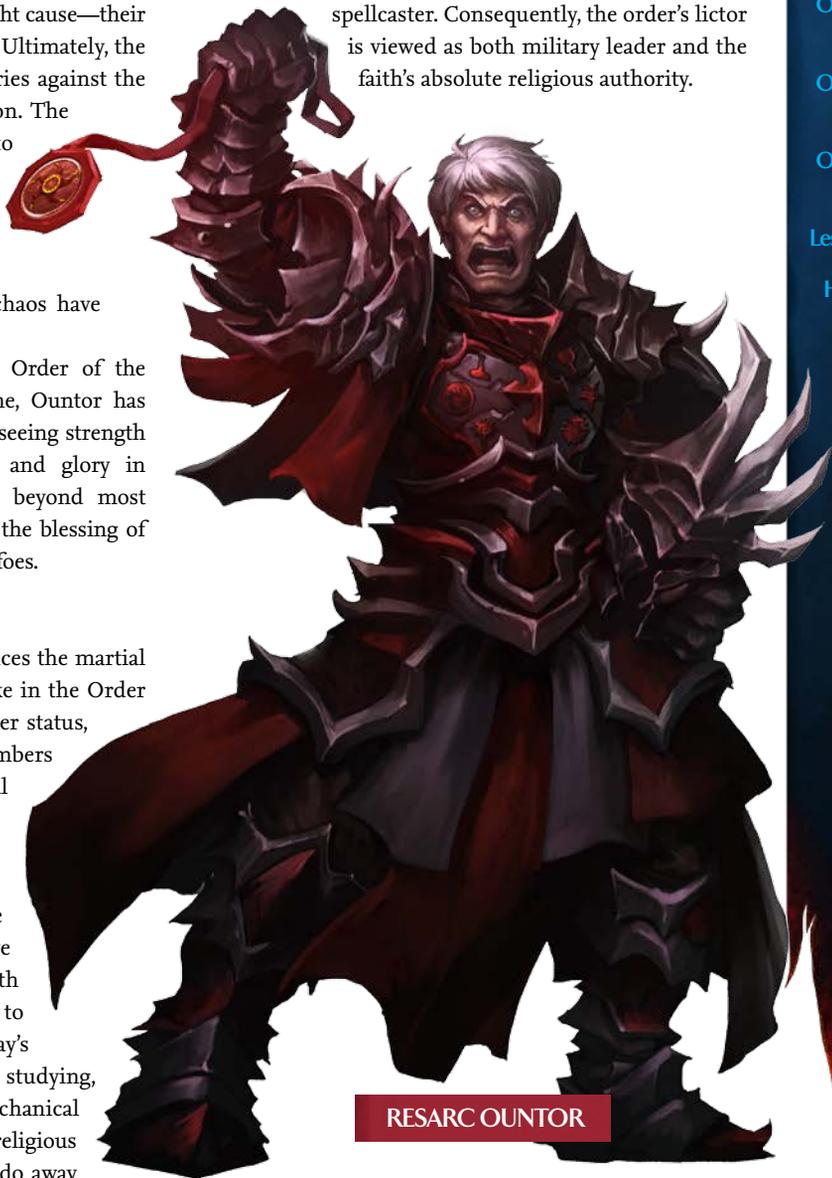
ORGANIZATION

Religious deference and authority influences the martial hierarchy of the Order of Godclaw. Unlike in the Order of the Gate, where spellcasters hold higher status, among the Order of the Godclaw, all members are considered crusaders with equal authority, regardless of their magical gifts. Magic is just one tool through which the Godclaw's deities act.

Faith and discipline stand among the order's highest virtues. Members strive to an extreme level of discipline, with many knights endlessly attempting to repeat or improve upon the previous day's busy schedules of drilling, meditating, studying, patrolling, and worshiping with near-mechanical slavishness. Many comport themselves as religious monks, seeking efficiency and striving to do away

with excess in all forms—whether in regard to motion, possessions, speech, relationships, or other deeds. As a result, Citadel Dinyar and the order's camps are often painfully austere and unnaturally quiet. Some leaders, though, favor specific teachings from Abadar, Iomedae, or Torag and encourage their followers to embrace periods of relaxation and to seek small comforts. Irori's and Asmodeus's devotees often eschew such distractions, leading many who identify with those deities to advance to leadership roles, but also to break under impossible personal expectations.

High-ranking members of the Order of the Godclaw—particularly those who have survived multiple quests and campaigns—are seen as authorities of the Hellknights' faith and interpreters of the deities' will. A veteran soldier's interpretation of the Godclaw's wishes is valued more than that of a lower-ranking divine spellcaster. Consequently, the order's lictor is viewed as both military leader and the faith's absolute religious authority.



RESARC OUNTOR

PATH OF THE HELLKNIGHT

Order without Mercy

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Order of the Gate

Order of the Godclaw

Order of the Nail

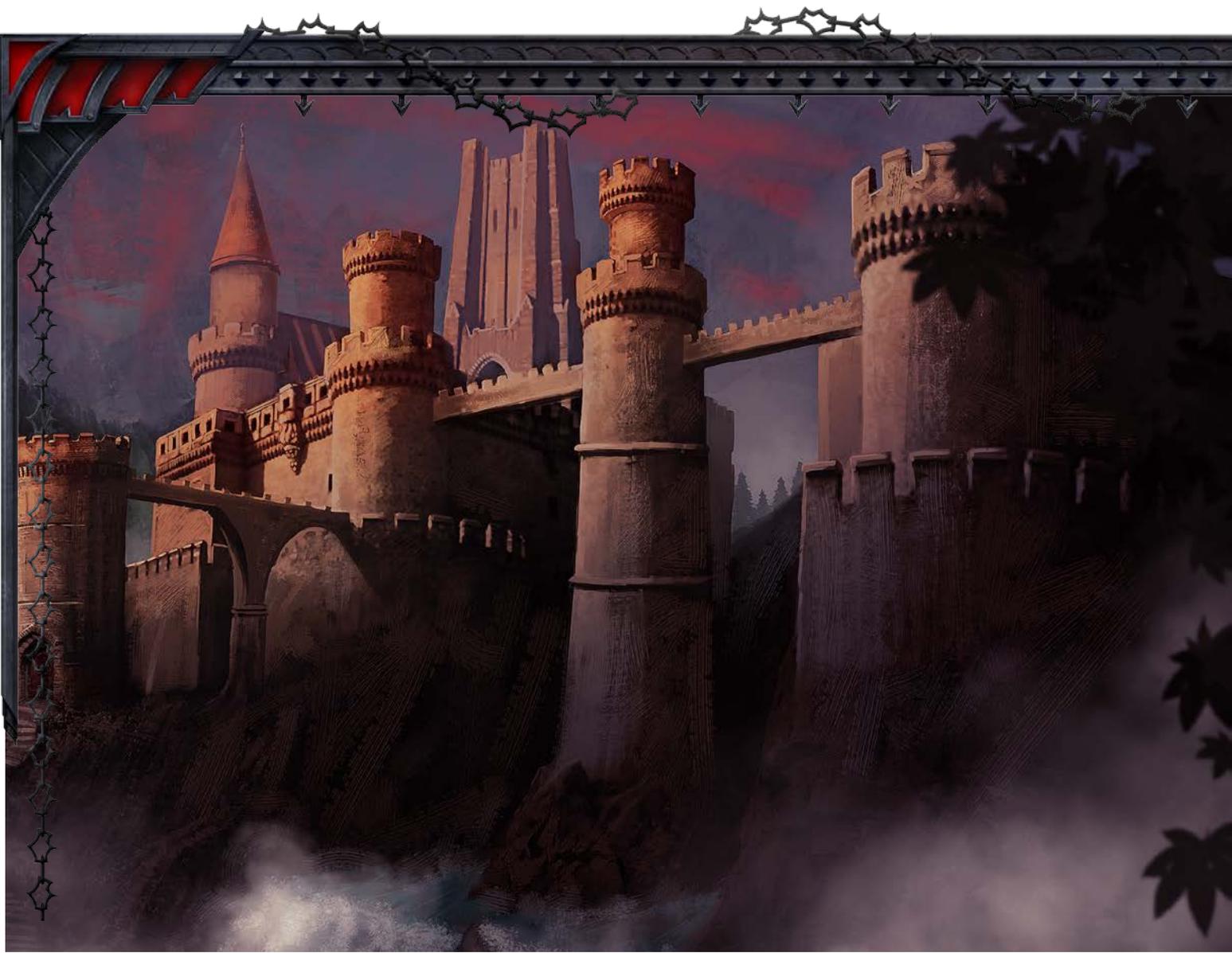
Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

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PHILOSOPHY

The values of the Order of the Godclaw come from shared and similar teachings among the faiths of the five deities they revere. While few can deny the gulfs of difference between these deities, the order embraces and idealizes the paths of virtuous cooperation and obedience that all five deities extol to one degree or another. When not dealing with matters of good and evil, the order focuses on exemplifying its members as paragons of discipline while striving to eradicate chaos.

Order members know their faith is not the faith of these deities' orthodox religions. Rather, they consider theirs as a critical allegiance, one that focuses on the truths agreed upon by multiple deities. While many members of these individual deities' faiths perceive the Order of the Godclaw as a radical—even heretical—sect, few can deny their zeal or the justice meted out in their deities' names.

Most members of the order who favor a single deity are questing Hellknights or came to their extreme views during their travels. Whether their extremism can weather life at Citadel Dinyar or drives them to leave the order behind depends on the individual.

THE GODCLAW

The Order of the Godclaw models its vision of law on the strictures of five lawful deities: Abadar, Asmodeus, Iomedae, Irori, and Torag. The Order of the Godclaw chooses specific teachings from the philosophies of each deity, creating a doctrine inspired by yet wholly unlike the orthodox faiths. This doctrine, called the Godclaw, personifies Iomedae and Torag as Hellknight-like warriors of absolute order—concerned with offensiveness and defensiveness respectively—Irori as a paragon of emotionless discipline, Abadar as the keeper of laws, and Asmodeus as a clever strategist. When these teachings conflict or run counter to the gods' standard philosophies, the Order of the Godclaw downplays the differences.

Despite their unusual religious views, the pious members of the Order of the Godclaw receive spells just as the worshipers of any other deity. Which power grants magic to the order's faithful depends on the individual member. The source of such magic matters little for most of the order's signifiers, though, as oracles' polytheistic traditions are common among the order's members (see page 26 for details on the Godclaw oracle mystery).

RECKONING

The reckoning of the Order of the Godclaw borrows from the traditions of flagellant monastic orders and those who seek religious penance through pain. Using a five-tailed lash, members swat themselves over the shoulders, back, and chest, while repeating prayers and passages from the Measure and the Chain with religious reverence. While daily reckonings are meant to be mere reminders of a knight's distance from perfection, even light scourging often leaves one's skin raw. This reckoning functions as described on page 9. The scourge these Hellknights employ is similar to that employed by the Order of the Scourge (see page 46).

CITADEL

Straddling cliffs that plummet into the Akramis River near the Arremer Falls, Citadel Dinyar stands as a testament to discipline and devotion. Miron Vagaul, a dwarven follower of Torag, stood with Seldinin Choaz through the First Mendevian Crusade and was a founding member of the Order of the Godclaw. It was by his design, supposedly guided by the will of Torag himself, that Citadel Dinyar's steeples and vaults span the sharp rocks and icy waters of one of the Aspodell Mountains' deadliest ascents.

Growing old even for a dwarf, Vagaul traveled alongside Seldinin Choaz when he returned to Cheliox and did much to convince that nation's Hellknights of the order's victories and virtues during the crusades. The Hellknights' leadership ultimately allowed the Order of the Godclaw to retain the Hellknight name, despite the number of impostors who abused the title during that time. Yet Vagaul suspected the senior knights' decision was based more on their desire to honor Choaz's heroics than it was to admit new brothers and sisters in arms into their fold. Uninterested in token concessions, the dwarf committed himself to exploiting the Hellknights' word. He resolved to engineer the Order of the Godclaw a great home, but because he was a stranger in Cheliox, he had no idea where to build it.

The answer came in a chance encounter Vagaul had on the streets of Egorian. Another dwarf, many years even his elder and wearing a hammer medallion, approached him on the streets and pointedly asked if he'd ever visited Arremer Falls in the Aspodell Mountains. Vagaul said he had not. "The moon will visit there soon," the old dwarf said. "You should catch it." With that, the stranger walked away, disappearing into the crowd. The encounter baffled Vagaul, but as he meditated on the stranger's words, he became increasingly convinced the old dwarf had been Torag himself. He took the meeting as a message and construction on Citadel Dinyar commenced within the year. Although none of the founding members of the Order of the Godclaw

would see Citadel Dinyar completed, Choaz, Vagaul, and—many years after their passing—Tevtavallis would all contribute to its construction.

Today, Citadel Dinyar rises among the Iseri sweep of the Aspodell Mountains, and it features spidery buttresses and flanged steeples common to many other cathedrals of Avistan. While the citadel's defenses appear to be few, the only route to Dinyar is long, steep, narrow, and minded by the spears and traps of the order's sentinels. Those who manage to reach the citadel find their approach confronted by the grim, visored gazes of the order's patron deities, repeated in the fortress's statuary and carved into the mountains' ancient stone. Those who pass through find the Ardant Fist, the citadel's chapel-keep, which is the heart of the order's religion and its regimented daily operations. Above, gleaming steel and broken armaments create somber images that seems to mock the fragile, colored glass of other faiths' sanctuaries. From here, the clamor of the Empyrean Edicts—the chapel's five mighty bells—ring out clearly.

The cloistered walks and cramped cells of the rest of Citadel Dinyar are filled with pious Hellknights. While the order's daily life seems strange enough to most, rumors of the fortress's hidden holy places and secret dungeons abound. Supposedly, the surrounding mountains hold sanctuaries, each dedicated to one of the order's five deities. From these nearby—but still challenging to reach—shrines, Godclaw members can meditate on and train in the virtues each deity promotes. Routes to safety extend from several of these sanctuaries; these paths would allow many Hellknights to escape should Citadel Dinyar ever be overrun.

PROMINENT MEMBERS

Devotion numbers among the most important virtues to the Order of the Godclaw's members, though it means very different things to each knight.

Armiger Regan Vashan (LG female human paladin 3): The several times great-granddaughter of two of the Order of the Godclaw's founders, Seldinin Choaz and Renrallie Dinyar-Stareye, Vashan was practically born into the Hellknights. Convinced that she could guide the Hellknights of the Godclaw more toward her vision of faith, Vashan followed the paladin's path through Iomedae's church and finally gained leave to join the Order of the Godclaw. While still a Hellknight armiger, Vashan was tasked with an unusual quest; currently she travels to Karcau, and is headed across Ustalav's northern border to the former Sarkorian town of Gundrun. From there, she seeks the holdings of her ancestors, the Dinyar clan, and a relic that she alone can claim—one that the Order of the Godclaw intensely desires.

Maralictor Illaris Curg (LE female human inquisitor^{APG} 10): The order's roles record Curg as an Order of the

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Godclaw maralictor. What they don't note is her role as the order's eldest inquisitor, that she hasn't seen the light of day for nearly 6 years, or that she's a devout worshiper of Zon-Kuthon. In recent years, Lictor Resarc Ountor has grown increasingly enamored with the idea that there might be a secret, sixth finger to the Godclaw: the deity Zon-Kuthon. The lictor has quietly installed Curg in a sixth hidden shrine near Citadel Dinyar. Known as the Echoing Stair, the shrine is the destination of traitors and the order's most dangerous enemies. Once one disappears down these darkened steps, only their secrets emerge, if anything at all.

CHARACTERS AND NPCs

Fighters, inquisitors, and warpriests are common among the Order of the Godclaw, with clerics and oracles frequently serving as signifers. In the cases of classes that draw their power from a single deity, such members favor one deity of the order's faith but pay respect to each. Inquisitors in particular often adopt one of the inquisitions from *Pathfinder RPG Ultimate Magic*, such as imprisonment, justice, order, or tactics (see page 57 for more details about common Order of the Godclaw inquisitions). Oracles, however, are more common and revere all five deities via the Godclaw mystery (see below). These oracles occasionally adopt the warsighted archetype (*Pathfinder RPG Advanced Class Guide* 106). Cavaliers who join the Order of the Godclaw often follow the order of the star (*Pathfinder RPG Advanced Player's Guide* 37) and choose to serve the Godclaw. Nearly all members of the Order of the Godclaw have ranks in Knowledge (religion), typically along with other Knowledge skills related to their favored deity (if any).

ORACLE MYSTERY: GODCLAW

Many Godclaw signifers are oracles who embrace the unique Godclaw mystery. Oracles with the Godclaw mystery often take the clouded vision or legalistic curses (*Pathfinder Player Companion: Blood of Fiends* 26).

Deities: Abadar, Asmodeus, Iomedae, Irori, Torag.

Class Skills: An oracle with the Godclaw mystery adds Bluff, Intimidate, Knowledge (local), and Perception to her list of class skills.

Bonus Spells: *Cause fear* (2nd), *daze monster* (4th), *hold person* (6th), *order's wrath* (8th), *break enchantment* (10th), *forceful hand* (12th), *dictum* (14th), *shield of law* (16th), *imprisonment* (18th).

Revelations: An oracle with the Godclaw mystery can choose from any of the following revelations.

Abadar's Boon (Sp): You can spend 1 minute meditating on and communing with a masterwork object of any type. At the end of this time, you can speak with that item. This functions as per *stone tell*, except that it works with masterwork goods, and the item cannot tell you what it covers or conceals if that question is not applicable to it. You can speak with items in this way for a number of minutes equal to your oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments.

Asmodeus's Boon (Sp): Whenever a creature fails a saving throw and takes damage from one of your spells, it is shaken for a number of rounds equal to the spell's level. Spells that do not allow saves do not cause creatures to become shaken. This does not stack with other fear effects.

Armored Mind (Su): While you are wearing Hellknight plate^{ISWG} or a signifer mask (see page 63), you gain a +2 bonus on Will saving throws to resist mind-affecting effects. Once per day at 7th level, you can reroll a Will saving



throw against a mind-affecting effect and choose the more favorable result. At 11th level, the bonus on Will saving throws increases to +4.

Might of the Godclaw (Su): You gain Deific Obedience (*Pathfinder Campaign Setting: Inner Sea Gods* 210) as a bonus feat, even if you don't meet its prerequisites. When you gain the feat, choose one Godclaw deity; you can perform that deity's daily obedience to gain its benefits. Whenever you would gain one of your deity's boons, you can instead gain the benefits of another Godclaw deity's obedience. You can choose to gain the benefits of a maximum of four Godclaw deities' obediences if you choose to forgo all three of your god's boons. You never need to spend more than 1 hour per day to perform your obedience. You must be at least 3rd level to select this revelation.

Instant Armor (Su): Choose one type of heavy armor. You gain proficiency in that armor. At 3rd level, twice per day as an immediate action, you can instantly don or remove a suit of your chosen armor that you touch, causing it to teleport onto or off of your body. At 11th level, you can spend 1 minute placing a suit of your chosen armor into an extradimensional space. You can use this ability to immediately don or remove that armor, calling it from or removing it to that extradimensional space. While in the extradimensional space, the armor regains 1 hit point per hour when damaged.

Iomeda's Boon (Su): As a move action, you can call upon your deities to grant you courage. You gain a +1 morale bonus on attack rolls, damage rolls, and Will saving throws against fear effects for a number of rounds equal to your Charisma bonus. At 7th level, this bonus increases to +2, and at 14th level this bonus increases to +3. You can use this ability once per day, plus one additional time per day at 5th level, and every 5 levels thereafter.

Iron Order (Sp): Once per day, you can issue an order as per *suggestion*. Any creature of chaotic alignment has difficulty defying your command, taking a -4 penalty on its saving throw to resist it. At 15th level, your command function as per *mass suggestion*. If you are wearing Hellknight plate or a signifer mask, your command's target takes an additional -2 penalty on its saving throw to resist the order (regardless of the target's alignment; this stacks with the penalty chaotic creatures take). You must be at least 7th level to select this revelation.

