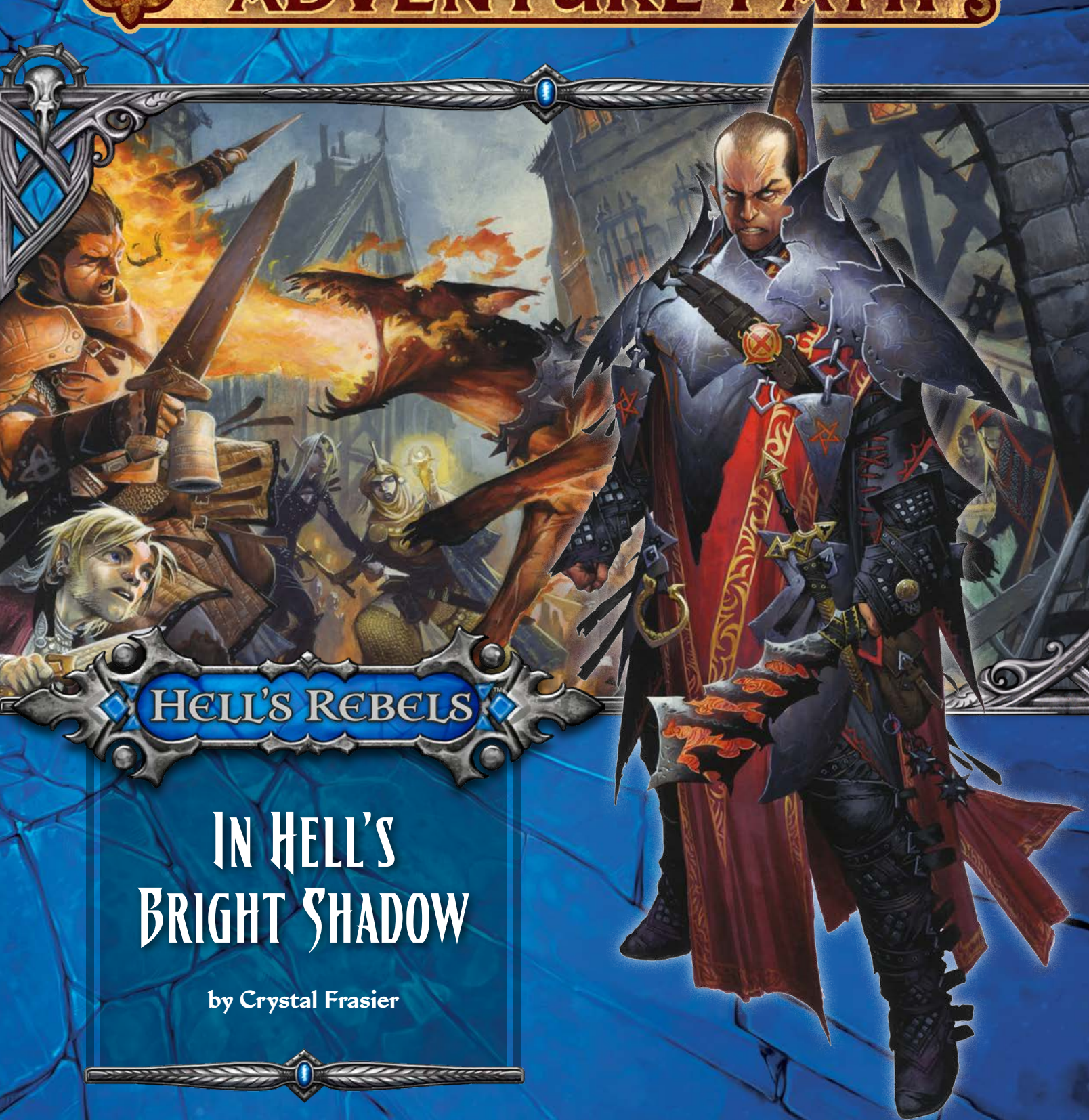


PATHFINDER[®]

ADVENTURE PATH[™]



HELL'S REBELS[™]

IN HELL'S
BRIGHT SHADOW

by Crystal Frasier

KINTARGO



Yolubilis River

Night Road

Silver Road

Yolubilis River

Ravounel Road

LONG ROADS COFFEEHOUSE

VICTOCORA RUINS

THE THRASHING BADGER

CLENCHJAW'S

THE SILVER STAR

HOCUM'S FANTASMAGORIUM

CRISSALI'S FINE TOMES

KINTARGO OPERA HOUSE

HUMBRIGHT HOUSE

SALLIX SALTWORKS

ARIA PARK

TOOTH FAIRY TERRITORY

RECENT MURDER

TOOTH FAIRY DEN

FAIR FORTUNE LIVERY

ARGO ISLE



PATHFINDER ADVENTURE PATH

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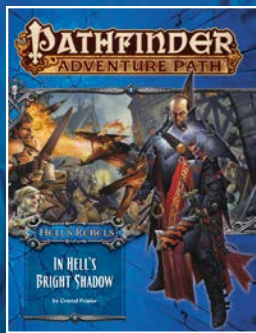
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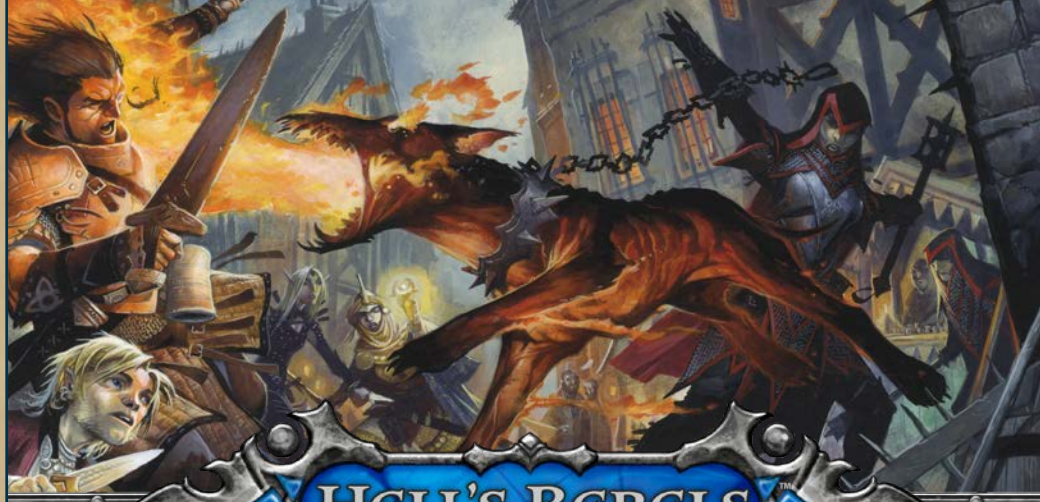
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ON THE COVER



Wayne Reynolds kicks off the Hell's Rebels Adventure Path by giving us a good look at the architect of the mayhem in Kintargo—the man the Silver Ravens are destined to face off against not once, but twice: High Inquisitor Paracount Lord-Mayor Barzillai Thrune!



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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.

Advanced Class Guide
Advanced Player's Guide
Advanced Race Guide
Bestiary 4

ACG
APG
ARG
B4

Inner Sea Gods
The Inner Sea World Guide
Paths of Prestige
Ultimate Equipment

ISG
ISWG
POP
UE



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DOWN WITH THRUNE!

Welcome to the sixteenth Pathfinder Adventure Path! With Hell's Rebels, we're returning to the nation we first visited with the launch of the Pathfinder Roleplaying Game—not once, but twice! In Hell's Rebels, players get the chance to stand up to the Thrice-Damned House of Throne and wrest a not-insignificant chunk of Cheliaz away from infernal control, but in 7 months they'll get a chance to offer a rebuttal with the Hell's Vengeance Adventure Path: Paizo's first campaign designed specifically for evil characters.

The events of both of these Adventure Paths are assumed to play out simultaneously, but won't directly overlap with each other. Both adventures are triggered when a group of eager Iomedaeen knights manage the unlikely feat of defeating the formidable Hellknight Order of the Godclaw. With the recovery of a sacred Iomedaeen artifact, these champions of the Glorious Reclamation set their sights on Cheliaz itself and begin

fostering uprisings and rebellions throughout the nation. The Chelish government's response is to crack down hard, putting its major cities under martial law and forcing the Glorious Reclamation into the hinterlands for a time. In Hell's Rebels, the man who brings martial law to the city of Kintargo is both a Throne and an inquisitor of the church of Asmodeus, and it's against him that your rebels will fight in this campaign.

The Glorious Reclamation has no direct role to play in Hell's Rebels other than to serve as an initial catalyst and distant background flavor for what's going on in the rest of Cheliaz while the events of Hell's Rebels play out. The next Adventure Path, Hell's Vengeance, will put the PCs in the role of evil characters allied with House Throne who face off against the Glorious Reclamation; further information about this upstart faction of Iomedaeen knights will be found in that campaign's offerings. No NPCs in Hell's Rebels have any ties to the Glorious

Reclamation. Indeed, the few Iomedaeans who are present in Kintargo share the bulk of that faith's opinion that the knights of the Glorious Reclamation, while they might have their hearts in the right place, are moving too quickly and aggressively against House Thrune in an ill-advised and ill-timed revolt that will cause too much pain and anguish to be justified in the end. Just how much pain and anguish becomes involved will be addressed in Hell's Vengeance.

THRUNE'S PROCLAMATIONS

One of Barzillai Thrune's first acts as lord-mayor is to issue seven proclamations. These decrees are presented in the *Hell's Rebels Player's Guide* (available to download for free at paizo.com/pathfinder), but are reprinted here, along with some additional notes for you on how to handle the PCs' interactions with these unjust and darkly whimsical new laws. The proclamations are posted in public places for all to see, and when new ones are set in place, town criers march through the city streets announcing them.

Proclamation the First: All slayers of city pests (hereby defined as doves, mice, and ravens) who present said pests to the dottari shall be rewarded with a bounty of 1 copper piece.

As this Adventure Path proceeds, the city guard is increasingly inundated with these creatures by the city's poor and desperate; after a few weeks, Thrune rescinds this proclamation with an announcement to the effect of "Kintargo's streets and eaves have been liberated from the blight of pests, and from this point forward, no further bounties shall be offered for their presentation to the dottari." Until this point, a PC who wishes to spend time hunting these pests can spend 2d4 hours per day to attempt a single Survival check—the result is the number of pests, and thus the number of cp, earned for that day.

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 Majestrix Queen Abrogail II. Said portrait must measure no less than 11 by 17 inches.

Barzillai makes affordable portraits available for sale to the public at a customer-friendly price of 10 gp each. Handcrafted portraits of the proper size may be substituted, provided they are created with a Craft DC of 20 or higher. If the guards learn a business is ignoring this proclamation, they issue a writ giving the business owner 1 week to correct the error—each week that the error goes uncorrected, the owner is fined 20 gp. Failure to pay more than 4 weeks in a row results in the business being seized by the government.

Proclamation the Third: Anyone who captures, alive and unharmed, a feral dog of a weight exceeding 50 pounds is to be rewarded with a payment of 2 silver pieces upon transfer of the dog to the dottari. Such noble guardian creatures should find homes worthy of their kind!

Many of these feral dogs are destined to be used for a new form of excruciation called "doghousing," which swiftly increases public

discontent. A PC who wishes to capitalize on this proclamation can scour the streets or sewers for feral dogs by spending 1d4 hours and attempting a DC 15 Survival check. If the PC succeeds at the check, the party encounters 1d3 feral dogs of the proper size (use the statistics for a riding dog on page 87 of the Pathfinder RPG Bestiary). If the PC fails the check by 5 or more, the party instead automatically has a wandering monster encounter (see page 81).

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.

Anyone caught wearing fine embroidered clothing must turn over the clothing to the government and pay a fine equal to 10% the clothing's market value; failure to do so results in the clothing being impounded and the dissident being imprisoned in a guard tower for 1d4 days before being released. As a general rule, you should let the PCs decide whether anything they buy or begin this adventure owning counts as embroidered clothing—descriptions of magical items in this adventure indicate whether they are prohibited for the purposes of this proclamation. A successful Disguise check opposed by a guard's Perception check is all that's needed to hide worn embroidery from view.

Proclamation the Fifth: Grain is life! Should grain be spilled in public, it must be gathered, cleaned, and repackaged within the hour. Any person who allows grain to go ungathered after a spillage shall be fined 1 copper piece per grain.

If a spill happens, a successful DC 12 Perception check is required to gather up all grains. Failure incurs a fine of 2d100 cp. If no attempt is made to gather up the grain, the fine increases to 2d100+200 cp per pound of grain spilled. Failure to pay results in 2d6 days of incarceration in a guard tower.

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.

Anyone caught drinking tea after curfew is fined 10 gp; failure to pay the fine results in 1d4 days of incarceration in a guard tower.

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.

Being caught with mint candies, confections, or drinks incurs a 20 gp fine; failure to pay the fine results in 1d6 days of incarceration in a guard tower. Mint consumed or used in other forms is not illegal.


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After escaping a protest gone bad, the heroes seek to uncover clues about a group of legendary rebels called the Silver Ravens who helped defend the city of Kintargo during the Chelish Civil War.

PART 2: REBUILDING THE RAVENS 21

The heroes have taken up the mantle of the Silver Ravens, and must bring the rebellious spirit of Kintargo back to life! As the heroes quickly learn, though, much remains to be done to get the rebellion started.

PART 3: REDACTIONS AND REVENGE 37

Making contact with the Sacred Order of Archivists would be a significant boon for the Silver Ravens, but when it becomes apparent that Thrune has destroyed the order, revenge and recovery become the goals.

ADVANCEMENT TRACK

"In Hell's Bright Shadow" is designed for four characters and uses the medium XP track.



The PCs begin this adventure at 1st level.



The PCs should be 2nd level by the time they begin Part 2.



The PCs should be 3rd level before entering Hocum's Fantasmagorium.

The PCs should be 4th level by the adventure's end.

ADVENTURE BACKGROUND

Paracount Barzillai Thrune covets more than the throne of Cheliox. He wants to become Cheliox itself!

Even for a Thrune, Barzillai is something of an extremist. A sadist and an egomaniac, he straddles the divide between church and state—he is an inquisitor of Asmodeus as well as a ranking member of House Thrune—but his true allegiance is to himself. He's always been something of a black sheep among the Thrunes due to his divided loyalties, and although he's climbed the ladder in the Asmodean church to the upper ranks of its inquisitors, he's reached a point where further promotions would require abandoning ties to his family—and thus to considerable resources and power. Trapped between what he's come to view as two impossible options, Barzillai has instead opted for a third choice: to transcend the two powerful organizations and instead become the thing *they* serve.

Barzillai's end goal is the transposition of his consciousness into the realm of Cheliox itself—to become an animate landmass known as a genius loci. With such a transformation, Barzillai hopes to gain immortality and to use all who live within Cheliox, including its rulers, as minions for his own pleasure and entertainment.

Barzillai has managed to advance his hidden agenda with few others noticing. Those along the way who did catch on have either been sworn to secrecy as his loyal followers or have met untimely ends. But keeping secrets and building a small group of devoted followers was the easy part; actually achieving the strange and unusual goal of becoming a genius loci was a feat that confounded Barzillai for years. He made his greatest breakthrough when he disguised himself and infiltrated the Sacred Order of Archivists—a band of Iroan scholars dedicated to the protection and restoration of history—to gain access to a portion of the *Book of the Damned*. Within those profane pages, Barzillai learned how Asmodeus raised up the archdevil Mephistopheles from the quintessence of Hell's eighth realm, Caina. So Barzillai approached Mephistopheles with a challenge—could what had been done to create him be reversed? Could a living creature be transformed into the world itself?

Mephistopheles was intrigued by the question, almost as much by the logistics of such a task as by the political and religious ramifications of transferring a mortal life not to the Outer Planes, but back to the Material Plane. But Mephistopheles does nothing for free—if Barzillai Thrune wanted the Devil King's help, he would have to pay for it. And so, for the next several years, Barzillai Thrune made those payments: secret sacrifices, subtle adjustments to contracts he'd been involved in, stealthy appropriations of church and state resources... all actions meant to further the many machinations of Mephistopheles. And in the end, Mephistopheles revealed to Barzillai the secret ritual to become a genius loci.

The climax of this ritual required a particularly risky act—Barzillai would need to cut out his own heart while standing in a place where the River of Souls (the metaphysical current that guides the recently departed to the afterlife) had been compromised, tainted, or damaged. Such corruptions to the River of Souls are rare and fleeting, and finding one within Cheliox at the right time seemed an impossible task, but here fate intervened. Barzillai learned of just such a perversion of the link between this world and the next within a remote, hidden temple devoted to the Whore Queen Mahathallah, a fallen psychopomp once devoted to Pharamasma who turned her back on the Lady of Graves to embrace her own interpretations of death. Mahathallah taught her favored worshipers the blasphemous secrets of how to create a *soul anchor*—a lasting corruption of the River of Souls that would allow those who died nearby to retain their mortal memories once they achieved the afterlife. This was precisely the type of damage to the River of Souls that Barzillai needed to perform his ritual. He would cut out his heart while bathing in the *soul anchor*, then live out his days in close proximity so that upon dying a natural death, he would immediately transform into a genius loci. An untimely death, Mephistopheles had warned the inquisitor, would run the risk of undoing the ritual—at the very least, Barzillai would be forced to spend the remainder of what would have been his natural life span being tormented in Hell before achieving his apotheosis.

Alas, the *soul anchor* was hidden deep below the city of Kintargo—probably the last place in Cheliox that Barzillai wanted to live out his days. He considered putting off the ritual until his twilight years, but knew that if he died before the ritual's completion, his plans would be forfeit as well. So, as distasteful as the idea was, Barzillai sought reappointment to the archduchy of Ravounel, there to dwell the rest of his life in proximity to Kintargo's hidden *soul anchor*.

Fate intervened again in Barzillai's favor when a new and overzealous faction of Iomedean knights called the Glorious Reclamation accomplished an astounding deed—the defeat of the Hellknight Order of the Godclaw in distant Isgar, and the recovery of an artifact sacred to its members' faith. Bolstered by these events, the Glorious Reclamation spread word, calling for other believers to rise up against Asmodeus and House Thrune. Throughout Cheliox, knights of the Glorious Reclamation did just that, and House Thrune acted swiftly by bringing martial law to the nation's major cities, forcing the upstart Iomedean faction to flee into more rural areas.

Barzillai was quick to volunteer to take charge of enforcing martial law in Kintargo—a move that delighted Queen Abrogail II. Sending her creepy distant cousin off to Kintargo solved two problems: it got Barzillai out of the

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Chelish Heartlands so she wouldn't have to deal with his unsavory character; and it put a Thrune in power in a place where no others in the government wanted to go. Kintargo was, after all, known for its rebellious attitude even before the rise of the Glorious Reclamation, and this, coupled with its remote location, made it an undesirable post for most Thrunes. The queen eagerly promoted Barzillai to the status of paracount and sent him north to keep Kintargo and all of the archduchy of Ravounel in line.

Barzillai was swift in establishing his power over the city. He and his agents did their research, and 10 days before this adventure begins, a secret payment to high priestess Aluceda Zhol of Kintargo's official temple of Zon-Kuthon ensured the secret capture and imprisonment (and soon thereafter, transformation into an enthralled vampire) of the city's lord-mayor, Jilia Bainilus. Other agents spread rumors that Jilia had abandoned Kintargo, leaving on a ship bound to Arcadia, giving Thrune's appointment as an interim lord-mayor a greater degree of legitimacy. Then, 7 nights ago, Thrune and his followers struck suddenly, trying to drive off, capture, or kill any known or suspected dissidents. Groups such as the Sacred Order of Archivists, the Bellflower Network, and the underground faiths of Sarenrae and Milani found themselves waking to a day without leadership after a night of arson and murder known now as the Night of Ashes.

It's been only a week since the Night of Ashes, but already the city feels like a different place. Thrune's first seven proclamations (see the foreword on page 2) have given the city's citizens a grim preview of the times to come. The process of securing Kintargo is well underway, and soon Barzillai hopes to be confident enough in the city's security that he can delve into the hidden shrine of Mahathallah to perform his diabolic rite. With the city's influential rabble-rousers and rebels removed from the equation, Barzillai hopes he'll have a relatively secure city in which to recover from what he suspects will be a grueling ritual.

It falls to Kintargo's newest heroes, the player characters, to ensure that security for Barzillai Thrune is not so easy to come by.

PART 1: FLEDGLINGS OF SILVER

For a city that prides itself on its diversity, creative spirit, and artistry, the yoke of martial law is particularly onerous. With Barzillai Thrune's inquisitors and *dottari* (Chelish city guard) thugs growing increasingly aggressive in their enforcement of martial law—and his increasingly ridiculous proclamations—the undercurrent of revolution is building in the city. The Night of Ashes only delayed the inevitability of a full-scale rebellion, and the first real hint of Kintargo's future, and the PCs' role in it, occurs as this adventure begins.

The atmosphere in Kintargo is tense. Numerous minor protests against Thrune have popped up, only to

be quickly dispersed by *dottari*, Hellknights of the Rack imported from the south to aid in crowd control, or the local militia known as the Chelish Citizens' Group. It's been a week since Thrune seized control of the city, and word on the street is that the largest protest yet will be gathering in Aria Park, just south of the Kintargo Opera House where Barzillai Thrune has made his new home. Each PC should have his or her own reason for wishing to attend this protest; the *Hell's Rebels Player's Guide* (available online for free at paizo.com) provides several such reasons for the PCs to choose from, but feel free to allow creative players to come up with their own reasons if you wish.

KINTARGO RUMOR MILL

During this adventure, the PCs will have numerous opportunities to learn and overhear rumors about current events in Kintargo. Some of these events are meant to convey the tenor and ambient political situation currently affecting the city, but others directly tie in to later events that the PCs can follow up on. Information in parentheses after each rumor indicates whether the rumor is simply general gossip or if it links to a specific encounter detailed later in the adventure—if the PCs seek to follow up on one of these rumors early, refer to the page cited for more information. If you roll an encounter-based rumor that the PCs have already resolved, you should adjust the rumor to account for that—having the PCs hear a growing number of rumors about how they solved a problem is a great way to give them in-game feedback about the rebellion's growing success.

The PCs can learn rumors in numerous ways. They might overhear some during the adventure's initial encounter (see page 7) or from allies they befriend, but this adventure assumes that most of the information will be discovered either through the Gather Information rebellion action during the weekly Activity phase or in the course of play as the PCs go out on their own to dig up intelligence. A successful DC 15 Diplomacy check to gather information turns up one random rumor after 1d4 hours of investigation.

ARIA PARK PROTEST

The day dawns with a light drizzle as dozens of Kintargans gather at the northern end of Aria Park, across the street from the opera house, to protest the paracount and his proclamations. Before beginning with the protest, give the PCs a chance to introduce themselves to each other and to describe their characters. If the PCs don't already know each other, it's best to assume they all start the adventure in close proximity so that when the protest inevitably transforms into a riot, all the PCs can take part in the resulting event. The PCs can begin anywhere they want on the map on page 8, but note that areas indicated as dense crowds will impact movement once the mayhem begins.

KINTARGO RUMORS

d10	Rumor
1	"Well, I heard Lord-Mayor Bainilus didn't flee to Arcadia at all. Broke her neck falling down a flight of stairs. Praying a bit too hard to Cailean, if you understand my meaning." (<i>General scuttlebutt about the previous lord-mayor; no encounter link.</i>)
2	"Looks like Thrune's bringing public excruciations to Kintargo. I can't imagine that'll increase his popularity around these parts, even if the criminals he punishes deserve it. This 'doghousing' thing sounds particularly frightening!" (<i>General rumor about excruciations; links to An Unsanctioned Excruciation on page 35.</i>)
3	"I hear the dottari guard towers are so full of prisoners now they're keeping those they arrest in warehouses. My cousin even said they're putting prisoners to work in places like Sallix Salt Works." (<i>Links to Prisoners of Salt on see page 29.</i>)
4	"Been hearing strange noises around the old livery again. I hope Barzillai gets the government together enough to tear that old eyesore down." (<i>Links to Fair Fortune Livery on page 13.</i>)
5	"The Thrashing Badger burned down a few nights ago. They're saying it was another bar fight gone too far, but they're just a bunch of drunk old professors and barristers... Seems like a lot of places are burning down lately, between this, the Silver Star, and the Victocora estate." (<i>Links to Investigating the Fires on page 27.</i>)
6	"Shame they closed down the opera house—I was looking forward to seeing Shensen in the role of Aolar in <i>Huntress of Heroes</i> . Of course, they say she's gone missing too—wouldn't surprise me if she got herself thrown in some Thrune oubliette, the way she's gone on about the government." (<i>General rumor; foreshadows the roles of Shensen and the opera house in future adventures.</i>)
7	"I hear that bodyguard of Thrune's, that woman Nox, is half devil. She's too ugly to be just human, that's for sure!" (<i>General rumor about Nox; no linked encounter.</i>)
8	"Take care traveling alone at night in Redroof or Temple Hill. The gangs there are getting restless, and they say the Red Jills' boss has gone some sort of crazy." (<i>Links to Threat of the Red Jills on page 36.</i>)
9	"Someone's killing tieflings down in the Devil's Nursery. I've heard that whoever's doing it is taking trophies, but I'm not sure what kind. Sounds like the Slasher's back... Just what we need!" (<i>Links to Murders in the Nursery on page 31.</i>)
10	"Clenchjaw's tavern has gone bad. I used to love drinking there; it was always a nice place to relax. Since the Night of Ashes, though, the place is crowded and talk about politics has exploded—as has the number of brawls. We got enough fighting on the streets these days. Whatever's causing these brawls at Clenchjaw's has ruined one of the last places we have to escape the violence. Just a matter of time before the new government shuts the place down, I guess." (<i>Links to Crackdown at Clenchjaw's on page 33.</i>)

If you wish, you can read or paraphrase the following to get the game started and set the scene.

Even with the cobblestones of Argent Avenue and the foliage of Aria Park still wet from the morning's light rain, dozens of Kintargans have gathered along the facade of the opera house to protest the city's new lord-mayor, Paracount Barzillai Thrune. The city's new leader was appointed by Her Infernal Majestrix, Queen Abrogail II, in the wake of the previous lord-mayor's sudden flight from the city—an event that still has local rumormongers whispering furiously. In a scant seven days, Paracount Thrune has instituted martial law, a curfew, and seven outlandish and polarizing proclamations. These actions and more have called many of Kintargo's dissatisfied citizens here on this overcast morn. There's been no sign yet of Barzillai Thrune himself, and the opera house's doors remain tightly closed—as they have since the man chose the landmark as his new home—but judging by the growing sound of the protesters, he surely can't ignore the scene on the streets below much longer.

As the hours wear on, more and more citizens press into the area. Barzillai doesn't take these protests seriously, but he has still stationed a dozen dottari guards and one of his bodyguards, a scowling woman named Nox (see page 48), before the locked entrance to the opera house. (This adventure assumes no protesters—PCs or NPCs—make it into the opera house interior; see *Pathfinder Adventure Path #99: Dance of the Damned* for a full map of the building if it becomes necessary.) These guards appear nervous and edgy, but at the start of the protest things remain relatively peaceful.

Some of the protesters call for their new lord-mayor to lift his unreasonable restrictions, while others call for an end to foreign rule and demand a proper election to determine Lord-Mayor Bainilus's successor. Many seem content merely to yell and agitate, but a growing minority show their unabashed support of Barzillai Thrune by arguing back at the protesters. As things wear on, allow the PCs to attempt DC 20 Perception checks to catch glimpses of a figure watching the proceedings from behind a mostly curtained window on the opera

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ARIA PARK PROTEST

1 SQUARE = 5 FEET



house's third floor (this is Barzillai himself, curious about the growing crowd).

The crowd gathering in the market square consists of Kintargo partisans (who despise Cheliox's tightening grip on their city and demand local rule); economic conservatives (who feel the squeeze as Thrune enacts new taxes and business policies); advocates of democracy (whose bitterest complaint is Thrune's appointment instead of legal election); anarchists (who hope the protest turns into a good riot); and Chelish loyalists (who support Thrune's actions to curb the city's dissentious streak).

Inform the PCs that they can each take a number of actions as the day's protest goes on, selecting from the following options: Listen for Rumors, Pilfer, Rabble Rouse, Search for a Contact, Silence Undesirable Elements, or Watch the Crowd. It's easiest to then simply roll initiative and cycle through each player to resolve his or her action—each action takes 1 hour of time to perform, and you should cycle through 3 hours of actions before proceeding with the next event, Barzillai Makes an Appearance (see page 9).

Listen for Rumors: Anyone wandering the crowd can listen for rumors and learn more about what's going on in Kintargo's new political landscape. The character must succeed at a DC 15 Diplomacy check to gather information or a DC 15 Perception check to overhear

something of note. Roll on the Kintargo Rumors table on page 7 to randomly determine a rumor.

Pilfer: Criminal-minded characters can use the large gathering to line their pockets, lifting purses or goods from the street vendors by succeeding at DC 20 Sleight of Hand checks. A successful check earns a character 1d6 gp in coins and other small objects. If the character fails, roll a single Perception check at a +4 bonus to see whether anyone notices the attempt—if someone does, the pilferer can attempt a DC 20 Bluff check to play off the failed attempt at an innocent jostle. If this Bluff check fails as well, cries of "Thief!" well up. Such an event likely causes the riot to trigger early—in this case, you should re-stage the announcement of the eighth proclamation (see Barzillai Makes an Appearance, below) to take place later that same evening.

Rabble Rouse: Persuasive characters may want to better organize the protest by attempting a Diplomacy or Perform check. A result of at least 12 with either skill grants that PC some recognition, along with a +1 circumstance bonus on any Charisma-based checks for the next 24 hours. The benefits of multiple successful checks stack, up to a maximum bonus of +3. If a PC achieves a result of at least 20 on her check, the protesters instinctively know to part before that PC during the events immediately following—crowds at the protest no longer count as difficult terrain for that character.

Search for a Contact: Depending on the options they selected from the *Hell's Rebels Player's Guide*, some PCs might have come to the protest in search of a mysterious contact said to be wearing a black leather glove on his right hand and no glove at all on the left. Unbeknownst to these PCs, this contact is in fact Rexus Victocora, and he's late to the protest. All attempts to spot the contact before the third hour of the protest automatically fail. Allow the PC to attempt Perception checks if searching in the first or second hour; regardless of the result, inform him the check is a failure and instead allow him to retroactively take the Watch the Crowd action. If the character attempts to search for the contact during the third hour, a successful DC 20 Perception check allows the PC to notice his target a few moments before Barzillai makes his appearance and prevents the meeting with the contact from occurring immediately.

Silence Undesirable Elements: With five distinct factions among the protesters, the message delivered is a jumbled mess. Characters can try to silence or shout elements of the crowd they disagree with, but only silencing the anarchists and the Chelish loyalists has any significant effect on the rest of the campaign. To silence a group, a PC must succeed at a DC 15 Bluff or Intimidate check—with a successful roll, that group's message is silenced or oppressed for the duration of the protest. Only one group can be silenced at a time, and no more than four of the five groups can be silenced. If the PCs manage to silence either the anarchists or the Chelish loyalists, the locals have taken note; when the PCs relaunch the Silver Ravens at the start of Part 2 of this adventure, they begin with three supporters. If the PCs manage to silence both of these groups, they instead begin with six supporters.

Watch the Crowd: The PCs can simply choose to watch the crowd for anything unusual. A PC who does so can attempt a Perception or Sense Motive check. With a result of 10 or higher, the PC notes that the crowd's general mood is agitated and discontented, but not overtly violent. With a result of at least 15, the PC notices a pickpocket—if she calls out the thief, the criminal either runs off or is arrested by the dottari, and the grateful would-be victim rewards the PC with 1d6 gp. With a result of 20 or higher, the PC notices that there seems to be some sort of unusual subcurrent in the crowd's movement, as if there were an organizing force among the people. In this event, the PC has unknowingly picked up on the provocateurs preparing to trigger a riot, and when that event begins, any PC who achieved this level of success gains a +4 bonus on her Initiative check.

Story Award: For each successful action taken by a PC during the protest, award the party 400 XP, up to a maximum total of 1,600 XP.



PROCLAMATION THE EIGHTH

All nonnative ships' captains must remain on board their ships and are barred from setting foot on land within Kintargo's city limits—their crew and agents are free to come and go, but their actions are directly the responsibility of their captains, and any crew caught breaking Kintargan law shall have its punishment visited upon the crew members as well as their captain. Any captain caught setting foot in Kintargo is to be punished by squassation.

As a successful DC 15 Knowledge [local] check reveals, squassation is a form of torture in which the victim's hands are tied together and raised above the head; the victim is then hung from the hands while a weight is suspended from the feet, causing intense pain to the arms and legs. A character subjected to squassation for breaking this proclamation suffers the punishment for 1d4 hours and takes 2d6 points of nonlethal damage and 1d4 points of Dexterity damage each hour before being returned to her ship. Each repeat offense increases the duration of the squassation by 1d4 hours. Note that in this case, nonlethal damage taken in excess of the character's normal maximum is treated as lethal damage.

BARZILLAI MAKES AN APPEARANCE

Barzillai Thrune has been watching the mob with fascination and glee from the vantage point of a window near the opera house balcony, checking back on the protest's progress throughout the day. His imposing assistant, Nox, remains vigilant near the locked main door to the opera house, ready to move against the crowd on Barzillai's command or to use *dimension door* to reach the lord-mayor's side to help protect him in the event of an assassination attempt. No such attempt is made on the powerful inquisitor's life at this time unless the PCs are foolish enough to attempt one themselves (such an attack simply triggers the riot early and should have no real chance of doing Barzillai any lasting harm).

As the protest's third hour draws to a close, no skill check is needed to note that the crowd's tenor is increasingly hostile. At 3 minutes after the third hour, the bells of the Cathedral of Asmodeus ring out three peals (for no apparent reason, as is the norm for these bells—see "A Song of Silver" for more details and the truth behind the ringing of these bells). A moment later, Barzillai Thrune throws wide the windows and their curtains to address the crowd below. Thrune is an imposing man dressed in red, orange, and black clothing and an ornate breastplate, all emblazoned with the pentagram of Asmodeus and the cross of Cheliah. Middle-aged, with short, dark hair and a diabolical

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WHAT IS NOX?

It's important that the PCs witness Nox's ability to regenerate damage, both to establish her in their minds as a dangerous foe, and also to prepare them for when they face her at the end of the adventure. Nox's regeneration can be suppressed by good spells or good weapons—effects that, while not entirely out of the reach of a low-level party, are not easy to come by.

The PCs might hear rumors during this adventure that Nox is a half-devil. In fact, she's a devilbound human (*Pathfinder RPG Bestiary 4* 56). Wise PCs will spend some time and resources researching the intimidating woman. A successful DC 20 Diplomacy check to gather information about Nox is enough to reveal that she's likely bound herself to a devil—an uncommon but not unheard-of ritual performed to gain additional power in this life at the expense of agony in the afterlife. It's a distasteful ritual for many Chelaxians, especially those who already have power, but it can be tempting indeed to those one step removed from the resources afforded by nobility. If the PCs learn what Nox is, a successful DC 15 Knowledge (planes) check reveals that her regeneration can be suppressed by good spells or good weapons. For every 5 by which this Knowledge (planes) check exceeds the DC, the PCs learn something additional about Nox's powers, such as her spell-like abilities, her resistance to fire, or her ability to see in the dark.

mace cradled in his hands, the lord-mayor of Kintargo addresses the crowd with a condescending sneer. The gathering swiftly grows quiet as he clears his throat and gives the following short speech.

"Ah, my adoring little chickadees. I am sorry to say I have not yet adapted to your quaint, country ways, being accustomed as I am to the sophistication and learning of Egorian. Nonetheless, know I have heard your concerns, and that I appreciate your valued feedback, and I know we shall eventually find a mutual understanding in the fullness of time. I take pride in updating Kintargo's quaint, outdated laws to the modern standards the city deserves, and strengthening its ties with the empire in these cruel times, but obviously I have approached my duties too aggressively.

"You say you chafe at the presence of nonnatives in positions of power? That authorities not of this city have no place as its leaders? That you will not be yoked by intruders? Your lord-mayor hears you. And so it is with a heavy heart that I issue this proclamation, in response to your demands: all ships' captains are hereafter barred from leaving their vessels and setting foot on Kintargo docks or streets, under pain of... let's say... squassation!"

A LOVELY LITTLE RIOT (CR 1+)

Thrune's eighth proclamation is the first to specifically issue a form of torture as punishment rather than just imprisonment or a fine—a calculated move meant to incite the crowd to riot, specifically to sate Barzillai's desire to see the rabble put down by his dottari and to test the loyalty of the Chelish Citizens' Group he's had infiltrate the crowd.

The crowd plays perfectly into Thrune's plan. Give the PCs a chance to react, but regardless of their actions, someone in the crowd throws a handful of manure at Barzillai. Though the putrid projectile misses Barzillai's noble personage, the lord-mayor nonetheless flinches and spills wine across his ornate clothing. With his wardrobe and dignity endangered, the lord-mayor's demeanor shifts from amused to bellicose. He shrieks, "Enough of this! Nox, run them off, arrest them, or kill them. I don't care which!" before retreating into the opera house and slamming the windows. Down below, Nox immediately mobilizes the dottari, who draw their weapons. At the same time, men and women throughout the crowd pull back their cloaks, revealing matching armbands, truncheons, and the sadistic grins of Chelish Citizens' Group members eager to mete out some "justice."

Creatures: When the riot begins, have the PCs make initiative checks as normal (remember that those who successfully watched the crowd earlier might have bonuses on this check), and then run the resulting encounter with the guidelines below. Note that for the first 10 rounds of the battle, the area indicated on the map is filled with surging crowds—treat this area as difficult terrain unless the PCs take specific actions to move through the crowds with ease.

Round 1: The PCs are attacked by four eager Chelish Citizens' Group thugs. Someone in the audience throws a dagger and scores a lucky hit on Nox, the knife sticking into her throat. With a snarl, she yanks out the dagger at the end of this round and the wound swiftly heals—she ducks into the opera house a moment later, only to return on round 7.

Round 3: If the PCs are still fighting, two dottari join the battle alongside any surviving Chelish Citizens' Group thugs.

Round 7: As the riot escalates, Nox reemerges from the opera house with her pet hell hound Mephiry on a leash, along with 12 more dottari. The hell hound's fiery breath does what the militia and guards alone could not—it swiftly disperses the crowd.

Round 9: If the PCs are still in the immediate area, Nox directs the hell hound to attack them. Note that a hell hound is a deadly foe for 1st-level PCs—allow the characters to escape automatically if they choose to flee, since at this point Nox and the other guards have plenty of prisoners to process and actually prefer that

rioters escape so as to spread fear when they tell tales of what took place in Aria Park today. Nox herself does not engage in combat at this point, but if you need her statistics, see page 48.

Escape: A PC who manages to move out of the crowd (essentially, out of the area depicted by the map) can take a full-round action to automatically escape the riot. Once all PCs escape, continue with A New Friend in Need on page 12.

CHELISH CITIZENS' GROUP THUGS CR 1/3

XP 135 each

Human warrior 1

LN Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

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

hp 10 each (1d10+5)

Fort +3, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee light mace +3 (1d6+2) or
nonlethal light mace -1 (1d6+2 nonlethal)

TACTICS

During Combat These thugs initially choose to deal nonlethal damage with their attacks, but switch to lethal force if the PCs use the same against them.

Morale A Chelish Citizens' Group thug flees combat if reduced to fewer than 4 hit points.

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 13

Feats Skill Focus (Intimidate), Toughness

Skills Intimidate +6, Perception +0, Sense Motive +0

Languages Common

Gear studded leather armor, light mace, manacles, bronze Throne pendant worth 30 gp, 4 gp

DOTTARI GUARDS CR 1/2

XP 200 each

Human fighter 1

LE Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 13 each (1d10+3)

Fort +4, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee heavy mace +4 (1d8+2)

Ranged longbow +2 (1d8/x3)

TACTICS

During Combat Dottari guards use lethal force in battle, but try to stabilize any fallen foes if they have the chance

(mostly because the paperwork for dead rioters is more complicated than the paperwork for live arrests). They do not pursue rioters who flee.

Morale A dottari guard fights to the death.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Alertness, Iron Will, Weapon Focus (heavy mace)

Skills Intimidate +3, Knowledge (local) +1, Perception +5, Sense Motive +4

Languages Common

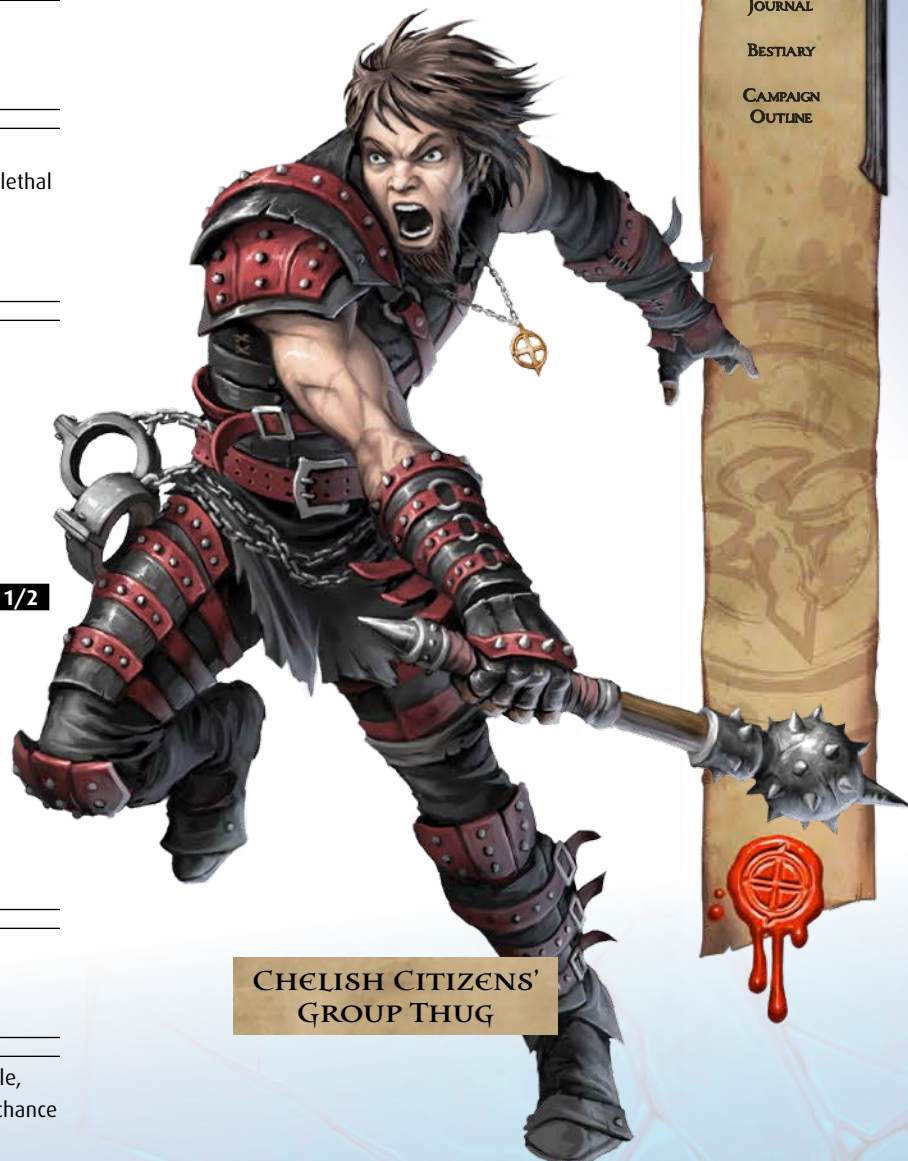
Gear chain shirt, light steel shield, heavy mace, longbow with 20 arrows, 11 gp

MEPHIRY CR 3

XP 800

Male hell hound (*Pathfinder RPG Bestiary* 173)

hp 30



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Development: If the PCs are defeated, assume that none of them are actually killed—instead, they're brought, unconscious, to be detained with a number of other unfortunates involved in the riot. You can allow the PCs a chance to escape on their own if you wish, in which case they should have the A New Friend in Need encounter (see below) soon after making it to safety. Otherwise, they'll be bailed out of the guard tower by an unknown benefactor—a mysterious man who asks the PCs to meet with him at a local bookstore. Proceed at this point with Meeting Rexus, below.

Story Award: If the PCs escape the riot without engaging in direct combat against any guards, grant them a reward of 800 XP for escaping without incident.

A NEW FRIEND IN NEED (CR 2)

Soon after the PCs escape the riot (or, if they were captured and imprisoned, soon after they escape from that situation), have them all attempt Perception checks. Whichever PC rolls highest hears the sound of steel clashing against steel alongside a cry of pain from a nearby alley, and spots a group of Chelish Citizens' Group thugs just as they knock a man to the ground. Four unconscious thugs lie sprawled nearby, and it should be obvious that the remaining thugs are preparing to administer a coup de grace to the fallen victim.

If any of the PCs were looking for a contact (the man with one gloved hand) at the protest, allow those PCs to automatically notice that the unconscious victim wears one glove.

Creatures: If the PCs intervene, one of the thugs bristles and waves his mace threateningly, suggesting the PCs forget what they saw and leave now. If the PCs don't immediately back down, the thugs attack—unlike the thugs in the riot, these five are out for blood and fight with lethal force from the outset. If three of their number are dropped, the remaining two attempt to flee.

CHELISH CITIZENS' GROUP THUGS (5)

CR 1/3

XP 135 each

hp 10 each (see page 11)

Development: The thugs' victim is a man named Rexus Victocora (see page 56), a man with whom some of the PCs might have hoped to make contact at the protest, and a man whose ties to Kintargo's secret societies make him one of the more important contacts the PCs make during the early phases of Hell's Rebels. Rexus is currently at a hit points and is thus staggered—if none of the PCs offer

him healing, he drinks a *potion of cure light wounds* as he thanks the PCs for their aid. He invites the PCs to follow him to a safe place so they can talk and he can catch his breath; proceed with Meeting Rexus, below.

If the PCs fail to rescue Rexus, either because they ignore this encounter or are themselves defeated, don't be afraid to perform some silent manipulations behind the scenes. In this case, it wasn't Rexus who was beaten up by the thugs in this encounter, but one of Rexus's friends. The real Rexus may engineer the PCs' release from incarceration, or simply approach them the next day to move on with the adventure's plot.

Story Award: If the PCs rescue Rexus, grant them 600 XP.

MEETING REXUS

Once the thugs have been dealt with, Rexus explains that he's had his eye on the PCs already, but that the streets aren't safe. Instead, he suggests the PCs follow him to a safe place—a bookstore not far from Aria Park called Crissali's Fine Tomes that offers a generous and discreet back-room policy. If the PCs prefer to retreat somewhere else to speak in private, Rexus acquiesces readily enough. Once the PCs and Rexus have settled in to a safe place to talk, read or paraphrase the following to the players.

