

PATHFINDER[®]

ADVENTURE PATH[™]



HELL'S REBELS[™]

PLAYER'S GUIDE



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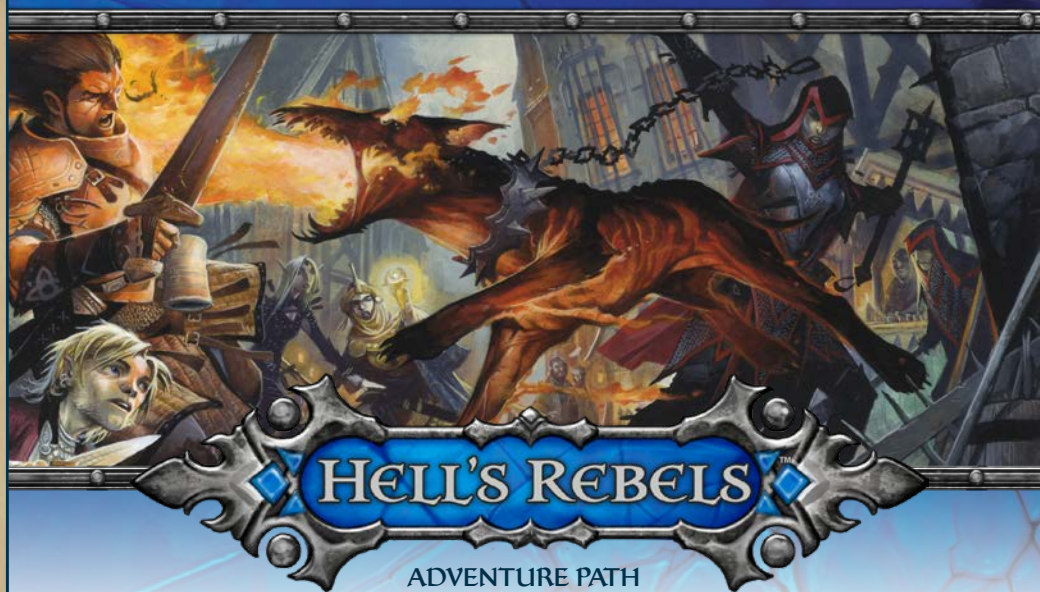
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REFERENCE

This book refers to several other 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 Player's Guide</i>	APG	<i>Bestiary 4</i>	B4
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM
<i>Bestiary 3</i>	B3		

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HELL'S REBELS PLAYER'S GUIDE

The Hell's Rebels Adventure Path begins soon after a new threat to Thrune rises in the empire of Cheliah, 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.

COMING TOGETHER

Ever since the end of the Chelish Civil War in 4640 AR, the thrice-damned House Thrune has, with the aid of the

church of Asmodeus, controlled the empire of Cheliah without fail. But in the current year, a series of events finally challenges that rule, starting with the recovery of an Iomedean artifact by the Hellknight Order of the Godclaw. An expatriate of Cheliah and paladin of Iomedae, herself eager to reclaim her family's name, rounds up an army of crusaders and marches on Citadel Dinyar, the Order of the Godclaw's home, and soundly defeats the Hellknights to reclaim the potent holy artifact. The call of the Glorious Reclamation spreads like wildfire through southern and eastern Cheliah, and House Thrune is quick to react by sending trusted agents out to place the empire's greatest cities under martial law.

Hell's Rebels does not tell the story of the conflict between the Glorious Reclamation and House Thrune—that tale will be told in the next Adventure Path, Hell's Vengeance (see the "What Hell's Rebels Is Not!" sidebar on page 4 for more information). Instead, it tells the

WHAT HELL'S REBELS IS NOT!

Hell's Rebels is about Kintargo, and the valiant efforts of a group of rebels to protect this city from the cruelties and injustices of House Thrune. It is not intended to be the Adventure Path wherein your PCs liberate the entire empire of Cheliax, nor is intended to be one where your PCs ally with the new knights of the Glorious Reclamation. The events taking place elsewhere in Cheliax will influence and, in some cases, enable developments to come in Hell's Rebels, but by and large, this Adventure Path remains in Kintargo and the surrounding Archduchy of Ravounel.

The Adventure Path scheduled to follow Hell's Rebels is called Hell's Vengeance. In that Adventure Path, the PCs take on the roles of evil allies of House Thrune and work to preserve the empire of Cheliax—the knights of the Glorious Reclamation are the primary antagonists, and while this group is a lawful good organization, they are not intended to be player character options, nor are they intended to have much of a presence in the Hell's Rebels Adventure Path.

story of the Silver City of Kintargo, and of the events that finally pushes its population over the edge into open rebellion against House Thrune.

The Adventure Path begins with the PCs drawn together at what is initially a relatively peaceful protest in Kintargo's Aria Park, just south of its famous opera house. Each of the campaign traits presented later in this adventure carries with it not only a personal goal for your character to seek during the first part of the Adventure Path but a reason to be in attendance at the protest. Some of these traits might suggest ways your character could already know one of the other PCs, but you could just as easily end up meeting your new companions for the first time in Aria Park as the first adventure, "In Hell's Bright Shadow," begins.

CHARACTER TIPS

You're starting the Hell's Rebels Adventure Path, but what kind of character should you play? What is the best way to make a character that will fit into Kintargo and excel at the encounters to come? The following hints, suggestions, and character options are designed to help you create a character perfectly suited to aiding in the defense of Kintargo and overcoming the challenges the Hell's Rebels Adventure Path has in store for you and your party. These suggestions are not exhaustive, and there are thousands of viable character concepts that can shine in this campaign. For more discussion of characters in the Hell's Rebels Adventure Path, visit the message boards at paizo.com and share your experiences with others who are playing through this campaign.

ARCHETYPES AND PRESTIGE CLASSES

Hell's Rebels is primarily an urban campaign—while there will be some excursions into the surrounding hinterlands and a fair amount of classic dungeon delving, your characters will never be far from the city of Kintargo for long. All classes are suitable for the Adventure Path, but some classes have more useful options. As a campaign that places the PCs in the role of rebels against a lawful evil government, chaotic and good characters will be the most thematically appropriate. Lawful characters can certainly take part, particularly if they seek to see the end of even a small part of Thrune's control over Cheliax, but characters who sympathize with House Thrune or the church of Asmodeus will find themselves increasingly fighting against Hell's Rebels' themes and plots.

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. Likewise, classes such as bards, investigators, and rogues will find themselves fitting into this Adventure Path with great ease.

The following archetypes from various Pathfinder products are all good choices for this Adventure Path.

Pathfinder Campaign Setting: Inner Sea Combat: Kintargo rebel (rogue).

Pathfinder Campaign Setting: Inner Sea Magic: Chelish diva (bard) or hidden priest (cleric).

Pathfinder Player Companion: Advanced Class Origins: Liberty's blade (warpriest).

Pathfinder Player Companion: Champions of Balance: Negotiator (bard).

Pathfinder RPG Advanced Class Guide: Champion of the faith (warpriest), cleaner (slayer), daring infiltrator (swashbuckler), infiltrator (investigator), mastermind (investigator), mysterious avenger (swashbuckler), or sleuth (investigator).

Pathfinder RPG Advanced Player's Guide: Archivist (bard), court bard (bard), detective (bard), investigator (rogue), rake (rogue), spy (rogue), street performer (bard), urban druid (druid), or urban ranger (ranger).

Pathfinder RPG Advanced Race Guide: Community guardian (oracle) or saboteur (alchemist).

Pathfinder RPG Ultimate Combat: Charlatan (rogue), crusader (cleric), divine strategist (cleric), falconer (ranger), tactician (fighter), or urban barbarian (barbarian).

Pathfinder RPG Ultimate Magic: Celebrity (bard), demagogue (bard), heretic (inquisitor), infiltrator (inquisitor), or separatist (cleric).

Many prestige classes are appropriate choices for the Hell's Rebels Adventure Path. Those that require lawful or evil alignments to qualify for tend to be tricky choices (mostly due to the alignment factor), but if you can justify why a lawful or evil character of that prestige class would want to work with a bunch of chaotic good rebels and oppose a lawful evil overlord, then (with your GM's

permission) feel free to try out such a class! Some specific prestige class choices that would have particularly unusual, on-theme, or challenging elements are mentioned below.

Assassin or Red Mantis Assassin (Pathfinder Campaign Setting: The Inner Sea World Guide): As long as you avoid a religion that clashes with the theme of the Adventure Path (Asmodeus, Norgorber, Zon-Kuthon, or any of the diabolic demigods), an assassin who throws in with the rebels could offer a unique mindset and skill set that, in grim times such as these, could spell the difference between success and failure. Just keep in mind that an evil-aligned character should not be viewed as an excuse for player-versus-player conflict, or as an opportunity to undermine the enjoyment for the rest of the group by disrupting the unfolding plotline by secretly working against the Silver Ravens.

Bellflower Tiller (Pathfinder Campaign Setting: Paths of Prestige): The Bellflower Network has a long tradition in Cheliax of opposing Thrune and, in particular, opposing the practice of slavery. The network faces hard times ahead in the Hell's Rebels Adventure Path, but a PC member who takes levels in this prestige class should find the choice well supported in opportunities, themes, and unique options for roleplaying.

Dawnflower Dissident (Paths of Prestige): While the Dawnflower dissident is more common in the east, these rebellious holy warriors have a key role to play in Kintargo as well—and not just because the only shrine to Sarenrae in the city recently suffered a mysterious fire. The class's ability to hide its true nature will come in handy later on in the Adventure Path.

Hellknight (The Inner Sea World Guide) or Hellknight Signifer (Paths of Prestige): While on the surface this might seem an inappropriate choice for Hell's Rebels, the development of the rebellion in Kintargo actually does set up opportunities for a Hellknight PC to take part. You should speak to your GM about this option if you wish to play a Hellknight hopeful, as he or she will have advice on what orders would be best to join. In any event, you should avoid focusing your character on the more infernal or diabolic options available for the class.

Master Spy (Advanced Player's Guide): This prestige class (along with all prestige classes that enhance your abilities for espionage) is an excellent option for a character who wants to focus on infiltration, trickery, and the more subtle aspects of revolting against the government.

Noble Scion (Paths of Prestige): Cheliax has a proud tradition of noble families holding positions of power, and Kintargo is no different. Playing a member of a noble family caught up in the rebellion could bring about unique and memorable opportunities for play.

Pathfinder Chronicler: This (along with all other Pathfinder Society prestige class options) could be an interesting choice, since the Pathfinders have had a difficult time maintaining a presence in Cheliax since

Thrune took over. There is no Pathfinder lodge in Kintargo, and the Pathfinders themselves don't play a role in the Adventure Path, but that could change if you want to take one of these prestige classes and play a character who's seeking to pave the way to welcome the Society back to Kintargo when and if the city can be freed.

BLOODLINES AND MYSTERIES

While all bloodlines are good choices, sorcerers who wish to mesh well with the themes of the Hell's Rebels Adventure Path should consider the following bloodlines: aquatic, arcane, celestial, destined, maestro^{UM}, and martyred (*Pathfinder Player Companion: Blood of Angels*). The infernal bloodline is an excellent choice if you want to play a sorcerer tempted or influenced by the very forces she seeks to oppose in the campaign.

The oracle mysteries with the strongest ties to the themes of the Hell's Rebels Adventure Path are the ancestor^{UM}, battle^{APG}, lore^{APG}, metal^{UM}, and waves^{APG} mysteries.

CHARISMA

Take note that Hell's Rebels has strong themes of political intrigue and puts the PCs into the roles of being leaders of a rebel group, the Silver Ravens. As a result, Charisma is a more important ability score in this Adventure Path than most, particularly if you want your character to play a more significant role among the management and leadership of the rebellion. A low-Charisma character will still have his or her place in this campaign—there's going to be plenty of combat to be had—but make sure you're aware of the additional role Charisma has to play in this Adventure Path as well. See pages 26–32 for rules on how the rebellion works.

FAMILIARS AND ANIMAL COMPANIONS

The following familiars are commonly found serving spellcasters in Kintargo: bat, blue-ringed octopus^{UM}, cat, donkey rat^{UM}, fox^{UM}, hawk, lizard, otter^{B3}, owl, raccoon^{B3}, rat, raven, thrush^{UM}, and weasel. For improved familiars, carbuncles^{B3}, cassisian angels^{B2}, celestial hawks, dire rats, faerie dragons^{B3}, lyrakien azatas^{B2}, pipefoxes^{B4}, pseudodragons, silvanshee agathions^{B2}, sprites^{B3}, stirges, and voidworm proteans^{B2} are the best choices. Imp familiars are very poor options.

The following animal companions can all be found in Kintargo or the Archduchy of Ravounel: aurochs, axe beak^{B3}, badger^{B2}, bear, bird (eagle, hawk, or owl), boar, cat (small), dire bat, dog, dolphin, elk^{B3}, frog, goblin dog, horse, lizard (giant gecko)^{B3}, lizard (monitor lizard), octopus, orca, pony, ram^{B2}, roc, seahorse (giant)^{B4}, shark, snake (constrictor), snake (viper), squid, stag^{B4}, trumpeter swan^{B4}, vulture (giant)^{B3}, weasel (giant)^{B4}, and wolf. For the most part, animal companions do not cause much of a concern in Kintargo, so long as they remain well

behaved, although some shops and locations might not allow your lumbering pets inside!

FAVORED TERRAINS AND FAVORED ENEMIES

The majority of the action in Hell's Rebels takes place within the city walls of Kintargo, but there are several excursions to the areas beyond. Urban is without a doubt the single best choice for a favored terrain, but forest, mountain, underground, and water are strong secondary choices.

Solid favored enemy choices include aberration, dragon, humanoid (human), monstrous humanoid, outsider (lawful or evil), or undead, but other types of creatures will be encountered sporadically as well.

FEATS AND SKILLS

Feats that augment or enhance a character's talent at deception and tact are excellent choices in this Adventure Path, but with ample opportunities for combat and dungeon exploration and several chances to explore

wilderness later on, no one particular feat stands out as a singular option.

Skills, on the other hand, are a different story. Hell's Rebels has a fair amount of focus on espionage, politics, subterfuge, and outright rebellion. As such, certain skills will become quite useful during the Adventure Path. Skills such as Bluff, Diplomacy, Disguise, Intimidate, Linguistics, Sense Motive, Sleight of Hand, and Stealth will all come in handy quite often when navigating the treacherous waters of Kintargan politics or attempting secret missions against the oppressive government. Perform will have multiple opportunities to shine as well, for the people of Kintargo adore entertainment—never more so than when an oppressive regime has imposed martial law. Numerous knowledge skills will help as well, particularly Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion).

