

PATHFINDER

ADVENTURE PATH



HELL'S REBELS

BREAKING THE BONES OF HELL

by Amber E. Scott

WAP-15

KINTARGO



Yolubilis River

Night Road

Silver Road

Yolubilis River

SILVER SPAN

PAIN FOCUS

PAIN FOCUS

HELL-PRISON

PAIN FOCUS

SOULBOUND LIFT

LUCKY BONES

SULKIMY'S LAIR

ARGO ISLE

Ravoune Road



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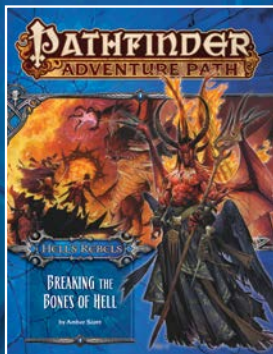
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ON THE COVER



The Silver Ravens go to Hell on the cover of this final chapter of Hell's Rebels. Mephistopheles, as illustrated by Wayne Reynolds, may just pay the heroes a visit!



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REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Class Guide</i>	ACG	<i>Ultimate Equipment</i>	UE
<i>Occult Adventures</i>	OA	<i>Ultimate Magic</i>	UM



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Printed in China. Omniscent am I not, yet many things I know.



LONG LIVE KINTARGO!

Kintargo and its heroes, the Silver Ravens, have been through a lot, but as this final installment of the Hell's Rebels Adventure Path gets underway, it won't be long before your players realize that the best—or perhaps the worst—has been saved for last. When I asked Amber E. Scott to write this final adventure, I knew that I would get a great mix of roleplaying and combat encounters, but I must admit that I wasn't really prepared for how far she was going to go in depicting Hell itself. As far as I can remember, this is the first time I've put an actual content warning into the adventure path (though I probably should have back in the crazy early days of *Rise of the Runelords* and the now notorious "The Hook Mountain Massacre"). But that said, I certainly hope that the horrors that await your party in Hell deliver the goods. As with all adventure development, the end result is a synthesis of the author's original words and my additions and

revisions, but when you start the final chapter of this adventure, make sure you're familiar with your players' comfort zones. Hell is supposed to be a terrible place, and the sights one might endure on a visit to this realm should indeed scar the soul and test even the strongest of stomachs, but remember—this is just a game. You don't want to go so far over the top in depicting the torments suffered by damned souls that you drive your players away from the table in the final sessions of the campaign they've invested in so heavily!

Now, with that out of the way, I'd like to chat a bit about what happens in this adventure before the PCs begin the end game and harrow the depths of Hell. Your players' characters have lived in Kintargo for an entire campaign—they have come to know its citizens, have bled and perhaps even died in their defense, and have become true heroes. They're the most powerful characters in the city at this point, and a population of

more than ten thousand looks up to them as protectors and icons.

Don't forget this!

As this adventure unfolds, it can be easy to get caught up in the whirlwind of events that ensue soon after the treaty with Cheliax is signed, but you should remember to give the PCs time to relax and enjoy the results of all their hard work. The city of Kintargo exists by and large because of their toil and sacrifice. Before you begin this adventure, you might want to consider running an entire session of downtime, focusing on how the PCs interact with their friends and allies in Kintargo. You can even throw in a few minor encounters along the way—if enemy NPCs from previous adventures survived and aren't scheduled to play specific roles in the pages of this volume's adventure, perhaps they return in an attempt to get revenge on the PCs. Maybe one of the characters has long sought a particular magic item, and the only merchant that stocks it is a garrulous mercane (*Pathfinder RPG Bestiary 2*) that has gone missing, embroiling the PCs in a side adventure involving a band of interplanetary bandits. Perhaps a devil that escaped destruction in the Temple of Asmodeus has taken up residence in another location in Kintargo or the sewers below and the PCs need to track it down to finish it off.

But not all of these side treks need be about combat. In the days leading up to the Night of Ashes, the Kintargo Opera House was prepared to give a performance of the opera *Huntress of Heroes*. Now that things have calmed down, moving forward with this production could be a great way to proclaim to the city's inhabitants that things have returned to normal—and of course, the producers of the performance would enjoy the aid of the PCs, either in roles alongside Shensen on stage or perhaps backstage using magic to provide special effects. Or, depending on the timing of your particular campaign, perhaps the city is approaching an important anniversary—if it's been a year in game since the Night of Ashes, a citywide commemoration of the escape from Barzillai's rule could give the PCs and their friends time to celebrate. And of course if any PC has built up a romantic relationship with another character, a wedding is always a great excuse for a party as well.

Whatever you do, making sure to give the PCs a bit of time to relax and enjoy the Silver City and the friendships their characters have made over the course of the campaign can not only provide a welcome respite from the horrors of serial killers, undersea monsters, devil worshipers, and fanatic assassins, but can also give the PCs that one additional thing to fight for when things once again grow grim and desperate. These adventures, regardless of whether they be largely combat or roleplaying, should certainly result in additional

experience points. Not necessarily enough to catapult the PCs to 16th level, but if they're well on their way into 15th level by the time the events of this adventure actually begin, they'll be in a better place to achieve 17th level before entering Hell. Hell's Rebels is a bit longer than most Paizo Adventure Paths, and as such there have been a few more opportunities to earn above and beyond the expected XP awards, but if your PCs have fallen behind or have only just barely managed to reach 15th level as "Breaking the Bones of Hell" begins, these additional encounters custom-designed by you can give them just the boost they need in order to survive the ordeals to come.

NEW ADVENTURES BECKON!

And with these words, I'll be bidding adieu to these pages for a time. While I'll continue to play a part in the next several Adventure Paths to come, I won't be developing them—they'll be in the capable hands of Rob McCreary (for Hell's Vengeance), Adam Daigle (for Strange Aeons), and Crystal Frasier (for an Adventure Path so new to us that we're still trying to figure out what to name it). I may or may not return to the lead developer's seat for another Adventure Path down the road, but it won't be before a year and a half passes. I trust that you'll enjoy what Rob and Adam and Crystal have cooked up for you—I've seen some of what they've got planned, and I'd be lying if I said I wasn't green with envy about some of the toys they're going to get to play with in the months to come (particularly Adam and the Lovecraft-influenced horrors of Strange Aeons). But I know that having a wider range of developers guiding the voice and content of the Adventure Paths as we stomp toward volume #200 will not only keep things going strong, but will increase the diversity and excellence of the adventures yet to play out on your tabletop!

Of course... I *do* have plans for a particularly epic Adventure Path that has long been close to my heart, one that I've been eager to launch for nearly a decade now. It'll be a few more years until it sees print, but if it works out, it'll be worth the wait, and maybe—just maybe—it'll take players to a higher level than ever before. I'm still formulating my master plan on exactly *how* to get this done, but a big part of it will be having the help of awesome developers like Rob, Adam, and Crystal!

In any event, thanks for saving Kintargo, and have fun being bad in Hell's Vengeance!


James Jacobs
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The Silver Ravens meet with a Chelish diplomat to negotiate a treaty between Ravounel and Cheliox, but a dangerous assassin has other plans for them all!

PART 2: THE HAUNTING OF KINTARGO 17

With the treaty signed, Barzillai's spirit begins infusing Kintargo with his power, and his haunting influence brings a new era of terror to the Silver City.

PART 3: SEEKING THE SOUL ANCHOR 30

With Barzillai's spiritual influence temporarily stemmed, the heroes delve into the Darklands below Kintargo, seeking the inquisitor's heart so that they can put him down for once and for all.

PART 4: ABANDON ALL HOPE 40

Now that the heroes have Barzillai's heart, they must endure Hell itself and return the eldritch organ to the inquisitor's powerful new infernal body so he can be slain for good!

ADVANCEMENT TRACK

"Breaking the Bones of Hell" is designed for four characters and uses the medium XP track.

15 The PCs begin this adventure at 15th level.

16 The PCs should be 16th level during the haunting of Kintargo in Part 2, but before they venture into the Darklands in Part 3.

17 The PCs should be 17th level before they enter Hell in Part 4.

The PCs should be 17th level by the adventure's end.

ADVENTURE BACKGROUND

When Barzillai Throne first came to Kintargo, his plan was to perform the Heart's Harvest ritual in the *soul anchor* deep below the city and then live out the remainder of his life in comfort as the Silver City's lord-mayor. Once he died of old age, his soul would effortlessly and instantly shift from his body to the land itself, transforming him into a fully formed and powerful genius loci. The initial ritual and seizure of Kintargo went without a hitch, but the Silver Ravens halted what should have been the easiest part of Barzillai's plan when they defeated him and sent his soul on to the Boneyard before it was ready—before it had ripened to the point where it could become a genius loci.

All of this became possible when Barzillai struck a bargain with the archdevil Mephistopheles, who agreed to teach Barzillai the genius loci transformation ritual in return for possession of Barzillai's soul, should he die before his transformation into a genius loci was complete. Barzillai's audacious plan intrigued Mephistopheles, who was almost as interested in its logistics as he was in the political and religious ramifications of transferring a mortal soul back into the Material Plane after death. Had Barzillai died of old age, Mephistopheles would have been robbed of the chance to study in person the way the man's soul changed. Unknown to Barzillai, his patron hoped all along that the man's actions would result in an early death—most likely at the hands of an engaged band of upstart heroes.

The stipulations of Barzillai Throne's contract with Mephistopheles has placed his soul in the archdevil's care until the region Barzillai coveted became a free nation; until then, and as long as Kintargo and the surrounding region of Ravounel are subject to Chelish rule, Mephistopheles can observe the slow and fascinating changes to Barzillai's soul as it fights against transformation into infernal quintessence (the raw matter of Hell itself) and the urge to return to the Material Plane. To Barzillai, of course, this torturous existence is an unending nightmare of pain, humiliation, and shame, and with each second that passes, his rage and need for revenge against Kintargo and the PCs only grow.

When the PCs finally secure Ravounel's independence from Cheliah, they unknowingly release Barzillai from his torment and allow his soul to start the process of infusing Ravounel. As this process proceeds, his spirit haunts Kintargo and makes the Silver City an even more dangerous place than it was when he ruled as a mortal. If the PCs don't move quickly, his transformation into a full-fledged genius loci will turn Ravounel, quite literally, into Hell on Golarion.

Of course, to Mephistopheles, all of this has gone entirely according to plan—a plan that only the PCs are in a position to disrupt.

PART 1: DEALING WITH DEVILS

In *Pathfinder Adventure Path #101: The Kintargo Contract*, the PCs took advantage of loopholes in the Kintargo Contract to secure protection from a Chelish invasion of Kintargo—a fact of which Queen Abrogail II quickly becomes aware. Almost as frustrated that the distractions caused by the Glorious Reclamation elsewhere in Cheliah prevented her from stopping this outcome as she is at Barzillai Throne's failure to do that very job for her, the queen now aims for damage control. If she can't rule Ravounel, she at the very least wants to retain cordial relations. She understands that she has been outmaneuvered, and that now is the time to make the best of a bad situation.

When the Silver Ravens and Lord-Mayor Jilia Bainilus contact the queen in the previous adventure, her passive-aggressive response (see Handout #2 on page 24 of *The Kintargo Contract*) noted that her government would “be in contact soon to discuss further ramifications of Kintargo's situation.” As this adventure begins, that time has come.

THE QUEEN'S MESSENGER

Creature: Queen Abrogail chooses as her messenger a young man named Tancis Throne, a loyal but rather untalented (and thus very expendable) minor distant cousin. Tancis travels to Kintargo via a pair of *boots of teleportation* on loan from the government. He carries a short missive from the queen that invites the PCs to a diplomatic summit. The contents of the missive are reproduced in **Handout #1** on page 6.

The missive suggests Oakrib Inn as a good site for the negotiations with the queen's diplomat, Nereza Rigalio. The queen selected Oakrib Inn because of its proximity to the southern border of Ravounel. She hopes that their associations with the area—the inn is situated near one of the PCs' victories at Menador Gap—will predispose them to accept her invitation to the summit.

Suspicious or untrusting PCs may wish to select the summit location themselves. With a successful DC 20 Diplomacy check, a character realizes that a meeting on neutral ground is an established negotiation technique that promises a more equitable outcome for all. Insisting on having the negotiations take place in Kintargo would indicate weakness on the PCs' part; this would imply that they feel that their situation is too precarious to hold the meeting elsewhere—this is why the queen didn't suggest a site elsewhere in Cheliah. In the end, it doesn't matter whether the meeting happens at the Oakrib Inn or some other location. The plan for Oakrib Inn can be used to represent any inn the PCs choose for the negotiation, and the events that happen during the diplomatic summit should play out the same regardless of location.

If the PCs kill Tancis, the queen sends a second messenger a few days later. This messenger is even younger and more inexperienced than Tancis, and is

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*To the Representatives of the Silver Ravens,
Greetings once again from the Throne of Cheliax. We trust that this missive reaches you in good health.*

In Our prior message, We mentioned that We would be in contact soon to discuss further ramifications of Kintargo's situation. Though We have shepherded and cared for Kintargo for decades, We shall abide by your wishes and the stipulations of the Kintargo Contract. We wish to avoid a protracted war that would serve neither the interests of House Thruene nor those of your city's residents. We request negotiations between your organization and Our representatives to determine how best to handle Kintargo's transition out of Glorious Cheliax's dominion. Our negotiator, Nereza Rigalio, proposes a meeting at the Oakrib Inn, just west of the Menador Gap, in one week's time. We trust this region is familiar to you, as We understand that you have visited before.

Please respond via this missive's carrier if you agree, and We hope to soon put these troubled times behind Us.

*Her Infernal Majestrix Abrogail II of the Thrice-Damned House of Thruene,
By the Might of Asmodeus, Queen and Empress of Cheliax, and of Its
Other Realms and Territories*

obviously terrified that he may meet the same fate as his predecessor. The PCs should realize by this point that negotiating with Cheliax is in Kintargo's best interests. If they seem bent on ignoring the summons, trusted NPCs such as Rexus Victocora should encourage the PCs to meet with the negotiators.

TANCIS THRUENE

CR 1

XP 400

LE squire (*Pathfinder RPG NPC Codex* 251)

hp 19

Treasure: Tancis's boots of teleportation are cursed with a drawback—a subtle way for the queen to strike against the PCs if they end up stealing the squire's footwear for themselves. Anyone who wears these boots becomes lawful evil. Of course, alignment ramifications for killing a helpless squire and stealing his boots might also impact such cold-hearted PCs, at your discretion.

OAKRIB INN

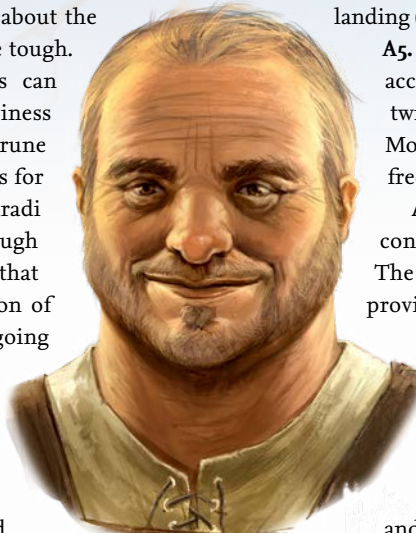
Oakrib Inn has stood for over half a century. It is perched at the western entrance to the Menador Gap, which until recently was the only significant route between Ravounel and the rest of Cheliax. Built by the Ormovor family 62 years ago, the inn was conceived as a luxury stopover between the large cities of Cheliax and the hinterlands beyond. Those traveling north from Cheliax could treat their stay at Oakrib as a last chance to indulge themselves before moving on to the rural lands between the gap and Kintargo, while those traveling south could consider the comforts of Oakrib Inn a preview for the lifestyle that awaited them in the Chelish Heartlands beyond.