REXUS VICTOCORA

"Thank you again for that timely rescue. Truth is, our meeting was no coincidence. I followed you from the protest earlier today, but in the panic that erupted I lost track of your group. You proved yourselves to be people of uncommon skill, and I am a man of uncommon needs.

"My name is Rexus Victocora, and until last week's Night of Ashes, I was one of this city's nobles. My parents' estate burned to the ground that night—I escaped simply because I was studying at the Alabaster Academy during the fire. There were other fires that night, as you know—fires that many believe were started by Barzillai Thrune or his agents in an attempt to squash any spirit of rebellion Kintargo might have.

"Now more than ever we need that spirit of rebellion to stay strong, but Thrune's actions have driven into hiding those who would stay strong and resist. Those who could once rally the city to a cause, such as Lord-Mayor Jilia Bainilus and my parents, are missing at best, and are more likely dead. I cannot do this on my own, but with the aid of talented citizens such as yourselves, I have hope that we can. Will you aid Kintargo? Will you save the city from the devil?"

The adventure assumes the PCs agree to aid Rexus, at which point he reveals something more of his family legacy—something he only recently discovered. His mother, Porcia, was a high-ranking member of a

secret society called the Sacred Order of Archivists, a band of Iroran scholars dedicated to the protection and restoration of history. Rexus learned this the day after the Night of Ashes, when he approached a woman named Laria Longroad, who claimed to be one of his mother's contacts. Dubious of her claims at first, Rexus believed her once she produced a coffer of valuables and a note in his mother's hand. The valuables are all Rexus has as an inheritance, and the note (which he now shares with the PCs) is reprinted here as Handout #1.

Once the PCs have read the letter, Rexus asks them if they will help him save Kintargo. The first to admit his own shortcomings when it comes to adventure and rebellion (his fragility makes him a poor choice to lead a revolution), Rexus hopes that the PCs might take on the roles that his mother called for.

Rexus reveals to the PCs that Laria spoke to his mother 7 days ago, just after Lord-Mayor Bainilus vanished. At the time, Laria had thought Porcia was overreacting, but when the Victocora estate burned down that night and Porcia went missing, Laria knew her friend had spoken the truth. She sought Rexus out and delivered the message and coffer, along with her condolences and an offer to stay at her establishment, the Long Roads Coffeehouse, as long as he needed a place to sleep.

Treasure: Rexus hopes the PCs will help him explore the Fair Fortune Livery, and if they agree to do so, he gives them the contents of his mother's coffer—his entire inheritance—as a reward. The coffer contains 150 gp, a Victocora signet ring worth 75 gp, a masterwork silver dagger (an old family heirloom), and a set of *bracers of armor +1*. The coffer also contains a mithral key worth 150 gp that Rexus keeps for himself, claiming it has sentimental value. In fact, this key unlocks many locks in the hideout of the Sacred Order of Archivists, and in Part 3 of this adventure, Rexus turns the key over to the PCs to aid in their exploration of that site.

A. FAIR FORTUNE LIVERY

The Fair Fortune was a slaughterhouse in Redroof's earliest days, but it was remade into a thriving stable under the direction of the now-dead Juliac family, who insisted their fortunes come from the care of creatures rather than their deaths. The livery served as a minor safe house for the Silver Ravens during the Chelish Civil War 80 years ago, and the rebel group stashed a small cache of magic items and other valuables in the chambers below—a cache that was forgotten after the war's end and the Ravens' defeat, and which remains hidden there today.

Today, the abandoned rooms below the Fair Fortune are the domain and prison of the imp Blosodriette (see page 52). Trapped thanks to the theft of her contract by the Silver Ravens during the civil war, Blosodriette has spent the past 8 decades scheming various escapes only to fail

My dearest son,

If you are reading this, what I have feared has come to pass and I am dead. For many years, I have belonged to the Sacred Order of Archivists and have worked to free Kintargo from Chelish rule. I have learned much about Kintargo's secret history, and fear the time will soon come when the city needs the return of its Silver Ravens. You have likely not heard of the Silver Ravens—few have. Mentions of them have been redacted by the agents of House Thrune, but during the civil war, the Ravens worked to ensure Kintargo's safety. They were heroes in their day, and I fear that Kintargo needs their kind again. Do not believe the government's claims that Lord-Mayor Bainilus abandoned us! Darker things are afoot, and I fear that all who work against Thrune may find themselves in danger in the days ahead.

The Silver Ravens maintained numerous hideouts within Kintargo's walls during the civil war. I have located one such site—the chambers below a building known today as the Fair Fortune Livery. If you are reading this, I was unable to seek further answers there myself. Gather heroes to your side, my son, and search below the livery. There, if my research is correct, you will find something to teach you more of the Silver Ravens and their legacy.

Do not let my death be in vain. Stand up for Kintargo. Bring the Silver Ravens back to life!

HANDOUT #1

again and again. Left with a set of *pipes of the sewers*, the imp has taken to ruling a tiny little empire of rats below the livery. Recently, her morose music has attracted new tenants—a tiny clan of filthy grimple gremlins. These pests enjoy the imp's infernal music and the old livery's foul reputation, and their presence has only exacerbated rumors of the ruin's haunted nature.

Rexus prefers to accompany the PCs on their exploration of the Fair Fortune Livery, but he's not much of a combatant and won't object if the PCs suggest that he stay behind and let them do the work. If Rexus accompanies the PCs, grant them 400 XP if he survives the excursion.

A1. LIVERY FLOOR (CR 2)

This aged stable leans slightly to one side, its roof precariously propped up by aged wooden walls. The air reeks of stale urine. Broken desks, scuffed tables, and torn chairs crowd the

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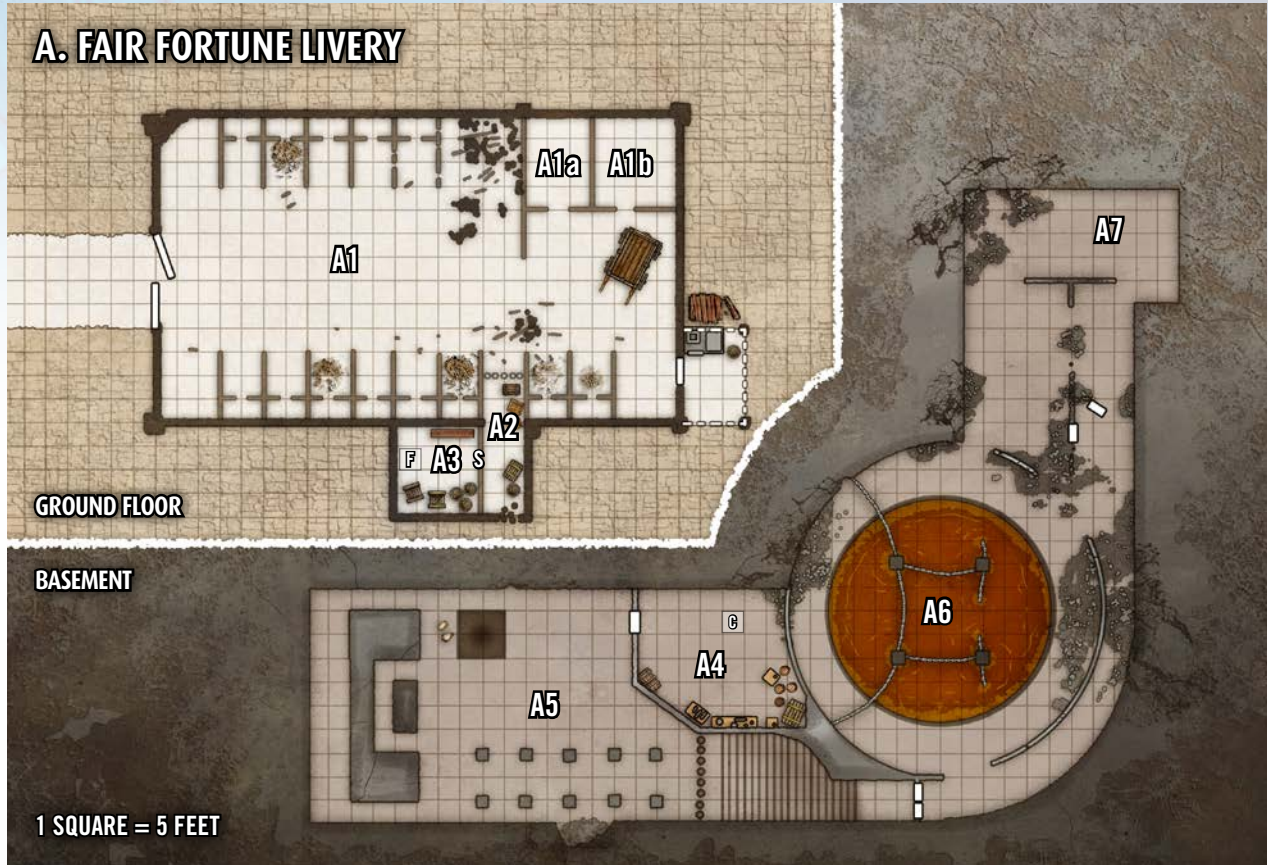
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A. FAIR FORTUNE LIVERY



thirteen horse stalls, all of which are covered with a healthy layer of dust. A grated-off alcove along the southeast wall seems to house the only relatively intact wares.

The livery's front and back doors are locked shut and chained (hardness 5, hp 30, break DC 18, Disable Device DC 20), but so loosely that a Medium creature can squeeze through with a DC 15 Escape Artist check (Small creatures just treat the doors as difficult terrain). The livery's back door is not locked but is tenaciously stuck (hardness 5, hp 30, break DC 22).

The back offices (areas **A1a** and **A1b**) are mostly empty of anything of note—each contains an old desk, a chair, and some empty cupboards. A successful DC 15 Perception or Survival check while searching either office reveals a set of strange little tracks that look like clawed baby footprints crisscrossing the floor, desktops, and cupboards. A successful DC 15 Knowledge (nature) check identifies these as grimple tracks.

Creatures: A pack of feral dogs has recently taken to lurking in the livery. The largest is a half-starved mastiff (suitable for a bounty if delivered alive to the dottari) that's become accustomed to constant attacks from the grimples below. Foul tempered and loud, it aggressively defends its lair from any intruders. The dog's barking is more than enough to alert the inhabitants below of intruders. The other dogs are all mutts who pack a loud

bark, but if the mastiff is slain, any hit on a mutt that doesn't kill it scares it off.

FERAL MASTIFF CR 1**XP 400**Riding dog (*Pathfinder RPG Bestiary 87*)**hp 13****FERAL MUTTS (2)** CR 1/3**XP 135 each**Dog (*Pathfinder RPG Bestiary 87*)**hp 6 each**

Treasure: While most of the stable is filled with worthless junk, a successful DC 15 Perception check uncovers an old platinum Juliac signet ring worth 250 gp nailed to one of the rafters 15 feet above. Reaching it requires a successful DC 15 Climb check. A successful DC 15 Perception check while searching area **A1b** turns up a single key at the back of a drawer in the desk—this key unlocks the grate to area **A2**.

Development: As long as the feral dog is present, the grimples that live in the rooms below stay quiet. Once the dog is gone, though, the grimples soon turn their attention back to the upper floor. They enjoy playing the role of haunts and spooks, and while remaining in hiding in the walls or up in the rafters, they use their

spell-like abilities to mimic the effects of poltergeist activity. For example, they use *open/close* on cupboards or doors, *mage hand* to make loose objects float or shake, and *prestidigitation* to make minor temperature fluctuations or strange marks on the walls. A successful DC 20 Knowledge (arcana) check confirms these effects are caused by those cantrips, but does not disprove the idea that these effects are caused by restless spirits.

A2. KILLING FLOOR

The iron gate blocking the entrance to this hallway is locked (hardness 10, hp 60, break DC 25, Disable Device DC 20), but the lock can be opened with the key from area **A1b**. The middle of the gate has a wide opening in the bars through which a Small creature could wriggle with a DC 15 Escape Artist check. When the Fair Fortune was a slaughterhouse, a creature would be loaded into this narrow hallway and then locked in place with its head in the gate, after which a worker would deliver a deathblow to the restrained animal using a sledge. The Silver Ravens transformed the door to the workroom (area **A3**) into a secret door—fortunately for the PCs, time has not been kind to this door, and the door now hangs partially open on decayed hinges—an obvious entrance to area **A3** for anyone who even peers into area **A2**.

A possible alternative way into this hall exists if the gate proves too tough and the PCs don't find the key. The mortar in the southeast wall has deteriorated to almost nothing, as a successful DC 15 Perception or DC 12 Knowledge (engineering) check reveals. It requires only a successful DC 12 Strength check to smash this wall down from the south side of the building.

A3. WORKROOM

This old workroom houses numerous old slaughterhouse tools, veterinary equipment, and woodworking tools, all of which are covered with a thick layer of dust through which strange tracks and patterns have been traced. Heavy mallets, crumbling ropes, and tools for restraining animals hang from pegs in the walls or rest atop leaning tables. To the southwest, a trap door sits ajar, propped open by a block of wood.

The grimples used to come and go through the trap door in the floor, but stopped using the surface entrance after the arrival of the guard dogs. Their tracks are obvious here, and they can be identified as grimple tracks with a successful DC 15 Knowledge (nature) check. If the PCs haven't yet experienced strange "haunting" phenomena yet, this is an excellent room to have a few hidden grimples start to make the walls bleed or toss around some old slaughterhouse tools in an attempt to frighten off the PCs.

The trap door opens into a 15-foot-deep shaft with a ladder that leads down to area **A4**.

A4. RAT KENNEL (CR 1)

The eye-watering stench of urine and feces fills this large room. Nests made of chewed crates and barrels line the walls, while rusty knives and hooks cover the tabletops.

Once the PCs start to explore the old basement below the Fair Fortune Livery, they've entered the domain of the imp Blosodriette. At this point, the imp does not directly interact with the PCs; she prefers to remain invisible and observe, watching as these new visitors fight the grimples, rats, and other occupants and hoping they find her contract in area **A7**. Now and then, the imp plays a few measures of strange, discordant music on her pan pipes—feel free to have the PCs periodically catch a few seconds of this strange music coming from further in the complex. You can even use this music as a way to lure the PCs deeper into the chambers.

Creatures: The slaughterhouse and stable alike used this space to maintain and repair equipment, but today it's become infested with rats. These rats, drawn to the chambers by Blosodriette's strange music, have diminished in number to only three after many of their pack were killed by the feral dogs above, and they are currently ravenous—they attack intruders on sight.

DIRE RATS (3)

CR 1/3

XP 135 each

hp 5 each (*Pathfinder RPG Bestiary* 232)

A5. GRIMPLE NEST (CR 2)

Dirty salt and sawdust coat the floor of this gloomy hall. Bits of the wall masonry have been chewed or clawed away, revealing narrow, winding animal tunnels beyond. Steel rails are mounted in the ceiling, with a few lonely iron hooks dangling from them. A pile of stained pillows and moth-eaten blankets lies in a ten-foot-square depression in the floor to the northwest.

A rusty, half-destroyed iron grating (hardness 10, hp 30, break DC 20, Disable Device DC 20) blocks access to a flight of stairs leading down to the northeast. The key from area **A1b** can unlock this grating, but the lock is rusty—it takes 1d3 rounds to make the key work.

Creatures: Though originally just a nuisance—stealing valuables and attacking pets—the grimples who've taken up residence in this room are of a particularly foul temperament. Unlike typical grimples, these gremlins are chaotic evil, and have recently taken to stalking the slums of Devil's Nursery to the south at night, both for food and because they love the chaos that erupts when locals find only a severed arm and bloodstains. Over the past several weeks, though, the pack has been whittled away by the mean dogs that moved in above.

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The walls of this room are infested with tiny tunnels, allowing the grimples to scurry through any square of solid “wall” surrounding this room as if those squares were difficult terrain; a grimple in such a square has total cover. If four grimples are slain, the remaining grimple attempts to flee—if it escapes, it does not return to the Fair Fortune Livery.

GRIMPLES (5)**CR 1/3****XP 135 each****hp** 4 each (*Pathfinder RPG Bestiary* 4 142)

Treasure: The depression lined with pillows and blankets is all that remains of an old hatch-and-pulley system the slaughterhouse workers used to raise and lower carcasses for preservation. The grimples have been using it as a bed and treasure vault. Among the blankets is their happy hoard: 12 gp, 185 sp, 342 cp, a pair of quartz earrings worth 10 gp each, a set of nine silver coat buttons worth 5 gp each, and a slightly gnawed *cloak of resistance* +1.

A6. POLLUTED CISTERN (CR 3)

A fifty-foot-diameter pool of rancid, brown slurry fills most of this circular chamber. Chunks of plaster have fallen away, leaving ragged patches behind in the walls and ceiling and mounds of rubble on the floor. What wall space remains is decorated in crude drawings and symbols of sinister form. Greasy-looking chains run between four stout pillars rising from the muck and anchor to various points on the wall.

This old reservoir from the city's founding was capped long ago when the city council opted to raise the street level to control flooding, turning many of the old streets into sewers and original first-floor shops into basements. Today, what was once an open fountain is filled with tainted water that seeps slowly away into the river.

The foul waters of the cistern are only 3 feet deep, but any character that enters the water must succeed at a DC 12 Fortitude save each round to avoid being nauseated for 1 round (this is a poison effect). In addition, upon first being immersed in the water or drinking it (but not upon subsequent such exposures), a character is exposed to a mild form of blinding sickness (Fortitude DC 12 negates; blindness caused by this lesser strain lasts for only 1 day).

The rubble-strewn portions of the ground are difficult terrain. The markings on the walls are litanies and invocations to Hell scribbled in Infernal by Blosodriette as part of her attempt to transform the pool into a portal to Hell. A successful DC 15 Knowledge (arcana or planes) check is enough to confirm that the runes are an attempt to open a portal to Hell, and that while they actually may have once worked—if only for a few seconds—the runes no longer carry any magic in them.

Creatures: Blosodriette's strategy to force open a portal to Hell to give herself a method of escaping her contract was to spend years painstakingly carving invocations into the walls of this cistern after dozens and dozens of *commune* spells to consult with extraplanar sources. However, while her information was solid, Blosodriette's own skill and power were lacking. When she realized that several years of work had culminated in little more than a faint dimensional ripple that allowed a pair of lemure devils to leak through into the cistern, the frustrated and demoralized imp abandoned her futile escape attempts and settled in for the long wait for her contract to be uncovered and moved.

The two lemures Blosodriette accidentally called remain here to this day, wallowing and flopping about aimlessly in the fetid water. Immune to the water's nauseating and disease effects, the two hideous devils slop up out of the water to attack any intruders as soon as they notice them, fighting to the death. The lemures will pursue foes north to area A7, but not up the stairs back to area A5.

LEMURES (2)**CR 1****XP 400 each****hp** 13 each (*Pathfinder RPG Bestiary* 79)**A7. THE OLD HIDEOUT**

These rooms have fallen mostly into disrepair. Chunks of plaster hang from the walls, exposing rough stonework beyond. Scattered furnishings that once outfitted bunkrooms, a kitchen, and even an armory lie scattered about in states of complete disrepair, and doors hang from hinges in the crumbling archways that lie between the chambers.

A successful DC 15 Perception check reveals a small nest in the northeast corner that seems to have been used by a small humanoid creature—perhaps another grimple gremlin—but not enough material remains in the nest to reveal more. In truth, this nest belongs to the imp Blosodriette, who remains invisible and silent for now. The imp waits for the PCs to find her contract, hoping they bring it away and thus allow her to follow along invisibly. If the PCs do manage to find the imp, Blosodriette prefers not to fight at this time but instead uses *invisibility* and her greater mobility to flee and hide. See her NPC entry on page 52 and her plans in Part 2 of this adventure for more details.

Treasure: When the Silver Ravens abandoned this safe house nearly a decade ago, they took most of their valuables with them. However, they left behind a small cache of emergency supplies and incriminating documents that, over time, were forgotten. A PC who succeeds at a DC 10 Perception check notices three small crates in the northeast corner of the ruined chambers.

The first crate contains a suit of +1 *leather armor*, a composite shortbow (+1 Str), a masterwork hand crossbow, a masterwork silver morningstar, a *cloak of elvenkind*, and a pouch of a dozen pearls worth 100 gp each.

The second crate contains a locked, watertight iron coffer (hardness 10, hp 15, break DC 20, Disable Device DC 25)—the key is long lost. The coffer contains a small stack of documents and scrolls—among the scrolls is a *scroll of misdirection*, a *scroll of pass without trace*, a *scroll of undetectable alignment*, and a *scroll of whispering wind*. As valuable as these scrolls are, the other documents in the coffer are perhaps worth even more. These documents number hundreds of pages in all, many of which are written in a cipher that mixes the languages of Celestial, Elven, and Strix. These documents contain a wealth of information about the Silver Ravens, but it will likely take weeks of study by someone who is fluent in all three languages and skilled in Linguistics to decipher them. Fortunately, Rexus is perfectly suited for this task (see Decoding the Documents on page 26 for more information).

The third crate contains what looks at first like ancient straw, but even a cursory examination reveals its actual contents—six fully functional *silver raven figurines of wondrous power*. The Silver Ravens used these magical devices to communicate, and indeed took the name of the group from the items themselves. These six items represent a significant amount of cash value for a 1st-level party, but aren't intended to be sold for money. If you fear that your group will sell the figurines off without utilizing them, and you don't want that much cash flowing into your game, feel free to remove some or even all of the figurines from this crate.

Story Award: For recovering the Silver Ravens' documents and treasures, award the PCs 1,200 XP.

B. LONG ROADS COFFEEHOUSE

Once the PCs recover the documents, Rexus suggests that he and the PCs pay a visit to the Long Roads Coffeehouse, where his mother's ally and underground contact, Laria Longroad, can be found. Rexus volunteers to work on decoding the documents the PCs uncovered, but also suggests that Laria would be a valuable advisor if the PCs wish to help rebuild the Silver Ravens and save Kintargo.

The Long Roads Coffeehouse is located in Villegre, just northeast of the park. The establishment caters to an eclectic mix of customers, serving coffee and food

to bright-eyed students of the Villegre and delivering fancy desserts and pastries to the noble estates in the Green. Known as much for its traditional halfling fare as for its lovable proprietor, Laria Longroad, the bakery serves a second purpose that few Kintargans suspect: as headquarters and safe house for the local branch of the Bellflower Network. Fewer still of Laria's customers realize that the boisterous halfling has spent 11 years making friends with every smuggler, revolutionary, and sympathetic bureaucrat who can help her cause.

When the PCs arrive at Long Roads with Rexus, Laria greets them like old friends and presses steaming cups of fresh coffee and handfuls of pastries into their hands, then invites them into her office to “catch up on old times.” This is, of course, a ruse—she merely wants a private place to talk to the PCs and Rexus. Rexus introduces the PCs to the halfling, who then asks each PC in turn to explain why they're interested in rebuilding the Silver Ravens. She also wants to know what sort of troubles they had at the Fair Fortune, as much as to gauge their skills as to hear a rousing tale of adventure. Laria is predisposed to trust the PCs based entirely on Rexus's trust of them, and since these two NPCs are key elements

in helping get the organization restarted, you should endeavor to make them seem likable, friendly, and trustworthy to the PCs as well!

Once she's heard what the PCs have to say, Laria reveals her association with the Bellflower Network. As part of that association, she's taken it upon herself to know as much as she can about the city's other similarly aligned secret and not-so-secret groups. Under Barzillai's scorched-earth policy, though, most of Laria's information network has been killed, arrested, or run to ground, leaving her virtually blind as a fixer. What she does know, though, she shares freely—see her Campaign Role notes on page 55.

A SAFE PLACE AND A FAVOR

Laria offers the PCs the bunkroom in Long Roads (area B6) as a safe place to hide. She also uses secret tunnels below the coffeehouse to hide fugitives, Bellflower tillers, and stolen goods—the halfling's long called these chambers the “Wasp Nest.” Unfortunately, the hideout isn't currently in her control. She had been allowing a friend, Nan Comerivos, to smuggle a load of Varisian textiles through the tunnels adjoining her basement, and has been storing many of them until he could find a buyer. Nan arrived days earlier to check on his goods amid the troubles, but still hasn't emerged.



LARIA LONGROAD

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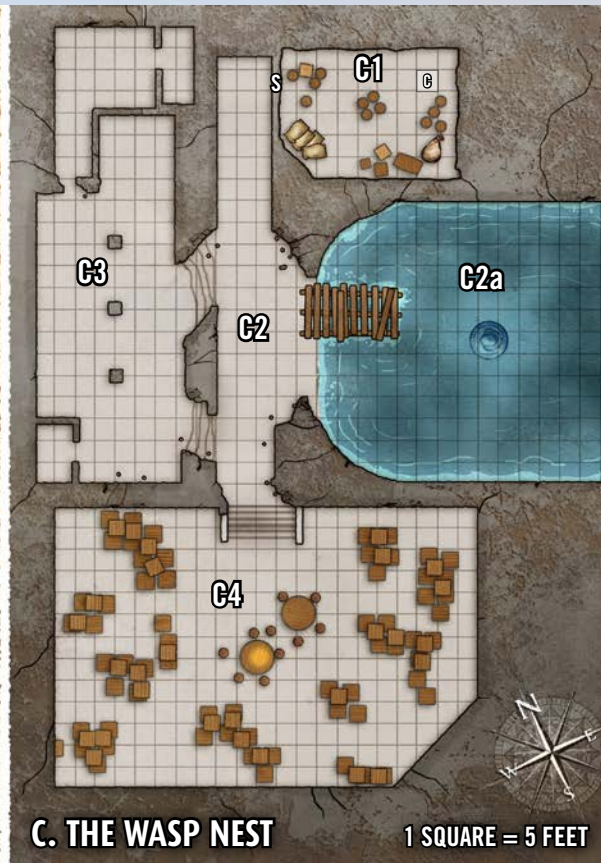


**B. LONG ROADS
COFFEEHOUSE**

GROUND FLOOR



UPPER FLOOR

**C. THE WASP NEST**

1 SQUARE = 5 FEET

With the city and her networks falling apart—and a nonchalant facade to maintain all the while—Laria hasn't had the time to follow up on her friend's fate.

Laria hopes that Nan is fine and is simply lying low—someone has been eating the food and wine she leaves in the basement each day, after all—but by night she hears inhuman laughter echo from below. If the PCs agree to investigate the rooms below Long Roads and make sure Nan's safe, Laria is willing to let the PCs use Long Roads and the rooms below as an initial Silver Ravens headquarters for as long as they need.

C. THE WASP NEST

Below the coffeehouse lies a secret bolt-hole, created by the Bellflower Network a decade ago by knocking down the walls between Laria's basement and the neglected basements of her neighbors. In the process, Laria discovered a secret shrine left by worshipers of Calistria during the goddess's heyday in Kintargo; inspired by this discovery, she began referring to the new safe house as the Wasp Nest.

Unknown to Laria, Nan Comerivos's latest shipment of Varisian scarves and skirts was a cover—his actual "shipment" was a family of tengu sisters who sought to escape a prison sentence in Riddleport. Nan accepted payment to smuggle them into Cheliaz, expecting to pass them along to another contact to finish their trip

to Westcrown. Kintargo's unexpected lockdown and the arrest of Nan's contact left everyone stuck and uneasy. When the merchant finally returned to tell the sisters they were on their own, they beat him unconscious in frustration, and their overeager "half sister" Chough (an adopted dire corby) strangled him in his sleep. Now the sisters are aimless. They haven't yet dared risk escaping through the coffeehouse above, and the denizen in the waters of area C2 has kept them from striking out into the sewers. For now, as long as food continues to be left in area C1, the sisters are content to wait, but they know that eventually either the food will run out or someone will come looking for them. As their adopted dire corby Chough grows ever more violent and the sisters number fewer and fewer, desperation has finally settled in. Depending on which tactic the PCs take, they may be able to recruit the surviving sisters as their first unique team for the Silver Ravens, or they might end up with a desperate fight for the control of the Wasp Nest on their hands.

Ceiling height in the Wasp Nest is 10 feet. Each chamber has several empty torch sconces, but all are currently quite dark—the tengus use a dwindling supply of sunrods for illumination as needed, but have been spending an increasing amount of time in the dark, waiting for a rescue they're slowly realizing may never come.

C1. DRY CELLAR

This basement contains numerous crates of cooking ingredients, sacks of coffee beans, and other supplies needed to maintain a thriving business.

An examination of the goods stored here, along with a successful DC 25 Perception check, reveals that many of the supplies have been opened and seem to be missing small portions, as if someone's been skimming from the top of the food in an attempt to keep the pilfering from being noticed.

The secret door in the northwest wall is closed, and a successful DC 25 Perception check is required to notice it, but Laria can show the PCs where it is and how to open it. At your discretion, Laria might accompany the PCs into the chambers beyond. If she doesn't and the PCs get in over their heads, you can have her show up in the nick of time to save them from being killed by frightened birdfolk.

C2. STORMWATER SHRINE (CR 2)

This long, damp hallway opens to the southeast into a large reservoir of calm, dark water. A wooden pier extends twenty feet into the water, while another twenty feet out rises the top half of a statue of a beautiful elven woman. A foul smell, like that of rotting meat, comes from somewhere near the pier. Two holes have been knocked into the northwest walls to provide access to chambers beyond.

Not long after the Chelish Civil War came to an end, the church of Calistria was forced to abandon its cathedral on Temple Hill after House Thrune outlawed worship of the Savored Sting. Most of the faithful fled north to seek shelter in cities such as Magnimar and Riddleport, but here and there worshipers clung to their traditions and their homes, practicing their faith in hiding. One small group chose this area as a place to hole up, and walled off a stormwater overflow pool to use as a shrine to their goddess. Eventually, inquisitors of Asmodeus routed the cult, and today all that remains of the shrine is a statue standing in 3 feet of stagnant water. With a successful DC 10 Knowledge (religion) check, a PC identifies that the statue depicts Calistria, the elven goddess of revenge and lust.

The small dock is a much more recent addition to the area. Built by the Bellflower Network to aid in smuggling slaves in and out of the city unseen through Kintargo's storm drains, the wooden structure is solid and safe, although the pilings below have become the den of a relatively new and dangerous immigrant to Kintargo. With a successful DC 10 Perception check, a PC notes the partially eaten remains of a man wedged among the pier's pilings at the northwesternmost edge, just under

LONG ROADS COFFEEHOUSE

B1. Public Dining: The Long Roads Coffeehouse features a large dining room for customers and bakery space behind the counters. A massive oven is used for cakes and pastries, as well as roasting coffee beans every evening for the next morning's rush. A large portrait of Queen Abrogail II hangs above the bar—a new (and legally mandated) addition to the decor. The signature drink at the Long Roads is as much about the beans and roasting as it is about the spices mixed into the brew. Laria adds generous handfuls of cardamom, nutmeg, black pepper, and thileu bark to her grounds before brewing, creating a fragrant, perky elixir. She uses the same spices in most of her pastries—both savory and sweet—giving her a legitimate excuse to regularly contact merchants sailing to and from Varisia.

B2. Office: This room houses most of the shop's licenses, financial records, and outstanding orders. A trap door leads up to area B4.

B3. Pantry: Used to store commonly used ingredients. A concealed trap door (Perception DC 15 to notice) leads down from the pantry to a dry-goods cellar below (area C1—see The Wasp Nest on page 18).

B4. Study: The coffeehouse's second floor is dedicated to personal space surrounding this spacious study.

B5. Employee Room: This comfortable common area is for employees, and is furnished with halfling-sized beds, dressers, chests, and desks.

B6. Guest Room: This narrow bunk room accommodates the occasional human-sized visitors and guests (Laria offers the room to the PCs).

B7. Laria's Room: Laria's personal chambers dominate the southwestern half of the upper floor.

the lip of the stone floor—but spotting the creature lurking in the water nearby may be more difficult!

Creature: A rare creature lives in the waters of this shrine: an albino alligator. Run out of its previous lair by Thrune explorers who were searching the sewers for rebels, the alligator settled in here and, soon thereafter, made a meal of Nan Comerivos after the tengus dumped him into the water. It's eaten three of the sisters so far, and it's only a matter of time before its growing hunger compels it to emerge from the waters to hunt. The alligator swiftly attacks anyone who enters the water, but otherwise is content to lurk just below the surface of the water under the pier.

ALBINO ALLIGATOR

CR 2

XP 600

Crocodile (*Pathfinder RPG Bestiary* 51)

hp 22

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Treasure: Nan has been half eaten by the alligator, but enough of his mutilated remains survive that the body can be identified even if the PCs don't wring a confession out of the tengus. The tengus took Nan's satchel before dumping him in the water, but overlooked his *daredevil boots*^{UE}. One of these boots remains on his decaying foot, while the other must be cut out of the alligator's belly (it has, so far, survived the gator's belly intact, thanks in part to its magic).

A successful DC 25 Perception check while searching the statue of Calistria uncovers a hidden panel underwater. The narrow drawer within once contained a stash of magical scrolls, but the drawer is now flooded and the scrolls have long since been ruined. A gold holy symbol of Calistria worth 100 gp remains within the drawer, as does a +1 *whip*.

Story Award: If the PCs report Nan's fate to Laria, she's distraught but thankful to know the truth. Award the PCs 400 XP for this thoughtful act.



KORVA FUSHI

C3. BUNK ROOM (CR 1)

This sprawling series of rooms served as the safe house's bunk house, complete with two private latrines. Here, escaped halfling slaves could hide in safety with a modicum of comfort before arrangements could be made to smuggle them out to a ship bound for Varisia or beyond via the sewer tunnels. A variety of human- and halfling-sized furniture fills the area, half of which has been recently smashed by the room's new resident.

Creature: The Fushi sisters (see area C4) adopted a dire corby named Chough as a hatchling shortly after losing their own mother, only to realize as Chough rapidly grew to maturity over the next 2 years that she wasn't a fellow tengu at all. Still, the tengu sisters felt bound by honor to care for Chough, even when the dire corby's growing violence and swift temper made it more and more difficult to remain among even Riddleport's rough citizenry. After Chough murdered the wrong people in Riddleport, she and her sisters arranged to be smuggled out of town by Nan.

Now that Chough has killed the sisters' only guide and contact in Kintargo, Korva Fushi has exiled the angry corby sibling to this bunk area, where she spent the past few days throwing intermittent temper tantrums. If Chough hears the PCs battling the alligator, she watches from the shadows, delighted by the violence, but if they win, it takes her 2 rounds to register that Chough is dead. She then flies into a rage and attacks, fighting to the death.

CHOUGH

CR 1

XP 400

Female dire corby

hp 15 (*Pathfinder RPG Bestiary* 3 80)

Treasure: Chough wears her meager share of the sisters' take: three copper bracelets worth 15 gp each and a silver locket bearing the Elven rune for "mother" worth 100 gp into which she has stuffed bits of her eggshell.

C4. WASP NEST WAREHOUSE (CR 3)

Stacks of unopened crates—some draped in moldering tarps—fill most of the space, creating a maze. Two tables sit in the center, scattered with playing cards and a smoking, unlit lantern.

Converted from an old tenement basement, this warehouse contains smuggled goods, food supplies, and random odds and ends.

Creatures: The Fushi sisters make their camp here, passing the time playing cards while trying to figure out how to escape the safe house. The tengus are led by the eldest, Korva, and are as a whole hungry and paranoid, convinced that bounty hunters from Riddleport

or Kintargan soldiers could find them at any moment. Chough's hot-tempered murder of their contact Nan has further wracked the tengus with guilt, and Korva has recently come to the decision that Chough needs to be put down. She's yet to build up the emotional guts to carry out this plan. With the introduction of the PCs to the mix, Korva may ask them to do this for her if they haven't done so already.

Korva and her sisters aren't evil, but they are scared, reactionary, and more than a little angry. They begin with an attitude of unfriendly when they first spot the PCs, and attack if they think they can subdue and rob the trespassers before bolting. Shifting the quartet's attitude to at least indifferent gets them talking, at which point it should become clear that they want to escape the city without taking responsibility for Nan's death. If made friendly, the sisters agree to stay in Kintargo and work for the Silver Ravens (see the appendix on page 51 for more details).

KORVA FUSHI CR 1

XP 400

Female tengu rogue (knife master) 2 (*Pathfinder RPG Bestiary* 263, *Pathfinder RPG Ultimate Combat* 72)
CN Medium humanoid (tengu)

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 14 (2d8+2)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk kukri +4 (1d4+1/18–20), bite +2 (1d3+1)

Ranged dagger +4 (1d4+1/19–20)

Special Attacks sneak attack +1d4, sneak stab +1d8

TACTICS

During Combat None of the tengus are hardened murderers; they won't kill in cold blood, though they also aren't shy about killing a foe in a fight. They hide in the darkness, move constantly between the stacks of crates, and lash out with sneak attacks when they see an opening or can flank an enemy.

Morale Korva stops and negotiates if at least two of her sisters are killed or knocked unconscious, telling the PCs anything they want if she and her sisters can leave without harm. If Korva dies, any surviving tengus immediately surrender.

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Focus (kukri)

Skills Acrobatics +7, Climb +5, Disable Device +7, Handle Animal +1, Knowledge (dungeoneering) +4, Knowledge (local) +4, Linguistics +9, Perception +9, Sleight of Hand +7 (+8 concealing light blades), Stealth +9

Languages Common, Halfling, Infernal

SQ gifted linguist, hidden blade +1, rogue talents (weapon training), swordtrained

Combat Gear *potions of cure light wounds* (2); **Other**

Gear mwk chain shirt, dagger, mwk kukri, mwk thieves' tools, bottles of Korvosan brandy (3, worth 25 gp each), sunrods (5), 20 gp

JAY, MAGGIE, AND TREEP CR 1/2

XP 200 each

Female tengu rogues 1 (*Pathfinder RPG Bestiary* 263)

hp 9 each

Treasure: The playing cards the tengus use for their game consist of a harrow deck worth 50 gp. Two crates of fine embroidered Varisian clothing still sit in the warehouse, worth a total of 400 gp. Nan's satchel rests atop one of the crates and contains his personal notes (which the PCs can use to piece together the story if they don't get it from the tengus), his ledger, 72 gp, and an alabaster holy symbol of Abadar worth 150 gp.

Story Award: If the PCs manage a peaceful solution or recruit the tengus to the Silver Ravens, award them XP as if they'd defeated the sisters in combat.

PART 2: REBUILDING THE RAVENS

Although they might not realize it, once the PCs establish the Wasp Nest as their headquarters and gain the aid of Rexus Victocora and Laria Longroad, they have become the city's most organized and coordinated force to resist Barzillai Thruene's control. Of course, they hardly have the power or infrastructure to actually do anything about it, but from this point onward, the PCs should be working to address that by rebuilding and growing their own resistance movement—the Silver Ravens.

The *Hell's Rebels Player's Guide* (available online for free at paizo.com) presents all the rules you and your players will need to track the growth of the rebellion. As this Adventure Path unfolds, additional rules (such as custom teams, unique events, and the like) will be provided as needed to further support the growing revolution, which will culminate in the fourth part of the campaign, "A Song of Silver," when the PCs and their rebellion must work together to defeat Thruene and his allies. After "A Song of Silver," the role of the Silver Ravens shifts from rebels to protectors of the city. For now, though, the PCs should focus on gathering resources, building contacts, and recruiting support.

Once the PCs take care of the situation in the Wasp Nest and report back to Laria, she thanks them for their aid and turns the Wasp Nest over to them as a starting hideout for the Silver Ravens—she has no plans to use it for the Bellflower Network while Kintargo is under martial law, after all, and hates to see a good space go to waste. This is an excellent time to hand the PCs a blank

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Rebellion sheet (see the *Hell's Rebels Player's Guide*) and have them start filling out their initial scores for the rebellion, then run the first week's Activity and Event phases before continuing with the rest of the adventure.

You can, of course, ignore the rules for rebellions as detailed in the *Hell's Rebels Player's Guide* and simply run Hell's Rebels without that element. If you do this, the development of the Silver Ravens as a group should not be removed from your game; it should simply fade to the background. The PCs should still scour Kintargo for support and track down supplies and leaders as detailed below, but the tracking of the rebellion's statistics is ignored in favor of assuming that, as long as the PCs remain active and functional, so too does the rebellion at large.

As the adventure progresses, the PCs will have opportunities to recruit allies and unique teams to the Silver Ravens. Rebellion rules for these additional teams and allies are detailed at the end of the adventure in the appendix (see page 51).

THE FIVE STEPS OF REVOLUTION

Once the PCs have made their initial choices for their brand-new rebellion and have played through the first week of rebellion activities and possible events (see the *Hell's Rebels Player's Guide*), they'll need to get started on the actual work of preparing for the inevitable clash against Barzillai Thrune and the Church of Asmodeus. Laria has had some experience running her own illicit organization in the form of the local chapter of the Bellflower Network, and she has some brief words of advice for the PCs on how best to prepare.

The notes in italics below are meant for you, the GM, and should not be shared with the PCs. These notes indicate which Adventure Path volumes will contain support for that particular step in the revolution's progress—if your PCs jump the proverbial gun and attempt to tackle a plot point early, refer to that adventure for more details as appropriate.

Step 1—Rally and Recruit: Before anything else, the PCs need to track down supporters and allies in Kintargo. Taking actions to help the downtrodden and to seek outspoken dissidents for support are but two possibilities. Laria and Rexus both have some suggestions on where the PCs can start this work, and PCs who've been paying attention to city rumors may have their own ideas. *The bulk of the rest of this adventure is focused on this step. Completing these missions helps to raise the rebellion's maximum rank to 10 at this adventure's end.*

Step 2—Secure a Stronghold: Once the organization has made its initial recruitments, it'll be time to move out of the Wasp Nest and secure a larger, stronger, more defensible hideout. At the same time, securing the support of other factions within the city, such as the Rose of Kintargo, the Hellknight Order of the Torrent,

or even hidden allies among the government itself would be advisable. *The bulk of the second adventure, "Turn of the Torrent," details the securing of a proper stronghold, but also addresses securing the aid of the Hellknight Order of the Torrent, the Rose of Kintargo, and other allies. Establishing a larger hideout in this adventure raises the maximum rebellion rank to 15.*

Step 3—Gather Regional Support: Once the Silver Ravens have been established and they've settled into their new hideout, the PCs should look beyond Kintargo's walls to recruit regional support from other parts of the Archduchy of Ravounel. They should take whatever defensive preparations they can to ensure that when the rebellion does move to take back Kintargo, Chelixa will not be able to easily interfere. In addition, the Silver Ravens should finally look to the city's nobility for support—now that they've established themselves as a significant political force, having the aid of Kintargo's aristocracy will be very helpful. *The third adventure, "Dance of the Damned," details this step of the revolution. Completing this step raises the rebellion's maximum rank to its final maximum of 20.*

Step 4—Take Back the City: Once the rebellion has grown strong enough and the PCs have amassed enough power and regional influence, the time will be right to move against Thrune. High-profile missions, be they assassinations of key government members, operations to rescue important political prisoners, or open opposition against church or state (such as an attempt to retake the Kintargo Opera House from Barzillai Thrune) will essentially force Thrune to deal with the rebellion, and once the Silver Ravens take this step, there is no turning back. As a result, Laria warns the PCs to be sure of their resources and abilities before attempting to take back control of Kintargo. *The second half of the third adventure, as well as the bulk of the fourth, "A Song of Silver," cover the actual uprising and the resulting fight against Barzillai Thrune and the church of Asmodeus.*

Step 5—Plan for the Future: Although ensuring the safety and security of Kintargo into the future is important, Laria believes that planning for such long-term goals is a waste of time until a plan to depose Thrune and take back the city can be set in motion, especially since it's impossible to know what the situation in Kintargo might be like in such a nebulous future. *This final step will prove to be the most dangerous in the end, and is detailed in the last two adventures—"The Kintargo Contract" and "Breaking the Bones of Hell."*

EVENTS

As this adventure progresses, the PCs will need to deal with an increasing amount of suspicious activity in the Wasp Nest as it becomes apparent that someone they've brought into the fold is working against their efforts. In truth, the traitor in the ranks is the imp Blossodriette, who was likely brought into the Wasp

Nest without the PCs realizing it when her contract, hidden among the Silver Raven documents recovered from Fair Fortune, was brought to the new hideout for decoding and examination.

Blosodriette's tampering with the Silver Ravens plays out over the course of several weeks; use the following five events as guidelines for how to run this plot element. It's possible for these events to bleed over into the next adventure, but in the end the PCs should discover the imp's influence and take care of her before moving on to their next hideout.

One special event (see A Delivery of Roses on page 26) has nothing to do with Blosodriette's trickery.

EVENT 1: A SPY AMONG US

Concealed amid the hundreds of documents recovered from the Fair Fortune Livery is a contract binding the imp Blosodriette (see page 52) to the Material Plane. Blosodriette was originally a bonded servant to House Sarini, but her master is long dead and the remaining Sarinis have no knowledge of her existence, leaving her with no real way to contact help. Her end goal is to escape the contract without being banished to Hell and without having the Sarinis regain control of her—but since only a Sarini can grant her freedom without banishing her to Hell, the imp is somewhat at a loss as to how to proceed.

For now, she spends most of her time lurking invisibly or disguised as a rat or spider, observing and watching as the PCs and their growing number of allies and minions come and go in the Wasp Nest. Her tinkering and trickery begin merely as ways to entertain herself, but rapidly progress to a point where the imp hopes to either convince the PCs to release her or to attract the attention of allies beyond the Wasp Nest to set her free.

Unless the PCs specifically scour the recovered documents personally, Blosodriette's contract goes unnoticed—Rexus simply won't recognize it when he sees it, as it's disguised via a *secret page* spell. A PC who spends at least 10 minutes looking through the documents can notice something strange about the disguised contract with a successful DC 30 Linguistics or Perception check—alternatively, *detect magic* reveals the spell's aura on the page (although not its actual purpose). If the PCs destroy the contract, the imp vanishes with a puff of smoke (make sure this happens in sight of the PCs and allow them a chance to glimpse the little devil before she goes so they have an idea of what they've done). If instead the PCs hesitate but are obviously considering destroying or otherwise further investigating the mysterious document, the imp grows nervous and confronts the PCs as detailed in Event 5 below. It's likely that the PCs won't come to realize the true nature of the contract for some time, though, in which case Events 2–4 unfold as described below.

CONFRONTING THE GUARDS

As the Hell's Rebels Adventure Path progresses, the rebellion's reputation with the government is represented by its Notoriety score. Certain events and occurrences can cause Notoriety to increase or decrease, but one sure way to become notorious is to openly challenge the *dottari*. Each time the PCs get in a fight against *dottari* or Chelish Citizens' Group patrols in a public place, the rebellion's Notoriety score increases by 1d6. Every *dottari* or militia member slain in a public place increases Notoriety by an additional 1d6 points. A combat or conflict that happens in a private or other hidden area (such as in an alley or sewer) does not increase the rebellion's Notoriety score unless evidence of the crime (such as a *dottari*'s body) surfaces, in which case the Notoriety score increases by 1 per body discovered.