Irori's Boon (Su): Once per day as an immediate action, whenever you fail a saving throw that causes you to become blinded, deafened, frightened, panicked, paralyzed, shaken, or stunned, you can attempt that saving throw again with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Resiliency (Ex): Once per day, when you are brought below 0 hit points but not killed, you can act as if you are disabled for 1 round. At the end of your next turn, unless

TENETS OF THE GODCLAW

Order of the Godclaw Hellknights enforce law with a crusader's zeal, going where they're needed most in the fight against the forces of chaos. They know no bounds or borders in the quest for absolute order. To Hellknights of the Godclaw, the cause of order is a holy mandate for which they will travel far to battle chaos in lands that know little of civilization. To others, these Hellknights' faith is likely inexplicable—some believe the members of the order are experts in all five individual faiths or even that they are heretics.

Individual Order of the Godclaw Hellknights work to uphold the following tenets.

- I will eliminate chaos, whatever its form and wherever it exists, resting only when the world is right.
- I will destroy those who root lawlessness in weak hearts and minds.
- I will strive to be worthy of not one, but five.
- I will seek the great principles behind life, the truths spoken through many voices.
- I will be a paragon of order—an unassailable example that others might follow.
- I will commit what I don't know or can't understand to the judgment of the five.

you are brought to above 0 hit points, you immediately fall unconscious and begin dying. At 7th level, you gain Diehard as a bonus feat, even if you do not meet the prerequisite. At 15th level, three times per day, if you are disabled and take a standard action (or any otherwise strenuous action), you avoid taking 1 point of damage if you succeed at a DC 15 Fortitude saving throw.

Torag's Boon (Su): As a standard action, you can call upon Torag's protection to form a shield around you that blocks incoming attacks for a number of minutes equal to 1/2 your oracle level (minimum 1). The shield grants a +4 deflection bonus to your Armor Class. At 7th level, and again at 11th level and 15th level, this bonus increases by +1. At 19th level, the shield also grants you DR 2/chaos. The shield's duration does not need to be consecutive, but it must be spent in 1-minute increments.

Final Revelation: Upon reaching 20th level, you can cast *detect chaos*, *detect law*, and *discern lies* at will as spell-like abilities, using your oracle level as your caster level. You no longer take armor check penalties for wearing armor, and your armor's maximum Dexterity bonus increases by 5. Once per day, you can cast *crushing hand* as a spell-like ability without requiring a focus component, treating your oracle level as your caster level. This hand manifests as a massive, spiked gauntlet.

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ORDER OF THE NAIL

“Savagery must be quelled in the land, home, and mind.”

Symbol thick nails forming a sunburst

Headquarters Citadel Vraid, near Korvosa

Leader Lictor Severs “Boneclaw” DiViri (LE male fighter 4/rogue 2/Hellknight^{15WG} 4)

Members frontiersmen, settlers, victims of barbarian and monster attacks

Armor Features breastplate emblazoned with a fiendish face, horned helm

Favored Weapon lance or halberd

Reckoning Pierce your flesh with sharp metal. Gain a +4 bonus on Knowledge (geography) checks. Additionally, if you are trained in Knowledge (geography), you automatically succeed at attempts to use that skill to identify a creature’s ethnicity or accent, as long as you are familiar with that ethnicity or accent.

BOONS

1: Domination (Ex) Select a creature type from the ranger favored enemies table. You treat that creature type as your favored enemy, as per the ranger ability. If you choose humanoid (human), you can select one of the following ethnicities: Kellid, Mwangi, Shoanti, or Ulfen (or another clannish or tribal ethnicity, at the GM’s discretion). If you choose an ethnicity, the bonuses on skill checks, weapon attack, and weapon damage rolls increase to +4, but you do not gain any bonuses against other humans. These bonuses stack with any favored enemy bonuses gained from other classes.

2: Identification (Su) Three times per day as a swift action, you can choose a living creature within sight and know its creature type, ethnicity (if any), and alignment. Additionally, for a number of hours equal to your character level, that creature is treated as though you had cast the spell *status* upon it. Though unaware of your probing, the target can attempt a Will saving throw to negate this ability (DC = 10 + 1/2 your Hit Dice + your Charisma modifier). Spells such as *undetectable alignment* may prevent a portion of this information from being gleaned, while spells such as *nondetection* stymie this effect entirely. This is a divination effect.

3: End Superstition (Sp) Once per day, you can cast *mage’s disjunction*, using your character level as your caster level.



To certain dogmatic, rigid-minded individuals, civilization seems under siege. Beyond the bulwarks of cities and national borders lies an endless expanse of wilderness populated by those who, all too often, shun the rules of settled, lawful societies and follow their own callings. To the Order of the Nail, these beings enviously prey upon the children of the law, seeking to draw civilization into a regressive mire. The Order of the Nail stands staunchly against what it views as barbarity.

Where most Hellknight orders fixate on upholding the rule of law within civilization, the Order of the Nail looks to the threats and possibilities beyond. The Order of the Nail sees roaming monsters and superstitions as threats to be eradicated. While it is true that countless monsters have fallen to the Hellknights’ halberds, those blades aren’t turned against rampaging beasts alone. From their holdings on the Varisian frontier, they judge that land’s native people, the Shoanti, as well as any who would deny the Hellknights’ vision of peace.

The Order of the Nail relocated from Chelixa to Varisia in 4682 AR at the request of Queen Domina of Korvosa. The city-state proved generous, welcoming the Hellknights into the city and funding the creation of Citadel Vraid in the nearby Mindspin Mountains. Soon after the order’s arrival, Domina requested their aid in harrying the city’s rival, Magnimar. To the queen’s outrage, the Hellknights refused. They had no interest in participating in a fruitless land squabble, especially not with all manner of threats just beyond their gates. In Varisia, the Hellknights found defiance; boggards, giants, goblins, Noland raiders, and an entire nation of barbarians—the Shoanti—all resisted the coming of southern settlers to the region. The Order of the Nail committed to being the vanguard of progress, protecting what had been claimed and driving out what it saw as intractable savagery in all its forms.

The Order of the Nail’s goals bring its members into conflict with a wide variety of races and cultures, rather than the outlaws most other Hellknight orders war against. Typically, this means monstrous humanoid races, such as orcs, lizardfolk, centaurs, and the like, but it can also include any intelligent creature that lives in the wilderness or might prey upon established settlements.

More pointedly and with great prejudice, the Hellknights consider tribal societies and other cultures that live close to the land to be primitive and backward. The Order of the Nail's members target anyone who they believe refuses to join "right-thinking" civilization; the Hellknights brook no protestations and have no respect for those groups' traditions or beliefs. Further, they believe that those who would defend such cultures are no better than the dangerous groups themselves.

The Order of the Nail, however, realizes it can't fight an active war against whole nations it finds abhorrent. The Hellknights are willing to fight, but don't have the numbers to win. As such, they often engage in raids on barbarian settlements, strikes against small communities of monsters, and retributive attacks. Hellknights of the Nail also provide guidance on creating defenses and training a population to defend itself. This leads many in the order to serve as bandit hunters, detectives, and circuit judges, traveling where they are needed, but favoring communities whose coin and location is beneficial to the order's larger campaigns.

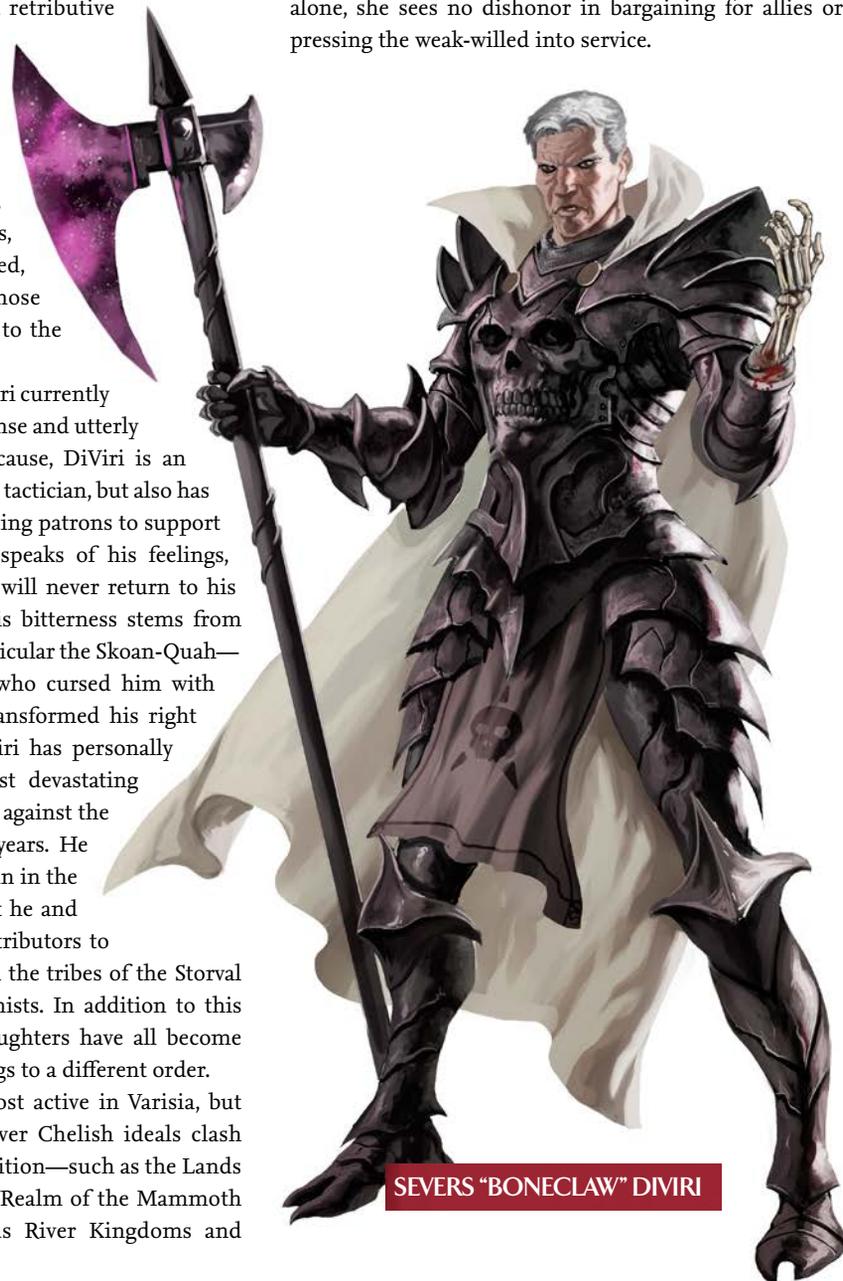
Lictor Severs "Boneclaw" DiViri currently leads the Order of the Nail. Intense and utterly committed to the Hellknight cause, DiViri is an accomplished soldier and canny tactician, but also has a talent for negotiation and finding patrons to support his order. Although he never speaks of his feelings, he hates Varisia and knows he will never return to his Chelish homeland. Much of his bitterness stems from his hatred of the Shoanti, in particular the Skoan-Quah—and the Skoan-Quah shaman who cursed him with the withering affliction that transformed his right hand into a skeletal claw. DiViri has personally orchestrated many of the most devastating raids and massacres committed against the Shoanti people in the last 40 years. He cares little for the innocents slain in the Shoanti's vengeful raids, or that he and his order have been major contributors to the simmering tension between the tribes of the Storval Plateau and the southern colonists. In addition to this legacy, Lictor DiViri's three daughters have all become Hellknights, though each belongs to a different order.

The Order of the Nail is most active in Varisia, but members can be found wherever Chelish ideals clash with tribal cultures and superstition—such as the Lands of the Linnorm Kings and the Realm of the Mammoth Lords, as well as the fractious River Kingdoms and distant nations of Garund.

ORGANIZATION

The Order of the Nail follows the same military hierarchy as the majority of its brethren in Cheliax. In Varisia, though, the order's foes are legion and support from the provincial locals is unreliable at best. As a result, Order of the Nail Hellknights operate alone or embedded within groups of non-Hellknights more than members of any other major order.

Alone, these Hellknights adopt or are commanded to undertake quests in the name of law and progress. This might mean hunting down brigands attacking merchants, defeating raiders harassing a town, serving as an impartial judge in a fledgling community, or slaying a deadly monster. If a Hellknight can't complete her quest alone, she sees no dishonor in bargaining for allies or pressing the weak-willed into service.



SEVERS "BONECLAW" DIVIRI

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PHILOSOPHY

Order of the Nail Hellknights believe that civilization requires peace to flourish. They seek to shield quiet communities from the depredations of chaos while preparing new lands to yield to civilization's needs. The Order of the Nail believes that although enemies of justice might flourish within a nation's rules and walls, its greatest enemies lie without. Thus, the Order of the Nail seeks to strike against those foes, laying them low before they jeopardize communities or taking from them the lands and riches they would squander. At the least contentious level, the Order of the Nail seeks to destroy monsters, violent humanoids, and outlaws, but some take the knighthood's doctrine even further, viewing tribal cultures, druidic traditions, and freedom-loving wanderers as enemies of order. While the Order of the Nail is not beholden to the nation of Chelias, it idealizes the Chelish people's achievements as the pinnacle of Avistani civilization. Any creature or group that would oppose the progress and expansion of southern Avistani culture are thus perceived as the Order of the Nail's enemies.

RECKONING

Order of the Nail Hellknights often carry collections of sharp steel lengths with them. Some of these are precise, surgical implements, while others are nails taken from the ruins of their enemies' strongholds. As their reckoning, these vicious Hellknights meditate on their cause, philosophies, and the possibilities of a world united and uniformly civilized. As they do so, they slowly drive the nails they've collected through their skin in an act of body piercing, thereafter removing the nails. This causes many Hellknights of the Nail to exhibit precise rows of tattoo-like puncture marks along the length of their extremities. (See page 9 for more details about reckonings and damage.)

Beyond their reckonings, some Order of the Nail Hellknights install a sharp barb within their armor. This alteration costs nothing and is usually only uncomfortable for the wearer, though when the Hellknight is the victim of a critical hit, she takes 1 additional point of damage from the barb. This damage counts as a self-inflicted wound that takes no time to perform, potentially activating the Hellknight Obsession feat detailed on page 62.

CITADEL

High in the Mindspin Mountains, approximately 50 miles to the southwest of Korvosa, Citadel Vraid covers three treacherous peaks. Dizzying spans bridge these triple fortresses, officially recorded in the Order of the Nail's records as Bastion Domina, Bastion Feroll, and Bastion Tyrallanan—the names of the Korvosan queen, Abadaran priest, and architect, respectively, who had much to do with the fortress's construction. In keeping with the order's menacing reputation, many in Korvosa (and some Hellknights seeking to intimidate strangers) have given the keeps the more ominous appellations Bastion Dominus, Bastion Ferox, and Bastion Tyrannous, and it is by these monikers that the keeps are most widely known. The three sister castles share similar claw-topped towers and black walls falling away into rocky ravines far below.

Bastion Domina not only bears the burden of protecting the entire citadel, but also houses most of the courts and halls of the Order of the Nail's military hierarchy. Most important of these is Lictor's Keep. The ground level of this harsh, banner-festooned structure holds the Hall of Edicts, an infamous hall used primarily for military trials and from which Lictor DiViri assigns promising Hellknights dangerous quests. The upper halls serve as DiViri's personal quarters.

Bastion Tyrallanan is the mighty garrison of Citadel Vraid. The majority of the Order of the Nail's Hellknights rest in these expansive barracks and train for upcoming travels. While a significant number of Hellknights maintain posts defending the citadel, most of the knights work to achieve goals away from their headquarters. The fortress's seclusion makes it a useful staging ground, but it is hardly at the fore of the Hellknights' campaigns. As such, many of the Hellknights found at Bastion Tyrallanan don't have personal chambers, their stay being temporary while they prepare for their next quest.

Bastion Feroll holds that which the Order of the Nail deems worthy of keeping. The fortress's distinctive towers not only watch those who approach the citadel and hold quarters for the resident signifers, but also guard the libraries and histories of the order. Below lie the Hives, a series of cell-pits covered by thick grates. Groups of prisoners—such as whole brigand bands or noncombatant tribal members—are often thrown here while the Hellknights determine what to do with them.

Citadel Vraid is explored in deeper detail on pages 24–33 of *Pathfinder Campaign Setting: Castles of the Inner Sea* and in *Pathfinder Society Scenario #4–13: Fortress of the Nail*.

Although the Order of the Nail operates out of Citadel Vraid, it has garrisons across Avistan, including at the Bastion of the Nail in Magnimar, at Fort Inevitable in the River Kingdoms, at a small sea fort near Remesiana bombastically referred to as Citadel Draythe, and at its previous headquarters, Citadel Altaerein in Isgar.

PROMINENT MEMBERS

Skilled riders, trackers, and tacticians often rise to positions of distinction among the Order of the Nail. Additionally, the Order of the Nail Hellknights Dalghad and Lavaul feature in the comic book *Pathfinder: Origins #4*.

Gillaro Vaugan (LN male human fighter 5/Hellknight^{1SWG} 1): Although the city of Korvosa officially maintains a cold relationship with the Order of the Nail—due to the order's refusal to lend martial aid against Magnimar—several Hellknights find ready need for their services within the city. Vaugan serves as a versatile sort of detective and bounty hunter for those menaced by the city's criminal elements and who have the coin to pay. Vaugan finds most of his employment on the isle of Old Korvosa, where there is no shortage of available work for his particular talents.

Mistress of Blades Maidrayne Vox (LG female centaur fighter 3/ranger 3/Hellknight^{1SWG} 2): Vox makes an unlikely member of the Order of the Nail, as her people are exactly the sort to run afoul of her knightly brethren. She joined the Hellknights of her own volition, however. Dissatisfied with her peoples' infatuation with tradition and tribal squabbling, she left Chelixa's Egobarius Plains soon after witnessing the magnificence of the city of Westcrown. Joining the Order of the Nail eventually brought her to Varisia, where she now seeks to take a hand in directing the potential she sees in the settlements of the southern lowlands. As Mistress of Blades, Vox has responsibilities encompassing much of the order's martial hierarchy, but personally leads a troop known as the Night Thunder. This band of swift, mounted Hellknights is renowned for pursuing bandits and scattering the war parties of boggards, giants, Shoanti, and worse before they can harm the common folk. The Mistress of Blades is a pragmatic sort who respects honorable deeds over flattering or sycophantic words.

Paravicar Acillmar (LN male human sorcerer 6/Hellknight signifer^{POP} 3): The leader of the Order of the Nail's signifers worries over the state of magic in Varisia. Korvosa's Acadamae, Magnimar's Stone of the Seers, Galduria's Twilight Academy, Varisian fortune-tellers, Shoanti shamans, and countless other forces all train new spellcasters—every one of whom is a new match struck over the powder keg of Varisia's ancient, unfathomable arcane heritage. Acillmar quietly tasks the signifers under his command to confiscate whatever Thassilonian artifacts they come across, so they might be sent back to his peers among other Hellknight orders in the south. A slave to process and decorum, the paravicar is painfully formal, expecting the same from those he commands and those with whom he treats. He perceives anything other than respect and decorum from lower-ranking Hellknights as a personal insult to his station.

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Mercy

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Chain

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Arsenal

CHARACTERS AND NPCs

Most Order of the Nail Hellknights are fighters, but cavaliers, inquisitors, rangers, and warpriests are also common. (See page 57 for suggestions of inquisitions for Order of the Nail inquisitors.) Barbarians, druids, hunters, and skalds rarely, if ever, number among the order's ranks. Signifers are often arcanists, clerics, magi, and wizards, with oracles, shaman, and witches being held in suspicion as followers of heathen traditions. The acceptability of sorcerers is debatable, but the topic simmers now that one leads the order's signifers.

Cavaliers among the Order of the Nail adopt a variety of strategies, often favoring the emissary and luring cavalier archetypes (*Pathfinder RPG Ultimate Combat* 36, 38). See page 57 for more suggestions

regarding these cavaliers' orders, and see page 58 for the order of the Ennead Star cavalier order. The Enforcer (*Pathfinder RPG Advanced Player's Guide* 159) and Mounted Combat feats, as well as the Calvary Formation (*Ultimate Combat* 91), Coordinated Charge (*Ultimate Combat* 93), and Distracting Charge (*Pathfinder RPG Advanced Class Guide* 144) teamwork feats are also common among the Order of the Nail.