Today, **Olradi Ormovor** (LN male old human aristocrat 2/expert 4) runs Oakrib Inn. His loyalty to Ravounel has always been strong, and he much prefers the free-spirited attitude of Kintargans to the more regimented outlook of those who hail from the Chelish Heartlands. Familial duty, however, has kept him here at the Menador Gap's western edge. Over the past 25 years, he's toned down the more excessive amenities the Oakrib Inn offers. He's done away with what he regards as "unhealthy indulgences," and the inn now focuses more on offering travelers unimpeachable security and comfort. Under Ormovor's leadership, Oakrib Inn has garnered a reputation for being a safe and unctuous place for diplomats and nobles to stay when traveling on business. The inn is well maintained, and the oak beams in the dining room that give the place its name still gleam with care, as they are hand-oiled once a fortnight. Regular rooms cost 10 gp per night, while private suites cost 25 gp per night. Banquet costs depend on the number of attendees and usually cost about 2 gp per guest. Of course, House Thruene has graciously picked up the bill for the meeting to come, although additional donations from the PCs are more than welcome.

OAKRIB INN STAFF

Olradi Ormovor is the owner and proprietor of Oakrib Inn, but he doesn't run the place alone. He employs numerous men and women as cooks, servers, guards, carpenters, and entertainers. For special events and particularly important guests, Olradi often brings in specialists as needed—talented chefs, famous bards, and the like.

Unfortunately, times have been hard on Oakrib and its staff, particularly since the PCs closed the Menador Gap. Olradi is eager for Kintargo to establish new diplomatic relations with Cheliax, but he is also a firm supporter of what the Silver Ravens have done and the freedom they champion. If asked about the situation, Olradi admits that times are tough. However, he's hopeful that the PCs can secure a deal with Thrune and that business will return to normal. While House Thrune paid for the food and accommodations for both their diplomats and the PCs, Olradi grimly notes that this is hardly enough to keep the inn going, and worries that he may need to close soon. A donation of 1,000 gp is enough to keep things going in the short term, but getting the proud man to admit this requires a successful DC 20 Diplomacy check. If the PCs give him at least 1,000 gp to help get by, Olradi is gobsmacked with a combination of thanks and relief. He vows to ensure that the PCs will never want for comforts if they ever return to Oakrib Inn in the future.



OLRADI ORMOVOR

OAKRIB ACCOMMODATIONS

When the PCs arrive, Olradi greets them with a wide smile and an eagerness to serve. He gives the PCs a tour of the inn's public areas (areas **A1–A6**, **A15–A16**, **A22–A24**) before showing them to their rooms. The bellpull in each room allows guests to summon staff at any hour of the day or night, and room service is provided free of charge. While Olradi has prepared special meals for each day of negotiations, the standard Oakrib Inn menu (which features river fish, smoked meats, venison, potato dishes, and bread and pastries) is available at all times.

Inside the inn, the ground floor's ceiling is 12 feet high in all rooms, while above on the second floor it drops to 8 feet high. The walls are made of wood, with oak beams providing support and giving the building its namesake architectural feature. The doors are strong and made of stout wood, while the windows do not have glass but can be secured with wooden shutters that lock from inside. Guests are given the keys for their rooms; picking a door or shutter lock requires a successful DC 30 Disable Device (DC 35 Disable Device to open a locked shutter from outside). Olradi wears a skeleton key capable of opening all locks in the building around his neck on a silver chain, as did Corrgin Shandur, the groundskeeper (who has been secretly replaced by the assassin Bejakra; see the Complication section on page 10).

A1. Common Room: Guests can take meals, socialize, or watch entertainment here in the Oakrib's common room.

A2. Balcony Access: These stairs lead up to the dining balcony (area **A23**).

A3. Stage: Performers—whether they're inn employees, hired performers, or even guests—can put on shows here.

A4. Stairwell: These stairs lead up to the landing (area **A24**).

A5. Stable: Oakrib Inn's stable can accommodate six horses in comfort, or twice that number in closer quarters. Most mounts are allowed to graze freely in a nearby pasture.

A6. Stable Entrance: This area contains a small forge and workshop. The external door is kept locked, and provides access to Oakrib's pasture.

A7. Kitchen: The kitchen holds a large stove, several worktables, and cabinets filled with cooking utensils, pots and pans, dishes, and other supplies.

A8. Pantry: Dry goods, water, ale, and other cooking ingredients are stored here.

A9. Smokerroom: The room holds the smoked meats for which the inn is known, as well as vats in which meat is brined before being smoked.

A10. Storeroom: All manner of supplies, from gardening equipment to bed linens, are stored here.

A11. Garden: Oakrib Inn's staff maintain this garden, growing vegetables and spices in raised beds to augment the inn's menu.

A12. Workshop: This carpentry workshop is used to maintain and repair furniture and to store woodworking tools and supplies.

A13. Corrgin's Room: Oakrib's groundskeeper Corrgin Shandur lived in this spacious room, which includes an extensive workbench for him to plan out projects. Corrgin was slain not long ago by the assassin Bejakra, though, and she's taken his place in disguise, dwelling here for now. See the Complication section on page 10 for more details.

A14. Break Room: Oakrib's staff members use this comfortable room to socialize, take meals, and otherwise relax without having to interact with customers.

A15. Visitors' Lounge: This large room contains several comfortable chairs and sofas, an enormous fireplace, and a cabinet with a large collection of fine tobaccos and alcoholic drinks, all provided for free to guests. The supplies here are quite low at this time, as Olradi has had to cut corners. The tobacco and alcohol provided in this room are worth a total of 750 gp.

A16. Washroom: This room contains a large tub and sink for washing up.

A17. Employee Quarters: Oakrib's servers and cooks sleep here.

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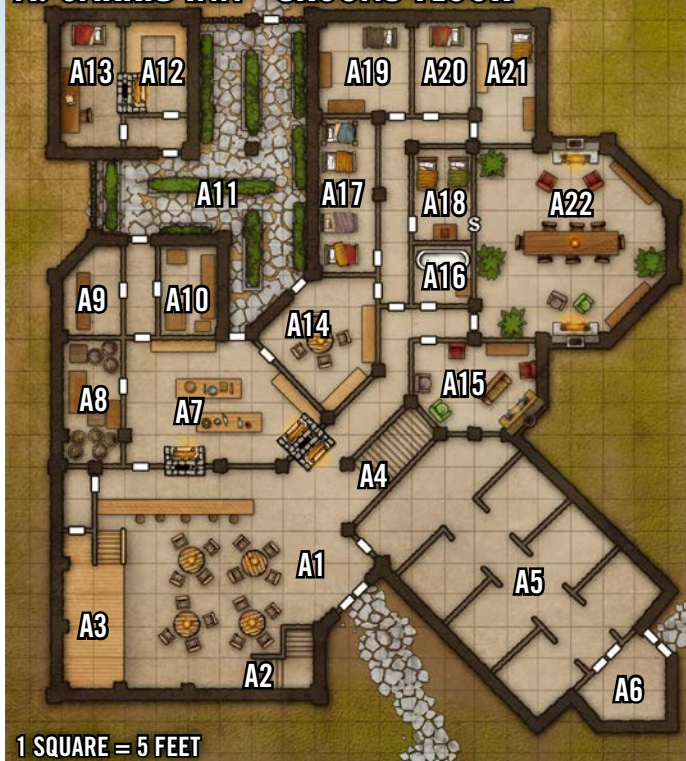
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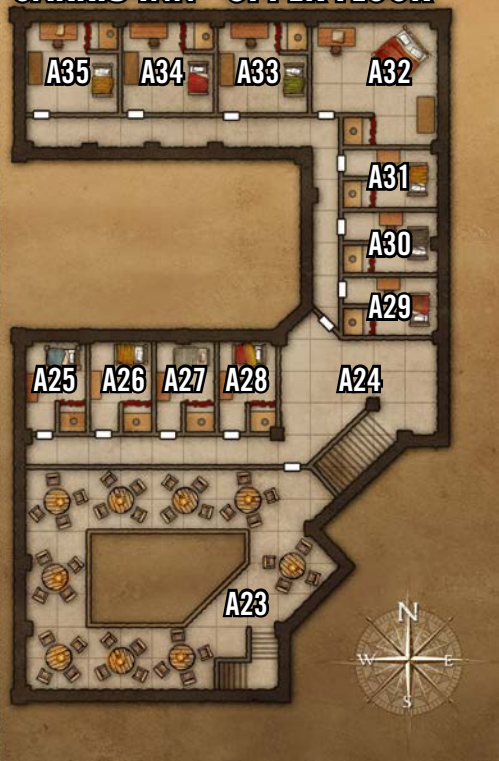
BESTIARY



A. OAKRIB INN—GROUND FLOOR



OAKRIB INN—UPPER FLOOR



A18. Guard Quarters: Oakrib's guards sleep here. A character can locate the secret door to the conference room with a successful DC 30 Perception check. The door allows guards to move into the conference room in the event of a problem or a fight.

A19. Aldressa and Lurokore's Room: Oakrib's stable master Aldressa Min and director of entertainment Lurokore Min live here.

A20. Deryna's Room: Oakrib's head chef, Deryna Foxwitter, occupies this room; she's hung sheets from the ceiling to lower the apparent height to one more comfortable for her 4-foot stature.

A21. Olradi's Room: This large room serves as Olradi Ormovor's bedroom and business office.

A22. Conference Room: The inn's large conference room features a banquet table, several comfortable chairs, and sideboards for serving food and drink. Potted plants add to the room's comfortable ambiance.

A23. Dining Balcony: Additional seating where guests can socialize, drink, and eat overlooks a large open area surrounded by a railing that opens into area A1 below.

A24. Landing: The stairs here lead down to area A4. The walls of the landing feature portraits of famous guests who've stayed here, although Olradi often swaps out the paintings depending on his guests. Currently, portraits of famous luminaries from Kintargo, including Jilia, Shensen, and Octavio, hang here. At your discretion, portraits of the PCs, recently painted, hang here during the summit to indicate Olradi's political allegiance.

A25–A35. Guest Rooms: These rooms are luxurious chambers indeed. Each features a generous down bed with sheets and coverlets that feel like silk against the skin. A velvet bellpull allows a guest to summon a servant to fulfill any moderately reasonable desire, and a small wash room sits in a curtained off alcove. Rooms A25–A31 are set aside for the PCs, while rooms A32–A35 are for the visiting Thruene agents. Area A32 is Nereza's room; her devil guardian Terenzian stands guard outside of the door all night. Area A33 is the room of Nereza's assistant Saybel, area A34 is for Nereza's scribe Ermelind, and area A35 is for Athtina.

THE THRUENE NEGOTIATORS

The queen's diplomat, Nereza Rigalio (see page 62), disdains traveling with an overwhelming entourage. She believes that being accompanied by too many allies sends the wrong message, and she prefers to negotiate without such crude tactics—she trusts the knowledge that the queen backs her is intimidating enough. Nereza travels with her barbed devil bodyguard Terenzian, her scribe Ermelind Orazio, and her personal assistant—all accomplished in their jobs, but hardly intimidating presences on their own. The final member of the party is Athtina Anadite, an apprentice negotiator who is here to observe Nereza in action. The negotiators arrive on time, early in the morning, and then take a few hours settling in. If the PCs are already at Oakrib, Nereza seeks them out to greet them as described below. If she

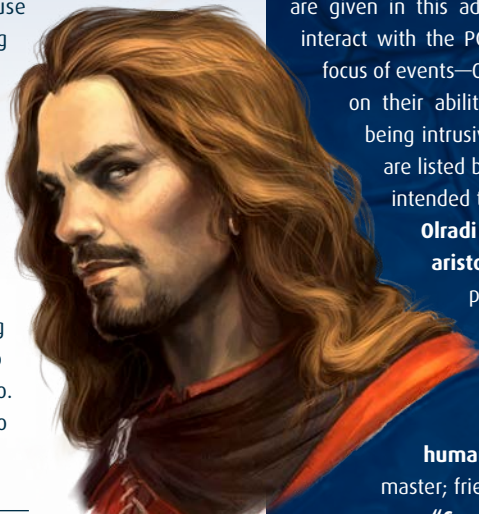
arrives before the PCs, she leaves a note in elegant script for them bearing the greeting she otherwise delivers in person.

“On behalf of Cheliox and the House of Thrune, I thank you for joining me in these negotiations. I wish to assure you that my job is not to convince you to allow Kintargo to remain part of Cheliox. That tomb, as they say in Nidal, is sealed. My job is simply to ensure that Kintargo’s transition to a free city goes as smoothly as possible, and to resolve several outstanding details regarding the relationship between Cheliox and Kintargo. Perhaps after we’ve had time to wash and have a meal, we could begin our discussions?”

Nereza resists if the PCs press to start negotiations immediately; while she and her envoys arrived at Oakrib Inn via a relatively short journey made using *shadow walk*, tradition holds that negotiations should always take place in the afternoon, after all parties have had time to rest and prepare. If the PCs demand a swift start to the talks, she capitulates, hoping that in so doing she’ll give the PCs an inflated sense of their power that may cause them to make arrogant mistakes.

Nereza would prefer to have all of her companions present during negotiations. If the PCs object, she points out that the PCs are a group themselves, and that she considers each of her attendants necessary. If it seems like a significant bone of contention, she agrees to send Saybel and Terenzian away (although the devil stays in telepathic contact with her and returns to her side if she’s attacked). This leaves her with just her scribe Ermelind and apprentice Athtinia. If the PCs refuse to negotiate unless Nereza is alone, she warns the PCs that she will leave in the morning unless they agree to allow her envoys to attend, and then retires to her room. This is no idle threat; Nereza leaves the next day if the PCs do not relent, and they lose the chance to gain all the concessions they could have otherwise won during the negotiations.

Full details on Nereza appear on page 62, along with her statistics. Terenzian is a stoic, silent brute of a devil who prefers not to speak at all, but is quick to attack at the slightest of Nereza’s commands—he’s bound to her service for another 7 years via an infernal contract and will not betray her. Ermelind has only recently started serving Nereza, and is eager to impress her with his snarky wit. However, Nereza has little patience for his



ERMELIND ORAZIO

OAKRIB EMPLOYEES

Only abbreviated statistics for Olradi or his staff members are given in this adventure. While they can certainly interact with the PCs, they aren’t intended to be the focus of events—Olradi and his staff pride themselves on their ability to get their jobs done without being intrusive or obvious. The inn’s employees are listed below, along with short descriptions intended to help you portray them.

Olradi Ormovor (LN male old human aristocrat 2/expert 4): Owner and proprietor; proud and loyal.

Deryna Foxwitter (LN female halfling expert 6): Head chef; optimistic and precise.