A PC who is arrested for public disobedience (or other relatively minor crimes) is placed in a cell under one of the numerous watchtowers along the city walls; these PCs are kept for 1d6 days or until a fine is paid (if the crime isn't associated with a specific fine, 20 gp is standard). For greater crimes, a PC is likely sent to the Holding House for several days until the government decides what to do with the criminal—some are freed, others are sentenced to excruciations, and particularly important prisoners are moved on to Kintargo Keep. The Holding House and Kintargo Keep are detailed in upcoming adventures, but if you don't have access to those, the Rescue Character Rebellion action can help to set imprisoned PCs free. This Adventure Path assumes the PCs avoid being arrested, in any event—but "Turn of the Torrent" and "A Song Of Silver" both present prison-break scenarios you can adapt to handle rescues of incarcerated PCs rather than NPCs if you wish.

Story Award: If the PCs destroy the contract, award them XP as if they'd defeated Blosodriette in combat, along with all the story awards they would have earned for encounters yet to play out in this series of events.

EVENT 2: THE COLLAPSE

The first time the PCs return to the Wasp Nest after a mission, a section of wall in the storeroom (area C4) collapses. The sound of the crumbling wall is automatically heard by anyone in the Wasp Nest. Damage done by the collapse is minor, unless the PCs have recruited a team—in this case, randomly determine one of the rebellion's teams. A member of this team was caught in the collapse and killed by the falling rubble, causing that team to become disabled.

A successful DC 13 Disable Device or Knowledge (engineering) check reveals tool marks around the broken wall, indicating sabotage. A successful DC 15 Perception

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check uncovers a hammer and chisel hidden nearby. The collapse was, of course, caused by Blosodriette.

Story Award: If the PCs find one or both of these clues and come to the conclusion that the Wasp Nest was sabotaged, award them 600 XP.

EVENT 3: AN UNWELCOME VISIT (CR 3)

Two weeks after the PCs take up residence in the Wasp Nest, Blosodriette becomes bolder and uses her *suggestion* spell-like ability on one of the rebellion's lower-ranking members, a man named Morgar Manthai (or a member of your choice, if the PCs have come up with names for their recruits). Acting under the imp's magical compulsion, Morgar delivers a vaguely worded letter to the city Duxotar. The letter's contents are deliberately vague; Blosodriette doesn't want to tip her

hand completely in case the letter is intercepted, but she hopes to attract suspicious allies to aid her.

At some point during this week while the PCs are in or near the Long Roads Coffeehouse, a patrol of three dottari arrives to question Laria and make a search of the coffeehouse, displaying an unsigned letter written in tidy script suggesting "suspicious activity and unsavory practices" at the shop as the only warrant they require. Left to their own devices, the guards find the concealed basement (area C1) but not the secret door (unless the PCs are foolish enough to leave it open).

If the PCs intervene, a successful Bluff check opposed by the guards' Sense Motive checks is enough to get the dottari to leave the shop before searching it. If the guards find the hidden basement, the rebellion's Notoriety score increases by 1d4; if they find the Wasp Nest itself (areas C2–C5), the rebellion's Notoriety score increases by 2d6+10.

DOTTARI GUARDS (3)

CR 1/2

XP 200 each

hp 13 each (see page 11)

Story Award: If the PCs manage to keep the basement a secret from the guards, award them 800 XP.

EVENT 4: UNCOVERING THE PATSY

A week after the dottari visit occurs, and every week thereafter, Blosodriette continues using Morgar Manthai to sabotage the Silver Ravens. Every week, each PC can attempt a DC 20 Sense Motive check; those who succeed notice Morgar engaged in something suspicious—writing a strange letter, perhaps, or skulking about and eavesdropping on PC conversations. If no one succeeds at the check, have another group of dottari show up (repeating Event 3 above) or have a mysterious accident occur (another collapse like in Event 2, or perhaps a fire or a near-drowning). When rolling for random events during the rebellion's Event phase, you can even increase the result by 10 to represent the additional danger posed by Blosodriette.

If the PCs notice Morgar acting funny and confront him, the man defends his innocence at first. Morgar has the same statistics as the Chelish Citizens' Group thugs detailed on page 11, except he is chaotic neutral. Morgar insists upon his innocence, but can't provide alibis for several nights over the past several weeks, claiming to have been drunk or asleep during any point in time the PCs might suspect him of having engaged in suspicious activity.

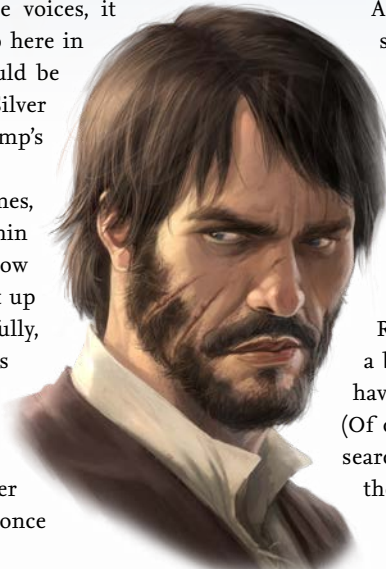
Morgar's confusion is legitimate—he hasn't yet fully realized he's under the influence of an outside force. Blosodriette has taken steps



DOTTARI GUARD

to be subtle in her manipulations, using *suggestion* and whispering her commands to the man while hiding in the shadows. Morgar is worried that the voices he's hearing are a symptom of growing madness, but a successful DC 14 Diplomacy check to secure his trust or a DC 10 Intimidate check to force his cooperation both have the same result: he confesses to having heard a strange voice that compelled him to do the things he did. More importantly, he nervously reveals that the last time he heard these voices, it was from a talking rat he spoke to here in the Wasp Nest—this location should be somewhere close to where the Silver Raven documents (including the imp's contract) are stored.

Once Morgar confesses to his crimes, Blosodriette knows she's on thin ice and takes a few weeks to lie low before picking a new patsy to start up her sabotage work again. Hopefully, the PCs find her out before this comes to pass! If the PCs used Intimidate to force Morgar's aid, the frightened man abandons the Silver Ravens and flees Kintargo later that evening, leaving the team he once belonged to disabled.



MORGAR MANTHAI

MORGAR MANTHAI CR 1/3
XP 135

hp 10 (use the statistics for a Chelish Citizens' Group thug on page 11)

Story Award: If the PCs convince Morgar to confess about the strange voices and his glimpse of the imp, award the PCs 800 XP.

EVENT 5: THE TRUE SABOTEUR (CR 4)

Once the PCs begin to suspect they've got some sort of saboteur capable of influencing their members from within, the ease of discovering the imp hidden in the Wasp Nest depends on the methods used to search for her. Once the PCs are aware of the situation and are keeping an eye out, you can assume that the entire party is essentially taking 20 on their Perception checks as they interact with the Wasp Nest; this determines the DC that Blosodriette must meet with her daily Stealth check in order to remain hidden. In addition, during each rebellion Upkeep phase after the first week, attempt a DC 20 Security check in secret, with a success indicating that other members of the Silver Ravens have spotted the imp and report seeing a strange little devil in the shadows. Once these reports surface, the PCs gain a +5 bonus on Perception checks to find the imp, making her task of hiding more difficult. (Although

the imp spends much of her time invisible, these Perception checks are as much to hear or even smell the devil as to spot her—as such, she does not gain a bonus on Stealth checks due to *invisibility* spells.) *Detect evil* and *detect law* are the best methods to track her down; if the PCs hit upon this tactic, you should place Blosodriette in the same room as her contract and then ask the PCs to describe the path they take through the Wasp Nest in their search.

After Blosodriette fails a Stealth check, it's safest to assume any PC whose Perception check result exceeds that Stealth check is present in the area to spot her. Have all of the players indicate to you where their characters are in the Wasp Nest on the day this occurs, and then randomly determine one of those players who beat the imp's Stealth check to be the one who actually spots the imp.

Reveal the imp's presence by describing a brief glimpse of the evil outsider before having all the players roll for initiative. (Of course, if the PCs are making a targeted search with detect spells, you'll already know their locations.)

Creatures: Frustrated after spending so long idle and sneaking around, Blosodriette welcomes combat and attacks at once as soon as she's found out. With her damage reduction and

fast healing, she should be a difficult fight for the group (although it's likely at this point there's at least one silver weapon among the PCs), but if the PCs manage to break her morale (see her tactics on page 52), the imp gives up and begs them to just destroy her contract. She can tell them she once worked for the Sarinis, but none in that family know of her today. If the PCs confront the Sarinis with the imp, they acknowledge that some in their family's past have had dealings with devils, but that none of those who live today have any connection to Blosodriette—the Sarinis have a stronger role to play later in the Adventure Path as antagonists to the PCs, so it's best to use an early opportunity like this to seed that antagonism without allowing direct conflict.

BLOSODRIETTE CR 4
XP 1,200
hp 35 (see page 52)

Development: It's possible that one of the PCs is a Sarini—even if that character lacks social ties to the family, Blosodriette's contract technically binds her to the PC. In this case, the PC could theoretically command the imp to do his bidding. Consult the appendix on page 51 for more information on how Blosodriette can help the

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My Dear Ravens-

You are not alone in your fears for the nest we share, but for now, my flock and I must remain quiet and hidden. The time will soon come when we must meet, but until then, keep building your contacts and resources. Do not rush into opposition against our common enemy. The time to retake Kintargo will come, but to strike too soon will be to lose the war before it even begins. Recruit. Prepare. Remain strong in your patience. We shall speak soon.

-The Rose of Kintargo

HANDOUT #2

Silver Ravens as an ally (at least until the treacherous thing figures out a way to betray the rebellion).

SPECIAL EVENT: A DELIVERY OF ROSES

Laria knows that Kintargo's cult of Milani is led by a mysterious man who identifies himself as the Rose of Kintargo, but since Thrune seized control of the city, the cult leader has gone silent. Laria suspects the Rose of Kintargo maintains multiple different personas and identities in the city, but she's only interacted with him via messages; she has never had to directly secure his aid or the aid of his followers. She promises to try to make contact with him, but asks the PCs to look around for worshipers of Milani as well.

In fact, the Rose of Kintargo is a tiefling tailor named Hetamon Haace. He is indeed currently lying low, tending to his shop, the Devil's Threads, in Redroof. The PCs aren't scheduled to learn who the Rose of Kintargo is until the next adventure, but as this adventure progresses, Hetamon grows increasingly aware of the Silver Ravens. Once the rebellion reaches a Notoriety score of 6 (or just after starting Part 3 of the adventure, whichever comes first), one PC of your choice (preferably a worshiper of Milani) receives a bouquet of roses from a somber-looking street urchin who, if questioned, can say only that a nice man wearing a hooded cloak paid him 3 gold coins to deliver the roses to the PC.

A slip of paper is hidden in the bouquet; see Handout #2 for the message the paper contains. A successful DC 20 Knowledge (local or religion) check is enough to confirm that the Rose of Kintargo mentioned in the note is the name of the local cult of Milani, goddess of hope and uprisings—an actual worshiper of Milani gains a +10 bonus on this check and can attempt it untrained.

This event foreshadows the role of Hetamon Haace and the church of Milani later in the Adventure Path—if PCs are eager to learn more, see “Turn of the Torrent” for more details about how to introduce this plot element earlier in the campaign.

MISSIONS

To aid in recruiting for the rebellion, Laria and Rexus both suggest that the PCs work to spread word of their efforts by undertaking key missions in Kintargo, taking small steps against Thrune's occupation without drawing too much attention too early. Seven appropriate missions are detailed on the following pages—some of these missions might be suggestions from Laria or Rexus, and others could be ones the PCs decide to attempt based on rumors they've heard or as a result of requests from other NPCs.

Note that several of the following missions tend to be slightly more challenging than normal for a group of 2nd-level characters—this is by design, as the expectation is that the PCs won't need to manage their resources; these missions should be interspersed with plenty of opportunities to rest and recover.

MISSION 1: DECODING THE DOCUMENTS

The documents recovered from the second crate in area A7 contain much information about the Silver Ravens that has otherwise been lost to time due to the efforts of Thrune redactors. Translating the documents requires 7 weeks of work by someone who has at least 1 rank in Linguistics and speaks Celestial, Elven, and Strix. This adventure assumes that Rexus tackles the task of translating and decoding the documents, but each qualifying PC who wishes to help can attempt a DC 20 Linguistics check once per week to shorten the overall length of time required to decode them by 1 week (and to learn one additional bullet point of information). Each week that the work continues (and each time a PC succeeds at a Linguistics check to help), present the PCs with one of the seven bullet points of summarized information below. Feel free to mix up the order in which the following pieces of information are learned, except for the final bullet point, which should be the last piece of information the PCs acquire.

- The Silver Ravens were established in 4606 AR in the wake of the chaos that swept over Cheliox after Aroden's death to help protect the city of Kintargo from oppression.
- The woman who founded the Silver Ravens was a mysterious elf known only as “Jackdaw,” a figure who, before the advent of the Age of Lost Omens, built herself into a sort of Kintargan folk hero who fought for the rights of the city's downtrodden.
- Many of the Silver Ravens were adventurers or worshipers of Milani. Jackdaw, a swashbuckler, was the most powerful and influential of them all, but others who rose to particular prominence among the Silver Ravens were Amyreid (a female half-elf cleric of Milani), Ba (a male halfling enchanter), Kyda (a female human rogue/bard), and Brakisi (a male human urban ranger).

- The Silver Ravens defended Kintargo from being conquered no fewer than a dozen times during the Chelish Civil War: five times from power-hungry noble families, four times from agents of Thrune, once from an invasion of skum from the sea, once from a cabal of Nidalese vampires, and once from a blue dragon named Rivozair.
- The Silver Ravens maintained their main headquarters in and below the Kintargo Opera House; unfortunately, no information in the documents indicates any other safe houses the group may have maintained.
- The Silver Ravens were said to be able to use something called the “Song of Silver” to defend Kintargo when it was attacked by enemies, but sadly, no additional information as to what this mysterious song was can be found in these notes. Rexus implores the PCs to keep an eye out for further clues as to this intriguing notation. (More details on the “Song of Silver” will be revealed in upcoming adventures, but for now, attempts to learn more about this topic should be met with dead ends—House Thrune’s redactors were particularly thorough in erasing this bit of information from history).
- The last section translated speaks of how the leaders of the Silver Ravens had seen the proverbial writing on the wall—they knew House Thrune was likely to seize control, and had come to the difficult decision to surrender should this event come to pass, hoping to prevent Thrune from razing Kintargo. Indications exist that the cache of treasure and documents hidden in the Fair Fortune were intended to serve as a sort of time capsule, should Kintargo forget the Silver Ravens with the passage of time.

Development: Perhaps the most important resources to be gained from translating the documents are pages upon pages of information about tactics for defending Kintargo. Once the translation is complete, the information found within grants the rebellion a permanent +2 bonus on all Organization checks (Loyalty, Secrecy, and Security).

Story Award: If, with the PCs’ aid, all of the information in the documents can be learned in 4 weeks or less, award the PCs 1,200 XP.

MISSION 2: INVESTIGATING THE FIRES

During the Night of Ashes, three buildings mysteriously burned to the ground. No one’s saying it out loud, but the general consensus is that these three buildings (and many of their occupants) were specifically targeted by Barzillai Thrune as dens of sedition. If the PCs don’t hit upon the idea of investigating the sites of these three fires on their own, Rexus should at the least ask them to look through the ruins of his family estate for clues—he’s done so himself a few times already, but had to flee from dottari patrols each time before he was able to get far.

The three ruins are the Victocora estate, the Thrashing Badger tavern, and a music store called the Silver Star. Rexus can confirm that his parents were part of the Sacred Order of Archivists, and suspects (correctly) that they were targeted by Thrune’s agents for this reason. A successful DC 10 Knowledge (local or religion) or Diplomacy check to gather information reveals that the Silver Star was not only owned by Shensen (herself an outspoken critic of Thrune), but that chambers below the music store served as a shrine to Sarenrae. A PC who succeeds at a DC 15 Knowledge (local or religion) check or a Diplomacy check to gather information knows that the Thrashing Badger was reputed to be a favorite watering hole for the rebellious cult of Milani.

For the first few days after the Night of Ashes, the dottari patrolled the sites of all three ruins heavily, but now they’ve turned their attention elsewhere. Rexus doubts there’s anything worth salvaging from his family estate (he spent several nights combing through the ruins in vain, after all), and he’s right—there’s nothing further to be learned there, since his parents confined their associations with the Sacred Order of Archivists to other locales (see Part 3 of this adventure for details.) The Thrashing Badger’s ruins are almost entirely gone; the building burned through the boardwalk and collapsed into the water below, and a search of the submerged ruins yields no clues.

In all three cases, the bodies of those who perished in the fires have been recovered and given proper (although Asmodean) cremations—a move that Thrune knew he had to take to mollify outraged citizens, yet which also prevents rebels from interrogating the bodies at a later date via *Speak with Dead* or similar means. Unfortunate exceptions to this policy can be found elsewhere in Kintargo as zombified guards (see area E8).

Only the ruins of the Silver Star yield more than charred stone. The site is now a sinkhole filled with scorched rubble—the building collapsed into the chambers below when it burned, but each hour spent searching the site allows the PCs to attempt a DC 20 Perception check to uncover a small cache of potions and scrolls that survived the fire in an iron coffer. Each hour the PCs search for treasure, their actions have a 30% chance of attracting the attention of an encounter (see page 81) unless they take pains to be stealthy in their search. More importantly, the rubble is unstable and could settle during a search; see Hazard, below.

Hazard: Each hour spent searching the ruins of the Silver Star, one PC (determined at random) is subjected to a sudden shifting of the rubble as it settles into deeper chambers below. The PC takes 3d6 points of damage from the collapsing rubble unless he succeeds at a DC 15 Reflex saving throw. A successful DC 15 Knowledge (engineering) check made at the onset of that hour grants all PCs a +4 bonus on that hour’s potential Reflex saving throw.

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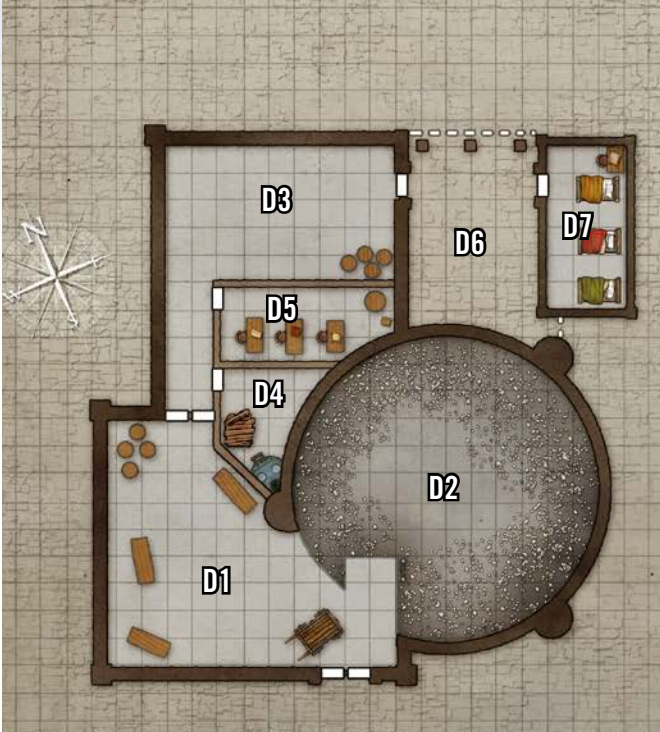
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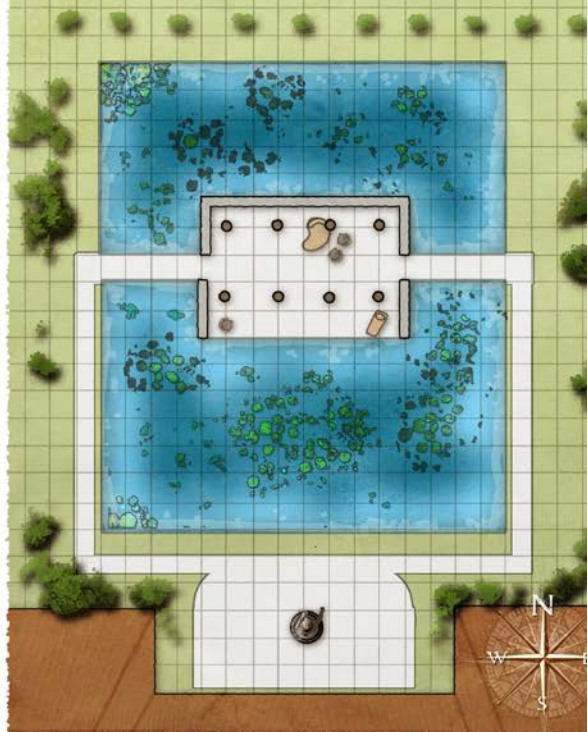
D. PRISONERS OF SALT

1 SQUARE = 5 FEET



AN UNSANCTIONED EXCRUCIATION

1 SQUARE = 5 FEET



THREAT OF THE RED JILLS

1 SQUARE = 5 FEET



CRACKDOWN AT CLENCHJAW'S

1 SQUARE = 5 FEET



Treasure: The scrolls in the coffer are a *scroll of cure moderate wounds*, a *scroll of daylight*, a *scroll of remove blindness/deafness*, and a *scroll of remove disease*. The potions include three *potions of lesser restoration* and four *potions of cure light wounds*.

Development: The PCs will have a chance to learn more about the fate of the Sacred Order of Archivists in Part 3 of this adventure.

The cult of Milani has, for the moment, disbanded, but developments in the next adventure will allow the PCs to recruit the remnants of the cult to their cause.

The majority of the priests of Sarenrae perished in the fire that destroyed the Silver Star, so there are none there to recruit. The building's owner, Shensen, survived the fire and attempted to confront Barzillai Thrune at the opera house later that same night, only to be petrified by the inquisitor's pet cockatrices—the half-elf's statue is now on display in the opera house. The PCs can find and rescue her near the end of "Dance of the Damned."

Story Award: For recovering the treasure (and braving the threat of subsidence) at the Silver Star, award the PCs 600 XP.

MISSION 3: PRISONERS OF SALT (CR 3 TO 5)

A direct assault on the high-profile prisoners believed to be kept in Castle Kintargo is not advisable this early in the rebellion (this is a mission the PCs will undertake in the fourth adventure, "A Song of Silver"), but making a move to liberate some who have been recently imprisoned by Thrune would be an excellent way to start building the Silver Ravens' reputation in Kintargo. Indeed, Laria's initial suggestion to the PCs is to rescue a group of mercenaries who are being held in Sallix Salt Works in Old Kintargo. These mercenaries are led by a man named Forvian Crowe—a rogue Laria's worked with before who she believes would be a valuable addition to the Silver Ravens. Perhaps more importantly, the guards stationed at Sallix Salt Works are not official members of the Church of Asmodeus or the government; they are contracted mercenaries, and as such, their deaths wouldn't draw the degree of retribution that similar acts against government officials would. A raid on Sallix Salt Works, in other words, is the perfect opening gambit for the Silver Ravens to begin building their reputation in Kintargo as defenders of the people without incurring the full wrath of House Thrune.

Sallix Salt Works is located just outside Salt Gate in Old Kintargo. Here, heavy loads of wet salt from the brine springs to the south are delivered daily. These loads are dumped into the Salt Works' wide, clay-lined pit, where furnaces burn night and day to dry the salt. Thrune agents appropriated the Salt Works the day after the Night of Ashes, arresting its previous owner under (rightful) charges of unpaid back taxes—the man resisted arrest and was killed in the resulting fight. Eager to use

D. THE SALT WORKS

Sallix Salt Works is a squat, rectangular structure built around a low stone dome.

D1. Front Office: This room is where the bulk of business operations take place.

D2. Salt Pit: Taking up most of the building's space, the salt pit is 30 feet deep and lined with clay. A series of flues run through the walls, connecting to the three chimneys around the silo's circumference, making the entire chamber a warm, arid desert with constant airflow from above. A small dock extends over the pit, with pulleys and hooks above. A layer of salt constantly dries on the floor below. The job of turning the salt to ensure it dries well, combined with harvesting dry salt into buckets for loading into sacks, is a grueling and painful task.

D3. Storage: This room is used to store shipments of rock salt and smaller sacks of table salt.

D4. Salt Furnace: The Salt Works' furnace burns here, keeping the Salt Pit's temperatures in the high 90s at all times.

D5. Holding Cell: Until recently, this was a manager's office, but the mercenaries have converted this room into a holding cell for their prisoners.

D6. Work Yard: The work yard is a covered patio for meeting with customers and readying larger loads for delivery.

D7. Barracks: This outbuilding contains bunks now used by the mercenary guards and their leader, Kossrani.

the Salt Works as an additional source of government income, Barzillai Thrune placed a mercenary group in charge of the building until an official new manager could be appointed. This group is led by a cantankerous dwarf named Kossrani, and he's already earned a reputation as a sadist among those who know him.

Creatures: In all, nine mercenaries are stationed here—eight Chelish Citizens' Group thugs and their leader, a bitter dwarven mercenary named Kossrani who once hoped to become a member of the clergy of Asmodeus. When it became obvious early on that he lacked the mental aptitude and will to become a full-fledged cleric, Kossrani opted instead to serve the Prince of Darkness as a thug and bully, offering his services as a mercenary to the church or House Thrune. He was quick to volunteer for additional duties after Thrune's takeover of the city, and though Kossrani's appointment as an interim manager at the Salt Works was meant as a veiled insult, the dwarf has taken to the assignment with delight. The fact that he's been augmenting his income on the sly by selling salt on the black market hasn't been

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missed by Barzillai—this, more than any other reason, prevents the government from taking much action if the man is defeated and his charges rescued.

During the day, Kossrani and four of the Chelish Citizens' Group thugs patrol the main structure (although they spend most of their time in the front office playing cards). At night, the other four thugs who work the evening shift stand guard in the room, mostly to ensure the prisoners don't attempt an escape. If combat breaks out, the thugs flee in a panic as soon as Kossrani is defeated, but otherwise fight to the death at the dwarf's side. Guards not on duty are generally asleep in the barracks (area D7), and are unlikely to join a battle in the main building, although if the PCs attack at night, the guards on duty attempt to flee to the barracks to wake Kossrani at the earliest opportunity.

KOSSRANI CR 2
XP 600

Male dwarf fighter 3
NE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)
hp 30 (3d10+9)

Fort +6, **Ref** +2, **Will** +3 (+1 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +1, defensive training, stability

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +6 (1d8+4)

Ranged composite longbow +4 (1d8+2/×3)

Special Attacks hatred

TACTICS

During Combat Kossrani refuses to fight fair. He throws a tanglefoot bag at the most heavily armored foe on the first round of battle, then keeps his distance and picks away at one opponent at a time, favoring spellcasters. He uses Power Attack at every opportunity—his melee attack line above reflects this tactic.

Morale Too proud to believe he can be defeated, Kossrani fights to the death.

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 16 (20 vs. bull rush and trip)

Feats Iron Will, Point-Blank Shot, Power Attack, Weapon Focus (heavy mace)

Skills Intimidate +5, Knowledge (religion) +4, Perception +3 (+5 to notice unusual stonework), Sense Motive +3

Languages Common, Dwarven, Infernal

SQ armor training 1

Combat Gear *potion of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** mwk chainmail, heavy steel shield, composite longbow (+2 Str) with 20 arrows, mwk heavy mace, 28 gp

CHELISH CITIZENS' GROUP THUGS (8) CR 1/3

XP 135 each

hp 10 each (see page 11)

Treasure: In addition to Kossrani's personal wealth, a lockbox in the front office contains his profits thus far from selling salt on the black market: 67 gp and 423 sp.

Development: Six prisoners are being held in the Salt Works: five 1st-level human warriors and their onetime leader, **Forvian Crow** (CG male human rogue 1). All six are sickened from conditions in the Salt Works and are in no condition to fight, but if they're rescued, Forvian promises to spread word of the PCs' actions in the days to follow.

Story Award: Each attempted raid on the Salt Works, whether successful or not, increases the rebellion's Notoriety score by 1d4.

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Once the PCs rescue the prisoners, word spreads; at the start of its next Upkeep phase, the rebellion automatically gains 1d6 supporters. In addition, if the PCs wish to recruit the rescued prisoners as a team of freedom fighters during this week's Activity phase, they automatically succeed at the Security check to recruit the team. If the PCs rescue the prisoners and recruit them to the Silver Ravens, award them 600 XP. Unlike the tengu sisters (see page 20), this group does not count as a bonus team.

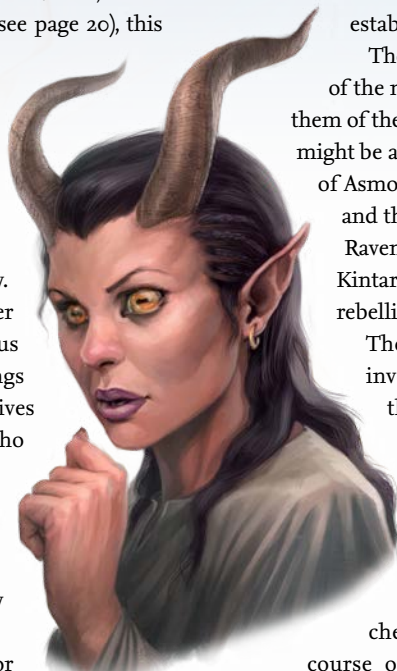
MISSION 4: MURDERS IN THE NURSERY (CR 3)

Tieflings are treated as second-class citizens at best in Chelias, and despite Kintargo's progressive attitude, this prejudice is still rampant in the city. The majority of Kintargo's tieflings never make it out of the city's most notorious slum—the Devil's Nursery. Here, tieflings are generally left to live their own lives without much interference, but those who dare to travel far from the area run the risk of facing harassment or worse. This toxic environment does little to give Kintargo's tieflings a fair chance to rise out of the poverty into which they are born.

For many years, a local advocate for tiefling rights named Strea Vestori has worked to reverse this trend and to earn a place of honor and respect for Kintargo's tieflings by founding the Cloven Hoof Society. She'd made great strides in her mission, in no small part due to the aid of Milani cult leader Hetamon Haace (himself a tiefling living in hiding), but her reputation unfortunately attracted Barzillai's notice. On the Night of Ashes, Strea was one of those identified as a potential threat, and agents of Thrune abducted her, confiscated her belongings, and turned her over to the Church of Asmodeus, where she was subjected to a *feeblemind* spell and imprisoned—the PCs can learn her fate and possibly rescue her in "A Song of Silver."

But Thrune's agents didn't stop at merely cutting off the head of the Cloven Hoof Society. One of Thrune's more devious minions, a witch named Tiarise Izoni, set into motion other events on the Night of Ashes that took a few days to mature—she murdered a tiefling child and buried the body in an alley deep in the Devil's Nursery, performing a blasphemous rite to link the young corpse to energies from the First World. The result manifested the next day as eight tooth fairies seeped into this reality from the First World, and the sadistic little fey immediately set to the murder of those who dwelled nearby.

The tooth fairies strike every few nights, seeking out a new victim to gang up on, murder, and harvest teeth



ZEA

from. When this adventure begins, the tooth fairies have already murdered three unfortunates, and their actions are having precisely the result Tiarise intended—they're driving the tieflings of the slums into a panic. Left unhandled, these murders will eventually drive the tieflings to riot, giving Barzillai Thrune all the excuse he needs to raze the slums and further establish martial control over the city.

The PCs might have heard some rumors of the murders by now—if not, Laria informs them of the rumors and her fears that the killings might be acts of terrorism performed by agents of Asmodeus. If the murderers can be stopped and the PCs can make it clear that the Silver Ravens have stepped up to defend some of Kintargo's most downtrodden citizens, the rebellion's support can only grow.

There are four likely avenues of investigation the PCs can take to unravel the mystery of the Devil's Nursery Murders, as detailed below.

Interviewing Locals: The tieflings of the Devil's Nursery are on edge, and most go out of their way to avoid speaking to strangers. With a successful DC 15 Diplomacy check to gather information over the course of 1d4 hours in the slums, though, a character can learn the locations of all the murders (including the most recent one—the only site that retains a clue). A tiefling character (or a character successfully disguised as a tiefling) gains a +5 bonus on this Diplomacy check. The exact number of murders will vary depending on how long the PCs take to start their investigation—new murders happen once every 1d3 days. If the PCs think to plot the locations of the murder sites on a map, they discover that all the murders happened in Devil's Nursery, within a 400-foot radius of the tooth fairies' lair.

Investigating a Murder Site: If the PCs learn the location of the most recent murder, they can investigate the site. This murder took place 2 nights prior, in an alley near the southern wall of the city. The body was found by a young tiefling woman named Zea (CN female tiefling rogue 1), and she should be the one who escorts the PCs to the site to investigate it. A Survival check to search for tracks uncovers nothing unusual, but a successful DC 20 Perception check turns up a single tooth near the wall—a trophy the tooth fairies accidentally left behind.

Examining a Body: The tieflings are quick to cremate the bodies as they come up, for fear of them rising to become vengeful undead. If the PCs successfully interview a local and make their intentions to solve the murders known, Zea seeks them out the next time a

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murder occurs (1d3 days after the PCs first start their investigation). She informs them that the body is being held in an abandoned shop in the Devil's Nursery until that evening, when the locals plan to cremate the remains. If the PCs follow Zea to the murder site, they can examine the body. The body's face has been mutilated, but a successful DC 13 Heal check reveals that all of the victim's teeth have been removed. A successful DC 12 Perception check reveals numerous tiny and slightly inflamed humanoid bite marks on the victim's hands and neck, along with several little gouges of missing flesh. Once one of these two clues is discovered, a successful DC 15 Knowledge (nature) check suggests tooth fairies are the culprits—if both clues are discovered, the PCs gain a +5 bonus on this check.

Catching the Killers: There is no common thread between the murder victims—the tooth fairies aren't picky about whom they attack. The only reliable pattern in the fairies' assaults is the timing: they attack new victims once every 1d3 nights. The tieflings increasingly stay indoors at night, and while the tooth fairies are capable of infiltrating the shacks to get their victims, they vastly prefer to attack those who are out in the alleys after dark. If the PCs determine the killers' hunting grounds and then patrol that area during the night, there's a 20% cumulative chance per night that

they'll be attacked by the fairies; this chance doubles if at least one person acts as bait, searching alone rather than with the entire party. If after 3 nights the PCs don't lure out an attack, the tooth fairies instead murder another tiefling somewhere else in the area, and the chance of successfully luring the fey to attack resets to 20% the next night.

The tooth fairies always hunt together—if they attack the PCs, they do so with their full complement of eight. The fey aren't used to victims putting up a significant fight, and if two of them are slain, all surviving tooth fairies flee back to their den. The fey fly quickly, but once they return to their lair, their angry chattering can be heard by anyone nearby. If the PCs follow the fleeing fairies, allow them to attempt DC 15 Perception checks every 10 minutes for the next hour to hear the angry fey. Regardless of whether the PCs hear the fairies, if they pass near the actual site of the tooth fairy lair (as indicated on the map of Kintargo on page 64) during this hour, the vengeful fairies swarm out to attack at once. When the tooth fairies are confronted near their den, they fight to the death.

At your discretion, other methods of tracking down the tooth fairy lair might work as well. If the tooth fairies escape and the PCs don't track them to their den, the murders continue.

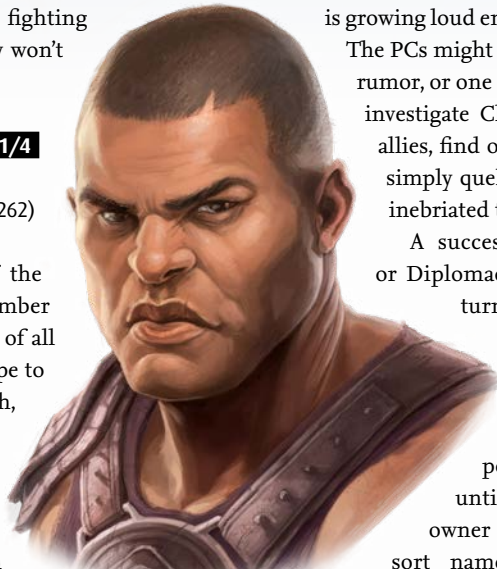
Creatures: The tooth fairies have no politics or passion for Kintargo—they merely seek to gather as many teeth as they can to build up a grand “palace” to inhabit in this strange new world they’ve found themselves in. Their lair is in a large hollow below the corner of a partially collapsed tavern, once part of the building’s root cellar. The chamber is about 5 feet wide by 10 feet long, and squeezing into it requires a successful DC 20 Escape Artist check for a Medium creature. Fortunately, the tooth fairies emerge to attack anyone who approaches within 5 feet of their home, so fighting inside the confined area probably won’t be necessary.

TOOTH FAIRIES (8) CR 1/4
XP 100 each
 hp 5 each (*Pathfinder RPG Bestiary 4* 262)

Treasure: An investigation of the tooth fairies’ den reveals a chamber slowly being decorated with teeth of all sorts; in time, the tooth fairies hope to wallpaper the entire area with teeth, but for now only a few disturbing patterns decorate the walls. In the center of one of these is a gold tooth worth 250 gp.

A more interesting find than the gold tooth lies in the far side of the area, where the broken, toothless body of a young tiefling child has been set in a place of reverence in a niche in the wall. The child’s body has been tightly wrapped with thick preserved sinews, its wrists and ankles shattered and bound with cold iron chains. All but one of its teeth have been knocked from its jaws. An examination of the grisly find reveals dozens of phrases have been inscribed in Aklo in very fine writing along the sinews (which a DC 20 Heal check identifies as having come from an adult tiefling). A character who unravels the sinews and can read Aklo can decipher the phrases with a successful DC 20 Linguistics check—this reveals the awful truth that the child was a sacrifice for a vile ritual to create the tooth fairies. The murderers of Devil’s Nursery were no happenstance event—they were engineered. No clues exist to point the PCs toward the perpetrator of this vile act, but in time they will finally learn the truth. (In the fourth adventure, “A Song of Silver,” they’ll confront the architect of this crime, Tiarise Izoni).

Development: If the PCs recover the child’s body and give it a proper burial or turn it over to the tieflings (none recognize the body—he was, in life, a homeless urchin, one of dozens who prowl Devil’s Nursery), word spreads. At the start of each of the next three Upkeep phases of the rebellion, 1d6 additional supporters join from Devil’s Nursery.



CLENCHJAW

Story Award: If the PCs discover the cause of the tooth fairies and give the dead child’s body a proper burial, award them 600 XP.

MISSION 5: CRACKDOWN AT CLENCHJAW’S (CR 2)

Clenchjaw’s was until recently a low-key dockworker’s drinking hall, but in the past few days the watering hole has grown rife with intrigue, brawls, and talk of insurrection. Though initially dismissed as a den of drunken sailors and foreigners known for stirring up trouble, the tavern is growing loud enough to attract official attention. The PCs might hear of these developments via a rumor, or one of their allies might request they investigate Clenchjaw’s to look for potential allies, find out who is stirring up trouble, or simply quell the violence there to keep the inebriated teamsters out of prison.

A successful DC 15 Knowledge (local) or Diplomacy check to gather information turns up some information about Clenchjaw’s. The tavern is named after a local variety of oyster, as well as for the owner’s strict policy of banning political talk from the tavern—until recently, that is. The tavern’s owner is an apolitical and practical sort named **Rinston “Clenchjaw” Jon** (N male human fighter 2) who normally ejects troublemakers, but seems unusually

sleepy and distracted of late. The nightly brawls have all begun after Rinston’s passed out for the evening—itsself a curious development, since until the Night of Ashes he was an energetic man. A visit to Clenchjaw’s during the day reveals a quiet enough tavern, but in the late afternoon the place gets increasingly rowdy.

Creatures: Starting at 5:00 P.M. each night, there’s a cumulative 30% chance per hour of a brawl occurring, guaranteeing at least one fight by last call at 8:30, an hour before curfew. Feel free to let the PCs take part in a brawl here if you wish, especially if they’re running a little low on experience points. In this event, use the map of Clenchjaw’s provided on page 28. All participants are 1st-level warriors (use the statistics for Chelish Citizens’ Group thugs on page 11), but none use lethal force in the fights. Any use of lethal force swiftly breaks up the fight, but it increases the rebellion’s Notoriety score by 1 unless the PCs were disguised.

The true source of the tavern’s growing reputation is Vendalfek, a meddling faerie dragon whose previous haunt, the Thrashing Badger, was destroyed during the Night of Ashes. Vendalfek’s existence was something of an open secret at the Thrashing Badger, but when that place was destroyed, the dragon escaped and sought shelter by hiding here in Clenchjaw’s. Though pleased

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to see several surviving regulars from the Thrashing Badger take up patronage here, the dragon quickly grew bored with his new haunt's quiet and subdued nature. Remaining in hiding, Vendalfek's been doing what he can to keep things lively and entertaining over the past few days, unaware that his mischief will inevitably bring Thrune down on his new home.

Vendalfek has remained mostly hidden from the patrons—those few who have spotted him assumed they were hallucinating. The faerie dragon's tactics of trickery are the same every night: he uses *greater invisibility* at some point before using *sleep* to put the owner of the tavern into a torpor, then moves among the crowd, periodically dosing patrons with his breath weapon, using *grease* to cause people to drop drinks or fall down, or *silent image* or *ghost sound* to create sounds or visions designed to rile the increasingly drunken patrons. Fights are inevitable, much to Vendalfek's delight.

If the PCs ask around in the tavern, a successful DC 12 Diplomacy check warms up the patrons enough to tell them stories of strange occurrences in the place, ranging from convictions of spotting various old rivals

in the crowded room to claims of whispered insults to glimpses of “a weird butterfly” in the dark corners of the tavern. Each hour the PCs spend in the tavern, have Vendalfek roll a Stealth check; the patrons don't notice him, but a PC who succeeds at an opposed Perception check certainly does. If the PCs spot the dragon, he yelps in surprise and tries to flee the tavern after turning invisible.

Vendalfek isn't looking for a fight, and if the PCs catch or corner him, he begs them to stay their weapons so they can talk. If he escapes after being spotted, the dragon is intrigued by the PCs and introduces himself to them after they leave the tavern, calling to them from an alley in his high-pitched voice. Vendalfek is merely looking for entertainment, and the PCs seem so much more interesting than anyone else he's seen in the tavern. The faerie dragon's lived in secret in Kintargo for years, and thinks of the place as his home, though he doesn't really understand human politics. Still, he's smart, and any attempt to explain to the dragon what's happened should suffice to educate him.

Vendalfek begins an encounter friendly to the PCs unless they attacked him, in which case he's indifferent. Convincing him to stop teasing the patrons of Clenchjaw's counts as complicated aid for the prankster dragon (Diplomacy DC 18 if friendly, or DC 23 if indifferent). If the PCs exceed this check by 5 or more, or if they outright offer to let the dragon live with them in the Wasp Nest, Vendalfek agrees to move—in this case, he becomes an Ally of the Silver Ravens (see the appendix on page 51 for details).

**SURLY CUSTOMERS (5)****CR 1/3****XP 135 each**

Human warrior 1 (use the statistics for a Chelish Citizens' Group thug on page 11)

hp 10 each

VENDALFEK**CR 2****XP 600**

Male faerie dragon (*Pathfinder RPG Bestiary* 3 91)

hp 22

Treasure: Vendalfek's hoard is hidden in the rafters and can be found with a successful DC 25 Perception check. It consists of expensive liqueurs and stolen jewelry worth a total of 585 gp. If the dragon joins the rebellion, he hopes to keep this hoard—if the PCs don't allow this, the dragon leaves the rebellion and Kintargo in a huff.

Development: As long as Vendalfek keeps causing trouble in Clenchjaw's, he increases the chance of the place attracting the wrong kind of attention. Unless the faerie dragon is killed, recruited, or otherwise convinced to cease his actions, each day that passes after the PCs' first visit to Clenchjaw's brings a cumulative 20% chance

that Thrune's agents grow tired of the place and shut the tavern down. A few patrons are thrown in jail, but Vendalfek finally bites off more than he can chew and is slain in the raid. Having the tavern shut down is a blow to city morale, and to several of the Silver Ravens' supporters—reduce the rebellion's number of supporters by 2d6 if this occurs.

Story Award: If the PCs manage to handle the situation at Clenchjaw's without getting into a fight, award them 800 XP. If they recruit Vendalfek to the Silver Ravens, award them an additional 800 XP.

MISSION 6: AN UNSANCTIONED EXCRUCIATION (CR 4)

As the Adventure Path continues, more and more of Barzillai Thrune's enemies (and thus potential allies for the PCs) are captured, charged with sedition or treason, and imprisoned as suspected rebels. At first, Thrune is content to merely imprison suspects, but as the rebellion gains steam, the lord-mayor realizes he needs to display his power more publicly, and he begins subjecting the prisoners to excruciations.

Public executions are not the norm for House Thrune. The Chelish government much prefers the spectacle of public humiliation and torture—an “excruciation”—as a means to keep the common folk in line. The types of excruciations vary wildly, but most are relatively simple affairs such as pillorying or public caging. In extreme situations, lethal sentences such as impaling or crucifixion are carried out. Barzillai Thrune is something of an artist when it comes to his preferred methods for all matters of discipline, and this extends to his taste in excruciations. No official excruciations are scheduled to occur during this adventure (this will change in the next adventure), but the PCs may hear rumors of Barzillai's favored form of this practice: “doghousing.”

When a prisoner is doghoused, he is put inside of a small wooden dog house, the walls of which have had dozens of nails driven through. The confines inside are incredibly cramped, making it difficult for the doghoused victim to move or shift position without being stabbed by a nail, and making it impossible to stand or lie down. Twice a day, at sunset and sunrise, the victim is allowed out of the doghouse to scavenge for scraps of food and water left by the dottari, but he must contend with two or more feral, ravenous dogs that have been chained in reach of the food—if the victim isn't quick, the dogs eat the food, but if the victim goes for the food, he'll likely be bitten at least a few times before he's forced to seek shelter in the doghouse for another day.

A victim of doghousing takes 1d6 points of nonlethal damage from starvation and 1d6 points of lethal damage from dog bites each day. After the first day, the victim is constantly exhausted from muscle cramps caused by time spent in the doghouse. Generally, doghousing lasts for a week, and if a victim survives that week he is released

with a stern warning. Repeat offenses result in longer terms in the doghouse.