CIRCUIT JUDGE (CAVALIER ARCHETYPE)

A circuit judge claims a specific region, becoming an expert in the local laws and, perhaps, becoming a fearsome executioner.

Circuit (Ex): At 1st level, a circuit judge chooses a single community. While in that community or within 25 miles of it, she adds half her cavalier level (minimum 1) on Intimidate, Knowledge (local), and Sense Motive skill checks (as well as any other law-related skill checks, at the GM's discretion). Whenever she advances in level, the range within which she gains this bonus expands by another 25 miles—50 miles at 2nd level, 75 miles at 3rd level, and so forth. This bonus on Intimidate checks increases by 2 when she enters a community within this area that she hasn't visited for 1 week or more.

At 9th level and 17th level, the circuit judge can select another community within the range in which she gains this ability's bonus. She can measure from that community (as well as previous communities) to determine whether she gains this ability's bonus on the relevant skill checks.

This ability replaces tactician, greater tactician, and master tactician.

Sentence (Ex): Once per day as a swift action, the circuit judge can choose one target within sight to sentence. The circuit judge gains the potential for a variety of bonuses related to that target. The circuit judge chooses the form of these benefits from the following list of inquisitor judgments (*Pathfinder RPG Advanced Player's Guide* 39): destruction, justice, protection, purity, or smiting.

The benefits of these judgments apply only to the circuit judge and the target—the protection judgment's bonus to Armor Class, for example, applies only to attacks made by the sentenced target (not any creature who attacks the circuit judge while the judgment is active). Treat the circuit judge's level as her inquisitor level for the purposes of determining how these judgments increase in power. The circuit judge can use this ability twice per day at 1st level, plus two additional times per day for every 3 cavalier levels beyond 1st, to a maximum of 14 times per day at 19th level. She can switch her sentence as a swift action, but doing so expends an additional daily use of this ability.

Sentencing a foe requires much of the circuit judge's concentration. The circuit judge takes a –2 penalty to her Armor Class, except against attacks made by the target of her sentence.



The sentence remains in effect either until the target is dead or unconscious or until the combat ends. Sentences are considered challenges for the purposes of the effects listed in the challenge section describing the cavalier's order.

This ability replaces challenge.

Double Jeopardy (Ex): At 12th level, whenever a circuit judge sentences a foe, she can gain the benefits of two inquisitor judgments against the foe instead of one. Using this ability does not expend a daily use of sentence.

This ability replaces demanding challenge.

BRANDS

Hellknight inquisitors and signifers have crafted a variety of branding irons to aid in breaking people of ways the order considers barbaric. More details on brands and the *brand of conformity*, *brand of hobbling*, and *brand of tracking* are given on page 60.

CONQUERING BRAND		PRICE varies
Conformity		420 GP
Geas		26,420 GP
Hobbling		2,820 GP
Justice		18,020 GP
Lesser geas		10,020 GP
Subjugation		14,420 GP
Tracking		14,420 GP
SLOT none	CL varies	WEIGHT 5 lbs.
AURA varies		

Each of these 3-foot-long branding irons ends in a distinctive, cruel-looking symbol. Once per day on command, a wielder of a *conquering brand* can cause the tip to grow red hot for 1 hour, and during this time one creature can be branded. The brand's recipient is burned as normal for a branding iron (see page 63) and is also affected as per *brand* (*Pathfinder RPG Advanced Player's Guide* 207) or another spell the *conquering brand* carries, as the wielder of the brand chooses. A *conquering brand* can create only one magical brand per day.

Conformity: A *conquering brand of conformity* can create a *brand of conformity*. Faint transmutation; CL 1st; Craft Wondrous Item, *brand*^{APG}, *brand of conformity*.

Geas: A *conquering brand of geas* can affect the recipient as per *geas/quest*. When the brand is used in this way, it takes 10 minutes for its tip to heat up. If not used to create a *brand*, the mark left by the branding iron is nonmagical and not tied to the spell effect, so removing it doesn't remove the spell effect. Moderate enchantment; CL 11th; Craft Wondrous Item, *brand*^{APG}, *geas/quest*.

Hobbling: A *conquering brand of hobbling* can create a *brand of hobbling*. Faint transmutation; CL 4th; Craft Wondrous Item, *brand*^{APG}, *brand of hobbling*.

Justice: A *conquering brand of justice* can create a *mark of justice*, as per the spell. When the brand is used this way,

TENETS OF THE NAIL

Order of the Nail Hellknights idealize the civilized society of southern Avistan and seek to unite all people in advancing that cultural baseline. In fact, the Order of the Nail's members preach that anyone who doesn't embrace Chelish culture is a criminal and heathen who must be destroyed. The order's members idealize the lifestyles and challenges of frontier settlers, no matter the displacement, indignation, or cruelty they might visit on those who were there before.

Individual Order of the Nail Hellknights work to uphold the following tenets.

- I will strike against civilization's foes, braving both thicket and darkness.
- I will rid the world of threats to civilization and make it fit for the law to flourish.
- I will fear no creature, though the enemies of order are terrible.
- I will not be merciful, though the enemies of order may bear familiar guises—and may even be individuals I have considered dear.
- I will seek allies and advantage, confounding luck with wisdom.
- I will be the face that monsters dread: fierce, sharp, and unflinching.

it takes 10 minutes for its tip to heat up. Faint necromancy; CL 9th; Craft Wondrous Item, *brand*^{APG}, *mark of justice*.

Lesser Geas: A *conquering brand of lesser geas* allows you to affect the recipient as per *lesser geas*. When the brand is used in this way, it takes 1 round for its tip to heat up. If not used to create a *brand*, the mark left by the branding iron is nonmagical and not tied to the spell effect, so removing it doesn't remove the spell effect. Faint enchantment; CL 7th; Craft Wondrous Item, *brand*^{APG}, *lesser geas*.

Subjugation: This *brand* can create a *greater brand* (*Advanced Player's Guide* 207), except it blazes when brought within 30 feet of the Nail's symbol. Moderate transmutation; CL 10th; Craft Wondrous Item, *brand*^{APG}, *greater brand*^{APG}.

Tracking: A *conquering brand of tracking* can create a *brand of tracking*. Moderate transmutation; CL 9th; Craft Wondrous Item, *brand*^{APG}, *brand of tracking*.

CONSTRUCTION REQUIREMENTS	COST varies
Conformity	220 GP
Geas	13,220 GP
Hobbling	1,420 GP
Justice	9,020 GP
Lesser geas	5,020 GP
Subjugation	7,220 GP
Tracking	7,220 GP

Craft Wondrous Item, *brand*^{APG}, additional spells (see text)

PATH OF THE
HELLKNIGHT

Order without
Mercy

Order of the
Chain

Order of the
Gate

Order of the
Godclaw

Order of the Nail

Order of the
Pyre

Order of the
Rack

Order of the
Scourge

Lesser Orders

Hellknight
Arsenal

ORDER OF THE PYRE

“Reason’s flame consumes the shadow of corruption.”

Symbol tower rising from flames

Headquarters Citadel Krane, near Ostenso

Leader Lictor Rouen Stought (LN female human ranger 6/Hellknight^{SWG} 4)

Members atheists, former cultists, members of mainstream religions, victims of dangerous radicals

Armor Features bladed armor, horned and skull-like helm

Favored Weapon glaive

Reckoning Burn yourself over an open flame. Once per day as an immediate action, you can gain fire resistance 10 for 10 minutes. This does not stack with *resist energy* or any other abilities that provide fire resistance and overlaps with *protection from energy*.

BOONS

1: Favored Cult (Ex) You can hone your skills to become a bane to those who worship a divinity you hate. Each day while performing your obedience, choose a divine power that grants four or fewer domains. You gain +2 bonus on Intimidate, Knowledge, Sense Motive, and Survival checks against those who worship that power. Additionally, you get a +1 bonus on weapon attack rolls and weapon damage rolls against the worshipers of that deity.

2: Immolation (Sp) You can channel your wrath into power that can scorch your foes. Once per day, you can cast *delayed blast fireball* using your character level as your caster level.

3: Quell Zealotry (Su) You can tear the divine power from the grasp of those who would use it to stand against you. Once per day as a standard action, you can target a divine spellcaster within 100 feet. If your target fails a Will saving throw (DC = 10 + 1/2 your Hit Dice + your Charisma bonus), it loses access to any spellcasting and all the supernatural and spell-like abilities it gains from any of its divine spellcasting classes for a number of rounds equal to half your character level. When a creature under the effects of this ability tries to use an ability to which it no longer has access, instead of its god’s favor, it feels only a profound, black emptiness, as if its deity no longer existed.



Belief can be dangerous, even predatory. The dogmas of unworthy would-be deities can easily slip into vulnerable minds, replacing tolerance and ignorance with all manner of ambitions and delusions. Religions from distant shores, seductive perspectives, and revolutionary science—they all threaten to cast the status quo into ruin. The Order of the Pyre won’t let that happen.

Whether unhealthy beliefs take root in the minds of religious fanatics, practitioners of strange mystical arts, or students of radical philosophies, the Order of the Pyre strives to stamp out all outlandish convictions. This philosophy has given these Hellknights a well-earned reputation as cultist hunters who are intolerant of religion. Yet the Order of the Pyre also seeks to thwart philosophical revolutions and the insidious spread of dangerous ways of thinking. The order uses the faiths and mores of Chelish society as the standard of acceptable beliefs. The Inner Sea region’s most common deities are acceptable to them, as are orderly philosophies such as diabolism and the Prophecies of Kalistrade. However, the order views whatever doesn’t mesh with Chelish thinking or doesn’t have an existing role within society as dangerous.

The Order of the Pyre targets cultists and the practitioners of foreign religions as the most dangerous evangelists. This often brings the Order of the Pyre into direct conflict with the cults of a variety of demigods and the deities of distant lands, including Tian-Xia and Vudra. While chaotic demigods are of primary concern, whether they are good or evil, these Hellknights view all faiths beyond the Inner Sea region’s most common religions with suspicion. Only faiths with direct ties to those—such as the archdevils’ roles within Asmodeus’s worship or Kurgess’s relationship to Cayden Cailean and Desna—receive a measure of tolerance. Order of the Pyre Hellknights see not just necessity but virtue and tradition in their campaigns against corruptive faiths, as Hellknight founder Daidian Ruel’s campaign against lawlessness began by combating the cults of Sifkesh in Westcrown. Many members view the order’s cause as continuing that hero’s grand work.

Beyond organized religions, the order also suppresses uncommon spiritual practices such as witchcraft, shamanism, and god-calling, as well as dangerous

philosophies such as the Whispering Way and Andoran's teachings of common rule. To Hellknights of the Pyre, such traditions might not bear the seductive appeal of larger religions, but their spread still presents a danger and distraction to the march of Chelish society.

Although many faiths and their practitioners loathe the Order of the Pyre, these Hellknights have numerous close allies and supporters. The Order of the Pyre often finds common foes with the barbarian-hunting Order of the Nail and the relic-destroying Order of the Coil. Cooperation between these orders is uncommon but happens when their purposes intersect. Settlements dealing with dangerous cults or threatened by zealots often reach out to the Order of the Pyre, hiring the mercenary knights to restore a community's faith. Conversely, most members of the Order of the Pyre avoid and purposefully try to ignore the Order of the Godclaw and its strange religion.

Lictor Rouen Stought leads the Order of the Pyre and, given the choice, would see every temple in Golarion in flames. A staunch atheist, she believes deities are a nuisance, and that their organized religions are a curse of the weak-willed and a weight around the neck of rational society. Born in Isgar, Stought lost family to Lamashtan cultists. When her parents sought help, the local government and church of Asmodeus both tried to exploit them. Ultimately, by relying only on themselves and the sharpness of their own blades, her family found vengeance. Today, Stought seeks to use her position to keep peaceful lands free from the ravages and exploitations of religious hucksters and dupes.

The Order of the Pyre is most active in the cities along the southern coast of Chelixa—particularly port cities it deems vulnerable to the odd philosophies of immigrants and travelers. As the Hellknight order with the largest naval arm, its members might also be found in the coastal cities of Absalom, Katapesh, Osirion, Qadira, Rahadoun, Taldor, and even distant Sargava, often making preemptive strikes against strange faiths, agitators, and heretical philosophies.

ORGANIZATION

While the overarching structure of the Order of the Pyre follows the traditional hierarchy common to most Hellknight orders, its members are more likely to operate in small units than those of nearly any other order. Rather than combating lone lawbreakers or investigating isolated crimes, Order of the Pyre Hellknights typically challenge whole groups whose beliefs they deem dangerous. They often work in groups of three to eight to fight demonologists, mystery cultists, and members of a radical movements. They sometimes use larger groups, if the threat warrants such a response. When they band together to face a foe, these Hellknights are uniformly united in their grim purpose.



ROUEN STOUGHT

PATH OF THE HELLKNIGHT

Order without Mercy

Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Order

Hellknight Arsenal



PHILOSOPHY

Order of the Pyre Hellknights believe that zealotry paves a path straight to destruction. They know the dangers of powerful beliefs; evangelists, megalomaniacs, revolutionary dreamers, and obsessives of all sorts pose insidious threats, as their beliefs often possess a viral quality. The Order of the Pyre also strikes against the cults of chaotic demigods—demon lords and empyreal lords alike—but practitioners of druidism, shamanism, witchcraft, and other magic- and faith-based followings that threaten to disrupt society might become targets as well. While the menace of idolizing chaotic beings is clear, the upheaval inherent in both new and ancient teachings is just as dangerous. Progress is a goal to strive for, but in it lies the peril of revolution. Ideas, the order believes, must be minded cautiously and spread in a controlled manner, lest a candle flame become a forest fire.

Aside from wicked religions, the Order of the Pyre sees the revolutionary philosophies of Andoran and Galt, the demon incursion in the Worldwound, the inventions of Alkenstar, and the strange science of Numeria as some of the greatest threats to order in the Inner Sea region.

RECKONING

Members of the Order of the Pyre typically carry a small brazier and a supply of coal with them. As they focus on expelling unwanted thoughts from their minds, Hellknights of the Pyre pass their hands and forearms over the open flames. (See page 9 for more details about reckonings and damage.)

Among the Order of the Pyre, there is a story of several members who manifest distinctive scars along their forearms when they are burned. These burns form dotted patterns. Some claim these welts are the impotent modern remnants of a magical curse inflicted upon the Hellknights by some doomed witch.

Others, though, claim that the marks mimic constellations written of in ancient Lirgeni texts and might bear some message that is written in the stars or, befitting the order's sailing traditions, reflected in the sea. Still others believe that the marks are an elaborate way for these Hellknights to convey secret messages that all members of the order can decipher should a knight's fallen body be retrieved from the battlefield. The Hellknights themselves remain mum about these rumors.

CITADEL

From the cliffs of Cape Erebus near Ostenso, Citadel Krane guards Cheliox's shores. During the day, the fortress's heresy furnaces pump forth towers of thick black smoke. At night, the Iron Torch blazes from the citadel's heights; it serves as much as a warning of the Hellknight-plied waters as a signal of safe haven.

Citadel Krane is the largest Hellknight sea fort. From its cliff-side perch, the fortress dominates both the surrounding land and the waters below. Chains and lifts weave their ways from the fortress down to the wharves of dozens of dark-sailed ships. These Hellknight vessels take a variety of forms, but the most infamous are the Order of the Pyre's ironclad frigates, with their spiked hulls and burning figureheads. The order's floating fortress, the *Nessian*, serves as the order's flagship and is the largest known Hellknight vessel in the Inner Sea. Although Citadel Krane is these ships' homeport, they regularly ferry Hellknights of various orders to ports across Golarion.

High above the wharves, Citadel Krane rises upon a sheer stone point, with siege weapons that face the sea and the route to the castle's gate. Tales say that the smoke and ashes of countless witch-burnings stained the citadel's gray walls black. There might be some truth to these stories, as the citadel's forges and furnaces smoke constantly. Citadel Krane crafts armaments used by Hellknights across Cheliox, and it burns tons of confiscated heretical and seditious materials. Reports of witch-burnings at the citadel are also true; the Pulpit, a 30-foot-tall, charred iron nail, stands ominously in the castle's largest courtyard, awaiting the next heretic to be strapped to this unforgiving pyre.

One of the few structures near the Pulpit is an airy, nearly empty sanctuary called the Shrine of the One. This holy place is devoted to no god but is available to any who enter with the faith of righteous deities in their souls. Members of the Order of the Pyre come here seeking a cold sort of religious solace. Those bound for the pyre might also gain entrance, either to beg for mercy before any true deity, or to call upon their heathen spirits one last time.

Citadel Krane's most infamous holdings lie in the subterranean vaults known as the Godless Gallery. This museum of unholy artifacts and heretical writings holds confiscated relics that either defy destruction or hold the potential to be turned against their blasphemous creators. Priestly signifiers protect the collection, granting access only to the Order of the Pyre's most-senior members. Dozens of foul treasures are held within the Godless Gallery, most infamously the *Mouthworm of Guol the Liar*, *Rillsong's Strand*, and the *Riven Portrait*. Rumors also tell of the Order of the Pyre's "undoctrination halls," where Hellknights toil in these dungeons to liberate even the most obsessive heretics and cultists from the bonds of their wicked beliefs.

PROMINENT MEMBERS

Those who excel among the Order of the Pyre have strong convictions about the effects of faith, though they don't necessarily burn with religious zeal themselves.

Maralictor Darriyashi Lonvod (LN male human inquisitor^{APG} 7/Hellknight^{ISWG} 2): One of the few Vudrani members of the Order of the Pyre, Lonvod captains the caravel *Hellcat*, the fastest ship in the Hellknight fleet. An ingenious tactician and a staunch atheist, Captain Lonvod leverages his vessel's speed, stealth, and surprising sturdiness to harry pirates across the Inner Sea. He has a cold but respectful relationship with many among Andoran's Gray Corsairs and Rahadoum's navy, having often driven lawless raiders or slavers into their paths. The *Hellcat* also has a reputation for stealthily slipping close to shores, off-loading small groups of Hellknights and their allies, and then slipping away unseen. As an Order of the Pyre sea captain, Lonvod indulges few superstitions, but under no circumstances will he allow *tengus* aboard his ship.

Master of Blades Tros Garvhost (LG male dwarf fighter 4/cleric 2/Hellknight^{ISWG} 3): Urdefhan slaves of the Horseman Apollyon destroyed the Garvhost clan. Once deep miners beneath Kravenkus in Taldor, the Garvhosts knew the dangers of expanding their mines deeper and deeper into the Darklands. Well-armed and cautious, they thought they were prepared for any subterranean beast, and perhaps they were. But the urdefhans struck with a cancerous plague before the dwarves even knew they were under attack. The Garvhosts tried to flee, but, in their fear, the people of Kravenkus sealed the clan's tunnels, imposing a quarantine tantamount to death. Though only a boy, Tros survived the plague and evaded the urdefhans. Eventually he even found his way to the surface, far from Kravenkus. With no love for his homeland, Tros wandered far, eventually journeying to Cheliox and joining the Hellknights. Today, Tros leads the charge against cultists in southern Avistan. While the order favors strikes against chaotic faiths, Tros often prioritizes daemon worshipers as targets, pursuing them relentlessly. Tros is rarely seen without his bronze-horned helmet, which disguises a face disfigured by terrible tumors.

Palma Marau (N female human wizard 5): Marau is one of several Order of the Pyre's signifiers who guards the relics of the Godless Gallery, but no preparation could predict and repress the wizard's greed. Quietly, Marau has stolen several valuable and exceptionally foul magical treasures, smuggling them from Citadel Krane into the hands of her *Aspis Consortium* contact in Ostenso. She knows that should she be caught, her brethren would likely burn her at the stake. Still, her dreams of wealth and luxury compel her reckless betrayal. Recently, Marau's contact made a specific request on behalf of a mysterious potential buyer. The request says only, "Lileia's Veil."