Aldressa Min (CN female human ranger 1/expert 3): Stable master; friendly and energetic.

“Corrgin Shandur” (LG male half-elf expert 4): Carpenter and groundskeeper; surly and introspective. (Note that the real Corrgin was murdered a few days ago by the assassin Bejakra, who has taken his place. See the Complication section on page 10 for more information.)

Lurokore Min (CG male human bard 3): Director of entertainment; irreverent and flirty.

Isouk Manathy and Axid Uhuto (N human experts 2): Assistant cooks; serious and quiet.

Anonilla Wren, Vesk Voll, and Borska Vandulum (N human experts 1): Servers and housekeepers; friendly and patient.

Lorn Vorlongu, Vasha Nakredi, and Valagurtus “the Hammer” Foon (LN human fighters 3): Security; gruff and taciturn.

interruptions and may chide or snap at him if he makes a snide comment about a PC. Saybel has worked for Nereza as an assistant for nearly a year and has become impressed with her skills. She worships Nereza as a heroine and jumps to help Nereza when the ambassador wants a drink, is looking for a chair, or otherwise needs aid with something minor. At the same time, Saybel has always wanted to meet a famous bard of Kintargo—this should be a PC bard (or Shensen, if there are no PC bards), and she may nervously ask for an autograph when she thinks Nereza isn’t watching. Finally, Nereza’s apprentice Athtinia is quiet and observant. She’s here to watch and learn, and deflects questions directed to her with a quiet reply: “I am here to observe, not to take part in the negotiations.” As the PCs will learn soon enough, however, the apprentice may have additional motives of her own.

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AN EARLY WARNING

The return of the Skinsaw Cult in this late stage of the adventure may be unexpected, and the PCs might not even think to search around Oakrib Inn to ensure that the site is secure. But if one of the PCs happened to befriend one of Vyre's leaders, Queen of Delights Manticce Kaleekii, she gets wind of the cult's intentions and sends her friend a warning just before the PCs head out to Oakrib. The method by which she gets this warning to the PC is left to you, but it's most likely via *demand*, (although she won't add a *suggestion* to the spell's effect). At your discretion, she might instead use a *scroll of dream* to send a more detailed warning, in which case she might add more "personal touches" to the message.

NEREZA RIGALIO

CR 14

XP 38,400

hp 131 (see page 62)

TERENZIAN

CR 11

XP 12,800

Barbed devil (*Pathfinder RPG Bestiary* 72)

hp 138

ERMELIND ORAZIO

CR 11

XP 12,800

LE male dilettante (*Pathfinder RPG NPC Codex* 151)

hp 57

SAYBEL ERASKIAN

CR 4

XP 1,200

LN female court poet (*Pathfinder RPG NPC Codex* 28)

hp 31

ATHINIA ANADITE

CR 6

XP 2,400

LE female diplomat (*Pathfinder RPG NPC Codex* 253)

hp 28

COMPLICATION

Unknown to the PCs and Nereza, a third party has taken interest in the negotiations. The Skinsaw Cult has been stung by the PCs in previous adventures, and agents from Vyre have called in a favor with one of the cult's most efficient assassins to disrupt the negotiations and thus ensure that there will be no lasting peace between Ravounel and Cheliox. Since the city of Vyre stands to benefit from peace between Ravounel and Cheliox, the church of Norgorber deviously called in an assassin from elsewhere.

This lone assassin is a half-Vudrani, half-elven woman named Bejakra, who began her career in the back alleys

of Absalom before she was forced to take up the life of a wandering assassin in the service of Father Skinsaw. She's worked with and learned from the assassins of Daggermark, Jalmeray, and Mediogalti. Along the way, she always retained her faith in Norgorber. For the past several years, she has traveled where the church has needed her, and she came to Vyre not long after Hei-Fen's failed attempt to end the PCs during *Pathfinder Adventure Path #100: A Song of Silver*. If the cult managed to retrieve the unholy kukri *Balgorrah* in that adventure, her payment for disrupting these negotiations is that weapon—otherwise, the church promises her other riches irrelevant to this encounter. If Bejakra isn't armed with *Balgorrah*, she instead fights with her own magical kukri.

Bejakra's specific orders are to assassinate Nereza and to make it appear that the Thrune agent died at the hands of a treacherous Silver Raven. If she does her job perfectly, the devil Terenzian reports the betrayal to the queen, and negotiations with Cheliox become impossible. Killing one or more PCs along the way is a bonus mission for the assassin. If she gets the chance to kill one of them, she takes it, but Nereza is her primary target.

Bejakra has been given a *bracelet of friends* linked to three shapechanging allies of the church—a trio of jorogumos on whom the assassin can call if her initial plan to kill Nereza falls through and she's forced to attempt to take out the PCs. She has also mastered the art of crafting portable traps that she can set up swiftly. Bejakra takes advantage of these when she makes her move against the Cheliox negotiator. These traps are detailed below.

Bejakra arrived at Oakrib Inn a few days before the PCs, soon after she was informed of the meeting site by her superiors in the church (who gained that knowledge via *commune* spells and their own network of spies). She assassinated the inn's groundskeeper, Corrgin, using her angel of death ability to dispose of his body before taking his appearance using her *ring of chameleon power*. None of Oakrib's employees yet suspect that Corrgin has been replaced, as he was never that sociable to begin with.

Bejakra takes a few days to keep an eye on the PCs and Nereza, and decides to strike on the second night of the negotiations, as detailed in the Second Night section on page 16. It's possible that the PCs might learn of her presence before then and confront her early, in which case she instead changes her plan and tries to slay the PCs. A PC who patrols the Oakrib Inn during the night has a chance to spot Bejakra doing the same, provided that the PC can beat her Stealth check with a Perception check. If confronted in this manner, Bejakra (as Corrgin) claims to be doing a last-minute inspection of the building grounds to ensure that minor needed repairs are complete. A successful Sense Motive check opposed by her Bluff check could well alert the PCs that there's more to this situation than meets the eye.

BEJAKRA**CR 17****XP 102,400**

Half-elf rogue 3/fighter 5/assassin 10

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +24**DEFENSE****AC** 35, touch 23, flat-footed 29 (+6 armor, +5 deflection, +5 Dex, +1 dodge, +2 luck, +5 natural, +1 shield)**hp** 162 (18 HD; 13d8+5d10+80)**Fort** +16, **Ref** +18, **Will** +10 (+1 vs. fear); +2 vs. enchantments, +5 vs. poison**Defensive Abilities** evasion, improved uncanny dodge, trap sense +1; **Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** *Balgorrah* +24/+19/+14 (1d4+9/15-20 plus 1 bleed) or +4 *unholy kukri* +23/+18/+13 (1d4+8/15-20)**Special Attacks** death attack (DC 22), quiet death, sneak attack +7d6 +7 bleed, swift death 1/day, true death (DC 25), weapon training (light blades +1)**TACTICS**

Before Combat Bejakra maintains her guise as Corrgin using her *ring of chameleon power*; she donned her *reaper's mask* days ago and has already recovered from the Charisma damage it dealt to her. She uses a dose of *dust of disappearance* just before combat, then drinks a *potion of barkskin* and a *potion of shield of faith*.

During Combat Bejakra starts with a death attack. She uses her swift death ability if denied this time to prepare, or in the round immediately after making her opening death attack. As long as she remains unseen via *dust of disappearance*, she continues making sneak attacks, focusing on healers and spellcasters first unless one of the PCs has established himself as a zealous opponent of the church of Norgorber. She uses her *reaper's mask's* *confusion* effect if surrounded. If her invisibility is compromised, she starts calling in jorogumo allies while attempting to flee, hide, and apply a second dose of dust. If she fights with *Balgorrah*, the kukri uses *fear* as soon as she becomes visible so she can take advantage of her shatter defenses ability to make sneak attacks against frightened foes.

Morale Bejakra flees if reduced to fewer than 30 hp, using a dose of *dust of disappearance* if possible. She is unlikely to attempt a second assassination attempt on the PCs and certainly doesn't bother going after Nereza once the negotiations conclude. She may return at a later date with more allies (perhaps even significant worshipers of Norgorber from Vyre) to attempt to visit Father Skinsaw's wrath upon the party.

STATISTICS**Str** 10, **Dex** 20, **Con** 18, **Int** 14, **Wis** 12, **Cha** 8**Base Atk** +14; **CMB** +14; **CMD** 37**Feats** Dazzling Display, Dodge, Greater Two-Weapon Fighting, Improved Critical (kukri), Improved Two-Weapon Fighting, Shatter Defenses, Skill Focus (Stealth), Slashing Grace^{ACG}, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri), Weapon Specialization (kukri)**Skills** Acrobatics +16, Bluff +20, Disable Device +29, Disguise +20, Knowledge (local) +15, Knowledge (religion) +12, Perception +24, Stealth +42**Languages** Common, Elven, Infernal, Shadowtongue**SQ** angel of death, armor training 1, elf blood, hidden weapons, hide in plain sight, poison use, rogue talent (bleeding attack +7), trapfinding +1**Combat Gear** *dust of disappearance* (2), *potion of barkskin* +5 (2), *potion of shield of faith* +5 (2); **Other Gear** +2 mithral chain shirt, *Balgorrah* (see page 13) or +4 *unholy kukri*,**BEJAKRA**BREAKING
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bag of holding (type I), belt of mighty constitution +4, bracelet of friends (three charms, each linked to a jorogumo), cloak of resistance +2, reaper's mask (see page 13), ring of chameleon power, slippers of spider climbing, ivory-and-jet unholy symbol of Norgorber worth 500 gp, masterwork thieves' tools

JOROGUMOS (3)**CR 12****XP 19,200 each****hp** 161 each (*Pathfinder RPG Bestiary 3* 156)**NEGOTIATIONS WITH NEREZA**

When the time to begin negotiations with Nereza starts on the afternoon of the first day, she and her entourage sit along the south side of the table in area **A22** (although her devilish bodyguard remains standing near the southern fireplace). The PCs are expected to sit on the north side. The Chelish government, being the instigator of this diplomatic negotiation, has five issues concerning which it seeks to reach an accord with the PCs, and thus with Kintargo and all of Ravounel. It's possible that the PCs may wish to add their own issues to the negotiations. In this case, Nereza welcomes their input and does her best to reach a mutually agreeable result. In most cases, she's willing to cede minor points to the PCs as long as their desires don't impact any of the five issues she's been tasked with exploring.

The issues up for negotiation are detailed below. When Nereza presents an issue, the PCs have a choice—they can agree (and automatically gain that issue's Failure condition), or they can negotiate. They can do this by attempting up to three skill checks: one Bluff check, one Diplomacy check, and one Intimidate check. The target DC for each of these checks depends on the issue and is listed as that issue's Influence entry. Each successful skill check grants the PCs 1 Negotiation Point (NP) for that issue. The total number of Negotiation Points they earn determines how many concessions they get from Cheliah, as well as whether or not they can count their negotiations a success.

Note that the mechanics for resolving these issues are streamlined—the actual in-world negotiations are much more detailed and complex. Feel free to roleplay as much as you wish, but keep an eye on your players' interest in the scene and be willing to speed things along if interest lags. In any event, assume that the negotiation of a single topic lasts 2 to 3 hours.

Each issue is labeled with respect to name and number of the issue, as well as the day on which Nereza wishes to address it; the following entries appear after that line.

Summary: This entry explains the issue, including Cheliah's starting position. If you wish, you can read this summary aloud as-is to the players.

Influence: The DC of Bluff, Diplomacy, and Intimidate checks to earn Negotiation Points for that issue are given here.

Concession: This entry details the effects gaining 1, 2, or 3 NP has on what Cheliah is willing to concede.

Success: The requirements for successfully negotiating in Kintargo's favor vary, and are summarized here; in most cases, a successful negotiation lessens the strength of Barzillai's influence over a portion of Kintargo in Part 2 of this adventure (see page 18 for information on Barzillai's influence).

Failure: This entry gives the portion of Kintargo over which Barzillai's influence increases in Part 2. Failure to successfully negotiate in Kintargo's favor additionally means that the PCs miss out on a story award (these are

detailed on page 14).

**NEREZA RIGALIO****ISSUE #1: TRADE AGREEMENTS (DAY 1)**

Summary Kintargo isn't a major exporter to Cheliah, but the goods it does export tend to be luxuries. The silver salmon of Yolubilis River are among the tastiest of their kind. Other exports are equally valued—particularly salt, silver, and granite, either for their intrinsic value (silver) or for their value as trade goods (Kintargan salt is much sought after by gourmets throughout the Inner Sea region, while Ravounel's granite quarries produce beautiful silver-flecked stone that is valued in Cheliah and beyond). Nereza pushes hard to see that the price of the salmon, salt, granite, and silver produced and exported from Ravounel to Cheliah is locked at a set price. The price she offers is comparable to the price Kintargo currently receives within Cheliah, but it's much less than the amount these goods could command on the open market. Further, she seeks to ensure that a minimum of 70% of these exports are promised to Cheliah.

Influence DC 28

Concessions

- 1 NP Nereza agrees to a 50% minimum on exports.
- 2 NP Nereza agrees to yearly renewals of the price lock, allowing Ravounel representatives to renegotiate the price Cheliah pays.
- 3 NP Nereza agrees to a 30% minimum on exports.

Success If the PCs secure yearly renewals of the price lock, Barzillai's influence over Redroof and Yolubilis Harbor is weak.

Failure Barzillai's influence over Redroof and Yolubilis Harbor is strong.

ISSUE #2: REPAIRING MENADOR KEEP (DAY 2)

Summary Cheliox wants Menador Gap to be opened once again, to reestablish the land route between the Heartlands and Ravounel for the purposes of trade and travel. Nereza seeks a pledge from the PCs that neither they nor agents of Ravounel will interfere in this rebuilding, and also that Menador Keep will remain under Chelish rule. Finally, she seeks some reparation for the damage done there, and asks Kintargo (or the PCs) to help pay for the expensive repairs.

Influence DC 25

Concessions

- 1 *NP* Nereza pardons Kintargo from any financial obligation—Cheliox will pay for the repairs.
- 2 *NP* Nereza agrees to allow a Ravounel representative to maintain a post in Menador Keep so the region's interests can be represented in the pass.
- 3 *NP* Nereza agrees to allow Ravounel to maintain a number of troops at Menador Keep equal to the number of Chelish troops there, and agrees that management of the keep shall be a joint venture between the two regions.

Success If the PCs secure Nereza's agreement to allow Ravounel to maintain an equal number of troops at the keep, Barzillai's influence over Old Kintargo is weak.

Failure Barzillai's influence over Old Kintargo is strong.

ISSUE #3: ARTISTIC AND SCHOLASTIC RIGHTS (DAY 2)

Summary Kintargo houses numerous performance halls, art objects and historical artifacts, as well as the collected treasures of noble families. Mementos of Cheliox's history reside within these museums and art houses and in the Alabaster Academy, and House Thrune fears losing access to these treasures. Additionally, Nereza wants to ensure that Alabaster Academy will not discriminate against Chelish citizens. Nereza asks that anyone bearing a letter of introduction from House Thrune be granted unconditional access to these art houses and museums. This unconditional access also applies in instances where the location in question is a private residence. Furthermore, Nereza asks that any items the government of Kintargo owns or controls not be sold or destroyed without first being offered to House Thrune. In the case of items to be sold, House Thrune agrees to pay a fair price if it exercises its right to buy them.