As rumors of doghousing spread, the Chelish Citizens' Group takes matters into its own hands and begins to perform a few unsanctioned doghousings, hoping to earn Thrune's approval. For his part, Barzillai dislikes anyone taking matters into their own hands (and thus out of his), but he does nothing to stop these events. At some point during this adventure, preferably after the rebellion's reached a Notoriety score of 6 or higher, a group of eager thugs grabs an NPC who's had contact with the PCs but isn't a member of the Silver Ravens. The tiefling woman Zea or Rinston “Clenchjaw” Jon are good choices, but feel free to have the group nab someone more important. The PCs learn about this abduction, and that the NPC has been put in a doghouse that's been set up in a pagoda in the middle of a lily pond in southern Aria Park; the longer the PCs wait to take action, the more damage the captured NPC suffers.

Creatures: The captured NPC is kept in a doghouse in the middle of the lily pond's pagoda, which can be reached via two 10-foot-wide bridges. The site was once used for impromptu public singing performances, but as with so many such sites, it's now used for darker intent. Four Chelish Citizens' Group thugs keep two slaving mastiffs at hand here for the doghousing. Emboldened by their convictions and the (mistaken) idea that they're doing the work of Lord-Mayor Thrune, the thugs unleash their mastiffs on anyone who doesn't immediately comply with their orders to “move along.” The two mastiffs are nearly feral; they fight to the death. Any thug reduced to fewer than 3 hit points attempts to flee the fight—all remaining thugs flee if both dogs are killed or two of their number are defeated.

CHELISH CITIZENS' GROUP THUGS (4) CR 1/3

XP 135 each

hp 10 each (see page 11)

MASTIFFS (2) CR 1

XP 400

hp 13 (riding dog; *Pathfinder RPG Bestiary* 87)

Development: Once the fight is over, the PCs have 1d4+1 minutes to get their friend out of danger and flee the scene. If they remain past this point, a patrol of a dozen dottari arrive to arrest any troublemakers—see the Confronting the Guards sidebar on page 23 for more information on what happens if the PCs resist arrest or are themselves arrested.

A public fight against the thugs increases Notoriety by 1d4—only stealthy rescues can avoid this increase.

Story Award: If the PCs manage to stop the unsanctioned excruciation or rescue its victim without a fight, award them 1,600 XP.

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MISSION 7: THREAT OF THE RED JILLS (CR 4)

Not every covert organization in Kintargo suffers under Thrune's boot, nor are all who rebel against Thrune interested in allying with the Silver Ravens. The Red Jills are one such group. A collective of thugs who specialize in muggings, theft, and generalized bullying, the small band of thieves has eluded the law for years thanks to a combination of luck, secrecy, and maintenance of a small enough membership that Kintargo never felt the need to bring the full force of its dottari down on it.

But with recent events, the Red Jills have increased their activity. The thieves have grown increasingly aggressive, and muggers and thugs wearing the signature red cloaks of the gang have become more and more common. They almost exclusively target regular citizens—any dressed in the colors of the dottari or the Chelish Citizens' Group

are left alone. Through this discretion, the Red Jills are essentially capitalizing on the city's situation for their own advantage, and Thrune's government is only too happy to let the thieves continue their work.

The PCs may hear rumors of the Red Jills, but if they don't go after the group on their own, Laria or Rexus asks the PCs to track them down and deal with them. Recruiting the Red Jills to the Silver Ravens would be nice, but Laria thinks the thieves are less interested in restoring order than in preying on the chaos. As it turns out, this is exactly the case.

The Red Jills are a loosely organized band of thieves led by a mysterious figure whom few of the gang can admit to having met. In fact, this figure is a strix, a winged humanoid whose race has long clashed against humanity. Named Scarplume, she belonged to the Kitkasiticka—a tribe of strix that lives in Ravounel Forest. She was exiled when it became apparent that her hatred of humanity was so great that she threatened to attract too much attention to the hidden tribe. Scarplume chose to come to Kintargo, where she could live among and terrorize those she so despised. Using a red cloak to hide her wings and magic to complete the disguise, Scarplume built up a gang of thugs to spread misery throughout Kintargo. She's amused by the city's latest developments, and sees this as a time for her to send her thugs out to gather treasure—she demands a cut of all stolen goods, and hopes to use her treasure in the future to buy her way back into the Kitkasiticka tribe. (More information on these strix can be found in the fifth adventure, "The Kintargo Contract.")

A PC who succeeds at a DC 25 Knowledge (local) or Diplomacy check knows that the Red Jills supposedly keep a hideout somewhere on the eastern slopes of Temple Hill. A Diplomacy check that fails by 5 or more alerts Scarplume to the PCs' investigation, and the nosy revolutionaries are soon ambushed on the street by a band of four Red Jills (use the statistics for the Red Jills on page 37). A captured thug reveals the location of Scarplume's lair if cowed by a successful Intimidate check. Diplomacy is a tougher option, requiring a successful DC 31 Diplomacy check unless mind-controlling magic is used.

Scarplume's lair is on the roof of Humbright House, once a small orphanage and shrine to Aroden. Both the church and orphanage closed their doors in the months following Aroden's death, and both buildings have remained mostly abandoned ever since, periodically being utilized as the base of operations for gangs and

SCARPLUME

thugs of all stripes. The first floors of both buildings have been gutted. A rickety ladder on the ground floor of the church leads to a trap door in the ceiling, while the orphanage's stairs collapsed years ago. Both buildings are rough brick work, with walls that can be scaled with a successful DC 15 Climb check. The church roof stands 20 feet above the street below, with a flat top and sloped sides that require a successful DC 10 Acrobatics check to navigate. Failure at this check indicates a character falls prone, while a character who fails by 5 or more tumbles to the edge of the roof and must succeed at a DC 10 Climb check or Reflex save to catch herself before falling off.

Creatures: A group of three Red Jills is always stationed on the orphanage roof. These guards keep an eye on the streets, and if they see anyone enter the buildings below, one of them quickly crosses over to Scarplume's nest to alert her. This nest is located 10 feet above the church roof in the bell tower—the bell is long gone, having been melted down for its metal during the Chelish Civil War.

Scarplume is notable for her rose-red hair and the scar that runs across her forehead. Her hatred of humanity is one of her driving personality traits, and she accepts only tieflings into her band of thugs as a result. She reacts with anger upon realizing intruders have tracked her down—if humans are among those intruders, all the better for her rage! Once Scarplume is slain, the remaining Red Jills panic and flee—further encounters with Red Jills in the city should be treated as encounters with tieflings who aren't part of any gang, and aren't automatically hostile to those they meet.

SCARPLUME **CR 3**
XP 800

Female strix sorcerer 4 (*Pathfinder Campaign Setting: Inner Sea World Guide* 313)

CN Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)
hp 24 (4d6+8)

Fort +3, **Ref** +6, **Will** +3; +2 vs. illusions

Resist fire 10

OFFENSE

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

Melee mwk spiked gauntlet +4 (1d4+1)

Ranged dart +5 (1d4+1)

Special Attacks hatred

Bloodline Spell-Like Abilities (CL 4th; concentration +5)
4/day—elemental ray (1d6+2 fire)

Sorcerer Spells Known (CL 4th; concentration +5)

2nd (3/day)—*scorching ray*

1st (7/day)—*burning hands* (DC 12), *disguise self*, *mage armor*, *shocking grasp*

0 (at will)—*arcane mark*, *daze* (DC 11), *detect poison*, *ghost sound* (DC 11), *mage hand*, *ray of frost*
Bloodline elemental (fire)

TACTICS

Before Combat Scarplume casts *mage armor* on herself.

During Combat Scarplume takes to the air and fires off a few *scorching rays* and elemental rays to test interlopers. She resorts to her spiked gauntlet only as a last resort, preferring to keep to the air as long as possible. Scarplume targets humans in favor of all other foes.

Morale Scarplume fights to the death.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 16

Feats Combat Casting, Eschew Materials, Lightning Reflexes

Skills Disguise +5, Fly +8, Knowledge (arcana) +4, Perception +1 (+3 in dim light or darkness), Spellcraft +4, Stealth +5 (+7 in dim light or darkness)

Languages Common, Strix

SQ bloodline arcana (change energy damage spells to match bloodline energy), nocturnal, suspicious

Combat Gear *potion of cure light wounds*; **Other Gear** darts (5), mwk spiked gauntlet, *amulet of natural armor* +1, 45 gp

RED JILLS (3) **CR 1/2**
XP 200 each

CE tiefling rogue 1 (*Pathfinder RPG Bestiary* 264)

hp 10 each

Treasure: In addition to her gear, Scarplume has stashed a small fortune of stolen goods and coins in her nest. This stash consists of 12 pp, 279 gp, 1,302 sp, 530 cp, and miscellaneous jewelry and keepsakes worth a total of 750 gp.

Story Award: Word spreads once the PCs defeat Scarplume and the Red Jills drift apart. During the next Upkeep phase, the rebellion automatically gains 2d6 supporters, along with a donation of 3d10 gp to the rebellion's treasury.

PART 3: REDACTIONS AND REVENGE

Rexus's mother, Porcia Victocora, was a member of a secret group of historians called the Sacred Order of Archivists. It was for this reason that she and her estate were targeted for destruction by Thrune, and Rexus grows increasingly convinced as this adventure progresses that his mother still lives, and that she's been in hiding in the stronghold of the Sacred Order. If nothing else, he would like the return of any of her personal effects from the hideout, as all of those that had been stored at the manor were burned.

Once Rexus has finished translating the Silver Ravens documents, his convictions that his mother survived

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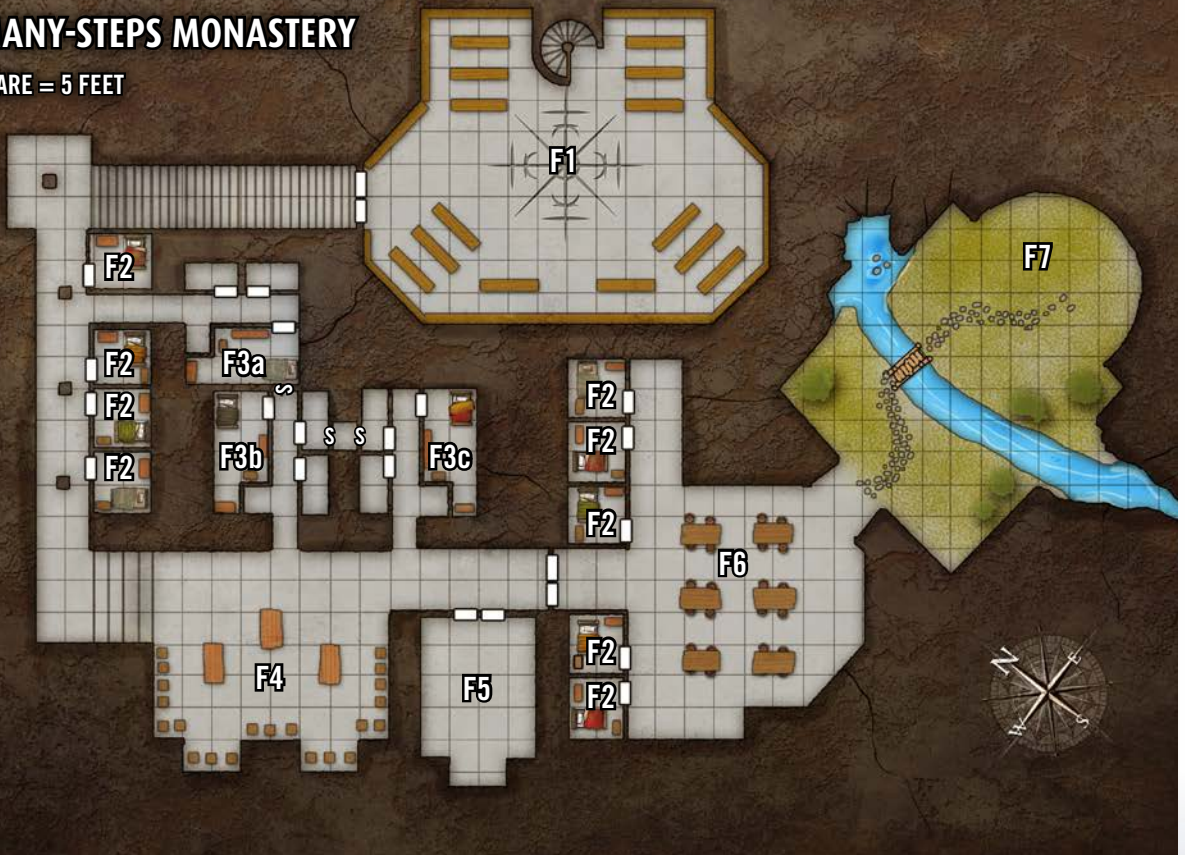
E. HOCUM'S FANTASMAGORIUM

1 SQUARE = 5 FEET



F. MANY-STEPS MONASTERY

1 SQUARE = 5 FEET



the Night of Ashes grow stronger. At some point after he finishes the translation work, Rexus asks the PCs for one more favor: he reveals that the Sacred Order of Archivists have long used chambers below a local museum of oddities called Hocum's Fantasmagorium as a secret base of operations. If his mother survived the fire, she may have remained silent for so long simply because she's been lying low in the chambers below the museum. Rexus has never been inside the place—indeed, it's been closed to the public for many years—but he knows the mithral key that was among the things his mother left him supposedly opens many locks within the building.

The revelation that the Fantasmagorium was used as a safe house for the Sacred Order makes a lot of sense to Laria. Once she learns of this, Laria encourages the PCs to investigate the Fantasmagorium. If any members of the Sacred Order of Archivists survive, they'd be great allies to have. At the very least, the number of documents the order has in safekeeping should be a significant boon to the Silver Ravens. Of course, complicating matters is the fact that the building was closed down many years ago after its previous owner fell into debt. Rexus now reveals to the PCs that the mithral key left him by his mother will unlock many of the doors in Hocum's Fantasmagorium, including the front door; he gives the PCs this key now.

What neither Laria nor Rexus knows, but which the PCs will soon discover, is that Thrune knew about the Sacred Order's hideout all along. It was one of the many sites attacked on the Night of Ashes, although the agents who struck against the Sacred Order did so not with fire but with stealth. Asmodean agents have already destroyed much of the information once hidden there, and have left a small number of guardians there to continue searching for information and to capture anyone else who stumbles into the site looking for members of the order.

E. HOCUM'S FANTASMAGORIUM

The encounters within Hocum's Fantasmagorium represent the climax of this adventure, and they are meant for a party of 3rd-level adventurers. As such, try to hold off on Rexus's revelation about the site until the PCs have reached this level, and perhaps even until they get the Silver Ravens' rebellion up to a rank of 5 and earn the accompanying boon of 1,200 XP (see the *Hell's Rebels Player's Guide*).

A PC who succeeds at a DC 20 Knowledge (history or local) or Diplomacy check to gather information knows or learns a little bit about the Fantasmagorium's history. The structure was the passion of a struggling stage magician and salesman named Braedan "Hocum" Azperex. The man had the building constructed a year after the Chelish Civil War ended, with the goal of

SABOTAGE AND SPIES

If the PCs manage to recruit a team of saboteurs or spies, they can have the rebellion take covert or sabotage actions against Hocum's Fantasmagorium as detailed in the *Hell's Rebels Player's Guide*. The results of such actions, if successful, are as follows.

Covert Action: With a successful DC 15 Secrecy check, a team of spies can scout out the Fantasmagorium, providing a report to the PCs that a group of Asmodeans is active in the building. The report indicates that the PCs will face one cleric, four monks, and at least five zombies, allowing the PCs to prepare as appropriate. In addition, the scouting mission provides the PCs a workable map of the Fantasmagorium, but does not uncover any information about the chambers below.

Sabotage: With a successful DC 15 Secrecy check, a team of saboteurs can set a cunning trap on the front porch of the Fantasmagorium. The PCs can avoid the trap with ease, but the first time a group of Asmodeans attempts to leave the building, that group triggers the trap, causing several containers of liquid ice to spray the victims for 4d6 points of cold damage. This may be enough to finish off a damaged Nox or other characters fleeing the area, and is certainly enough to slow down redactors or acolytes who flee!

"bringing whimsy and joy back to Kintargo." His plan was to have the Fantasmagorium serve as a museum of fantastic oddities and "authentic" magical phenomena. His charm and showmanship transformed the bizarre concept into a minor success for many years, but when the exhibits (many of which were either grossly exaggerated or utter hoaxes) began to lose some of their novelty, the Fantasmagorium struggled to make ends meet. It finally went out of business 20 years ago, and Hocum died not long thereafter—the building has remained shut down and something of an eyesore ever since. Rexus can relate the information above if no PC can. In addition, Rexus reveals that once the Fantasmagorium began struggling financially, the Sacred Order of Archivists secretly purchased the building from Hocum to use as its own hidden headquarters.

What Rexus doesn't know is that the order expanded on the basements below, consolidating rooms into large libraries and using stone-shaping magic to expand the lower level into a secret monastery. Unfortunately for the order, some of the information they'd preserved from Thrune redactors ended up being of great interest to Barzillai Thrune in his research into the Kintargo *soul anchor*. He visited the order in disguise, posing as an Iroran scholar, and learned what he needed from its

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archives several years ago. Thus, when Barzillai returned to Kintargo, he was already familiar with the location and many of its defenses.

Knowing full well that much of the information stored in the archives was dangerous to the government, Throne turned over information about the headquarters to the church of Asmodeus, who swiftly sent in a team of assassins and other agents to clean the place out. None of the archivists survived, and today agents of the Asmodean faith remain hidden in the chambers below, sifting through the last remaining documents for anything worth keeping. They maintain the building's facade, hoping that other allies of the order will return here only to be captured.

The museum features strong wooden doors with sturdy locks (hardness 5, hp 20, break DC 25, Disable Device DC 30), but the mithral key provided by Rexus opens all of these. The interior of the upper floor is unlit, and the dusty, boarded-up windows provide only dim lighting during the day (and none at all at night). If the characters ask around, few locals have noticed anyone coming or going from the building, and most react with guffaws at the mere notion of anyone bothering with "that old eyesore." Nonetheless, a successful DC 25 Diplomacy check while gathering such information reveals a few people who claim to have seen priests of Asmodeus coming and going late at night through the Fantasmagorium's main entrance. Those who report this do so only furtively—the citizens of Kintargo know better than to test their luck against priests of the Prince of Darkness!

When the PCs arrive, several Asmodeans remain within the Fantasmagorium, although they generally limit their activities to the lower level. In addition, Barzillai has charged one of his own agents, the devil-bound woman Nox, to serve his interests in the hideout and to keep an eye on the Asmodeans. Nox somewhat resents her stints in the Fantasmagorium—she's serving one whenever the PCs come to investigate the site (see area F7).

E1. MAIN ENTRANCE

This sprawling, single-story structure has certainly seen better days. The building's stone facade stands out amid the brick-lined walls of its neighboring structures, and numerous windows to the left and right are boarded up. Signs advertise rates and incredible exhibits within, and above everything a crimson sign announces "Hocum's Fantasmagorium!" A large lock hangs from the front door.

In summer months, the museum used this large front porch to attract customers with a variety of acts, from acrobats and musicians to fire-eaters and animal trainers.

The PCs' mithral key unlocks the front door, as well as all of the other locks in the Fantasmagorium. A successful

DC 15 Perception check while examining the door confirms the lock is in good working order despite the general appearance of neglect the rest of the building exudes.

E2. BOX OFFICE

This large room holds various theatrical costumes, ropes, posts, blank signs and banners, paints, and some well-worn musical instruments, as well as an open cashbox for the daily ticket receipts.

Treasure: The cashbox is, of course, empty, but a successful DC 20 Perception check reveals a few treasures that have fallen down along the back side of its podium. In all, there are 1 pp, 4 gp, 2 sp, and a tarnished copper *ring of swimming* to be found here.

E3. HALL OF CRYPTIDS (CR 3)

Macabre taxidermy and menacing skeletons line the walls of this fifty-foot circular chamber. A middling-quality fresco of terrifying and fantastic beasts lines the domed ceiling overhead. Large double doors lie to the northeast, southeast, and northwest; the northwest doors hang wide open.

The hall of cryptids features all manner of strange or mythical beasts said to haunt Kintargo and Cheliox over the years. A successful DC 13 Knowledge (nature) check easily identifies most of the exhibits as fakes, stitched together from various other animals and bits of wood or enamel, though the mislabeled remains of a few genuine monsters lie about, including a mastodon skull misidentified as the skull of a cyclops king and a set of fake plaster fangs the size of daggers labeled "teeth of the blue dragon Rivozair."

A successful DC 15 Perception check reveals what appear to be tracks and other recent disturbances in the dust on the floor, but the PCs are unlikely to have the chance to investigate further before the room's guardians attack. Once the creatures have been dealt with, the chaos of combat will likely have obliterated many of these tracks, which were left by Asmodeans who have recently come through the upper floors. These Asmodeans moved from this room northwest to area E4, then northeast to E5, and finally to E6. A successful DC 10 Survival check allows the PCs to follow the tracks in the dust from one room to the next, but once combat takes place in a chamber, the DC of this check increases to 15.

Creatures: The Asmodeans saw an opportunity here to set up some initial guardians to attack unwelcome guests, and their leader, Azvernathi, used *lesser animate dead* on a pair of sasquatch skeletons (labeled as "Arcadian Skunk Apes"), leaving them on display here with orders to attack any who enter the hall without openly displaying the colors and symbol of Asmodeus.

SKUNK APE SKELETONS (2)**CR 1****XP 400 each**

Sasquatch skeleton (*Pathfinder RPG Bestiary 3* 236,
Pathfinder RPG Bestiary 250)

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 13 each (3d8)

Fort +1, **Ref** +4, **Will** +3

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee club +8 (1d6+6)

TACTICS

During Combat Once activated, the two undead sasquatches pursue foes relentlessly, even out into the streets of Kintargo. The skeletons fight with the wooden clubs displayed with them.

Morale The skunk ape skeletons fight until destroyed.

STATISTICS

Str 22, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +8; **CMD** 21

Feats Improved Initiative

E4. HALL OF THE SEAS (CR 3)

A briny odor wafts from a dozen water-filled cases in this room, each a display of strange, colorful sea creatures. Puddles of water cover the floor alongside shattered glass and fish skeletons. A ten-foot-square tank of murky water stands to the northeast.

This most recent addition to the museum replaced an exhibit called the Hall of Deadly Plants decades ago. The new exhibit primarily featured species of fish and shellfish from Nisroch Bay and amphibians from the banks of the Yolubilis River, and well as a few colorful but hardy Arcadian species. All are now dead, including the hall's biggest draw—the onetime occupant of the main tank, a four-clawed reefclaw identified as a “Quadclaw Marauder.” The waters are murky with its decayed remains.

Creatures: Despite the menacing label, the contents of the “Quadclaw Marauder” tank are harmless. Not so those in a tank in the adjunct room to the southeast (area **E4a**). This tank once contained a pair of odd creatures known as ningyos (the tank identifies them as “Arcadian Mermaids”) that starved to death after the museum shut down. Their bodies remain in the tank, but if the PCs explore the hall after sunset, the remains lurch to life in their undead form, attacking at once.

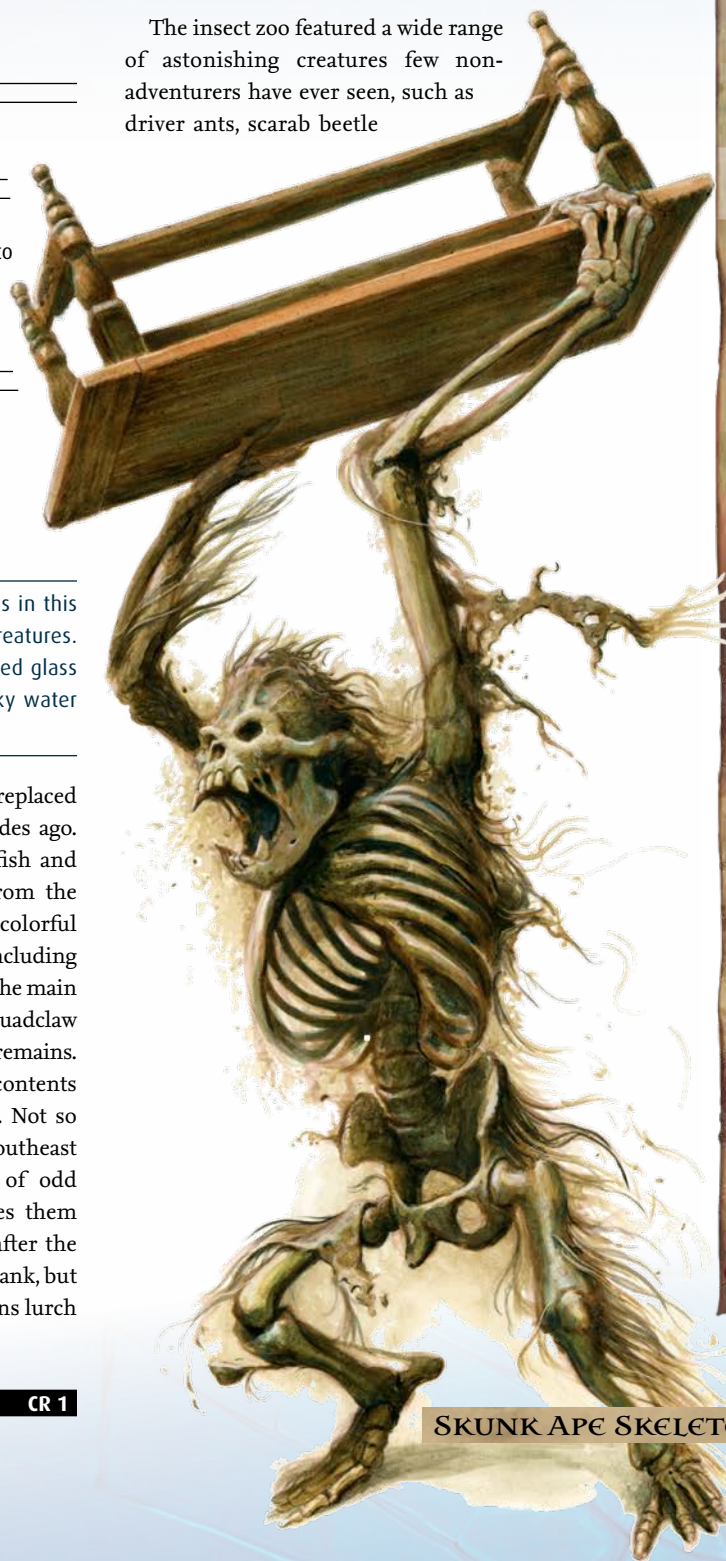
UNDEAD NINGYOS (2)**CR 1****XP 400 each**

hp 11 each (*Pathfinder RPG Bestiary 4* 206)

E5. INSECT ZOO (CR 3)

Plants, rocks, and hundreds of motionless specks fill the countless glass cases throughout this long hall. The preserved husks of giant insects and arachnids—including a ten-foot-tall spider—leer over the displays. A dead man's body, swathed in red-and-black robes and covered in welts, lies on the floor.

The insect zoo featured a wide range of astonishing creatures few non-adventurers have ever seen, such as driver ants, scarab beetle

**SKUNK APE SKELETON**

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swarms, and an arm-sized house centipede. A successful DC 12 Knowledge (nature) check reveals that the massive “spider” was actually stitched together from giant beetle legs and lacquered coyote fur.

Creatures: The inhabitants of the exhibits here are mostly long dead, save for one that contained thousands of dormant scarlet spider eggs, preserved in stasis for decades until an Asmodean looter broke the terrarium while trying to get what looked like a golden amulet within. The preservative magic unraveled and the eggs hatched swiftly, unleashing a swarm of ravenous scarlet spiders that killed the man. Nox ordered the man’s body to be left here as a reminder to the other Asmodeans to leave the contents of the museum’s rooms untouched, and has allowed the scarlet spiders to remain as bonus guardians. The scarlet spiders grew quickly, and now lurk throughout the room. Ravenous, they scuttle forth to attack any who enter, but do not pursue foes from this room.

SCARLET SPIDERS (8)

CR 1/4

XP 100 each

hp 4 each (*Pathfinder RPG Bestiary 4* 252)

Treasure: The dead Asmodean was a man named Carlo Ganverite. He still carries a silver unholy symbol of Asmodeus worth 25 gp, along with a vial of silver dust worth 75 gp and one scroll each of *cause fear*, *doom*, *inflict light wounds*, and *remove fear*. He still wears his *+1 breastplate*, and clutched in his hand is the object that lured him to his doom—a gold-plated “Hocum’s Fantasmagorium” charm from the gift store that someone accidentally dropped into the terrarium decades ago. The charm is worth 25 gp.

E6. ARCHIVE ENTRANCE

A circular alcove off this hallway cradles a lovingly maintained statue of a regal man, his arms outstretched and his chest adorned with a carving of a winged eye. Empty picture frames line the walls.

A successful DC 12 Knowledge (religion) check identifies the statue as a depiction of the dead god Aroden. This alcove has stood carefully preserved for years. In the past century, it has become something of a shrine to the lost god, with inert relics of his faith framed and preserved. The frames on the walls once displayed pages from Aroden’s holy texts, but these have been removed and are now being studied in area E9.

The entrance to the Sacred Order’s chambers below lies under the statue of Aroden. A successful DC 30 Perception check reveals that the pupil of the winged eye on the statue’s chest can be rotated, and that several tiny runes are carved around the pupil’s circumference. A single faint divot on the upper edge of the iris points

to one of these runes, which are the letters of the Azlanti language. Using the iris as a combination lock, a person who spells out “IRORI” causes the statue to slide to the northeast against the wall, revealing a circular flight of stairs leading down to area F1. Alternatively, a character who succeeds at five consecutive DC 30 Disable Device checks cracks the combination, causing the statue to move aside. The annotated copy of *The History and Future of Humanity* in area E10 can aid in deciphering this puzzle (see that area for details).

Of course, brute force is also an option. The stone statue can be destroyed or toppled over (hardness 8, hp 120, break or topple DC 30) to reveal the stairs as well. Finally, if the PCs are patient and simply hide out in this room for long enough, eventually an Asmodean (either from area E9 or from below) passes through this room; if the Asmodean doesn’t notice the PCs, he opens the way for them.

Story Award: Award the PCs 1,200 XP once they manage to gain entrance to the archives below.

E7. WAX GALLERY

Wax replicas of various politicians, folk heroes, deities, and creatures fill this room, some laughably fake and others eerily lifelike. One in particular stands out—a depiction of a man dressed in bloodstained professor’s robes. This figure wields a bloody surgeon’s knife in one hand, but its face has been melted away into an unrecognizable waxen mess save for a single glaring eye.

This gallery displays a variety of local celebrities and myths alongside plaques describing their legacies. The defaced statue bears a plaque inscribed as follows: “Professor Mangvhune—Temple Hill Slasher.” With a successful DC 12 Knowledge (history or local) check, a PC recalls this infamous Kintargan murderer, a man who was executed 116 years ago but whose legacy lives on as an enduring urban legend.

Treasure: While paranoid PCs might worry the wax statue of Mangvhune is an animated construct, they would be only half right. The statue was once a wax golem, but it has been destroyed and is now nothing more than a spooky statue. However, its single remaining eye—carved out of alabaster and serpentine in appearance—is worth 150 gp. At your discretion, an attempt to pry out the eye might cause the statue to topple and smash, perhaps giving the PCs a start and possibly attracting the attention of the Asmodeans in area E9.

E8. HALL OF HISTORICAL TRUTHS (CR 3)

This series of open galleries may have once held numerous paintings and other objects of curiosity in several glass cases, but today the displays are all empty.

Less a place of history than a collection of urban legends and conspiracy theories, the Fantasmagorium's historical wing attracted a lot of curious glances but few serious scholars. The displays here were gathered for review by the Asmodean redactors, leaving nothing of interest behind.

Creatures: After animating the skunk ape skeletons in area E3, Azvernathi was able to use *lesser animate dead* to create several more undead guardians for the upper floors, and chose bodies recovered from the ruins of the Victocora estate as his subjects. These creatures stand guard throughout this area, their horribly charred remains leaving no doubt as to the cause of their death: they were burned alive. The zombies attack anyone not wearing the colors and symbol of Asmodeus, pursuing foes throughout the building and beyond.

HUMAN ZOMBIES (5) CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

Treasure: All of the zombies wear burned nobles' clothing, but two of them still wear Victocora signet rings (worth 75 gp each) baked onto their charred fingers. These two unfortunates were Rexus's parents.

Story Award: Returning the signet rings to Rexus and informing him of his parents' fate devastates him, but he recovers eventually and is thankful to the PCs for the grim news. Once the murder of his parents is confirmed, Rexus's convictions to oppose Barzillai Thrune only grow. In this event, grant the PCs 1,200 XP for providing this closure to their friend.

E9. EMPORIUM ARCANA (CR 3)

This room's shelves and displays seem more akin to those one would find in a storefront than a museum. While the shelves are relatively empty, what rubbish remains on them further supports the conclusion that this was once some sort of shop. Four long tables in the middle of the room seem to have seen more recent use, their surfaces cluttered with papers and objects.

The Fantasmagorium supported itself as much from ticket sales as from this small shop set to the building's side. Here, Hocum once sold a variety of snake oils, replica reliquaries, and forged historical artifacts alongside a few legitimate spell components and alchemical remedies.

The doors to the southwest are boarded shut from the inside.

Creatures: A group of Asmodean redactors works here, painstakingly sifting through documents recovered from displays, shelves, and storage areas in the Fantasmagorium. While neither Nox nor Azvernathi

expect any of the books and pages to hold anything of import, the redactors are scouring the pages to learn whether any unfortunate truths may have leaked out before the entire collection is sent on to the temple of Asmodeus for cataloging and storage. The redactors swiftly rise to attack intruders, and the noise of combat here likely draws Azvernathi from area E10.

ASMODEAN REDACTORS (4) CR 1/2

XP 200 each

Male human monk 1

LE Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)

hp 15 each (1d8+4)

Fort +3, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d6+2) or
flurry of blows +1/+1 (1d6+2)

Special Attacks flurry of blows, stunning fist (1/day, DC 11)

TACTICS

During Combat When combat begins, the redactors call out to their commander, Azvernathi, in the next room, then work together to subdue the PCs. They hope to catch intruders alive, and use stunning fist on spellcasters or smaller targets early in the fight.

Morale The redactors fight to the death.

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 16

Feats Dodge, Improved Unarmed Strike, Iron Will, Stunning Fist, Toughness

Skills Knowledge (arcana) +2, Knowledge (history) +5, Knowledge (local) +2, Knowledge (religion) +5, Linguistics +2, Perception +5

Languages Common, Infernal, Shadowtongue

Treasure: A 10-minute search of this room's remaining clutter, along with a successful DC 20 Perception check, is enough to gather enough components to create two spell pouches, as well as a bottle of lead-based ink worth 50 gp, five miniature ivory doors worth 5 gp each, a roll of copper wire worth 25 gp, 50 gp worth of silver dust, and 100 gp worth of diamond dust. None of the documents on the desk contain much of interest, as the relative lack of redactions suggests.

E10. MUSEUM OFFICES (CR 3)

Overtaken desks and scattered paperwork cover the floor of this large workroom; doors hang open on the walls to the southeast and northeast to reveal empty offices, each containing a number of bedrolls and supplies.

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A large workroom, three small offices, and a storage room composed the entirety of the administrative space (and occasionally living space) for the Fantasmagorium's staff many years ago. Today, the rooms to the southeast are used as sleeping quarters for the Asmodean redactors, while the room to the northwest serves as the personal quarters of their supervisor, a cleric of Asmodeus named Azvernathi Raul.

Creature: Azvernathi isn't well liked among the clergy, thanks to an unfortunate combination of ego and a conniving, off-putting personality. When Thrune asked the church for a volunteer for the relatively unglamorous job of picking up the pieces and cleaning up after the raid on the Sacred Order, high priest Corinstian Grivenner practically jumped at the chance to get the wheedling,

obsequious sycophant out of the temple, if only for a few weeks. Azvernathi has been spending as much time wracking his brain and trying to decide what he did to deserve this post (he hasn't even been given clearance to aid Nox in the chambers below) as he has supervising the redaction effort, and sees the PCs as his chance to get back in the boss's good graces.

AZVERNATHI RAUL**CR 3****XP 800**

Male human cleric of Asmodeus 4

LE Medium humanoid (human)

Init +6; **Senses** Perception +3**DEFENSE****AC** 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)**hp** 21 (4d8)**Fort** +4, **Ref** +3, **Will** +7**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 *heavy mace* +3 (1d8+2), mwk light mace +3 (1d6)**Special Attacks** channel negative energy 4/day (DC 13, 2d6)**Domain Spell-Like Abilities** (CL 4th; concentration +7)

6/day—copycat (4 rounds), fire bolt (1d6+2 fire)

Cleric Spells Prepared (CL 4th; concentration +7)2nd—*cure moderate wounds*, *hold person* (DC 15),
invisibility^o, *spiritual weapon*1st—*burning hands*^o (DC 14), *command* (DC 14),
comprehend languages, *cure light wounds* (2)0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *read magic***D** Domain spell; **Domains** Fire, Trickery**TACTICS**

During Combat Azvernathi casts *invisibility* on the first round of combat, then moves among the fight to cast healing spells on redactors. He activates copycat once *invisibility* is about to end. His first offensive action is to cast *spiritual weapon*; he follows up with *hold person* and *command* to control the flow of battle. Once he draws his weapons, though, Azvernathi focuses on fighting with his maces rather than keeping one hand free for spellcasting. He saves his channel negative energy attack for when it looks like a PC is wounded, or for when he's surrounded.

Morale Azvernathi is a coward at heart, and surrenders if brought to 5 or fewer hit points. If any redactors still live, they immediately attempt to kill him rather than risk him betraying the church.

STATISTICS**Str** 12, **Dex** 15, **Con** 10, **Int** 8, **Wis** 17, **Cha** 13**Base Atk** +3; **CMB** +4; **CMD** 16**Feats** Combat Casting, Improved Initiative, Two-Weapon Fighting**Skills** Acrobatics -2 (-6 to jump), Diplomacy +6, Intimidate +5, Knowledge (religion) +6, Spellcraft +4**Languages** Common**AZVERNATHI RAUL**

Combat Gear scroll of *dispel magic*, unholy water (2);

Other Gear breastplate, +1 heavy mace, mwk light mace, golden unholy symbol worth 100 gp, four onyx gems worth 25 gp each, 8 gp

Treasure: Azvernathi has been working on a tome called *The History and Future of Humanity*, a text sacred to the worshipers of Aroden. The priest has been scouring this text for any additional clues regarding the chambers below, but he has come to the conclusion that the chambers were built well after Aroden's death and there's thus no information about them in this book. The inside cover contains a short note: "Turn the eye to spell the name of the Master of Masters." This refers to the eye on the statue in area E6—a PC who succeeds at a DC 10 Knowledge (religion) check knows that Irori is likely the Master of Masters mentioned in the note. The book itself is otherwise in good condition and is worth 100 gp.

Development: If he surrenders, Azvernathi not only can help the PCs get into the Many-Steps Monastery (area F), but can also give them an accurate count of the redactors and other Asmodean forces below. Azvernathi hasn't actually been below (much to his frustration), but offers to use what healing magic he has on the PCs if they just let him keep his armor and weapons. If let go, Azvernathi flees the city and does not return to Kintargo.

Although Azvernathi is a relatively low-ranking and disliked member of the church, his death does not go unnoticed for long. If Azvernathi dies, the rebellion's Notoriety increases by 1d4 during the next Upkeep phase.

F. MANY-STEPS MONASTERY

Buried fifty feet below the Fantasmagorium, the Many-Steps Monastery—jokingly named for the countless stairs residents needed to traverse—served as a library, scriptorium, laboratory, and residence for the Sacred Order of Archivists. Numerous *continual flames* provide ample illumination for this entire level, although those in personal quarters are housed in lanternlike holders that can be shuttered to provide darkness for sleep. Ceilings are 10 feet high, and the air quality is surprisingly good.

The Many-Steps Monastery is deep enough underground that events taking place in the Fantasmagorium above don't automatically alert those dwelling here. Further, it'll be 1d4+3 days before anyone down here travels back up topside, giving the PCs a bit of time to recover from the challenges above before attempting those down here. If the PCs make their presence known here but retreat before defeating Nox, she exits the complex to give a quick report to Barzillai, then returns here within 4 hours with enough reinforcements to replace all lost Asmodeans (but not replacements for the outsiders found in the complex). If the PCs fail to defeat Nox on their second attempt, she abandons the Many-Steps Monastery entirely, bringing with her all of the remaining Asmodeans and the

unredacted documents. In this case, the PCs must still face the other traps and guardians found in the area, but you'll need to add more encounters with Nox into future adventures as you see fit. In any event, if Nox abandons the Many-Steps Monastery in this way, she bears a grudge against the PCs and the Silver Ravens—the rebellion's Notoriety score increases by 2d6.

F1. THE SACRED ARCHIVE (CR 4)

A wrought-iron spiral stairway descends from the ceiling into a massive library. Bookshelves, both freestanding and wall-mounted, rise up to a ceiling forty feet above. Ladders on tracks allow access to the higher shelves, yet few books and scrolls remain here. Bloodstains mar the floor here and there, and some of the shelves bear what appears to be recent battle damage. A strange rune inscribed in a circle decorates the floor.

This Sacred Archive once contained priceless volumes of Chelish and Taldan history dating back hundreds of years; many are now rare or even unique in the wake of House Thrune's purges and redactions. Everything from history texts to personal journals recount the minutiae of Chelish life before the civil war. Today, almost all of that information has been lost—destroyed, redacted, or sent on to the temple of Asmodeus for archiving. The painstaking process of investigating the last few tomes held here continues around the clock, the majority of the work being done in area F6. When the Asmodeans there finish examining a tome, what remains is crated up and shipped to the temple, and new books are taken from the shelves here.

With a successful DC 12 Knowledge (religion) check, a PC identifies the large circular rune on the floor as the Master's Rebus—a rune sacred to Irori.

Creature: When Thrune's agents struck against the Sacred Order of Archivists, they went all out. Powerful devils and high-ranking Asmodeans worked together to smite the archivists in a devastating assault. Fortunately for the PCs, now that the critical information has been extracted, the majority of the forces involved have been recalled to the temple, the opera house, Castle Kintargo, and other more important holdings in the city.

What remains behind in this room as a guardian is still an unusual and dangerous creature—a strange outsider known as a scrivinite. Named Yilliv, this unusual being was conjured to Kintargo by one of Thrune's agents, a dimensional occultist witch named Tiarise Izeni, via *lesser planar binding*. Yilliv isn't particularly pleased with the role it's been forced into, as the idea of redacting and hoarding knowledge is anathema to its mind-set, but Tiarise's magic left the creature no option but to comply with the agreed-upon term of service (90 days). Tiarise's promise to let the scrivinite read an old

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and valuable tome, a copy of *The Inward-Facing Circle*, was enough to convince the scrivinite to agree to the bargain, but after seeing the Asmodean redactors in action and the cruelties they visited upon the Irorans, the outsider is regretting its decision.

Still, the scrivinite remains bound to serve. It does so by strictly obeying the letter of this service, and in so doing takes any opportunity, however minor, to get revenge against those it is bound to serve but has come to despise. Its orders are simple: aid in the scouring of the Many-Steps Monastery (this task is done) and then remain on site for 90 days or until the redactors have completed their task, whichever comes first, during which time Yilliv must protect the Asmodeans and the site from intruders. The outsider makes its presence known as soon as it notices the PCs, informing them that they are intruders and can proceed no further into the complex. As long as the PCs don't attempt to interact with any of the books in this room or move further into the complex, Yilliv doesn't attack. In fact, the scrivinite even answers questions (although it doesn't volunteer information). It has not been specifically ordered to remain quiet about the number, identities, and abilities of the Asmodeans in the area, for example, nor has it been asked to keep its purpose here under wraps (it has, however, been commanded to reveal nothing about the woman who conjured it—if asked about Tiarise, the scrivinite refers to her only as “the one who commands me”). At your discretion, clever PCs can learn much from the scrivinite, but if they wish to push further into the complex, conflict is inevitable. When it does attack, Yilliv apologizes but does not pull its punches—it fights to the death. It telepathically alerts the redactors in areas **F4** and **F5**, as well as Nox in area **F7**. This is yet another of the orders it's been forced to comply with, but nothing prevents it from warning the PCs that it has alerted the Asmodeans, and Yilliv does so with an apology.

YILLIV**CR 4****XP 1,200**

Scrivinite (see page 46)

hp 37

Treasure: Very little of value remains on the shelves here—there are only a few dozen books left. In all, these minor tomes weigh 60 pounds and are worth 200 gp. A successful DC 21 Perception check uncovers a small stash of valuables still concealed behind a locked secret panel. The lock can be opened with Rexus's mithral key or picked with a successful DC 30 Disable Device check. Within lies a *bookplate of recall*^{VE}, a *pearl of power* (1st level), two *scrolls of air bubble*, two *scrolls of identify*, a *scroll of silence*, a silver magnifying glass worth 150 gp, an owl-shaped platinum letter opener worth 50 gp, an ivory-

and-gold bookmark worth 20 gp, and 10 gilt pages from an illuminated manuscript worth 10 gp each.

Development: The descriptions for areas **F4**, **F6**, and **F7** assume Yilliv raises the alarm; if the scrivinite does not, adjust the encounters in those areas as detailed in their Development sections.

F2. MONK CELLS

Each of these 10-foot-square cells contains a bed, a trunk, and a desk. Once used archivists and visitors during long projects or when they wished to temporarily disappear from public life, these nine chambers spread throughout the complex are now used by the nine Asmodean redactors working between areas **F4** and **F6**.

F3. SCRIBE CELLS

Three larger chambers are set aside for the order's Chancery Scribes—senior members who made great contributions to the library or the order's understanding of history. Each apartment features a private bedchamber, workspace, and washroom. Area **F3b**'s bedchamber includes a small portrait: a young Rexus Victocora flanked by a middle-aged man and woman, whom the PCs might recognize with a successful DC 20 Perception check as two of the unfortunate scorched zombies in area **E8** above.

Secret doors (Perception DC 20) open to short passages that run between each apartment, allowing for private conferences between the archivists' elite.

Development: Nox has chosen area **F3c** as her personal quarters, although she spends most of her time in area **F7**. If the alarm hasn't been raised, there's a 20% chance she's sleeping here when the PCs first enter the monastery, but if this is the case, it's more likely that she wakes quickly and joins a fight in area **F4** than is encountered here. In any event, the room itself, unlike areas **F3a** and **F3b**, has obviously been recently used.

F4. ARTIFACT RECOVERY (CR 3)

The overwhelming stench of rotting flesh fills this wide, table-strewn chamber. A web of barbed chains strangles its way throughout the room, supporting the decayed corpse of a man in drab robes. At the center of the web, suspended above the flagstones by its black iron tendrils, rests a fist-sized, twelve-sided box fashioned from wood and bronze. Wooden cases along the southwestern wall have been smashed and overturned. Small pieces of paper covered with notes are scattered throughout the room, as if someone's been studying the strange tableau for days.