In addition, in Hell's Rebels, you'll have opportunities to perform some unusual things with skills, as summarized below.

Concealing Religion: Often, your religion can get you into trouble in Kintargo, particularly if you worship a recently outlawed faith such as that of Calistria, Cayden Cailean, Desna, Milani, or Sarenrae. Yet many characters (particularly divine spellcasters) need their religious gear and symbols close at hand to function. You can hide your religion while keeping your symbols handy by making either a Bluff, Disguise, or Sleight of Hand check when someone from whom you wish to keep this secret interacts with you—the result of your skill check sets the Perception or Sense Motive DC to notice your faith. (Generally, the GM will make the call as to which of these two skills the NPC will use to try to see through your deception.)

Examining and Creating Documents: At times during this Adventure Path, you'll need to examine old documents, complex contracts, and other written works. Some of these documents are simply archaic and written strangely, but others contain hidden messages or obfuscated truths. Doing so generally requires both knowledge in the language in which the document is written and a successful Linguistics check against a set DC known by your GM. In addition, you can use Linguistics checks to create secret messages, much in the same way you use Bluff to verbally pass a hidden message to another. Someone who doesn't know the code must make a successful Linguistics check to decipher your message (DC = the Linguistics check result you achieved in creating the message in the first place).

Hiding Bodies: Now and then, you'll need to hide a body, either because you're trying to maintain a stealthy cover or because the discovery of a corpse might attract the wrong sort of attention. In most cases, when you hide a body, you attempt a Stealth check; the result is the DC of the Perception check at which someone must succeed to spot the body. If instead you simply want to make



a body appear to be sleeping or meditating or simply sitting in a chair while appearing to listen to a musical performance, you instead attempt a Disguise check to set the Perception check DC. Hiding or disguising a body takes 1 minute of work—or 20 minutes of work if you wish to take 20. You must not be observed by anyone you hope to trick in this way while hiding a body.

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.

ORIGINS

Hell's Rebels begins in the city of Kintargo and assumes the PCs have a strong tie to this location; as such, PCs who come from or have lived for some time in Kintargo make the most sense. If you come from elsewhere, you should work to come up with a reason your character would come to Kintargo and would want to stay in the city. Fortunately, Kintargo is quite cosmopolitan, and the city openly welcomes travelers from throughout the Inner Sea region and beyond.

RACES

Kintargo is a human city, and as such, the bulk of its citizens are humans, yet all of the races from the 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.

Beyond the core races, aquatic elves, strix, tengu, and tieflings make up the majority of the more unusual races in the region. With the GM's permission, playing one of these races can give you some additional touchstones during the Hell's Rebels Adventure Path, but note that some of these races, particularly the aquatic elves and strix, come with significant advantages that might not mesh well with your GM's preferred play style.

RELIGIONS

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. What follows are notes on the deities most appropriate for the region and the campaign's theme and that would mesh well with a group of rebels such as the Silver Ravens.

Abadar: The church of Abadar in Kintargo is called the House of Golden Veils. This temple was originally a

temple of Calistria, but her worship was outlawed when Thrune took control of Cheliax. Worship of Abadar never really took off in Kintargo, though, since its citizens tend to resist the order and organization so important to the Abadarian faith. As a result, the House of Golden Veils serves Kintargo more as a bank than as a place of worship. The high priest of the church is a half-elf named Mhelrem Gesteliel, a patient man who understands the city's view on his faith but is always willing to accept new members into his flock. As a worshiper of Abadar, your primary concern should be for the well-being of the city of Kintargo and its citizens. The fact that its current leaders might have different plans for the safety of the city's structures and inhabitants should worry you, and you fear that the future might pose some difficult choices for you.

Calistria: Worship of Calistria was outlawed by House Thrune, and her temple in Kintargo has been given by the government to the church of Abadar. Originally known as the House of Satin Veils, many Calistrans hold grudges against the church of Abadar for working with the Thrunes to take over the sacred site, but some understand that the Thrunes themselves should be the target of vengeance. There are many worshipers of Calistria in the city, but they practice their faith in secret and individually—or at most, in small groups. The faith currently has no central organized force or leader. Perhaps that's something you might some day change?

Cayden Cailean: Kintargo's church of Cayden Cailean burned to the ground during the Chelish Civil War. Exact details as to why the church was destroyed are unknown, but many believe House Thrune was involved and that the government has redacted the details of this event and the faith's history in Kintargo. Like the church of Calistria, the faithful of Cayden Cailean now worship on their own or in small groups, fearful to present anything approaching an organized force for House Thrune to lash out against. The site of the previous temple to Cayden Cailean is now occupied by a new structure, a temple of Zon-Kuthon called the Shadowsquare. Many of Kintargo's brothels, gambling halls, and taverns have small hidden shrines to the Drunken God nestled away inside secret chambers. Rumor holds that many of Kintargo's citizens, including the now-missing ex-Lord-Mayor Jilia Bainilus, are among his devotees.

Desna: Desna's faithful have always been nomadic in the region, and when House Thrune took control, there were no temples to the Song of the Spheres to destroy. Her faith is strongest in the hinterlands surrounding Kintargo, particularly in the North Plains near the border with Nidal, where her followers oppose that nation's shadowy influence. In Kintargo, her worship is outlawed, yet this doesn't stop her faithful from keeping private shrines in their homes or massing in secret areas for hidden ceremonies.

Iomedae: The faith of Iomedae has a long and rocky history with Cheliah. The fact that a particularly zealous group of her followers have united under the banner of the Glorious Reclamation elsewhere in Cheliah stands as proof. Her worship has not traditionally been strong in Kintargo, and there are no shrines or temples devoted to her despite the fact that, technically, her church is not outlawed. Those few Iomedaeans who do dwell in Kintargo often gather in public to perform their ceremonies in a subdued and quiet manner, although with Barzillai Thrune's arrival in town, even these small displays have ended, forcing her faithful into hiding much like those of the chaotic religions. The majority of Iomedae's worshipers in Kintargo do not agree with what the knights of the Glorious Reclamation are doing. It is not that they oppose the idea of challenging House Thrune, but that they believe now is not the right time to rise up and that the eager crusaders might have acted too soon. Certainly, from Kintargo's viewpoint, life has grown much worse since the Glorious Reclamation forced House Thrune to put its cities under martial law.

Irori: Irori has no official temple in Kintargo, and to the public eye, no real presence in the city at all. In fact, one of his more widespread semi-secret orders first started here in Kintargo—the Sacred Order of Archivists. Originally dedicated to fighting against House Thrune's practices of redacting and revising history by gathering and protecting what few surviving historical documents they could find, the Sacred Order is now active across the Inner Sea region. The Kintargo cell is, somewhat ironically, one of its smaller branches, yet until Barzillai Thrune came to the city, they remained active. Their identity and the location of their headquarters remains a secret, but rumors fly thick that the order was disbanded and their hideout was seized by the church of Asmodeus not long after martial law came down.

Milani: Of all the deities of the Inner Sea region, Milani might be the one Kintargo needs the most. As the goddess of devotion, hope, and uprisings, her ideals are just what Kintargo requires in these dark days—devotion to freedom, hope that Barzillai Thrune can be defeated, and the strength to rise up against the oppression put in place by the Chelish church and state. No church to Milani exists in Kintargo, yet her faithful are present in a loosely associated group called the Rose of Kintargo. Rumor holds that many of those who were excruciated, imprisoned, or worse by Thrune in the first week of his rule over Kintargo were movers and shakers in the Rose of Kintargo, and certainly in the days following, Milani's faithful have yet to make any public move against the government. Perhaps the Rose has been plucked—in which case, the need for more worshipers of the Everbloom is greater than ever!

Sarenrae: The faith of Sarenrae is a relative newcomer to Kintargo. Individual worshipers existed, but until a bard named Shensen settled in the city and made a name

for herself as one of the most famous performers at the Kintargo Opera House, Sarenrae's followers in town were relatively aimless. Although not a cleric herself, Shensen's faith in Sarenrae is deep, and it wasn't long before many others flocked to her side. It was something of an open secret that the basement below her shop, the Silver Star, held Kintargo's growing shrine to Sarenrae, and that openness came back to haunt the faithful when Barzillai Thrune came to town—or so the rumors state. One thing's for sure, though... the Silver Star burned to the ground soon after martial law rose in Kintargo, and its owner Shensen has been missing ever since. Those priests of Sarenrae who survived have been granted asylum by the church of Shelyn, and have not dared showed their face publicly since.

Shelyn: Shelyn's faith has long been the second most powerful in Kintargo—and by some measurements, it might have been, for a time, the city's most powerful religion. Certainly, by sheer count, her faithful numbered more than Asmodeus's... at least, before martial law was instituted. Shelyn's worship is still allowed by the church and government, but all worshipers of Shelyn must register with Thrune, and all ceremonies and rituals performed by her faithful must be observed by an Asmodean priest, an Order of the Rack Hellknight, or an agent of Thrune. The fact that Shelyn's temple has given asylum to several persecuted priests of other religions (mostly Sarenites) has only further enhanced the tension between the church of Shelyn and that of Asmodeus. It's only a matter of time before one of the two churches is forced to take drastic action.

Empyrean Lords: Many of the empyreal lords are worshiped in Kintargo by individuals or small groups and venerated in small, private shrines. Chaotic good empyreal lords are more common than others, but of them all, Arshea, Ragathiel, and Seramaydiel are the most widespread in Kintargo—even then, their faithful only number a few dozen or fewer. Arshea is primarily worshiped in Kintargo by those who yearn to be free of Thrune influence, Ragathiel by those value the concept of duty but have become fed up by House Thrune's corruption of classic Chelaxian law, and Seramaydiel by a small subset of Kintargo's musicians who focus on musical instruments rather than singing or opera.

Inappropriate Religions: While the worship of evil deities is not thematically appropriate for Hell's Rebels, the worship of Asmodeus, Norgorber, Zon-Kuthon, and any of the archdevils, infernal dukes, malebranche, or whore queens in particular are incredibly unsuitable choices for this Adventure Path. If you wish your character to worship an evil deity, talk to your GM and, even then, do your best to avoid any of the faiths listed above. If you're really eager to worship a devil or similar evil deity, you should set that character concept aside for now and bring it back for the next Adventure Path, Hell's Vengeance.

REASONS TO 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. Your preparation and eager anticipation for the protest grants you additional bonuses, depending on your reason for protesting. These bonuses are listed below, and only apply for the initial encounter of the campaign.

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! Kintargo could use a bit more public disobedience these days, after all! You gain a +2 bonus on all Bluff and Sleight of Hand checks made during the protest itself.

Looking for Your Idol: As a city built on arts and performances, it's no surprise that many of the most famous entertainers and performers to come out of Cheliox rose to prominence in the city of Kintargo. Since Barzillai Thrune took over the city, though, Kintargo's atmosphere has grown increasingly oppressive, and not just because the new lord-mayor closed down the opera house to make it his home. With a curfew now in place and guards patrolling the streets in greater numbers than ever before, catching a glimpse of a favorite idol has become difficult at best. In your case, you've long admired a specific famous Kintargan (see the Star Struck trait on page 12 for a sample list of famous Kintargans). This person's been conspicuously absent from the public eye over the past week, so when you heard a rumor that the object of your infatuation (or perhaps obsession) might be in attendance at the Aria Park protest, you made a point of attending. You realize that this rumor is most likely a false one, but what if it's not? You can't miss the chance to see your idol in person! You gain a +2 bonus on all Perception and Sense Motive 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. Maybe you just like the idea of a secret society. 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. Rumors that their leaders have all been captured or killed circulate, and no sign of the rank-and-file members can be found. Certainly, your friend or family member has

gone missing. You're starting to worry, and hope to find out what happened to the group. 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 don't know who this contact is or even his name, but you do 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 and Sense Motive checks made during the protest itself.

Staying up on Current Events: Public protests are a great place to gather inspiration and information alike, more so from those who are being protested against than from the protesters themselves. 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. Beyond listening for rumors, it might be an interesting opportunity for you to rabble-rouse a bit, either by making a performance or simply using diplomacy to sway or guide the crowd's frustration and anger. You gain a +2 bonus on all Diplomacy and Perform 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. You aren't as interested in joining the protests as you are keeping alert for anything that might escalate the protest into something more. Someone has to watch out for your friend, and who better to do that than you? You gain a +2 bonus on all Perception and initiative checks made during the protest itself.

To Protest the Government: Thrune's takeover of Kintargo is just that—a takeover. Despite the government's claims that the new lord-mayor will only remain as long as the rebellions of the Glorious Reclamation to the distant southeast continue, you fear that Barzillai Thrune and martial law might be here to stay. 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 Bluff and Intimidate checks made during the protest itself.

CAMPAIGN TRAITS

In addition to the campaign traits found below, many other traits are suitable for a character in the Hell's Rebels Adventure Path. This campaign assumes one of your two traits is selected from one of the following campaign traits, but you should also strive to explain how your other trait ties into your background with Kintargo. This is especially true if your GM allows you to take two non-campaign traits.

Child of Kintargo: 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, and you start the game with a modest inheritance. With the new situation in Kintargo brewing, there is much concern about an eventual restructuring of the city's nobility. 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. With this trait, the assumption is that you belong to a minor noble family (and can make up your family name). In this case, your family keeps a small manor in the Greens. If you want to be a member of one of Kintargo's major noble families, you must take the Noble Scion feat at 1st level.

You gain a +1 trait bonus on Knowledge (nobility) checks, and Knowledge (nobility) is always a class skill for you. The Noble Scion feat (see the sidebar on page 11) does not have a Charisma prerequisite for you. In addition, you start play with a noble's outfit, a signet ring, and a single additional nonmagical item worth no more than 200 gp. If you take the Noble Scion feat, your last name is probably Aulamaxa, Aulorian, Delronge, Jarvis, Jhaltero, Sarini, Tanessen, or Vashnarstill; if you're not human, you were adopted into the family. If you don't take this feat, you can make up your last name.

Diva in Training: The opera is perhaps the most important and prestigious form of entertainment offered in Kintargo, and the Kintargo Opera House is among the most famous of its kind. You're hardly a superstar among the performers who've graced the stage there, 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 one type of Perform skill. You gain a +1 trait bonus in that specific Perform skill, and all Perform skills

are class skills for you. You also increase the save DCs of all language-dependent spells and effects you create by 1.

Ex-Asmodean: 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 one: you gain a +1 trait bonus on attack rolls and weapon damage rolls or you gain a +1 trait bonus on the save DCs of your spells against agents of House Thrune and worshipers of Asmodeus, including most (but not all) devils.

Fed-Up Citizen: 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 Cheliah, but only under restrictions. Yet despite this, Thrune has always made Cheliah 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.