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CHARACTERS AND NPCs

Members of the Order of the Pyre believe they fight for the souls of Golarion's people. They don't just view demigods and foreign deities as lesser than the Inner Sea region's major religions—they find such faiths manipulative and their dogmas confusing and disruptive to common folk. The same might be said of mystical traditions and the doubtful spirits that grant heathen spellcasters their power. Therefore, Order of the Pyre Hellknights decry strange faiths and strike down the servants of unnatural powers. These knights are zealous in their own anti-zealotry, stamping out all trappings of weak faiths and evidence of coarse superstition. Whenever possible, they publicly expose evil cults and foul magic, rallying gangs and mobs to perform book- and witch-burnings. Order of the Pyre Hellknights might suffer the



presence of those who serve strange or foreign deities for a time, but typically only to achieve something they believe is the greater good.

The Order of the Pyre is typically quite rigid in who it allows to serve the cause. Most members are fighters, rangers, and wizards, or the clerics, paladins, or warpriests of major deities. Bards prone to fire-and-brimstone oratory, staunch magi, merciless slayers, and even the occasional monk in the service of Irori might find her way into the Order of the Pyre's service. Sorcerers are tolerated, but held in suspicion. Although some greater cause might lead to exceptions, in most cases, oracles, shamans, witches, demigod worshipers, and practitioners of occult magic are not welcome among the Order of the Pyre's numbers.

Most members of the Order of the Pyre are humans of Chelish, Garundi, or Taldan descent, though dwarves are also common. Those of other human ethnicities and races must prove themselves before they're accepted. Gnomes and those of human ethnicities not native to Avistan or Garund are held in deep suspicion. Aasimars, tieflings, and other plane-touched races are rarely, if ever, admitted, as they're seen as embodiments of the same strange faiths and forces that the Order of the Pyre would destroy.

While most adventurers aren't likely to run afoul of the Order of the Pyre as a whole, an individual Hellknight witch-hunter or cult-breaker might target a PC practitioner of strange magic or follower of an obscure faith. Such a Hellknight might launch a smear campaign against the character's beliefs, turning a community against her, before confronting her directly.

In battle, members of the Order of the Pyre have a flair for the dramatic and a predilection toward using fire in battle. As such, *flaming* and *grayflame* (*Pathfinder RPG Ultimate Equipment* 142) glaives are popular. Additionally, many Order of the Pyre Hellknights make use of items such as *necklaces of fireballs* and *shoes of the firewalker* (*Ultimate Equipment* 233), as well as the *Iconoclast combat feat* (*Pathfinder Player Companion: Faiths and Philosophies* 7).

MAGIC AND TECHNIQUES

Order of the Pyre cult hunters are well aware of the array of magical dangers they are likely to face. To that end, these Hellknights train in unique feats and use specialized magic items to destroy their foes' weapons.

GATE BREAKER (COMBAT)

Your strikes against objects are especially vicious.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +1.

Benefit: Whenever you would deal damage to an object, you deal normal damage plus an additional amount equal to your Strength modifier. This applies to both unattended objects and those you damage as part of a successful sunder combat maneuver check.

SCRUTINIZE SPELL

You can quickly size up spellcasters to gain an advantage when counterspelling their spells.

Prerequisite: Spellcraft 1 rank.

Benefit: When you witness a creature casting a spell, you can attempt a Spellcraft check to determine what sort of spellcaster the target is—specifically, what the target’s class is. The DC of this skill check is equal to 10 + the spellcaster’s Hit Dice. If the target has levels in multiple spellcasting classes, succeeding at this check reveals what class spell list the spell came from. If the result of the check is high enough that it would identify the spell being cast (DC = 15 + the spell’s level), you also identify the spell.

Once you have identified the target’s class, you can add your Wisdom or Charisma modifier (whichever is higher) to Spellcraft checks to identify all spells the target casts from that class’s spell list. Additionally, after you have determined the target’s spellcasting class, you can attempt an Intimidate check as a free action to demoralize the target, gaining a bonus equal to your Wisdom or Charisma modifier (whichever is highest).

RELIC BREAKER (COMBAT)

You are furious when destroying dangerous objects.

Prerequisites: Str 13, Gate Breaker, Improved Sunder, Power Attack, base attack bonus +1.

Benefit: Whenever you sunder a held object, its bearer must succeed at a Reflex saving throw or the bearer catches on fire (taking 1d6 points of fire damage immediately, and an additional 1d6 points of fire damage each subsequent round the creature fails a Reflex saving throw). When your total Hit Dice reach 5, this damage increases by 1d6, and it increases by 1d6 every 5 levels thereafter, to a maximum of 5d6 at 20th level. The saving throw’s DC is equal to 10 + 1/2 your HD + your Charisma modifier.

PYRE BEAD		PRICE
		1,440 GP
SLOT none	CL 2nd	WEIGHT —
AURA faint evocation		

This tiny glass bead transforms itself into a 10-foot-by-10-foot pile of logs and kindling whenever its command word is spoken. A sturdy, 8-foot-tall post juts out of the center of the log heap. This heap does not light upon coming into being, but anyone who touches the heap and says a second command word causes it to burst into flame (this also automatically activates any *pyre salt* in the flame’s area). The fire burns for 4 hours or until extinguished, at which point it turns back into a bead. The owner of the item must wait twice as long as the fire burned before she can order the bead to become a pile of logs again.

CONSTRUCTION REQUIREMENTS	COST 720 GP
Craft Wondrous Item, <i>produce flame</i>	

TENETS OF THE PYRE

Hellknights of the Order of the Pyre seek to combat outlandish faiths and beliefs, preventing them from gaining purchase in the Inner Sea region. They are cult hunters first and foremost, but also fight to repress other philosophies they deem dangerous. These Hellknights hate and vocally condemn cultists, priests of rare religions, and followers of mystical orders.

Order of the Pyre Hellknights work to uphold the following tenets.

- I will not tolerate the weight of unfit gods upon mortal shoulders.
- My fire will burn those thickets of philosophy that crowd the path of progress.
- Blasphemy knows no borders—land or sea. I will pursue it where I must, and where I find it, I will be relentless.
- Zealots walk the path of destruction, regardless of the names on their lips.
- I will not mistake clever trickery for power or power for divinity.
- Manipulators of divine magic and esoteric eldritch powers must prove their trustworthiness to me, for trust breeds dangerous complacency.
- I will focus my iron scrutiny on any faith I find appealing. Whatever I worship must be worthy of me.

PYRE SALT		PRICE
		700 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

Said to be crafted from witches’ tears and the ashes of burned heretics, *pyre salt* is composed of glistening black-and-white granules and smells of smoke. It typically comes in a narrow glass vial containing one use. When *pyre salt* is cast into any magical or mundane flame whose area is at least 10 feet by 10 feet, the fire in that area deals double the normal amount of damage to any objects or creatures in that space for 1 round. *Pyre salt* cannot be activated by fire spells or effects cast onto it.

Additionally, any objects or creatures destroyed by the affected fire prove exceptionally difficult to restore. Anyone who casts *mending*, *make whole*, or a similar spell on an object destroyed by the fire must first succeed at a DC 20 caster level check or the spell fails. By the same token, anyone who casts *raise dead*, *resurrection*, or a similar spell on a creature killed by the fire must also succeed at a DC 20 caster level check or the spell fails.

CONSTRUCTION REQUIREMENTS	COST 350 GP
Craft Wondrous Item, <i>death knell</i> , <i>pyrotechnics</i>	

PATH OF THE HELLKNIGHT

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ORDER OF THE RACK

“The venoms of the mind poison the body.”

Symbol a spiked wheel

Headquarters Citadel Rivad, near Westcrown

Leader Lictor Darcyne Wrens (LN female human sorcerer 10/Hellknight^{SWG} 1)

Members denigrators of art and poetry, patriots, technology-haters, traditionalists

Armor Features muscular design, sleek helm, flayed cloak

Favored Weapon longsword or whip

Reckoning Endure internal burns. Gain a +4 bonus on Fortitude saving throws to resist poison. This increases to +6 against ingested poisons.

BOONS

1: Mute (Su) Three times per day as a standard action, you can target a single creature within 100 feet. If the creature fails a Will saving throw (DC = 10 + 1/2 your Hit Dice + your Charisma modifier), the creature cannot make any sounds for a number of rounds equal to your character level. This prevents the target from speaking, otherwise making noise, casting spells with verbal components, and using similar abilities with auditory effects. Each round on its turn, the target can attempt a new saving throw to end the effect. This effect is dismissable. It does not make the target immune to sonic or language-based attacks, spells, or effects.

2: Dismantle (Su) Once per day as a standard action, you can cause a cloud of thick, brown fog to arise from a chosen point within 200 feet. This cloud functions as per *fog cloud*, using your character level as your caster level, except the fog spreads in a 10-foot radius, and every creature or object within is affected as per *rusting grasp*, without any touch attacks required. Attended metal objects, including weapons and armor, receive a Fortitude saving throw to negate this effect using their wielder's Fortitude saving throw bonus (DC = 10 + 1/2 your Hit Dice + your Charisma modifier). Creatures within the cloud are affected by the rusting effect only once, not every round, but creatures that move back into the area are exposed again. You and your possessions can enter the cloud and not be affected. This effect is dismissable.

3: Ruin (Sp) Once per day as a standard action, you can use *greater shout* as a spell-like ability (DC = 18 + your Charisma modifier).



Uncultivated minds go fallow, then become wild, and then rot. That rot invariably spreads, fostering all manner of decrepitude. In isolation, such decay might be easy to burn away, but rotten minds spread their corruption, squandering potential and bringing greatness to ruin. Decadent thinking, selfish desire, fruitless fantasy—all of these are threats that haunt civilized society, wasting what could be the growth and possibility of a greater era. The Order of the Rack guards against such chaos of the mind, tearing down dreams and forcing those who wander from the path of law back into line.

The Order of the Rack numbers among the Hellknight orders that the public most loathes. The order has a reputation for raiding the homes of those who speak out against the status quo, and for breaking up groups of malcontents before they become guilds, unions, or revolutionaries. They are the enemies of foreign ideals and innovations, not because they lack merit, but because they detract from what these Hellknights perceive to be the traditional values of southern Avistan. Art and technology are viewed as wasteful or dangerous, especially when they meet in union. None can say how many valuable printing presses Hellknights of the Rack have destroyed, or how many thousands of pages of unique stories, songs, and philosophies they have burned in the shadow of Citadel Rivad. All of this is summarized in the Order of the Rack's symbol, the torturer's wheel, which the order sees as the embodiment of wayward thinking and the suffering manifested by those permitted to indulge their ideas.

Many misconceptions about Hellknights' proclivity to antagonize the common people and the knights' cozy relationship with the Chelish government come from the standard practices of the Order of the Rack. As counterrevolutionaries, Hellknights of the Rack tend to support local establishments and lawful institutions—such as Chelish *dottari* and the Church of Asmodeus. The order's tamping down of dangerous thinking often sees them allying with the Order of the Pyre in those Hellknights' quest to censor fringe religions and with nations that keep oppressive yokes upon their people. Yet, in lands such as Molthune and Rahadoum, where dangerous rebels threaten hardworking people, Hellknights of the Rack might be viewed as heroes.

The Order of the Rack is not the oldest Hellknight order, but history and circumstance have led it to command the original seat of the Hellknights' power. After all, Daidian Ruel walked the very same halls of Citadel Rivad and streets of Westcrown over a century ago. Rather than being prideful about this, Order of the Rack Hellknights hold it as a burden of honor. They believe not only that they must be worthy of the Measure and the Chain and their brethren, but that they must also be deserving of following the first Hellknight's path.

In recent months, the Order of the Rack's long-time leader, Richemar Alamansor, has stepped down. In a move that met with much quiet disapproval, he appointed his successor not from the order's martial ranks, but from the order's signifers. Former paravicar Darcyne Wrens now leads as lictor of the Order of the Rack. While it isn't unheard of for a paravicar to become a lictor, it is rare, and this marks the first time the Order of the Rack has been led by a spellcaster. Since her ascent, Lictor Wrens has set to work establishing herself and quelling with zeal any question of her worthiness. Although a sorcerer of some skill, Wrens has a rare loathing for wizards and other arcane spellcasters without inborn talent. She views sorcerers' abilities as proof of their worthiness and right to wield magic and believes that others are counterfeits and "arcane thieves." While the lictor is wise enough not to let her preferences undermine the efficacy of her order, the Order of the Rack's signifers have not enjoyed the leap in prestige that some expected with their leader's promotion.

ORGANIZATION

The Order of the Rack has a strict military hierarchy based on the oldest structure of Hellknight organization. This is a synthesis of both the military structure common in the old Chelish Empire and those of the ancient Jistka Imperium. The hierarchy favors a combination of merit, discipline, experience, or victory, with successful soldiers able to advance even against the will of all but the most senior officers. The Order of the Rack's hierarchy is little changed from that instituted by Aligois Thels a century ago.

In the field, Hellknights of the Rack often operate in small troops numbering three to eight. In urban centers, such troops are large enough to present a united front against gangs or rebel groups, yet small enough to pursue miscreants. When the Order of the Rack dispatches lone questing Hellknights, it's typically to identify the dangers of an area and assess the need for greater intervention—usually at the request of a nation or other lawful group. If threats in an area warrant it, the Order of the Rack typically sends a small group of Hellknights to establish a garrison in a region. From such outposts, they can wage a lengthy campaign against revolution or chaotic ideals.

PHILOSOPHY

Most members of the Order of the Rack view themselves as their brothers' keepers. They see around them a work in progress—peoples and societies striving toward a greatness few ever mention out loud. However, these Hellknights believe that individuals are too often left to their own devices, and that undirected and untamed people grow indulgent. From such egotism and individualism grow the vines of discontent, revolution, wild philosophy, dangerous invention, and useless artistry—or so these Hellknights believe.

Members of the Order of the Rack prioritize targeting the works of revolutionaries and destroying dangerous knowledge. For these Hellknights, their lawful crusade is just as much a physical war as it is a war of



DARCYNE WRENS

PATH OF THE HELLKNIGHT

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the mind. To those who presume that this is a less worthy goal than pursuing dangerous criminals, the Order of the Rack points toward the chaos of Galt's Red Revolution or the endless warring between Molthune and Nirmathas. These Hellknights are always quick to proclaim that disorder is a thought before it is an act, and the Order of the Rack would quell such chaos at its source. Failing to do so is a mistake these Hellknights believe could eventually reverberate throughout the Inner Sea region or even beyond.

Hellknights of the Rack destroy nearly every firearm, printing press, or alien device they encounter. Writings such as Batul al-Alim's *Seraglio*, Hosetter's *Imperial Betrayal*, Jubannich's *On Government*, the historical Vudrani study *Sixty-Four Loves*, and any of Lekcaal's Gebbite romances are confiscated and burned with alacrity. Historically, and somewhat hypocritically according to some, the Order of the Rack sees little danger in alchemical or magical innovations—particularly new spells or magic items—though radical developments might attract the Hellknights' ire. How the order scrutinizes arcane magic might soon change, considering the new lictor's philosophies, though Lictor Wrens' brief tenure has so far been anything but predictable.

RECKONING

Members of the Order of the Rack perform a reckoning that involves boiling a cup of water and then swiftly drinking it. (See page 9 for more details about reckonings and damage.) This results in many Order of the Rack Hellknights having raspy or choked-sounding voices. Additionally, it ruins most knights' ability to taste.

Despite the order's traditionalism, a dangerous hazing practice has developed within the last decade. In the days after an armiger has passed her test (but before she receives her new rank), her soon-to-be brethren invite her to "face the rack." Some Hellknights decline, but in a dreadful paradox, doing so is considered cowardly and usually results in her estrangement from her peers.

Those who choose to face the rack are strapped to a wheel-like torture device. The experience deals 1d6 points of lethal damage per minute, typically lasts for 1d4 minutes, and results in several dislocated or broken bones. Before the damage is healed, the initiate's new brethren brand or tattoo her with "The Wheel," a circular, star-shaped symbol that serves as a mark of courage and worthiness. Many members of the Order of the Rack proudly wear this mark upon their chests, wrists, necks, or foreheads.

CITADEL

Citadel Rivad was the first Hellknight citadel. Standing amid towering rock structures deep within the gloomy Turanian Hills, Fort Rivad was built by Taldan explorers in a time predating the rise of Cheliox. A bastion for Taldan colonization of the west, the fortress became obsolete after Westcrown rose to dominate the region. In the centuries that followed, the fortress was inhabited by small garrisons of Taldan troops, bandits plaguing the hill country, a dangerous chimera called Agorskal, and eventually only dust as it fell to ruin.

Rivad was rebuilt in 4580 AR, a boon granted by Cheliox's crown as a means of thanking the first Hellknights for ending the terror of Sifkesh's cult in Westcrown and to encourage the order's growth. The much improved fortress was renamed Citadel Rivad and served as the headquarters of Daidian Ruel and his first Hellknights' exploits for almost a decade. It was from Citadel Rivad's Duskmoor Tower that the Hellknights' founder disappeared amid mystery and flame. As the knighthood grew, the bastion became the first home of the Order of the Scourge, retaining its role as the seat of leadership for the growing number of orders. It wasn't until 4639 AR, when the Order of the Scourge relocated to Citadel Demain, that the Hellknights of the newly created Order of the Rack were appointed the fortress's caretakers.

Since then, Citadel Rivad has stood as the ominous ideal of what a Hellknight citadel should be: intimidating and impregnable. Now, though, the walls bear greasy streaks rising up the fortress's towers—the scars of regular book and contraband burnings. Much of Citadel Rivad lies in perpetual shadow, its fortifications climbing the hulking rock spire known as the Scepter. The innermost structures stand strong and imposing, holding the bulk of the Order of the Rack's garrisons, assembly halls, and administration, as well as the Horizon Watch, a tower with a commanding view of the surrounding hill country. The outermost walls have more in common with the badlands' cracked stone, having weathered war and harsh environs since the rise of Fort Rivad centuries ago. Unmanned barriers, these outer walls hide watch posts and traps manned by Order of the Rack Hellknights. From them also rises the reconstructed Duskmoor Tower.

No other settlement or structure rises for miles around Citadel Rivad, as the Turanian Hills are known—and avoided—for their bulettes, ettins, leucrottas, snakes, and wolves. Yet the Hellknights view this harsh land as a prime training ground for recruits of every order. While Citadel Demain has a reputation for training the mind, Citadel Rivad forges the body, producing soldiers and survivors immune to discomfort and tested in battle. On any night, a dozen low, cold fires might be spotted from the Horizon Watch, marking the camps of armigers training among the rocks and ravines.

PROMINENT MEMBERS

The Order of the Rack values austerity and decisiveness, with the most disciplined and loyal climbing to heights of power and influence.

Master of Blades Kassir Voidai (LN male human fighter 4/monk 2/Hellknight^{ISWG} 2): As one of the Order of the Rack's highest-ranking martial knights, Voidai expected to be the order's next lictor. When Alamansor named Paravicar Wrens his successor, Voidai showed no disappointment. A paragon of Hellknight principles through and through, the Master of Blades has treated the new lictor with all the respect and deference befitting her station. This has included crippling two maralictors who slighted their new leader, employing his notoriously powerful—supposedly fist-shattering—grip. A native of Katapesh, Voidai seeks to create a Hellknight presence in that nation's capital, bringing order to the wild city and the dangerous lands beyond.

Richemar Alamansor (LE male human fighter 7/Hellknight^{ISWG} 7): Despite having stepped down as lictor of the Order of the Rack, Richemar Alamansor has stayed on at Citadel Rivad, offering his experience and council to the Hellknights' newest leader. Painfully literal and humorless, Alamansor is probably the oldest living Hellknight in the Inner Sea region. His experience and victories making him a legend far beyond his own order; in fact, his name and deeds are almost common knowledge among even the greenest Hellknights and recruits. What the future holds for Alamansor seems uncertain. Currently, he spends his days observing his former order—offering opinions only when the new lictor requests his advice—and at work in his personal chamber, writing and illustrating a manuscript of fantastic complexity.