In addition to preserving the true history of Cheliah, the Sacred Order of Archivists dedicated themselves to studying strange and dangerous magic items and

removing them from circulation. The cases to the southwest once held all manner of magical and cursed items, most of which are now sealed away in the opera house. Characters who investigate these shelves in particular and succeed at a DC 15 Knowledge (arcana) check recognize that the shelves bear numerous warning sigils carved into them to warn of the presence of cursed items. While the shelves are empty (the cursed items they once bore are now all hidden away below the opera house), hints as to what the items were remain. One shelf holds a stand built to display an amulet or necklace, along with a discarded note that reads (in Celestial), "Markings seem intended to lure worshipers of Abadar into peril." Another shelf displays a stand used to hold bracers, or perhaps a pair of gloves. A third shelf holds an empty bookstand, the wood of which is stained black and smells foul. And a final shelf holds a red velvet cushion on which a fist-shaped stone or other object may have once rested. Perceptive players take note of these clues, for they may well encounter these four cursed items during the third adventure, "Dance of the Damned," in a vault in the basement of the Kintargo Opera House.

The strange box and web of chains are the results of one such device the archivists had stored here—a malfunctioning *cubic gate* stolen from a Nisrochi spy a few decades ago. The device was kept safe here until an Asmodean redactor—the same man whose decayed corpse is now tangled in the chains—activated the cube and unleashed a devastating assault of animated chains and shadowstuff from the Plane of Shadow. This activation mostly depleted the *cubic gate's* power, but it remains charged enough that anyone who attempts to manipulate the chains, the damaged *cubic gate*, or the man's body causes one of the chains to lash out, making a single +10 melee attack roll against that character. On a hit, the chain deals 1d6 points of slashing damage and 1 point of Strength damage.

A PC who succeeds at a DC 20 Knowledge (arcana or planes) check identifies the situation as a strange manifestation of power that's likely leaked in from a kyton-influenced corner of the Plane of Shadow.

The malfunctioning *cubic gate* can be deactivated in one of two ways. A successful casting of *dispel magic* against a DC of 24 (or any effect that blocks dimensional travel, such as *dimensional lock* or *dimensional anchor*) does the trick, as will a successful DC 25 Disable Device, Spellcraft, or Use Magic Device check. Either tactic causes the shadowy chains to retract, dropping the corpse and the ruined *cubic gate* to the floor.

Creatures: The Asmodean redactors triggered this malfunctioning *cubic gate* only recently, and they've convinced Nox not to report on the accident for a few weeks while they attempt to study the effect and, if possible, undo the damage while preserving the

integrity of the *cubic gate* itself. Reluctantly, Nox agreed, but the redactors have recently come to the frustrating conclusion that there's little they can do to preserve the device. Assuming the alarm's been raised, the redactors have hidden throughout the room and wait to see if the PCs stumble across any clues, but if one of them is spotted or they realize the PCs are about to deactivate the malfunctioning gate, they attack.

ASMODEAN REDACTORS (4)

CR 1/2

XP 200 each

hp 15 each (see page 43)

Treasure: A half-dozen books on planar theory, used by the redactors to research the malfunction, sit around the room on tables. Together, these six books function as masterwork tools for Knowledge (planes) checks, and are thus worth 50 gp in all. A single dose of *dust of emulation* sits on a shelf to the northwest, while an as-yet-undiscovered secret panel in the center of the southwest wall (Perception DC 22 to notice; Disable Device DC 30 or Rexus's key to open) contains a small stash of treasure: a *headband of inspired wisdom* +2, a silver-and-mother-of-pearl ink pen worth 200 gp, and a platinum disk depicting a leering angel worth 100 gp.

If the malfunctioning *cubic gate* is deactivated, the *cubic gate* itself is ruined but is still worth 3,000 gp as a curiosity.

Development: If the alarm hasn't been raised, the PCs find the four redactors milling about the room studying the malfunction or researching it in one of the books. The redactors scramble to defend the room; one of them moves to the doors to area F5 to let the hell hound there out before running to area F6 to spread the word of the invasion.

Story Award: If the PCs deactivate the malfunctioning *cubic gate*, award them 800 XP for overcoming the challenge.

F5. LECTURE HALL

Partially burned benches and scorched chairs fill this room, facing a toppled podium at the southwestern end.

The order used this lecture hall for debates and historical lessons.

Development: If the alarm hasn't been raised, Nox's pet hell hound, a beast named Mephiry (see area F7), is kenneled here. It attacks intruders at once.

F6. COMMON ROOM (CR 5)

Jars of preserved fruits and vegetables and stacks of salted meat fill shelves carved into the bedrock walls. A half-dozen tables in the room are heaped with scrolls, books, and parchments.

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Creatures: This room served the archivists as a common room and a study. Today, the Asmodeans use it for much the same purpose, although instead of preserving history and duplicating texts, they're redacting and cataloging old books and historical documents to remove anything that could damage the truth as House Thrune wants to preserve it.

A total of five redactors work at this job, but they abandon their duties to prepare a defense of the chamber once the alarm is raised. In addition to the five Asmodean monks, a hunchbacked ogrekin guards the entrance to area F7, breathing through his mouth and drooling. This wretch was captured long ago by one of the priests of Asmodeus while on a secret mission to Varisia, and has spent the past several years under various forms of magical control. Today, the church has put him on loan to Nox for use in the archives in case the Asmodeans need someone with a bit of muscle. He follows Nox's orders fanatically without needing magical compulsions, and thinks of her as "that nice devil lady." His current orders are to not let anyone enter her room (area F7); he doesn't join a fight in this room unless Nox orders him to do so, but immediately attacks if the PCs attack him or try to move past him to area F7. The Asmodeans refer to the wretch as the Lout—the abused ogrekin has no memories of its life before servitude, and has long ago forgotten his birth name. Tireless conditioning has resulted in his alignment shifting to lawful evil.

ASMODEAN REDACTORS (5)**CR 1/2****XP 200 each****hp** 15 each (see page 43)**THE LOUT****CR 2****XP 600**LE male ogrekin (*Pathfinder RPG Bestiary 2* 204)**hp** 25

Treasure: The books and documents here are mostly harmless but still rather interesting historical treasures. Very few redactions have been necessary, and taken as a whole, the books weigh 15 pounds and are worth 900 gp.

Development: If the PCs make it this far without raising an alarm, the redactors make a fighting retreat to area F7 after recovering from the shock of being invaded.

Nox and her pet hell hound certainly take notice if a fight starts in this room, but until the PCs attack the Lout or attempt to get into the next room, she doesn't bother interrupting her work to involve herself.

F7. MEDITATION GARDENS (CR 6)

The eastern half of this colossal chamber appears almost theaterlike, with an arched ceiling painted roughly like

the night sky and hanging lanterns radiant with cool, white flame. The room presents an incongruous sight this far underground—a resplendent garden, complete with a babbling brook, a gravel footpath, and all manner of flowering and fruiting plants. The pathway winds through the lush grass, over a small footbridge, and to a book-covered knoll at the far end. The brook cascades into the room from the north and then flows through a grate to the south.

The Sacred Order of Archivists very nearly abandoned their new lair when their tunneling encountered an underground river, but with the aid of some brilliant engineers, they ingeniously transformed what was planned to be a new lecture hall into an extraordinary subterranean garden—a place of refuge from their often grim work. The lanterns above radiate soft sunlight capable of sustaining the variety of flowers, shrubs, and fruit trees. The brook cutting through the room's center is only 2 feet deep, and after flowing through the grate to the south, it seeps through fissures in the stone, eventually dropping into the Darklands.

Creatures: Nox chose this room as her office and place of refuge while overseeing the redaction efforts. Her boss, Barzillai Thrune, knows she has little to add to the task intellectually, but he trusts her in ways he'd never trust the clergy, as he engineered her bonding to a bearded devil himself. Nox's job here is to keep an eye on the Asmodeans to ensure that anything of interest they find is reported to Barzillai. Nox hasn't had any problems with the monks, and has been taking the time to read several old books she salvaged from area F1 before they were spirited away by the church. Her pet hell hound Mephiry lounges with her here, but the bored creature is eager for a chance to fight.

NOX**CR 5****XP 1,600**

Female bearded-devil-bound human fighter (polearm master) 5 (*Pathfinder RPG Advanced Player's Guide* 106, *Pathfinder RPG Bestiary 4* 56)

LE Medium humanoid (human)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +8

DEFENSE**AC** 21, touch 10, flat-footed 21 (+7 armor, +4 natural)

hp 57 (5d10+25); regeneration 5 (good spells, good weapons)

Fort +8, **Ref** +2, **Will** +4; +4 vs. poison**Resist** fire 30**Weaknesses** contract bound**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 *glaiive* +11 (1d10+8/x3)**Ranged** throwing axe +5 (1d6+4)

Special Attacks pole fighting, steadfast pike
Spell-Like Abilities (CL 5th; concentration +6)
3/day—*dimension door*, *rage*
1/day—*summon lemure*

TACTICS

Before Combat Nox summons a lemure to aid in any upcoming fight.

During Combat Nox avoids using *rage* on herself (since she can't use *dimension door* while under its effects), but uses *rage* on her hell hound Mephiry as soon as combat begins. She uses her glaive to keep herself out of her foes' reach, and uses her pole fighting ability to attack adjacent foes if needed (remember that doing so imposes a -4 penalty on her attack rolls). When she's not using pole fighting, Nox instead uses Power Attack, taking a -2 penalty on attack rolls but gaining a +4 bonus on damage rolls.

Morale Although she's confident in her regenerative powers, Nox isn't foolish; she knows that if she's knocked unconscious, survival is by no means guaranteed. If reduced to 10 or fewer hit points, she uses *dimension door* to reach the surface and flees to the opera house to report her failure to Thrune.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +5; **CMB** +9; **CMD** 19

Feats Alertness, Cleave, Combat Reflexes, Power Attack, Stand Still, Step Up, Toughness

Skills Climb +4, Intimidate +9, Knowledge (planes) +1, Perception +8, Sense Motive +8

Languages Common

Gear +1 chainmail, +1 glaive, throwing axes (4), cloak of resistance +1, bedroll, waterskin, diamond dust (worth 500 gp), mithral key (unlocks all doors in the complex, worth 150 gp), 9 pp, 70 gp

MEPHIRY

CR 3

XP 800

Male hell hound (*Pathfinder RPG Bestiary* 173)

hp 30

Treasure: The books Nox has gathered here in the garden are more than mere texts—they are soul tomes that contain many of the thoughts and memories of the archivists who were cornered, captured, tortured, and eventually killed (and in some cases animated into zombies) over the past week. The contents of these tomes are scattered and incomplete, but nonetheless represent a wealth of knowledge on not only various historical topics, but also on how to successfully found and run a secret society. Nox has been studying these texts and intends to ship them on

to the Church of Asmodeus when she's done, but if the PCs defeat Nox or force her to flee, she abandons the texts here.

There are a dozen soul tomes here in all—they can be identified for what they are with a successful DC 19 Knowledge (planes) check. Their existence doesn't harm the souls of those whose memories are recorded, and the books aren't themselves evil. Indeed, the knowledge within them can be of great utility, and if used as a resource while attempting a Knowledge (history or local) check, the books grant a +4 competence bonus on the roll. The books weigh 20 pounds in all and, as a collection, are worth 1,600 gp. If Rexus is given the two soul tomes that record some of his parents' memories, he is tearful and grateful. After reading them, he turns them back over to the PCs, knowing that the information therein can aid the Silver Ravens.

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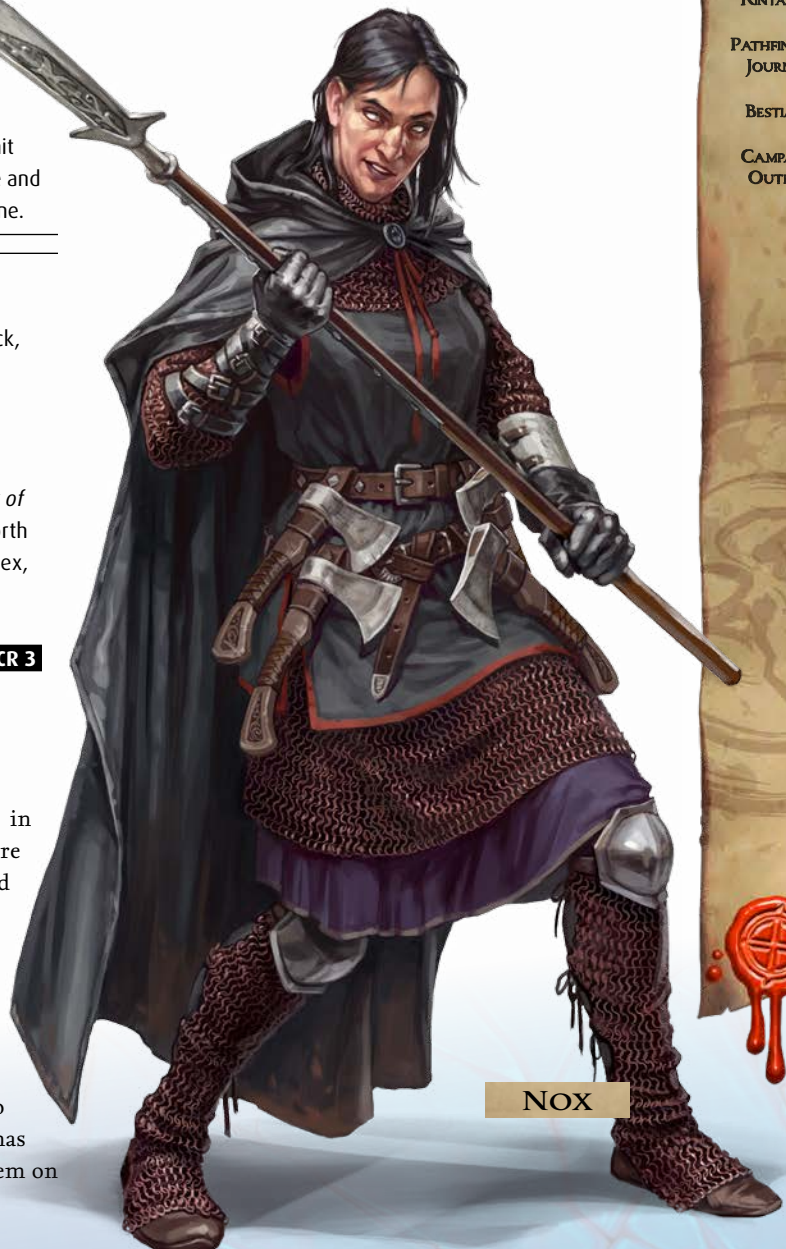
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NOX

RECURRING VILLAIN: NOX

It's very possible the PCs won't be able to defeat Nox due to her regeneration, in which case she's likely to escape via *dimension door*. Even if they reduce her to negative hit points and capture her, she can use *dimension door* to get to freedom as soon as she wakes. Nox doesn't have an official role to play in the following adventures, but if she does manage to escape and report to Thrune, she spends the entirety of the next adventure being punished in the depths of the Kintargo Opera House for her failures. She emerges from that ordeal as a broken soul, more devoted than ever to Barzillai Thrune—see “Dance of the Damned” for more information. In the short term, forcing Nox to flee is as good as killing her; if Nox flees, award the PCs XP as if they had slain her.

Note that even if the PCs lack good weapons or good spells to kill Nox, a handy method of killing her exists in area **F7**—the stream. If she's reduced to negative hit points, Nox can be drowned in the water, since regeneration does not protect against death by suffocation (or drowning). If the players don't hit upon this tactic on their own, consider letting a successful DC 15 Heal check suggest the tactic, especially if your players are frustrated by her regeneration ability. Remember that if the PCs do kill Nox, she can't be resurrected, due to the stipulations of her devilbound contract.

One particularly disturbing thing the PCs can learn by studying these tomes is in Porcia Victocora's soul tome. Among the dangerous books once stored (and now missing) was a copy of the diabolic chapters of the *Book of the Damned*. This in and of itself would be of note (particularly as this book is now missing from the archives—it's now in Thrune's possession, and the PCs may well have a chance to claim it for themselves in “A Song of Silver”), but the fact that only one person has been allowed to read it in recent years should raise a red flag. The name of the well-spoken traveler who managed to convince the archivists he should be allowed to study the book for a single hour is recorded in the text as “Trailblazer Huni,” a man who claimed to have been a wandering scholar. None of the archivists realized this name to be an anagram of the name Barzillai Thrune, but the PCs might!

Development: If the alarm isn't raised, the hell hound Mephiry is in his kennel (area **F5**) and there's a 20% chance Nox is resting in area **F3c**. If Nox is here, she's deep in concentration reading one of the soul tomes and takes a -4 penalty on Perception checks.

If the PCs kill Nox, the fact that she's gone missing increases the rebellion's Notoriety score by 1d4 during

the next Upkeep phase; if Nox manages to escape and report to Thrune, the Notoriety score instead increases by 2d6.

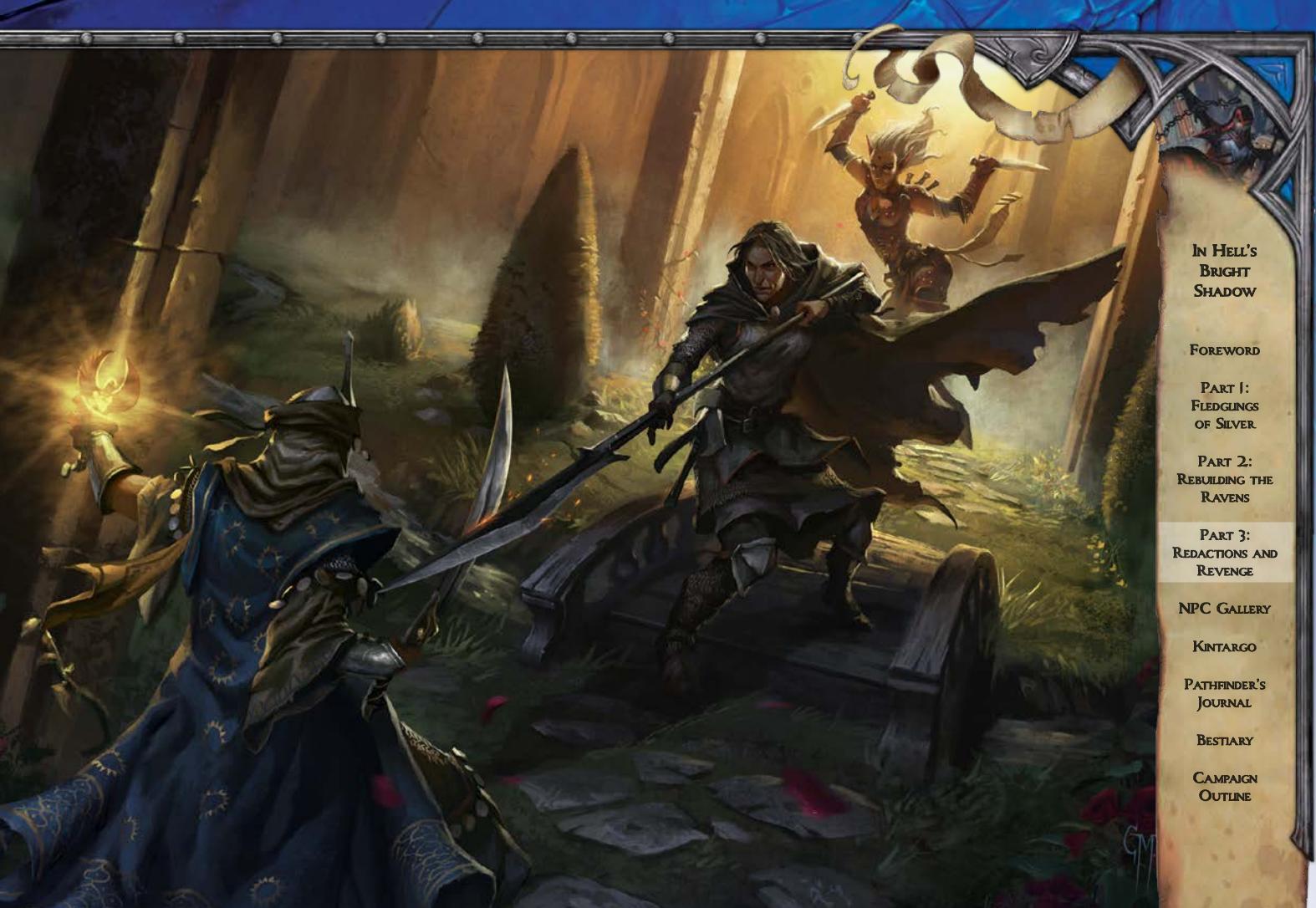
Story Award: If the PCs recover the soul tomes, award them 1,200 XP. If the PCs determine that Barzillai Thrune may have read the *Book of the Damned*, award them an additional 800 XP for this disturbing discovery.

CONCLUDING THE ADVENTURE

By the time the players clear out the Fantasmagorium and the Many-Steps Monastery, the Silver Ravens should be well on their way to becoming one of the most potent threats to the oppression of Barzillai Thrune, but Kintargo's new lord-mayor is still hesitant to admit this to his minions or himself. The rebellion's Notoriety score increases by 1d6 after the events at the Fantasmagorium, but rather than publicly (or even privately) admitting to the Silver Ravens' threat, Thrune chooses a stance of “no comment” on the topic, hoping to avoid validating the Silver Ravens. Of course, this tactic backfires, and support grows as word of the PCs' actions spreads; as a result, the rebellion's maximum rank increases to 10 at the close of this adventure. As the next adventure progresses, Barzillai begins to realize that the Silver Ravens are much more than an idle threat, and he begins making moves against the PCs and their allies; see “Turn of the Torrent” for more details. In that adventure, the PCs turn their attention from establishing a rebellion to growing it, and high on their priority list should be securing a hideout that can house the growing needs of the reborn Silver Ravens!

Before moving on to the next adventure, though, you might wish to consider giving your players a little more time to get to know Kintargo, especially if they haven't had a chance to explore the city and meet some of its more colorful citizens during the course of “In Hell's Bright Shadow.” After all, Kintargo should be a place the PCs want to fight for. On the inside back cover of this adventure, as well on each of the inside back covers of the volumes to come, you'll find four sample NPC capsules—no statistics for these bonus NPCs are given (although some may later be statted up in forthcoming adventures), but all of those presented work well as bonus encounters. Whether or not your player characters befriend these NPCs or become rivals with them, by including bonus encounters with nonessential characters, you'll make your Kintargo into a more memorable home and a place worthy to fight for.

Finally, make sure you're familiar with the gazetteer of Kintargo that begins on page 58 of this book. You'll likely need to refer to these pages again and again as your Hell's Rebels campaign progresses. Don't be afraid to mark up your text or use sticky notes to keep track of changes to the city as they take place!



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APPENDIX: TEAMS AND ALLIES

During this adventure, the PCs have the opportunity to recruit a bonus team and several unique allies to aid them in building up the Silver Ravens. These teams and allies don't count against any team maximums the rebellion would normally have. See the *Hell's Rebels Players Guide* (available online for free at paizo.com) for more details on how teams and allies function.

UNIQUE TEAMS

The PCs have the opportunity to recruit one unique team during "In Hell's Bright Shadow." If the PCs recruit this team, award them 1,000 XP.

Fushi Sisters: If the PCs recruit Korva Fushi and her sisters as a team, the four tengus function as a specialized group that grants the Earn Gold and the Gather Information rebellion actions.

UNIQUE ALLIES

The PCs have the opportunity to recruit the following unique allies during "In Hell's Bright Shadow." Award the PCs 800 XP for each unique NPC recruited. At your discretion, you can use these unique allies as inspiration for creating allies of your own design, perhaps converting NPCs whom the PCs have grown attached to through the course of play.

Blosodriette: If the PCs have a Sarini among them, or otherwise manage to force the imp Blosodriette to serve the Silver Ravens as an ally, her skill at stealth grants the Silver Ravens a +1 bonus on all Secrecy checks. However, as long as Blosodriette remains an ally, the rest of the Silver Ravens are unsettled by the devil's presence, resulting in a -1 penalty on all Loyalty checks.

Laria Longroad: Laria's work with the Bellflower Network has given her an excellent reputation among Kintargo's downtrodden. As long as Laria remains an ally of the Silver Ravens, all Loyalty checks to take the Recruit Supporters action gain a +2 bonus.

Rexus Victocora: Although Rexus was never officially a part of the Sacred Order of Archivists, he learned a fair amount about how to lie low from his mother. As long as Rexus remains an ally of the Silver Ravens, the rebellion's Notoriety score is reduced by 1 (to a minimum score of 1) at the start of every Upkeep phase.

Vendalfek: The little fairy dragon Vendalfek excels at trickery and spreading confusion; hobbies that the Silver Ravens can turn to their advantage. Vendalfek allows the rebellion to take the Spread Disinformation action even if it doesn't have rumormongers, agitators, or cognoscenti. If the rebellion does have a team that grants this action, Vendalfek grants a +4 bonus on all Secrecy checks to Spread Disinformation.



BLOSODRIETTE

A pocket-sized picture of condescending glee, this little devil's face shifts constantly between the mien of an unimpressed professional and that of a joyous but sadistic child. Her scarlet skin seems almost to shimmer and glow with an inner, infernal fire.

BLOSODRIETTE
CR 4
XP 1,200

 Female imp rogue 2 (*Pathfinder RPG Bestiary* 78)

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

Init +9; **Senses** darkvision 60 ft.; Perception +8

DEFENSE
AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 35 (5 HD; 2d8+3d10+7); fast healing 2

Fort +4, Ref +11, Will +3

Defensive Abilities evasion; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE
Speed 20 ft., fly 50 ft. (perfect)

Melee mwk shortsword +12 (1d3/19–20), sting +6 (1d4)

Ranged blowgun +11 (1 plus poison)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks poison, sneak attack +1d6

Spell-Like Abilities (CL 3rd; concentration +7)

 Constant—*detect good*, *detect magic*

 At will—*invisibility* (self only)

 1/day—*augury*, *suggestion* (DC 18)

 1/week—*commune*
TACTICS

During Combat Blosodriette is cunning and practical, never striking in the open. She prefers to soften up opponents from hiding using her *pipes of the sewers* or her *scroll of summon monster III* before emerging. In combat, Blosodriette prefers to stay mobile by flying and taking shots with her blowgun; she uses swift poison to apply venom to these darts from her sting, and takes the time to become invisible every other round so she can use sneak attack. She uses *suggestion* to try to prevent a character with a good or silver weapon from attacking her, suggesting that the weapon is damaged and that the foe should avoid using it for fear of breaking it. Melee is a last resort for the imp.

Morale More practical than brave, Blosodriette flees or hides if reduced to 15 or fewer hit points, but as long as her contract exists, she can't flee far. If faced with foes who are obviously able to finish her off (perhaps those armed with silver weapons, or who can hit her really hard), the imp surrenders and begs for the PCs to destroy her contract; being banished to Hell is preferable to death here on the Material Plane, after all!

STATISTICS
Str 10, **Dex** 21, **Con** 12, **Int** 15, **Wis** 10, **Cha** 18

Base Atk +4; **CMB** +7; **CMD** 18

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +13, Bluff +11, Fly +23, Knowledge

(arcana) +8, Knowledge (local) +8, Knowledge (planes) +8,

Perception +8, Perform (wind instruments) +8, Sense

Motive +7, Spellcraft +9, Stealth +21, Use Magic Device +11

Languages Common, Halfling, Infernal

SQ change shape (boar, giant spider, rat, or raven; *beast shape I*), rogue talent (swift poison), trapfinding +1

Combat Gear *pipes of the sewers*, *scroll of misdirection*, *scroll of summon monster III*, *scroll of touch of idiocy* (2), *wand of acid arrow* (9 charges); **Other Gear** blowgun with 10 darts, mwk shortsword, mwk thieves' tools, gold-and-platinum signet ring worth 150 gp worn as an armband, silk wrap worth 40 gp

Typically, when a soul is judged in the Boneyard and moves on to the Great Beyond, it loses all memories of its mortal life, but the proximity of the *soul anchor* deep under Kintargo has eroded the consistency of this law of meta-reality. While those who seek out the *soul anchor* can guarantee the retention of their memories after death and judgment, now and then someone who merely perishes in Kintargo gains this unusual boon as well. These souls generally remember only fragments of their previous lives once they move on, and in most cases, these fragments torment rather than soothe the mind. Such is the case with the imp Blosodriette. Her vague memories of life as a halfling slave are filled with pain, misery, and shame, but above all else, the joy of inflicting those same misfortunes on those below her station. She doesn't remember how she died, but she knows that in her new life as an imp, she has much greater prospects than she ever did as a mortal slave.

Loyal and eager to please, Blosodriette found life in Malebolge to be everything for which her cruel mortality had prepared her. She played the hound for hunting devils, gleefully chased the souls of the damned, and served as a messenger for powerful personages of the Pit. But though she enjoyed serving stern superiors once again, a deep longing tugged at her, nudging her back to the mortal

world. After centuries of service in Hell, she answered the call of a binder from the Material Plane, and the lapdog of Hell's hunt returned to, of all places, Kintargo.

Blosodriette was delighted to find herself back in her hometown, and found far more satisfaction serving her new master than her infernal commanders. Her contract bound her to the servitude of one of Kintargo's noble houses—the Sarinis. She enjoyed aiding the Thrune loyalists in working to erode Kintargo's resistance during the civil war until her master, Merindius Sarini, died in a failed attempt to ambush a Silver Raven known as Jackdaw. The Silver Ravens covered up their involvement and made it appear that Merindius had drowned, but they took several documents the man had been carrying before doing so. Among them was Blosodriette's contract. Bound by the terms of the contract to remain in its proximity, the imp remained invisible and hidden. She knew she couldn't risk exposing herself directly, and so set about making a nuisance of herself in hopes of convincing the Silver Ravens to either destroy her contract or give it away. Her plan backfired when, instead, the Silver Ravens merely abandoned their hideout under the mistaken assumption it had become haunted, and left Blosodriette's contract behind in a cache of documents and supplies. The civil war came to an end a few weeks later, and with it came the Silver Ravens' defeat. The freedom fighters never returned for the cache, and in the decades that followed, Blosodriette was left to her own devices. With no one to take her frustrations out on, Blosodriette has pondered how much blame she herself deserves for her cruelty and current predicament. She has made numerous attempts to circumvent her contract (the most audacious of which was an attempt to open a portal to Hell using information gathered from a year's worth of weekly *commune* spells), but she has finally realized that the contract is too well worded for her to affect directly.

Blosodriette is blessed with a wide, sharp-toothed grin and massive curls of black hair reaching down to her toes. Unique among imps, she has only one horn—the result of a mortal scar that translated to her infernal form. After a decade alone, she has developed a habit of debating with herself, and she may interrupt a conversation to weigh in with her own approach to a topic. She plays the pipes—one of the rare memories from her old life unrelated to her original master—but the pipes she carved for herself in Hell are tainted, summoning swarms of rats and other vermin who dance to her tunes just as she once danced to her master's.

CAMPAIGN ROLE

Blosodriette's contract is amid the hundreds of pages of Silver Ravens documents the PCs recover at the start of this adventure, and when they bring these pages back for Rexus to

translate, they unknowingly bring the imp into their new home. The contract itself is disguised via a *secret page* spell (CL 5th) to make it appear to be a mundane ledger. When the PCs move the contract, Blosodriette is forced to follow invisibly; she remains within 100 feet of the contract at all times. Unless the PCs specify otherwise, you can assume that the contract remains with the rest of the documents in the Wasp Nest below Long Roads Coffeehouse.

The contract binds Blosodriette to the Sarini family, but also ties her to the physical contract itself to ensure she never strays far. Mere possession of the contract doesn't grant mastery over the imp. While Blosodriette can't take action to harm the contract (even indirectly), the parchment's destruction immediately banishes her back to Hell. Blosodriette would prefer to remain active on the Material Plane where her relative power is greater, though, so the contract's destruction isn't particularly appealing to her.



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LARIA LONGROAD

Everything in the demeanor of this curvy halfling speaks to a woman who's made good in business, yet the lines around her sparkling eyes suggests she's seen far more of life than she admits. Only to her closest friends does Laria even hint to the pain of her actual past.

LARIA LONGROAD

CR 2
XP 600

Female halfling brawler 2/rogue 1 (*Pathfinder RPG Advanced Class Guide* 23)

CG Small humanoid (halfling)

Init +2; **Senses** Perception +4

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 19 (3 HD; 1d8+2d10-1)

Fort +3, **Ref** +8, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee unarmed strike +4 (1d4+1) or
flurry of blows +2/+2 (1d4+1)

Ranged dagger +5 (1d3+1/19-20)

Special Attacks brawler's flurry, martial flexibility 4/day,
sneak attack +1d6

TACTICS

During Combat Laria uses martial flexibility to gain Dodge, and does so as a move action on the first round of combat. She prefers flanking foes to combine sneak attack with her brawler's flurry. She drinks a *potion of cure light wounds* if reduced to fewer than half her hit points.

Morale If reduced to fewer than 5 hit points, Laria drinks her *potion of gaseous form* to try to escape unless she would be leaving allies behind; she won't abandon friends, and fights to the death to protect them.

STATISTICS

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

Base Atk +2; **CMB** +2 (+4 grapple); **CMD** 14 (16 vs. grapple)

Feats Deceitful, Improved Grapple, Improved Unarmed Strike, Staggering Fist^{AC6}

Skills Acrobatics +9, Appraise +7, Bluff +3, Climb +9, Diplomacy +7, Disguise +5, Escape Artist +6, Intimidate +5, Knowledge (local) +7, Perception +4, Profession (baker) +10, Sense Motive +6, Stealth +10

Languages Common, Halfling, Shadowtongue

SQ brawler's cunning, martial training, trapfinding +1

Combat Gear *oil of silence*, *potion of cure light wounds* (2), *potion of gaseous form*; **Other Gear** mwk studded leather, daggers (4), climber's kit, disguise kit, keys to the Long Roads Coffeehouse, mwk baking tools, mwk thieves' tools, 37 gp

Though Laria was born into slavery (as Larisha Talltallow), her masters were a far cry from the kindly patrons she describes to curious customers. In her youth, Larisha watched the illegitimate son of her master flog her only brother to death, and later her mother. When the bastard's cruelty was directed at her father, Larisha intervened. She beat her father's tormentor to death with her fists, but was too late to save her father's life. The other slaves ushered her into the city's underworld, where she fell in with the Bellflower Network. Eventually, she settled in Kintargo with a new name and forged paperwork to found her unassuming little cafe. Few of Kintargo's elite suspect that the head of their halfling darling carries a hefty bounty across Cheliox, and Laria takes great pains to conceal her past and the scars it left across her scalp and back.

Despite her rough childhood and violent adolescence, Laria remains friendly. She loves nothing more than trading gossip and flirting shamelessly, but she invariably pushes others to talk about themselves. Though she is a practical woman and weathers insults with grace and patience, her mood swings from flirtatious and lighthearted to cold and fearless at the first hint of violence. If she spends too long on her own, her memories threaten to pull her down into a sticky abyss of regret and self-loathing. For her own good—and the good of those she frees from Chelish shackles—Laria pushes herself to fill every waking moment with interaction.

Not surprisingly, the Long Roads Coffeehouse serves up more than invigorating elixirs and stuffed pastries. Unable and unwilling to forget her roots, Laria still works with the Bellflower Network, bribing officials, ferrying slaves and fugitives out of Cheliox and Nidal and into distant Varisia, and forging paperwork. While she worked as a tiller many years ago—leading escapees through the darkness and protecting them from predators and bounty hunters alike—her new life keeps her away from dark fields and slaving beasts. The charming baker coordinates with dozens of other figures in Kintargo's underworld—from smugglers and cutthroats to self-appointed freedom fighters—and makes sure anyone working to undermine imperial influence in Kintargo can find the necessary resources.

With her warm, charming laugh and ample body, Laria presents the image of a woman who wants for little and enjoys life's simple pleasures. A powerful, athletic build ripples below her curves, and she's capable of tirelessly hefting massive loads around the shop and tossing unruly visitors out on their ears. She abstains from life's worst vices, but makes no secret of her fondness for great cooking (especially her own) and great companionship in her bed. Never a woman to stick to one dish when she could try them all, Laria keeps an impressive number of lovers on rotation.

Like most of Kintargo's nonconformists, Laria's spent the past several days keeping her head down. But with each day that passes, she grows more and more convinced that something needs to be done to save her beloved city.

CAMPAIGN ROLE

As a fixer, a smuggler, and a cynic, Laria provides practical and down-to-earth balance to Rexus's high-minded morals and unrealistic dreams. She plays the role of landlord and information broker while the PCs use the Long Roads' basement as their temporary headquarters. If her tenants prove reliable—or gods help her, even prove respectful—Laria warms to them, and by the end of the adventure, she might count one of the PCs as a friend, follower, or even lover. Beyond her value as an ally to the Silver Ravens (see page 17), early in the adventure, Laria can provide the PCs with some additional information about Kintargo's history of rebellion, as detailed below.

Bellflower Network: The Bellflower Network is in hibernation for the moment. Laria sent her last fugitive slaves to Varisia on board a ship called the *Incubus* only 4 days ago, and the Bellflower Network is withdrawing from the city while things settle. If the PCs can manage to build up the Silver Ravens, Laria will consider restarting the Network, but until then, she would rather maintain a low profile and aid the PCs from behind the scenes.

Lord Mayor Jilia Bainilus: Laria doesn't buy the government's claim that Jilia Bainilus fled Kintargo for Arcadia. She suspects that Paracount Thrune imprisoned her (or worse) somewhere in the city, but serious investigations into Jilia's fate should be something the PCs hold off on for now while they focus on establishing the Silver Ravens' foundations. (The PCs will learn more of Jilia's fate, and her transformation into a vampire, in the third adventure, "Dance of the Damned.")

Order of the Torrent: The smallest of the various Hellknight orders has been mysteriously silent over the past week, and its leader, Lictor Octavio Sabinus, has gone missing. While the Order of the Torrent could be a powerful ally, Laria suggests the PCs hold off investigating this avenue for a while, if only to let the new group of Hellknights brought in by Barzillai Thrune

lose interest in the activities of the lesser order they're "replacing" in town.

Sacred Order of Archivists: Laria's primary point of contact with the Sacred Order of Archivists was Rexus's mother Porcia, but she rarely made use of the order; Laria's association with Porcia was one of friendship more than professional interest. Laria often traded tactics and techniques for maintaining secrecy with Porcia, but never visited the headquarters of the Sacred Order herself.

Silver Ravens: Laria has heard a little about the legendary rebels of the civil war—mostly rumors that they used the opera house as a base of operations.

Underground Religions: Laria knows that the celebrated local opera singer Shensen was a devoted worshiper of Sarenrae, and that the cult of Milani has been active in the city as well, operating under the name of Rose of Kintargo. Unfortunately, both of these underground religions have gone silent. Investigating either could bear fruit, but Laria doesn't have much hope that these groups have a significant enough support structure to provide much aid at this time.



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REXUS VICTOCORA

Rexus cuts a striking figure, with his angular features and dusky skin accentuated by a handsome goatee and broad smile. His boisterous charm seems to fill any room, despite his slight stature, but recent events have weighed heavily upon him.

REXUS VICTOCORA
CR 2
XP 600

Male human aristocrat 2/sorcerer 1

NG Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE
AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 10 (3 HD; 1d6+2d8-5)

Fort -2, **Ref** +1, **Will** +7

OFFENSE
Speed 30 ft.

Melee mwk sword cane +2 (1d6)

Sorcerer Spell-Like Abilities (CL 1st; concentration +5)
 7/day—touch of destiny (+1)

Sorcerer Spells Known (CL 1st; concentration +5)
 1st (4/day)—*color spray* (DC 15), *comprehend languages*
 0 (at will)—*acid splash*, *detect magic*, *prestidigitation*,
read magic
Bloodline Destined

TACTICS

During Combat Rexus avoids melee combat, using *color spray* to delay pursuit or to help control the tide of battle. In a battle, Rexus uses the aid another action to help an ally's AC or takes shots with *acid splash*. He saves his *scroll of glitterdust* for an emergency against a foe too powerful to affect with *color spray*, and prefers to administer his *potions of cure light wounds* to stronger allies.

Morale Rexus flees combat at the first opportunity if he's alone, but bravely stands by the side of any ally in a fight, fighting to the death if needed to defend his friends.

STATISTICS
Str 10, **Dex** 13, **Con** 7, **Int** 14, **Wis** 11, **Cha** 18

Base Atk +1; **CMB** +1; **CMD** 13

Feats Dodge, Eschew Materials, Iron Will, Skill Focus (Stealth)

Skills Bluff +10, Diplomacy +10, Knowledge (history) +6,
 Knowledge (nobility) +6, Linguistics +8, Spellcraft +8,
 Stealth +7, Use Magic Device +9

Languages Celestial, Common, Draconic, Elven, Infernal, Strix
SQ bloodline arcana (gain luck bonus on saves when casting personal-range spells)

Combat Gear *potion of cure light wounds* (3), *scroll of glitterdust*; **Other Gear** mwk sword cane^{UE}, courtier's outfit, Victocora signet ring (worth 100 gp), 40 gp, 3 pp

When Rexus Victocora began his journey from young noble to revolutionary, he wanted nothing more than for everyone else to experience the relative safety of his aristocratic upbringing. He felt that no one should ever worry where the next meal would come from or whether walking home by night would be a life-ending mistake. Reared in Kintargo's posh noble circles, Rexus never questioned his own security until it was suddenly snatched away. Raised for years as a fiery and exuberant young lady thanks to the circumstances of his birth, Rexus discovered his future was far more moldable than he ever realized after meeting a Shelynite tutor who migrated between sexes as other people might migrate between nations. This insight led Rexus to a way of growing up he'd always coveted but never imagined possible. But while his parents embraced their newly revealed son, the news scandalized their stodgy social circles. With his old friends gone and even his physical safety threatened on occasion, Rexus formed new social circles from eclectic sources: musicians, servants, tutors, and even street urchins. He shuddered to see his new friends enduring on a daily basis the same insecurities to which he had only recently been exposed.

Rexus's parents, Aneran and Porcia Victocora, gave their son room to develop his own philosophies. They valued knowledge and personal freedom—with just enough distant oversight—over blind indoctrination. After an adolescence spent stumbling through a dozen causes, Rexus finally decided to enlist in the secret society to which his parents belonged: the Sacred Order of Archivists.

Sadly, as Rexus was returning home from his studies at the Alabaster Academy, eager to announce his intentions to join his mother, the sight of a plume of smoke and fire rising from the Greens threw him into a panic. Upon arriving at his family estate, he found the manor engulfed in flames and the site under control of a large number of soldiers wearing the colors of House Throne. At that moment, Rexus made a decision that haunts him still, yet which doubtless saved his life. Rather than race into the fire or reveal himself to the soldiers, he fled into the city to hide and mourn.

The next evening, Rexus crept through Kintargo on the first official night of its new curfew. He came to the still-

smoking ruins of his family home and sifted through the rubble, hoping for clues, but found nothing more than evidence that others had scoured the place already for anything of value. Only the lack of any physical remains gave him hope that his family and the manor staff may have somehow, miraculously, survived. Over the days that followed, Rexus did what research he could to learn more, but no sign of his parents ever surfaced. Finally, cold and hungry, he received an offer of aid from one of his mother's friends, Laria Longroad. The halfling was overjoyed to see Rexus alive, and not only took him into her house, but revealed something startling to him: his mother had left him an inheritance, as if she had foreseen the tragedy. More details on this inheritance can be found on pages 12–13 of the adventure.

Rexus is a charming and insightful man, blessed with a handsome face, good health, and a keen wit. Now more than ever, Rexus needs the support of those around him to be able to enjoy those gifts. Though agreeable, he is also stubborn, unwavering from his goals. The fiery passion of youth drives him to fix the world's problems, but the lumps he took in adolescence remind him of his limitations just enough to keep him from becoming overbearing. He reads aloud without realizing it, pushes his books onto others, and otherwise barely restrains his excitement over new discoveries—all traits inherited from his father. Though saddled with a weak constitution that has haunted him since a childhood bout with sickness, Rexus boils over with a courage and initiative both his parents lacked.

Despite his power-to-the-people philosophy, Rexus prefers to dress in clothes befitting his highborn station, and never appears without a tailored coat, polished boots, and his trusty cane. He has a short frame, and few who look at Rexus's roguish good looks and smoldering eyes, see the wild-haired tomboy he once was. A variety of alchemical concoctions has minimized his feminine traits and allowed Rexus to grow into manhood as any young man would. Though raised on a refined diet, Rexus adores the many foreign foods found throughout Kintargo and uses any excuse to visit Jarvis End—staring down the most unusual foreign delicacies and lowbrow street meats with equal courage.

CAMPAIGN ROLE

Destitution is a new experience for Rexus, and he takes to it dreadfully. Feather beds and fine clothes aside, he still requires expensive alchemical unguents to maintain his health, and extended withdrawal leaves him depressed, irritable, and sickened. He is reluctant to share the exact nature of his condition—even though it's hardly a secret in his social circles—but Rexus may send the PCs on missions to supplement his dwindling supplies.

Rexus is still young, and holds high-minded ideals. Death and violence horrify him, and he dreams of a bloodless

revolution, though every passing day dashes that hope a little more. Regardless, Rexus acts as a moral compass for the Silver Ravens, offering philosophical insights that Laria tends to gloss over in the name of expediency. While Rexus joins the Silver Ravens eagerly and immediately, he will also leave without reservation if the PCs' revolution becomes overly violent or an exclusionary mess that endangers the common people of Kintargo.

Rexus's role in this adventure is to start the PCs on their journey and act as a translator for the coded documents uncovered in the Fair Fortune Livery. Beyond this, his fate is left in your players' hands—he may become a friend, ally, lover, or even cohort as time goes on. Feel free to have him level up alongside the PCs; he favors levels in sorcerer, and as he grows more powerful, he grows more self-confident with his magical gifts.



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I am Kintargo's lord-mayor, yet Kintargo is not my city. Nor is it Cheliox's city. Kintargo belongs to no one person, but to all who live here and make it the greatest city in Cheliox. We call it the Silver City not only for the gleaming waters of the Yolubilis, but for its purity. Kintargo is unique in the nation of Cheliox in this way. We are not the nation's largest city, nor its strongest. We may not have Westcrown's history, Ostenso's naval superiority, Corentyn's trade dominance, or Egorian's power, but nor do we have Westcrown's decay, Ostenso's violence, Corentyn's slaves, or Egorian's damnations. Kintargo is our own, and as Cayden Cailean is my witness, I intend to do all that I can to ensure our silver shall never tarnish under Thrune's touch!"