Note that this trait works particularly well for paladins or other characters who wish to venerate lawful causes but still oppose the government. Your GM should be open to allowing lawful characters to perform actions out of character for someone of lawful alignment, provided the end goal is a new and better government for Kintargo, but with this feat, characters tied strongly to law (such as lawful clerics, monks, or paladins) can hide those ties in ways that help them perform as rebels without giving up their actual convictions.

You're good at hiding your true colors and faith to avoid attracting the wrong kind of attention. You gain a +1 bonus on Disguise checks, and Disguise is always a class skill for you. In addition, when someone uses *detect good* or *detect law* on you, your effective Hit Dice are 4 lower than their actual total when someone discerns the strength of your aura. If you are a cleric, paladin, or similar divine spellcaster, you treat yourself as if you were a standard-aligned creature rather than a divine spellcaster for these purposes. This means that until you become 9th level, you

VARIANT FEAT—NOBLE SCION

You are a member of one of the significant noble families of Kintargo, whether or not you remain in good standing with your family. Note that the Victocora family has gone missing and its estate recently burned to the ground, so they're not an option for this feat. Note also that the Delronge, Sarini, and Tanessen families are well known Thrune sympathizers, so that if you choose to be a member of one of these families, you should play an outcast from the family, someone who's been shunned and perhaps even disinherited from the family for personal or political views. (In such a case, you'd still gain the monetary boon from the Child of Kintargo trait, should you take it. This boon represents all you've managed to get away with before being kicked out of the house.)

Prerequisites: Charisma 13 or Child of Kintargo trait, must be taken at 1st level.

Benefit: You gain a +2 bonus on all Knowledge (nobility) checks, and Knowledge (nobility) is always considered a class skill for you. You also gain an additional benefit, depending on which family you belong to.

Aulamaxa: You gain a +1 bonus on Perform checks, and Perform is always a class skill for you. If you have the bardic performance ability, you can use that ability for an additional 3 rounds per day.

Aulorian: You gain one of the following languages as a bonus language: Abyssal, Aklo, Celestial, Draconic, Infernal, or Sylvan. Once per day, as a free action before you roll, you can gain a +2 bonus on any Spellcraft check you make.

Delronge: Although you no longer associate yourself with your house (and might indeed have been disowned due to your conflicting political views), you retain the horsemanship training you received as a child. You gain a

+1 bonus on Handle Animal and Ride checks, and both are always class skills for you.

Jarvis: You have an innate understanding of architecture, particularly when looking for hidden doors and secret areas. You receive a Perception check to notice secret doors and hidden architectural features whenever you pass within 10 feet of them, whether or not you are actively looking.

Jhaltero: You have access to the family's extensive information network. Whenever you use Diplomacy to gather information, roll twice and take the better result.

Sarini: Your family has long been open about its allegiance to House Thrune, something that has always ashamed or scandalized you. Although you are no longer welcome at home, you still have memories of lessons in diabolism, and gain a +1 trait bonus on all Knowledge (planes) checks made to know information about Hell or devils. Knowledge (planes) is always a class skill for you.

Tanessen: You no longer see yourself as a Tanessen, due in large part to your own differences in opinion with the family's allegiance to Thrune, but what you learned as a child about leadership in battle still applies today. You apply your Charisma modifier instead of your Dexterity modifier to Initiative checks.

Vashnarstill: Your family has always prided itself in knowing as much as there is to know about any topic that interested them. You gain a +1 bonus on all Knowledge skills in which you have at least 1 rank.

Special: This is a variant of the Noble Scion trait presented in *Pathfinder Campaign Setting: The Inner Sea World Guide*, customized to fit more seamlessly with a Kintargo-based campaign. If you take this version of the feat, you cannot also take the version presented in *The Inner Sea World Guide*.

won't radiate an aura of good or law at all when someone casts one of these detection spells. Finally, your internal convictions that you're on the actual right of law help bolster your mindset, and you gain a +1 trait bonus on all saving throws against mind-affecting effects.

Gifted Satirist: 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!

You gain a +1 trait bonus on Linguistics checks, and Linguistics is always a class skill for you. In addition, your irreverent attitude grants you a +2 trait bonus on all saving throws against fear effects.

Historian of the Rebellion: 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. There's frustratingly little information today about the group, and you suspect that most of what was recorded about the Silver Ravens has long since been redacted or destroyed by government agents, but you've managed to pick up a tidbit here and there. 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 Chelias and beyond.

Your familiarity with rebel groups allows you to grant a +2 bonus on an Organization check of your choice once the party reestablishes the Silver Ravens during the first adventure. You can change which check you assign this bonus to once at the start of the rebellion's Upkeep phase. Your time preparing for joining the Silver Ravens has also honed your skill at remaining unseen. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you.

Natural Born Leader: 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.

You excel in the role of manager. You treat your Charisma score as if it were 14 (or 2 points higher than its actual score if your actual Charisma is already 14 or higher) for the purposes of determining how many teams you can manage in the rebellion, and for the purposes of determining the bonus you add to your managed teams' actions. In addition, you gain a +1 trait bonus to your Leadership score if you take the Leadership feat.

Pattern Seeker: There are patterns in the world, both natural and artificial, that if only one can interpret them correctly, great secrets could be divined. You have long been fascinated by the idea of these 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. None know who or what rings the bells, and no true pattern by which the so-called Devil's Bells has yet accurately predicted the tolling. 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, when the church of Asmodeus first claimed the abandoned temple of Aroden as their own. Maybe you will be the one to solve the pattern of the Devil's Bells?

You gain a +1 trait bonus on all Perception checks, and Perception is always a class skill for you. In addition, you increase the save DC of any illusion (pattern) spell you cast by 1, and you gain a +1 trait bonus on all saving throws against illusion effects.

Star Struck: Growing up in Kintargo, it's hard not to become obsessed with one of the city's celebrities. There are so many to choose from, and they're all so glamorous, rich, and successful! 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. Or perhaps your interest is more akin to an obsession, in which you hope to some day live a life like that you imagine your idol lives, or perhaps even to some day meet and become friends (or perhaps more than friends) with your idol. Keep in mind, though, that sometimes a celebrity's public persona and real personality are two very different things, and if some



day you were to meet your idol, you might be surprised at the truth! That said, the fact that, 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. The fate of all five of these Kintargan icons will be revealed at some point during the Hell's Rebels Adventure Path, but keep in mind that some of those fates might not be pleasant discoveries for you!

You gain a +1 trait bonus on Knowledge (local) checks. Pick one of the following celebrities with which to be obsessed. Each celebrity is associated with a particular ability score. Once per day, you can draw on your inspiration from your icon when you are about to attempt a skill check modified by that ability score. When you do so, roll the check twice and take the better of the two results as your actual result.

Jackdaw (*sex and race unknown; Intelligence*): 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 (*female human; Wisdom*): 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 (*male human; Strength*): 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.

Shensen (*female half-elf; Charisma*): 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 (*female tiefling; Dexterity*): 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 Cheliah.

Urban Sleuth: 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—who knows what amazing truths about Kintargo's past have been lost forever to the redactors of House Thrune? What caused Professor Mangvhune of the Alabaster Academy to become the city's most infamous serial killer? Who were the dragons Adrakash, Ithanothaur, and Rivozair, and what were their ties to Kintargo? Why do the Devil's Bells of the Temple of Asmodeus seem to ring at random

WANT TO READ MORE?

A number of other books can help accentuate your Hell's Rebels Adventure Path experience. Listed below are other resources that, while not necessary, can greatly enhance the experience of playing through this campaign.

FOR GAME MASTERS

To learn more about Cheliah, its people, and its dangers, check out *Pathfinder Player Companion: Cheliah, Empire of Devils* or the upcoming *Pathfinder Campaign Setting: Cheliah, The Infernal Empire*. In addition, the Council of Thieves Adventure Path contains a wealth of information about Cheliah, the Hellknights, and other foes and dangers you can use to enhance your Hell's Rebels campaign. The contents of *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1* can help you in presenting the numerous devilish foes the PCs will be facing. Politics and roleplaying encounters play a key role in this campaign, and using *Pathfinder Cards: Social Combat* can help to make these numerous interactions with Kintargo's NPCs even more memorable to your players.

FOR PLAYERS

For information on playing a character from Cheliah, refer to *Pathfinder Player Companion: Cheliah, Empire of Devils*. As building an organization of rebels is a key part of this Adventure Path, *Pathfinder RPG Ultimate Campaign* can help further understand the rules for this aspect of play.

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?

Pick one of the questions above as your focus. Answers to these questions can be discovered at different points during Hell's Rebels, but don't expect to learn these answers any time soon! More important, your choice of focus grants you a +1 trait bonus in a particular Knowledge skill check associated with that focus (pick one of the two options provided below for your question). That Knowledge skill is always a class skill for you. Once per day, when you attempt a Knowledge skill check in either of the types associated with your focus, you can roll twice and take the better result as your actual result.

Devil's Bells: Knowledge (arcana) or Knowledge (planes).

Local Dragons: Knowledge (arcana) or Knowledge (history).

Professor Mangvhune: Knowledge (local) or Knowledge (planes).

Silver Ravens: Knowledge (local) or Knowledge (history).

FOR MILANITE CHARACTERS

Characters who worship Milani might find the following rules elements thematically appropriate.

Archetypes	Source
Champion of the faith (Milani)	<i>Advanced Class Guide</i> 128
Crusader	<i>Ultimate Combat</i> 40
Divine strategist	<i>Ultimate Combat</i> 40
Hidden priest	<i>Inner Sea Magic</i> 35
Kintargo rebel	<i>Inner Sea Combat</i> 40
Urban ranger	<i>Advanced Player's Guide</i> 129
Feats	Source
Beacon of Hope	<i>Inner Sea Gods</i> 207
Magic Items	Source
Milani armor	<i>Inner Sea Gods</i> 252
Enduring bloom	<i>Inner Sea Gods</i> 255
Everbloom's rose	<i>Pathfinder</i> #68 60
Spells	Source
Martyr's bargain	<i>Inner Sea Magic</i> 58
Martyr's last blessing	<i>Pathfinder</i> #68 69
Peasant armanents	<i>Pathfinder</i> #68 69
Traits	Source
Split-Second Defense	<i>Inner Sea Gods</i> 222
Talented Organizer	<i>Inner Sea Gods</i> 223

MILANI

The goddess Milani, known also as the Everbloom, is a patron of rebels and a personification of devotion and hope. Her cult is small in Chelias, and particularly so in Kintargo, where rebellion never seems far off. The arrival of Barzillai Thrune in the city has forced the local cult of Milani, the Rose of Kintargo, underground, but your PCs might well have a chance to make contact with this group and help rebuild its power and resources as the campaign goes on. Additional details on Milani can be found on page 179 of *Inner Sea Gods* or in *Pathfinder Adventure Path* #68: *The Shackled Hut*. Certain characters who worship Milani can benefit from the following boons.

OBEDIENCE (MILANI)

Spend time meditating among roses you have planted yourself, so you can inhale their sacred scent while offering prayers to Milani. If no such roses are available, you can instead brew tea from various herbs and rose petals and share the tea with close friends or neighbors. During times of war or conflict, though, you must instead spend time

sparring, preferably with friends or neighbors with whom you plan to fight alongside during the conflicts to come. Gain a +2 sacred bonus on all saving throws against charm and compulsion effects, and a +2 sacred bonus on all rolls made to dispel or remove such effects from others.

EVANGELIST BOONS

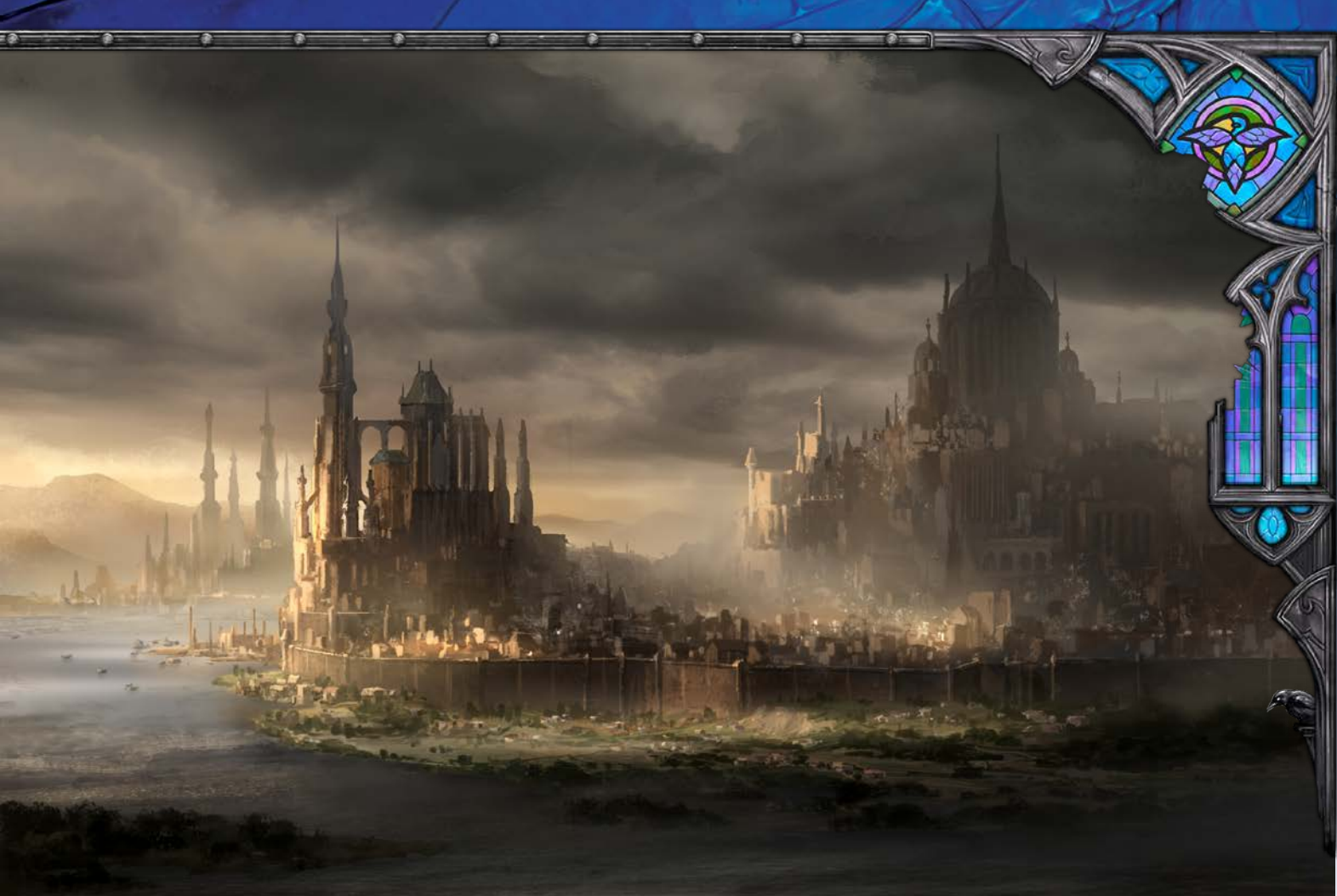
- 1: Voice of the Everbloom (Sp)** *command* 3/day, *enthrall* 2/day, or *suggestion* 1/day
- 2: Inspiring Presence (Su)** Your mere presence bolsters and emboldens allies to fight harder. All creatures within 30 feet of you whom you count as allies gain a +1 sacred bonus on attack rolls, saving throws, and weapon damage rolls as long as you are conscious.
- 3: Invoke Uprising (Sp)** You are automatically aware of any creature within 10 feet of you that is currently under the effects of a charm, compulsion, or possession effect. Three times per day as a swift action, you can inspire such a creature to throw off the influence, granting that creature a new saving throw to immediately end the effect. The creature gains a sacred bonus on this saving throw equal to your Charisma bonus (minimum +1). This bonus is doubled if you include a physical touch as part of your invocation to rise up against the effect. In either case, this is a language-dependent effect.