Influence DC 25

Concessions

- 1 *NP* Nereza agrees to guarantee visitors from Ravounel equal access to items of artistic and scholarly interest in Cheliox under the same terms, provided that such visitors are accountable to Ravounel's government in the event they cause damage or other problems.
- 2 *NP* Nereza agrees that visitors to collections must also secure public permission from property owners to view pieces in private residences.

BEJAKRA'S MAGIC

Bejakra wears an eerie mask that is sacred to her faith, and wields the kukri *Balgorrah*, recently restored to power.

BALGORRAH

MINOR ARTIFACT

AURA strong necromancy	CL 17th	WEIGHT 2 lbs.
Alignment neutral evil	Senses 30 ft. (normal)	
Intelligence 14	Wisdom 18	Charisma 16
Ego 26		
Language speech and telepathy (Abyssal, Common, Infernal)		

On a successful critical hit, this +5 *unholy* kukri deals 2 points of bleed damage, which stack with any bleed damage already caused by the attack. Each time the wielder strikes a blow that deals bleed damage with this weapon, she gains a number of temporary hit points equal to the amount of bleed damage dealt. No temporary hit points are gained if the target was already bleeding, even for a lesser amount. Temporary hit points bestowed by *Balgorrah* last for 1 minute.

Balgorrah can cast *bleed* at will (and does so automatically if there are any dying creatures within 30 feet), can cast *death knell* three times per day, and can cast *fear* once per day. The kukri's special purpose is to defend servants of Norgorber, and when wielded by a devout worshiper of Norgorber, it grants a +2 luck bonus on attacks, saves, and checks.

DESTRUCTION

Balgorrah must be used to slay a 15th- or higher-level cleric of Norgorber, at which point it reverts to its dormant version (see page 36 of *Pathfinder Adventure Path #98: Turn of the Torrent*) and can be destroyed normally by taking damage.

REAPER'S MASK

PRICE
12,000 GP

SLOT head	CL 7th	WEIGHT 1 lb.
AURA moderate enchantment [evil]		

The wearer of a *reaper's mask* gains a +2 competence bonus on Perception checks made against creatures that aren't immune to fear and a +1 profane bonus on damage with slashing weapons made against living creatures. The wearer can cast *confusion* twice per day (DC 16). When a *reaper's mask* is donned, the wearer takes 1 point of Charisma damage—most Skinsaw cultists don their masks well in advance of a mission so they have time to recover.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, <i>confusion</i> , <i>deathwatch</i>	

- 3 *NP* Nereza agrees that visitors to collections in Kintargo will be granted access only if they bear both a letter from House Thrune and a letter from a recognized scholarly institution.

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Success If the PCs secure the rights for private owners to deny Throne visitations, Barzillai's influence over the Greens and Villegre is weak.

Failure Barzillai's influence over the Greens and Villegre is strong.

ISSUE #4: MILITARY ALLIANCE (DAY 3)

Summary Cheliox wants the right to summon Kintargan forces to its side in the event of a formal declaration of war against an enemy power. In exchange, Cheliox will come to the defense of Ravounel if war is declared against the region. Nereza is well aware that this will be the most difficult point to win. As such, she plays up the fact that this is a reciprocal arrangement in which Cheliox will defend smaller Ravounel against any enemies it makes. Without this arrangement, Cheliox will be content to stand by and watch the region be attacked. Nereza notes that agreeing to this alliance is the easiest way to ensure that Nidal will not attack Ravounel.

Influence DC 32

Concessions

- 1 *NP* Nereza agrees to a reasonable limit on the number of troops Ravounel will pledge to Cheliox's defense, such as 50% of active troops, or only land troops but no navy.
- 2 *NP* Nereza agrees to place limits on the nations against which Ravounel will assist Cheliox. For example, the PCs may ask for an exemption on warring against Andoran or Taldor.
- 3 *NP* Nereza agrees to a delay before Ravounel joins Cheliox in a war; for example, perhaps 3 months must pass before Kintargo enters the battle. Additionally, she agrees to a time limit after which Ravounel can withdraw from a prolonged conflict, such as 6 months or a year. Whatever concessions the PCs secure, Cheliox is bound by the same rules on its side.

Success If the PCs obtain all of the concessions, setting delays and limits as to when and for how long Ravounel is expected to join Cheliox in a war, Barzillai's influence over the Castle District and Jarvis End is weak.

Failure Barzillai's influence over the Castle District and Jarvis End is strong.

ISSUE #5: NONAGGRESSION PACT (DAY 3)

Summary Cheliox wants assurance that Ravounel will not make military incursions into Cheliox, and that it will not supply other nations with weaponry or powerful magic. While Cheliox isn't overly worried about Ravounel doing damage to the nation, it remains keenly aware of its inability to march troops into Kintargo. By gaining these assurances, Cheliox intends to protect itself from this vulnerability. Nereza opens by stating that neighbors should be able to "trust each other," and that "the less we have to worry about our border, the more we can focus on external threats." She asks that the PCs agree

not to assist in any war action against Cheliox carried out by other entities. This includes supplying weapons or provisions, providing soldiers, and allowing passage of such soldiers through Kintargo.

Influence DC 32

Concessions

- 1 *NP* Nereza agrees to make the same agreement on Cheliox's side, so Cheliox will not supply soldiers or allow movement of troops to any entity trying to attack Ravounel.
- 2 *NP* Nereza agrees to remove the condition preventing the sale of weapons or powerful magic to other concerns, but still asks that Kintargo not freely provide such items to other concerns.
- 3 *NP* Nereza agrees to lift the condition restricting the movement of other entities' troops through Kintargo.

Success If the PCs negotiate for the removal of conditions preventing the sale of weapons or magic, Barzillai's influence over Temple Hill is weak.

Failure Barzillai's influence over Temple Hill is strong.

Story Award: Each time the PCs achieve a success with an issue, they earn 51,200 XP.

FIRST NIGHT (CR 14)

Negotiations are complex processes that require a clear mind. As a result, Nereza prefers to start them in the afternoon and focuses on only two issues per day. Even then, the negotiation sessions take 2 to 3 hours per topic; with the conclusion of the second topic of the day, Nereza thanks the PCs and breaks for dinner and a relaxing evening.

The PCs are left to their own devices in the evenings. Nereza prefers to spend her evenings relaxing in the visitors' lounge (area **A15**) with a glass of fine wine from supplies she brought with her. Terenzian stands guard silently in the room's corner while Saybel and Athtina lounge nearby, making pleasant conversation with their boss and attending to her needs as required. Ermelind does not accompany the diplomats; he retires to his room (area **A34**) to sort through the day's work and to prepare the next day's documents. Nereza retires to her room (area **A32**) at midnight, whereupon Terenzian takes up a guard position in the hall outside her door and Saybel returns to her room (area **A33**). Athtina returns to her room (area **A35**) as well, but doesn't remain there for long that night.

The PCs can interact with any of these NPCs as they wish, but all of the Chelaxians are careful not to speak about topics related to the negotiations. All of them, even Nereza, willingly discuss other issues of the day, including art, music, travel, or other topics the PCs bring up, and do so cheerfully and intelligently.

Later that night, about an hour after midnight, apprentice negotiator Athtina approaches the PCs on her own. Ideally, Athtina approaches the PCs when they are

together, such as if they gather in one of the PCs' rooms to discuss the day's events. If the PCs immediately split up, Athtina visits the room of the PC who seemed to take the strongest position in the negotiations or who argued the most fiercely. Athtina knocks gently on the PC's door and asks if she can meet with the entire party at once, as she has something important to say.

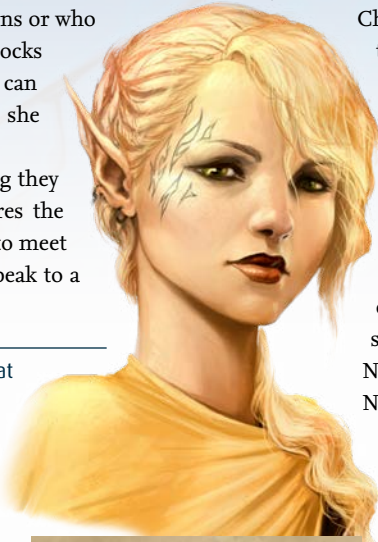
Once the PCs are gathered, assuming they agree to speak with Athtina, she shares the following with them. If the PCs refuse to meet with Athtina as a group, she tries to speak to a single PC.

"I understand you have a great deal at stake in these negotiations. We all do, including individuals not present at the negotiations. There are interested parties in Egorian who have strong reasons for wishing Kintargo to remain part of Cheliah. If you're willing to listen to their offer, you may find it in your best interests to concede all future negotiation points to Nereza."

If the PCs don't immediately order Athtina to leave, she proposes a number of rewards that are tailored to appeal to each PC. These rewards should reflect the PCs' values, goals, and preferences as they've developed throughout the campaign. For example, a PC who fights with a unique weapon could be offered a powerful magic version of this weapon. A wizard PC obsessed with spell research could be offered unique spells or research books. Take a bit of time to determine a specific and useful reward for each PC, but try not to offer anything worth more than 40,000 gp per character.

At this point in the campaign, it's unlikely the PCs would actually consent to throwing the negotiations, even for such valuable offerings. In fact, many PCs likely regard such an offer with distrust, considering the source. If the PCs refuse her offer outright, Athtina graciously bows her head and says that she understands their decision. Clever or suspicious PCs may dig a little deeper into Athtina's story, particularly if they realize how specifically tailored and powerful the proffered bribes are. If the PCs question her or press for more details, she repeats only that she represents "interested parties." She claims that Nereza doesn't know about this secondary allegiance and tells the PCs that it's up to them whether to reveal her offer to Nereza or not. Either way, it won't affect the negotiations between the PCs and Nereza.

Athtina has a Bluff skill check modifier of +14. Suspicious PCs can attempt opposed Sense Motive checks. If successful, they notice that Athtina's speech rings false. Her lack of detail about these "interested parties" seems to indicate that she's lying about their



ATHTINIA ANADITE

existence. PCs who realize this can attempt a DC 25 Diplomacy check or Knowledge (history, nobility, or local) check; on a success, the PC recalls an obscure Chelish negotiation tactic called "testing the waters." This tactic involves what appears to be a third party making an offer to one side without expecting the offer to actually be taken. Testing the waters allows a negotiator to measure the depth and passion of the other side's convictions, allowing her to tailor her arguments based on this extra information. This is precisely the situation here. Athtina reports only to Nereza and has no secret backers. In fact, Nereza awaits Athtina's report on how the PCs respond to her offers.

Accepting the Bribe: If the PCs agree to throw the negotiations, Athtina looks genuinely surprised. A successful Sense Motive check opposed by Athtina's Bluff alerts the PCs that Athtina did not expect them to accept her offer. She quickly recovers and promises that the rewards will be delivered to the PCs within a week. However, she has no intention of actually doing so, because the rewards don't really exist. Instead of receiving the promised rewards in a week, the PCs receive a brief note from Nereza, informing them that the offer Athtina made was unsanctioned and that she will not be able to honor it.

What actually becomes of Athtina in this situation is left to you to decide. If the PCs determine Athtina is acting in bad faith and confront or attack her, she quickly admits that the whole exchange was a setup and entirely Nereza's idea, fleeing if she must to seek Nereza's protection. In any event, Nereza is encouraged by the idea that the PCs are willing to sell out. This increases the DCs of any remaining checks to obtain Negotiation Points by 4 (of course, if the PCs carry through with their promise to throw the negotiations, this increase is largely unimportant).

Rejecting the Bribe: This is the option Athtina expects the PCs to take. She reports to Nereza that the PCs are exactly the passionate, headstrong types they expected. This reinforces Nereza's plans for how to approach the following negotiations and fills her with confidence. Increase the DCs of any remaining checks to obtain Negotiation Points for this issue by 2.

Confronting Athtina with the Truth: If the PCs confront Athtina with an accusation that she is testing the waters, her facade fades and she smiles, congratulates them on their keen diplomatic minds, and bids them good evening. She reports to Nereza that the PCs are more skilled in the art of diplomacy than expected. This

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surprises Nereza and throws her off her game a bit while simultaneously increasing her respect for their skills.

Confronting Nereza with the Truth: Alternately, if the PCs go to Nereza to report that her apprentice appears to have ulterior motives, she is impressed (and a bit surprised) by their honesty; she explains that what Athtina did was at her request. She and explains the concept of “testing the waters” and thanks the PCs for indulging her in this old Chelish tradition. In either event, decrease the DCs of any remaining checks to obtain Negotiation Points for this issue by 2.

Story Award: If the PCs uncover Nereza’s plot and confront her, or if they report Athtina’s apparent subterfuge and thus secure a reduction to the remaining Influence DCs, award them 38,400 XP.

SECOND NIGHT (CR 17)

Creature: Unless the PCs discover Bejakra’s presence and force an early confrontation with the assassin, she makes her move to assassinate Nereza on the second night of the negotiations. She waits until 3:00 A.M., then uses her *bracelet of friends* to call in her three jorogumo allies and has them climb onto the inn’s roof to take up guardian positions. One perches over the PCs’ rooms, one over the main entrance to the inn, and one over area A32.

With her allies in place, Bejakra uses her *ring of chameleon* power to appear as one of the PCs (choosing the one most likely to serve as a midnight slayer capable of sneaking into Nereza’s room). She then uses her *slippers of spider climbing* to scale the outside of the inn and enters area A32 through one of its locked windows after stealthily disabling the lock (this is a DC 35 check that takes her a full round per attempt).

Nereza is asleep when the attack happens. Given that Bejakra has a +42 Stealth modifier, under normal circumstances neither Nereza nor Terenzian notice her until she strikes. If Bejakra makes it to Nereza’s bedside, she drinks a *potion of barkskin* and a *potion of shield of faith*, then strikes. When she does, she makes a death attack rather than a coup de grace to assassinate the negotiator, since doing so allows Bejakra to use her true death ability to help ensure that Nereza stays dead. She doesn’t use her angel of death ability, since she wants the body to remain as solid evidence that Nereza has been murdered. She does not want to present a situation that might make it appear as if Nereza had simply vanished or gone missing.

If Bejakra is noticed before she can attempt to assassinate Nereza, the diplomat cries out an alarm that immediately alerts Terenzian. The devil telepathically alerts the others in Nereza’s entourage and teleports into area A32 to come to Nereza’s aid. If Nereza survives the death attack, she cries out in shock and pain, alerting the devil, as well. If she’s slain by the death attack, Bejakra allows Nereza to gurgle out a death cry anyway. Regardless, Terenzian reacts by teleporting into the room.

Upon spotting what he assumes is one of the PCs in Nereza’s room, possibly over her recently slain body, he roars in rage and attacks Bejakra while telepathically cursing and raging against the other PCs. Bejakra doesn’t stick around long after the deed is done. She flees a battle against Terenzian if reduced to fewer than 100 hit points, but before she goes, she tries to make herself known—in her guise as a PC—to others in Nereza’s entourage. She calls on her jorogumo allies as needed to cover her escape.

