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HELL'S REBELS

A PF2 ADVENTURE PATH
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HR2E: PLAYER'S GUIDE

The Hell's Rebels Adventure Path was released for the Pathfinder RPG System way back in 2015 - now with Pathfinder Second Edition out, this guide serves to adapt that Adventure Path into the new system - so many more players will get to enjoy it! The following content is meant to support characters made for the Adventure Path, but they are also suitable for Urban Campaigns, or campaigns that heavily feature revolutions.

The Hell's Rebels Adventure Path begins soon after a new threat to Thrune rises in the empire of Cheliax, forcing the government to place its largest cities under martial law. This campaign is focused almost entirely on the city of Kintargo, and your characters are either natives of that city or those caught within its walls when a new lord-mayor, a powerful inquisitor named Barzillai Thrune, takes control of the so-called Silver City. As things grow more and more oppressive in Kintargo, the need for rebellion grows as well, and your PCs will be at the forefront of that rebellion! As a result, this Adventure Path works best with characters eager to see Kintargo's freedom, or with characters eager to face off against the might of House Thrune and the sinister church of Asmodeus.

ALIGNMENT

The Hell's Rebels Adventure Path is designed around Chaotic Good characters - that is not to say it does not support other alignments. Certainly, having variety in the rebel's morals can lead to amazing roleplay scenes in your group. Still, characters of evil or lawful alignments might be tricky choices, but nothing you can't sort out with your GM.

ANCESTRIES

Kintargo is a human city, and as such, the bulk of its citizens are humans, yet all of the races from the Pathfinder Core Rulebook can be encountered within the city's walls. Of the humans, most are Chelaxian, with Taldans and Varisians being the most commonly encountered ethnicities after that.

CLASSES

While all classes from the Pathfinder Core Rulebook will fit right in in this Adventure Path, some attention must be paid to the setting. Most of your adventures will be inside Kintargan houses, on cobblestone streets, and at most flooded buildings. As an urban campaign, classes that excel at wilderness themes, such as druids and rangers, should make sure to focus on choices that will allow them to function well out of their usual environments.

You should also consider choosing character options that enable you to conceal your religion if it's not viewed kindly by the church of Asmodeus. Additionally, examining and forging documents will be vital to proper espionage and sabotage of the enemy.

Languages

Hell's Rebels has a lot of roleplaying opportunities and numerous political machinations for you to navigate. Fortunately, most people you'll be encountering speak the Common tongue. Infernal would be a good choice to learn if your character plans on spying on the enemy or wishes to be able to read clues left behind by Thrune agents. Elven, Halfling, Shadowtongue, and Strix are relatively commonly heard languages in the region as well.

RELIGION

In general, the closer your religion comes to being chaotic good in alignment, the more likely you'll be to have a faith that synchronizes well with the role your characters will be taking in the Hell's Rebels Adventure Path, but the less it will be permitted by Chelaxian authorities.

ABADAR

The church of Abadar in Kintargo is called the House of Golden Veils. Worship is not very popular, since Kintargans resist order and organization. As a result, the church serves more as a bank than as a place of worship. As a worshipper of Abadar, your concern should be the well-being of the city and its citizens, and you feel you'll need to make some hard choices in the future.

CALISTRIA

The worship of Calistria was outlawed and its church given to Abadar's followers. Originally called the House of Satin Veils, some members hold resentment against the church of Abadar, but most blame the Thrunes. There are a lot of secret worshippers of Calistria, but there is no leader in the city. Perhaps you will change that?

CAYDEN CAILEAN

During the Civil War, the church to the Drunken Hero was burned down, and their followers have since then held rituals and prayers in fear and hiding. Where the church once stood, now stands the temple to the vile god Zon-Kuthon, called the Shadowsquare. Many gambling halls and taverns have secret shrines to Cayden Cailean, and some believe the previous Lord-Mayor was a devotee!

DESNA

While certainly outlawed in Kintargo, the nomadic nature of Desna's followers meant Thrune had no temple to burn down. The faith is stronger in the hinterlands surrounding Kintargo, and secret worship is not unheard of in the city.