EXALTED BOONS

- 1: Sacred Partisan (Sp)** *divine favor* 3/day, *spiritual weapon* 2/day, or *magic vestment* 1/day
- 2: Alleyport (Sp)** Once per day as a swift action, you can teleport as per *dimension door*, but only when you are in an area no wider than your space, and you can only arrive in an area of similar width.
- 3: Wall of Roses (Sp)** Once per day, you can cast *wall of thorns*. The wall consists of a dense tangle of roses through which you and other worshipers of Milani can pass through with ease. The wall of roses heals damage inflicted to itself at a rate of 5 hit points per round, is immune to fire damage, and all piercing damage it inflicts bypasses damage reduction as if it were a magic silver good weapon. Evil and lawful creatures damaged by a wall of roses' thorns automatically become sickened for the next minute (this is a poison effect).

SENTINEL BOONS

- 1: Neighborhood Guardian (Sp)** *protection from evil* 3/day, *shield other* 2/day, or *magic circle against evil* 1/day
- 2: Stoic Guardian (Ex)** You are immune to fear and charm effects, and gain a +4 bonus on all saving throws against compulsion effects.
- 3: Martyrdom (Su)** As an immediate action once per day, whenever a single creature within 300 feet of you is slain by an effect or outright damage, you can redirect that effect or damage onto yourself. You gain no additional saving throw to reduce this effect. If the effect kills you, you are restored to life in 1d4 rounds as per *resurrection*, but once this resurrection effect occurs, you lose the ability to use martyrdom for 1 year.



KINTARGO AT A GLANCE

The city of Kintargo receives a full gazetteer in the first volume of *Hell's Rebels*, but as locals, you (and by extension your character) should know a bit about the city from the start. This section of the *Hell's Rebels Player's Guide* provides a much shortened version of that article. If you see something that strikes your interest, ask your GM for more information. In all likelihood, he or she will require you to do some in-game research, information gathering, or roleplaying before revealing additional facts. Of course, paying a visit to an intriguing location is perhaps the best way to learn more about it.

Kintargo has long been known as a haven and draw for artists, particularly composers, directors, and musicians eager to expand on Cheliah's operatic traditions. After the Chelish Civil War ended and House Thrune seized control of Cheliah, the citizens of Kintargo fell in line begrudgingly. Unlike the open rebellions that defined cities to the southwest, Kintargo maintained a quiet but strong resistance to all things infernal. As a result, the city became a favorite of many noble families as a place to spend time away from the entanglements of government duties, and Kintargo's citizens and leaders became experts at riding the thin line between being loyal Chelish citizens and independent-minded libertarians. During these years under Thrune law, Kintargo has maintained closer ties to the culture, people, and wealth

of Varisian cities such as Korvosa and Magnimar than they have to Chelish cities such as Corentyn and Egorian. Most Kintargans choke to call themselves subjects of anything but their many-splendored city. They spend the warm, humid summers quietly tolerating being ruled by whatever distant capital insists they owe fealty, then spend the long, cold, rainy winters openly fantasizing about a revolution. Yet until today, the need for outright rebellion has never seemed worth the cost in blood.

Kintargo's history is strangely devoid of much information, leading many to suspect Thrune's redactors and revisionists were particularly aggressive in doctoring old documents and records regarding the past. Today, Kintargo has a new leader. Lord-Mayor Barzillai Thrune took over from Lord-Mayor Jilia Bainilus, who (as rumors hold) fled the city under cover of night just 2 weeks ago. Some say she fled to join the Iomedean rebels far to the southeast, while others say she left Cheliah entirely to seek a new life in Arcadia. And there are those who maintain she never escaped Kintargo at all, but was imprisoned or even killed by Thrune's agents.

Whatever the truth, the rebellion elsewhere has pushed the government to lock down its major cities, and Kintargo is no exception. Paracount Barzillai Thrune now rules Kintargo, and to date has done more than simply institute martial law; he's enacted seven proclamations that all citizens of Kintargo must abide by,

and it seems that every few days, a new and increasingly outlandish proclamation is added to the list.

Kintargo's major exports are salt, seafood (particularly silver salmon), silver, and culture in the form of entertainment and art. The city itself straddles the northeastern shore of the Yolubilis River and a large island named Argo that sits in the river's mouth. The city skyline is dominated by three structures—Castle Kintargo, the Temple of Asmodeus, and the spires of Alabaster Academy, although the central dome of the Kintargo Opera House is perhaps the city's greatest pride.

KINTARGAN FACTIONS

Many different factions call Kintargo home, including the following.

Bellflower Network: This rumored organization of halflings supposedly helps slaves escape from Cheliaz.

Chelish Citizens' Group: Not all of Kintargo's citizens seethe under martial law. A small subset have formed this group to support Barzillai Thrune, and have been empowered as a militia to augment the city's guards.

Church of Asmodeus: The church of Asmodeus is the official faith of Kintargo, and its callous high priest, Corinstian Grivenner, is a well known (and much loathed) public official.

Court of Coin: Kintargo is home to eight noble families, all of whom gather in a group known as the Court of Coin to serve as a council of advisers for the government. Barzillai Thrune has had little time or interest in hearing the Court of Coin of late.

House Thrune: The rulers of Cheliaz have now taken a direct role in the day-to-day operation of the nation's major cities, including Kintargo.

Kintargo Dottari: Led by Duxotas Vannases Trex (herself a recent appointee by the government), Kintargo's city guards are growing more and more aggressive in their attempts to "keep the peace."

Order of the Rack: This order of Hellknights is known to oppose uprisings, and Kintargo is one of many cities in which they've been hired for additional peacekeeping. This particular group of Hellknights is led by Paralictor Kyrre Ekodyre.

Order of the Torrent: Kintargo's own Hellknight order has been strangely quiet since martial law was enacted, and its leader, Lictor Octavio Sabinus, has been missing entirely.

Rose of Kintargo: This group of rebels follows the teachings of the minor goddess Milani, but nothing has been heard of them since Barzillai Thrune came to town. Rumor holds that the Rose was secretly crushed that first night martial law was enacted.

Sacred Order of Archivists: A second secret society rumored to have been destroyed by Thrune agents, the Sacred Order of Archivists was a group of Irorians dedicated to the preservation of historical documents.

Silver Ravens: A third and final group of rebels supposedly put down by House Thrune is the Silver Ravens. Nothing has been heard from them or their leaders for weeks.

Miscellaneous Gangs: Kintargo currently lacks an organized thieves' guild, but does have at least two smaller gangs—the Red Jills and the River Talons—neither of whom are currently accepting new members.

UNDERSTANDING KINTARGO'S STATS

Presented below is a city stat block for Kintargo. Most of these numbers and pieces of information are for your GM to use; he or she has additional information in *Pathfinder Adventure Path #97: In Hell's Bright Shadow* about how to employ these stats. As your Hell's Rebels campaign progresses, your actions will adjust and enhance the city's statistics.

Note particularly the stat block's third line, where six modifiers are listed. These modifiers apply to specific types of rolls you'll be making during the campaign, as summarized below. These modifiers will also change as the campaign progresses. The values listed below apply at the start of the first adventure and remain in play until your triumphs (or perhaps your failures) adjust them.

Corruption: All Bluff checks made against the dottari, the Chelish Citizens' Group, or members of the church of Asmodeus and all Stealth checks made outdoors within the city walls gain no bonus.

Crime: All Sense Motive checks to avoid being bluffed and Sleight of Hand checks made to pick pockets take a –2 penalty.

Economy: All Craft, Perform, and Profession checks to generate income take a –1 penalty.

Law: All Intimidate checks made to force someone to act friendly, Diplomacy checks against government officials, and Diplomacy checks to call the city guard gain a +4 bonus.

Lore: All Diplomacy checks made to gather information and Knowledge checks made using city resources to do research while using a library gain no bonus.

Society: All Disguise checks and all Diplomacy checks made to alter the attitude of a non-government official take a –2 penalty.

KINTARGO

CG large city

Corruption +0; **Crime** –2; **Economy** –1; **Law** +4; **Lore** +0;

Society –2

Qualities academic, cultured, defiant, rebellious, rumormongering citizens, strategic location

Danger +20; **Disadvantages** martial law

DEMOGRAPHICS

Government overlord (formerly autocracy)

Population 11,900 (85% human, 4% halfling, 3% tiefling, 1% half-elf, 7% other)

Notable NPCs

Lord-Mayor Barzillai Thrune

High Priest Corinstian Grivenner

MARKETPLACE

Base Value 4,400 gp; **Purchase Limit** 25,000 gp;

Spellcasting 4th

Minor Items 2d4; **Medium Items** 1d4; **Major Items** 1d2

SPECIAL QUALITIES

Cultured Kintargo is well known for its culture of artistry, particularly among actors, musicians, and patrons of the opera. (*Law -1, Society +1; always counts as a prosperous city for the purposes of Perform checks*)

Defiant The citizens of Kintargo have a natural predilection for free thinking that borders on rebellious action. (*Law -1, Society +1*)

Martial Law As long as Kintargo remains under martial law, a 9:00 P.M. to 6:00 A.M. curfew is in effect. Additionally, as long as its citizens must follow the edicts and proclamations put in place by House Thrune, the city stifles and suffers. (*Corruption -4, Crime -2, Economy -4, Law +2, Lore -4, Society -4; Danger +10; halve all values for Marketplace entries*)

KINTARGO DISTRICTS

Brief notes on locations of interest in Kintargo are listed below.

The **Castle District** serves as the city's military headquarters, and is the seat of the city's government.

C1. Castle Kintargo: The castle is currently controlled by the Order of the Rack.

C2. Nidalese Embassy: This building is currently abandoned, as Nidal has withdrawn its diplomats during the current crisis in Cheliox.

C3. Citadel Vauil: Headquarters to the Order of the Torrent, this bunker is apparently abandoned at this time.

C4. Highwall Market: This small market caters to those who keep the city running smoothly.

C5. Andos Hall: Kintargo's city hall, once the office of the lord-mayor, is currently boarded up and abandoned.

The Greens is Kintargo's noble district.

G1. Records Hall: This repository holds records for Kintargo nobility.

G2. Whitegate Market: This affluent market specializes in artwork, gold, jewelry, and silver.

G3. Greengate: Kintargo's easternmost gate is used primarily by nobility, but it is usually kept closed.

G4. The Counting House: This squat building serves as a meeting place for the Court of Coin.

G5. Lantana Park: This expansive series of cultivated parks is intended mostly for the nobility to enjoy.

G6. Tanessen Estate: Led by Count Geoff Tanessen, this family's interests include armor and weapon crafting, city defense, and military supplies.

G7. Delronge Estate: Led by Archbaroness Melodia Delronge, this family's interests include horse breeding, hunting, and mercantilism.

G8. Victocora Estate: Once led by Baroness Porcia Victocora, this family's interests included fishing, literature, and poetry, but their estate was recently destroyed by fire.

G9. Jarvis Estate: Led by Baroness Belcara Jarvis, this family's interests include architecture, carpentry, city planning, and stonemasonry.

G10. Aulamaxa Estate: Led by Archbaroness Eldonna Aulamaxa, this family's interests include hunting, opera, and public opinion.

G11. Vashnarstill Estate: Led by Baron Sendi Vashnarstill, this family's interests include Arcadian trade, fishing, and shipbuilding.

G12. Jhaltero Estate: Led by Baron Canton Jhaltero, this family's interests include information, silver, and stone quarries.

G13. Aulorian Estate: Led by Count Auxis Aulorian, this family's interests include magic, salt, and silver.

G14. Sarini Estate: Led by Countess Urora Sarini, this family's interests include diabolism, entertainment, and the theater of the real.

Jarvis End is the beating heart of Kintargo's nightlife.

J1. Three-Legged Devil: This venue is Kintargo's oldest dance hall.

J2. Crissali's Fine Tomes: This bookstore has a reputation for rare texts and magical arcane items.

J3. Kintargo Opera House: One of Kintargo's most beloved buildings, it is now home to Barzillai Thrune.

J4. Aria Park: This large, open park is a popular place for street performers and musicians.

J5. Veritas Plaza: As Kintargo's original marketplace, it hosts daily farmers' markets.

J6. The Silver Star: This ruined music store housed, until recently, a local cult of Sarenrae.

Old Kintargo is, as the name implies, Kintargo's oldest district. It is home to an eclectic mix of buildings.

O1. The Old Harbor: These docks are used mostly for shipping building materials, food, and salt.

O2. Salt Market: This market caters to masons, alchemists, architects, and builders.

O3. Sallix Salt Works: This salt-packaging business is the largest and oldest of its kind in Kintargo.

O4. Salt Gate: This gate is left open at all times, but it mostly just receives traffic from the Old Harbor.

O5. Odde & Daughter Herbs: This abandoned shop is supposedly haunted.

O6. Old Kintargo Cemetery: Though no longer in active use, this burial ground is periodically patrolled by the church of Asmodeus.

O7. Lucky Bones: This burned-out gambling hall was never rebuilt.

O8. Tooth and Nail: This quiet tavern is one of Old Kintargo's oldest establishments.

O9. Olmer's Smithy: As Old Kintargo's last remaining smith, Olmer often has magic armor for sale.