BEJAKRA

CR 17

XP 102,400

hp 162 (see page 11)

Development: If Bejakra escapes, you can use her as you wish to stage future attempts to assassinate the PCs or their allies. If the PCs seek her out, they should be able to find her hiding somewhere in Kintargo, so she can be close to them to strike as needed. Using a site from a previous adventure as her hideout is ideal; feel free to populate her den with more Skinsaw cultists and jorogumos as you see fit.

If Bejakra manages to assassinate Nereza, the PCs are put into a difficult position. The surviving members of the diplomatic mission confront the PCs, demanding an explanation, but not until Terenzian takes a few moments to teleport back to Egorian and report to Nereza’s superiors. The devil is told to return to Oakrib to seek full reparations from the PCs, and to convince them to turn themselves in to House Thrune for judgment.

If the PCs attack the remaining diplomats, Nereza’s team fight defensively and attempt to escape. Terenzian abandons the group before he’s killed, if possible, to teleport back to Egorian and give House Thrune a full report. The PCs could also simply flee or abandon the negotiations, in which case the diplomats do not pursue them and still return to Egorian. In both of these scenarios, the negotiations are considered a failure; see the Treaty Unsigned section on page 17 for ramifications.

If the PCs attempt to explain themselves, convincing the remaining diplomats that they are being set up and persuading the diplomats to allow the negotiations to continue requires a successful DC 45 Diplomacy check. If the PC who Bejakra was disguised as takes part in the argument and can offer even circumstantial proof that he was not involved in the event (such as by arguing that he doesn’t own a kukri, isn’t covered in blood, isn’t trained as an assassin, and so on), the PCs gain a +3 bonus on the Diplomacy check. If this PC offers hard proof (such as by allowing Saybel to cast *detect thoughts* or *charm person* to secure a guaranteed truth, or agreeing to drink one of Nereza’s *elixirs of truth* before answering questions), this bonus increases to +10. If the PCs managed to kill Bejakra and thus can prove that the assassin was not one of them but rather

a Skinsaw cultist, they gain an additional +10 bonus on the Diplomacy check. If the PCs resurrect Nereza, their Diplomacy check is automatically successful.

If the Diplomacy check succeeds, the diplomats warily agree to continue the negotiations, with Athtina taking the role of primary negotiator. Her stance in this case is much more stubborn. Increase the DCs of any remaining checks to obtain Negotiation Points for this issue by 10.

If the PCs fail the Diplomacy check, the diplomats attempt to capture the PCs to bring them back to Egorian for trial. This likely results in a fight, of course, but if the PCs submit, the nature of their transportation to and trial in Egorian is beyond the scope of this adventure; feel free to play out this development out as you wish.

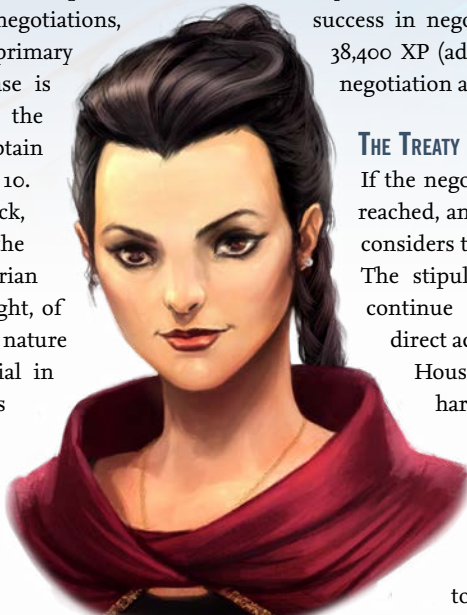
Story Award: If the PCs both expose Bejakra for who she really is and keep Nereza alive, either by defeating Bejakra before she makes the assassination attempt or by bringing her back to life after she's been killed, award them 38,400 XP. In addition, if Nereza survives, the negotiations can continue with little interruption.

If Nereza is slain and the PCs resurrect her, the diplomat is so grateful that she cedes even more concessions to the PCs. Treat each previously agreed-upon issue as if the PCs' NP total were 1 higher, and the PCs start discussion of each future issue with 1 bonus NP. The PCs can never have more than 3 NP for a given issue, but this bonus can retroactively turn failed negotiations into successes.

SIGNING THE TREATY

When the last issue is concluded, Nereza has her scribe Ermelind produce two copies of the treaty. This task takes only an hour to finish, and during it the diplomat invites the PCs to share wine and pleasant conversation in the lounge, if the matter of the assassin is resolved to her satisfaction. Otherwise, she retreats to her room to pack for the return trip.

Once the copies are ready, Nereza signs both in the presence of the PCs. She then asks each PC to sign as well. Once the signatures are in place, the PCs retain one copy and Nereza keeps the other; she thanks the PCs for their time and is ready to return to Egorian via *shadow walk*. Before she goes, if she's parting on amicable terms with the PCs, she thanks them again and wishes them luck. If, at your discretion, she's been particularly impressed with one PC, she favors that character with a gift—her ruby-and-mithral bracelet. The bracelet is valuable but relatively mundane, but as a gift freely given from an



SAYBEL ERASKIAN

agent of Thrune, it may well aid the PCs significantly once they travel into Hell in this adventure's final part.

Story Award: If the PCs manage to secure and sign the treaty with Cheliox, even if they fail to achieve any success in negotiating finer points, award them 38,400 XP (additional XP awards for successful negotiation are built into the events above).

THE TREATY UNSIGNED

If the negotiations break down, no accord is reached, and the treaty is not signed, Cheliox considers the PCs' actions an act of treachery. The stipulations of the Kintargo Contract continue to prevent Cheliox from taking direct action against Ravounel, but in time, House Thrune finds ways to escalate and harass the region. Having Nidal attack the region is one such method that bypasses the Kintargo Contract. The infiltration of small groups of assassins and other specialists into the region to strike against the PCs is another. It will be some time before these events begin to impact Kintargo—they should occur after this adventure ends, and

constitute separate events should you elect to continue the campaign.

There is a more immediate concern for the PCs if the treaty goes unsigned. Without it, when Barzillai's spirit manifests in Kintargo in the next part, it does so at the highest power possible.

PART 2: THE HAUNTING OF KINTARGO

Barzillai Thrune's soul passed swiftly through the Boneyard when he was killed, thanks to his contract with Mephistopheles. He endured the journey with his mind and memories intact because of the influence of the *soul anchor*, but this only accented his torment when he manifested into the body of a chained bone devil deep in the infernal realm of Caina. It wasn't long before Mephistopheles himself paid the tortured inquisitor a visit to mock him. Mephistopheles also informed him that, should certain conditions arise in and around Kintargo, he would be released to begin the process of becoming a genius loci despite not having lived out his life in the region.

These conditions are linked to the results of the treaty agreement between Ravounel and Cheliox. By initiating such a treaty negotiation, Cheliox has all but admitted that it is ceding any and all direct control over the region, thus allowing it to officially slip away from Cheliox. Whether or not the treaty is signed, Ravounel is now destined to become its own self-governing nation. When

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this occurs, certain stipulations in the Kintargo Contract relax, allowing Barzillai to begin the long and torturous process of investing his soul backward from Hell into the Material Plane to become a genius loci.

The process is slow and agonizing for the inquisitor, though, unlike the swift and painless transfer that awaited him at the end of a natural life span. In effect, Barzillai is forcing his transformation, and doing so causes him much distress. The stronger the PCs argued on Ravounel's behalf and the more concessions they earned from the negotiation, the greater difficulty Barzillai will have in finishing this transformation. Regardless, the PCs have some time to stop him before he completes the transfer of his soul back into the mortal realm as a genius loci.

BARZILLAI'S INFLUENCE

The nature of how Barzillai influences Kintargo varies, as does the strength of his influence. The more concessions the PCs earn in Kintargo's favor during negotiations with Cheliah, the weaker Barzillai's initial influence is. At the other extreme, if the PCs fail to sign the treaty at all, Barzillai's influences manifest at maximum strength from the outset.

Barzillai's influence is limited to Kintargo's borders for now. However, in time, and if left unopposed, his influence will expand to cover all of Ravounel. The inquisitor's influence spreads out over five different regions of Kintargo, as summarized in the sidebar on page 19. His strength in each of these regions falls into one of three categories: weak, moderate, or strong (as determined by the results of the negotiations). To remove his influence, the PCs must complete a specific mission for each region. Details on these five missions make up the bulk of this part of the adventure. After every week that passes once Barzillai initially manifests in Kintargo, his strength over

one region in which he maintains at least weak influence increases by one step (select the region randomly). If his influence over a region where he already has strong influence, it remains at that level of influence, but Barzillai gains 1 Soul Point that he can use later in the adventure (see page 40 for more details on Soul Points).

The effects of Barzillai's influence over a region are as follows. Note that regions of moderate influence incorporate all effects of weak influence, and regions of strong influence incorporate all effects of weak and moderate influence.

Weak Influence: All undead and lawful evil outsiders gain +2 bonuses on Perception and Initiative checks.

Moderate Influence: All undead and lawful evil outsiders gain +4 profane bonuses on attack rolls, concentration checks, saving throws, and combat maneuver checks. The DCs of Perception checks to notice all haunts increase by 5, and all haunts gain a number of hit points equal to twice their CR.

Strong Influence: All undead and lawful evil outsiders gain fast healing 10 (or increase any existing fast healing they already possess by 10), a +4 profane bonus to their AC, and the advanced creature template. Lawful evil outsiders cannot be forcefully removed from this plane via spells such as *banishment* or *holy word*. All haunts gain a reset time of 1 minute, and DCs of Perception checks to notice haunts increases by an additional 5 (to a total increase of 10).

INVESTIGATING BARZILLAI'S INFLUENCE

Barzillai's influence takes hold swiftly, as soon as the events of Part 1 are resolved. Many manifestations of his influence are minor but unsettling—ghostly lights, the sound of a dog howling, the feeling of being watched, the scent of brimstone in the air, and so on. But increasingly, more disturbing sensations join these: spectral figures walk the streets and shadowy hounds with burning breath race from alley to alley. People become increasingly terrified, and many refuse to leave their homes. Those who do step out run an increasing risk of being savaged by evil outsiders or ravenous undead. During these hauntings, use the random encounter table on page 83 to generate encounters for the PCs if they spend time exploring the city.

Each of the five regions in Kintargo has a signature manifestation that serves as a foundation for Barzillai's influence. The methods of identifying and dealing with a region's signature manifestation vary according to the region, but once its signature manifestation is dealt with, that region of Kintargo falls out of Barzillai's influence and once again becomes relatively safe. However, until all five regions are cleared, monsters from influenced regions can of course venture out of those areas to menace folks in freed places!



HOUD OF OLD KINTARGO

VISIONS OF BARZILLAI

As the PCs defeat the signature manifestations in the following missions, Barzillai's spirit recoils and lashes out. Each time this happens, the PCs experience a specific vision of Barzillai, and they gain an increased sense of the location of Barzillai, and they gain an increased sense of the location of the *soul anchor*. The PCs may learn of the *soul anchor*'s location before finishing all of the following missions. If they do so, they're free to skip ahead to Part 3 to seek out Barzillai's heart. However, keep track of the amount of time that passes if they leave some areas of Kintargo under the inquisitor's influence—if his influence in these regions increases to strong, they start providing the inquisitor with additional Soul Points (see pages 18 and 40 for more information).

The PCs can attempt the following five missions in any order. Each mission includes an Investigation section with details about how the PCs can investigate Barzillai's influence on the region and determine how best to strike at the area's signature manifestation. In addition, the Development section of each mission describes the conditions that remove Barzillai's influence from the area and the resulting vision the PCs see.

In addition, each time the PCs receive a vision, they can attempt a Wisdom check to track the source of the vision and catch a glimpse of Barzillai's heart in the *soul anchor*. See the Final Vision section on page 29 for rules on how to resolve this check.

MISSION 1: THE HOUNDS OF OLD KINTARGO (CR 16)

Barzillai's need for control influences the oldest part of the city. Here, among the city's most historic buildings and most established traditions, the inquisitor felt his influence in life was weakest. Today, Barzillai seeks to dominate and control those who dwell here. The agents of his control are manifestations of those creatures that he felt obeyed him the most in life: massive, lumbering, fire-breathing hounds.

Investigation: Of all the hauntings in the region, the hounds are likely the easiest for the PCs to track down, for they strike at the heart of the Silver Ravens in their hideout below the ruins of the Lucky Bones. If the PCs gather information about Barzillai's growing influence beforehand and succeed at a DC 15 Diplomacy check, they hear stories of enormous hounds appearing on the streets, striking fear into all nearby.

Creatures: The hounds can sense those who defied Barzillai in life. It's most likely that they'll manifest and attack as the PCs approach the Lucky Bones, but at your discretion, the attack can occur anywhere in Old Kintargo. Although the hounds are the size of horses, their frames are emaciated as if they were on the brink of starvation. They suffer no ill effects from this condition—indeed, they shed an aura of hunger that echoes the suffering endured by doghousing victims during Barzillai's rule over Kintargo.

AREAS OF BARZILLAI'S INFLUENCE

Barzillai's spiritual influence over Kintargo is divided among the following areas, each of which is thematically linked to an element of his personality.

Castle District and Jarvis End: Barzillai's tactical genius and bloodthirsty sense of cruelty influence the Castle District and Jarvis End.

Greens and Villegre: Barzillai's ego and pride in his legacy and position in Cheliax's most powerful noble family influence the Greens and Villegre.

Old Kintargo: Barzillai's need for control and his penchant for viewing those who serve him as pets or slaves influence Old Kintargo.

Redroof and Yolubilis Harbor: Barzillai's disgust with common folk influence Redroof and Yolubilis Harbor.

Temple Hill: Barzillai's faith in Mephistopheles, Asmodeus, and all things infernal and diabolic influences Temple Hill.

HOUNDS OF OLD KINTARGO (4)

CR 12

XP 19,200 each

Variant Nessian warhound (*Pathfinder RPG Bestiary* 173)

LE Large outsider (evil, extraplanar, fire, lawful)

Init +2; **Senses** darkvision 60 ft., scent, *see invisibility*;

Perception +16

Aura hunger (30 ft.)

DEFENSE

AC 26, touch 12, flat-footed 23 (+4 armor, +2 Dex, +1 dodge, +10 natural, -1 size)

hp 173 each (15d10+75)

Fort +14, **Ref** +11, **Will** +8

Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee bite +22 (9d6+12/19-20 plus 2d6 fire)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 22 half)

Spell-Like Abilities (CL 12th, concentration +10)

Constant—*air walk*, *see invisibility*

At Will—*dimension door*

TACTICS

During Combat The hounds use Improved Vital Strike when attacking. The increase to their bite attack is included in the stats above (when a hound doesn't use this feat, its bite deals 3d6+12 points of damage plus 2d6 points of fire damage). If encountered in narrow confines, such as in the halls below the Lucky Bones, the hounds use their *dimension door* spell-like ability to move into position whenever possible rather than squeezing through halls.