Signifer Sharroa DiViri (LE female human wizard 5/Hellknight signifer^{POP} 4): One of three daughters of the Order of the Nail's lictor, Severs DiViri, Sharroa serves as a mid-ranking signifer among the Order of the Rack. While investigating the order's history, she discovered a *sanguine talisman* she believes once belonged to the Order of the Gate's founder, Sheel Leroung. Signifer DiViri has spent several long years meticulously researching the talisman, but she has only recently begun communicating with the devil bound to it: a barbazu calling itself Lodveyn the Wizeden. Since making the signifer's acquaintance, the devil has come to know many things about her, including the fact that she is fascinated by tradition and history and has twin daughters who live in Westcrown. Lodveyn hopes to learn more of Sharroa and the modern Hellknights, and in return for tidbits of information, he gradually tells the signifer a long, sad story about a Wiscrani boy named Eris Ruel. Sharroa and this talisman are detailed further on page 45 of *Pathfinder Campaign Setting: Hell Unleashed*.

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CHARACTERS AND NPCs

Order of the Rack Hellknights see foes everywhere, scrutinizing even their closest associates for the chaos that might hide within their hearts. Most shun what is original or different, whether it is new arms, tactics, or allies. Hellknights of the Rack generally dislike cities (even as they're drawn to them), viewing such settlements as hives of lies and waste, but also as the places most in need of their ironclad guidance. Many are grim and quick to criticize minor waste, but when matters get out of hand—unsanctioned public art installations, open talk of rebellion, bizarre experiments, public drunkenness, or the like—they don't hesitate to grind distraction and dissent into the dust.



The majority of Order of the Rack Hellknights are fighters, cavaliers, or inquisitors. (See page 56 for details about these Hellknight cavaliers' common orders and their inquisitors' common inquisitions, and see page 58 for the details of the order of the Ennead Star cavalier order.) With the breadth of training provided at Citadel Rivad, the martial master (*Pathfinder RPG Advanced Class Guide* 93), unbreakable (*Pathfinder RPG Ultimate Combat* 49), and weapon master (*Pathfinder RPG Advanced Player's Guide* 109) fighter archetypes are common among members of the Order of the Rack. Monks and shamans—particularly with the speaker for the past and unsworn shaman archetypes (*Advanced Class Guide* 111 and 112)—from traditions known to Avistan are also accepted, though sometimes grudgingly. Magi and occultists occasionally also appear among the order's ranks, often utilizing or otherwise bound to accursed or dangerous relics they've received dispensation to guard as a personal responsibilities. This leads some to adopt the bladebound magus archetype (*Pathfinder RPG Ultimate Magic* 47), or some occultists to train in the tome eater archetypes (*Pathfinder RPG Occult Adventures* 102). Order of the Rack signifiers are typically alchemists, clerics, sorcerers, or wizards, but since Lictor Wren's rise to power, many wizards fear they might soon be cast out. This has led several non-sorcerer arcane casters to seek quests away from Citadel Rivad, and fewer wizards who aspire to become Hellknights have set their sights on joining the Order of the Rack.

Order of the Rack Hellknights are predominantly human, though individuals who have sworn off their native cultures, or have none to speak of, dot the order's ranks—particularly dwarves, tieflings, and the rare half-elf or half-orc. The Order of the Rack's members enjoy disarming foes in battle and sundering weapons, especially if such foes are from foreign lands or areas that employ strange technology. This makes feats such as Improved Sunder, Improved Trip, Felling Smash (*Ultimate Combat* 101), Impact Critical Shot (*Ultimate Combat* 104), and Shrapnel Strike (*Pathfinder Player Companion: Champions of Corruption* 23) popular.

Those who run afoul of the Order of the Rack have typically presented themselves as enemies of the establishment, or have allied with such known individuals. Some have a reputation as masters of strange weapons or foreign philosophies. Whatever the case, Order of the Rack Hellknights often seek to destroy their foes' tools as surely as their foes themselves. To that end, they typically employ magic items such as *gauntlets of rust* or *steelhand circles*. *Cups of rapport*, *medallions of thoughts*, *poisoner's gloves*, and *rods of enemy detection* also prove useful in revealing and combating sedition, whatever form it might take. All of these items can be found in *Pathfinder RPG Ultimate Equipment*, except for *cups of rapport*, which can be found on page 228 of the *Advanced Class Guide*.

EQUIPMENT AND TECHNIQUES

Order of the Rack Hellknights pride themselves on demonstrating the strength of their order's values and the indomitability of a disciplined body and mind. They are often trained to use the following poison and feats.

MINDRUST

Refined from a traditional concoction first employed by the witches of Irrisen, mindrust—or “witch's rust” as its northern creators know it—is a brownish, flaky concoction of condensed nightmare vapor, striped toadstools, and howler milk. The Order of the Rack has brought this poison south and uses it to get confessions from criminals, gain assistance in slipping into rebel holdouts, or make artists destroy their masterworks in a moment of weakness.

Any creature that fails its Fortitude saving throw takes 1 point of Wisdom damage on each subsequent failed saving throw. For every point of Wisdom damage a sentient creature takes, it also become skittish and susceptible to suggestion for 1 minute. These minutes are cumulative; each time the creature takes Wisdom damage, its susceptibility to suggestion is extended by another minute. During that time, anyone can use the Intimidate skill as if it were the Diplomacy skill to make a request of the creature. Additionally, an affected creature takes a -4 penalty on saving throws against spells from the compulsion subschool while it is susceptible to suggestion. If this poison is neutralized, this susceptibility to suggestion also immediately ends.

MINDRUST

PRICE 1,600 GP

WEIGHT —

Type poison (inhaled); **Save** Fortitude DC 20

Frequency 1/round for 6 rounds

Effect 1 Wis damage and suggestible for 1 minute per point of Wis damage taken; see above; **Cure** 2 consecutive saves

CENSORING CRITICAL (COMBAT, CRITICAL)

Your critical hits mute your enemies.

Prerequisites: Critical Focus, base attack bonus +15.

Benefit: Whenever you score a critical hit against an opponent, the victim is unable to speak for 1d4+1 rounds. This prevents spellcasters from using spells with verbal components. A successful Fortitude saving throw reduces this muteness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus.

Special: You can apply the effects of only one critical feat to a given critical hit unless you have Critical Mastery.

DISLOCATE

You can dislocate your limbs to aid in escaping from bonds or enemy grips.

Prerequisite: Con 13.

TENETS OF THE RACK

Order of the Rack Hellknights hate wastefulness of both thought and deed. They crush pointless dreams, end rebellions, and trample frivolous or dangerous inventions. They also closely observe individuals, seeking hints of destructive ambitions and wasteful vices, and are skilled at destroying seditious writing and strange inventions.

Order of the Rack Hellknights work to uphold the following tenets.

- I will seek the chaos that manifests in common words and thoughts.
- Those who lack direction will find guidance by my hand—whether the palm or the fist.
- I will take the tools from the grasp of those who would craft their own dooms, whether they would do so intentionally or unintentionally.
- Though the flag of no nation has my alliance, every rebel is my foe.
- My discipline is the same as my honor. I will make myself worthy of our brethren's tradition of greatness.
- My mere presence will represent the pinnacle of orderliness. I will save my words and deeds for when they are needed most.
- I will not allow the shedding of tears to rust the wheels of progress.

Benefit: As a swift action, you can deal 1d8 points of nonlethal damage to yourself as you pop your joints from their sockets, making yourself more flexible though suffering incredible pain. Any Escape Artist checks you attempt that would normally take 1 minute instead take 1 full-round action. If you have 7 Hit Dice or more, the damage you deal to yourself is decreased to 1d6. If you have 14 Hit Dice or more, you deal no damage to yourself, and any Escape Artist checks you attempt that normally take 1 full round instead take a move action. You can't gain any benefits from this feat if you are immune to nonlethal damage.

TRADITIONAL WEAPONS (COMBAT)

You're a master of utilizing simple, time-trusted arms against strange or technological weapons.

Prerequisite: Int 13.

Benefit: You receive a +2 bonus on combat maneuver checks against creatures wielding exotic weapons, firearms, or technological weapons (see *Pathfinder Campaign Setting: Technology Guide*). You also receive a +2 bonus to your CMD whenever an opponent attempts any combat maneuver against you while wielding such a weapon. You gain these bonuses only if you are not wielding an exotic weapon, firearm, or technological weapon.

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ORDER OF THE SCOURGE

“Without culpability, chaos reigns.”

Symbol star of bleeding lashes

Headquarters Citadel Demain, near Egorian

Leader Lictor Toulon Vidoc (LN male human
rogue 2/fighter 4/Hellknight^{ISWG} 10)

Members constables, informants, the poor,
victims of organized crime

Armor Features serrated breastplate,
horned helm

Favored Weapon heavy mace, scourge (see page
48), or whip

Reckoning Lash yourself with a scourge or whip. Take
1 fewer point of bleed damage per round when
you are affected by an ability or effect that causes
bleed damage and gain a +4 bonus on Heal checks to
stop bleeding.

BOONS

1: Spill Guilty Blood (Sp) The end of a lawbreaker
invigorates you like nothing else. Twice per day, you
can cast *death knell* as a spell-like ability, using your
character level as your caster level (DC = 12 + your
Charisma modifier). If you do not have a caster level,
instead of a +1 increase in effective caster level, this
ability provides you a +1 bonus on attack and damage
rolls for 10 minutes per Hit Die of the target. If you
have a caster level, you can choose to gain this bonus
on attack and damage rolls instead of to your effective
caster level.

2: Terrible Justice (Sp) You end a foe's life with a brutal
display of force. Three times per day, when you
perform a coup de grace, all foes within 30 feet must
succeed at a Will saving throw or be affected as per the
spell *fear* (DC = 14 + your Charisma modifier).

3: Reason to Fear (Su) You fear nothing, as you know you
are a source of nightmares. You are immune to fear
(magical or otherwise). Three times per day, when you
are the target of a fear effect or within a fear effect's
area, you can target the creature from which the fear
effect originated with a *phantasmal killer* spell effect
(DC = 14 + your Charisma modifier) as a free action
when you strike it with a weapon. You must deal at
least 1 point of damage to use this ability. This functions
in all other ways as if your weapon were a *spell storing*
weapon with a *phantasmal killer* spell stored within.



The powerful are not beyond reproach, the rich cannot change the face of true justice, and the head of a nation is not the law. The Order of the Scourge pursues the order behind law and justice beyond bureaucracy. When it discovers worms flourishing within rotten systems, the Order of the Scourge falls upon the smallest and greatest of them alike.

The oldest organization of Hellknights, the Order of the Scourge seeks to root out corruption in any form. Its members hunt for political manipulation and abuses of power, but their efforts also include an endless war against organized crime. At the fringes of its influence, the Order of the Scourge might hunt gangs of burglars or cutpurses, but in the heart of Cheliox these Hellknights crusade against faceless guilds of thieves, sprawling criminal organizations, and nobles for whom crime has become a family business. This regularly pits the Order of the Scourge against some of the most dangerous powers in Cheliox, including members of the nation's government.

In their crusade against corruption, the order's members frequently employ raids on criminal operations and safe houses. The order has particularly deep pockets—thanks largely to confiscating the wealth of criminal groups—and uses this money to pay its vast network of informants. These purchased secrets direct the Hellknights in their attacks, or else are passed along to allies in the dottari of various Chelish cities (groups with which the Hellknights typically maintain coldly formal relationships). But to root out the deepest malfeasance, Hellknights of the Scourge must sometimes track leads where their armor and fearsome trappings can't follow. Doffing their gear, they go undercover to infiltrate Golarion's various criminal groups and find the weakest links. Once their targets are identified, these clandestine Hellknights don their armor, becoming juggernauts once more and tearing the group apart from within.

While local law enforcement groups across the Inner Sea region occasionally reach out to other Hellknight orders, it is national bodies that most regularly contact the Order of the Scourge. The order has a reputation for fighting crime beyond Cheliox's borders, even if only in small ways. The governments of Druma, Isger, and Taldor occasionally entreat the Order of the Scourge to quietly

combat depravity within their borders, while groups within Galt, Razmiran, and Ustlav have sought aid against their own governments. While the Hellknights can't respond to every request, the most important (and profitable) calls for aid might warrant the assignment of a small troop or a single questing Hellknight.

Because it targets government corruption and criminal organizations, the Order of the Scourge has many enemies. Greatest among these are several Chelish noble families, particularly those of crime-riddled Westcrown. The Order of the Scourge often opposes the Aspis Consortium's most flagrantly amoral dealings, resulting in regular conflicts between the two groups. Organized freedom fighters, such as the Bellflower Network, receive the same treatment as any other criminal group, leading to regular raids, ambushes, and counter-ambushes against the organization, particularly in Egorian and the surrounding countryside. The Order of the Scourge also seeks to stamp out assassins, leading to occasional conflicts with the Anaphexia and Red Mantis.

Lictor Toulon Vidoc capably leads the Order of the Scourge. Charming and a famed former member of Egorian's *dottari*, Vidoc has a reputation as one of Chelixa's greatest detectives. The nation's capital has been Vidoc's home for most of his life, and he understands the city and its politics far better than most. As a result, and by virtue of his position as the Order of the Scourge's leader, he is the Hellknights' most diplomatic and politically active leader. While he quietly loathes the imperial court, he regularly appears there to answer and advocate for the Hellknights—those of his order and all others. He fiercely guards the Hellknights' independence, slipping through the court's web of gilded favors and toxic compromises with grace. Aside from the countless tiny corruptions that pockmark Chelixa's politics, Vidoc's greatest concern involves about his suspicion that Her Imperial Majestrix has taken a personal interest in him. He is unsure whether this interest is politically, militarily, or, most unsettling, romantically motivated.

Hellknights of the Scourge operate primarily in the large cities of Chelixa and in those of the nations bordering the Inner Sea. Individual members might be found wherever thieves' guilds, organized crime, and corrupt regimes hold sway.

ORGANIZATION

The Order of the Scourge knows that it is not primarily a force built for war; its campaign is fought on and beneath city streets, not on battlegrounds. As a result, while these Hellknights work alone or in small squads like those of other orders, they have a greater degree of autonomy than most to seek out or combat specific

crimes or the vices all Hellknights decry. With this flexibility comes vulnerability, though. As a result, the Order of the Scourge strictly polices itself, with an entire semi-secret branch of high-ranking members devoted to scrutinizing their brethren, devising tests of loyalty, and publicly crushing traitors.

The Scourge recognizes that its crusade against corruption doesn't make it popular, especially among the powerful nobles and politicians who would most benefit from such unscrupulousness. While service to the crown, acts against criminals, and Lictor Vidoc's politicking have assured this generation of the order's security, these Hellknights expect that someday Chelixa will turn against them. As a result, the Scourge maintains highly trained and prepared military forces at Citadel Demain, as well as supplies for an extended siege and underground escape routes to a holdout deep within the Barrowood.



TOULON VIDOC

PATH OF THE HELLKNIGHT

Order without Mercy

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Order of the Gate

Order of the Godclaw

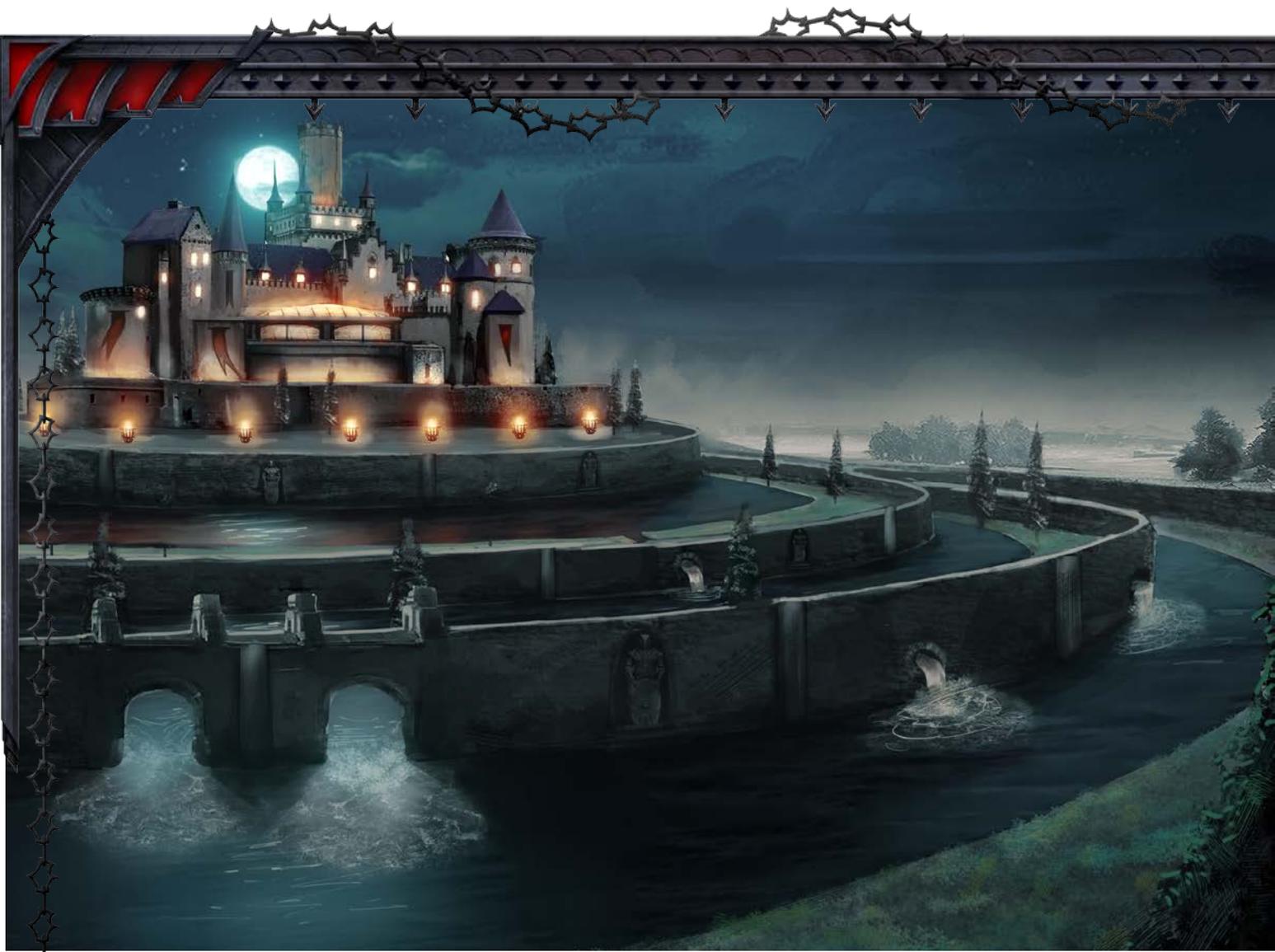
Order of the Nail

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PHILOSOPHY

The Order of the Scourge seeks the virtue in law. To these Hellknights, legality is not enough; all action must strive toward progress and a greater good. This does not always mean justice or egalitarianism, but deeds must contribute to society's forward march and justifiable ends. Laws that have been warped to unintended ends or that otherwise allow for unforeseen exploitations must be stamped out. The order's members are not lawyers, though. While they support changing broken laws, they refuse to wait for the fog of bureaucracy to clear. They prefer to strike at those who abuse the law.

Yet their members know that the line between criticism and chaos can be thin, as can the boundary between those who defy laws righteously and those who willfully break them. As such, whenever possible, these Hellknights work within the law, defying the literal interpretation of only the most broken or unjust regulations—and, even then, usually only after hours of meditation and reckonings. Hellknights of the Scourge prefer to make spectacles of the punishments they mete out. As a result, the Hellknights regularly employ public lashings, crippling punishments, and grisly executions.

RECKONING

As befits the order's name, the reckoning of the Order of the Scourge involves meditating on the Measure and Chain, repeating memorized laws, and lashing one's self with a scourge or whip. A scourge is a specially made short whip designed to lacerate and inflict great pain without dealing serious permanent damage. Typically a Hellknight strikes herself lightly across the arms, back, chest, or thighs, but even repetition of the lightest blows eventually draws blood. (See page 9 for more details about reckonings and damage.)