IOMEDAE

The worship of the Inheritor is not outlawed in Cheliax, and sometimes her followers would hold protests in a subdued and quiet manner. However, current events changes this: As the crusade known as the Glorious Reclamation continues to advance and oppose Cheliax, the followers have gone silent in fear of violent punishment.

IRORI

Followers of Irori have no temple or presence in Kintargo, those few who worship the perfect man know there once was a secret order in the city: The Sacred Order of Archivists, who pledged to oppose the Chelaxian custom of redacting and tampering with historic records. However, rumors say the order was dismantled by Barzillai when he came to the city.

MILANI

As the goddess of devotion, hope and freedom, Milani is needed the most in Kintargo. Devotion to freedom, hope that Barzillai Thrune can be defeated, and the strength to rise up to him. No church of Milani exists, but there is a cult called the Rose of Kintargo. Still, rumors say they were attacked by Barzillai when he arrived, and they've yet to make a stand against him. Perhaps the rose was plucked?

SARENRAE

Worship of the Everlight was never popular - that is until a talented Opera singer called Shensen gathered a big enough group behind her and turned them to worship. A rumor used to run that the small cult was based under the Opera House, but one thing is certain: since Barzillai made the Opera House his personal house, no word from Shensen has been heard.

SHELYN

Faith in Shelyn is the most widespread in the city - some doubted if there were more than the Asmodeans. That is, until Barzillai arrived. Now, worship is still allowed, but all ceremonies and gatherings must be supervised by a Hellknight or an Asmodean priest.

REASONS FOR PROTEST

The Hell's Rebels Adventure Path begins with a public protest in Aria Park against House Thrune's institution of martial law in the city. Your character needs a reason to attend this protest; several possible reasons are listed below. If none of these appeal to you, work with your GM to develop a different suitable reason to attend.

LOOKING FOR TROUBLE

You may or may not approve or disapprove of the way Lord-Mayor Thrune has handled the situation, but the thing that interests you the most about the protest is the fact that there'll be a nice big crowd of people there. And that means you'll have a chance to not only pilfer a few coins from unsuspecting pockets, but perhaps do a little something more! You gain a +2 circumstance bonus on all Deception and Thievery checks made during the protest itself.

LOOKING FOR YOUR IDOL

Catching a glimpse of a favorite idol has become difficult at best, with the curfews put in place by Barzillai Thrune. In your case, you've long admired a specific famous Kintargan (see the Star Struck background for a sample list of famous Kintargans). This person's been conspicuously absent, so when you heard a rumor that the object of your infatuation (or perhaps obsession) might be in attendance at the protest, you made a point of attending. You can't miss the chance to see your idol in person! You gain a +2 bonus on all Perception checks made during the protest itself.

MEETING A CONTACT

The Silver Ravens have long fascinated you. You might just agree with their politics for a free Kintargo, or perhaps you admire their spirit. You might know someone who was supposedly in the Silver Ravens; that someone might even be a parent, sibling, or lover. When House Thrune established martial law a week ago, though, the Silver Ravens went dark. Certainly, your friend or family member has gone missing. After doing a bit of research, you were contacted by a friend of a friend of a friend who claimed to know something about the Silver Ravens. You know that he's a human man, and that he's arranged to meet with you at the Aria Park protest. You'll know him because he'll be wearing one black leather glove on his right hand and no glove at all on the left. You gain a +2 bonus on all Perception checks made during the protest itself.

STAYING UP ON CURRENT EVENTS

Public protests are a great place to gather inspiration and information alike. You're heading to the Aria Park protest primarily to watch people, but also to make sure you stay up to date on current events. Things have a way of happening at politically charged public gatherings, after all, and you'd kick yourself if you missed the protest and something big happened. You gain a +2 bonus on all Diplomacy and Performance checks made during the protest itself.

TAGGING ALONG

You hadn't planned on going to the protest. Maybe crowds bother you, or you worry that it might get out of hand, or perhaps you're just not political. But when you found out a close friend (one of the other PCs works best for this friend) was planning on going, you reluctantly agreed to come along, if only to make sure your friend stays out of trouble. Someone has to watch out for your friend, and who better to do that than you? You gain a +2 bonus on all Perception checks made during the protest itself.

TO PROTEST THE GOVERNMENT!