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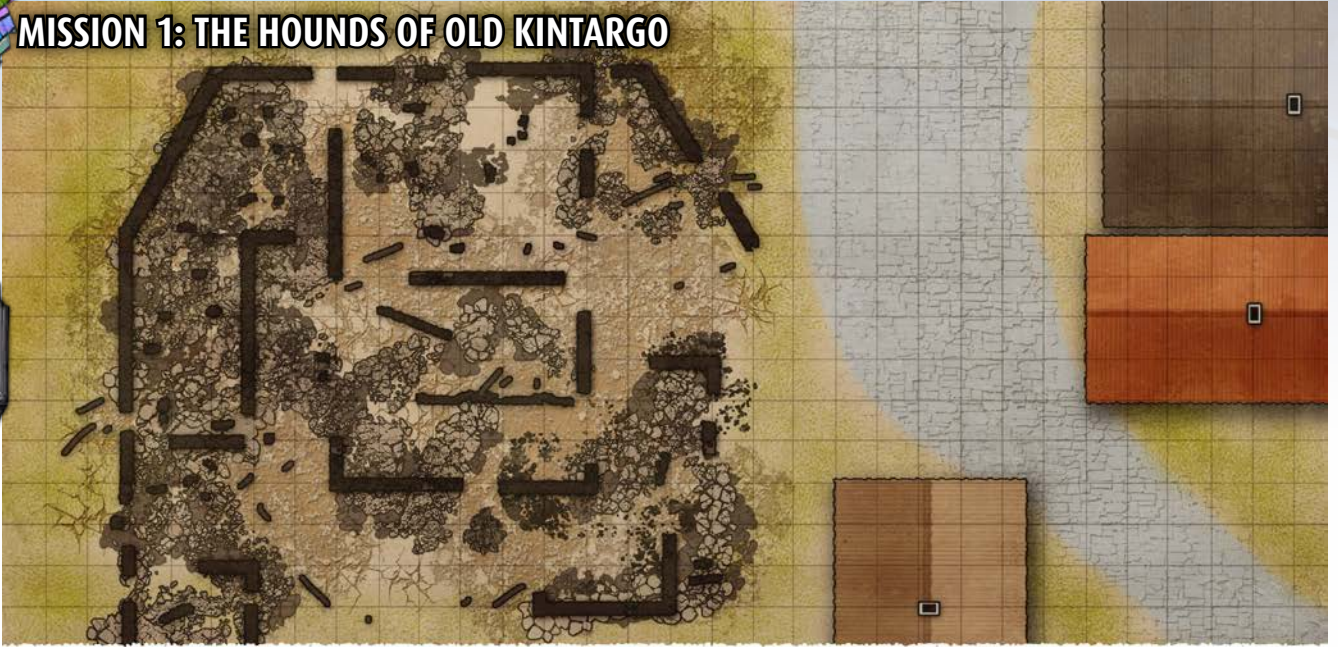
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MISSION 1: THE HOUNDS OF OLD KINTARGO



MISSION 2: WHISPERS ON THE SILVER SPAN



MISSION 3: THE WAILING WOMAN



MISSION 4: A HUNTER PROWLs THE STREETS



MISSION 5: THE HELL-PRISON



1 SQUARE = 5 FEET

Morale The hounds of Old Kintargo fight to the death.

STATISTICS

Str 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +15; **CMB** +24; **CMD** 37 (41 vs. trip)

Feats Dodge, Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +19 (+23 when jumping), Perception +16, Stealth +15, Survival +12; **Racial Modifiers** +5 Stealth

Languages Infernal

Gear mwk chain shirt barding, *amulet of natural armor* +2

SPECIAL ABILITIES

Hunger Aura (Su) At the start of a hound's turn, creatures within 30 feet are beset with excruciating hunger pangs, take 3d6 points of nonlethal damage, and become fatigued. A successful DC 22 Fortitude save halves the damage and negates the fatigue. Damage and fatigue caused by this ability cannot be healed or removed until the affected creature eats a meal. Creatures that do not need to eat (such as constructs, undead, and non-native outsiders, like a hound of Old Kintargo) are immune to this effect. The saving throw is Constitution-based.

Development: If all four hounds are slain, Barzillai's influence over Old Kintargo comes to an end. Upon the last hound's death, its baleful cry echoes into the sky, joined by a man's distant and muffled cry of frustration. Anyone who has met Barzillai in person automatically recognizes this muffled cry as his, and can attempt a DC 40 Wisdom check to pinpoint the source (see the Final Vision section on page 29).

MISSION 2: WHISPERS ON THE SILVER SPAN (CR 16)

The disdain and disgust Barzillai feels for common citizens are what influence Kintargo's residential and mercantile districts of Redroof and Yolubilis Harbor. This attitude transforms both regions into violent and frightening places to live, particularly at the link between the two districts—the bridge once known as Bleakbridge but known today as the Silver Span. The bridge is haunted by the severed heads of those who died during Barzillai's rule over Kintargo. Though daily life goes on in both districts, the smell of rotting flesh and the half-heard cries of souls in pain haunt the neighborhoods by day. After dark, the hauntings grow worse—woe to those found outside after the sun sets!

Investigation: Talk of strange smells of decay, mysterious cries of pain, and shadowy figures in alleys are on everyone's lips in both districts. The PCs should have no problem hearing such rumors. Attempts to gather information about the influence require a successful DC 20 Diplomacy check, and result in mentions of spectral floating heads spotted in the alleys or dancing along the Silver Span after dark. In addition, rumors spread more each day of ghostly spectral heads whispering

SHADOWS AND SONG

In the previous adventure, the PCs may have encountered the umbral dragon Ithanothaur. If they allowed the dragon to reclaim its lair in the Terapasillion, they may be able to recruit his aid against the haunts that plague Kintargo. Securing Ithanothaur's help in this way requires either a payment to the dragon of 40,000 gp in treasure or a successful DC 40 Diplomacy check. If the PCs secure Ithanothaur's aid, the dragon travels to Kintargo and feeds on the haunts and spiritual energies that infest one region. If Ithanothaur feeds in such a way for at least 24 hours, Barzillai's influence over that region lessens by one step (minimum weak) for as long as Ithanothaur remains active in that region. In addition, anyone attempting a saving throw against haunts in that region gains a +2 bonus on it. The dragon may even aid the PCs in a fight, but once Ithanothaur does so, he considers his duty fulfilled and abandons Kintargo to its fate thereafter.

Performing the "Song of Silver" in the Kintargo Opera House can grant additional aid in combating the haunts, most importantly by granting immunity to fear. The song's effects also interfere with the hell-prison (see Mission 5 on page 28), forcing that haunt to attempt caster level checks each time it tries to capture victims via its *maze* effect or to transport imprisoned victims to Hell (it must attempt this check only once per try, regardless of how many prisoners it is sending). Barzillai's influence is powerful, though, and every 24 hours after the "Song of Silver" is activated, the character who activated the song must make a successful DC 35 Perform (sing) check or the song's effects end prematurely as Barzillai's influence grows. The DC of this check increases by 5 for each area in Kintargo that Barzillai strongly influences, but it decreases by 5 for each area over which he has no influence.

into the ears of victims who then seek out methods of self-decapitation. As a result, the PCs gain a cumulative +1 bonus per day after the start of the hauntings on Diplomacy checks made to gather information. The Silver Span should be mentioned more frequently as the location where these spectral heads congregate most often. Bodies wash up on the riverbank or turn up in alleys—bodies whose heads decompose with unnatural swiftness compared to the decay of the rest of the corpse. Perhaps most disturbing, though, are the increasing rumors that Barzillai's ghostly head has been spotted with growing frequency, serving almost as a leader for the other haunts.

Haunt: Visiting the Silver Span during the day yields no additional information, although as the days wear on, the shopkeepers who dwell on the bridge grow increasingly nervous and tell stories of frightening sounds and floating

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ghost heads spotted after dark. No one travels the bridge at night anymore. The cause of all these stories is a roving, persistent haunt that drives those it captures to suicide so it can harvest their heads for its own amusement.

This haunt manifests in two ways. In its lesser incarnation, a single ghostly head rises up from the ground to whisper to a victim, driving her to attempt suicide—this is a whispering head haunt (see page 23). Whispering head haunts occur randomly, but only on the streets and alleys of the Redroof and Yolubilis districts. They never manifest inside of a building, and each time one of these manifestations is defeated, there's a cumulative 20% chance of triggering the region's significant manifestation. If the PCs patrol the streets of either district after dark, they automatically attract the attention of a whispering head haunt every 1d3 hours; the chance of triggering the significant manifestation resets each night.

Each time the PCs interact with a whispering head, allow them to attempt a DC 25 Knowledge (religion) check; alternately, they can consult with a knowledgeable NPC or library to research the haunt at a later time. Success allows them to note that these minor haunts are more a symptom than anything else, and that to defeat them, the source of the haunting must be forced to manifest. At this point, a successful DC 30 Knowledge (religion) check reveals a

method of forcing the region's significant manifestation to reveal itself. By bringing the body of one person slain by a whispering head to the Silver Span at midnight and casting *dispel law* or *dispel evil* on the remains, or casting *consecrate* or *hallow* with the remains in the spell's area of effect, the significant manifestation can be forced into being. This is a more powerful haunt known as a whispering vortex (see page 23). Once the PCs learn that they need the body of a whispering head's prior victim, tracking down a fearful relation of one such victim is a simple matter. With the PCs' reputation as saviors of the city, any citizen of Kintargo will cooperate in providing access to the body, provided that the remains are returned for proper burial thereafter.

A whispering head is a single ghostly head that drips phantom gore from the stump of its neck. At your discretion, the ghostly head may be that of a minor NPC the PCs recognize. This head could be a recent victim of a prior whispering head haunt, or an NPC minion of Barzillai's who perished previously. The whispering vortex is made up of dozens of these severed heads, all swirling in a vortex around a central point occupied by a spectral manifestation of Barzillai Thrune's glowering visage. His head appears partially skeletal. With a successful DC 20 Knowledge (planes) check, a PC notes similarities to the facial structure of a bone devil in his appearance.

WHISPERING HEAD**CR 12****XP 19,200**LE free-roaming^{OA} persistent haunt (5-ft. square)**Caster Level** 12th**Notice** Perception DC 30 (to notice a vague whispering sound)**hp** 24; **Trigger** proximity; **Reset** 1 hour

Effect A whispering head haunt can manifest anywhere in Redroof or Yolubilis Harbor after dark. Once this haunt manifests, it selects a single target and continues to whisper into that target's ear, pursuing it at a fly speed of 10 feet (good maneuverability) and targeting the victim each round with a *phantasmal killer* spell. A victim can resist the effect with a successful DC 16 Will save, but if the victim succumbs, the haunt's whispers of suicide become real. A knife manifests in the victim's hand, allowing him to cut his own throat; this results in either death or 3d6 points of damage, depending on whether the victim makes a successful DC 16 Fortitude save. The whispering head continues to target the victim each round with a new *phantasmal killer* effect as long as the victim lives. Once the victim perishes, the whispering head vanishes but can manifest again in 1 hour. Likewise, if a victim manages to get out of range of the whispering head (beyond 220 feet or out of line of sight on the whispering head's turn), the haunt ends for 1 hour.

Destruction Destroy the whispering vortex haunt.**WHISPERING VORTEX****CR 16****XP 76,800**

LE persistent haunt (20-ft.-by-20-ft. area in the middle of the Silver Span)

Caster Level 16th**Notice** Perception DC 20 (to spy ghostly heads rising up out of the waters below the bridge)**hp** 72; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, a vortex of whispering decapitated heads begin whirling and churning in the area of effect. Each creature within the area of this haunt is targeted by an *insanity* spell at the start of its turn (Will DC 20 negates), but more importantly, the whispering vortex casts *weird*, targeting the densest collection of creatures within 260 feet (no two creatures among those targeted can be more than 30 feet apart). A successful DC 23 Will save negates this effect, and a successful DC 23 Fortitude save reduces death to 3d6 points of damage plus 1d4 points of Strength damage and the stunned condition for 1 round. The whispering vortex continues to target creatures as long as any remain within 260 feet of any of the haunt's area.

Destruction Remove Barzillai's influence over Redroof and Yolubilis Harbor by reducing the whispering vortex to 0 hp.**Development:** Removing Barzillai's influence over this region is achieved by reducing the whispering vortex

haunt to 0 hp—the tricky part is triggering this potent manifestation in the first place. Once the whispering vortex is so destroyed, the ghostly heads explode outward in a spiraling flight and vanish soon thereafter, while Barzillai's head spirals off toward the district of Villegre. At this point, the PCs can attempt a DC 40 Wisdom check to pinpoint where his head is traveling (see page 29).

MISSION 3: THE WAILING WOMAN (CR 16)

Barzillai's ego and pride at having been a Thrune in life influence the Greens, Kintargo's noble quarter. The aristocratic citizens of the Greens feel a vague unease and strange oppression, and sensations of vague dread gnaw at the stomachs of those who live here. Night after night, the sounds of a wailing and shrieking woman echo through the darkened streets. None can claim to have seen the source of the wailing, yet all who live in the Greens hear it.

Investigation: If the PCs question locals in this area about the mysterious nightly wails, a successful DC 20 Diplomacy check made to gather information reveals that the voice everyone is hearing is definitely that of a woman. Most of those who hear her do not understand her words, but others claim variously that the wails are in Aklo, Azlanti, Infernal, Necril, or Shadowtongue. Those who understood the wailing woman's words report that she was cursing none other than the Silver Ravens and the PCs themselves, demanding that they return to face punishment for the ruin they brought to her work.

It shouldn't take long for the PCs to hear the wailing woman themselves if they are in the Greens after dark. Indeed, the curses and threats against them repeat constantly in the aforementioned languages. Each hour the PCs listen, allow them a DC 25 Perception check to track the progress of the disembodied voice. If they succeed, they note that the wailing seems particularly loud and nearby the closer they get to the Records Hall. Alternatively, the wailing woman might at one point threaten to feed the PCs' souls to either Kelaxiax or Megonya. These clues may well reveal the identity of the wailing woman to the PCs as the witch Tiarise Izeni.

Creatures: When the PCs slew Tiarise in *Pathfinder Adventure Path #100: A Song of Silver*, her soul did not pass gently into the Great Beyond. As the PCs may have learned if they investigated the ritual notes recovered from the Records Hall, Tiarise had performed an occult ritual called Binding the Soul to the Stone. Her soul remained bound in the very walls of the Records Hall after her death, and when Barzillai's influence settled over the Greens, he released her soul to finish its fated transformation into a spectral undead monster known as a nemhain.

This adventure assumes that after the PCs' exploration of the Records Hall in *A Song of Silver*, the government

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sealed the building tightly. Eventually, Kintargo fully intends to renovate and rebuild the contents of the Records Hall, but the time to do so has not yet arrived. The building has remained empty since the PCs' last visit as a result, yet it is not uninhabited. In addition to Tiarise herself, the spirits of several Asmodean inquisitors have risen to haunt the building.

Note that if, in your game, the PCs have taken steps to address the use of the Records Hall and have agents working within it to restore its records, then you'll need to adjust things a bit. In this case, since the Records Hall hasn't been boarded up, the PCs should instead learn about attacks on those within the Records Hall after dark, as Tiarise sends the tortured undead spirits who serve her to murder workers who stay after sundown. In this case, word of the haunting should reach the PCs quickly, because those they've charged with working in the Records Hall abandon it and report the hostile spirits that now dwell within it to their superiors. If Tiarise still lives in your game, simply switch the identity of the wailing woman to another spellcasting NPC villain the PCs slew at some point during their adventures—although in this case, you may well need to change the location of her haunt to another site in Kintargo and swap that region's haunting to the Greens.