A scourge—also known as a cat-o'-nine-tails—can be used in combat. When used as an actual weapon, it functions as a light melee martial weapon that costs 1 gp and weighs 1 pound. A Small scourge deals 1d3 points of slashing damage, while a Medium scourge deals 1d4 points of slashing damage. It has a $\times 2$ critical modifier and the disarm and nonlethal special abilities. Most scourges consist mainly of knotted lengths of leather, though those utilized by Hellknights of the Scourge often have tiny metal barbs or sculpted tokens woven into them—painful trophies symbolizing an individual Hellknight's victories and failures.

CITADEL

Appropriate to its location in the countryside outside Chelixa's capital, Citadel Demain looks more like an ominous palace than a siege-ready fortress. Gardens of straight-trunked trees and statues of Hellknight heroes (and infamous criminals) line the paths through the citadel's triple-curtain walls—the Avernus Wall, the Gallus Wall, and the scorched, haunted Skeleton Wall.

Within these fortifications, resident Hellknights make use of the citadel's two libraries in their pursuit of justice. The Inquest Archives have more in common with a noisy constabulary than a library. At any given time, night or day, dozens of Hellknight inspectors, signifiers, and record-keepers draw upon the detailed records of decades of the order's investigations, Chelish laws, and confiscated evidence to aid in solving recent crimes. The work often appears chaotic, but stern, semi-retired archivists keep watch over the work, assuring that none make unreasonable leaps of deductive reasoning.

The other collection is the Vault of the Measure. This heavily guarded library holds the oldest records of the Hellknights and their guiding law: the Measure and the Chain. A century of revisions and amendments to the code are collected here, distilled into a series of massive, black-bound tomes known as the Binding Books. The names, ranks, deeds, and genealogies of every Hellknight of every order are collected here as well. Every 6 years, members of all the major Hellknight orders assemble at Citadel Demain and spend a year discussing and arguing revisions to the Measure and the Chain. At the end, a new, amended and appropriately enormous volume is created. This updated version of the Measure and the Chain is called *The Link*, and copies of it (each filling several tomes) are sent to every Hellknight order in Golarion.

Above the Vault of the Measure is the Council of Lictors. Situated beneath a massive dome, this empty, artless room holds only a single simple brazier surrounded by 10 evenly spaced iron lecterns. In the exceptionally rare cases that threats or matters warrant a meeting of the Hellknights' most senior leaders, the conclave assembles here. Matters that might warrant the meeting of the Council of Lictors include significant threats against all Hellknights, rivalry or conflict between two or more Hellknight orders, or a lictor leading her order to operate outside the strictures of the Measure and the Chain. As often happens, should 10 years pass ever without the need for such a meeting, an aligning council occurs. During such councils, the lictors meet to advise recently appointed leaders, and consider ways in which the orders might benefit from cooperation. The lictors of three major Hellknight orders must agree to call together the Council of Lictors—even an aligning council. If such a call is made, it's said that the bonds of neither life nor death can prevent a lictor from attending.

The leaders of the Hellknights know that one day, Chelixa might turn against them. When that time comes, the Hellknights believe that Citadel Demain will be the first battleground. Anticipating this, semi-submerged tunnels beneath the fortress stretch toward the Barwood. At their end lies a mostly subterranean redoubt where the Hellknights have prepared for the worst. The lictors of the Hellknights know this impregnable holdout and arsenal of potent arms as Citadel Ruel.

PROMINENT MEMBERS

The Order of the Scourge respects those who successfully put an end to criminal groups, turning many from the path of injustice with a single act. In addition to the noteworthy individuals listed here, the exploits of Order of the Scourge Hellknight Jheraal are recounted in *Pathfinder Tales: Hellknight*.

Hellknight Garl Belth (LE male human vigilante^{UI} 5/Hellknight^{ISWG} 1): Belth's former allegiance to Zon-Kuthon is plain—his face bears the distinctive, nightmarish scars of a denatsate. Few of Egorian's noseless, slit-mouthed beggars survive long, as their shocking visages rarely win them the pity and coin that the Midnight Lord's followers promise. While there is nothing illegal about the god of pain's church manipulating the capital's poor into disfiguring themselves, Hellknight Belth seeks to strike a vicious blow for those who live as desperately as he once did. Now Belth patrols the alleys of Egorian, warning the hopeless of Zon-Kuthon's lies and menacing Kuthite evangelists who prey upon despair.

Master of Blades Uldrannas Haelcant (LG male human fighter 7/Hellknight^{ISWG} 3): The Order of the Scourge's near-emotionless Master of Blades has embarked on a personal crusade to put an end to an ongoing rash of human kidnapping, organ harvesting, and contraband smuggling—all presumably conducted to fuel the casting of dark magic. These gruesome crimes have occurred sporadically for at least the past 40 years. Haelcant believes that one of the capital's noble families is responsible, encouraging agents or scions to murder innocents for mysterious, and likely occult, ends.

Paravicar Orlayn Khorelos (LG female human cleric of Abadar 7/Hellknight signifier^{POP} 2): An accomplished healer, Paravicar Khorelos has a history of restoring wounded Hellknights to health and converting criminals to the Order of the Scourge's cause. In recent months, several Hellknights in Egorian have been the victims of surprise attacks. In every instance, these deadly ambushes have been committed by masked, gray-armored swordswomen. Eventually, one attacker was captured alive. Beneath her armor, the prisoner was a fierce but horribly disfigured woman. Khorelos has learned little from her charge except that she's a native of Korvosa and that she's connected to something called the Erinyes Company.

PATH OF THE HELLKNIGHT

Order without Mercy

Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

Hellknight Arsenal

CHARACTERS AND NPCs

While fighters are common among the Order of the Scourge, so are vigilantes. Such Hellknights embrace the mask their armor affords and within it comport themselves as unflinching, crime-breaking enforcers of order—and in most cases, this is the truth of their identity. Outside of the order, they hide their zealotry behind the masks of everyday people, and so go where their scarred black armor wouldn't allow. These vigilantes often adopt the faceless enforcer archetype presented below. Beyond vigilantes, common classes include bards with a penchant for oratory, slayers with the bounty hunter and vanguard archetypes (*Pathfinder RPG Advanced Class Guide* 118 and 121), and all manner of investigators.



The order's signifiers are typically alchemists, wizards, or clerics of lawful neutral deities, especially Abadar or Irori.

Given these Hellknights' penchant for intimidation and fear, the Dazzling Display, Enforcer (*Pathfinder RPG Advanced Player's Guide* 159), Gory Finish (*Pathfinder RPG Ultimate Combat* 102), and Intimidating Prowess feats are all common among members of the Order of the Scourge. Those who wish to further manipulate their foes might select Antagonize (*Pathfinder RPG Ultimate Magic* 143) or Orator (*Pathfinder RPG Advanced Class Guide* 152).

Members of the Order of the Scourge prioritize Knowledge (local) and Sense Motive over nearly all other skills, followed by Diplomacy and Intimidate. Those who expect to infiltrate organized criminal operations also have ranks in Bluff and Disguise.

Members of the Order of the Scourge often employ such magic items as armor with the *glamered* special ability, *hats of disguise*, and *quickchange cloaks* to aid in passing as scoundrels; *capes of the mountebank* and *vests of escape*, to aid in escape deadly situations; and *inquisitor's monacles* and *stoles of justice*, to assist in investigations. All of these items can be found in *Pathfinder RPG Ultimate Equipment*.

FACELESS ENFORCER (VIGILANTE ARCHETYPE)

Unyielding warriors, faceless enforcers lock their identities behind implacable helmets. While their infamous reputations spread far, striking fear in their foes, the individual behind the mask remains a complete mystery.

Weapon and Armor Proficiencies: A faceless enforcer is proficient with heavy armor, but not with shields.

This alters the vigilante's weapon and armor proficiencies.

Dual Identity (Ex): A faceless enforcer's vigilante identity is tied to a particular helmet or face covering and suit of armor. Switching between identities means donning or removing this armored outfit. Switching identities means entirely donning or removing armor (even if it is donned hastily) and never takes less than the minimum amount of time to do so. How long this takes depends on the type of armor, as detailed on page 153 of the *Pathfinder RPG Core Rulebook*. Once per month, the vigilante can replace the helmet or face covering and armor associated with his vigilante identity and buy or make a new outfit that becomes tied to that identity. A faceless enforcer cannot select the immediate change^{UI} or quick change^{UI} social talents.

This ability alters dual identity.

Armored Juggernaut (Ex): At 2nd level, a faceless enforcer does not need help donning half-plate or full-plate armor, but donning it alone takes him 8 minutes. At 4th level, he can don his half-plate or full-plate alone in 4 minutes,

and can don it hastily in 2 minutes. At 6th level, he doesn't apply the armor check penalty for any armor on Acrobatics, Escape Artist, or Stealth checks, but the penalty applies on other skill checks as normal. At 8th level, a faceless enforcer can move 5 feet faster than normal in heavy armor, to a maximum of his base speed. At 10th level, it takes him 2 minutes to don heavy armor, 1 minute to don it hastily, and 1 minute to remove it. At 16th level, he can move at full speed in heavy armor. At 18th level, it never takes the vigilante more than 1 minute to don his armor.

This replaces the vigilante talent gained at 2nd level.

Faceless Infiltrator (Ex): At 5th level, when he changes his identity, a faceless enforcer has a third option (instead of social or vigilante): he can assume a fictional identity with no known ties to his Hellknight affiliation, his social identity, or his vigilante identity. When he gains this ability, the faceless enforcer must choose a group, organization, or social structure he wishes to infiltrate (such as the beggars in Egorian's Cheapside or the city's congregation of the Midnight Temple to Asmodeus), and the fictional identity he creates must be a recruit, ally, or prospective employee of that group. This fictional identity's alignment must be within one step from either his vigilante or his social identity. A faceless enforcer can use social and vigilante talents when in his fictional identity, but he risks exposing his secret when he does so.

When he gains this ability, the faceless enforcer creates mundane records that can verify his fictional identity. While he is in his fictional identity, a faceless enforcer appears to be an otherwise ordinary member of his race, and he receives a +10 bonus on Disguise checks to appear to be the fictional person he says he is. He must create the appearance for this fictional identity using whatever clothing and tools he has at his disposal. If the faceless enforcer changes from his vigilante identity to his fictional identity and vice versa, changing identities takes him the normal amount of time to don or remove his armor (see the armored juggernaut ability). If he changes from his fictional identity to his social identity and vice versa, it takes him 1 minute. Any attempts to scry or otherwise locate the fictional identity work as normal if the faceless enforcer is in his fictional identity. Otherwise, it reveals a random member of the group he is attempting to infiltrate.

At 11th level, the faceless enforcer's bonus on Disguise checks to appear to be his fictional identity increases to +20. Any spell or ability designed to locate the fictional individual while the faceless enforcer is in that identity has a 50% chance of instead finding a random member of the group. Although this ability does not give the faceless enforcer any special knowledge of the group outside what he gleans himself, the faceless enforcer's training grants him a +10 circumstance bonus on Bluff checks to maintain his fictional guise.

TENETS OF THE SCOURGE

Hellknights of the Scourge seek out corruption within order and laws not fit for the lawful. They question and seek to determine the difference between what is legal and what is for the greater good—owing allegiance to no one nation or ruler. Their quests for order often take them places that other Hellknights cannot tread, both physically and philosophically. As a result, their commitment to the Measure and the Chain must be beyond reproach.

Order of the Scourge Hellknights work to uphold the following tenets.

- I will hunt down those who pervert the law to serve selfish ends.
- Laws are not lawful merely by virtue of being laws; they must be examined lest they be corrupted.
- Those who don't fear justice will fear me.
- A broken law is a broken vow, and penance must be paid in blood.
- My fist will strike only the enemies of order, not their neighbors if they are innocents.
- I will be mindful of danger, for every street and hall is a battlefield.
- In my armor or without it, I am first and always a Hellknight.

At 17th level, attempts to scry or otherwise locate the faceless enforcer's fictional identity always reveal a random member of the group he has infiltrated. Furthermore, his bonus on Bluff checks to maintain his fictional identity increases to +15.

Every month, a faceless enforcer can create a new fictional identity, if he wishes, but not another fictional identity that is attempting to infiltrate the same group. A faceless enforcer cannot select the any guise^{UT}, everyman^{UT}, or many guises^{UT} social talents.

This ability replaces the social talents gained at 5th, 11th, and 17th levels.

Enforcer's Wrath (Ex): At 6th level, a faceless enforcer has become adept at using his vigilante identity to terrify and coerce lone enemies, particularly among the group he is currently infiltrating. He gains a +4 bonus on Intimidate checks against enemies when no other opponents are within 30 feet of him (or the creature he is intimidating). This bonus stacks with any bonuses the vigilante receives from renown or similar abilities. Additionally, if the vigilante successfully demoralizes a lone opponent with Intimidate, the opponent is shaken for 1 additional round.

This ability replaces the vigilante talent gained at 6th level.

PATH OF THE HELLKNIGHT

Order without Mercy

Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

Hellknight Arsenal

LESSER ORDERS

The vast majority of Hellknights encountered throughout the Inner Sea region belong to one of the seven major Hellknight orders. However, a minority of Hellknights belong to other, lesser orders.

Toward the end of the Chelish Civil War, the old monarchy mandated the creation of dozens of Hellknight orders with no ties to the true Hellknights. King Gaspodar believed that black armor and reputation alone made the knights powerful, and that he could raise whole armies of Hellknight soldiers. But these orders, made up of little more than thugs with masks, largely failed. When the old regime fell, the true Hellknights confronted their false brethren, putting an end to the unsanctioned orders through intimidation and slaughter. Those few members judged worthy were allowed to seek admission into true orders. Only in rare cases were whole groups allowed to continue their work without interference.

Lesser Hellknight orders usually consist of only a few dozen members. Some are long-lived remnant groups that the major orders have sanctioned. Others are offshoots of the larger orders. Still others are pretenders; they are Hellknights in name only, but consider themselves no less legitimate than any of the other orders. Regardless of their status, lesser orders are not represented in the Council of Lictors unless their leaders are specifically invited to attend, usually to serve a specific advisory or other tertiary role in the gathering. However, despite all of this, the Hellknights of major orders do not look down upon members of minor orders—after all, doing so would show a lack of emotional discipline—but neither do they go out of their way to aid them, as they might assist members of major orders. The Hellknights of major orders often closely watch the members of minor orders, holding them accountable not just for crimes but for deeds that might tarnish the Hellknight name.

The following pages present seven of the most active minor Hellknight orders. Along with an overview of each lesser order, each entry notes the major order to which it is most similar. This analogous order does not necessarily share any special relationship with the lesser order, but players who wish to create a character who is a member of a lesser order should look to the corresponding order to fill in specifics that these summaries don't detail, such as the boons accessible through the Hellknight Obedience feat on page 62.

ORDER OF THE COIL

"To counter the poisons of the soul."



Symbol headless snake circling three drops of poison

Headquarters New Krane, west of Eleder

Leader Lictor Vitova Racnhe (NE female human ranger 7/Hellknight^{ISWG 3})

Members colonialists, imperialists, racists

Armor Features fanged helmet, snakelike visage on breastplate

Favored Weapon greataxe

Reckoning bite your own flesh

Analogous Order Nail

Partially at the request of Chelish settlers in Sargava, the Order of the Pyre sought to establish a Garundi headquarters near the nation's capital, Eleder. In 4694 AR, nearly 200 Hellknights landed in Sargava and set to work constructing the fortress of New Krane and oppressing the faiths of the land's tribal peoples. Within a year, though, the native residents retaliated, and more than half of the Hellknights were slaughtered. With the commanding paralictor slain, the majority of the surviving Hellknights retreated, abandoning Sargava entirely. Those who stayed behind took inspiration from the deadly vipers of the region and styled themselves as the Order of the Coil.

Now among the vilest of Hellknights, the Order of the Coil claims to be following the charge that originally brought the Order of the Pyre to Sargava. Destructive in the extreme, though, the order seeks to wipe out all evidence of Sargava's native cultures. Under the command of the now-self-proclaimed Lictor Racnhe, the order's roughly 60 mostly lawful evil members employ fire and poison to destroy Mwangi settlements and historical sites. Secretly, the assault on Sargava's native people is personal for Racnhe, as she blames them for her sister's death at New Krane.

Aside from targeting the native peoples of western Garund, the Order of the Coil also strikes against archaeologists, explorers, and traders who would spread word of the indigenous cultures and their wonders to the outside world. The order has made enemies of the Pathfinder Society and its foes, the Aspiss Consortium. If the major orders knew the extent of these Hellknights' cruelty, they would likely censor or outright crush it.

ORDER OF THE CRUX

“There is only vengeance.”



Symbol three shattered femurs with a starburst of bone shards

Headquarters Citadel Gheisteno, in the Menador Mountains along the Chelish-Nidalese border

Leader Lictor Enwar Shokneir (LE male human graveknight^{B3} fighter 5/ Hellknight^{SWG} 10)

Members undead Hellknights

Armor Features spiked helm, horned fiend-skull breastplate

Favored Weapon heavy flail

Reckoning strike your femur repeatedly

Analogous Order none

Of the hundreds of false Hellknights employed during the Chelish Civil War, none were more notorious than the Order of the Crux. The order was tasked with restoring order along the Menador Mountains and preventing traitors and refugees from fleeing into Nidal, and its members quickly distinguished themselves as butchers. None can say how many innocents these false Hellknights slaughtered, but after burning the mining communities of Quarry and Coppertine, even the Thrune rebels targeted the order. Following their vicious leader, Lictor Enwar Shokneir, the Hellknights of the Crux repelled their foes. Amid the ruins of Coppertine, the order forced a small army of captives to raise a fortress for them, which the order dubbed Citadel Gheisteno. By 4663 AR, though, the major Hellknight orders had turned against the old monarchy and the crimes of pretenders such as the Order of the Crux could no longer be tolerated. With overwhelming force, the Order of the Scourge hunted down these false Hellknights, executed every member of the order, and burned their remains along with their citadel.

For exactly 25 years, the Order of the Crux remained only a black mark on the Hellknights' history. Yet, in 4688 AR, caravans and travelers began disappearing along the Duskshrine Pass, near the Chelish-Nidalese border. Then emerged a terrifying rumor: the towers of Citadel Gheisteno had risen once more.

The lawful evil Order of the Crux, it seems, has returned. Three graveknights (*Pathfinder RPG Bestiary* 3 138)—Paralictor Galstant, Mistress of Blades Raasier, and Lictor Shokneir—now prey upon travelers and conscript their corpses into a growing undead legion. For all his viciousness, Shokneir views himself as a true, merciless Hellknight. Even today he fumes over the wounds his former brethren dealt him, and seeks the eradication of every “false”—which is to say, living—Hellknight. Statistics for Lictor Shokneir appear on page 20 of *Pathfinder Campaign Setting: Undead Revisited*. The Order of the Crux also features prominently in the Pathfinder Tales novel *Hellknight* by Liane Merciel.

ORDER OF THE GLYPH

“Truth for the deserving.”



Symbol runed padlock encircled by a chain

Headquarters Archives of Redacted Histories, Warlock Island

Leader Lictor Maritas Clandegar (LE male human fighter 9/Hellknight^{SWG} 6)

Members agents of House Thrune, archivists, Geryon cultists

Armor Features serpentine designs and tower shields

Favored Weapon battleaxe

Reckoning ingest smoldering ashes

Analogous Order Pyre

The Order of the Glyph's members are Hellknights in name only, as the Council of Lictors did not sanction it. Its origins trace to the immediate aftermath of the Chelish Civil War, when House Thrune created the order without any other Hellknights' knowledge. In the wake of the Thrune Ascendancy, Chelixa's new Imperial Ministry of Historical Accuracy destroyed countless records, literally rewriting Chelixa's history. To prevent itself from becoming victims of its own manipulations, House Thrune secreted away copies of the nation's true background to the Archive of Redacted Histories. House Thrune enlisted a cult of Geryon worshipers to keep this lore secret and safe, reforging them into a secret Hellknight-inspired order. Through discipline and obsession with secrets, the Order of the Glyph has served to both protect Chelixa's histories and further House Thrune's lies ever since.