O10. Holding House: Once Kintargo's jail, this building was recently re-commissioned and put back into use by Thrune as a place to hold suspects before they are processed.

O11. House of Truth and Clarity: What used to be Kintargo's courthouse is now used to house political prisoners and host the occasional public execution.

O12. Judeimus Tenement: This tenement building is the tallest structure in Old Kintargo.

O13. Vespam Artisans: Magic items are often found for sale at this a guild of tinkers and metal artisans.

O14. Rust Gate: Passage through Kintargo's busiest gate now comes with a 2 sp gate tax.

The residences of **Redroof** possess a distinctive look compared to the rest of Kintargo.

R1. Hocum's Fantasmagorium: This museum of strange and unusual oddities has been closed for many years.

R2. Kelimber's Dry Goods and Supplies: This sprawling general store and post office serves many of Redroof's daily needs.

R3. Redroof Market: This market specializes in clothing and textiles.

R4. The Devil's Threads: This business is arguably the finest tailor shop in Redroof.

R5. Fair Fortune Livery: This abandoned stable is said to be haunted.

R6. The Cloven Hoof Society: This ramshackle building is run as a hostel and advocacy for Kintargo's downtrodden tiefling citizens.

R7. Devil's Nursery: This slum is primarily inhabited by tieflings.

The slopes of **Temple Hill** are home to Kintargo's churches.

T1. Shadowsquare: Kintargo's second-largest temple houses the local church of Zon-Kuthon.

T2. House of Golden Veils: As a temple of Abadar, this church serves as Kintargo's largest bank and moneylender.

T3. Temple of Asmodeus: Unsurprisingly, the grand Temple of Asmodeus is Kintargo's largest and most powerful church.

T4. Temple Hill Gardens: These plots of lands hold Kintargo's active graveyards.

T5. Humbert House: An old shrine of Aroden that once served as an orphanage, this building is now abandoned and reputed to be haunted.

T6. Songbird Hall: The local temple of Shelyn continues to attempt to keep the peace in Kintargo.

Villegre is Kintargo's scholastic center.

V1. Lady Docur's School for Girls: Kintargo's second-largest academy is a finishing school for young women.

V2. Villegre Park: This area is a popular place for students to relax and study.

V3. Long Roads Coffeehouse: Villegre's oldest and most popular coffeehouse is a favorite spot of local students.

V4. Alabaster Academy: Kintargo's famed university, renowned throughout the Inner Sea region for its expertise on medical and biological sciences, is now sadly in decline.

V5. The Newt Market: This eclectic marketplace often has magic items for sale.

V6. Nightways Gate: This gate usually sees traders or visitors from Nidal, but isn't otherwise used much.

Yolubilis Harbor is the bustling merchants' district of the Silver City.

Y1. The War Cage: Kintargo's largest weapons shop often has magic weapons for sale.

Y2. Sunset Imports: Until recently, Sunset Imports coordinated most of the trade between Cheliaz and Anchor's End on distant Arcadia, but it recently lost its contract and is now in decline.

Y3. Vashnarstill Shipyard: Kintargo's busy shipyard sees many merchants.

Y4. The Thrashing Badger: Yolubilis Harbor's rowdiest tavern recently burned to the ground.

Y5. Clenchjaw's: This friendly tavern has lately gained an influx of new customers.

Y6. Bleakbridge: Connecting northern and southern Kintargo, this bridge doubles as the city's busiest marketplace.

TEN THINGS ABOUT BARZILLAI THRUNE

When Barzillai Thrune took control of Kintargo, things quickly began to change—for the worse. The man himself is an imposing figure, and numerous rumors about his true goals in Kintargo are circulating, but listed below are 10 things that have become established facts about Kintargo's new lord-mayor.

1. He's a Thrune: Barzillai Thrune is a full-fledged member of House Thrune; Queen Abrogail is one of his distant cousins.

2. He's an Asmodean: Unlike most Thrunes, Barzillai is also a ranking member in the Asmodean church as a powerful inquisitor. With one foot in two worlds, it's said that neither the Thrunes nor the church completely trust him.

3. He's got a cruel sense of innovation: Barzillai has a knack for invention and an active imagination—particularly when it comes to methods, objects, and tools used to torture and torment infidels. The brutal excruciation known as “doghousing” is his latest brainchild—a method of publicly executing a criminal by having him slowly eaten by feral dogs.

4. His favorite animal is the mastiff: Barzillai is fond of dogs of all breeds, but particularly of the larger breeds,

or of creatures such as hell hounds or cerberi. He's not so fond of little dogs.

5. The littlest things can sometimes set him off: Small, inconsequential annoyances either don't bother Barzillai at all or they cause him to fly into an unexpected and frightening rage. There seems to be no middle ground for his reaction to minor inconveniences.

6. He's a fan of the opera: Barzillai chose the Kintargo Opera House as his home, and immediately shut down its scheduled performances. It is said that he uses the house for private showings of his favorite operas, but no one knows who performs these shows for him.

7. He's a lifelong bachelor: Barzillai has never taken a lover—man or woman. This has led to some speculate that he's a eunuch, or perhaps not even a human at all. He certainly takes pains to keep his personal life secret, even from his closest allies.

8. He's a student of Cheliox: As a member of House Thrune, Barzillai has had access to a wealth of historical documents that have been seized or later redacted by the government. He knows an astonishing amount of information about Cheliox's history and geography.

9. He wanted to come to Kintargo: While most Thrunes would have balked at being appointed lord-mayor of a town such as Kintargo, with its remote location and reputation for rebellious thought, rumor has it that Barzillai volunteered for the position.

10. He has powerful servants: Although today he is usually seen in the company of human guards, rumors of his associating with devils, undead, and even a blue dragon persist. Certainly, the new lord-mayor of Kintargo has powerful supernatural allies close at hand!

THE FIRST PROCLAMATIONS

The institution of martial law in Kintargo was but the first of several changes Barzillai Thrune has made to the city, and it is certainly the most wide-reaching in scope. As long as martial law remains in effect, the city is penalized as detailed under its stat block. In addition, Barzillai has issued seven proclamations to further codify and expand changes to local law. Anyone caught breaking a proclamation is immediately arrested by the dottari and brought to the nearest watchtower on the city wall for processing. In most cases, one merely has to pay a fine, but in cases where the fine can't be paid or the perpetrator is a repeat offender, the punishments can be greater. Your GM has information on how to track these fines and punishments.

Proclamations are posted in public places for all to see, and when a new proclamation is set in place, town criers

march the city streets to announce them. The currently active proclamations are as follows.

Proclamation the First: All slayers of city pests (hereby ascribed as doves, mice, and ravens) who present said pests to the dottari shall be rewarded with a bounty of one copper piece.

Proclamation the Second: All places of public business must display in a position of prominence within the first room accessible from the building's primary entrance a portrait of Her Infernal Magestrix Queen Abrogail II. Said portrait must measure no less than 17 by 11 inches.

Proclamation the Third: All those who capture, alive and unharmed, feral dogs of a weight exceeding 50 pounds are to be rewarded with a payment of two silver pieces upon transfer of the dogs to the dottari. Such noble guardian creatures should find homes worthy of their kind!

Proclamation the Fourth:

The right to wear fine embroidered clothing in public is hereafter proscribed

to anyone other than agents of House Thrune or the Holy Church of Asmodeus. Exceptions can be awarded or purchased at the city's discretion.

Proclamation the Fifth: Grain is life! Should grain be spilled in public, all must be gathered, cleaned, and repackaged within the hour. Any person who allows grain to go ungathered after a spillage shall be fined one copper piece per grain.

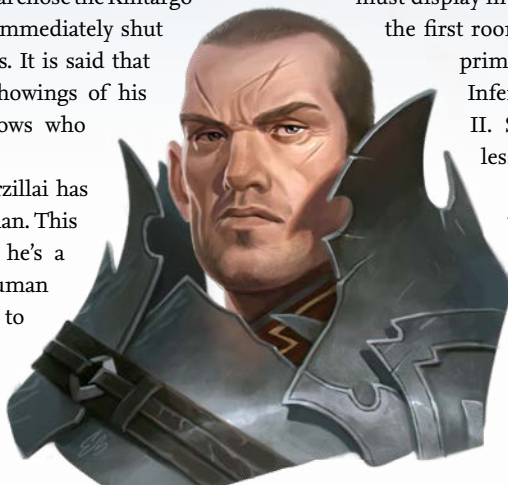
Proclamation the Sixth: The imbibing of night tea brings a dangerous imbalance to the slumbering mind. Between the hours of sunset and sunrise, the taking of tea is proscribed.

Proclamation the Seventh: The odor and flavor of mint is an abomination to the refined palate. Be not the cretin! Mint use in candies, drinks, and all manner of confections is hereby proscribed.

THE SILVER RAVENS

When Hell's Rebels begins, the Silver Ravens have, for all practical purposes, already been defeated. Never the most tightly organized or cooperative group even at its height, the Silver Ravens were too undisciplined to put up much resistance against Thrune when he took control of the city. Lower-ranking Silver Ravens have gone into hiding and refuse to admit allegiance to any group of counter-government affiliation, while the higher-ranking members have gone missing at best, or been publicly excruciated to death at worst.

Your character might or might not have an established link to the Silver Ravens, depending on the campaign trait



BARZILLAI THRUNE

you choose, but it won't be long before all the PCs in the Hell's Rebels Adventure Path become not only involved in the group, but in command of it. The rebuilding and development of the Silver Ravens as a rebel group is a significant part of the Adventure Path's storyline, and as you advance in level, you'll be able to build and enhance the Silver Ravens as an organization as well.

At a point relatively early in the first adventure, your party will gain the opportunity to reassemble the Silver Ravens. When this occurs, work with your GM and use the following rules and options to track specific ways in which your group decides to expand the organization. Will your Silver Ravens focus on stealthy infiltrations and spy missions? Will they take to the streets of Kintargo and wage a war of words against the government and church? Or will they become a highly trained group of guerrilla fighters who oppose House Thrune with spell and blade? The choice is yours!

REBELLION SHEET TERMINOLOGY

The rebellion of Kintargo has attributes that describe and define its growing strengths and weaknesses. These are tracked on the Rebellion Sheet (see page 33), like a character's statistics are on a character sheet. When your group first establishes the Silver Ravens, use the following glossary to fill out your Rebellion Sheet.

At the end of every week that passes during the Hell's Rebels Adventure Path, the Silver Ravens gain a chance to grow as a group—or perhaps falter if fate is particularly cruel or perilous. These adjustments to the Silver Ravens do not require the PCs to take any additional time outside of their standard actions during the week; they occur regardless of actual PC interaction. Now and then, the PCs might directly interact with the rebels, but for the most part, the group's development happens on a weekly basis. As the campaign progresses, refer back to the entries below as needed to expand and grow the Silver Ravens!

Rank: The rebellion starts at rank 1, and can progress as high as rank 5 during the first adventure, “In Hell's Bright Shadow.” This maximum rank will be extended to higher limits as the Adventure Path continues. The rebellion's rank is set by the number of supporters the rebels have, and increases according to that number (see Table 1: Rebellion Advancement). Although you can lose supporters during play, the rebellion's rank doesn't decrease if your current number of supporters drops below the lower threshold for that rank.

Max. Rank: The Rebellion's initial maximum rank is 5. As the Adventure Path progresses, this maximum will increase until hitting its final maximum of 20.

Focus: When your party gains control of the Silver Ravens, you as a group must decide on what overall tactic your Rebellion will favor. If you want your organization to focus on political clout and popularity, select Loyalty

USING ULTIMATE CAMPAIGN

The rules presented here for the Silver Ravens as a rebel group build on the rules for organizations as presented in *Ultimate Campaign*... but aren't exactly the same. Note in particular that the rules for using an organization to earn capital have been significantly streamlined; gone are all forms of capital other than standard coinage, for example. In addition, building fortresses and hideouts are not part of this Adventure Path—Hell's Rebels assumes you'll utilize existing resources in the city of Kintargo as various bases of operation for the Silver Ravens rather than build entirely new locations. The focus of Hell's Rebels should be the PCs themselves, after all, not the complex minutiae of managing every tiny facet of the rebellion. If you wish to augment the rules here with the additional options for downtime from *Ultimate Campaign*, talk to your GM since some of these rules might interact strangely or in unintended ways.

as the Rebellion focus. If you want your group to remain sneaky and subtle in its opposition of the government, select Secrecy as its focus. If you want your group to be scrappy and eager to get in fights against Thrune's agents, select Security as its focus.

Membership: The rebellion starts with a number of members equal to the number of PCs in your party. This is the total number of officers, allies, and individual team members in your organization. Note that this number doesn't directly impact the rebellion's statistics, and is included primarily for flavor.

Supporters: The rebellion starts with 0 supporters. This is the number of individuals among Kintargo's populace (not counting actual members of the Silver Ravens) who directly support the rebellion. Your rebellion's total number of supporters are analogous to a character's experience points in this way, but they also each represent a specific individual person in Kintargo. If something causes your total supporters to drop below the minimum amount you initially needed to achieve a rank, the rebellion takes no additional penalties, other than simply needing to gain even more supporters to achieve the next rank. The rebellion can never have more supporters than Kintargo's current population or fewer than 0 supporters.

Population: This number tracks the current population of the city of Kintargo, which it starts at 11,900. This number will fluctuate during the campaign, but will trend downward as the violence continues to whittle away at the citizenry. When and if the Silver Ravens succeed at overthrowing Barzillai Thrune, the city's final population on that day will determine any additional experience

point rewards you earn. Increasing your supporters draws from the city's existing population, but does not add more people to Kintargo's actual population. Sometimes when you lose supporters, the same number decreases the city population (such as in the case of Thrune agents executing several supporters during the adventure).

Treasury: The rebellion starts with 10 gp in its treasury. The rebellion requires gold now and then to perform certain actions or in response to unexpected events. In addition, some teams can earn gold for the rebellion. Use this line on the sheet to track the current amount of money kept in the rebellion's coffers. You can add to this treasury with your own characters' funds during the Upkeep phase; likewise, you can withdraw funds from the treasury during the Upkeep phase, but keep in mind that if your treasury doesn't meet its minimum, the rebellion and its supporters grow nervous.

Min. Treasury: The minimum treasury value for the rebellion is equal to the rebellion's rank \times 10 gp; when your treasury total is below the minimum, the rebellion's morale suffers as supporters get the idea that there might not be enough funds in the weeks to come to handle unexpected setbacks or seek more supporters.