Thrune's takeover of Kintargo is just that—a takeover. The time is right to strike a blow against the oppression and to make the voice of the city heard, for if Kintargo's citizens simply roll over and accept their new lives, restoring the city to its people will become nearly impossible. You're planning on attending the Aria Park protest specifically because it's the largest and most organized protest yet, and if there's any chance to make your voice heard, it's now! You gain a +2 bonus on all Deception and Intimidation checks made during the protest itself.

HELL'S REBELS BACKGROUNDS

In addition to the backgrounds found below, many other backgrounds are suitable for a character in the Hell's Rebels Adventure Path. This campaign assumes you pick one of these backgrounds, but should you choose a background from another book, you should strive to explain how it fits into the story with the help of your GM.

CHILD OF KINTARGO

BACKGROUND

UNCOMMON

You had the fortune (or perhaps the misfortune, depending on your viewpoint) to be born into one of Kintargo's noble families. Your experience growing up among the city's well-to-do has given you an upper hand when it comes to knowledge of high society. Already, one noble estate has burned to the ground under what can best be described as suspicious circumstances, but whether the government or rebels were responsible depends on whom you ask.

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You gain the Courtly Graces skill feat, and you're trained in the Society and Lore (Nobility) skills.

DIVA IN TRAINING

BACKGROUND

UNCOMMON

You're hardly a superstar among the performers who've graced the Kintargo Opera House, but you have performed several times before in small parts. Just recently, you got your big break—you'd won a role in the infamous opera Huntress of Heroes, and had been studying for the role furiously before the onset of martial law dashed your plans to the dirt. Now that the Kintargo Opera House has been claimed by Barzillai Thrune, all shows have been canceled and your chance at success seems to have been lost. Yet you can't lose hope. You still practice your skills, and some day, perhaps the Kintargo Opera House will open its doors again, at which point you intend to be center stage!

Choose two ability boosts. One must be to Charisma or Constitution, and one is a free ability boost.

You gain the Fascinating Performance skill feat, and you're trained in Performance and the Lore (Entertainment) skills.

EX-ASMODEAN

UNCOMMON

You, or perhaps your family, were once worshipers of Asmodeus, but something happened that made you lose your faith. Perhaps your family was asked to give up something dear as a sacrifice, such as the life of a newly born brother or sister. Maybe the church used your family as a scapegoat to cover up a crime someone higher in the church committed. Or perhaps you simply met someone who opened your eyes and showed you the truth—that Asmodeus does not care for his followers, and that the deity of your new religion does. In any event, you left the church, and as a result, your family was punished; they were either put in prison, exiled from Kintargo, or perhaps even executed. Ever since, you've vowed to some day get revenge against the church.

Choose two ability boosts. One must be to Wisdom or Constitution, and one is a free ability boost.

You gain the Student of the Canon skill feat, and you're trained in the Religion and Lore (Asmodeus) skills.



FED-UP CITIZEN**BACKGROUND****UNCOMMON**

Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae—a lawful neutral or perhaps lawful good power allowed to practice within Cheliax, but only under restrictions. Yet despite this, Thrune has always made Cheliax a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. If that means aligning yourself to a rebel faction such as the Silver Ravens, so be it.

Choose two ability boosts. One must be to Wisdom or Strength, and one is a free ability boost.

You gain the Intimidating Glare skill feat, and you're trained in the Intimidation and Lore (Kintargan Law) skills.

GIFTED SATIRIST**BACKGROUND****UNCOMMON**

You grew up among Kintargo's performers and entertainers. Perhaps your parents or older siblings were singers at the Kintargo Opera House, or maybe you simply had to make ends meet as an orphan of the streets by busking. Whatever the case, you've long been exposed to the practice of cloaking scathing political commentaries in the form of harmless entertainment. Whether you conceal your satire in the form of novels, plays, screeds, or public letters, you've yet to make a name for yourself as a political presence in Kintargo—but in time, you hope to change that!

Choose two ability boosts. One must be to Charisma or Dexterity, and one is a free ability boost.

You gain the Charming Liar skill feat, and you're trained in the Deception and Lore (Entertainment) skills.