—Lord-Mayor Jilia Bainilus, two days before she vanished

Kintargo stands apart from Cheliox as a city of sedition and silver, separated from its nation by the rugged Menador Mountains as surely as by a wide gulf of culture. The city has long been known as a haven for artists, particularly composers, directors, and musicians eager to expand on Cheliox's operatic traditions. During the Chelish Civil War, a group of Kintargan patriots called the Silver Ravens fought to keep the city safe.

As a result, the city is a favorite of many noble families as a place to spend time away from the entanglements of governmental 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 to Chelish cities such as Corentyn or 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 rebellion. Yet until today, the need for outright rebellion has never seemed worth the cost in blood. The people of Kintargo may not recognize the name of the Silver Ravens now... but with Barzillai Thrune's arrival in the city, they will soon!

KINTARGO'S HISTORY

The earliest settlement known to exist at the mouth of the Yolubilis River was a hobgoblin town that bore the same name. The violent settlement of Yolubilis ruled the region for many centuries during the later part of the Age of Destiny until the hobgoblins were wiped out and their city was razed by raiders from the Lands of the Linnorm Kings in -260 AR. By the dawn of the Age of Enthronement, all that remained of the hobgoblin legacy was the name Yolubilis itself.

As with many cities in Cheliox, much of Kintargo's history has been either altered, lost, or otherwise obfuscated by the work of Thrune redactors, but snippets of the city's history have persevered via oral traditions and the work of the Sacred Order of Archivists. This association has long been vexed by the fact that House Thrune seems to have been particularly aggressive at rewriting Kintargo's history—indeed, information about the hobgoblins of Yolubilis is more readily available to most scholars than are notes on Kintargo's more recent history.

Despite the gap in the city's history, scholars have established some facts. Taldor's official recognition of Kintargo as a city in 3213 AR is a matter of record, suggesting that the city itself stood before that date even though no surviving data from that time seems to exist today. Taldor's "Red General," Cherletra Andos, declared

KINTARGO

CG large city

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

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

Danger +20; **Disadvantage** martial law

DEMOGRAPHICS

Government overlord (formerly autocracy)

Population 11,900 (10,115 humans, 476 halflings, 357 tieflings, 119 half-elves, 833 other)

Notable NPCs

Barzillai Thrune, paracount and lord-mayor of Kintargo (LE male human inquisitor^{APG} 15)

Corinstian Grivenner, senior prelate of Asmodeus (LE male human cleric of Asmodeus 5/exalted^{ISG} 7)

Ilyvana Desdoros, headmaster of Alabaster Academy (LN female half-elf transmuter 7)

Jilia Bainilus, ex-lord-mayor (CG female human aristocrat 9; whereabouts currently unknown)

Kyrre Ekodyre, paralictor of the Order of the Rack (LE female human fighter 6/Hellknight^{SWG} 6)

Octavio Sabinus, lictor of the Order of the Torrent (LG male human fighter 5/Hellknight^{SWG} 3)

Shensen, beloved diva (CG female half-elf bard 8/fighter 4; whereabouts currently unknown)

Tombus Regegius, leader of militia (LE male human aristocrat 4/rogue 9)

MARKETPLACE

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

Spellcasting 4th*

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

* Government officials have easy access to 6th-level spells, and can arrange for up to 9th-level spells, given time.

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 the 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*)

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KINTARGO'S GREAT SECRET

In a city infested with secrets, one of Kintargo's hidden truths stands above the rest, and its uncovering in the fourth adventure of Hell's Rebels paves the way for the city's freedom from Chelish rule. This secret, known only to Barzillai Thrune and a few of his closest allies at the onset of the Adventure Path, is this: Kintargo—and, indeed, all of the archduchy of Ravounel—was never officially part of the nation of Cheliox. Due to a clerical error that was never corrected when Taldor founded Cheliox, the archduchy of Ravounel remained an unofficial holding of the nation up until Cheliox plunged into chaos after Aroden's death. Thrune redactors worked diligently to rewrite Cheliox's history to serve the family's needs, and in the case of Kintargo's official status under Chelish rule, they did their job a little too well. When Queen Abrogail forged her agreement with Asmodeus regarding the rule of Cheliox, the contract was inherently flawed due to the unofficial nature of Ravounel under the Chelish flag. The nature of these flaws could allow those of keen intellects to leverage control of the entire archduchy of Ravounel away from Cheliox. This secret, destined to be discovered by the PCs at the end of "A Song of Silver," plays a key role in the fifth adventure in this campaign, so until then, you should keep this truth hidden from your players.

herself lord-mayor of Kintargo on that date and used her political clout to wheedle engineers and gold to update the small community's infrastructure, including a massive undertaking to raise much of the city's elevation in what are now the districts of Jarvis End, Old Kintargo, and Redroof to combat seasonal flooding. Reshaping the city in this way provided Kintargo with a unique undercity; many of the local basements are former first-floor shops, and old roads now serve as sewers. By the time of Cherletra's death 14 years later, Kintargo had grown from a thriving fishing town into a wealthy trading and manufacturing city.

When civil war came to Cheliox in the wake of Aroden's death, the people of Kintargo fought ferociously to maintain their independence, turning away attempt after attempt at annexation by various factions from the south. It was during this time that a group known as the Silver Ravens, a band of adventurers and priests of Milani who stood firm against all attempted invasions, rose to prominence. They kept Kintargo relatively safe and entirely free until the civil war ended and House Thrune seized control of the nation. Only then were the Silver Ravens forced to concede defeat. They begrudgingly turned control over to House Thrune and faded into

the city's background to wage a silent war of opposition against Thrune's rule—a war they were destined to lose. Thrune had the greater resources and power, and in a few short years, the Silver Ravens were broken by clandestine assassinations, crippling propaganda, and treachery from within.

Once the Silver Ravens had been dealt with, Kintargo fell into line under Thrune's control resentfully but dutifully. Government redactors worked to ensure all mention of the Silver Ravens had been expunged, of course, and within a few generations, memories of the rebels grew scarce and the group faded into urban folklore. As the decades rolled on, Kintargo turned even more rebellious, yet never as openly as cities such as Narona or Pezzak. Kintargan citizens might freely mock the dynasty and Egorian politics, but never aloud in front of strangers. To the untrained eye, Kintargo's citizens may seem content, but one need not scratch deeply at the city's veneer to lay bare its true, rebellious soul.

KINTARGO AT A GLANCE

The city of Kintargo straddles the northeastern shore of the Yolubilis River and a large island named Argo that sits in the river's mouth. While the Yolubilis provides for Kintargo's economy by floating ships and turning waterwheels, the city sits downriver from various clay deposits, farms, mines, salt springs, and smelters. Sediments in the water give it a characteristic silvery shine when the sun strikes it at dawn and dusk. This, combined with the prodigious run of silver salmon that use the river every year to spawn and the use of silver-flecked stone in many of the public buildings' facades, has given the settlement its most common nickname—the Silver City.

Kintargo's independent spirit is founded in its self-sustaining economy. The Yolubilis River provides ample eels and freshwater trout in addition to the silver salmon run, while the cold, deep waters of Nisroch Bay teem with cod, shellfish, and tuna. In the foothills of the Menador Mountains, quarries yield granite and the city's iconic silver-flecked stone, while actual silver mines produce the bulk of the precious metal exported from the city. Beyond its wealth of seafood and minerals, Kintargo's third major export is something more mundane: salt. Local volcanic activity dots the North Plains with steaming brine springs, giving Kintargo enough salt resources to power its industrial needs and preserve its ocean harvests with plenty left over to trade. As with its fish and stone, Kintargan salt has a unique silver sheen to it, and many gourmands across the Inner Sea testify to this salt's superiority in flavor over all competitors'.

Kintargo's skyline is dominated by three structures: a castle, a temple, and a university. Castle Kintargo looms at the northernmost edge of Argo. The island's central

hill is topped by a dome-shaped temple. Once a temple of Aroden, this structure has been claimed by the church of Asmodeus, and its iron-reinforced and red-draped walls stand out starkly amid the rest of the city's paler stone and wood structures. The southern half of Argo is low and swampy and prone to flooding, while on the north bank, sparse forests line the horizon. On the other side of the river, looming over the city's Villegre District, are the gleaming white towers of the city's infamous Alabaster Academy, stretching higher than any other structure in the settlement.

Kintargo's city walls consist of two 10-foot-wide, 20-foot-tall parallel walls separated by an open pathway that measures nearly 80 feet across. The walls have battlements and walkways upon which city guards patrol, and numerous towers that serve as either barracks or holding cells. The trench between the two walls allows the defenders a fortified position to fall back to should the outer wall fail. In times of war, the gap between the two walls can be filled with rubbish to make the crossing difficult. For a more treacherous effect, the gap can be filled with oil or other flammable substances to allow the creation of a moat of fire. A successful DC 15 Climb check is required to scale either of the walls.

A sprawling undercity exists under much of southern Kintargo, where the city's original buildings were buried and built over to raise the low-lying reaches of Jarvis End, Old Kintargo, and Redroof above the seasonal flood zone. Many of these tunnels now double as sewers, while to the north, the more modern drainage tunnels below Villegre and the Greens are less prone to concealing hidden chambers. Both regions are somewhat dangerous, with the typical infestation of sewer-dwelling criminals and scavengers and long-forgotten traps and hazards.

KINTARGAN FACTIONS

Many different factions call Kintargo home, but those summarized below have the strongest role to play in the Hell's Rebels Adventure Path.

Bellflower Network: Possibly Kintargo's oldest secret society, the Bellflower Network always used the city's lax attitude toward smuggling to ferry halfling slaves to freedom in Varisia. The network has largely abandoned Kintargo in the wake of Barzillai Thrune's arrival, leaving the stubborn **Laria Longroad** (CG female halfling brawler^{AGG} 2/rogue 1) as the de facto leader of the network remaining in town.

Chelish Citizens' Group: This small core of Chelish loyalists resent Kintargo's disrespect for House Thrune

and proper Chelish values, and act as informants for the government. They are led by **Tombus Regegius** (LE male human aristocrat 4/rogue 9), a distant descendant of Kintargo's first lord-mayor. Their aid has been instrumental in helping Barzillai Thrune settle into his new role as lord-mayor.

Church of Asmodeus: Kintargo's church of Asmodeus has long played a background role in the city, never far from the minds of its citizens, yet rarely intervening in local politics. With martial law imposed, those days are over, and today, high priest Corinstian Grivenner works hand in hand with Barzillai Thrune to aid in keeping the "peace" in the city.

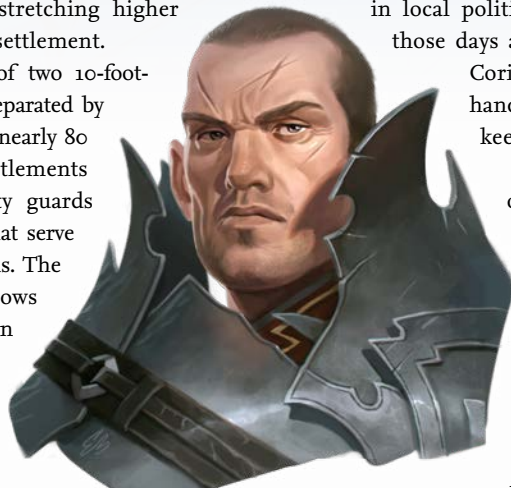
Court of Coin: Noble families orchestrate most of Kintargo's mercantile and entertainment venues. These nobles gather in a group known as the Court of Coin. This order—many of whom are exiled families from the civil war—generally have Kintargo's best interests at heart, but have long struggled against internal strife and corruption.

See page 63 for a list of Kintargo's noble families and the individual leaders who represent each family in the Court of Coin.

House Thrune: The current leader of Kintargo is Paracount Barzillai Thrune, a man with one foot in Chelixa's government and the other in its church. His goals and ambitions drive the events of the Hell's Rebels Adventure Path. Barzillai has selected the Kintargo Opera House as his home away from home, but retreats to the church of Asmodeus later in the campaign. He is served by a small army of devils, hand-selected inquisitors, loyal soldiers, an up-and-coming bodyguard named **Nox** (see page 48 for her full statistics), a well-paid mercenary arcane advisor named **Zella Zidlii** (LE female human wizard 5/harrower^{ISWG} 6), and a devilbound blue dragon named Rivozair, whose presence he has thus far kept hidden from the city's populace.

Kintargo Dottari: Headquartered in Castle Kintargo, Kintargo's city guard underwent a thorough scouring under Barzillai Thrune's inquisitions. Most of the Dottari commanders were replaced by loyal soldiers brought by Thrune, including the new leader, Duxotas **Vannases Trex** (LE female human cavalier^{APG} 10), who demands absolute and unquestioning compliance from her officers. The Dottari keep a small set of barracks and meeting halls in Castle Kintargo, but the bulk of their armories, barracks, and the like can be found in the city wall's numerous bunkerlike towers.

Order of the Rack: A platoon of Hellknights from the Order of the Rack have been sent to aid Barzillai Thrune.



BARZILLAI THRUNE

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This group is led by one of the order's most accomplished paralytictors, a woman named Kyrre Ekodyre. The Order of the Rack has been granted full run of Castle Kintargo to use as their base of operations.

Order of the Torrent: The smallest active Hellknight order, the Order of the Torrent maintains a small lodge in the Castle District that goes by the incongruous title of "Citadel Vaull." When the Adventure Path begins, the bulk of this order's 23 members are spread throughout Avistan on individual quests to track down missing people. Barzillai Thrune wastes no time in replacing these hellknights with his own force, a contingent of Hellknights from the Order of the Rack. The fate of the Order of the Torrent is revealed in full in the second adventure, "Turn of the Torrent," where the PCs will have a chance to track down its missing leader, Lictor Octavio Sabinus.

Rose of Kintargo: Though Milani cults operate throughout Cheliah, most meet with little success in the face of the entrenched Asmodean Inquisition. Nevertheless, the Rose of Kintargo persists in the city. Its unlikely leader is a kind-hearted tiefling named **Hetamon Haace** (CG male tiefling cleric 5) who owns a tailor's shop called the Devil's Threads. This well-guarded cover helped Hetamon escape Thrune's purge of seditious agents in the city, but now the tiefling has few supporters to call upon to continue his goddess's work. For now, he's continuing to lie low. More information about Hetamon and the role he will play in this Adventure Path appears in "Turn of the Torrent."

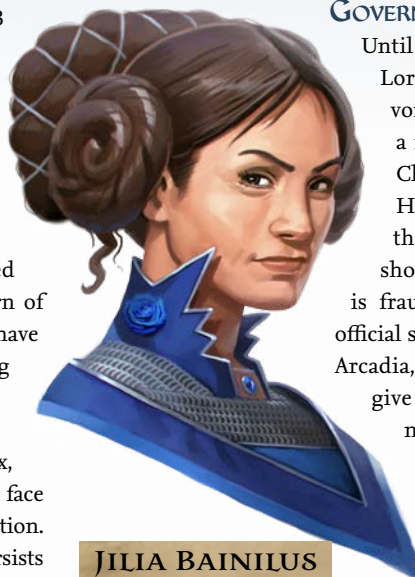
Sacred Order of Archivists: Established originally by the church of Irori, the Sacred Order of Archivists' original charge was to fight against House Thrune's policy of redacting and revising the nation's history. The order has spread throughout the Inner Sea region today, disseminating its resources far and wide. Unfortunately, this resulted in the Kintargo chapter's destruction at Thrune's hands during the first week of his occupation in the city, and their hidden base of operations below Hocum's Fantasmagorium is now under Barzillai Thrune's control. While the order no longer has a physical presence in Kintargo, their legacy persists and may well rise again if the Silver Ravens help!

Miscellaneous Gangs: A group of drug runners and thieves known as the Gray Spiders once operated in Kintargo, but after they were disbanded 40 years ago by the Order of the Torrent, no central organization among Kintargo's criminals took their place. Several small, disorganized gangs are slowly building power

in Kintargo, though, and may some day manage the transition to a fully functional thieves' guild. Of these, the Lacunafex are the closest, although their leader, Mialari Docur, has resisted the urge to organize into a legitimate criminal group. The others (the mysterious Red Jills and the impulsive River Talons) are unlikely to ever amount to more than small-time gangs of thugs.

GOVERNMENT AND LAW

Until recently, Kintargo was ruled by Lord-Mayor Jilia Bainilus, an outspoken voice against House Thrune who was a master of walking the edge between Chelish loyalty and blatant rebellion. Her reputed flight from Kintargo at the onset of the troubles facing Cheliah shortly before this campaign begins is fraught with mystery. Few believe the official story that she abandoned Kintargo for Arcadia, but fewer still are brave enough to give public voice to rumors that the lord-mayor has been killed or imprisoned somewhere in the city so that Barzillai Thrune would have no opposition when he arrived to take the role of Kintargo's lord-mayor. The fact that his appointment is official, handed down from Queen Abrogail II herself, does little to silence the mutters of discontent over his sudden claim over the city, and Barzillai's issuing of increasingly petty, invasive new laws (presented as "proclamations") has done little to endear the Asmodean inquisitor to his new citizenry.



JILIA BAINILUS

KINTARGO GAZETTEER

The bulk of this article presents key locations found throughout Kintargo. Some of these locations are covered in greater detail in the actual adventures. In these cases, the volume of Pathfinder Adventure Path in which the location is expanded on is noted after the descriptions.

CASTLE DISTRICT

Kintargo's Castle District serves not just as the city's military headquarters, but also the seat of its civilian government. Built upon a bluff, Castle Kintargo and the cluster of buildings that creep up to it from Old Kintargo and Jarvis End handle the day-to-day affairs of running the city.

C1. Castle Kintargo: Once an imposing and impenetrable military icon, Castle Kintargo's defenses haven't been significantly tested in centuries. The castle remains functional but woefully understaffed, and serves as little more than a headquarters for the city guard and a winding prison. Today, the castle is staffed by Hellknights

from the Order of the Rack, hired by Barzillai himself to aid Thrune interests. (*Pathfinder Adventure Path* #100)

C2. Nidalese Embassy: Nidal's proximity made maintaining an embassy in Kintargo a logical move, but when the Knights of the Glorious Reclamation made their move against Cheliox, the Nidalese agents stationed in Kintargo retreated to their home nation, so the embassy is abandoned when the Adventure Path begins.

C3. Citadel Vaull: Headquarters to Kintargo's own order of Hellknights, the Order of the Torrent, Citadel Vaull is much less grandiose than its name implies. As the smallest order of Hellknights, the Order of the Torrent headquarters in what is little more than a simple two-story bunker that abuts the city wall.

C4. Highwall Market: Positioned in front of Castle Kintargo, Highwall Market sees little business beyond catering to those who keep the city running smoothly. Paper makers, ink sellers, and other merchants make up most of the market's sparse attendees, peppered with food vendors and masseurs offering members of Kintargo's ruling class momentary respite from their responsibilities. An old statue of an ancient war hero, Tellorus Carmus, stands at the market's center.

C5. Andos Hall: Though three stories tall, Kintargo's city hall seems quaint and cozy sitting in the shadow of the castle. The lord-mayor's offices occupy the uppermost floor and towers, while Kintargo's vast web of licensing agencies and trade inspectors claim the rest. Now that Barzillai Thrune holds the title of lord-mayor, this building has been boarded up; the city's new ruler prefers spending his time in the Kintargo Opera House or the castle itself.

THE GREENS

Upwind of the river and fisheries, the Greens is Kintargo's noble district. A collection of noble houses and lush estates dominate this district.

G1. Records Hall: This was originally a repository of records for Kintargo's nobility, but over the years agents of House Thrune either destroyed, redacted, or seized the large amount of the records once kept here. Most of the hall's storage lies empty today, although a wild-haired woman named **Tiarise Izone** (LE female human witch^{APG} 11) has taken up the mantle of attendant here. One of Barzillai Thrune's most trusted agents, Tiarise allows very few visitors to the Records Hall other than ranking members of the church or government, prompting much speculation as to the nature of the services she provides Barzillai Thrune. (*Pathfinder Adventure Path* #100)

G2. Whitegate Market: Most of Kintargo's gold-, platinum-, and silversmiths can be located in the buildings surrounding this affluent market.

G3. Greengate: Kintargo's easternmost gate normally stands closed; the majority of the traffic that comes and

NOBILITY OF KINTARGO

The nine noble families of Kintargo, the locations of their estates, their primary local interests, and their politics are as follows. More information about these noble families can be found in the *Hell's Rebels Player's Guide* and in "Turn of the Torrent."

G6. Tanessen Estate: *Leader:* Count **Geoff Tanessen** (LN male human aristocrat 2/wizard 6). *Family Interests:* Armor and weapon crafting, city defense, military. *Political Allegiance:* Thrune.

G7. Delronge Estate: *Leader:* Archbaroness **Melodia Delronge** (LE female human aristocrat 2/bard 8). *Family Interests:* Horse breeding, hunting, mercantilism. *Political Allegiance:* Thrune.

G8. Victocora Estate: *Leader:* Baroness **Porcia Victocora** (LN female human aristocrat 4/investigator 4 [deceased]). *Family Interests:* Fishing, literature, poetry. *Political Allegiance:* Rebels. This estate recently burned to the ground, and the family itself has been scattered.

G9. Jarvis Estate: *Leader:* Baroness **Belcara Jarvis** (CG female human aristocrat 3/fighter 6). *Family Interests:* Architecture, carpentry, city planning, stonemasonry. *Political Allegiance:* Kintargo.

G10. Aulamaxa Estate: *Leader:* Archbaroness **Eldonna Aulamaxa** (N female human aristocrat 3/fighter 5). *Family Interests:* Hunting, opera, public opinion. *Political Allegiance:* Kintargo.

G11. Vashnarstill Estate: *Leader:* Baron **Sendi Vashnarstill** (CN male human aristocrat 5/rogue 2). *Family Interests:* Arcadian trade, fishing, shipbuilding. *Political Allegiance:* Kintargo.

G12. Jhaltero Estate: *Leader:* Baron **Canton Jhaltero** (CN male human aristocrat 7). *Family Interests:* Information, silver, stone quarries. *Political Allegiance:* Kintargo.

G13. Aulorian Estate: *Leader:* Count **Auxis Aulorian** (LE male human aristocrat 7). *Family Interests:* Magic, salt, silver. *Political Allegiance:* Kintargo (swinging toward Thrune). (*Pathfinder Adventure Path* #98)

G14. Sarini Estate: *Leader:* Countess **Urora Sarini** (LE female human aristocrat 4/bard 5). *Family Interests:* Diabolism, entertainment, theater of the real. *Political Allegiance:* Thrune.

goes from here is visiting dignitaries and aristocrats from elsewhere in Cheliox. Troubles throughout the nation result in few visitors here during the course of the Adventure Path.

G4. The Counting House: This squat stone building, originally the site of Kintargo's first moneylender, has served as a meeting lodge for the Court of Coin for many generations.

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G5. Lantana Park: Most of the Greens grows thick with carnations, hibiscus, roses, and the titular lantana, as well as dozens of foreign plants imported from around the world. A favorite haunt of the city's nobility, the park is staffed by well-paid mercenaries who routinely usher out undesirables (those of the middle or lower class).

G6–G14. Nobles' Estates: Kintargo hosts nine significant noble families. The sidebar on page 63 lists the names and particular interests of these families. The PCs might need to curry the favor of these nobles once the Silver Ravens are reestablished during "Turn of the Torrent." (*Pathfinder Adventure Path #99*)

JARVIS END

Named for the family responsible for the land reclamation project that saw much of Kintargo raised above the floodwaters, Jarvis End is now the beating heart of Kintargo's nightlife, featuring numerous casinos, dance halls, playhouses, restaurants, and theaters, in addition to the city's winding foreign quarter.

J1. Three-Legged Devil: Numerous dance halls—combination brothels, musical venues, and taverns—exist in Kintargo. While the Three-Legged Devil is not Kintargo's largest of these establishments, it is the oldest in the city. Owned and operated by **Giveni Henge** (CG male human bard 3), the Three-Legged Devil has served periodically in the past as a safe house for rebels and fugitives of all stripes.

J2. Crissali's Fine Tomes: Kintargo has no shortage of bookstores, but of the several options available, Crissali's Fine Tomes has the strongest reputation for rare books and magical arcane items. The shopkeep herself, **Nandy Crissali** (N female human wizard 8), is curiously without politics in a town defined by such, and has little patience for those who would use her store for anything other than the discussion of literature and magic. In addition to many minor scrolls, she currently has a *scroll of teleport* for sale.

J3. Kintargo Opera House: The decadent Nahune family built this opera house centuries ago when they were still a driving force in Kintargo politics, but until recently, the maintenance and ownership of this iconic Kintargan location had fallen to the Victocora family. Built in the Egorian style but with Kintargo's distinctive red-tiled roof, the Kintargo Opera House has long been the city's artistic center and one of its most identifiable landmarks. Capable of seating nearly a thousand people at capacity, the Kintargo Opera House served as the headquarters for the Silver Ravens during the Chelish Civil War. Today, Barzillai Thrune himself has claimed the opera house as his home away from home. Since his appropriation of the opera house, no new performances have been scheduled, marking the start of the house's longest period of inactivity since its construction. (*Pathfinder Adventure Path #99*)

J4. Aria Park: One of Kintargo's largest public parks, Aria Park sits just south of the city's famous opera house. With relatively few trees, this open area is a favorite gathering place for musicians and street performers. (*Pathfinder Adventure Path #97 6*)

J5. Veritas Plaza: The original market square in the city of markets, Veritas Plaza runs nearly the length of Jarvis End's border with Temple Hill, extending even into Old Kintargo to the south. Much of the plaza's southern reach is now open fields and rows of trees, with its northern and southern extents both serving as daily farmers' markets.

J6. The Silver Star: To outward appearances, this one-story building nestled in the heart of Kintargo's foreign quarter was nothing more than a musical instrument store, but in fact, it also served as a hidden temple of Sarenrae until recently. The Silver Star was owned by a famed local performer at the Kintargo Opera House, Shensen, but as with the other notable and outspoken critics of the government, Thrune's agents targeted her soon after her arrival. The Silver Star was one of three structures burned to the ground that night. Shensen and the small group of Sarenite priests who once populated the chambers below have been missing ever since. (*Pathfinder Adventure Path #100*)

OLD KINTARGO

Old Kintargo is, as its name implies, the oldest part of the city, and the neighborhood remains today as a chaotic mix of fisheries, industrial strongholds, neighborhoods, and warehouses, many of which have been buried and rebuilt numerous times. Living conditions range from squalid to fortified, and often ownership claims for buildings are sketchy at best, giving most of Old Kintargo an informal policy of land belonging to whoever makes use of it.

O1. The Old Harbor: Kintargo's original docks remain in use even today, launching local fishing fleets and landing barges from upriver. While nowhere near as busy, prosperous, or wealthy as the docks in the Yolubilis Harbor district, or even in Jarvis End's foreign quarter, these piers see the arrival of most of the city's food, raw materials, and salt.

O2. Salt Market: Located just outside of Salt Gate, the Salt Market caters to Kintargo's alchemists, architects, builders, and masons. Goods shipped in from upriver make their way here, filling vendors' stalls with building materials (or at least samples of it, in the case of stone).

O3. Sallix Salt Works: The gathering, drying, packaging, and resale of Kintargan salt is a thriving business, with Sallix Salt Works being the largest and oldest such business in town. Sallix Salt Works has recently been commandeered by the government as a place for minor criminals to serve short but grueling sentences as laborers. All proceeds from Sallix now go directly to the Chelish government. A man named **Kossrani** (NE

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male dwarf fighter 3) is the salt works' current manager, its previous owner having vanished under mysterious circumstances not long after Lord-Mayor Thrune issued martial law. (*Pathfinder Adventure Path* #97 29)

04. Salt Gate: Once the city's busiest gate, the shifting of sea trade from the Old Harbor here has seen Salt Gate's slow dip into decay. The gate itself is left open, as its internal workings have long since rusted into uselessness.

05. Odde & Daughter Herbs: Odde & Daughter Herbs is a classic Old Kintargo example of the confusion surrounding owners' and squatters' rights. The shop has been out of business for years, but a local street meat vendor named **Ryk** (N tiefling rogue 1) has been peddling his strangely delicious wares from the building's facade for most of that time. Rumors of a strange haunting within the building's ruins only further complicate matters.

06. Old Kintargo Cemetery: This large graveyard served Kintargo as a burying ground for most of its history, up until the end of the civil war. Today, Kintargo's dead are either cremated or interred in one of the numerous graveyards on Temple Hill. Patrols from the church of Asmodeus have kept this cemetery from having much of an undead problem.

07. Lucky Bones: For many centuries, a group of criminals called the Gray Spiders operated out of the hidden chambers below this gambling house and drug den, until the Order of the Torrent stormed the place to disrupt a kidnapping ring based in the establishment. The aboveground portion of the Lucky Bones burned to the ground and has never been rebuilt, and while no new organized thieves' guilds have risen from those ashes, a small cult of Mahathallah worshipers is but one of the groups that has moved in to the hidden chambers below. (*Pathfinder Adventure Path* #98)

08. Tooth and Nail: This quiet tavern advertises itself only with a few nails and wolves' teeth driven into the post out front. The owner is a short but outgoing woman named **Setrona Sabinus** (CG female human rogue 4). The Nail shares a building with a small confectionery called Sweet Tooth. Unknown to Setrona, Sweet Tooth's proprietor, **Luculla Gens** (LE female changeling^{ARG} cleric 7), is in fact the leader of a small cult of Mahathallah worshipers based under the ruins of Lucky Bones. (*Pathfinder Adventure Path* #98)

09. Olmer's Smithy: The majority of Kintargo's smiths moved shop to either Jarvis End or Yolubilis

Harbor, but stubborn old **Olmer** (LN male dwarf expert 6) never saw the need to uproot. He maintains a small but loyal clientele, but his gruff attitude makes attracting and keeping new customers a challenge. He's had a +1 rallying^{UE} chain shirt on display for sale for years.

010. Holding House: This bunkerlike stone structure originally served as Kintargo's jail. Since those services have been relocated to Castle Kintargo, the Holding House has stood mostly empty. With Barzillai Thrune's arrival, the Holding House has been put back to use

as an interim jail for suspects who might not yet warrant full imprisonment. Such unfortunates are kept here for several weeks until they're processed—either to freedom (usually with a hefty fine) or to official incarceration. The Holding House is currently overseen by a tall woman named **Sabo** (LE female inquisitor^{APG} 7), a middle-ranking member of the church of Asmodeus who somewhat resents her current posting. (*Pathfinder Adventure Path* #98)

011. House of Truth and Clarity: Kintargo's original courthouse now stands largely abandoned. The chambers within this sprawling building, once a bastion of law and order within Kintargo, have little use to Barzillai Thrune,

who prefers to hold court in the Temple of Asmodeus. Public executions and—more recently—excruciations are performed in a fenced-off segment of Veritas Plaza directly in front of the building, but the building itself has been sealed tight, its doors and windows boarded over tightly.

012. Iudeimus Tenement: Those tenements that still stand and function in Old Kintargo are run-down stacks, often owned and managed by those of a disreputable nature; Iudeimus Tenement is no exception. Its manager is a foul-tempered crone named **Nurla Botve** (N female human commoner 5), and its tenants are primarily local laborers and artisans. (*Pathfinder Adventure Path* #98)

013. Vespam Artisans: One of the larger and healthier businesses to remain in Old Kintargo is Vespam Artisans. Operated by **Vespasio Vespam** (N male human expert 6), a fifth-generation Kintargan, the employees of this metalworking boutique operate similarly to a tinkers' guild. All matter of strange devices, toys, and (rarely) magic items can be purchased here. Currently, the only two items of significance for sale here are a *ring of force shield* and a *serpentine owl figurine of wondrous power*.

014. Rust Gate: Technically straddling the boundary between Old Kintargo and Redroof, Rust Gate is Kintargo's most heavily traveled city gate, with the majority of the city's land traffic arriving via the Ravounel



TIARISE IZONI

Road. Once left open at all hours, the gates are now kept closed per Lord-Mayor Thrune's orders, opening four times a day to admit regulated traffic of those who bear proper papers or are prepared to pay the 2 sp gate tax.

REDROOF

Most of Redroof's homes and small shops are built from brick and tile made from river-dredged red clay, rather than Kintargo's iconic white limestone, giving the neighborhood a distinctive look compared to the rest of the urban sprawl to the north and west. Redroof's brick buildings fare worse than limestone in the cold winters and hot summers, but are significantly more affordable for Kintargo's middle and lower classes.

R1. Hocum's Fantasmagorium: This large stone building stands out among its neighbors for its construction from the same pale stone so common in other districts of the city rather than brick. The strangely named building was once one of Kintargo's more notorious attractions—a collection of oddities, part freak show and part museum—but the place has been closed down for many years. In fact, Hocum's Fantasmagorium has long been a front for another of Kintargo's secret societies: the Sacred Order of Archivists. It was seized by Barzillai Thrune's agents on the Night of Ashes and is now wholly (if secretly) under government control. (*Pathfinder Adventure Path* #97 39)

R2. Kelimber's Dry Goods and Supplies: This sprawling general store serves much of Redroof's personal needs, from daily supplies and food to a sort of public post for messages and other deliveries. **Maercin Kelimber** (LG male human expert 3) is a well-liked member of Redroof, and has a reputation of trading more than fairly with adventurers. He keeps his store well stocked with many of the common adventuring supplies, including alchemical gear and minor magic items, but rarely has any items of significance to sell.

R3. Redroof Market: Though Redroof Market has its own smattering of butchers, green groceries, and street meat vendors, its claim to fame is as Kintargo's largest clothing vendor, with local and foreign styles represented alongside leather goods and cobblers.

R4. The Devil's Threads: Conveniently located on Redroof Market, where much of the city's textile trade occurs, the quaint tailor's shop known as the Devil's Threads is owned and operated by **Hetamon Haace** (CG male tiefling cleric of Milani 5). Hetamon's infernal heritage would have given him trouble elsewhere in Cheliox, but here in Kintargo, his skill at tailoring has allowed him to prosper despite his ancestry. In truth, Hetamon is also one of the few surviving members of the Rose of Kintargo, the local cult of Milani worship. His store seems unusually sparse at the moment, and he's desperate enough that he could well let his most expensive item, a pair of *boots of levitation*, go for half price if he can be assured the buyer shares his politics.

R5. Fair Fortune Livery: This large stable was one of Redroof's earliest businesses, but when its founders fell upon hard times, the building was abandoned. It served for a time as a Silver Ravens hideout during the civil war, but today is reputed to be haunted by capricious and mischievous spirits. (*Pathfinder Adventure Path* #97 13)

R6. The Cloven Hoof Society: Without much infernal influence, Kintargans don't view tieflings as family embarrassments so much as curiosities and potential criminals, and enough devil-born consider this an improvement that Kintargo's tiefling population is unusually large for a Chelish settlement. Despite Kintargo's open acceptance, most of its tieflings still end up living in the slums or toiling in grueling jobs as salt gatherers or other unskilled laborers. The Cloven Hoof Society was founded as a place to help tieflings who come to Kintargo get established, and to organize relief and support to the city's growing tiefling citizenry. The society's manager, **Strea Vestori** (CN female tiefling rogue 10) has been missing since the Night of Ashes. Today, the Cloven Hoof Society is boarded up and abandoned, and Kintargo's tieflings are growing increasingly desperate for support and representation among the citizenry.

R7. Devil's Nursery: The slums of the Devil's Nursery earned their nickname from the large number of tiefling immigrants who have joined Kintargo's ranks over the past 60 years. Crowded into leaning tenements and shanties along Redroof's southern wall, few non-tieflings travel into these slums, and rumors now claim that diabolists, erinyes, and imps rule the filthy streets.

TEMPLE HILL

Temple Hill is the highest point on Argo and the original site of Kintargo's Temple of Aroden. Other faiths followed suit, building their temples on the central hill's slopes, but after Aroden died and House Thrune established the church of Asmodeus as Cheliox's state religion, the face of Temple Hill changed. Some of the old churches have been converted into government buildings, but a few temples of other deities remain. They pay a stiff tariff to House Thrune—a monthly fee designed both to pad government coffers as well as ensure that no one temple can ever afford to challenge the church of Asmodeus. By allowing a select few of these smaller churches to continue to operate in Asmodeus's shadow, the government helps to curb outright rebellion and foster just enough hope to keep most citizens compliant.

T1. Shadowsquare: Kintargo's second-largest temple is Shadowsquare, the local church of Zon-Kuthon. Shadowsquare actually has very few worshipers in Kintargo; its presence here is as more of a political nod to neighboring Nidal. Built over the ruins of the city's previous church of Cayden Cailean (which burned to the ground early in the civil war), the building looks like a truncated pyramid, its sides sloped inward so its central

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THE NIGHT OF ASHES

The night before Barzillai Thrune officially took the position of lord-mayor, the city of Kintargo suffered a swift and frightening attack. Thrune's agents infiltrated the city and either assassinated or captured most of the city's notably outspoken critics and insurgents, and burned to the ground three buildings they'd determined to be hot spots of rebellious activity: the Silver Star musical store (itself a cover for the church of Sarenrae), the Thrashing Badger (a tavern known to cater to rebels and their ilk), and the Victocora estate (home of the leader of the local chapter of the Sacred Order of Archivists). Thrune sized control of several other key buildings as well, including the opera house and a museum that had been closed for years—Hocum's Fantasmagorium. When the dawn came, the citizens were in shock, not only from the fires, but from the drastic changes Thrune had made to the city's laws. Today, this night is whispered of as the night Kintargo's freedom burned and has become known as the Night of Ashes.

courtyard is constantly draped in at least some amount of shadow. The temple has a relatively small number of priests in attendance, led by a grim woman named **Alucedra Zhol** (LE female elf vampire cleric of Zon-Kuthon 7/Umbra Court agent^{POP} 4) who spends as much of her time in the church of Asmodeus as she does here. Rumors persist that she's involved in an affair with that temple's high priest, but few in town suspect her of being a vampire. Shadowsquare augments its coffers by selling magic items and healing services, but generally has a fairly limited number of offerings. The most expensive item for sale at this point is a *scroll of restoration*.

T2. House of Golden Veils: Once a Calistrian church called the House of Satin Veils, the worship of the Savored Sting was (as with many other chaotic churches) outlawed after the civil war. Yet unlike the temple of Cayden Cailean, the temple of Calistria was not razed or ruined or converted into a government building. Instead, the abandoned temple was claimed by the church of Abadar. Today, the House of Golden Veils functions more as a large bank than a temple, as the faith of Abadar has traditionally had difficulty gaining momentum and traction among Kintargans, who either fall in line with the worship of Asmodeus or seek deities of a less strict nature to venerate in private. Priest **Mhelrem Gestiel** (LN male half-elf cleric of Abadar 6) focuses largely on matters of mercantile interest, but eagerly accepts those of the faith into his flock. The House of Golden Veils has the largest supply of minor divine magic for sale in Kintargo. Currently, its most significant offering is

a *scroll of raise dead* that Mhelrem won't sell to anyone he suspects is part of any organized government resistance—that is, until it becomes obvious to even him that Barzillai Thrune's plans for Kintargo must be opposed. At this point (subject to your discretion, but feel free to have the death of a PC be the thing that compels his change of heart), Mhelrem offers the scroll for free to the Silver Ravens as long as they promise to do what they can to prevent much damage to the city and to allow the faith of Abadar to continue to operate in whatever new order is established after Lord-Mayor Thrune's fall.

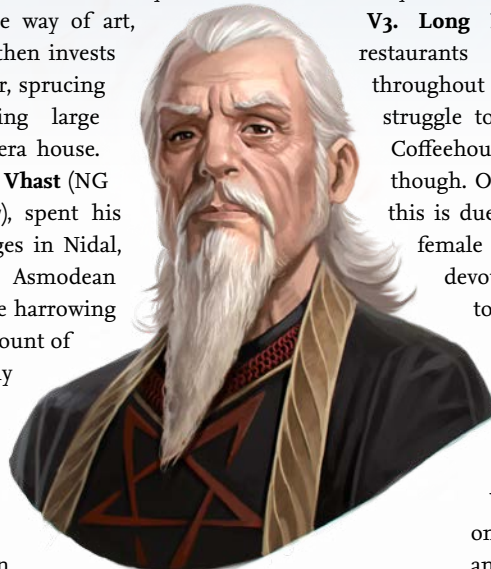
T3. Temple of Asmodeus: The Temple of Asmodeus in Kintargo, as with many other such temples throughout Cheliax, occupies a grand structure once devoted to Aroden. Today, the large central dome and facades of this structure have been reinforced with iron and magically transformed to be adorned with images of devils and Hell itself. Much of the upper floors are open to the public, but High Priest **Corinstian Grivenner** (LE male human cleric of Asmodeus 5/exalted^{LSG} 7) and his minions are swift to prevent access to the temple's inner sanctum or the mysterious chambers below. A belfry atop the central dome rings out apparently at random, though none in Kintargo claim to know who or what rings the so-called Devil's Bells, as access to the belfry without teleportation or flight seems difficult at best. There are those who believe that the bells ring according to some complex pattern or code, and that those who could break the code would learn a terrible secret, but to date the timing of the Devil's Bells have proven frustratingly difficult to interpret. Spellcasting is available to paying customers at a 10% discount from prices offered by other churches in the city, but the temple does not do much trade in magic items. (*Pathfinder Adventure Path* #100)

T4. Temple Hill Gardens: Although they're called gardens, the only thing planted in these plots of land surrounding the Temple of Asmodeus are bones; these are Kintargo's active graveyards. The church of Asmodeus does an excellent job patrolling and tending these grounds, as by honoring Kintargo's dead they've helped to keep the good will of her living citizens.

T5. Humbright House: While the central cathedral to Aroden served most of his faithful back in the day, numerous smaller shrines to the god of humanity stood throughout Temple Hill. Humbright House is one such shrine—a pair of buildings that served as a combination orphanage and boarding house for disadvantaged youth. Today, the buildings are instead the hideout for the Red Jills, one of Kintargo's burgeoning gangs of thieves. (*Pathfinder Adventure Path* #97 36)

T6. Songbird Hall: The only good-aligned church currently allowed to openly practice in Kintargo is Songbird Hall, the church of Shelyn. The tireless work of her faithful have helped keep Kintargo steeped in both culture and creativity while simultaneously helping

to preserve city peace and curb violent uprisings—they they from overly eager dottari or frustrated rebels. To many of Kintargo’s citizens, these priests of Shelyn are regarded unfairly as traitors who sold out their faith, but the wiser realize that these priests are in an impossible position and are doing the best they can to minimize the influence of House Thrune and the church of Asmodeus. The church brings in most of its money by tutoring young nobles in the way of art, courtship, music, and sculpture, then invests those funds into feeding the poor, sprucing up neighborhoods, and making large anonymous donations to the opera house. The current high priest, **Zachrin Vhast** (NG male human cleric of Shelyn 7), spent his youth performing illegal marriages in Nidal, and considers working below Asmodean notice to be a vacation from those harrowing times. The church has a small amount of divine magic for sale—primarily healing potions and scrolls. The most significant item for sale at this time is a *wand of cure serious wounds* (25 charges) that Zachrin gives to the PCs free of charge once they impress upon him the good they’re attempting to do (most likely at the end of the first adventure, but the exact timing is left to you).



CORINSTIAN GRIVENNER

VILLEGRE

Villegre is Kintargo’s scholastic center—an entire district that caters to the support of one of Chelixa’s more distinguished universities, the Alabaster Academy. Those times are long past now, and today many of the buildings in Villegre stand empty, giving the neighborhood an eerie, almost forgotten feeling.

V1. Lady Docur’s School for Girls: Alabaster Academy is not the only institute of learning in Villegre. Among the numerous smaller private schools, Lady Docur’s School for Girls is the oldest. The forlorn elf **Mialari Docur** (CN female elf rogue 3/sorcerer 4/arcane trickster 2) founded this boarding school three centuries ago to educate young Chelish noblewomen in the ways of the elves, which were in vogue at the time. Today, the student body is almost entirely composed of half-elves from across Chelixa, Isger, and Molthune. The school’s greatest secret is that Mialari provides the most promising of her charges more than just a proper education; she trains these hand-selected students to join a secretive group she calls the Lacunafex. She originally started this group on a whim, but over the decades, the Lacunafex have developed into a highly capable sisterhood of spies and secretive messengers often used by the Sacred Order of Archivists to deliver information across Chelixa.

Currently, Mialari has ordered her girls to curtail their activities while she watches and waits to see how Barzillai Thrune’s occupation of Kintargo plays out; she hopes to align herself with the winning side once such a side becomes clear.

V2. Villegre Park: The largest public park on Kintargo’s north side is a popular place for students to relax, rest, and study.

V3. Long Roads Coffeehouse: Numerous restaurants and eateries can be found throughout Villegre, but most of them struggle to make ends meet. Long Roads Coffeehouse has never had these problems, though. On the surface, one might suspect this is due to owner **Laria Longroad’s** (CG female halfling brawler^{ACG} 2/rogue 1) devotion to quality food and drink and to the loyalty of her customers, but in fact it is her association with the Bellflower Network that helps keep the place open and running. (*Pathfinder Adventure Path* #97 17)

V4. Alabaster Academy: Students once came from throughout Chelixa and beyond to attend classes at Alabaster Academy, but in 4599 AR, one of the academy’s most beloved professors was exposed as the Temple Hill Slasher, Kintargo’s most notorious killer. The academy might have recovered from this scandal had not the Chelish Civil War wreaked such havoc. Today, Alabaster Academy’s enrollment is less than a third of its capacity, but the school and its professors stubbornly soldier on. The academy focuses on teaching botany, medicine, zoology, and other natural sciences, and produces some of Avistan’s most promising apothecaries, healers, and researchers. Under the guidance of headmaster Iylvana Desdoros, the academy has expanded its lessons to include arcane magic, and has resisted all attempts by the church of Asmodeus to introduce diabolic elements into its curriculum. (*Pathfinder Adventure Path* #101)

V5. The Newt Market: Villegre’s market is a popular destination for adventurers, for it is known to have a high number of magical items for sale. The market is maintained by a charismatic organizer known as **The Newt** (LE male gnome alchemist^{APG} 5) who collects fees from merchants, arranges for rare goods, and protects the market with bribes and threats. The title of “Newt” is one that changes often; the current Newt has maintained his position for 4 years, nearly twice as long as any predecessor. Among the treasures for sale here is a *wand of greater invisibility* (15 charges).