While it was never a large order, the Order of the Glyph numbers fewer than 30 members today, with roughly half stationed at the Archives of Redacted Histories. Others stand sentinel at secret libraries in Egorian and Westcrown. Most members of the order are lawful evil, and don't realize they're just as much victims of House Thrune's lies as Chelixa's other citizens. A fog of deceptions playing upon the order's rigid disciplines, religious obsessions, and elitist attitudes keeps its members at their posts; they are also conditioned to hide their status from strangers—especially other Hellknights. Those few who travel in pursuit of lost lore rarely don their Hellknight armor in public and they avoid other Hellknights. Although members of the Order of the Glyph might not fully understand why, the revelation of a covert Thrune Hellknight order is a secret they will go to their graves to defend.

Despite being servants of House Thrune, the Order of Glyph adheres to a vision of the Measure and the Chain interwoven with diabolical religious teachings, particularly those of the archdevil Geryon. Their strict training grants them access to every skill available to true Hellknights, despite their unofficial standing. The Order of the Glyph features in *Pathfinder Adventure Path #107: Scourge of the Godclaw*.

PATH OF THE HELLKNIGHT

Order without Mercy

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Order of the Godclaw

Order of the Nail

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Order of the Rack

Order of the Scourge

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Hellknight Arsenal

ORDER OF THE PIKE

"The greatest foes refuse to hide."



Symbol dragonlike creature pierced by three black spears

Headquarters Tower of Ordeial, in Senara

Leader Lictor Lesheir "The Spear" Remsaine (LG female human cavalier^{APG} 5/Hellknight^{ISWG} 8)

Members frontier dwellers, monster hunters, victims of monsters

Armor Features bestial bone-and-skull designs

Favored Weapon longspear

Reckoning run a bone knife over your skin

Analogous Order Scourge

The Order of the Pike arose during the Chelish Civil War and originally consisted of ranchers and townsfolk who had little role in the conflict. Rather, they focused on defending the area around the Whisperwood from the violent beasts the government no longer cared to combat. Quite successful in their work, the order's members became local heroes, but following the war, they were among those stripped of their Hellknight titles. During this time, the order went by the name the Band of the Pike, and its members made names for themselves as heroes, slaying such infamous beasts as the manticore Gultagar, second daughter of Torgorra Manyteeth, and the green dragon Shavakol.

Nearing the end of her life and concerned about her followers' future, the group's leader, Irei Remsaine, petitioned the Order of the Nail to accept the monster hunters into their ranks. The Hellknights refused, but impressed with their work and skillful fighting tactics, sponsored them as a lesser order. In 4677 AR, the Order of the Pike rose as Hellknights once more. Soon after, Irei passed, and command of the order fell to her remarkably deadly daughter, Lesheir.

Among the most valiant of Hellknight orders, the Order of the Pike seeks to slay monsters that jeopardize peace and innocent lives. While they work primarily in eastern Chelixa, questing members of the order travel far. Some of the order's largely lawful good members have even adopted stations in monster-stalked areas of the Inner Sea region, and this has given the order a prominent reputation among Absalom's Kortos Calvary and the River Kingdom's Fort Inevitable. Individual members might range even farther abroad, aiding regions besieged by particularly terrible or entirely unheard-of monsters. Hellknights of the Pike often take a naturalist's approach to their monster hunting, learning much about their prey and extensively documenting their successes and failures. These reports find their way back to the Tower of Ordeial and the Library of Fangs, which contains a vast repository of monstrous lore.

ORDER OF THE SCAR

"Every flame from shadows guard."



Symbol red eye centered on a black palm with a red dagger at the wrist

Headquarters Bastion Saintbor, outside Cassomir

Leader Lictor Cettorsein Vastilir (LN female human slayer^{ACG} 8/Hellknight^{ISWG} 4)

Members bodyguards, failed constables, former assassins

Armor Features helmet with a scar-crossed visor, armor etched with stylized, scarlike markings

Favored Weapon rapier

Reckoning shallowly cut your palm or wrist

Analogous Order Chain

During the Chelish Civil War, more than one assassin's blade sought King Gaspodar's heart. Increasingly paranoid, the king mandated a new Hellknight order—one with his own protection as its sole directive. In a single decade, the Order of the Scar defended the king from more than 40 assassination attempts. Twelve came from professional assassins, eight came from master poisoners, three came from members of his royal guard, and two originated from members of his own family. In the end, though, King Gaspodar was found slain in a supposedly safe hall of his Westcrown palace in Neth 4622 AR—this, despite the fact that members of the order were only rooms away. The murder proved a staggering blow to the monarchy's forces.

With no king to serve and utterly disgraced, the Order of the Scar nearly dissolved. However, eight members refused to let the order's strict procedures and assassin-hunting methods fade from memory. Within months of Gaspodar's death, the Order of the Scar reappeared in the Taldan city of Cassomir in the service of Senator Barilic Saintbor—one of the nation's most hated lawmakers. The senator helped the order promote its services as mercenary assassin-hunters, and by the time the Chelish Civil War ended, the Order of the Scar was firmly entrenched in Taldor. The Order of the Scar then won the patronage of the Order of the Rack, and this helped it secure the Council of Lictors' permission to continue their work.

Today, the mercenary Order of the Scar works almost entirely on retainer to wealthy individuals paranoid about assassination. These primarily lawful neutral Hellknights are skilled at creating safe houses and tracking and slaying assassins, snipers, and poisoners. The order operates out of Bastion Saintbor, the former estate of Barilic Saintbor, who left it to the order after her passing. The order's few dozen members engage in operations throughout the Inner Sea region. Their efforts usually confound freelance assassins and have won them the undying enmity of the Daggermark Assassins' Guild and the assassins of the Red Mantis.

ORDER OF THE TORRENT

“Breathe deeply before the plunge.”



Symbol twisted, armored eel

Headquarters Citadel Vaull, Kintargo

Leader Lictor Octavio Sabinus (LG male human fighter 5/Hellknight^{SWG} 3)

Members constables, detectives, negotiators

Armor Features aquatic themes with fin-shaped flourishes

Favored Weapon halberd or longbow

Reckoning suffer simulated drowning or extreme holding of the breath

Analogous Order Scourge

The Order of the Torrent formed in the wake of the Chelish Civil War after its founder, Hellknight of the Scourge Reya Naulvaneti, rescued the abducted son of Kintargo's lord-mayor. The widely publicized crime precipitated a rise in copycat abductions, leading many to turn to the Order of the Scourge for aid. As a result, the Order of the Scourge promoted Naulvaneti to maralictor of her own abduction-focused taskforce, training and operating out of Kintargo. Naulvaneti proved to be a strict, unforgiving instructor, but she and her students got results. After a decade of renowned successes throughout the Inner Sea region, Naulvaneti was instructed to forge her followers into a new Hellknight order, the Order of the Torrent.

Today, the Order of the Torrent is mostly made up of lawful good members who can be found scattered across Avistan, where they doggedly hunt kidnapers and those who have been taken. Yet, while the order has been successful in its meticulous work and has a sterling reputation, it has hardly flourished. The balance between adhering to the Measure and the Chain while remaining flexible enough to negotiate with criminals creates an irreconcilable conundrum for many Hellknights of the Torrent—especially in the wake of a lengthy training process that focuses on psychology and deduction.

The most successful Hellknights of the Torrent focus on recovery first and punishment later, as they refuse to accept innocent losses in the name of peace. Members of the Order of the Torrent might also be called in by Hellknights of other orders when dealing with sensitive cases of abduction. Those who waver or fail due to their own misjudgments are expelled, and most never dare to show their faces in front of the order's leaders again. As a result, the order's ranks number fewer than 30. Those who prove successful negotiators often have the opportunity to assert their skills in the field, stalking abductors and assuring that they never have the opportunity to extort and terrorize again. Statistics for Lictor Sabinus appear on page 66 of *Pathfinder Adventure Path #98: Turn of the Torrent*.

ORDER OF THE WALL

“A wall has no need of gates.”



Symbol crenellated skull

Headquarters the Gnashing Wall, south of Khari

Leader Master of Blades Atlan Essebar (LN male human fighter 8/Hellknight^{SWG} 5)

Members Chelaxians born in Rahadoum, soldiers

Armor Features angular mantle, cylindrical, castle-like helm

Favored Weapon lucerne hammer (*Pathfinder RPG Ultimate Equipment* 19)

Reckoning repeatedly strike bricks or stone

Analogous Order Rack

During the early days of the Chelish Civil War, troops from Chelixa's frontiers moved to defend the warring heartlands. The nation's leaders accepted that Khari, Chelixa's stolen Rahadoumi city south of the Hespereth Strait, would fall. Yet the Order of the Chain refused to accept such a loss. As Chelish soldiers withdrew from the city, more than 300 Hellknights of the Chain took their posts. Within a month, they had reestablished the fortifications along the ancient Gnashing Wall outside Khari. In the years to follow, scouts, spies, and many others tested the Hellknights' defenses. During the 30 years of civil war, fewer than 10 lost their lives in conflicts outside Khari, and the city remained in Chelish hands.

Once House Thrune rose to control Chelixa, imperial soldiers returned to garrison at Khari. Their work complete, the Order of the Chain planned to withdraw. Some of the Hellknights doubted their replacements, though, and petitioned to stay in Khari. After much debate, it was decided that 50 Hellknights would remain to oversee the Gnashing Wall, and that this band would be a new lesser order, subordinate to the Order of the Chain. So the vigil of the Order of the Wall began.

Today, the order has grown from 50 members to nearer a hundred, most of whom are lawful neutral. Technically subordinate to the Order of the Chain, the Order of the Wall has no lictor, as master of blades is its highest title. In practice, though, the order functions with near autonomy. The order's mandate to defend Chelish fronts south of the Arch of Aroden has broadened over the years. Now, members stand watch at several borders—not just Chelish ones—defending civilization's frontiers. Despite the order's Chelish origins, Garundi—and specifically Rahadoumi—soldiers comprise most of the order's Hellknights. While their defense of the Gnashing Wall remains an almost religious duty, many travel across northern Garund, serving as guardians of all sorts. Beyond Khari, the greatest numbers defend passes in the Napsune Mountains that connect Rahadoum and the Sodden Lands, protecting the lands of the north against the chaos of the swampy south.

PATH OF THE HELLKNIGHT

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Order of the Chain

Order of the Gate

Order of the Godclaw

Order of the Nail

Order of the Pyre

Order of the Rack

Order of the Scourge

Lesser Orders

Hellknight Arsenal



HELLKNIGHT ARSENAL

Hellknights believe that necessity drives them to employ an ever-evolving arsenal of methods and tools in their battle against the servants of chaos. Such abilities and tools are often available to other learned individuals, especially those who sympathize with Hellknights' lawful cause.

TRAITS

The following traits are geared toward characters interested in or devoted to the Hellknights.

Godclaw Disciple (Faith): You worship the amalgamation of lawful deities known as the Godclaw. You gain a +2 trait bonus on Knowledge (religion) checks related to lawful deities, their clergy, their mythology, and their tenets. Additionally, Knowledge (religion) is a class skill for you. You must be of a lawful alignment to take this trait.

Hellknight Inquisitor (Faith): If you are an inquisitor, you can select any inquisition associated with your preferred Hellknight order (see below), as long as you and

your patron deity are of a lawful alignment. Additionally, you gain a +1 trait bonus on saving throws against spells and effects with the chaos descriptor.

Questing Hellknight (Social): You are a quick study when it comes to local laws. Once per day, you can attempt a Knowledge (local) check untrained to recall information about local laws, rulers, and popular locations. Additionally, you gain a +1 trait bonus on Knowledge (local) checks, and Knowledge (local) is a class skill for you. You must be of a lawful alignment to take this trait.

COMPLEMENTARY INQUISITIONS AND ORDERS

While members of any class might become Hellknights, two classes in particular feature abilities that strongly complement Hellknight philosophies: the cavalier and the inquisitor. Presented here is a list of the major Hellknight orders, along with the cavalier orders and inquisitions most commonly associated with each.



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Should conflicts occur, a Hellknight order's tenets supersede a cavalier order's edicts. The cavalier can break an edict without losing the benefits of his order's challenge ability, but only in direct service of the superseding tenet. Members of any Hellknight order may be predisposed to choose the order of the Ennead Star (see page 58).

The superscripted abbreviations refer to the following books: *Pathfinder Campaign Setting: Inner Sea Combat* (ISC), *Pathfinder Player Companion: Blood of Angels* (BOA), *Pathfinder Player Companion: Blood of Fiends* (BOF), *Pathfinder Player Companion: Champions of Balance* (COB), *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Occult Adventures* (OA), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Magic* (UM).

Order of the Chain: These Hellknights prioritize capturing criminals and meting out strict justice.

Cavalier Orders: Guard^{ISC} and scales^{COB}.

Inquisitions: Imprisonment^{UM}, Justice^{UM}, and Persistence^{UM}.

Order of the Gate: Hellknights of the Gate use magic to pursue order and justice and to prevent crime.

Cavalier Orders: Guard^{ISC}, seal^{UC}, shroud^{OA}, and tome^{UC}.

Inquisitions: Order^{UM}, Revelation^{BOA}, and Spellkiller^{UC}.

Order of the Godclaw: These Hellknights brandish their faith as a weapon against chaos.

Cavalier Orders: Shield^{APG}, shroud^{OA}, star^{APG}, and sword^{APG}.

Inquisitions: Damnation^{BOF}, Fervor^{UM}, Heresy^{UM}, Imprisonment^{UM}, Justice^{UM}, Order^{UM}, Valor^{UM}, and Zeal^{UM}.

Order of the Nail: Hellknights of the Nail seek to stamp out the disorder of the wilds and defend frontier towns.

Cavalier Orders: Dragon^{APG}, shield^{APG}, and sword^{APG}.

Inquisitions: Conversion^{UM}, Heresy^{UM}, and Order^{UM}.

Order of the Pyre: Hellknights of the Pyre hunt cultists and crush all trappings of chaotic faiths.

Cavalier Orders: Eastern star^{OA}, seal^{UC}, and tome^{UC}.

Inquisitions: Fervor^{UM}, Heresy^{UM}, and Spellkiller^{UC}.

Order of the Rack: Hellknights of the Rack seek to repress corruptive knowledge.

Cavalier Orders: Eastern star^{OA}, shield^{APG}, and tome^{UC}.

Inquisitions: Fervor^{UM}, Justice^{UM}, Tactics^{UM}, and Truth^{UM}.

Order of the Scourge: Hellknights of the Scourge patiently root out corruption and organized crime.

Cavalier Orders: Blue rose^{UC}, scales^{COB}, and sword^{APG}.

Inquisitions: Conversion^{UM}, Imprisonment^{UM}, Justice^{UM}, Order^{UM}, Persistence^{UM}, and Truth^{UM}.

HELLKNIGHT CLASS OPTIONS

The following presents a new order for Hellknight cavaliers and new disciplines for those who have levels in the Hellknight prestige class, which can be found on pages 278–279 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

ORDER OF THE ENNEAD STAR

Cavaliers belonging to this order have joined the Hellknight crusade against chaos, adopting a life of ironclad discipline and swearing to thwart disorder by any means. Through intimidation and strength of arms, these severe warriors embody the grim fist of law, pursuing and crushing disorder wherever it festers. Many strike out from one of the Hellknights' stark,

black citadels. Others roam between cities and villages, serving as judges and emissaries of a harsh vision of justice (see page 32 for the circuit judge cavalier archetype).

Like other Hellknights, most members of this order begin their service by undergoing training at a Hellknight citadel or instruction from a true Hellknight. Most eventually pursue levels in the Hellknight prestige class, looking ahead to the day when they will face their lethal test against the forces of Hell. Until then, members of the order of the Ennead Star are typically Hellknight armigers or other initiates with dispensation to quest and quell disorder wherever they might find it. Regardless of his own goals, each cavalier is associated with a specific group of Hellknights and rigidly follows its unbending strictures.

Members of the order of the Ennead Star are most commonly found in the lands of Absalom, Cheliax, Isgar, Rahadoum, and Varisia, but the cavaliers' goals might take members anywhere across the Inner Sea region.

Edicts: The cavalier is a merciless champion of the law, and if he must crush dreams, coerce obedience, or slay in the name of law, that is a small price to pay for peace and progress. The cavalier must bring lawbreakers to justice, and when that is not possible, he must serve as executioner of that justice. He must also uphold the tenets of his Hellknight order.

Challenge: An order of the Ennead Star cavalier gains bonuses when he challenges a creature of chaotic alignment with an Intelligence score of 3 or higher or one that the cavalier has witnessed committing a crime against local laws within the past hour. Against such a targets of his challenge, he receives a +1 morale bonus on attack rolls. He also gains this bonus on Intimidate checks to demoralize such targets. This bonus increases by 1 for every 4 class levels that the cavalier has.

Skills: An order of the Ennead Star cavalier adds Knowledge (local) (Int) and Perception (Wis) to his list of class skills. Additionally, he gains a circumstance bonus on Perception checks to act in a surprise round equal to 1/2 his cavalier level (minimum +1).



Order Abilities: A cavalier belonging to the order of the Ennead Star gains the following abilities as he increases in level.

Oppress (Sp): At 2nd level, when the cavalier deals damage to an opponent with his Hellknight order's favored weapon, as a swift action he learns whether that creature's alignment is chaotic, as if he had cast *detect chaos* and studied the creature for 3 rounds. Additionally, if he learns that a creature is chaotic by using this ability, he gains a +1 morale bonus on attack rolls against it. This bonus does not stack with itself, but it does stack with the bonus from the cavalier's challenge.

Subjugate (Ex): At 8th level, whenever the cavalier confirms a critical hit with a melee weapon against a creature of chaotic alignment with an Intelligence score of 3 or higher, or against a creature that the cavalier has witnessed committing a crime within the past hour, he adds his Charisma modifier to the total critical hit damage. If the critical hit kills the creature or renders it unconscious, as an immediate action the cavalier can attempt an Intimidate check to demoralize all foes within 15 feet who can see him. This ability can be used only once per combat.

Hand of the Law (Ex): At 15th level, the cavalier can declare himself an enforcer of martial law as a swift action. For a number of rounds equal to his Charisma modifier, the cavalier can ignore difficult terrain and gains an additional +2 bonus on attack rolls while charging. Any creatures the cavalier demoralizes while this ability is in effect are shaken for a number of additional rounds equal to the cavalier's Charisma modifier. Additionally, when these creatures attack the cavalier, attempt saving throws against the cavalier's abilities, or attempt opposed skill checks against the cavalier, they take a -3 penalty for being shaken (instead of -2). A cavalier can use this ability only once per combat.

HELLKNIGHT PRESTIGE CLASS DISCIPLINES

In addition to the disciplines presented along with the Hellknight prestige class (*Pathfinder Campaign Setting: The Inner Sea World Guide* 278), members of any Hellknight order can select from the following whenever they gain access to a new discipline.

Call Armor (Su): As a move action, the Hellknight can cause her armor to instantly appear on her body. Alternatively, she can dismiss it as a move action, causing it to vanish. (Doing either of these counts as one use of this discipline.) Where the armor appears from or vanishes to can be anywhere the Hellknight designates, but it must be a place the Hellknight has seen on the same plane of existence where she is, or be in an extradimensional space she controls, such as a *bag of holding*. This armor is a specific suit of Hellknight plate that the Hellknight designates when she selects

this discipline. The Hellknight can attune this ability to a new set of armor, but doing so takes 1 week.

Command (Sp): The Hellknight can use *greater command* as a spell-like ability, using her character level as her caster level.

Dispel Chaos (Sp): The Hellknight can use *dispel chaos* as a spell-like ability, using her character level as her caster level.

Favored Quarry (Ex): The Hellknight chooses a creature type from the ranger favored enemy table (usually humanoid with a specific subtype, but this is not required). The Hellknight gains a +2 bonus on Bluff, Intimidate, Knowledge, Perception, Sense Motive, and Survival checks against creatures of her selected type. She can also attempt Knowledge skill checks untrained to identify those creatures. Each time the Hellknight chooses an additional discipline, this bonus increases by 2 (to a potential maximum of +6 at 9th level).

Mental Intrusion (Sp): The Hellknight can use *telepathy* (*Pathfinder RPG Occult Adventures* 189) as a spell-like ability, using her character level as her caster level.

Shadow Step (Sp): The Hellknight can use enlarged *shadow step*^{UM} as a spell-like ability, as if the Enlarge Spell metamagic feat were applied to the spell, using her character level as her caster level.