Notoriety: The Rebellion starts with a Notoriety score of 0. House Thrune and the church of Asmodeus determine the rebellion's Notoriety score. If they see the Silver Ravens as more of a threat, your Notoriety score increases. The value ranges from 0 to 100. At times, you'll need to roll a Notoriety check (roll d%). If the result is less than or equal to the Silver Ravens' current Notoriety score, House Thrune (or another agency) takes note of the rebels and

something bad happens to the rebellion (as determined by the GM using guidelines from each adventure). So you want to roll above your Notoriety score as often as possible. Your Notoriety score can never be more than 100. If it reaches 100, though, House Thrune cracks down and begins rounding up and executing suspected Silver Raven sympathizers, simultaneously reducing the Silver Ravens' supporters and the city's total population.

Organization Checks: The rebellion's ability to get things done and likelihood of withstanding setbacks are governed by its three Organization checks—Loyalty (the ability to be diplomatic and recover from effects such as low morale), Secrecy (the ability to trick enemies and accomplish tasks without being noticed), and Security (the ability to intimidate and recover from things such as sickness or battle). Each base check bonus is determined by the rebellion's rank and whether or not it is the rebellion's focus (see Table 1). Each check is further modified by the currently active officers (see page 23).

Rebellion Actions: Every week, the rebellion can take a number of actions, depending on its rank (see Table 1). This number can be increased by officers, unique allies, and certain events. (Your GM has details on these opportunities as they appear during the course of the adventure.)

Available Actions: At the beginning of the campaign, the rebellion can only take specific actions during the Activity phase, as specified on the Rebellion Sheet. As the rebellion recruits teams, it unlocks additional actions. See pages 27–30 for a complete list of rebellion actions.

Event Chance: At the end of every week, events can occur to aid or endanger the Silver Ravens. The base

TABLE 1: REBELLION ADVANCEMENT

Rank	Supporters	Focused Check	Secondary Checks	Rebellion Actions	Max Teams	PC Boon
1	9 or fewer	+2	+0	1	2	—
2	10–14	+3	+0	2	2	Training +1
3	15–19	+3	+1	2	3	Gift (potion)
4	20–29	+4	+1	2	3	Title (Guardian)
5	30–39	+4	+1	2	4	1,200 XP
6	40–54	+5	+2	2	4	Gift (750 gp)
7	55–74	+5	+2	3	4	Training +2
8	75–104	+6	+2	3	5	Gift (armor or wand)
9	105–159	+6	+3	3	5	Title (Sentinel)
10	160–234	+7	+3	3	5	3,200 XP
11	235–329	+7	+3	4	6	Gift (3,000 gp)
12	330–474	+8	+4	4	6	Training +3
13	475–664	+8	+4	4	6	Gift (wand or weapon)
14	665–954	+9	+4	4	6	Title (Warden)
15	955–1,349	+9	+5	5	7	6,400 XP
16	1,350–1,899	+10	+5	5	7	Gift (8,000 gp)
17	1,900–2,699	+10	+5	5	7	Training +4
18	2,700–3,849	+11	+6	5	7	Gift (magic item)
19	3,850–5,349	+11	+6	6	7	Title (Savior)
20	5,350 or more	+12	+6	6	8	25,600 XP

chance of an event occurring is equal to Kintargo's danger rating; at the start of the Adventure Path, this chance is 20%. This is further modified by the rebellion's current Notoriety score. If no event occurs during an Event phase, put a mark in the "x2" box just to the right of your event chance; events are twice as likely to occur if no event took place in a prior week.

Active Events: Many events have effects that extend through the week, and that can affect both your characters and the rebellion in the next week. Record your active events here. If an event is persistent, place a mark in the box just to the left of where you recorded the event. (See the sidebar on page 32 for more details on persistent events.)

Officers: Write the name of the PC (or special ally) on the line just to the right of the officer role that character is taking. Record any bonuses granted as appropriate. (See below for a full list of officer roles.)

Max. Teams: The rebellion can support a limited number of teams, as set by its rank (see Table 1) and modified by officer roles. Record your maximum number of teams here. Note that bonus teams you earn through play in the campaign do not generally count against this maximum.

Teams: Write down the specific teams currently recruited by the rebellion here. In the space for "Manager," record the officer in charge of that team—an officer can manage a number of teams equal to his or her Charisma bonus (minimum of 1). In the space for "Size," record the number of people on the team (do not include the manager in this count). In the space for "Bonus," record the manager's Charisma bonus (minimum of +0); the team modifies all Organization checks made when taking a rebellion action using this bonus. (Note that the Leadership feat and the Natural Born Leader campaign trait can further enhance this bonus.) If during the course of play a team becomes disabled or goes missing (see sidebar on page 25), place a mark in the appropriate box to the right of the team's entry.

Allies: Use this space to track allies the rebellion has gathered, along with the effects they grant.

PC BOONS

Each time the rebellion gains a rank (with the exception of rank 1), all PCs associated with the rebellion gain a boon (see Table 1). These boons are applied immediately and are permanent increases to the PCs involved. Only PCs gain these boons; NPC officers (such as cohorts) do not gain these effects.

Training: At rank 2, then again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents training the PC has gained through association with the increasing number of skilled workers and rebels who have joined the cause. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's

maximum rank in any skill remains unchanged; the PC can never have more ranks in any one skill than he or she has Hit Dice. Subsequent training bonuses can be applied to the same skill or a different skill, as the PC wishes.

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.

Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and self-confidence gained from the rebellion's growing strength.

With the title of Guardian at rank 4, each PC gains one of the following as a bonus feat: Alertness, Deceitful, Persuasive, or Stealthy.

With the title of Sentinel at rank 9, each PC gains one of the following as a bonus feat: Great Fortitude, Iron Will, or Lightning Reflexes.

With the title of Warden at rank 14, each PC gains one of the following as a bonus feat: Fleet, Improved Initiative, or Toughness.

With the title of Savior at rank 19, each PC gains any feat for which he otherwise qualifies as a bonus feat.

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.

OFFICERS

The roles of officers are generally taken by PCs, although certain important NPC allies can serve as officers as well. Your GM has information on these NPCs. There are six different officer roles available, but the rebellion doesn't need all six of these roles to be filled. You can have multiple identical officers, but note that with the exception of the Recruiter, the bonuses granted by officers don't stack, so it's best if each character takes on a different officer role.

Demagogue: The officer adds his or her Constitution or Charisma modifier to the rebellion's Loyalty check.

Partisan: The officer adds his or her Strength or Wisdom modifier to the rebellion's Security check.

Recruiter: The number of supporters recruited during the Upkeep phase on a successful Organization check

is increased by the officer's character level. This bonus stacks with that provided by other recruiters.

Sentinel: The officer grants a +1 bonus to the rebellion's two secondary Organization checks, and can aid during all Organization checks attempted to resolve one event during the Event phase. The Sentinel can add her Constitution or Charisma modifier to a Loyalty check, her Strength or Wisdom Modifier to a Security check, or her Dexterity or Intelligence modifier to a Secrecy check made during this event's resolution.

Spymaster: The officer adds his or her Dexterity or Intelligence modifier to the rebellion's Secrecy check.

Strategist: The officer grants the Silver Ravens a bonus rebellion action during the Activity phase. Any Organization check made to resolve the effects of this bonus action gain a +2 bonus on the check.

TEAMS

A wide range of common teams is available for recruitment. Each grants different abilities, bonuses, and rebellion actions. As you play through Hell's Rebels, specialized groups or organizations you encounter can become available as unique teams to add to the Silver Ravens; your GM has details on these specialized teams. The rebellion can have a maximum number of teams as set by its rank (see Table 1).

There are four types of common teams—advisors, outlaws, revolutionaries, and traders. The Team Organization Chart below shows how teams can be upgraded.

A team stat block is organized as follows.

Name and Tier: This is the team's name. A Tier 1 team is the basic type of team, and must be recruited with the Recruit Team action. A Tier 2 team must be upgraded from a specific Tier 1 team; this requires the Upgrade Team action and an expenditure of gold. A Tier 2 team can then be further specialized into one of two Tier 3 options with a further Upgrade Team action and more gold.

Recruitment or Cost: This lists the Secrecy or Security check required to recruit the team (for Tier 1 teams) or the cost in gp to upgrade the team (for Tier 2 and Tier 3 teams). (Note: No teams are recruited via Loyalty checks; these checks are instead used to recruit new supporters via the Recruit Supporters action.)

Granted Action: This lists the rebellion action or actions the team allows the rebellion to take during the Activity phase.

Size: This is how many people make up the team. The exact number of people who make up the rebellion has no real mechanical effect, but knowing how many people are on a team can help you or the GM come up with names, personalities, and details for the individual members of the group if you wish to go into that level of detail in your Hell's Rebels campaign.

Upgrade: This lists what the team upgrades from and upgrades to.

Finally, a short description of the team's role in the organization is given.

ADVISORS

Advisors control the flow of information and help shape the public persona of the Silver Ravens.

STREET PERFORMERS (TIER 1 ADVISORS)

Recruitment Secrecy DC 10

Granted Action Gather Information

Size 6 people

Upgrades To rumormongers

Street performers can spread the word of the Silver Ravens through art while keeping an ear to the ground for rumors.

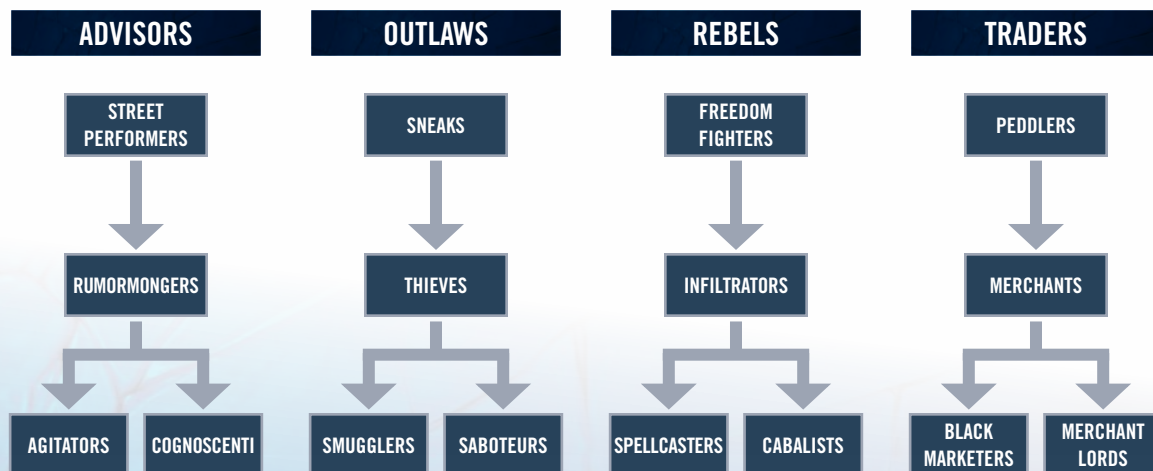
RUMORMONGERS (TIER 2 ADVISORS)

Cost 50 gp

Granted Actions Gather Information and Spread Disinformation

Size 6 people

TEAM ORGANIZATION CHART



Upgrades From street performers; **Upgrades To** agitators or cognoscenti

These specialized street performers cannot only gather information, but can spread lies and confusing rumors to throw the government off the Silver Ravens' tracks.

AGITATORS (TIER 3 ADVISORS)

Cost 200 gp

Granted Actions Gather Information, Spread Disinformation, and Urban Influence

Size 6 people

Upgrades From rumormongers

Agitators are highly specialized rumormongers capable of influencing the very nature of Kintargo's society with their whispers and scuttlebutt.

COGNOSCENTI (TIER 3 ADVISORS)

Cost 200 gp

Granted Actions Gather Information, Knowledge Check, and Spread Disinformation

Size 6 people

Upgrades From rumormongers

A group of cognoscenti are experts in a wide range of diverse fields; they can be consulted for advice or information of all sorts.

OUTLAWS

Outlaws use what would normally be considered criminal activity to support the Silver Ravens.

SNEAKS (TIER 1 OUTLAWS)

Recruitment Secrecy DC 15

Granted Action Secure Cache

Size 3 people

Upgrades To thieves

A team of sneaks can secure minor caches of equipment for later use throughout the city, but not in dangerous sites.

THIEVES (TIER 2 OUTLAWS)

Cost 250 gp

Granted Actions Activate Safe House and Secure Cache

Size 3 people

Upgrades From sneaks; **Upgrades To** saboteurs or spies

A thief is a more accomplished sneak, and is capable of providing a safe place for other outlaws to hide out or placing intermediate caches in risky locations.

SABOTEURS (TIER 3 OUTLAWS)

Cost 1,000 gp

Granted Actions Activate Safe House, Sabotage, and Secure Cache

Size 3 people

Upgrades From thieves

Saboteurs are specialists in the arena of undermining oppressive governments. They can also place major caches.

TEAM CONDITIONS

Teams can, through events or game play, gain one of two debilitating conditions—disabled or missing.

Disabled: When some of a team's members are compromised through injury, morale, sickness, or other effects, the team becomes disabled. A disabled team cannot be used for rebellion actions. A disabled team can be restored to full functionality at the start of the Upkeep phase by spending an amount of gold equal to the rebellion's current minimum treasury value. (At the GM's discretion, other specific actions taken by the PCs over and above their daily duties might be able to restore a disabled team as well.)

Missing: Sometimes an entire team meets with difficulty on a mission, and can become imprisoned, stranded, or otherwise prevented from returning to the Silver Ravens. A missing team still counts against the maximum number of teams the rebellion can have, but cannot be used for rebellion actions. At the start of the Upkeep phase, a successful DC 15 Security check allows a missing team to return to action at the end of that week (and it can't be used for that week's actions). A natural 1 on this Security check means the team is lost and must be replaced.

SPIES (TIER 3 OUTLAWS)

Cost 1,000 gp

Granted Actions Activate Safe House, Covert Action, and Secure Cache

Size 3 people

Upgrades From thieves

Spies can provide safe havens in which rebels can hide, orchestrate covert actions against House Thrune, and are capable of stashing major caches in high-risk locations.

REVOLUTIONARIES

Revolutionaries take the cause to the streets and oppose the government with physical and magical power.

FREEDOM FIGHTERS (TIER 1 REVOLUTIONARIES)

Recruitment Security DC 15

Granted Action Reduce Danger

Size 6 people

Upgrades To infiltrators

Freedom fighters patrol the streets of Kintargo and are ready to step in to aid citizens who need help, but also serve to distract Thrune forces and track areas of danger in the city so the PCs can avoid trouble more efficiently.