Today, Tiarise haunts the Records Hall, along with a number of mournful undead cruciaruses, which are spirits known to some as the tortured dead (see page 84). These incorporeal undead are all starvation cruciaruses, having formed from those who perished during Barzillai Thruene's doghousing excruciations. All of the undead, Tiarise and the cruciaruses alike, are quiescent during daylight hours. If the PCs investigate the Records Hall at this time, the building is dusty and empty but there is no evidence of supernatural activity. The front doors to the building are locked tight (Disable Device DC 40), but Jilia Bainilus or any other highly placed government official can supply the PCs with the key if they ask.

This changes if the PCs visit the Records Hall after dark. From outside, the building looks no different, but once they're inside, the temperature is noticeably lower than without. Frost clings to surfaces and breath mists with every exhalation—the temperature hovers just below freezing, and the severe cold impacts unprepared visitors (see page 442 of the *Pathfinder RPG Core Rulebook*). As the PCs explore the seemingly empty building, eerie manifestations confront them. A muffled weeping might lure them into a room. A door may close or open suddenly. The symbol of Asmodeus may form in frozen blood on a wall. After the PCs encounter a few of these eerie but harmless manifestations, the first of several cruciarus attacks should hit them.

The cruciaruses that haunt the building appear as emaciated men and women, their limbs riddled with dog bites. They rise up out of the floor or step out of the walls

suddenly, attempting to strike from stealth and then slipping back into the walls after 1 or 2 rounds of combat if not slain beforehand. Every 1d4 rounds after a previous attack ends, more cruciaruses appear; the number increases by one each time, to a maximum of three cruciaruses at once. Each time a cruciarus is destroyed, the wail of an enraged woman fills the Records Hall. With each destroyed cruciarus, there's a cumulative 30% chance that Tiarise manifests and attacks 1d4 rounds after the previous attack ends. When she does so, she's accompanied by two new cruciaruses. At this point, she and the cruciaruses fight until destroyed.

As a nemhain, Tiarise appears similar to her form in life, save that she is surrounded by a nimbus of frightening bound spirits that resemble miniature lions made of icy mist. Her incorporeal body bears the death wounds the PCs inflicted upon her during *A Song of Silver*, and in combat, she prefers to attack the PC who delivered the final blow that laid her low.

The PCs can force Tiarise to manifest early if they enter the Records Hall vault. This room contains the key to her undead existence—the frost-encrusted skeleton of her hellcat pet, Megonya. The hellcat's bones exist only after dark, and retain their invisibility so that only the frost clinging to them reveals the shape of the infernal cat's skeleton. These frozen bones are a physical manifestation of the nemhain's creation ritual, and as long as they exist, she continues to rejuvenate 1d4 days after she is destroyed. The bones have hardness 20, 120 hit points, and AC 30 (touch AC 5). They are immune to cold damage, but fire deals full damage to them (fire damage is still reduced by hardness). Each time the bones are damaged, a burst of cold washes over the vault, dealing 4d6 points of negative energy damage (Reflex DC 15 half) to all in the vault—this damage can heal undead in the area. Once the bones take any damage at all, Tiarise and her cruciaruses bodyguards immediately manifest and attack.

Once Tiarise is destroyed, no more cruciaruses manifest in the Records Hall, making this the safest time to damage the frozen bones. Any damage dealt to the bones is healed once a day has passed and a new night begins.

TIARISE IZONI**CR 15****XP 51,200**Female nemhain (*Pathfinder RPG Bestiary 5* 182)**hp 225****CRUCIARUSES (UP TO 3)****CR 12****XP 19,200 each****hp 157 each** (see page 84)

Development: Once Megonya's frozen bones and Tiarise are both destroyed, Barzillai's influence over the Greens vanishes. At this point, the frost on the walls

melts away, but it does so unevenly so that for a few moments, what appears to be dozens of scrawled lines of text appear on the walls. In the few moments before these lines too melt away, PCs can attempt a DC 40 Wisdom check to recognize the text (see page 29).

MISSION 4: A HUNTER PROWLs THE STREETS (CR 16)

Barzillai's influence over Temple Hill is driven by his faith in Asmodeus, Mephistopheles, and all things infernal and diabolic. Those who visit this district during the haunting of Kintargo feel an ominous presence, as if something unseen were watching them from the district's center atop the old Temple of Asmodeus. More alarmingly, thick, dark clouds boil and loom over Temple Hill, casting the entire district into ominous shadow during the day and deep darkness at night.

Investigation: When the PCs return to Kintargo, they should swiftly notice the thick, black clouds that hang over Temple Hill; these clouds block out the sun and shroud the district in shadow. Flocks of bats wheel and shriek in the sky, more agitated and aggressive than normal bats. The PCs may even be attacked by lone bats now and then. The creatures are too small and ineffectual to harm them, but they're disturbing nonetheless as they tangle in the PCs' hair and bite savagely at exposed flesh.

The perpetual gloom wears on the nerves of the citizens of this district and amplifies their paranoia, even without the eerie sensation of being watched by the unseen eyes atop the hill. Speaking with the district's citizens or priests of any of its temples reveals a deep-seated unease. Doors and window shutters slam as the PCs approach. The few citizens on the street scatter to their respective houses when the PCs come into view. If the PCs manage to corner and interrogate citizens, they find the residents to be fearful and abrasive, lacking any respect for the PCs and acting in an almost insulting manner. Specific NPCs the PCs have befriended treat them well as always, but they confirm that the district's populace has grown surly, frightened, and morose since the clouds formed above.

Any attempts to gather information in Temple Hill expose the PCs to this unusually rude behavior, and to the fact that most of those to whom they speak fear primarily that war with Cheliox is coming soon. They also fear that because of the actions of the Silver Ravens, the populace of Kintargo will soon be either drafted or killed.

Statements such as "We should have left well enough alone. Now we're all going to suffer!" and "Things weren't so bad before, but we couldn't stay satisfied with what we have. A price has to be paid!" are common. A PC who succeeds at a DC 30 Diplomacy check while gathering information does extract some additional important knowledge, though—now and then, people make claims that someone they know was personally threatened or robbed by one of the PCs or one of their friends.

The clouds over Temple Hill are not a typical haunt, but rather a large-scale manifestation of Barzillai's influence. As long as his influence remains in the district, these oppressive clouds impose a -2 penalty on all attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls, as if everyone in the district were under



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the effects of *crushing despair* (there is no save to avoid these effects, but they do not stack with the penalties granted by the casting of an actual *crushing despair* spell). This is a mind-affecting compulsion effect. The clouds themselves can be driven away by a *control weather* spell or similar effect (during which time the *crushing despair* effect is suppressed as well), but once that effect expires, the clouds always return. Permanently driving the clouds away requires the PCs to slay the vile creature that has become symbiotically attached to them.

Creature: When Barzillai turned his attentions to Kintargo so many months ago, many denizens of that infernal realm took note as well. Among these is a reprehensible popobala monstrosity named Sulkimy. This sly shapeshifter feeds as much on negative emotion as it does on mortal blood. The spread of negative emotions throughout the Silver City during the past several months of unrest has been a gourmet meal for the monster after it snuck through a tear in reality formed during a devil conjuration ritual performed in the Temple of Asmodeus. Sulkimy maintained his disguise well, and he made sure to feed slowly and to avoid those who might know him for what he truly was, but when Barzillai was defeated and hope swelled in Kintargo,

he began to starve. He retreated into the sewers below Temple Hill, biding his time. He was considering leaving Kintargo for more fertile feeding grounds when Barzillai's influence returned.

Today, the crushing despair that Barzillai's influence inflicts on the citizens of Temple Hill is, to the popobala, as fine a banquet as he could ever desire. He's been gorging on despair, anger, and fear over the past several days, growing stronger. Currently, Sulkimy has gained the benefits of the fiendish creature template. In time, and after enough feeding, he may become a full-fledged half-fiend. The longer he spends in Temple Hill, the more bloated on fear and despair he grows, and the more reckless and careless he becomes with his disguise. Of late, he's taken to assuming an appearance similar to that of a PC, using Disguise to further enhance his subterfuge, and locals have started mistaking Sulkimy for this PC. Sulkimy has found that tricking locals into believing one of Kintargo's heroes is now bullying citizens creates a most delicious flavor of depression and sorrow. As the days go on, Sulkimy grows more obsessed with the PCs, becoming jealous about the way the people of Kintargo look up to them.

Tracking down and confronting Sulkimy can be tricky, but once the PCs hear rumors that they or one of their friends has supposedly been threatening or robbing locals, a PC who succeeds at a DC 20 Diplomacy check made to gather information can narrow things down to a few city blocks in Temple Hill where the most recent event took place. Each hour the PCs spend searching this area, there's a cumulative 25% chance that Sulkimy notices and takes action by gathering an angry mob to confront the PCs. Alternatively, the results of divination spells could lead the PCs to Sulkimy. In this case, they might be able to confront him in the abandoned buildings he now uses as his den without having to first handle an angry mob.

If Sulkimy works up a crowd to confront the PCs, he watches from afar, using a dominated stonemason as a puppet to lead and direct the rabble-rousers. This stonemason is a dwarf named **Athany Ironmane** (LN female dwarf expert 6), and the crowd of angry citizens she leads howls and thirsts for the PCs to face justice. The mob firmly believes that the PCs and the Silver Ravens are responsible for their impending demise at the hands of a Chelish army, and that one of the PCs has further betrayed them by robbing citizens in the back alleys of Temple Hill.

Sulkimy watches from a nearby rooftop in bat form, hoping to enjoy the PCs' reactions, gloating in their distress and confusion, and eager for the PCs to lose



SULKIMY

their patience and attack the mob. As the mob spots the PCs, they block the PCs' path. Amid some shouts to "Go back to Cheliox!" and "Give us back our city, you thugs!", Athany accuses the PCs of bringing doom to Kintargo. When she shouts, the mob quiets.

"Cheliox was a threat we understood. In your quest for 'freedom,' you've endangered us all!" she cries out. "Now we face a future of war and chaos, and it's all your fault. Why didn't you talk to the people of Kintargo before going off on your grand crusade? Why didn't you think about what your need to be heroes would mean for us on the street? Maybe Cheliox will leave us alone if we send Queen Abrogail your heads!"

The mob of Kintargans consists of three dozen men and women, all 1st- to 3rd-level commoners and experts. They stand no chance of injuring the PCs, let alone killing them, and hope to shame the PCs into turning themselves over to justice. In this case, the mob plans on stripping them of their gear, tying them up, and sending them on to Cheliox for their just punishments. Of course, things won't get this far. If the PCs do submit and allow the mob to confiscate their gear, Sulkimy intervenes and attacks as detailed in his tactics.

Any show of violence or force, including an attempt to intimidate the crowd immediately panics the mob and scatters them. In this case, Sulkimy gorges on the fear and loathing the act generates among the mob as he telepathically orders Athany to attack the PCs. If she succeeds at her Will save to resist this out-of-character command (or if the PCs dispel the domination), she throws off the *dominate person* effect and calls out for help, claiming that a hissing voice in her head was forcing her to act against her will.

Of course, the PCs can also attempt to disband the mob with an impassioned speech. A successful DC 30 Diplomacy or Perform (oratory) check is enough to calm the crowd. The use of spells such as *enthral*, *good hope*, or *calm emotions* can calm the crowd, as well, provided at least a dozen members can be targeted. In this case, simply roll a single Will saving throw (with a +8 bonus) to resolve whether the spell is successful or not. If the crowd successfully saves, it reacts as if the PCs attempted violence.

If the PCs calm the mob or Athany escapes her domination to warn the PCs, Sulkimy assumes his true form with a shriek of frustrated rage. He then swoops down to attack the party, scattering the mob in the process.

Sulkimy's lair is in an abandoned stonemason's workshop that was, until recently, under retainer by the church of Shelyn. The proprietor fled Kintargo the day after the Night of Ashes, leaving his shop locked tight. Sulkimy moved in soon thereafter, enjoying how delightfully blasphemous his presence amid half-finished stone statues of Shelyn feels. The popobala comes and goes via a hole in the building's roof in bat

form, and he has pushed statues and stone blocks up in front of the doors and windows to hamper entrance into his lair. A successful DC 26 Strength check is required to force open a door or window into the building as a result.

SULKIMY CR 16

XP 76,800

Male fiendish popobala (*Pathfinder RPG Bestiary 3* 290, 221)

hp 225

TACTICS

Before Combat Sulkimy casts *spell turning* before entering battle.

During Combat Sulkimy's first action in combat is to cast *animate objects*. If he's confronted on the street, he targets two wagons, but if the PCs instead confront him inside of his abandoned smithy, he animates four partially completed stone statues of Shelyn. He sends the animated objects to fight the PCs while he uses flight to remain at range. He remains close enough that his frightful presence always affects at least one PC. The popobala knows much about the PCs (they're famous in Kintargo, after all), and targets characters appropriately (using *feblemind* on arcane spellcasters, *dominate person* on characters who have poor Will saves, and *telekinesis* to disarm foes of key weapons or holy symbols). If confronted in melee, Sulkimy prefers to make full attacks, using *smite good* on the first round against a foe he knows to be good-aligned. Note that the overwhelming despair of Temple Hill means that the popobala's harvester of sorrow ability constantly functions, giving him fast healing 10.

Morale If Sulkimy is encountered on the street and reduced to 50 hp or fewer, he flees to his lair. If confronted in his lair, he fights to the death.

ATHANY IRONMANE CR 4

XP 1,200

Female expert blacksmith (*Pathfinder RPG NPC Codex* 262)

hp 39

Treasure: Sulkimy has gathered a fair amount of treasure over his time feeding on Kintargo's negative emotions. The popobala was always careful to physically prey only upon those who would not be missed by friends or family, and as several of these were lone adventurers, the popobala's treasure stash includes some choice items. He keeps the treasure hidden under the floorboards in the abandoned house in which he dwells, but a PC can spot the loose boards with a successful DC 25 Perception check.

The popobala's treasure consists of 2,309 cp, 3,020 sp, 2,100 gp, 88 pp, assorted pieces of jewelry worth a total of 7,400 gp, 3 *potions of cure serious wounds*, a *potion of fly*, a *wand of haste* (28 charges), a *scroll of contingency*, a *minor crown of blasting*, a *silent metamagic rod*, a pair of

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greater bracers of archery, a +3 dancing longsword, a staff of illumination (7 charges), a set of bracers of armor +6, a ring of delayed doom (*Pathfinder RPG Ultimate Equipment* 169) with 7 garnets remaining, and a set of talons of Leng (*Ultimate Equipment* 239).

Development: Barzillai's influence over Temple Hill persists if Sulkimy is slain, but at this point any effect that drives off the clouds above can lift it. *Control weather* is the most direct way to achieve this. Using this spell (perhaps via the *orb of storms* the PCs may have recovered in *A Song of Silver* from the temple of Asmodeus) after Sulkimy is dead causes the clouds above Temple Hill to swiftly dissipate. Otherwise, the clouds disperse automatically once both Sulkimy is dead and at least three other regions in Kintargo have had Barzillai's influence removed. Once the clouds above Temple Hill dissipate for good, Barzillai's influence over Temple Hill fades. As it does, the bells atop the cathedral ring out in strange, distorted peals that evoke memories of the sound of the Devil's Bells before the profane belfry was exorcised during *A Song of Silver*. Any PC who hears these bells ringing and succeeds at a DC 40 Wisdom check notices what sounds like a monstrous heartbeat hidden within the ringing of the bells (see page 29 for more information about the Wisdom check and details on how this heartbeat can help the PCs).