Summon Servant of Law (Sp): The Hellknight can summon a creature or creatures to help her, as if using a *summon monster* spell. At 3rd level, she can summon 1d3 hell hounds. At 6th level, she can summon 1d3 advanced hell hounds or one axiomite (*Pathfinder RPG Bestiary* 2 36). And at 9th level, she can summon 1d4+1 hell hounds, 1d3 axiomites, or one zelekhut inevitable (*Pathfinder RPG Bestiary* 2 167).

Trace (Su): The Hellknight can study a single personal belonging of a creature for 1 minute, after which she knows the general direction of the creature's current location as long as it is within 1 mile and on the same plane. She also learns the direction the creature is currently moving, if any. This effect lasts for 10 minutes per character level. An object can be used as the focus for this ability only once. For the purposes of this ability, a "personal belonging" is any object a creature owned or carried with it for more than a week. If the target is under the effects of *nondetection* or a similar spell or effect, or is on a different plane, this ability gives no result.

Versatile Intimidation (Ex): The Hellknight can use Intimidate to reproduce the effects of another Charisma-based skill. Choose one of the following: Bluff, Diplomacy, Handle Animal, or Perform (oratory). Each time the Hellknight wishes to use that skill, she can attempt an Intimidate check and treat it as if it were a check of the desired type. At 9th level, the Hellknight can choose an additional skill from the list above and use Intimidate to reproduce its effects.

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SPELLS

Hellknight signifiers created and are the most common users of the following spells. Many of these spells are innovations of the Order of the Gate's signifiers or originated in the notes of the order's magic-users.

BRAND OF CONFORMITY

School transmutation [curse^{UM}]; **Level** inquisitor 1

Casting Time 1 round

Components V, S, DF

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell etches the symbol of a nation, organization, or order on the target, dealing 1 point of damage. The mark can be placed on any exposed portion of the creature, typically the head or forearm. While branded in this way, the recipient can neither speak nor understand its racial language or the language of its homeland or primary culture (if these are different). For example, an elf raised among the Shoanti would lose Elven and Shoanti (if she can speak both those languages), while a halfling raised among dwarves would lose both Halfling and Dwarven (if she can speak both those languages). A gnome raised among gnomes would lose Gnome, and no other language. This spell never suppresses Common and Undercommon or prevents spellcasting, though it may prevent a recipient from speaking intelligibly if it suppresses all of the target's languages. A *brand of conformity* can be hidden beneath clothing or removed by scraping it away (the latter deals 1d6 points of damage), though the brand returns if that damage is healed.

BRAND OF HOBBLING

School transmutation [curse^{UM}]; **Level** inquisitor 2

Casting Time 1 round

Components V, S, DF

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell etches a symbol of chains, a particular prison, or a lawful institution on the target, dealing 1d6 points of damage to it. The mark can be placed on any exposed portion of the creature, typically on the head or forearm. While the recipient is branded in this way, all of its speeds are reduced by half (rounded down to the next 5-foot increment). A *brand of hobbling* can be hidden by clothing or removed by scraping the brand away (the latter deals 1d6 points of damage, though the brand returns if that damage is healed).

BRAND OF TRACKING

School transmutation [curse^{UM}]; **Level** inquisitor 4

Casting Time 1 round

Components V, S, DF

Range touch

Target creature touched

Duration permanent

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell etches the symbol of an eye or a lawful institution on the target, dealing 1d6 points of damage. The mark can be placed on any exposed portion of the creature, typically the head or forearm. While the recipient is branded in this way, twice per day as a standard action, you can instantly know in what direction and how far away the recipient is, as long as it is within 1 mile of you per caster level you have. If the recipient travels beyond this range or to another plane, you cannot gain information about the recipient's location. Similarly, if the recipient becomes warded by a spell or effect that thwarts divination spells (such as *nondetection*) or moves into such an area (such as an *antimagic field*), you cannot gain information about the recipient's location. This effect otherwise works as a *locate creature* spell that lasts for 1 minute per caster level you have. It can be fooled by *mislead*, but not *polymorph*.

A *brand of tracking* can be hidden by clothing or temporarily removed by scraping it away (the latter deals 1d6 points of damage, though the brand returns if that damage is healed or 1 day after being removed nonmagically). A *brand of tracking* cannot be dispelled, but it can be permanently removed by any means that removes a *mark of justice*.

INFERNAL CHALLENGER

School conjuration (summoning); see text; **Level** cleric 3, sorcerer/wizard 3, summoner 3

Casting Time 1 round

Components V, S, F/DF (an iron badge or medallion)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned bearded devil and testing ground; see text

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell summons a bearded devil, causing it to appear where you designate. The area within a 50-foot radius of where the devil appears is ringed with a smoldering, red glow. This area is the testing ground. No creature other than the devil's challenger (see below) can be within this area while the spell is being cast.

On the round it appears, the devil identifies itself (typically by name and with a brief recitation of honors) and states it is prepared to do battle with a sole mortal champion. In the same round, either you or a creature you designate while casting the spell must identify the devil's challenger. For the duration of the spell, the devil does everything in its power to kill the challenger. You do not control the devil or have any influence over how it conducts itself in battle, but the devil cannot leave

the testing ground. Unlike with *summon monster* and similar spells, you cannot dismiss the devil. Rather, the summoned devil remains until any one of the following criteria is met: it is slain, its challenger is slain, its challenger leaves the testing ground, or it takes damage from any source other than its challenger. Upon any of these occurrences, the devil vanishes.

Summoning a devil is typically an evil act. If cast for any purpose besides the administering of a Hellknight test (see page 8), this spell has the evil descriptor.

SHACKLE

School conjuration (creation); **Level** cleric 2, inquisitor 2, ranger 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S

Range touch

Effect one set of restraints; see text

Duration 1 hour/level

Saving Throw Reflex negates; see text; **Spell Resistance** no

You summon a set of Small or Medium masterwork restraints into being. When you cast this spell, you can choose whether the restraints are manacles or fetters (see page 15). You also summon the restraints' key to your person, and the Disable Device DC to open the locked restraints is equal to 15 + your caster level + the modifier of your primary casting statistic. Typically, the restraints appear in your hands. However, as part of the spell's casting, you can attempt a melee touch attack against a creature; if you succeed and the creature then fails a Reflex saving throw, locked fetters appear clasped on the creature or locked manacles clasp you and the creature together. You can instead choose to have manacles restrain the target's limbs in front of or behind it.

If you cast the spell as a full-round action, you can make melee touch attacks against two creatures you can reach. If you succeed at both and both creatures fail their Reflex saving throws, you can have a set of manacles bind the targets together.

As you increase in level, the restraints become stronger and you gain more control over them.

If you are 6th level or higher, you can make the restraints mithral, or you can summon Tiny or Huge restraints.

If you are 12th level or higher, you can summon Diminutive or Huge restraints. If you use an emerald worth at least 1,000 gp as a material component while

casting this spell, as a standard action once during its duration, you can affect any creature bound by these restraints as per *dimensional anchor*, and the effect lasts 1 minute per caster level you have.

If you are 18th level or higher and use an emerald worth at least 1,000 gp as a material component while casting this spell, the restraints' hardness increases to 30, they have 60 hit points, and they can't be broken with a successful Strength check. (The emerald must be worth at least 2,000 gp if you also wish to use the *dimensional anchor* effect described earlier.)

If you cast this spell before the duration of a previous casting as lapsed, you can create a new set of restraints or reset the previous spell's duration. If you used an expensive material component during a previous casting, you must again use an expensive component when creating new restraints or resetting the duration if you wish to again use a special effect. You do not need to touch these previously created shackles to renew their duration, though you must be on the same plane as the shackles. When this spell ends, the restraints disappear, as well as any ongoing effect the spell has created.



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HELLKNIGHT FEATS

The following feats bestow the power of the harshest discipline upon truly fanatical Hellknight characters.

HELLKNIGHT AEGIS

Your Hellknight armor guards you against many threats.

Prerequisites: Heavy Armor Proficiency, base attack bonus +5, must swear allegiance to a single Hellknight order.

Benefit: Once per day as a full-round action, you can give your Hellknight armor the broken condition. Upon doing so, you are affected by one of the following spells (your choice), using your character level as your caster level: *break enchantment*, *neutralize poison*, *remove disease*, or *remove paralysis*. Once you have used this benefit, your Hellknight armor must be repaired as normal to restore its full bonus to your Armor Class and return its armor check penalty to normal.

You can use this ability even if paralyzed or otherwise restrained, but not if you are unconscious. For the purposes of this ability, “Hellknight armor” means any armor with the word “Hellknight” in its name. You cannot use this ability if your armor is already broken.

HELLKNIGHT OBEDIENCE

Performing daily Hellknight reckonings grants you special boons.

Prerequisites: Knowledge (planes) 3 ranks, must swear allegiance to a single Hellknight order.

Benefit: Upon taking this feat, you gain proficiency in all of your Hellknight order’s favored weapons. Additionally, by meditating and inflicting strenuous reckonings upon yourself, you unlock the power behind your order’s doctrine. Each Hellknight order has its own unique reckoning—a trial of obedience and pain (described in general on page 9 and in the Reckoning entries of the Hellknight order stat blocks throughout this book). When coupled with the necessary reflection and meditation, this reckoning takes 1 hour per day to perform. Once you have performed your order’s reckoning, you gain the benefit of a special ability as indicated in the Reckoning entry for the Hellknight order to which you’ve sworn allegiance.

If you have at least 12 Hit Dice, you also gain the first boon granted by the Hellknight order. If you have at least 16 Hit Dice, you also gain the Hellknight order’s second boon. If you have 20 Hit Dice or more, you also gain the Hellknight order’s third boon. Unless a specific duration or number of uses per day is listed in a boon’s description, the boon’s effects are constant.

If you ever fail to perform a daily reckoning, you lose all access to the benefits and boons granted by this feat until you next perform the reckoning.

You can take this feat only if you are associated with a Hellknight order, whether you’re in training to become a Hellknight, already a member, or otherwise aligned with the order—the specifics are left to you and the GM to determine. Once per year, you can change your Hellknight allegiance, but doing so requires the approval of the Hellknight order you wish to join. If you are ever cast out of the Hellknight order to which you’ve sworn allegiance, you lose the benefits of this feat until you restore yourself in the Hellknights’ esteem. The details of this are left to the GM’s discretion.

HELLKNIGHT OBSESSION

You equate pain with discipline and can inflict damage upon yourself to unlock greater power.

Prerequisites: Hellknight Obedience, Knowledge (planes) 3 ranks, must swear allegiance to a single Hellknight order.

Benefit: During your hour-long Hellknight reckoning, if you choose to deal lethal damage to yourself (see page 9), you reach a state of fantastic focus. Once during the next 24 hours, you can draw upon this focus to gain the benefits of any one of the following effects. To activate the ability, you must deal 1 point of lethal damage to yourself as a swift action (unless otherwise noted). Members of the Order of the Nail often install a sharp barb within their armor that deals this damage when the wearer is subject to a critical hit (see page 28); if you’re struck by a critical hit while wearing such armor, using this ability doesn’t require a swift action.

Fervor: The DCs to resist the effects of the boons granted by your Hellknight Obedience feat increase by 1 for 1 hour.

Indomitability: You can reroll a single failed Will saving throw and must take the result of the second roll, even if it is worse. A swift action isn’t required to use this effect, but you must still take 1 point of damage.

Menacing: You gain a +3 bonus on Intimidate and Sense Motive skill checks for 1 hour.

Mercilessness: The critical threat range of your order’s favored weapon doubles for 1 hour (even if it is not a piercing or slashing weapon). This does not stack with any other effects that increase a weapon’s critical threat range.

SIGNIFER ARMOR TRAINING

You have learned the art of spellcasting while wearing signifer armor.

Prerequisites: Arcane Armor Mastery, Arcane Armor Training, Heavy Armor Proficiency, caster level 7th, must swear allegiance to a single Hellknight order.

Benefit: As a swift action, you can reduce the arcane spell failure chance due to the armor you are wearing by 30% for any spells you cast this round. This benefit applies only if you are wearing armor with “Hellknight” in its name. This bonus replaces, and does not stack with, the bonuses granted by Arcane Armor Mastery, Arcane Armor Training, and similar feats and effects.

HELLKNIGHT EQUIPMENT

Hellknights often employ the following equipment in their war against chaos. This equipment might be found in the possession of any Hellknight, though some individual pieces might be used more in some orders than in others. For example, the Order of the Nail has many mounted knights who use Hellknight barding, and the Order of the Gate has many signifers who use signifer masks.

BRANDING IRON

Common	PRICE 2 GP	WEIGHT 5 lbs.
Custom shape	PRICE 10 GP	WEIGHT 5 lbs.

This length of bare metal is 2 to 4 feet long. One end serves as a handle, while the other forms a simple shape, such as a square or circle. Branding irons with ends that form complex symbols, such as the symbol of a Hellknight order, are much more expensive.

If the branding iron is heated in an open fire for 10 minutes or more, it becomes red hot. If it is pressed against wood, leather, skin, or another surface capable of being scorched, it deals 1 point of fire damage, leaving behind a burn mark that becomes a mundane scar of the branding iron's symbol. A willing or helpless creature can be marked with a hot branding iron. If employed as an improvised weapon in combat, a hot branding iron deals damage and leaves behind its symbol on any creature struck. If the wielder is trying to mark a particular spot on a target creature, she takes a -4 penalty on her attack roll (in addition to any penalties from using improvised weapons). Creatures immune or resistant to fire damage cannot be marked by a branding iron. A hot branding iron loses its heat quickly. It can mark only one creature within 5 minutes of being removed from a fire before it needs to be reheated.

HELLKNIGHT BARDING

PRICE varies
WEIGHT varies

Hellknights often equip their steeds with armor similar to their own. Typical barding for Hellknight steeds is spiked (the spikes are ornamental, however, and cannot deal damage). Such barding is usually designed to look similar to the armor of the horse's rider, or to look skeletal, fiendish, or similar to a nightmare. Hellknight barding can be made from Hellknight leather, Hellknight plate (*Pathfinder Campaign Setting: The Inner Sea World Guide* 290), or Hellknight half-plate; it costs four times as much and weighs twice as much. Hellknight leather barding slows a mount from 40 feet to 30 feet, from 50 feet to 35 feet, or from 60 feet to 40 feet. Hellknight half-plate barding or Hellknight plate barding also slows a mount, and a mount wearing such armor moves at only triple its normal speed when running instead of quadruple.

HELLKNIGHT EQUIPMENT

Hellknight gear has the following prices and weights.

Item	Price	Weight
Branding iron	2 gp	5 lbs.
Branding iron, custom shape	10 gp	5 lbs.
Hellknight barding	Varies	Varies
Hellknight half-plate	850 gp	50 lbs.
Hellknight leather	30 gp	25 lbs.
Hellknight plate*	2,000 gp	50 lbs.
Signifer mask	75 gp	2 lbs.

* See page 290 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

HELLKNIGHT HALF-PLATE

PRICE 850 GP
WEIGHT 50 lbs.

The armor worn by a Hellknight signifer is a vestment of armored plates, chain, and dark fabric. It functions as half-plate, but it can be donned and removed as though it were medium armor. Any spellcaster who wears this armor is treated as if he were wearing Hellknight plate for the purposes of any feats and effects that require one to be wearing Hellknight plate. This armor includes a signifer mask, though signifer masks can be purchased separately.

HELLKNIGHT LEATHER

PRICE 30 GP
WEIGHT 25 lbs.

There are instances where wearing full plate armor can jeopardize a Hellknight's life. Primarily worn by Hellknight sailors, this studded leather armor includes heavy gloves and a helm of sculpted leather designed to look like a skull—either a human's or that of some aquatic creature. Hellknight leather's statistics are identical to those of studded leather, except it costs 5 gp more and weighs 5 pounds more.

SIGNIFER MASK

PRICE 75 GP
WEIGHT 2 lbs.

The menacing, eyeless masks of Hellknight signifers were first created by members of the Order of the Gate and are semitransparent on the inside. Those who wear them are treated as if they were wearing smoked goggles (*Pathfinder RPG Ultimate Equipment* 72). A character with the Hellknight signifer prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 28) can see through the mask as normal, but can also adjust her mask as a standard action to function as a pair of smoked goggles once more. Signifer masks are often enhanced, becoming variants of items that take up the head item slot. Additionally, when a character takes levels in the Hellknight signifer prestige class, this mask grants the benefits and capabilities of the signifer mask supernatural ability.

PATH OF THE
HELLKNIGHT

Order without
Mercy

Order of the
Chain

Order of the
Gate

Order of the
Godclaw

Order of the Nail

Order of the
Pyre

Order of the
Rack

Order of the
Scourge

Lesser Orders

Hellknight
Arsenal

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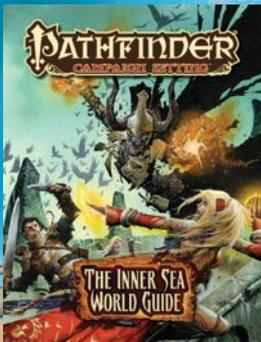
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LESSER HELLKNIGHT ORDERS



ORDER OF THE COIL

"To counter the poisons of the soul."
These fringe, vengeance-seeking knights viciously destroy whole societies and protect colonialists using hit-and-run tactics as well as their tightly honed ability to fight in the wilderness.



ORDER OF THE SCAR

"Every flame from shadows guard."
These peerless bodyguards and assassin-hunters are renowned for ferreting out trained killers and providing foolproof protection to those with targets on their backs.



ORDER OF THE CRUX

"There is only vengeance."
This band of executed false Hellknights has returned from the grave and begun waylaying travelers and conscripting the corpses into their mysterious, but undoubtedly heinous, cause.



ORDER OF THE TORRENT

"Breathe deeply before the plunge."
These diligent Hellknights are experts skilled at negotiating, recovering the kidnapped, and tracking down and punishing abductors who believe themselves unassailable.



ORDER OF THE GLYPH

"Truth for the deserving."
These knowledge-hoarding false Hellknights are a secret order that dutifully serves House Thrune in its vigilant guardianship of Chelixa's secrets, including its true history.



ORDER OF THE WALL

"A wall has no need of gates."
Peerless protective nationalists, these knights are guardians of borders who are dedicated to thwarting smugglers and often incidentally impede travelers and refugees.



ORDER OF THE PIKE

"The greatest foes refuse to hide."
Armed with immense knowledge about monsters and tactics to defeat them, these famed beast-hunters are willing to go to any lengths to defend innocents—even if it costs them their lives.

FALLEN ORDERS

A few Hellknight orders have been utterly eradicated.

High Crown: Almas's population killed these Aroden-haters.

Thorn: The Order of the Pyre destroyed this order, along with the hero Lictor DiLavos, during the Chelish Civil War.

Vise: This order, charged with eliminating manifestations of extraplanar chaos, was annihilated in brutal planar retaliation.



CHAMPIONS OF UNWAVERING LAW

Merciless, black-armored enforcers, Hellknights care nothing for good or evil, only their absolute, unflinching vision of law. In *Pathfinder Campaign Setting: Path of the Hellknight*, you'll join the ranks of Golarion's harshest champions of order—knights with ironclad discipline forged in the flames of Hell. Learn the ways of all the Hellknight orders, their true relationship with the legions of Hell, and how to tie your characters to one of Pathfinder's most fearsome organizations. Players and Game Masters can also lay claim to the complete Hellknight arsenal, from terrifying battle arts and grim equipment to the secrets of masked signifiers' frontline magic. The Hellknights' unstoppable might is yours to command as you impose unshakable order—whatever the cost.

Among the grim secrets within you'll find:

- ▶ Details about joining a Hellknight order, as well as a timeline of the orders' histories and a comprehensive look at the Measure and the Chain, the philosophies that guide these knights.
- ▶ In-depth descriptions of the seven major Hellknight orders, including the brutal physical reckonings from which they draw great power.
- ▶ An arsenal of feats, spells, and equipment these lawful crusaders typically use, plus class options such as the order of the Ennead Star cavalier order and new disciplines for the Hellknight prestige class.

Pathfinder Campaign Setting: Path of the Hellknight is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game.



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