INFILTRATORS (TIER 2 REVOLUTIONARIES)

Cost 250 gp

Granted Actions Reduce Danger and Rescue Character

BENEFITS OF LEADERSHIP

If you select the Leadership feat, your cohort can serve as a Recruiter. Rather than gain a set number of followers when you achieve a Leadership score of 10, your rebellion instead gains a Tier 1 bonus team. Each time you would normally gain a higher-level follower, you instead grant the Silver Ravens an additional Tier 1 bonus team, to a maximum of six bonus teams once you achieve a Leadership score of 21. In addition, if you have the Leadership feat and manage a team, you grant +2 bonus to all Organization checks attempted by that team during an Activity phase.

Size 6 people

Upgrades From freedom fighters; **Upgrades To** cabalists or spellcasters

A team of infiltrators is a highly trained group of freedom fighters capable of attempting daring rescues of imprisoned characters.

CABALISTS (TIER 3 REVOLUTIONARIES)

Cost 1,000 gp

Granted Actions Manipulate Events, Reduce Danger, and Rescue Character

Size 6 people

Upgrades From infiltrators

Cabalists are members of secret societies and have numerous ties to the aristocracy; their words can influence events across Kintargo.

SPELLCASTERS (TIER 3 REVOLUTIONARIES)

Cost 1,000 gp

Granted Actions Reduce Danger, Rescue Character, and Restore Character

Size 6 people

Upgrades From infiltrators

Spellcasters include clerics, wizards, and all other magic-using characters. They can help to restore a lost character, given the right resources.

TRADERS

Traders focus on manipulating Kintargo's markets and making money for the Silver Ravens.

PEDDLERS (TIER 1 TRADERS)

Recruitment Security DC 10

Granted Action Earn Gold

Size 6 people

Upgrades To merchants

Peddlers include artisans, laborers, street vendors, and anyone else who sells a specific type of good or service to bolster the Silver Ravens' treasury.

MERCHANTS (TIER 2 TRADERS)

Cost 50 gp

Granted Actions Earn Gold and Refresh Marketplace

Size 6 people

Upgrades From peddlers; **Upgrades To** black marketeers or merchant lords

Merchants can earn gold for the Silver Ravens, or they can move magic items through the marketplaces of Kintargo to bring in new stock.

BLACK MARKETEERS (TIER 3 TRADERS)

Cost 200 gp

Granted Actions Activate Black Market, Earn Gold, and Refresh Marketplace

Size 6 people

Upgrades From merchants

Black marketeers are similar to merchants, save that they maintain contacts with illegal sources and operate in the city's shadows, allowing the PCs to sell items at a slightly higher profit.

MERCHANT LORDS (TIER 3 TRADERS)

Cost 200 gp

Granted Actions Earn Gold, Refresh Marketplace, and Special Order

Size 6 people

Upgrades From merchants

Merchant lords function as merchants, save that they can arrange for special orders of high-cost items to be shipped to Kintargo at a slight discount to such an item's normal cost.

ALLIES

Allies are a special type of Silver Raven that can only be earned during play in the Adventure Path. They generally grant unique or special bonuses or rebellion actions. Your GM has information on allies and their effects as these special NPCs become available during the course of the campaign.

THE REBELLION IN PLAY

Once you take control of the Silver Ravens in the first adventure of Hell's Rebels, you'll take a quick break at the end of every week to maintain and lead the rebellion. You don't need to take any extra time to do this; the Silver Ravens' rebellion actions happen regardless of your character's day-to-day activities.

Each week, the rebellion acts over three phases that always occur in the following order.

Phase 1—Upkeep: Roll to determine supporter attrition. You lose additional supporters if your Notoriety score is 100 or your rebellion treasury is below its minimum.

Phase 2—Activity: Perform rebellion actions, up to the maximum number allowed by the Silver Ravens' current rank.

Phase 3—Event: Check whether any unusual events occur, and resolve those results.

UPKEEP PHASE

The key to the rebellion's growth is to constantly draw new supporters from Kintargo's populace. The primary way you do this is via the Recruit Supporters action. Unfortunately, standing against the government is exhausting and frightening, and every week, some of the rebellion's supporters will drift away. These supporters leave during your Upkeep phase in one of three ways (see Steps 1, 2, and 4, below). During your very first week, skip the Upkeep phase and proceed directly to the Activity phase.

The five steps of the Upkeep phase always play out in the following order.

Step 1—Supporter Attrition: Attempt a DC 10 Loyalty check. On a successful check, the rebellion only loses 1d6 supporters. If the check is a natural 20, the rebellion instead gains 1d6 supporters. On a failed check, the rebellion loses a number of supporters equal to 2d4 + the rebellion's rank.

Step 2—Notoriety Maximum: If your Notoriety score is 100, Thrune agents take action to round up and execute suspected supporters on trumped-up charges. This reduces both the rebellion's supporters and Kintargo's population by an amount equal to 1d20 + the rebellion's rank.

Step 3—Treasury Shortage: If the rebellion's treasury is below its minimum during Upkeep phase, the rebellion loses a number of supporters equal to 2d4 + the rebellion's rank.

Step 4—Increase Rank: Apply any adjustments to the rebellion's rank due to increased supporters from the previous week. This is the point at which the rebellion "levels up." It's possible, particularly in the early stages of the rebellion, to gain more than one rank if fortune has granted the Silver Ravens an unusually large increase in supporters since the previous Upkeep phase.

Step 5—Deposits and Withdrawals: Any rebellion officer can deposit or withdraw any amount of gold from or to the rebellion's treasury.

ACTIVITY PHASE

During the Activity phase, the rebellion can take a number of actions as set by the Silver Ravens' rank (see Table 1) and modified further by a Strategist or other unique allies or events. Rebellion actions can be taken in any order, but each requires a qualified team to take that action, and once assigned, that team can't take additional rebellion actions this phase.

The available actions are listed below. The teams that grant access to these actions are listed after each action name in parentheses. If you don't have an available team of that type, you can't take that action. An action with "no team required" doesn't require any team (it is assumed that the PCs themselves are taking these actions in their downtime during the week), but each of these actions still counts as one of your week's total available actions.

Activate Black Market (Black Marketeers): To activate a black market, you must attempt a DC 20 Secrecy check and spend 50 gp to smuggle goods and bribe officials. On a successful check, the Silver Ravens set up a black market for 1 week in Kintargo. During this week, the city's base value is doubled and all rolls to determine item availability increase from 75% to 90%. Furthermore, magic items sold to the black market sell for 55% of their normal price rather than 50%. On a failed check, your Notoriety score increases by 1d6.

Activate Safe House (Saboteurs, Spies, or Thieves): Your outlaw team secures a small building somewhere in Kintargo and sets it up as a safe house. You can select any building for this role, provided the building is not located in the Castle District or the Greens (final selection subject to GM approval). The building itself might be abandoned, or it might be a home or humble business run by a rebellion supporter. An activated safe house remains active for 1 week, during which time any characters recovered via the Rescue Character action can be brought to the site without fear. The building also presents a safe place to get food, recover, and rest without worrying about wandering monsters or other interruptions. A cache hidden in an active safe house can't be lost by the Cache Discovered event. Finally, for each active safe house, the rebellion gains a cumulative +1 bonus on Security checks, to a maximum bonus of +5.

Change Officer Role (No Team Required): One PC can change his or her officer role in the Silver Ravens. Allies and cohorts can't change their role with this action.

Covert Action (Spies): By taking this action, spies can work with any other team to hide any evidence that the rebellion was involved in an operation. This grants all d20 rolls made to resolve the rebellion act immediately following a Covert Action a bonus to the roll equal to the spies' manager's Charisma bonus. Furthermore, any Notoriety gained from this action is automatically reduced to the minimum amount possible. Alternatively, a Covert Action can be used to place a contact or stash of gear in a specific adventure site. Your GM will have information on these acts when they become relevant during the course of the campaign, but once you place a contact or stash in a site, it only remains for 1 week.

Dismiss Team (No Team Required): By taking the Dismiss Team action, you remove a team from the rebellion, freeing up that slot to recruit a new team. Attempt a DC 10 Loyalty check when you take this action. If you fail, your Notoriety score increases by 1d4 as disenfranchised team members' loose lips damage the rebellion's secrecy.

Earn Gold (Black Marketeers, Merchant Lords, Merchants, or Peddlers): Roll a Security check and multiply the result by the team's tier. The result of this check is how many gold pieces the team earned for the

week. Add this result to the Silver Ravens' treasury. If you roll a natural 1 on the Security check, you still earn gold, but your Notoriety score increases by 1d6.

Gather Information (Agitators, Cognoscenti, Rumormongers, or Street Performers): Attempt a DC 15 Secrecy check with a bonus equal to twice the team's tier. If you are successful, the team has gathered information for you. This can either be a randomly determined rumor (your GM has tables of rumors that change with each adventure) or a specific piece of local information that you could learn by making a Diplomacy check to gather information about that topic or individual. For certain topics or individuals, the DC might be higher than 15. If you roll a natural 1 on the Secrecy check, you don't automatically fail, but your Notoriety score increases by 1d6.

Guarantee Event (No Team Required): By deliberately lowering the organization's guard and increasing your Notoriety score by 1d6, you can guarantee an event occurs during the Event phase. If you perform this action, the

GM rolls twice and takes the lower roll as the actual result for the event.

Knowledge Check (Cognoscenti): The team of cognoscenti attempts to provide an answer to any question you could normally answer with a successful Knowledge check. Rather than roll a Knowledge check to provide this answer, roll a Secrecy check. Modify this result by Kintargo's Lore modifier + 1/2 the rebellion's rank. Treat the result as the DC achieved in the desired Knowledge category.

Lie Low (No Team Required): If you choose to take no rebellion actions at all during the phase, you can reduce your Notoriety score by an amount equal to the rebellion's total number of teams.

Manipulate Events (Cabalists): Cabalists are among the secret movers and shakers of Kintargo's society, and an idle comment or well-timed whisper from them can set into motion significant events. When your cabalists manipulate events, you automatically guarantee an event occurs during the following Event phase. The GM rolls twice on the table, and the manager of the cabalists gets to choose which of the two results take place. If the event is detrimental, the cabalists' manager can choose to add his or her Charisma modifier to any d20 rolls made as a result of the check to further influence the outcome.

Recruit Supporters (No Team Required): This check can only be made once per Activity phase. By spending an amount of gold equal to the rebellion's minimum treasury value, you can attempt to recruit additional supporters. To do so, attempt a Loyalty check. The DC of this check is equal to 10 + the rebellion's rank. On a successful check, increase the rebellion's supporters by 2d6 + any bonuses granted by Recruiter officers. If you roll a natural 1 on the Loyalty check, you don't automatically fail, but your Notoriety score increases by 1d6. You can't take this action if the rebellion is at its current maximum rank.

Recruit Team (No Team Required): You can attempt to recruit a new team as long as you are not already at the maximum number of teams allowed (discounting bonus teams). The DC and specific Organization check required to recruit the team depend on the type of team being recruited. If you roll a natural 1 on the Organization check, you don't automatically fail, but your Notoriety score increases by 1d6.

Reduce Danger (Cabalists, Freedom Fighters, Infiltrators, or Spellcasters): A successful DC 15 Security check reduces Kintargo's danger rating by 5 (to a minimum of 0) for the following week (including the event rolled during the following Event phase). For every 10 points by which you exceed this check, you reduce the danger rating by an additional 5. On a failed check, your Notoriety score increases by 1d4 and Kintargo's danger rating increases by 5 for the next Event phase and following week.



Refresh Marketplace (Black Marketeers, Merchant Lords, or Merchants): By expending 100 gp on bribes and other expenses, the team removes the currently available specific magic items for sale from distribution. The GM rolls up new magic items randomly to determine what items become available at the end of the following week. If you use a Tier 3 team to refresh the marketplace, you can ask the GM to reroll one magic item result in each category (minor, medium, and major).

Rescue Character (Cabalists, Infiltrators, or Spellcasters): The team breaks into a prison or other secure site to rescue a captured character (either a PC or an NPC). To do so, attempt a Security check (DC = 10 + the captured character's level). A successfully recovered character can be brought to any location in Kintargo that is currently controlled by the rebellion (typically the current headquarters, but also any safe house activated by an outlaw team). A successful rescue increases your Notoriety score by an amount equal to the level of the rescued character. A failed rescue increases your Notoriety score by half this amount, but doesn't rescue the character. Note that certain NPCs can't be rescued by infiltrators, and must instead be rescued by the PCs themselves. The Rescue Character action only rescues one character per action.

Restore Character (Spellcasters): Your spellcasters can heal damage or remove debilitating conditions from a character. This action can be used to perform one of the following for the entire party for free: heal all ability score damage, heal all hit point damage, or receive one 3rd- or lower-level restorative spell (such as *dispel magic*, *remove blindness/deafness*, *remove disease*, or *remove paralysis*). It can also provide the effects of a *break enchantment* spell, a *raise dead* spell, a *restoration* spell, or a *stone to flesh* spell on an individual (not party) basis. The body or remains of the character to be restored must be brought to the Silver Ravens' headquarters (possibly requiring a separate successful Rescue Character action). These greater spell effects are provided via scroll use, and require an expenditure of gold equal to the cost of the scroll in question (1,125 gp for *break enchantment*, 6,125 for *raise dead*, 1,700 gp for *restoration*, and 1,650 gp for *stone to flesh*). Additional restorative effects might be available at the GM's discretion.

Sabotage (Saboteurs): Your saboteurs attempt to damage a structure or meddle with the political machinations of House Thrune or the church of Asmodeus. With a successful DC 20 Secrecy check, Thrune and church agents are distracted for the following week, and all Organization checks you make during that week gain a +2 bonus. In addition, reduce your Notoriety score by 2d6. On a failed check, the sabotage backfires and reduces both your supporters and Kintargo's population by 2d6. Alternatively, the Sabotage action can also be used to attempt location-

CACHES

A cache is a small, hidden stash of supplies placed in a strategic location for later use. Most caches consist of healing and other restorative magic, but any combination of items fitting the overall restrictions can be stashed.

Minor Cache: A minor cache can weigh no more than 5 pounds, and can be worth no more than 900 gp in all. Securing a minor cache requires a DC 15 Secrecy check.

Intermediate Cache: An intermediate cache can weigh no more than 10 pounds, and can be worth no more than 2,500 gp in all. Securing an intermediate cache requires a DC 20 Secrecy check.

Major Cache: A major cache can weigh no more than 20 pounds, but can be worth any amount. Using a *bag of holding*, *portable hole*, or similar extradimensional storage item expands the weight limit of major caches. Securing a major cache requires a DC 30 Secrecy check.

specific deeds that will affect adventuring that takes place in those locations. Your GM will have information on these acts when they become relevant during the course of the campaign.