V6. Nightways Gate: This gate and the Night Road beyond link Kintargo to Nidal in an awkward trade

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MINOR LOCATIONS

The locations listed on the previous pages comprise those that are important to the city or will play a key role in some way during the Hell's Rebels Adventure Path, but dozens of other businesses, inns, services, shops, shrines, taverns, and the like can be found in the city as well. As your PCs explore Kintargo and grow familiar with its streets, you should populate these additional locations as you wish to make your Kintargo uniquely your own. If one of these locations becomes particularly beloved or important to the PCs, feel free to swap it in place of a location that plays a more important role in the Adventure Path as written. It might help to generate a list of such locations before you play, along with NPCs to populate them. The *Pathfinder RPG GameMastery Guide* can be a huge help here, particularly the Tavern Toolbox (pages 200–201), the first two pages of the Urban Toolbox (pages 210–211), and the NPC Creator's Toolbox (pages 94–99).

relationship. Proximity makes Nidalese goods easier and cheaper to import than similar Chelish wares, while a good trade relationship—especially overland—strengthens Nidal's influence on Chelish culture.

YOLUBILIS HARBOR

The Yolubilis River is split at the mouth by Argo, forming two branches that surround southern Kintargo and the tidal flats just south of the older section of the city. As Kintargo grew, the need for a more robust harbor grew as well; the relatively small stretch of harbor along Old Kintargo's west bank simply didn't suffice. And so this section of the north shore of the Yolubilis, where the river's waters were naturally deep and placid, became the city's new shipyard.

Y1. The War Cage: Numerous shops can be found in this district, but the War Cage (“Haunted by Quality,” its sign boldly claims) is one of the more popular spots visited by adventurers. This is in no small part due to the keen mind of its owner, **Chuko** (CG male tengu^{ARG} ranger 5/rogue 5), a.k.a. Chuko Sharpbeak and Hooks, an ex-adventurer who understands how quick his kind are to pay for weapons. The War Cage, so named for its almost arena-like structure (including a central courtyard where customers can spar with weapons) welcomes adventurers and explorers, and Chuko offers those who claim such lifestyles a 5% discount on all purchases. He has little patience for thieves, in no small part to love lost with his brother Ravzee's choice of lifestyle. Chuko understands that the difference between an adventurer and a thief can be thin in some cases (he is particularly quick to correct anyone who might imply *he* is

a thief), and often simply goes with his gut when making a decision on whether to offer someone a discount or an invitation to leave his shop. His close friendship with the famous bard Shensen has long helped prevent would-be robbers from targeting his shop, but recent events have left Chuko with few friends, and he grows increasingly worried that someone, be they criminals from the streets or from the government, might soon take everything he owns. As such, he's working on an escape plan from the city, but if he learns that the Silver Ravens are making a comeback, he might just throw in his lot with them. In the meantime, among the numerous low-tier magic weapons for sale here is a *+1 frost lucerne hammer*^{UE} that Chuko claims came directly from Irrisen (“See how cold it is? That's pure witch magic!”).

Y2. Sunset Imports: Until recently one of Kintargo's wealthiest businesses, Sunset Imports is on the decline. Owner **Sedranni Vashnarstill** (LN female human expert 8) recently learned that House Thruene canceled her contract to serve as the government's importer of goods from Anchor's End in Arcadia, shifting that responsibility to another importer in Corentyn. Sedranni is fighting to regain control, but knows in her heart that she needs to make the relatively small severance fee the government sent her to cancel her contract last as long as possible.

Y3. Vashnarstill Shipyard: The Vashnarstill Shipyard has remained the most reliable dockyard in Kintargo for 10 generations. The yard's success lies in passing the business to successors rather than through one family, with previous owners selecting their most practical or hardheaded employees to take on the mantle. The current master of the yard, **Kohl Draksitus** (N female human bard 4), maintains the shipyard's status in the face of new competition from Westcrown and Corentyn by working her crew hard and paying them in heavy coin and ample ale.

Y4. The Thrashing Badger: Once a very popular bar among the district's rowdier laborers and sailors (as well as those who played at rebellion), this tavern burned to the ground during the Night of Ashes, forcing its patrons to seek a new tavern—Clenchjaw's.

Y5. Clenchjaw's: Clenchjaw's used to be a quiet, friendly tavern, but those days might be gone. The recent loss of another popular Yolubilis watering hole, the Thrashing Badger, has resulted in Clenchjaw's gaining a sudden influx of new customers, and the resulting “culture clash” has certainly tested the patience of owner **Rinston “Clenchjaw” Jom** (N male human fighter 2), as well as that of his regulars. (*Pathfinder Adventure Path* #97 33)

Y6. Bleakbridge: For many years, the only connection between the mainland and Argo was along the isle's southern shore via a low stone causeway named the Argo Bridge, which spans a tidal flat and the smaller eastern arm of the Yolubilis River. The bridge doubles as Kintargo's busiest market, for along both sides of the bridge,

numerous small shops beckon and tempt the traveler. Bustling markets thrive at each end of the bridge as well, and until Barzillai Thrunne arrived, passage across the bridge was free of charge. Today, the new city government excises a tax of 3 cp per crossing for citizens who wish to use the bridge, a tax destined to increase as the Adventure Path continues. The bridge itself is also the haunt of a small gang of tengu rogues who call themselves the River Talons, a disorganized and greedy collection of petty pickpockets and cutpurses. Led by a tengu by the name of **Ravzee** (CN male tengu^{ARG} rogue 5), the less reputable and younger nestmate of the War Cage's proprietor, the River Talons have aspirations of some day becoming Kintargo's new thieves' guild, but their penchant for bickering among themselves has so far kept them from doing much more than being minor nuisances. (*Pathfinder Adventure Path* #100)

RAVOUNEL

Kintargo is located in the northernmost duchy of Cheliox, a region known as Ravounel. Stretching south to the Menador Mountains, east to Nidal, and west to the furthest extent of Ravounel

Forest, this region is lightly settled and relatively safe, self-sufficient, and civilized. The PCs will be traveling out into the Archduchy of Ravounel in the third, fifth, and sixth adventures—additional details on specific regions of import to those adventures will be provided later, but the following notes should help inspire additional adventures of your own design, should you wish to expand your Hell's Rebels campaign further beyond Kintargo's city walls. As with the Kintargo Gazetteer, descriptions of locations that are detailed in later adventures are followed by a citation.

Deepmar: Originally the site of a mining colony, Deepmar serves Cheliox as a remote penal colony. This remote site is presented in full detail in *Pathfinder Module: No Response from Deepmar*.

Dismal Nitch: Treacherous reefs and rumors of haunted waters keep this stretch of desolate coastline relatively unvisited by travelers. (*Pathfinder Adventure Path* #99)

Katharevousa River: The steep banks of the Katharevousa are unsuited for settlements, but the river itself boasts fine fishing.

Menador Foothills: Silver is the greatest resource of the Menador foothills, but tribes of kobolds, troglodytes, and the odd clutch of drakes make portions of the hills dangerous to work within.

Menador Gap: This pass in the Menador Mountains provides the largest land route between Ravounel and the rest of Cheliox. (*Pathfinder Adventure Path* #99)



IYLVANA DESDOROS

North Plains: The border with Nidal consists of rolling hills and grassy plains are primarily settled by halfling and human farmers. (*Pathfinder Adventure Path* #101)

Ravounel Forest: It is from this primal woodland that Ravounel takes its name. Few dwell near the mysterious wood, due to its dangerous reputation, with rumors of tribes of strix, Rovagug cultists, and malicious fey guardians comprising the most oft-repeated whispers of the region. (*Pathfinder Adventure Path* #101)

Vyre: Ravounel's largest settlement is located on the eastern shoreline of a rocky island. This free city is a place where anyone can go to unwind and relax in an anonymous environment; it remains popular among government officials as a place to retreat and enjoy the city's often scandalous—and sometimes dangerous—entertainments. (*Pathfinder Adventure Path* #99)

Vyre Island: The city of Vyre is the only settlement of note on this relatively inhospitable isle. Most of the isle's barren interior is uninhabited save by wild beasts of the mundane and magical variety, a few tribes of bickering kobolds, several bugbear clans, and (if rumors are correct) at least one hidden cabal of faceless stalkers. Though many attempts to mine

the rugged hills have been made, most of these mines are now abandoned and infested with monsters.

Yolubilis River: Ravounel's largest river, the banks of the Yolubilis host most of the region's smaller settlements.

ADVENTURES IN KINTARGO

The bulk of Hell's Rebels takes place in the city of Kintargo, but it's not until the fifth adventure, "The Kintargo Contract," that the Silver City becomes a safe and stable place to live. That adventure will provide an updated city stat block for Kintargo as it stands once the PCs and the Silver Ravens manage to get the city out from under Barzillai Thrunne's control, but in the meantime, the city presents a challenge in some regards to those who would seek to oppose the government and fight back against House Thrunne.

ADDITIONAL RUMORS

Each individual adventure in the Hell's Rebels Adventure Path provides a customized table of rumors that you can use when the PCs ask around for news and scuttlebutt. It might be helpful to prepare a list of additional rumors ahead of time if you worry that your players are going to exhaust the 10 or so rumors each adventure provides. Alternately, if you roll the same rumor multiple times in an adventure, you can substitute any of the following rumors. All of the following additional rumors are

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generic whispers—they aren't directly tied to the specific events of any one adventure. Nevertheless, some of them do tie in to specific developments, so if you decide to use any of these bonus rumors, strive to use ones whose events haven't yet transpired. Each of the following rumors is followed by a brief parenthetical that indicates what the rumor is actually referring to, and whether it's true or not. Of course, even false rumors can serve to get the PCs interested in a part of Kintargo that might have other uses for them!

ADDITIONAL KINTARGO RUMORS

Dragon Sightings "It's true! My friend spotted a dragon wheeling about in the sky last night in front of the full moon!" *(The blue dragon Rivozair is one of Barzillai's greatest allies, but spends the first half of this Adventure Path in hiding. Feel free to drop in dragon sightings as you see fit—specific dragon sighting rumors are included in many of the adventure rumors already, but the more you can get your players to anticipate the dragon's eventual appearance in the Adventure Path, the better.)*

The Empty Embassy "The Nidalese Embassy has been abandoned—agents of the Umbral Court have withdrawn to their own nation during these troubled times. Still, the high priestess of Shadowsquare on Temple Hill hasn't fled town. Wonder if she's got personal reasons for remaining in Kintargo?" *(Aluceda Zhol is in fact involved in a semi-secret affair with Corinstian Grivenner, the city's high priest of Asmodeus. While such a relationship isn't strictly prohibited by either church, neither cleric's flock would understand, and uncovering the truth of this affair can help erode support for the church of Asmodeus in Kintargo—see "A Song of Silver" for more details.)*

Legacy of Thievery "Ever since the Gray Spiders were run out of town decades ago, we've not really had much trouble with organized thieves' guilds in Kintargo. Those times are changing, though—I have it on good authority that the River Talons are organizing into something more than a small-time gang of thugs." *(This rumor is primarily intended to get the PCs thinking about the Gray Spiders early—the River Talons aren't actually organizing. Feel free to substitute other would-be gangs in place of*

the River Talons, or even to invent gangs of your own creation to keep the PCs on their toes.)

Strange Sighting in the Sewer "There've been sightings of a strange bipedal reptile in the sewers—the creature seems to be particularly clever at throwing off pursuers." *(These are sightings of Shensen's awakened deinonychus ally, who's gone into hiding below Kintargo while his mistress is out of commission. Further details on the dinosaur's role will appear in "A Song of Silver.")*

SHOPPING FOR MAGIC

As long as martial law persists in Kintargo, the city's markets are oppressed, functioning at half their potential. You can assume that any item worth 200 gp or less is always readily available. Items costing more than 200 gp but less than Kintargo's current base value of 4,400 gp have the standard 75% chance of being available for sale after a short bit of time spent shopping. At your discretion (provided you don't mind the extra paperwork), purchasing such items could hamper subsequent attempts to purchase them; each time a particular item is purchased, the chance of another being available drops by 10%.

In addition, a few specific items are available for purchase at various Kintargan shops. The current magic items and the stores in which they can be purchased are given in the table below. With each month that passes, any unsold items cycle out of stock and a new batch becomes available. You can randomly roll these items or pick them as you see fit. As the PCs and their Silver Ravens gain influence, they'll be able to cycle through available magic items more frequently, and might even be able to increase the total number of items available at any one time.

Rather than have the PCs scour the city to determine what items are available, you can instead have a PC attempt a DC 20 Diplomacy check to gather information from throughout Kintargo over the course of a day and compile a list of the items that are available when the stock changes. You could also allow a PC to learn about an item going on sale rather than hearing a Kintargo rumor. And you can always have a PC conveniently find one sought-after item in stock if she visits the store in question and asks its proprietor for any magic items of note.

INITIAL MAGIC ITEM AVAILABILITY

Item	Price	Location
+1 frost lucerne hammer ^{UE}	8,315 gp	The War Cage
+1 rallying ^{UE} chain shirt	6,250 gp	Olmer's Smithy
Boots of levitation	7,500 gp	The Devil's Threads
Ring of force shield	8,500 gp	Vespam Artisans
Scroll of raise dead	6,125 gp	House of Golden Veils
Scroll of restoration	1,700 gp	Shadowsquare
Scroll of teleport	1,125 gp	Crissali's Fine Tomes
Serpentine owl figurine of wondrous power	9,100 gp	Vespam Artisans
Wand of cure serious wounds (25 charges)	5,625 gp	Songbird Hall
Wand of greater invisibility (15 charges)	6,300 gp	The Newt Market

SPELLCASTING OPPORTUNITIES

Well-prepared parties include members capable of healing, but in some cases the PCs might find themselves in need of arranging for supplementary healing, particularly if a member is afflicted by something beyond the capability of one of their own to cure. Several of the allies the PCs recruit to the Silver Ravens are spellcasters, and as a general rule, these allies don't charge the PCs for healing services.

Another option, of course, is to seek out a spellcaster in Kintargo's general population. Unfortunately, with Barzillai Thrune in charge of the city, the Church of Asmodeus grows increasingly powerful and prevalent. Spellcasting services from the Church of Asmodeus cost the standard amount, but each time the PCs pay for these services, the rebellion's Notoriety score increases by 1. Spellcasting purchased from the church of Zon-Kuthon increases the rebellion's Notoriety score by 1, and also comes with a 10% price increase. Spellcasting from the House of Golden Veils (the church of Abadar) does not increase the rebellion's Notoriety score, but its clergy can cast only spells of up to 3rd level. Finally, the church of Shelyn at Songbird Hall can provide spellcasting services of up to 4th level with no increase to the rebellion's Notoriety score, but until the PCs can convince its high priest they oppose Thrune, he increases the price of his services by 20%. The PCs will make contact with the church of Milani during the second adventure, at which point they should have plenty of healing available to them.

Securing arcane spellcasting services is less complex. A PC who succeeds at a DC 15 Knowledge (local) check can suggest the Alabaster Academy. Its headmaster Ilyana Desdoros can provide 4th-level and lower arcane spellcasting (cast either by her or from by a professor or a student), but as with the temple of Shelyn, she inflates her prices by 20% until she's certain the PCs seek to better Kintargo's future.

THE SILVER RAVEN LEGACY

As the PCs learn during the first part of this volume's adventure, the Silver Ravens once helped to defend Kintargo from her enemies. Reviving this group is one of the primary story points of Hell's Rebels. While the PCs have a chance to learn more about the Silver Ravens once they decode the documents they rescue from the Fair Fortune Livery, the following information about the original leaders of the group is provided to you here for additional context. It's unlikely that the PCs themselves will be able to learn the exact details about these long-dead (or long-imprisoned) heroes of yesterday, at least

until the end of the third adventure (when the PCs have a chance to explore the Silver Raven's oldest hideout under the Kintargo Opera House), but you can use the following information to seed hints and clues as to the nature of their ancient predecessors as you see fit.

Jackdaw: The most mysterious member of the Silver Ravens was also the group's leader. Jackdaw kept her gender and race hidden from public, and is also the only one of the original Silver Ravens still alive. **Jackdaw** (CG female elf swashbuckler^{ACG} 11) is 230 years old and is currently held prisoner in Kintargo Keep. Her rescue plays a key role at the start of "A Song of Silver."

Amyreid: One of the two architects of the "Song of Silver," **Amyreid** (CG female half-elf cleric of Milani 9) was slain at the end of the Chelish Civil War during the final battle against House Thrune.

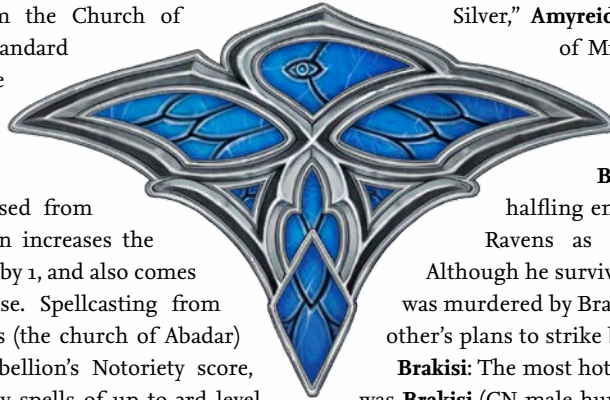
Ba: The wizard **Ba** (CG male halfling enchanter 9) served the Silver Ravens as a strong moral compass.

Although he survived the Chelish Civil War, he was murdered by Brakisi when he objected to the other's plans to strike back against Thrune.

Brakisi: The most hot-headed of the Silver Ravens was **Brakisi** (CN male human urban ranger^{APG} 10). He survived the civil war, only to be slain by the Hellknight Reya Naulvaneti after a plan to strike against House Thrune by abducting the lord-mayor's child went bad.

Kyda: Along with Amyreid and significant religious inspiration from Shelyn herself, Kyda helped develop the "Song of Silver." **Kyda** (CG female human rogue 4/bard 6) was slain during the final battle against House Thrune while she performed the "Song of Silver."

Song of Silver: One of the Silver Raven's greatest defenses was a magical song known as the "Song of Silver." The song was once Kintargo's anthem, but nearly all records of it were redacted and destroyed during Thrune's takeover of Chelias, so impressed and vexed was Thrune by the song's use against its troops during the end of the Chelish Civil War. One copy of the song's sheet music yet remains, hidden in a secret vault below the Kintargo Opera House, and Jackdaw is the only person left alive who knows the song's words. The music and lyrics, when performed at a place of power in Kintargo's walls (such as on stage at the opera house), create several potent magical effects, such as infusing weapons in the city with magical auras so that they can penetrate damage reduction and hampering the ability of devils to use dimensional travel. Full details on the song's powers are given in "A Song of Silver," but you should strive to drop hints here and there as you see fit. By the time the PCs are preparing to directly confront Barzillai Thrune, they should be eager to recover and use the "Song of Silver" as well!



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THE GODS' TITHE

Pathfinder's Journal: Monsters Among Us 1 of 6

We followed the footsteps of the dying. Though the streets of Khari teemed with life, my apprentice and I were bound for the houses where death dwelled and waited to claim those stricken by disease, poverty, and worse. Some souls were lost through simple neglect, the turning of a blind eye toward those deemed too far gone or not worth the trouble. These unfortunates died in the alleyways or sick-houses, as people passed by, trading and laughing and ignorant of the suffering that lingered quietly so near their busy feet.

Liset stopped in front of one such building, a hospital that was more warehouse for the forgotten than it was a place of healing. She knocked while I slipped the birdlike mask over my head. Its long, curved beak packed with lemon and rose-oil cloths prevented the rot from reaching my nose. Liset hid behind no such shroud, but held a similarly scented handkerchief over her mouth.

A stout man answered the door. He scowled at us, and though he wore the five-pointed star of Asmodeus on his sleeve, I knew he was no cleric. My apprentice studied him only a moment; she, too, understood his blood-and-bile-splattered apron was the accoutrement of a butcher, not a doctor.

"Are you the caretaker here?" she asked.

The man nodded, his small eyes squinting at the holy symbol of Nethys on the chain around Liset's neck and mimicked in the light and dark sides of my mask. He shifted his stance and crossed his arms over his barrel chest. "A bit far from your temple, dearies?"

Liset withdrew her kerchief and smiled at him, a soft, endearing expression that showed her youth and hid her danger. "We've come by request to see a woman named Tharna, and offer what aid we might." She tilted her head toward me. "My lady, the healer Maharai. I am Liset."

The wind widened the door the caretaker blocked, revealing an alcove within the entryway. A small altar to Asmodeus rested within, alight with bloody candles and tiny cups of what I hoped were red wine. This close to Chelias, the tendrils of the God-Fiend often burrowed deep and dragged the hearts of men from goodly worship.

"Tharna, you say." The man huffed. "That husband of hers, meddling in things he don't understand."

Liset remained silent but casually allowed her hand to drift to the grip of her rapier. It rested at her side, a delicate and deadly reminder that while Nethys held arcane power above all other pursuits, Liset did not follow the ways of the healer as I did. She would not hesitate to call upon her own gifts in order to fulfill our holy purpose.

For this reason, among many others, she had become my apprentice, and eventually my only friend.

"Well come on, then," the man said, shuffling aside to allow us entry. "He's still sitting with her, the sad sack. He'll pray to any god that'll listen."

He pursed his lips at the last, as though a taste fouler than death sat on his tongue. We paused at the altar. The caretaker mumbled a small prayer, and Liset slipped our offering of silver coins into the candlelight. Though I did not enjoy paying such lip service, it was never wise to forgo tribute, especially within the holdings of Asmodeus. Seeing the tithe, the caretaker seemed to brighten. He quickened his step and led us deeper into the sick-house.

The floor was sticky under my soft-soled boots, and a haze of torch-smoke and humidity haloed us. Though I smelled nothing unpleasant through the mask, my eyes stung. The caretaker led us between rows of sheets tacked to the ceiling. Moans echoed from behind the makeshift walls, accompanied by the occasional sob or scream.

Liset glanced at me over her shoulder, and I read her anger in the lines forming between her dark eyebrows. Even the tiny jewels she wove into her braids seemed furious. They gleamed a dull red in the dim light filtering through the curtains.

I inclined my head at her, but said nothing. She would have skewered the caretaker then and there, had I given permission. She felt as I did, that the so-called "modern" techniques of surgery were unnecessary, even repugnant, given what magic could mend. She was young, my apprentice, and still thought we could save the world.

I knew better.

Finally the caretaker stopped in front of a stained curtain, drew it back, and motioned for us to enter. "Here, keep your prayers to whispers. Never know who might hear."

He grinned at us.

I wondered if he knew his teeth were not only rotting, but infected to the root. I could see the blackening of his gums as we slipped passed him. If the infection had reached his blood, he would die before many of his patients.

"We'll see ourselves out," I said, my voice hollow beneath my mask.

He let the curtain close and chuckled. I listened to his laugh and the squelch of his shoes disappear down the hall, then turned to my work.

A single torch ensconced on the back wall cast a flickering glow about the room. It was enough to reveal the woman—Tharna, I presumed. She lay atop a bed of

ragged and straw, her husband crouched beside her. He wiped the sweat from her brow and the spittle from her lips. A coin-sized hole in her skull wept pink fluid—the result of the caretaker’s trepanning, I presumed. Her breathing was slow and shallow, and she shivered despite the fever-flush to her dark skin.

The man blinked at Liset as though unsure she were real.

“Is this your wife?” Liset asked as she knelt before the dying woman.

His mouth opened several times, gawping like a fish, though no words came.

“This is Maharai, the healer,” she said. “Your prayers have been answered.” Liset placed her hand upon his shoulder.

The man began to cry.

I would like to say that my heart ached for him. That in this horrible place, through the gifts all-powerful Nethys had granted me, I felt joy that I might alleviate his family’s suffering. But in truth, I saw only a means to an end. In my heart there was only a cold pang of envy that no great healer would come to save my own family.

“I can’t pay,” the husband muttered between sobs. “Her surgery cost me everything.”

I stepped forward and put my fingers against the sick woman’s throat. Her pulse thrummed beneath my touch, weak but steady.

“You will take us across the strait?” I asked.

The man nodded, falling prostrate before my feet. He reached for my shoes as though intent on kissing them. “Please, I will take you anywhere. Just save her.”

Scooting away from him, I cupped the wife’s cheek and whispered the words I knew too well. My freehand made the motions automatically, and magic flowed through me. Though the same spell had failed me in the past—failed my family so many times—it washed over this stranger like water through a sieve.

Tharna inhaled deeply. Her skin cooled; her shivering ceased. The hole in her skull closed over as though it had never been. She lay still for several moments, then opened her eyes.

What the ravages of plague had taken from her over days, I returned to her in a breath.

I stood and smoothed my robes. “You will tell no one of our arrangement,” I said as the man scooped his wife into a fierce embrace. They clutched at each other as though the world were tilting and only their love would hold them upright. I shuffled toward the curtain, eager to be away from their display.

“I will be at the docks at dawn. Don’t forget our bargain.” I motioned for Liset. Even her eyes glimmered with unshed tears.

“Thank you,” the man mumbled into his wife’s stringy hair. “I will never forget you.”

I left them to their joy and waited for Liset to do the same. When she exited, her youthful face lifted in a

LISET DOES WHAT SHE MUST TO ACCOMPLISH OUR GOALS.



SOMETIMES THAT MEANS USING THE SHARP EDGE OF HER RAPIER.

smile. She shook her head at me, making the trinkets in her hair jangle together. Though she couldn’t possibly read my expression behind my mask—for which I was grateful—she seemed to know my thoughts.

“That was nice,” she said. Her gaze raked over the rows of dying souls hidden behind curtains. “Will you visit more today?”

“For you, until I am tired. I will see whomever you wish.”

“Even Khem?”

My back stiffened, and my heart did ache then, at hearing that name. “My son does not want to see me.”

“Your son will know if you have been to Khari and avoided his home.”

I couldn’t argue with that, for like his father, my son had a way of knowing my travels. I bit my cheek until it hurt.

“Come on,” she said, drawing aside the neighboring curtain. “We have time.”

I sighed and stepped in to see my next patient. I worried my apprentice was wrong.

Our time was running out.

The mask dangled at my side, tied to my belt by a leather thong. My face felt naked without it, the evening wind crisp and biting against my lips. I could smell us. The dried, coppery bloodstains on my robes. The astringent poultices and bitter herbs in my healer’s satchet. The pervasive, sick-sweet scent of death that clung to Liset and me despite our best efforts.

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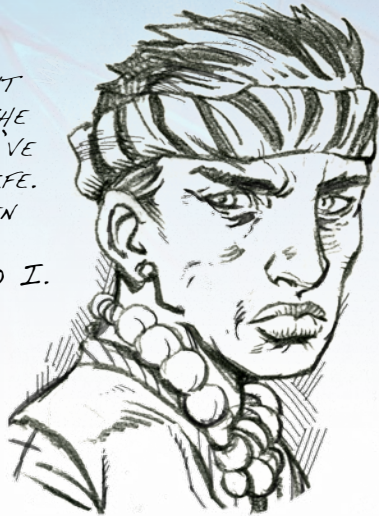
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*KHEM MIGHT
NOT LIKE THE
CHOICES I'VE
MADE IN LIFE.
MORE OFTEN
THAN NOT,
NEITHER DO I.*



*BUT IN THE END IT DOESN'T MATTER
WHAT EITHER OF US THINK, AS LONG AS
MY PURSUITS RID HIM OF HIS CURSE.*

"I should not see him like this," I mumbled, though my apprentice heard me well enough.

"This is what we do, who we are. Khem knows it."

I snorted. "It doesn't seem to endear him to me."

Liset pursed her lips, as though considering her response. "Your son knows everything you've done is for him. He just doesn't understand why. Not yet."

"He will. We're so close."

She touched my shoulder. "Soon, Maharai."

I patted her hand, desperate to believe her, and approached my son's home. It was a modest-sized house, though the stone walls and slate roof showed the wealth of its occupant. Blown-glass windows twinkled in the twilight, and the oaken door bore the carved likeness of creatures fair and foul.

Above the door's handle, I traced the outline of a demon hound cowering before the sun's rays. They roamed not far from here, and I wondered if Khem had seen them with his own eyes or merely crafted their image from the tales of valor his father had told him. How different might those stories have ended had I been the one to spin them for my son?

"You should knock," I said, stepping aside to clear a path for Liset.

She sighed. "You're his mother."

"But he'll welcome you."

Knowing I was right, she moved to the door and rapped it lightly. The shuffle of footsteps accompanied by a repeated thumping noise told me my son was home. The cane he always carried drummed like a heartbeat against the floorboards.

"I'll take no more work tonight," he said, pulling open the door. "I'm busy enough—"

His words drew short as he saw Liset and smiled, a genuine expression I'd not seen directed toward me since he was little. It disappeared the minute he spied me.

"It's good to see you, Khem," my apprentice said. "May we come in?"

He seemed about to say no, but turned and walked farther into the house, leaving the door ajar for us.

"Come on." Liset motioned for me to follow her inside.

Ignoring the tightness in my stomach, I obeyed.

My son's home was his workshop. Though he had a small kitchen, where the dining table should have been stood a crafter's bench of heavy oak. Tools were arranged alongside several projects in various states of completion. A jeweler's loupe rested next to a metal file and dovetail knife. Statuettes made of iron and ivory and darkwood with half-formed faces waited beside uncut gems and hunks of raw gold. Khem's spellbook lay closed near the edge of the table, its binding as finely wrought as all things made by his hands.

Liset moved to the table and whistled. "How much for one of your enchanted trinkets, great wizard?"

Khem scoffed and shoved a log into the stove. Woodsmoke filled the air. "You're in a mood."

She shrugged and stepped toward one of the shelves lining the walls. Each was packed with books and oddments, scraps of embroidered silk and coal-black feathers, voluminous texts wrapped in calfskin and sheafs of parchment tied with worthless twine. His patrons paid him not only in coin, but in souvenirs from places Khem would never see.

I'd once dreamed of him joining the Pathfinder Society, as I had, traveling and cataloging his journeys. All he had now were the tales and tokens of others.

I took a deep breath, realizing he was staring at me.

"I apologize for bothering you so late," I said. "Liset thought—"

"I'm sure she did," said my son.

Liset unfastened her cloak, folding it neatly in her arms. "We're heading to Coarentyn."

"Have you sent word to my father?" Khem asked.

I glanced between him and Liset, who kept her back to us as though enamored with a statuette of a silver raven on one shelf. My mouth opened, but I closed it and shook my head.

"Of course not." Khem sighed and seemed to lean more heavily on his cane. Its grip was fashioned in the shape of a bird's beak, not unlike the mask bumping against my side.

He seemed so much older since I'd last seen him, his hair showing more white than gray and almost no trace of its original inky black. Lines bracketed his eyes and mouth. His shoulders were slumped, his back curved. He looked my age and not at all the young, strong son he should have been.

My stomach twisted. I dropped my gaze, fearing he would see the shame and guilt etched there as sharply as in his own creations.

I had made him, and I had cursed him.

"He'll know," Khem continued. "The minute you dock."

"We're being smuggled," Liset said with a smile over her shoulder.

I glared at her.

"Your mother's idea," she continued.

"Of course it is. Why waste time with family? I doubt she'd be here now if it wasn't for you. How did you convince her, Liset? Bribery?"

"I wanted to see you." I stepped forward before my apprentice could come to my defense. My breathing grew shallow as I approached my son, and I could smell my own sweat rise above the faint hint of sickness that lingered around him. "We're close, Khem. We've almost found it."

My son narrowed his eyes. I tried my best to look anywhere but his face.

"A few more days now, a week maybe, and you'll be cured," I said.

"Cured of what?" Khem nearly spat his words.

"Of... this." I waved my hand toward him.

"You've always thought me useless."

"No, I—"

"The *Poleiheira* did this to me, Mother, and you expect, what? The poison to be the panacea?"

I reached for him then, to close the distance of years between us. My fingers ached to touch him, to pull him against me and stroke his hair, to tell him everything would be all right. But he jerked away, and I let my arms fall helplessly to my sides.

"It's the only way," I whispered.

Khem limped around me, his cane pounding a beat to his footsteps. "That text was written by a man who murdered his own kin, as surely as you have destroyed yours. It's your obsession, not mine."

"Khem—" Liset started. She laid a hand against his elbow, and he looked down at it almost absently. The touch seemed to deflate him, the anger toward me replaced by a gentleness that smoothed several years from his face.

My son covered Liset's hand with his. They were of similar ages, but where Liset's skin shone rich and strong and vibrant, Khem's knuckles were cracked and gnarled. His fingers bore the callouses of a man who made his living with his hands, but they would soon be unable to lift an inkpen.

"We do this because we care for you," Liset said.

He studied their hands and seemed to notice the contrast for himself. "You've been as a sister to me, and I'm grateful. But it's not love for me that motivates her."

My son lifted his eyes and met mine. I couldn't turn away, paralyzed by what I saw, shocked at the lack of hatred or condemnation. There was only sorrow in my son's gaze, and it broke me.

"She seeks only to redeem herself," he continued, his words soft as though sharing a secret in the dark. "If you loved me, you would have stayed and enjoyed what years I've been given. You would have been a mother, not Maharai, the great cleric of Nethys, haunted by the crippled son she could not heal."

I would like to say that I stayed, then, that I took my son into my arms and apologized with every breath. That, perhaps, we spent his remaining days in long talks of the arcane arts, of knowledge and the craft and my love for him.

Instead I turned and strode from his home, my back straight and my eyes dry. For I knew I would save Khem. I had not come this far and sacrificed so much for nothing.

My feet moved of their own accord, solid and sure, then faster. The hem of my robes flapped around my ankles as I ran. My heartbeat thundered in my ears, and the steady slap of my mask against my thigh brought me comfort.

I ran until I found myself at the sick-house once more and the old, familiar scent of death filled me with purpose. Slipping on my mask, I threw open the door. A gust of wind heralded my arrival, and I ignored the candles guttering on Asmodeus's altar. I passed the rows of curtains, some now open, the beds empty of those I'd healed.

*LISSET SEEMED
MESMERIZED BY THIS
STATUETTE OF A RAVEN.*



*BUT TRUTHFULLY, I'VE NEVER KNOWN
WHETHER HER INTEREST IN KHEM'S
TRINKETS IS GENUINE OR THE RESULT
OF PITY.*

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"What's this?" The caretaker stepped out of a room and into my path. Fresh blood dripped from his gloved hands. In one he held a scalpel. "Haven't you done enough?"

I didn't hesitate in my approach, merely closed the distance between us until I could see his rotting teeth. "How many do you kill rather than cure?"

The man snorted. "Not all of us are so blessed by the gods, dearie. We got to handle it our own selves."

"Perhaps you offer fealty to the wrong god, then."

He pursed his lips and sucked in air, his chest puffing farther out. Though I'd thought him a big man, I realized then how much larger he was than I. A head or more taller, several times wider. I seemed a withered willow branch against the trunk of a towering oak. He leaned over me until the tip of my mask's beak grazed his bloody apron.

"I'd watch my words, were I you," he said. "You spent a good long time here, muttering your prayers. A bit tired, are we? I'd hate for something to happen and your precious magic to fail you."

I clenched my jaw. What he said was mostly true, and that he'd been intelligent enough to pay attention surprised me. But I never spent myself completely while administering to the dying, not even for Liset. There were too many variables in our search for the *Poleiheira* fragment for altruism to rule the day.

A dead healer, no matter how great, would not save Khem.

The thought of my son renewed my anger. What if he grew too ill, and came to this man—this *doctor*—for aid? How many holes would this butcher hammer into my son's skull?

"Tell me," I said, "do you mutilate all your patients, or only those able to line your Dark Prince's coffers?"

He hit me, hard enough to twist my head and throw my mask to the ground. The smell struck me nearly as hard as his blow. Death and disease and a rot so sweet it made me gag.

I retched. My cheek burned, and I felt my left eye swelling shut.

"Think you're so much better." He raised his scalpel until it was close enough to my remaining good eye that I saw the rust and bile clinging to its silvery edge. "Just wave your hands and let your god do the work. Well where's your magic now, dearie?"

I intended to show him and opened my mouth to utter the spell I'd wanted to unleash since I'd first met him.

With his free hand he seized my throat, crushing the words of power before they started. Blood squished from his glove, running in warm rivulets down my neck. I clawed at his grip, and one of my nails broke to the quick against his hold.

"Not so high and mighty now." The caretaker laughed and squeezed until my vision blurred.

I kicked at him to no avail. My lungs contracted, desperately seeking air, and my thoughts swirled. How foolish was I, to allow my rage to overcome my senses, to pick a fight without Liset by my side? We were so close, and now no one would heal my son. I hadn't even said goodbye.

He pressed the scalpel to my cheek and cut a line to my chin like a bloody tear. I would have screamed, but the pain hardly registered over my panicked struggle to breathe.

"Release her." My apprentice's voice sliced through the ringing in my ears. Though I couldn't make her out, I imagined she stood behind the big caretaker, the tip of her rapier glowing white against his back.

He grunted, shook me once like a doll, and tossed me to the floor. The rush of air was dizzying. I gasped until my sight cleared and I saw Liset standing over me protectively. Her rapier crackled with energy, the scent of ozone burning the foulness from the air. She held the blade level with the caretaker's chest now. His arms were raised in surrender.

"Well, go on, dearie," he said.

"Can you stand?" she asked me and pressed her rapier into his apron until it sizzled.

I coughed, clearing my head and fumbling for my mask. Struggling to my feet, I met the caretaker's gaze over Liset's shoulder. He seemed smug, certain we wouldn't kill him.

Behind the caretaker, the man I'd come here seeking stuck his head from behind a curtain. He clutched a bowl of broth and a ragged end of bread.

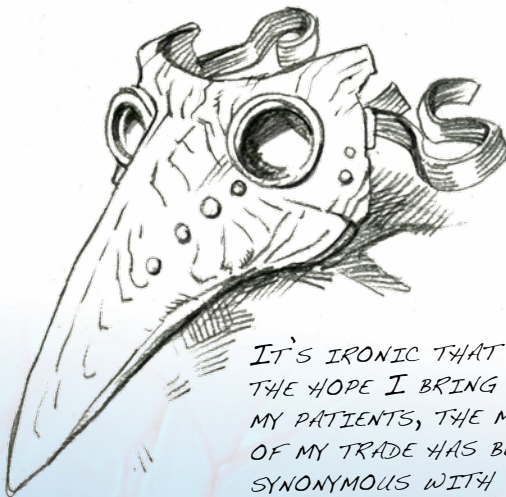
"What is it?" his wife called from within the room, her voice strong despite being nearly dead a few hours before.

"Lady Maharai?" The fisherman inclined his head.

"We're leaving now," my apprentice said. "This is over."

"No," I said, my voice rasping. "I don't want him alerting the town guard about our little scuffle. We've come too far."

She frowned, but lifted her chin, prepared to strike the killing blow at my word.



IT'S IRONIC THAT DESPITE THE HOPE I BRING TO MY PATIENTS, THE MASK OF MY TRADE HAS BECOME SYNONYMOUS WITH FEAR AND DEATH.

THE ARCH OF ARODEN, A TESTAMENT TO A DEAD GOD, SPANS THE HESPERETH STRAIT. I FEAR THAT PASSING BY THIS MONUMENT ON MY WAY TO CORENTYN WILL PROVE AN ILL OMEN.

I CARE LITTLE WHETHER IT IS A HARBINGER OF MY OWN DEATH—ONLY MY SON'S LIFE MATTERS TO ME NOW.



“Well, so much for the great healer,” the caretaker said. “Seems we’re all killers here.”

“I hope your pain is thrice what you’ve inflicted,” I said, and released the spell. Magic rushed through me, clear and sharp.

The caretaker blinked at first. His shoulders sagged as he considered the blood on his hands, the scalpel in his grasp. Then he began to sob.

“What have I done?” he asked, but we were already moving past him.

Liset sheathed her blade as we reached the fisherman.

“Gather your things,” I said, the caretaker’s sorrow echoing behind me. He wailed and cried, then gurgled as he turned his remorse against his own flesh.

The fisherman didn’t argue. And if the sight of his once-surgeon torturing himself in my wake bothered

him, he didn’t let it show. He ducked inside to gather his wife and meager possessions, and we made for the docks.

We had to step over the caretaker as we exited. He’d slit his own throat and now continued to slice at himself, heedless of the blood pouring from him. We moved quickly, my feet nearly slipping in the pool that had gathered around him. As we reached the altar of Asmodeus, I heard his body thump against the floor and his weeping fade with his life.

I’d like to say it was guilt that made me pause and place another few silvers on the altar. But it was only obligation. I’d entered another god’s territory and destroyed what was his. I feared what reprisal might come.

“A tithe, for your servant’s life,” I whispered to the God-Fiend, and prayed he wasn’t listening.

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Many dangers lurk on a city's streets. Throngs of people move through shadowy alleys and narrow, twisting byways every day and see no sign of these threats, for they hide from civilized eyes, waiting for the time to strike. These dangers often come in the form of people—criminals, con artists, and swindlers—but other times these urban perils are monstrous in nature. Gremlins infest abandoned houses, chokers crawl up from beneath the city's foundation, and stealthy predators prowl the city's darkened side streets at night, hungry for the taste of human flesh. While the guard is trained to deal with lawbreakers and other cancers upon the city, we must remain vigilant and adaptive to strike down the more inhuman elements that threaten civilization.”

—Ximus Kandarsti, vigilante

This volume's Hell's Rebels Adventure Path bestiary features flocks of enormous birds, a new devil, an extradimensional ooze, and a thought-stealing outsider.

DANGERS ABOVE AND BELOW

The random encounter tables presented here feature typical threats the PCs should encounter while exploring the city of Kintargo—both on its streets and under them in the city sewers. During the course of the adventure, the PCs have a 20% chance of a random encounter every hour they spend exploring the city or the sewers below (though see the additional notes on the Kintargo Curfew below), but they should have no more than two random encounters per day. Be sure to remember to add Kintargo's danger rating to any rolls to determine what the PCs encounter!

THE KINTARGO CURFEW

During this Adventure Path, the city of Kintargo is under a strict curfew that runs from 9:00 P.M. to 6:00 A.M. Between these hours, patrols of Dottari and members of the Chelish Citizens' Group tromp through the streets, keeping an eye out for suspicious activity. If the PCs venture out after curfew, they'll need to be stealthy to avoid being spotted. If everyone in the group succeeds at a DC 15 Stealth check, then street encounter checks for that hour are unchanged. If someone in the group fails this check, or if the PCs are being particularly obvious in flaunting the curfew (such as by making a lot of noise or carrying a lot of light sources), the chance of an encounter occurring increases to 60%, and the limit of two encounters per day is removed. Fully 75% of any street encounters after curfew are with Dottari or militia patrols—otherwise, roll on the table normally to see what the PCs have encountered.

Sewer encounter checks are not affected by the curfew—using the sewers to travel during these hours is thus a viable option for the PCs, although they should consider the fact that sewer encounters tend to be a little more dangerous!

ENCOUNTER NOTES

The following encounters are patrols. If encountered during the day, a patrol ignores the PCs unless the characters are acting suspiciously or obviously breaking the law. If encountered after curfew, a patrol confronts the PCs and demands a reason for why they are out on the streets at that particular hour. With a successful DC 20 Bluff or Diplomacy check, the heroes convince the patrol to escort the PCs to either the PCs' home or an inn. Failing this check, attempting to intimidate the patrol, or engaging in any obviously suspicious activity results in the patrol attempting to arrest the PCs. If the PCs comply with the arrest, they're brought to

KINTARGO STREET ENCOUNTERS

d%	Result	Avg. CR	Source
1-5	1 giant cockroach	1/2	<i>Bestiary</i> 2 58
6-10	1d4 scarlet spiders	1/2	<i>Bestiary</i> 4 252
11-30	1d4 cutpurses	1	<i>NPC Codex</i> 144
31-35	1d6 dire rats	1	<i>Bestiary</i> 232
36-45	1d4 Red Jills (tieflings)	1	<i>Bestiary</i> 264
46-50	1 riding dog	1	<i>Bestiary</i> 87
51-70	Militia patrol	1	See below
71-73	1d6 tooth fairies	1	<i>Bestiary</i> 4 262
74-88	Dottari patrol	2	See below
89-93	River Talons (1d6 tengus)	2	<i>Bestiary</i> 263
94-98	Redactor patrol	2	See below
99-100	Roll on Kintargo Sewer Encounters table	Varies	See below
101-108	Asmodean patrol	3	See below
109-114	1 accuser devil	3	<i>Bestiary</i> 2 84
115-120	1 hell hound	3	<i>Bestiary</i> 173

KINTARGO SEWER ENCOUNTERS

d%	Result	Avg. CR	Source
1-10	1 giant spider	1	<i>Bestiary</i> 258
11-15	1d4 giant centipedes	1	<i>Bestiary</i> 43
16-30	1d6 dire rats	1	<i>Bestiary</i> 232
31-35	1 crocodile	2	<i>Bestiary</i> 51
36-45	1 giant leech	2	<i>Bestiary</i> 187
46-55	1 rat swarm	2	<i>Bestiary</i> 232
56-65	1d6 thieves (tieflings)	2	<i>Bestiary</i> 264
66-75	River Talons (1d6 tengus)	2	<i>Bestiary</i> 263
76-80	1d4 reefclaws	3	<i>Bestiary</i> 2 234
81-88	1 violet fungus	3	<i>Bestiary</i> 274
89-96	1d3 chokers	3	<i>Bestiary</i> 45
97-106	1d4 ghouls	3	<i>Bestiary</i> 146
107-114	1 accuser devil	3	<i>Bestiary</i> 2 84
115-117	1 otyugh	4	<i>Bestiary</i> 223
118-120	1 voonith	4	<i>Bestiary</i> 3 283

the nearest guard tower in the city wall where they're imprisoned for the night—they're released the next morning if they agree to pay a fine of 50 gp per person. At your discretion, if the PCs are arrested in this way more than once, the fee can increase.

Asmodean Patrol: This is an encounter with one lawful evil cultist (*Pathfinder RPG GameMastery Guide* 278) and one Asmodean redactor (see page 43).

Dottari Patrol: This is an encounter with three dottari guards (see page 11).

Militia Patrol: This is an encounter with three Chelish Citizens' Group thugs (see page 11).

Redactor Patrol: This is an encounter with three Asmodean redactors (see page 43).

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AVIANS

The northwestern shore of Cheliox is somewhat sparsely populated compared to other regions, providing a safe and peaceful place for massive avian creatures to nest.

GIANT RAVEN

This glossy, jet-black bird stands as tall as a dwarf. Its eerily intelligent black eyes are quick to take in everything around it.

GIANT RAVEN

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +2; +4 vs. ingested disease

OFFENSE

Speed 20 ft., fly 50 ft. (average)**Melee** bite +3 (1d6+3)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 15, **Cha** 9**Base Atk** +1; **CMB** +3; **CMD** 15**Feats** Skill Focus (Perception)**Skills** Fly +6, Perception +9

SQ scavenger

ECOLOGY

Environment any temperate**Organization** solitary, pair, or conspiracy (3–12)**Treasure** none

SPECIAL ABILITIES

Scavenger (Ex) Giant ravens are exceptional scavengers.

They can take 10 on Survival checks to find food, and because they are hardy birds that often feed on carrion, they gain a +4 bonus on saves to resist ingested diseases.