HISTORIAN OF THE REBELLION **BACKGROUND****UNCOMMON**

You've long been interested in the legacy of the Silver Ravens—a group of freedom fighters that rose to prominence in Kintargo during the Chelish Civil War. Most of your knowledge isn't so much about the Silver Ravens specifically, but more about general histories of rebel groups and freedom fighters who have fought against oppressive governments throughout history, both in Cheliax and beyond.

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You gain the Assurance skill feat with the Silver Ravens Lore Skill, and you're trained in the Deception and Lore (Silver Ravens) skills.



NATURAL BORN LEADER**BACKGROUND****UNCOMMON**

Whenever you found yourself involved in a group effort in the past, be it working with siblings to handle a family emergency, conspiring with friends to orchestrate a prank, or throwing in with coworkers to take care of an unanticipated complication at work, you tended to end up in a position of leadership. It might be unclear to you why this is the case, or you might deliberately seek out such positions, knowing you can organize any group to be something greater than the sum of its parts, but your knack for managing groups has always pushed you to the front of any operation you've found yourself a part of.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You gain the Group Impression skill feat, and you're trained in the Diplomacy and Lore (Leadership) skills.

PATTERN SEEKER**BACKGROUND****UNCOMMON**

You have long been fascinated by the idea of hidden patterns, perhaps because a sibling or parent went to the grave obsessed with seeking a pattern, or maybe because you feel that you've uncovered a previously unknown pattern. Kintargo has a particularly unique pattern of its own; the belfry atop the Temple of Asmodeus rings at what seem to be random intervals. Many have tried, and extensive but always incomplete documents exist that track the dates and times of recorded ringings back to the end of the Chelish Civil War. Maybe you will be the one to solve the pattern of the Devil's Bells?

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You gain the Oddity Identification skill feat, and you're trained in the Occultism and Lore (Riddles) skills.

URBAN SLEUTH**BACKGROUND****UNCOMMON**

Much of Kintargo's history is lost or hidden. You know because you've made a point of seeking out those secrets. Local urban legends and bits of strange historical rumors have long fascinated you. What caused Professor Mangvhune of the Alabaster Academy to become the city's most infamous serial killer? Why do the Devil's Bells of the Temple of Asmodeus seem to ring at random times, and is there a pattern to the peals? Who were the Silver Ravens who defended Kintargo during the Chelish Civil War, and why did they vanish so soon after that war's resolution? So many mysteries, and who better than you to find the answers?

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You gain the Oddity Identification skill feat, and you're trained in the Occultism and Lore (Rumors) skill.



STARSTRUCK

UNCOMMON

Growing up in Kintargo, it's hard not to become obsessed with one of the city's celebrities. Wouldn't it be amazing to, perhaps some day, meet one of them? Or even better, to be a Kintargan celebrity yourself? Your interest in one of Kintargo's celebrities could be completely benign, with the NPC acting as a muse, inspiration, or role model for you that you used to guide many life choices leading you to this day. By all accounts, your idol has been missing since House Thrune instituted martial law has you worried; you hope he or she is all right! The fact that all five of the local legends listed below have been rumored to have ties to the Silver Ravens further concerns you, considering how that group seems to have been particularly targeted by Barzillai Thrune's agents over the past week.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

Jackdaw: A notorious folk hero or heroine (no one seems to know if Jackdaw is a man or woman) who helped defend Kintargo during the Chelish Civil War, and whom many believe still lives on today in the city's shadows.

Jilia Bainilus: Kintargo's previous lord-mayor was well known for her cutting insights into the political world. Few have fought harder to maintain Kintargo's independence.

Octavio Sabinus: The Lictor of the Hellknight Order of the Torrent might seem an odd choice for admiration, but Octavio's physical stature certainly lent him all the support he needed to command a room.

BACKGROUND

Shensen: Shensen's performances as an outspoken force against the diabolism of House Thrune have won her nearly as many admirers as have her memorable performances on stage in the Kintargo Opera House.

Strea Vestori: Strea is often regarded as the face of the slums known as the Devil's Nursery. As Kintargo's most outspoken and public tiefling citizen and leader of the Cloven Hoof Society, she has nearly as many admirers as she has political enemies in Cheliax.

You gain the Dubious Knowledge skill feat, and you're trained in Society and the Lore skill corresponding to your idol. For example: Lore (Shensen)



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