Secure Cache (Saboteurs, Sneaks, Spies, or Thieves): You can arrange for a cache of equipment to be hidden somewhere in Kintargo. Doing so requires purchasing the items in question (or simply providing the team with items already owned) and a successful Secrecy check to stash the items. Caches come in three categories—minor, intermediate, and major (see the sidebar above). Sneaks can only secure minor caches, while thieves can secure minor or intermediate caches, and both saboteurs and spies can secure all three categories. You can have the team secure an outdoor cache in any location in Kintargo (such caches are typically hidden in alleys or parks or other relatively out-of-the-way areas) or inside a specific structure. When placed in a specific structure, the cache is typically hidden near the entrance, but additional locations are available in certain buildings. (Your GM has this information as it is needed.) Placing a cache inside of "enemy territory" (subject to the GM) increases the DC by 5 to 10. Make sure to keep track of the locations you've hidden caches and what kinds of caches they are! See the sidebar above for DCs and additional details on the three categories.

Special (No Team Required): Sometimes an officer must take a Special action to deal with the results of a previous week's event or a development in the course of an adventure. The nature of these Special actions vary wildly, and rules for how they work can be found in the event or development that calls for them.

TABLE 2: REBELLION EVENTS

d%	Event
1-4	Week of Secrecy
5-8	Successful Protest
9-14	Diminished Peril
15-20	Donation
21-28	Increased Support
29-38	Marketplace Boom
39-48	All Is Calm
49-51	Roll Twice
52-59	Snitch
60-63	Rivalry*
64-67	Dangerous Times*
68-71	Missing in Action
72-75	Cache Discovered
76-79	Increased Patrols*
80-83	Low Morale*
84-87	Sickness*
88-91	Disabled Team
92-95	Dissension in the Ranks*
96-99	Invasion
100-103	Failed Protest
104-107	Ally in Peril
108-111	Disastrous Mission
112-115	Traitor
116-119	Diabolic Infiltration
120+	Inquisition*

Special Order (Merchant Lords): By relying on contacts in other cities throughout the Inner Sea region, a team of merchant lords can place a special order for a specific expensive item that costs more than Kintargo's base value and is not currently available in the city's shops. The cost for the item in question must be paid up front (although the actual price includes a 5% discount due to the merchant lords' expertise at haggling), and it is delivered to Kintargo in 2d6 days. (For an additional cost of 900 gp, this delivery time can be reduced to 1 day by having the item delivered by teleportation. This additional cost is equal to the cost of two *teleport* spells, since the deliverer's return trip must also be accounted for.) The GM has final say on whether or not an item is available for special order.

Spread Disinformation (Agitators, Cognoscenti, or Rumormongers): The team spreads false information about the rebellion throughout Kintargo. With a successful DC 20 Secrecy check, reduce your current Notoriety score by 1d6. For every 10 points by which you exceed this DC, reduce your Notoriety score by an additional 1d6. If you fail the check by 5 or more, your Notoriety score is instead increased by 1d6.

Upgrade Team (No Team Required): By spending the amount of gold pieces listed for an upgraded team's cost, you can upgrade a lower-tier team to that new type of

team. A single team can be upgraded only once per week, but you can upgrade as many different teams as you can afford in gold and rebellion actions for that week.

Urban Influence (Agitators): Your agitators work to manipulate Kintargo's modifiers. Spend 100 gp to fund the influence, then choose one of the following settlement modifiers: Corruption, Crime, Economy, Law, Lore, or Society. Adjust one of those modifiers by 2 in either direction for 1 week.

EVENT PHASE

Once all rebellion actions are resolved, the GM checks to see if a special event happens. The percentage chance of an event occurring is equal to Kintargo's current danger rating + the Silver Ravens' current Notoriety score. If no event occurred the previous week, the chance of an event occurring is doubled. (This doubling only happens once, regardless of how many non-event weeks have accumulated.) The minimum chance for an event to occur is 10%, while the maximum is 95%. If an event occurs, the GM rolls and consults Table 2: Rebellion Events above to see what happens.

When the GM rolls on the event table, add Kintargo's current danger rating to the result. Events listed with an asterisk (*) can become persistent events (see the sidebar on page 32). Other events have a "mitigation" listed; these allow officers to attempt skill checks or take other actions to lessen the event's effects by making a specific roll. If you roll an event that can't take place (such as by rolling "Rivalry" when the Rebellion has only one or zero teams), reroll the event until you generate one that makes sense.

All Is Calm: No event occurs this week or next week; gain a +1 bonus on all Security checks made during the next week. If you roll All Is Calm as a second event, it does not cancel the effects of the first event but still prevents an event from happening next week. An eventless week caused by this event does not raise the chance of an event occurring in the week after.

Ally in Peril: One of your allies, randomly determined, is put in peril. Attempt a Security check (DC = 20 – the ally's level; minimum DC 10). If the check is a success, the ally is merely missing for a week. During the next Upkeep phase, attempt a new Security check against the same DC. If that check is successful, the ally returns with a harrowing story or the like of how he or she had to flee or lie low for a time, but if that check is a failure, the ally has been captured. If you fail the initial check, the ally is also captured. The GM decides who captured the ally and where he or she is being held prisoner, but in most cases, the ally can be rescued by a successful Rescue Character action.

Cache Discovered: Randomly determine one of your current caches hidden in Kintargo. That cache has been discovered, and its contents are lost. If you have no

caches hidden at this time, Asmodean inquisitors instead capture some of your supporters; reduce your supporters and Kintargo's population by 1d6.

Dangerous Times*: The streets of Kintargo have grown particularly dangerous. For the following week (including the next week's events, if any), increase Kintargo's danger rating by 10. If you roll Dangerous Times twice in one Event phase, it becomes persistent. *Mitigation:* If a rebellion officer succeeds at a DC 20 Intimidate check to spread word about the rebellion's strength, the danger rating increase is halved.

Diabolic Infiltration: One of the Silver Ravens is in fact a magically disguised devil, or has been possessed by a diabolic spirit. Roll 1d6; if you roll a 6 (and each time thereafter you roll a 6), roll another 1d6 and add those results together. The final result tells you the number of weeks that the infiltration has persisted unnoticed until this event reveals the truth; the infiltration cannot last more weeks than the Silver Ravens have been active. Increase your Notoriety score by 1d6 for each week that the infiltration was active; a successful DC 15 Loyalty check halves this Notoriety gain. *Mitigation:* If an officer makes a successful DC 20 Sense Motive check, the infiltration is noticed early. Halve all results for determining the number of weeks the infiltration has been afflicting the rebellion.

Diminished Peril: The streets of Kintargo are unusually safe. For the following week (including the next week's events, if any), decrease Kintargo's danger rating by 10.

Disabled Team: Randomly determine one of your teams that was committed to an action this week. That team accomplished its goal, but took some damage during the mission and became disabled. The team cannot be used for a rebellion action during the next week. If no teams were committed to an action during the week, treat this event as a result of Dangerous Times. *Mitigation:* If you spend gold equal to your current minimum treasury value, you can restore the disabled team to full health.

Disastrous Mission: Randomly determine one of your teams that was committed to an action this week. That team accomplished its goal, but took significant damage in the process. Attempt a DC 20 Security check. If you are successful, the team becomes disabled. If you fail this check, the team is destroyed and must be replaced. In any event, increase your Notoriety score by 1d6. If no teams were committed to an action during the week, treat this event as a result of Dangerous Times.

Dissension in the Ranks*: Personality conflicts among the Silver Ravens have compromised cooperation. For the next week (including the next week's events, if any), all Organization checks take a -4 penalty. If you roll Dissension in the Ranks twice in one Event phase, it becomes persistent. *Mitigation:* If a Silver Ravens officer

makes a successful DC 20 Diplomacy check to soothe over the dissension, this penalty is reduced to -2.

Donation: One or several of your wealthier supporters have donated food, gold, and supplies to the Silver Ravens. Roll a Loyalty check. The Rebellion treasury gains gold equal to the result of this check × 20.

Failed Protest: Your supporters have failed in a protest against House Thrune or the church of Asmodeus. Reduce your total supporters (and Kintargo's population) by 2d6. *Mitigation:* A successful DC 25 Security check negates this reduction. Regardless of that outcome, randomly determine one of Kintargo's settlement modifiers—Corruption, Crime, Economy, Law, Lore, or Society. For the next week, this modifier is decreased by 4.

Increased Patrols*: Dottari patrols on the streets of Kintargo are increased this week, resulting in heightened security. For the next week (including the next week's events, if any), all Secrecy checks take a -4 penalty. If you roll Increased Patrols twice in one Event phase, it becomes persistent. *Mitigation:* If a Silver Ravens officer makes a successful DC 20 Survival check to study the patrol routes and interpret the patterns, this penalty is reduced to -2.

Increased Support: An unexpected number of new supporters join the cause. Increase the rebellion's supporters by 2d6.

Inquisition*: Thrune and the church have grown tired of the rebellion, and for the following week, the rebellion loses twice as many supporters as indicated whenever supporters are lost. In addition, the bonuses and penalties applied to Kintargo's modifiers by the city's martial law disadvantage are doubled for the week. If you roll Inquisition twice in one Event phase, it becomes persistent. *Mitigation:* By taking the Lie Low action, the rebellion can end a persistent Inquisition by making a successful DC 20 Secrecy check.

Invasion: A dangerous creature has invaded! The GM rolls or selects a wandering monster from the encounter tables available to her in the adventures, and you must step in to fight this intruder. The location in which the invasion occurs is selected by the GM. If you choose not to deal with the invader in person, the Silver Ravens themselves handle the situation, but in doing so, 1d4 randomly determined teams are lost and 1d4 randomly determined teams are disabled. In addition, the party's failure to handle the invader causes the rebellion to gain a persistent Low Morale event.

Low Morale*: Things in Kintargo have begun to overwhelm the rebels with a sense of hopelessness and despair. For the next week (including the next week's events, if any), all Loyalty checks take a -4 penalty. If you roll Low Morale twice in one Event phase, it becomes persistent. *Mitigation:* If a Silver Ravens officer makes a successful DC 20 Perform check to entertain the rebels and raise spirits, this penalty is reduced to -2.

PERSISTENT EVENTS

Sometimes an event becomes persistent. In this case, the event does not go away after 1 week, but continues to affect the Silver Ravens week after week. If you can mitigate the event, mitigation lasts only 1 week, forcing you to attempt new mitigations every week. Once every four weeks, you can attempt to end a persistent event by spending money equal to twice the Silver Ravens' current minimum treasury value. Once this cost is paid, you can attempt to mitigate the event at once (this check takes a -4 penalty to the roll). If you succeed at this attempt, the persistent event immediately ends.

Note that certain accomplishments in the course of the Adventure Path give you the opportunity to end persistent events automatically, but these occasions are few and far between.

Marketplace Boom: A new minor, new intermediate, and new major magic item become available for sale in Kintargo's markets. The GM randomly determines what items are for sale and where they can be purchased.

Missing in Action: Randomly determine one of your teams that was committed to an action this week. That team accomplished its goal, but soon thereafter went missing. The missing team still counts against the maximum number of teams the rebellion can have. During the next Upkeep phase, attempt a DC 15 Security check. If you're successful, the team is rescued or returns to base, but must wait until the next week to be used for rebellion actions. If you fail, the team remains missing for another week. If you roll a natural 1 on this Security check, the team is lost. If no teams were committed to an action during the week, treat this event as a result of Dangerous Times.

Rivalry*: Choose two random teams; those teams have developed an unhealthy but temporary rivalry. During the next Activity phase, you can't use either of these teams to take actions. If you roll Rivalry twice in one Event phase, it becomes persistent. *Mitigation:* If a Silver Ravens officer makes a DC 20 Bluff, Diplomacy, or Intimidate check to deal with the rivalry, it ends.

Roll Twice: Roll two times. Both events occur this phase, in the order they are rolled. Multiple rolls of Roll Twice stack.

Sickness*: Contagion has spread through the ranks, leaving your rebels listless and sickly. For the next week (including the next week's events, if any), all Security checks take a -4 penalty. If you roll Sickness twice in one Event phase, it becomes persistent. *Mitigation:* If a Silver Ravens officer makes a successful DC 20 Heal check to treat the sickness, this penalty is reduced to -2.

Snitch: One of your supporters is a snitch who has been leaking rumors and information about the Silver Ravens to House Thrune and the church of Asmodeus. Attempt a DC 15 Loyalty check. If you are successful, reduce your supporters by 1, but you need fear no further repercussions as your other loyal supporters have handled the situation. If you fail this Loyalty check, reduce your supporters by 1 and your Notoriety score increases by 1d6.

Successful Protest: Your supporters have successfully protested against House Thrune or the church of Asmodeus. Increase your total supporters by 2d6. Select one of the following settlement modifiers—Corruption, Crime, Economy, Law, Lore, or Society. For the next week, this modifier is increased by 4.

Traitor: One of the Silver Ravens is revealed to be a traitor! Randomly determine one team from all of your teams; that team is the one that housed the traitor. That team becomes disabled after the traitor is uncovered. If you make a successful DC 20 Loyalty check, the traitor has been discovered before he or she could significantly damage the Silver Ravens and you can either attempt to redeem, execute, exile, or imprison the traitor. If you fail this Loyalty check (or if you do not take any of the previously four mentioned responses), the traitor escapes and the Silver Ravens' Notoriety score increases by 2d6. If you wish to attempt to redeem a captured traitor, you must first imprison him or her, then take a Special Action during the next Activity phase, during which the Silver Ravens must make a successful DC 20 Loyalty check. If you succeed, the traitor changes allegiance, your disabled team is no longer disabled, and you need not fear an increase in your Notoriety score in the future from this particular one-time traitor. Each time you redeem a traitor in this way, you automatically gain 1d6 supporters at the start of the next Upkeep phase. If you capture and execute the traitor, you prevent any increase in your Notoriety score but damage the Silver Ravens' morale, causing the rebels to suffer from a persistent Low Morale unless you make a successful DC 20 Loyalty check. If you capture and wish to exile the traitor, you must make a successful DC 25 Security check to convince the traitor to never return to Kintargo. Failure results in an increase of 2d6 to your Notoriety score as the traitor sneaks back into the city to report to Barzillai Thrune. If you capture and imprison the traitor, you must make a successful DC 20 Secrecy check during every Upkeep phase until you choose to execute, exile, or successfully redeem the traitor. If you fail this Secrecy check, the traitor escapes and the rebellion's Notoriety score increases by 2d6. If the Silver Ravens do not currently have any teams, treat this event as no event.

Week of Secrecy: The rebellion is poised to have an excellent week, due to internal squabbling among Lord-Mayor Thrune's minions and the church. All Organization checks made for the next week gain a +6 bonus, and double the amount of supporters gained.

$$= \text{RANK} \times 10$$
[illegible]

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