Some ravens near the Menador Mountains can reach astonishing sizes, making them a threat to foxes and raccoons, and even larger animals on occasion. Like their smaller cousins, giant ravens are omnivorous, able to subsist on nearly anything, though they favor large insects, small mammals, and other birds. They are also consummate scavengers, often feeding on the remains of creatures left behind by larger, more dangerous predators. These large corvids share the keen intellect of smaller ravens. Giant ravens grow to be nearly 5 feet in height and weigh around 45 lbs.

Giant Raven Companions

Starting Statistics: **Size** Small; **Speed** 20 ft., fly 50 ft.

(average); **Attack** bite (1d4); **Ability Scores** Str 8, Dex 13, Con 10, Int 2, Wis 15, Cha 7; **Special Qualities** low-light vision, scavenger.

4th-level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex +2, Con +2.

IMPALER SHRIKE

This large bird has brown and gray feathers and a vicious hooked beak.

IMPALER SHRIKE

CR 3



XP 800

N Large animal

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+2 Dex, +1 dodge, +3 natural, -1 size)**hp** 32 (5d8+10)**Fort** +6, **Ref** +6, **Will** +3

OFFENSE

Speed 10 ft., fly 60 ft. (average)**Melee** bite +5 (1d8+4 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** impale

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 2, **Wis** 15, **Cha** 7**Base Atk** +3; **CMB** +7; **CMD** 20**Feats** Dodge, Flyby Attack, Skill Focus (Perception)**Skills** Fly +7, Perception +9

ECOLOGY

Environment any temperate

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Impale (Ex) When an impaler shrike has a creature at least one size smaller than itself grappled in its beak, it can move the creature to a dangerous location, such as a spike or a broken tree limb. This works like the reposition combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322), except the shrike can move an opponent to an occupied square. An impaler shrike still provokes an attack of opportunity using this ability, so it typically pins its victim before attempting this maneuver. As part of this reposition, an impaler shrike can attempt a melee touch attack against an AC of 15 to impale the victim on a nearby spike or similar object. If this attack is successful, the victim takes an amount of piercing damage appropriate for the impaling object's size (see *Improvised Weapons* on page 144 of the *Pathfinder RPG Core Rulebook* for more information).

Much like their much smaller cousin, the common shrike, these giant shrikes are fond of impaling their prey before feeding. An impaler shrike catches a creature in its powerful beak, and drags the poor victim to a large thorn, splintered tree branch, or even a building's spire where it then impales the creature and leaves its victim to die, so it can pick away at the carcass at its leisure. Unlike the smaller common shrike's regular meals of insects and vermin, these large birds are especially fond of trapping sheep, dogs, and other small mammals for consumption. Though they typically favor smaller mammals, these voracious birds are not above attacking humanoids. A full-grown giant shrike stands nearly 9 feet tall and weighs approximately 125 pounds.

Impaler Shrike Companions

Starting Statistics: **Size** Small; **Speed** 10 ft., fly 60 ft. (average); **Attack** bite (1d4); **Ability Scores** Str 12, Dex 13, Con 13, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision.

7th-level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +2, Con +2; **Special Attacks** impale.

YOLUBILIS HERON

As tall as a tree, this dark gray bird stands on long legs. Its curved neck supports a sleek head with a slim but wicked beak.

YOLUBILIS HERON

CR 6**XP 2,400**

N Huge animal

Init +6; **Senses** low-light vision; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)**hp** 68 (8d8+32)**Fort** +10, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft., fly 60 ft. (average)**Melee** bite +10 (2d6+9)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** sneak attack +2d6

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 13, **Cha** 9**Base Atk** +6; **CMB** +14; **CMD** 26**Feats** Hover, Improved Initiative, Skill Focus (Stealth), Snatch**Skills** Fly -2, Perception +5, Stealth +7**SQ** still predator

ECOLOGY

Environment temperate rivers and swamps**Organization** solitary, pair, or stand (3-8)**Treasure** none

SPECIAL ABILITIES

Still Predator (Ex) A Yolubilis heron has the ability to stand perfectly still for hours at a time while awaiting prey, making it easy to mistake the bird's legs for slim tree trunks. A Yolubilis heron can use the freeze ability while adjacent to trees or any vegetation that could conceal its upper body. While standing in water, it can use the freeze ability against submerged creatures. Other creatures with low Intelligence scores or poor senses might be tricked by this ability as well.

Named so because they inhabit the banks of the Yolubilis River, these enormous herons hunt in similar ways as their smaller cousins, black herons. These birds can stand still at the edge of the river for hours, curling their wings in such a way as to create shaded areas that their prey unwittingly enter seeking shelter, thinking that they have found a tree or other source of respite from the heat of the day. Many Yolubilis herons stand in water long enough that they grow algae on their legs, deepening the illusion of a tree growing along the riverbank. Some travelers have reported Yolubilis herons stitching fallen foliage into their feathers to complete their attempt at camouflage.

Once their prey comes nearby, the herons then lash out, snatching up the unwary prey. These birds typically stand upward of 20 feet tall—their legs make up almost half of this height. They weigh 600 pounds and have a wingspan of over 35 feet.

Yolubilis Heron Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., fly 60 ft. (average); **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 13, Dex 15, Con 14, Int 2, Wis 12, Cha 9; **Special Qualities** low-light vision.

7th-level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +2; **Special Attacks** still predator.

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DEVIL, GAMBLING

This creature resembles a man crafted entirely of gold. Some of its features seem warped, as if the creature had been melted and then reformed.

GAMBLING DEVIL (MAGADAZ) CR 4



XP 1,200

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

Init +1; **Senses** darkvision 60 ft., see in darkness; Perception +10

Aura risk (30 ft., DC 16)

DEFENSE

AC 17, touch 12, flat-footed 16 (+1 Dex, +1 luck, +5 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +5, **Will** +6

Immune fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft.

Melee slam +8 (2d6+4)

Ranged thrown coin +6 (1d4+3)

Special Attacks double down, produce coins

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect chaos*

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

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** 14, **Wis** 10, **Cha** 19

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

Feats Alertness, Deft Hands, Iron Will

Skills Appraise +10, Bluff +12, Diplomacy +9, Intimidate +12, Perception +10, Profession (gambling) +8, Sense Motive +10, Sleight of Hand +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ change shape (any Small or Medium humanoid; *alter self*)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or table (3–9)

Treasure double

SPECIAL ABILITIES

Double Down (Su) A gambling devil's understanding of probability is so good that it knows the best moment to play its hand, even if that means having to lose one first. As an immediate action, anytime a gambling devil rolls a d20 (for an attack roll, a saving throw, or a skill check), it can take a luck penalty of up to 1/2 of its Charisma modifier on the roll (–2 for most magadazes). The next time within 1 minute it attempts a d20 roll of the same category (for example, if the first roll was a skill check, the second can be any skill check), it gains a luck bonus to the roll equal to double the penalty taken earlier (+4 for most magadazes).

Produce Coins (Su) A gambling devil can produce up to 50 gold coins by drawing them from its body as a free action. Typically, a magadaz uses this ability to pay its debts at a gaming table, but it must successfully use Sleight of Hand if it wishes to conceal the supernatural nature of this ability

from any observers. Coins produced in this way disappear 1 hour after leaving the gambling devil's possession. In addition, a gambling devil can use these coins as weapons, turning them into dangerous thrown projectiles. Each coin deals 1d4 points of bludgeoning damage and counts as evil, lawful, and magic for the purpose of overcoming damage reduction. A gambling devil can produce a number of gold coins per day equal to 50 × its Constitution score (850 coins for most gambling devils).

Risk Aura (Su) The presence of a gambling devil encourages nearby creatures to make riskier decisions and take bigger gambles. Any creature within 30 feet of a gambling devil must succeed at a DC 16 Will saving throw each round or be compelled to throw caution to the wind so long as it remains within the aura's effects. Whenever a situation calls for a d20 roll, any creature affected by this ability must roll twice. If either roll is a natural 20, the affected creature can use that roll. Otherwise, it must use the lower of the two results. A gambling devil can suppress or reactivate this aura as a swift action. The save DC is Charisma-based.

Gambling devils, also known as magadazes, are born from the damned souls of mortal gamblers, bookies, and even moneylenders. Although they can be found throughout Hell and even on the Material Plane, they are most numerous in Erebus, the third layer of Hell, where they use their immense luck and cunning to serve the archdevil Mammon, Hell's accountant and treasurer. In addition to their pathological love of and skill at gambling, magadazes are known for their willingness to provide ledgers claiming anything that their customers—usually diabolists or other foolish souls—might desire. Common requests include paperwork proving clients' destitution or statements showing that their vaults overflow with gold and jewels.

To pay for this creative accounting, the client must simply engage the gambling devil in a game of chance. Sometimes these competitions are even fair (or as fair as any such game can be), but a gambling devil's unique skills give even the toss of a coin poor odds. This, coupled with a magadaz's ability to encourage risk-taking, means that gambling devils have caused many mortals to lose everything they own. Gambling with magadazes almost always seems fair until the devils miraculously win at the last moment.

Some believe that magadazes are extensions of Mammon's reach, tempting mortals away from their wealth and siphoning it into Erebus's innumerable vaults. But gambling devils also simply take pleasure in manipulating chaos to force probability toward their own advantage—or that of their patron. Gambling devils vary widely in shape and size, but they stand 5-1/2 feet tall on average. Their incredible density, however, results in them weighing an average of 500 pounds.

ECOLOGY

Gambling devils resemble living gold statues, and their bodies are as soft and malleable as one would expect, especially in the heat of Hell. Melting doesn't harm or even particularly inconvenience a magadaz—it can speak or see even if its face has melted away, and it can hold a humanoid shape in front of all but the fiercest flame. However, even the heat from a torch can melt away finer features, forcing the magadaz to shape them again. If destroyed, gambling devils aren't reduced to scrap gold. Instead, they melt into puddles of molten lead, as does any piece that is severed from a still-living magadaz. Some say that such leaden puddles litter Erebus, particularly the areas Mammon frequents. Those rumors claim that the archdevil regularly destroys gambling devils who have, in his eyes, shirked their greater duty to him in favor of frivolous gaming activities that bring no profit to the vaults.

Perhaps to avoid this destructive wrath, many gambling devils are overly eager to gain the Ardent Prince's approval. Those that enjoy Mammon's highest favor sometimes serve as the archdevil's bookkeepers. They are particularly useful in roles where the amount owed Erebus, or Hell in general, is in dispute. In addition to their meticulous accounting skills, magadazes' luck and skills ensure that Hell ends up on the winning side of almost any monetary arrangements. This role seems to suit many gambling devils well, as it allows them to manipulate money and debts while staying in Mammon's good graces.

HABITAT AND SOCIETY

Gambling devils tend to be either meticulously devoted to or colossally incompetent in their infernal service. Additionally, though they can suppress their ability to encourage risky decisions in others, they are easily distracted and may unintentionally affect other devils. Because of this, despite their ubiquitous presence in Hell, they are often kept at arm's length from important proceedings. When an important decision needs to be made, incompetent gambling devils are often sent elsewhere and tasked with long and tedious jobs, such as tallying all the casualties in a battle against Heaven. In rare cases, however, they are invited to key proceedings to encourage carelessness in their masters' rivals.

When visiting the Material Plane, magadazes take the forms of humanoids typical of the particular region they are visiting. In this guise, they often fund and encourage gambling halls and other dens of temptation, even going so far as founding gambling halls when none can be found nearby. They take special delight when they can establish these dens of sin near temples of Abadar, undermining the temples' authority while at once overworking and infuriating the clerics.

Conjurers who call gambling devils to their sides must be sure to steel themselves against the temptation

these devils engender, for magadazes possess great skill in making even the most unlikely bet sound tempting. Despite this risk, many still bind these devils, seeking allies who gladly provide discreet aid in high-stakes gambling ventures; in turn, though, gambling devils almost always demand a game of chance with the caller as payment, and those games' subsequent costs can run high indeed.

The fact that one never knows whether a called gambling devil will be meticulous or incompetent poses an additional risk. When not tasked with a job, less effectual gambling devils seize upon any opportunity for a game of chance. To combat this inclination, canny summoners provide a bound magadaz with constant distractions. Many find benefit in calling two magadazes at once, allowing them free rein to gamble as they will so long as they do so only with one another.



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SCRIVENITE

This humanoid-shaped figure of folded paper and silken ribbons hovers gently in the air. It wears the open cover of some great tome like a metal- and leather-bound mask.

SCRIVENITE

CR 4



XP 1,200

N Medium outsider (extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 17, flat-footed 16 (+4 deflection, +3 Dex, +2 natural)**hp** 37 (5d10+10)**Fort** +3, **Ref** +7, **Will** +8**Defensive Abilities** clever defense, **DR** 5/chaotic;**Immune** poison; **Resist** cold 10, sonic 10; **SR** 15**Weaknesses** vulnerable to fire

OFFENSE

Speed 30 ft., fly 30 ft. (good)**Melee** 2 ribbon lashes +8 (1d4 plus 1 Int damage)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with ribbon lashes)**Special Attacks** ribbon lash**Spell-Like Abilities** (CL 5th; concentration +9; save DCs are Charisma-based)*3/day—comprehend languages, daze monster (DC 14), detect thoughts (DC 14), protection from chaos*

STATISTICS

Str 10, **Dex** 16, **Con** 15, **Int** 19, **Wis** 15, **Cha** 14**Base Atk** +5; **CMB** +5; **CMD** 22**Feats** Improved Initiative, Iron Will, Weapon Finesse**Skills** Craft (books) +12, Fly +7, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (history) +12, Knowledge (nature) +12, Knowledge (planes) +12, Linguistics +9, Perception +10, Profession (scribe) +7, Stealth +11**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran**SQ** ambient knowledge, soul tome, tome form

ECOLOGY

Environment any (Axis)**Organization** solitary, pair, or collection (3–12)**Treasure** standard

SPECIAL ABILITIES

Ambient Knowledge (Ex) As long as it is within 60 feet of a library or a soul tome, a scrivener gains an insight bonus on all Knowledge checks equal to its Hit Dice (typically +5 for most scrivenites), and it can attempt Knowledge checks untrained.

Clever Defense (Ex) A scrivener adds its Intelligence bonus as a deflection bonus to its Armor Class. Any condition that causes a scrivener to lose its Dexterity bonus to its Armor Class also causes it to lose the benefit of this ability.

Ribbon Lash (Ex) A scrivener's primary weapons are its silken ribbon bookmarks. Each ribbon lash deals 1d4 points of slashing damage and 1 point of Intelligence damage.

A successful DC 16 Will save negates the Intelligence damage. The save DC is Intelligence-based.

Soul Tome (Su) Whenever a scrivener deals Intelligence damage, the stolen knowledge manifests as a soul tome in its possession. A new soul tome is created for each different creature that a scrivener damages in this way, and further Intelligence damage dealt to that creature causes the soul tome to swell and become more elaborate. This Intelligence damage can be restored naturally over time, by magic, or by a creature reading from its own soul tome in order to restore the stolen memories. Every 30 minutes spent in study heals 1 point of Intelligence damage.

A creature who takes an amount of Intelligence damage equal to its Intelligence score in this way falls comatose. Once comatose, the victim doesn't heal ability damage naturally and must be revived using magic or by destroying the soul tome. A *break enchantment* or *restoration* spell cast on the soul tome restores the stolen memories imprisoned in the book and restores any Intelligence damage affecting the victim.

Any creature can spend 30 minutes reading a soul tome in order to learn the secrets and knowledge that the target once possessed. A soul tome is always written in the target's native tongue. No check is necessary to read the book. The contents of a soul tome can vary wildly. Some may contain only minor trivia about the creature's life, while others might contain important secrets. Soul tomes have hardness 0 and 5 hit points. They crumble to dust once the stolen knowledge within them has been reclaimed or restored. The soul of a creature whose memories are recorded in a soul tome is not prevented from going on to the afterlife.

Tome Form (Ex) As a swift action, a scrivener can retract its body back into its book cover mask; it then appears to be a large, sturdily bound, but otherwise mundane tome. In this form, a scrivener can take 20 on Stealth checks to hide in plain sight as a normal book. A scrivener in tome form can still use its spell-like abilities, but it loses its ribbon lash attacks and the deflection bonus granted by its clever defense ability, and its speed is reduced to 5 feet.

Hailing from Axis, scriveners act as the historians, cartographers, and archivists of the multiverse. They are literally woven together from knowledge, and every scrivener contains a deep need to record anything and everything around it in excruciating detail. Terse and introverted in the extreme, scriveners eschew the frippery of emotion and poetic license in order to preserve objectivity, and they detest the bias and constant revisions applied by fickle mortal minds to stated history. Most scriveners refuse to see the big picture, and instead focus on minute details, only later collecting the individual facts in their vast libraries. They rarely measure the human suffering or triumph in any particular event. To them, the what, when, and where is more important than the who

and why. By scribes' estimation, weather can have as much impact on a nation's ultimate fate as its leader, so both factors must be given equal merit.

Simply existing around information feeds and empowers a scribe; they take in the written word as effortlessly as a human breathes. Their understanding of memory and knowledge is so intuitive that scribes can extract whatever information they please from the minds of living creatures, binding these facts into elegant tomes unique to each "contributor."

Scribes can manifest as large, sturdily bound books. Perusing their pages reveals swirling, ethereal wisps of text covering their forms. When active, they craft humanlike bodies from their own folded pages and can use their silken bookmarks as weapons. Scribes wear the open covers of their tomes as expressive masks. Though their sizes can vary greatly, most scribes stand taller than a halfling, but shorter than a human. Though they are made of pages upon pages of dense paperlike material, they weigh less than 50 pounds.

ECOLOGY

Scribes are outsiders, forged from souls in the strange crystalline monoliths of Axis. While similar conceptually to the axiomites they serve, scribes are partially woven from written words and recorded events rather than abstract mathematics, tying scribes to the past while axiomites contemplate the future. Only the most pedantic souls, mired in the past and endlessly obsessed with objectivity, eventually become scribes. Ironically, because coming to Axis as a petitioner wipes away all mortal experiences, many scribes obsess over their previous identities, tracking whatever information they can as personal projects even if they no longer feel emotional connections to these past lives.

Effectively immortal with no need to eat or rest, scribes fill their time making notes about everything they observe, from the movements of great armies to ambient temperatures across a city. What moments they don't spend recording the world are instead invested into organizing that information or reviewing the work of other scribes for accuracy.

Scribes visit other planes with a mix of excitement and loathing. They find the chaos of other worlds deeply upsetting. But keeping to their routines also breeds ignorance, and travel exposes a scribe to vast swathes of unrecorded experience that it can eagerly absorb. They answer summons and make forays into other worlds because they need (and secretly relish) these unexplored places.

HABITAT AND SOCIETY

Less a society of their own and more a client race of axiomites, scribes work to support the infrastructure of the Eternal City of Axis. Left to their own devices, the awkward outsiders form sprawling libraries and scriptoriums to collect and organize their ever-expanding works. While such libraries gather limitless knowledge, mortal scholars find the collections dense and impenetrable. Scribes' records are written in a cold, passive tone lacking any flourish or interpretation. Although scribes hate the interruption caused by visitors, they nonetheless welcome guests—or more specifically, new knowledge—and allow newcomers free access to their libraries so long as these visitors donate more information than they expect to learn. Those unfortunate scholars too foolish to bring any additions to the collection may instead find themselves a part of it.



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SLITHERING PIT

Weathered cobblestones give way to a deep, rough pit, the edges of which wriggle and contract of their own accord.

SLITHERING PIT

CR 2



XP 600

N Medium ooze

Init +0; Senses blindsense 60 ft., breach sense; Perception +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 25 (3d8+12)

Fort +5, Ref +1, Will -2

Immune acid, ooze traits

Weaknesses breach vulnerability

OFFENSE

Speed 10 ft.

Melee pseudopod +5 (1d4+3 plus pull)

Space 5 ft.; Reach 5 ft. (10 ft. with pseudopod)

Special Attacks pit, pull (pseudopod, 5 ft.)

STATISTICS

Str 16, Dex 10, Con 19, Int 2, Wis 5, Cha 1

Base Atk +2; CMB +5; CMD 15

Feats Skill Focus (Stealth), Skill Focus (Perception)

Skills Perception +2, Stealth +12; Racial Modifiers +8 Stealth

SQ transparent

ECOLOGY

Environment any ruins or urban

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Breach Sense (Su) A slithering pit can automatically detect the presence and location of extradimensional spaces within the range of its blindsense, including those created by magic items like *bags of holding*, *handy haversacks*, and *portable holes*, as well as spell effects such as *rope trick* and *mage's magnificent mansion*. This ability also allows slithering pits to detect others of their kind.

Breach Vulnerability (Su) If a slithering pit consumes an extradimensional space, such as one created by a *bag of holding*, a *handy haversack*, or a *portable hole*, the competing energies cause violent spasms that deal 2d6 points of damage to the slithering pit each round during which it contains the item. If killed in this way, the slithering pit explodes; anything trapped within the ooze takes 2d6 points of damage and is ejected to a random empty space within 30 feet of the slithering pit.

Pit (Su) As a standard action, a slithering pit can cause its surface to open an extradimensional space in order to capture and digest food. A slithering pit can use this ability only while on a solid horizontal surface of sufficient size that can support it. The extradimensional space created by this ability is 10 feet deep, and any Medium or smaller creatures stepping into its space must succeed at a DC 15 Reflex save or fall into the pit, taking 1d6 points of damage from the fall. A slithering pit can also actively try to trap creatures by moving into their space. A target of this attack can attempt an attack of opportunity, but after making the attack, it immediately falls into the extradimensional space. If the target forgoes this attack of opportunity, it receives a Reflex save to avoid falling into the extradimensional space as if it had wandered into the slithering pit's

space. At any one time,

a slithering pit can

contain up to one

Medium creature, two

Small creatures, or

four Tiny creatures. The

save DC is Constitution-

based. The interior surface

of the pit feels like and is

hard as rough stone. A creature

inside a slithering pit can attempt to climb out with a

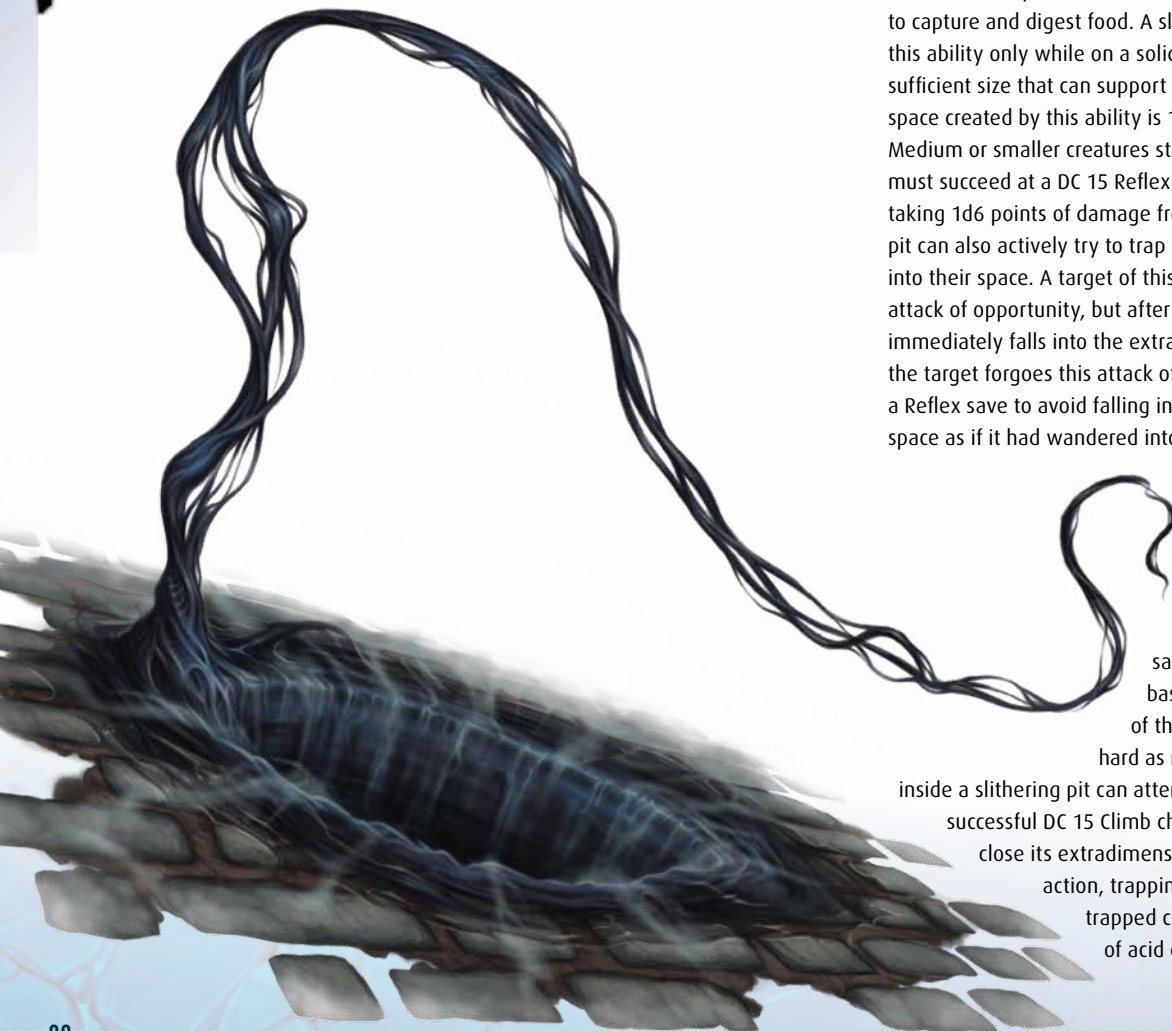
successful DC 15 Climb check. A slithering pit can

close its extradimensional space as a move

action, trapping a creature inside. A

trapped creature takes 1 point

of acid damage each round it



remains in the extradimensional space. In addition, a creature trapped within can attack the walls of the pit to damage the slithering pit. The walls have an AC of 10 and hardness 8.

A slithering pit can forcibly eject the contents of its extradimensional space as a standard action, dealing 1d6 points of damage to creatures inside. Ejected creatures end up in a random square adjacent to the slithering pit. If a slithering pit is killed, its extradimensional space collapses and ejects its contents immediately.

Transparent (Ex) A slithering pit is difficult to discern from its surroundings in most environments. The slithering pit gains a +8 racial bonus on Stealth checks, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering pit and walks into it risks falling into its pit (if its pit is open) or taking damage as if struck by the slithering pit's pseudopod attack.

Bizarre oozes born from magical mishaps, slithering pits use their naturally occurring extradimensional spaces to attack and trap prey. An extradimensional breach coats the top surface of these oozes, and the creatures prowl lazily, hunting for well-traveled routes before quietly lying down for hours—or even days—until tasty morsels literally fall into their waiting grasps. Like most oozes, slithering pits lack true mouths and any other digestive organs. While they can trap creatures within their extradimensional wells, they must wait for their prey to dissolve in digestive acids before they can absorb any nutrition. Luckily, slithering pits can survive weeks between feedings, and in lean times they can even hibernate for months, appearing to be nothing but a slick spot in an alleyway or a shallow puddle.

Slithering pits frequent ruins and neglected urban areas, where their transparency allows them to blend in with the shadows of darkened alleys and crumbling corridors. No thicker than a few inches at the center, slithering pits are difficult to distinguish from natural features when immobile. Their slimy exteriors pick up debris and rubble as they stalk, further helping them blend into city streets and ruined floors. Beyond their mobility and slight thickness, slithering pits' only revealing feature is their shiny mucus, which leaves a glistening trail wherever the creatures travel, but even this dries up and flakes away in a few hours once the oozes settle in to a favored ambush site. While they're camouflaged on top, slithering pits' undersides reveal their true appearance: moist and decorated in scintillating patterns of red, green, and blue. Slithering pits are 5 feet in diameter and weigh less than 20 pounds.

ECOLOGY

As ambush predators, slithering pits are most successful when inactive. Because of their transparent appearances, most slithering pits are hardly noticed or are mistaken

for shallow puddles by locals. When periods between eating grow too long, the oozes become more aggressive. Despite their usual patient tactics, slithering pits become vicious when hungry or threatened, lashing out with a thin pseudopod from their perimeter. When desperate, they dispense with stealth and attempt to drag prey into their maws or throw themselves beneath stumbling feet. The fall into the pit is often enough to kill their prey, but those who survive the fall instead die from being slowly digested if they can't clamber back out. These creatures even show rudimentary strategy, sometimes trapping a child or small animal, whose cries for help eventually draw larger victims.

A slithering pit's inner well functions much like a *bag of holding*, allowing it to carry more prey than its small body could normally contain and potentially feeding it for months after a good hunting season. Anyone or anything inside moves along with the ooze wherever it travels without any sense of outside momentum.

A slithering pit comes into existence when an intelligent ooze—in most cases, a slithering tracker—consumes a *bag of holding* or another magic item that makes use of extradimensional spaces. The residual magical energies are infused within the ooze, and when it dies, the ooze's remaining material reanimates into a slithering pit.

HABITAT AND SOCIETY

Slithering pits become dangerous urban blights as they prowl congested cities and cramped slums. They especially flourish in decaying areas, where potholes filled with water may be overlooked. In areas plagued by crime, slithering pits are sometimes used to dispose of bodies. Clever and opportunistic creatures—especially those immune to the pit's digestive acids—sometimes use slithering pits as roaming lairs, dragging their own kills into the oozes' cave-like interiors to share leftovers, and scavenging the freely available prey that the oozes trap. Some spellcasters consider the mucus and viscera of a slithering pit to be ideal components for magic concerned with dimension-traveling and storage.

Those researching these oozes claim that there are different variations of slithering pits. Scattered reports exist of slithering pits that are much larger, sometimes stretching across an entire narrow street or taking up an ambush point in the opening of a wide alley. Some lurk within the darkened expanses of warehouses or beneath boardwalks in dockside settlements. Scholars are unclear if these larger oozes are simply regular slithering pits that have fed and lived long enough to grow, or if they form when larger oozes consume more powerful magic items. The strangest reported variant is a slithering pit that not only traps its prey in an extradimensional space, but also has the ability to serve as a wandering portal that can transport its prey across great distances—maybe even across the barriers of the planes themselves.

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RISE OF THE SILVER RAVENS

Spoiler Alert! On these pages you'll find the background and outline for the Hell's Rebels Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the plot for the upcoming adventures as thoroughly as possible.

The nation of Cheliox is thrown into chaos when a group of upstart Iomedaeans known as the Glorious Reclamation make a bold move against the diabolic House Thrune—a bold move that sets into motion the events of Hell's Rebels. In this Adventure Path, the PCs take on the roles of rebels who rise up to defend their hometown of Kintargo from a wicked threat—lord-mayor Barzillai Thrune, an inquisitor who hopes to use the city as the staging ground for an unprecedented transformation that will not only grant him a form of immortality, but also combine his will and soul into the fabric of the land, creating a genius loci out of the city and its surroundings.

The rebel group the PCs form in this campaign is known as the Silver Ravens, an organization that originally rose to prominence during the Chelish Civil War. In that tumultuous time, the Silver Ravens served as protectors of Kintargo's citizens, and time and time again they defended their city from would-be warlords, marauders, and invaders. It wasn't until the war's end and House Thrune's rise to power that the Silver Ravens fell apart as several of their leaders were killed or captured by fiendish agents. Over the years to come, House Thrune redacted information about the Silver Ravens from history, and the one-time heroes of the Silver City of Kintargo were forgotten.

The PCs begin Hell's Rebels as unassuming faces in an unruly crowd, but by the time the Adventure Path ends, they'll have resurrected the Silver Ravens, freed a city, and harrowed Hell itself!

IN HELL'S BRIGHT SHADOW

By Crystal Frasier

Pathfinder Adventure Path #97, Levels 1–3

The campaign begins in the city of Kintargo, where the PCs attend a protest that devolves into a riot. After escaping the government's heavy-handed response to the disturbance, the PCs meet Rexus Victocora and learn of the Silver Ravens—a group of freedom fighters who defended Kintargo long ago during the Chelish

Civil War. Rexus tells them that if the organization could be rebuilt, they would be able to stand against Barzillai Thrune and take Kintargo back for its people! Little lore exists about the Silver Ravens, however, and still less remains of their resources, so the PCs will have to start from scratch with their rebellion. In this adventure, the PCs begin recruiting allies, loyalists, and supporters to their cause; discover vague hints of a mysterious song the Silver Ravens somehow used to defend Kintargo; and learn the sinister truth behind the demise of another local secret society—the Sacred Order of Archivists—at the hands of House Thrune.

TURN OF THE TORRENT

By Mike Shel

Pathfinder Adventure Path #98, Levels 4–6

The Silver Ravens have been reborn, but they need a safe and secret place to call home. With Barzillai Thrune in firm control of the Kintargo Opera House—the original Silver Ravens headquarters—the PCs must find a new base of operations for their fledgling rebellion to grow. At the same time, the PCs must turn their attention to many of Kintargo's movers and shakers for support, such as Kintargo's own Hellknight Order of the Torrent, recently abolished by Barzillai. The needs of a disgruntled Chelish naval officer provide further opportunities for the PCs to make names for themselves and curry additional favor, particularly if they can track down and stop the perpetrator of a recent spate of brutal murders.

When the PCs learn of the presence of an old thieves' guild complex under the ruins of the Lucky Bones gambling hall, it seems like the perfect spot to serve the Silver Ravens as headquarters. A sinister cult of Mahathallah, the unquiet spirits and hungry ghosts of the guild's previous occupants, and a group of mysterious skum that have moved into the complex's flooded lower level complicate matters, but securing the Lucky Bones as a home becomes a turning point for the Silver Ravens.



Meanwhile, Lord-Mayor Barzillai Thrune performs the ghastly ritual that begins his lifelong transformation into a genius loci by cutting out his own heart while infusing himself with the energies of an ancient magical anomaly deep under Kintargo—a *soul anchor*. The ritual doesn't kill the inquisitor, but it does leave him weakened for a time.

DANCE OF THE DAMNED

By Richard Pett

Pathfinder Adventure Path #99, Levels 7–9

As the Silver Ravens gain power, Barzillai Thrune and his agents tighten their grip on Kintargo. The city's new lord-mayor may or may not know who the leaders of the Silver Ravens are at this point, but the last thing he wants to do now is to strike directly against them and run the risk of martyring the rebels, thus giving the city's populace an even stronger cause to resist. Further, as he's recovering from his ritual, Barzillai is not eager for direct confrontations at this time, and so he lays complex plans to trap the Silver Ravens.

In the meantime, the PCs seek alliances with nearby tribes of aquatic elves and the free city of Vyre in order to secure support beyond the walls of Kintargo. When the rebels engineer the destruction of the Menador Gap, the only major land route between the archduchy of Ravounel and the rest of Cheliox, Barzillai realizes he can no longer put off retaliation.

The canny inquisitor throws a gala called the Ruby Masquerade, inviting important Kintargans from all social castes and presenting the event as a sort of “apology” to the city with promises to make things better. He doesn't directly invite the PCs, but lures them into attending, for in truth, the Ruby Masquerade is no apology but a trap. By calling upon their allies, keeping their eyes and ears open, and relying on each other, the PCs will hopefully be able to survive the ambush and prevent Barzillai from engineering the atrocity for which he plans to blame the Silver Ravens. They can even turn things to their advantage by not only seizing the Opera House for their own use, but by recovering several ancient treasures and rescuing key allies—including ex-Lord-Mayor Jilia Bainilus. Yet the greatest discovery in the Opera House is the recovery of a single sheet of music on which are recorded the notes for the Silver Ravens' most powerful defense—the “Song of Silver!”

A SONG OF SILVER

By James Jacobs

Pathfinder Adventure Path #100, Levels 10–12

After his attempt to discredit the Silver Ravens fails, Barzillai Thrune casts subtlety aside and escalates the war; the rebels' time to strike back against the oppressive church and state has come! The PCs and the Silver Ravens take up arms in Kintargo's streets to

oppose House Thrune and the church of Asmodeus. Once the PCs rescue the original founder of the Silver Ravens from a cell deep inside Kintargo Keep, they'll have the last piece of the puzzle to use the “Song of Silver” to activate Kintargo's ancient magical wards. By defeating key Thrune holdings throughout the city, the PCs eventually turn their attention to the true source of Kintargo's pain—the temple of Asmodeus, to which Barzillai and his most powerful allies have retreated. But when they finally confront and defeat Barzillai deep within the infernal cathedral, the PCs make a disturbing discovery—Barzillai Thrune has no heart in his chest, only a strange puzzle box known as a Chelish Crux. The city-wide festivities that follow Barzillai's vanquishing and Kintargo's liberation give the PCs and the Silver Ravens a much-needed chance to celebrate, but the protection of Kintargo has only just begun!

THE KINTARGO CONTRACT

By Jim Groves

Pathfinder Adventure Path #101, Levels 13–14

The PCs make a startling discovery. Within the Chelish Crux taken from Barzillai's chest was hidden an old parchment known as the Kintargo Contract. This old legal document reveals a shocking truth: Kintargo was never officially annexed by Cheliox. Loopholes present the PCs with an opportunity to secure freedom from Cheliox—not just for Kintargo, but for the entire region of Ravounel. But to do so, they'll have to decode the contract's complex maze of words. With the aid of none less than the contract's original diabolic author, the PCs learn what steps they must take to finalize Ravounel's independence before the Thrune government can rectify its oversight and take over the upstart city of Kintargo. To make matters worse, the PCs learn of the return of the city's most malevolent killer, the Temple Hill Slasher!

BREAKING THE BONES OF HELL

By Amber E. Scott

Pathfinder Adventure Path #102, Levels 15–16

With the Kintargo Contract's loopholes resolved, the Silver Ravens and the PCs are ready to reach an accord with the Chelish government to ensure Ravounel's status as an independent nation. Before they can, the diplomatic talks are marred by mysterious assassins affiliated with Kintargo's old thieves' guild—killers eager to avenge the PCs' claiming of the Lucky Bones. Once the agreement with Cheliox is secured, the PCs return home to Kintargo... only to find that their city has become haunted! They soon learn that Barzillai Thrune lives on in Hell, and if the PCs are to prevent him from funneling his life back into the Material Plane to realize his plan to become a genius loci, they have to invade Hell itself and finish the job they started when they killed Barzillai Thrune the first time!

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NEXT MONTH

TURN OF THE TORRENT

By Mike Shel

The rebel group known as the Silver Ravens once fought for independence in the city of Kintargo, but after the nation's civil war came to an end, they disbanded—until today! New heroes have reestablished the organization to stand against the inquisitor Barzillai Thrune and his oppressive diabolic regime. But before the Silver Ravens can rise up, they'll need allies—friends among powerful groups such as the Hellknights from the Order of the Torrent, Kintargo's established insurgent cults, and disenfranchised agents of the government itself. But until the heroes find a hideout secret enough for their rebellion, they'll be forced to stay in the shadows. When a perfect site for their headquarters comes along, will the heroes survive long enough to claim it as their own?

ECOLOGY OF THE SKUM

By Thurston Hillman

Rising from the depths of the ocean and climbing up from the shadowy caverns threaded throughout the

ground below, sinister skum prey upon humanoid society. Learn more about the motivations and behavior of these aboleth-created monstrosities in this ecology article. In addition, you'll find descriptions of several skum settlements on Golarion and information about the fleshwarped skum of Orv.

AND MORE!

Thieves and prisoners in the *Pathfinder's Journal*, by Stephanie Lorée! Plus a handful of new monsters in the *Hell's Rebels Adventure Path* bestiary.

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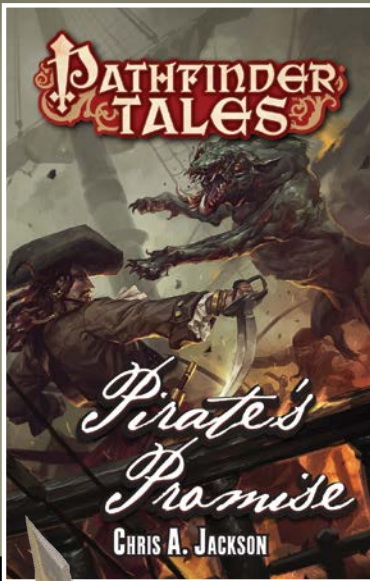
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Torius Vin is perfectly happy with his life as a pirate captain, sailing the Inner Sea with a bold crew of buccaneers and Celeste, his snake-bodied navigator and one true love. Yet all that changes when his sometime friend Vreva Jhafaë—a high-powered courtesan and abolitionist spy in the slaver stronghold of Okeno—draws him into her shadowy network of secret agents. Caught between the slavers he hates and a navy that sees him as a criminal, can Torius continue to choose the path of piracy? Or will he sign on as a privateer, bringing freedom to others—at the price of his own?

From critically acclaimed author Chris A. Jackson comes a fantastical tale of love, espionage, and high-seas adventure, set in the award-winning world of the Pathfinder Roleplaying Game.



Jiri has always been special. Found as an infant in the ashes of her village, she was taken in by a neighboring shaman and trained to be a powerful jungle druid. Yet when Aspis Consortium mercenaries release an ancient evil that burns her adopted home to the ground, Jiri must gather a group of her own to uncover the secrets of a lost nation and stop the fire spirit—and the greedy treasure hunters trying to leash it for their own ends—before it lays waste to the entire Mwangi Expanse.

From acclaimed short story author Gary Kloster comes a tale of revenge, lost cities, and unlikely alliances, set in the award-winning world of the Pathfinder Roleplaying Game.



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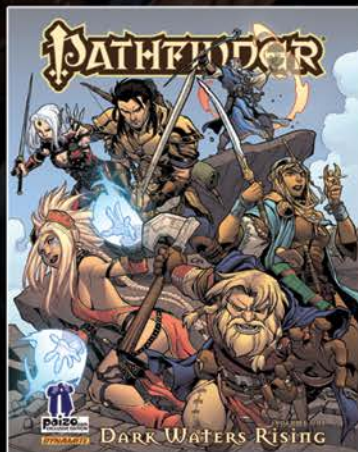


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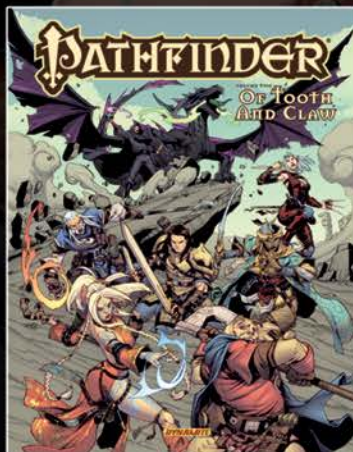
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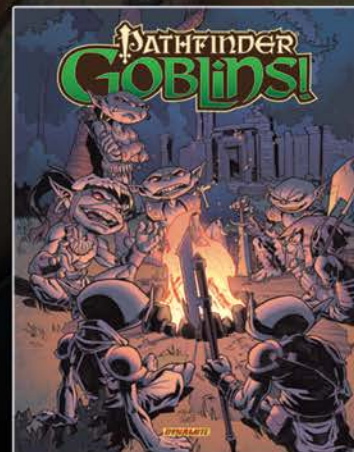
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SEPTEMBER 2015



MIALARI DOCUR

Mistress of Docur's School for Girls (CN female elf rogue 3/sorcerer 4/arcane trickster 2)

Mialari Docur has a more significant role to play in Hell's Rebels starting in the third adventure, "Dance of the Damned"—her full statistics appear in the fourth adventure, "A Song of Silver." As the headmistress of Lady Docur's School for Girls in Villegre, Mialari is known as a prestigious scholar whose work at giving half-elves a safe place to grow up and learn a trade has been lauded. In truth, Mialari trains her girls to serve as a sisterhood of spies and secretive messengers known as the Lacunafex. She may grow to view the Silver Ravens as allies or competitors, depending on the PCs' interactions with her. For now, strive to present Mialari Docur as simply a mild-mannered scholar with only a passing interest in the PCs.

ZEA

Rebellious Young Thief (CN female tiefling rogue 1)

Many tieflings make their homes in Kintargo. In upcoming adventures, the PCs will meet several of them, but until then, the young Zea is likely to be the only significant tiefling NPC in the Adventure Path.

Zea only recently came of age. As with most Chelish tieflings, she had a hard life, and is already on her way to a career in petty thievery, yet she has Kintargo's best interests at heart. She robs only from those she identifies as "Thrunies" and does her best to give back at least half of what she "earns" to help other tieflings in need. She has no significant role to play in this campaign, and is intended to be used as you see fit—maybe even as a future PC cohort.



THE NEWT

Master of the Newt Market (LE male gnome alchemist 5)

"The Newt" is not the actual name of the Newt Market's organizer, but rather a title that's been handed down many, many times. The current Newt is an amber-eyed gnome who has held the position for 4 years, and who only now feels that the Newt Market is finally running the way he likes. Although the Newt is lawful evil, he is not a strong supporter of House Throne—even less so when it becomes apparent just how much the new curfew cuts into the Newt Market's profits. Still, he could develop into an antagonist if the PCs aren't respectful of his authority, in which case they might find that the supposedly safe healing potions they purchase through the Newt Market are "accidentally" laced with poison!

ZACHRIN VHAST

High Priest of Shelyn (NG male human cleric of Shelyn 7)

In many urban adventures, the PCs have no shortage of friendly NPC clerics or churches when in need of healing. This is not the case in Kintargo under Barzillai Thrune's rule. Of the nonevil religions allowed to openly offer services to the public in Kintargo, only Shelyn's Songbird Hall is good-aligned. Its high priest is an androgynously handsome man named Zachrin, and the more he gets to know the PCs, the more likely he is to offer his spellcasting services (and those of his handful of acolytes) to the Silver Ravens for free. Still, he never outright joins the rebel group, fearing (correctly) that such an official association might harm his ability to keep the church open to all of Kintargo's needy.





REBELS WITH A CAUSE!

The rebellion begins! The city of Kintargo has long been a safe haven for artists, freethinkers, and those marginalized by the oppressive Chelish government, but now the city has been placed under martial law by inquisitor Barzillai Thrune. When a protest turns into a riot, a new group of heroes comes together to form an organized resistance against the devil-binding government and the church of Asmodeus—but can they survive long enough to establish allies? Or will they become the latest victims of the Thrice-Damned House of Thrune?

This volume of Pathfinder Adventure Path begins the Hell's Rebels Adventure Path and includes:

- “In Hell’s Bright Shadow,” a Pathfinder adventure for 1st-level characters, by Crystal Frasier.
- A double-sized gazetteer of the freewheeling coastal city of Kintargo, by Crystal Frasier.
- A plague doctor from Khari searching desperately for a cure in the Pathfinder’s Journal, by Stephanie Lorée.
- A collection of monsters both dangerous and beneficial, by Crystal Frasier, Eric Hindley, and Michael McCarthy.



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