Story Award: If the PCs handle the mob without resorting to intimidation or violence (or if they manage to surprise Sulkimy in his lair before he can organize the mob in the first place), award them 76,800 XP.

MISSION 5: THE HELL-PRISON (CR 17)

The neighborhoods of Castle District and Jarvis End fall under the influence of Barzillai's obsession with torture and his bloodthirsty sense of cruelty. Those who visit this district feel strange aches and pains. Now and then, a sudden stabbing agony or burning phantom torment wracks through a limb or body part, only to fade a moment later. These aches and pains have no immediate game effect, but are unnerving and distressing.

Investigation: News of the painful feelings experienced in this district spread quickly, and the PCs should hear about it swiftly after this part of the adventure begins. Uncovering more information about what's causing the sensation is unusually difficult, though, for unlike the other areas Barzillai influences, this region initially has no specific haunts. With a successful DC 20 Diplomacy check to gather information, the PCs collect a large sample of complaints from the public. Should the PCs study this information, cross-reference complaints with similar ones, and track the locations where the pain spikes happened on a map of the districts, they might notice something unusual. Correctly interpreting the information requires a successful DC 40 Knowledge (geography or local) check. On a failure, the PCs realize

that additional days spent gathering data about new complaints allow additional Knowledge checks—they gain a cumulative +5 bonus on each additional daily check. On a successful Knowledge check, the PC realizes that the aches and pains seem to be focused in three areas, and that no aches or pains at all are reported from a point in the center of this triangulated area. The three points of these pain foci are located among the ruins of the Silver Star, on the back of the Kintargo Opera House, and at the northern entrance of a short alleyway known as Shadow's Jaunt. At the center of these three points lies an empty lot in Jarvis End adjacent to a run-down performance hall once known as the Firefoot Theater.

A casual investigation of this location reveals little of interest, other than confirming that the vacant, weed-strewn lot behind Firefoot Theater seems to be a strange sort of "dead zone" for the aches and pains, yet replacing this is an unsettling sense that visitors are not welcome. Once a favorite gathering place for out-of-work actors and musicians, the lot has been empty since the haunting of Kintargo began.

Haunt: The source of the phantom pains is a tiny fragment of Hell itself that has pierced the planar boundary into Kintargo, but until Barzillai strongly influences this region, this fragment remains adrift in the Ethereal Plane. Viewing the lot with *true seeing* or any other effect that allows sight into the Ethereal Plane reveals a startling sight: a grim, squat, prison-like building. Once Barzillai's influence over the area becomes strong, the building phases into reality. Likewise, once the building is viewed, the structure manifests physically in the vacant lot, as if the act of being observed were enough to lend weight to its walls.

The building's iron walls are old and covered with an eerie crimson lichen and mysterious dark stains. The roof sags, and many holes leave the interior open to the elements, while leering diabolic gargoyles lurk amid its eaves. The whole building has the look of a prison, but the scale seems off. Closer examination reveals that the building was constructed at about one-fifth its actual scale. One can peer through windows into rooms within, but the building itself seems to be an uninhabited large-scale miniature of an infernal prison.

This prison is a dangerous haunt that fully activates only once the physical structure exists on the Material Plane, either as a result of Barzillai's strong influence or after the building is first observed in the ether. Once this occurs, all who look upon the hell-prison are filled with sudden guilt and remorse for all the wrongs they believe they've committed (real or imagined) during their lives. This effect functions similarly to a *sympathy* spell, drawing people toward the prison. Anyone who approaches within 5 feet suddenly has the impression of the prison growing to full size as the front doors open; at this point, the haunt targets the victim with

a *maze* spell. A victim who succumbs to this effect vanishes from sight.

From the victim's perspective, she seems to wander the apparently endless halls of the prison's mazelike interior while cackling (but non-combatant) devils and the half-glimpsed shades of those the victim has wronged or slain in her life lob accusations. Chief among these accusers is Barzillai himself, who seems to serve as the prison's warden and chief torturer. Each round the victim wanders the maze, she must make a successful DC 23 Will saving throw; the victim must attempt the saving throw each round until she manages to escape the maze (by succeeding at a DC 20 Intelligence check or by using an effect like *plane shift*), or until she fails one of the Will saving throws. If she fails the Will save, the victim's confinement immediately shifts from a *maze* effect to *imprisonment*, save that she is imprisoned within the hell-prison rather than a small sphere far beneath the surface of the ground. When a victim succumbs to this, from his viewpoint, he has voluntarily stepped into a windowless cell with walls lined in rusty spikes, only to have the door close and then vanish behind him.

Once the hell-prison manages to capture nine victims in this manner, all of them are instantly transported to one of the numerous prisons in Hell (no save), to be forever imprisoned therein. When this occurs, the hell-prison fades away for 24 hours before manifesting, once again empty, in the vacant lot. At your discretion, those captured by the hell-prison can be deposited into an area of your choice in Caina's Tower of Bone (see page 45) as prisoners, so the PCs have a chance to rescue these victims near the campaign's end.

As a haunt's physical manifestation, the hell-prison can be attacked and damaged as if it were an object with hardness 20 and 300 hit points, but whenever the haunt takes any damage, an advanced barbed devil guardian appears adjacent to the hell-prison to attack those who damaged the prison. Up to four of these devils can be active in the prison's defense at any one time. (Slaying these barbed devils does not earn the PCs any additional XP, regardless of how many are defeated. The reward for the defeat of the haunt itself includes the XP for defeating or avoiding these additional devils.) If the hell-prison is destroyed, it releases any and all prisoners currently held within it (though not any who have been sent on to Hell), but it returns, fully repaired and functional, after its reset time passes.

Anyone who escapes the hell-prison may be able to provide a clue about how to destroy it. Upon returning to Kintargo, such escapees can attempt a DC 35 Perception check or Knowledge (engineering) check to note how thin reality has become between the Material Plane and Hell. A successful DC 30 Knowledge (planes) check then suggests that any effect that would even momentarily strengthen the boundary would perhaps be enough to

sever the haunt's connection to Hell and allow for its permanent destruction. In addition, casting *freedom* on the hell-prison while it is manifested physically instantly destroys it, releasing all currently imprisoned prisoners (but not any who have been sent on to Hell).

HELL-PRISON

CR 17

XP 102,400

LE persistent haunt (vacant lot)

Caster Level 17th

Notice automatic (to notice the hell-prison)

hp 76; **Trigger** proximity; **Reset** 1 day

Effect A *sympathy* effect compels anyone within 105 feet to approach the hell-prison (Will DC 22 negates); a *maze* effect targets anyone who comes within 5 feet (no save, but a victim can only be targeted by this effect once in any 24 hour period); an *imprisonment* effect each round a victim remains affected by the *maze* effect (Will DC 23 negates); transportation to Hell upon imprisoning nine victims (no save—see above)

Destruction If a spell that negates extradimensional travel in an area (such as *dimensional lock* or *forbiddance*) affects the area, or a spell that negates extradimensional travel (such as *dimensional anchor*) or forces something to return to its home plane (such as *banishment*, *dismissal*, *dispel evil*, or *holy word*) is cast upon the hell-prison, the hell-prison loses its hardness for the duration of the spell effect plus 1d4 rounds after the spell effect ends. If the hell-prison is destroyed during this period of time, the haunt itself is destroyed.

ADVANCED BARBED DEVIL (UP TO 4)

CR 12

hp 162 each (*Pathfinder RPG Bestiary* 294, 72)

Development: Barzillai's influence over the Castle District and Jarvis End vanishes as soon as the hell-prison haunt is destroyed. At this point, the PCs witness the hell-prison crumbling and falling into a chasm lit with red light that pulses, as if to a heartbeat. Any PC who sees this dramatic collapse can attempt a DC 40 Wisdom check to catch a glimpse of where that hole might lead (see Final Vision below for more details). In any event, once the vision passes, the vacant lot remains solid and empty, as if the hell-prison had never existed at all.

FINAL VISION

Each time the PCs defeat a significant manifestation, remove Barzillai's influence from a region in Kintargo, and experience a vision as a result, they can each attempt a DC 40 Wisdom check to process the information in the vision and notice that not only is Barzillai attempting to return to some form of life, but the focus of this attempt is somewhere deep below Kintargo.

For each vision beyond the first the PCs witness, they gain a cumulative +5 bonus on this Wisdom check.

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Furthermore, any character who became “soul-tugged” in area E3 of Mangvhune’s Heart (see page 51 of *The Kintargo Contract*) gains an additional +5 bonus on this Wisdom check.

This Wisdom check is automatically successful if it is made as a result of witnessing the fifth and final vision granted by defeating Barzillai’s influence in Kintargo.

As soon as a PC makes a successful check, the vision she experiences goes on for a few moments longer than described in the actual mission’s visions above. The PC feels as if she were spiraling through a network of vast caverns. She finally emerges into a large underground temple, at the core of which a human heart beats while floating in a vortex of energy above a pool of glowing liquid. This is a vision of the sanctum of Mahathallah (area B6), and the PC immediately understands that the heart she is looking upon is Barzillai Thrune’s. A moment later, the PC’s point of view expands outwards at a shocking speed, and for a brief instant she feels herself infusing the very land of Ravounel itself, becoming one with the region as the city of Kintargo houses her consciousness.

This sensation lasts only a moment before the PC suddenly snaps back to reality in her own body, filled with the knowledge that what she just experienced was an echo of Barzillai’s greatest desire—to become the lands he once ruled. This vision affects the PC and all significant allies (all of the other PCs) with a permanent *find the path* effect that points toward the Barzillai’s heart in the Soulbound Fane (see page 31), as well as a significant wash of lore and knowledge granted by the PC’s brief brush with all of Ravounel. This *find the path* effect manifests as the soft but unmistakable sound of a distant beating heart, and by following this sound, the PCs can find their way to Barzillai’s heart itself—although as with any *find the path* effect, this lure does nothing to warn those who follow it of dangers along the way.

Story Award: As soon as at least one PC experiences this vision upon succeeding at the Wisdom check (or as soon as all PCs experience it once the fifth mission is completed), that PC gains an influx of understanding and comprehension. This manifests as a reward of 307,200 XP for the party—a significant award that should be enough to boost them to 16th level. Note that another, even larger boost of XP awaits the PCs at the end of Part 3 when they remove Barzillai’s heart from the *soul anchor*.

PART 3: SEEKING THE SOUL ANCHOR

It’s likely that the PCs have already learned something of Barzillai’s plans to become a genius loci. Further research into the topic should reveal that while genius loci, or “spirits of place,” of any size are rare, those that would

encompass a region as large as Ravounel are unknown. The powers a mortal might gain upon becoming such a genius loci would be immense. See page 66 for details, and feel free to share some of those details with the PCs (perhaps after they succeed at a few Knowledge [arcana, geography, or planes] checks) in order to impress upon them the danger allowing Barzillai to become such a spirit would pose.

At this point, the PCs should have enough information that they can start to piece together what they can do to stop Barzillai. If your players have already figured things out, then the *find the path* effect granted from the final vision should be all they need to progress toward the endgame of Hell’s Rebels. Otherwise, the PCs may need to perform some additional research or investigations to learn more. By this point, the PCs should have gained access to many of Barzillai’s writings and contracts, the special collections of the one-time Temple of Asmodeus, and many of Mangvhune’s notes on *soul anchors* from his laboratory. In addition, using powerful divination magic, consulting knowledgeable NPCs, or calling on the rebellion’s more scholarly teams can help to fill in the gaps. Ideally, you should let the players feel that their characters have gathered enough information to put the final pieces of the puzzle together, but that the methods used to gather that information depend on the PCs’ strengths and capabilities. The key elements the PCs should know are listed below—they may well learn this information earlier in the adventure, although skipping ahead to investigate the Soulbound Fane before dealing with Barzillai’s influence over Kintargo is not advisable.

- Much as did Doctor Mangvhune did over a century ago, Barzillai sought a method to preserve his mind and memories after death. He found just such a method using something called a *soul anchor*.
- Barzillai is dead, but his soul is attempting to become a potent entity known as a genius loci. In effect, he’s seeking to haunt all of Ravounel, with Kintargo as the focus of his influence.
- Barzillai learned how to achieve this transformation through consultation with Mephistopheles and by researching the secret history of Kintargo.
- Barzillai gained near immortality after removing his heart. When he was killed, though, his heart was nowhere to be found. The inquisitor’s heart likely remains a focus that continues to link him to the region, and if it could be found, his plan to become a genius loci could be thwarted. His heart was a key focus in the ritual, and until it is reunited with his soul, he can continue to attempt to complete the transformation into a genius loci as many times as he wishes.

RESEARCHING THE SOUL ANCHOR

The PCs need not understand what the *soul anchor* is before following the *find the path* effect to Barzillai’s

heart, but curious or wise PCs likely try to learn more first. While the topic is incredibly obscure, access to Mangvhune's books and research from his abandoned study (area E4 of Mangvhune's Heart; see page 51 of *The Kintargo Contract*) can be of a great help. A successful DC 45 Knowledge (planes) check is enough to learn about *soul anchors*. Using Mangvhune's notes as a research aid not only grants a +20 circumstance bonus to this roll, but also allows one to attempt the Knowledge check untrained. If a PC (or an allied NPC) succeeds at this check, he learns that *soul anchors* are an occult creation of Mahathallah—places where she has corrupted and damaged the River of Souls so that those who die in close proximity pass through judgment in the Boneyard with their memories intact. While to a mortal, the prospect of retaining individuality after death may seem like a welcome miracle, the shedding of self and personality is as fundamental a part of the cycle of reality as is the shedding of the body upon death. As such, and the church of Pharasma views such imperfections in the River of Souls as blasphemous (even though Pharasma herself remains enigmatically neutral on the matter), the church or psychopomps often seek to destroy known ones. As a result, Mahathallah's church has always worked to hide and protect these *soul anchors*, and often the Dowager of Illusions steps in herself to help prevent them from being discovered via most mortal magic.

B. SOULBOUND FANE

The *soul anchor*, and thus Barzillai's heart, lies within an ancient shrine of Mahathallah known as the Soulbound Fane. This shrine is hidden away in the Darklands of Nar-Voth, nearly 2,000 feet below the city of Kintargo. The approaches to the temple through Nar-Voth are many, but the most direct route from Kintargo involves a device called the *soulbound lift*, which is located in an obscure crypt in the Old Kintargo Cemetery. This adventure assumes the PCs take this route, following the most direct way to the temple indicated by the *find the path* effect. Note that Mahathallah herself has created wards to hide the temple and its contents from divination, and so most mortal magic used to seek the temple, such as *discern location* or a typical *find the path* spell, simply fails. The effect gained after defeating Barzillai's influence is a powerful exception to this rule.

The *soul anchor* below Kintargo came into being over 200 years ago when the whore queen Mahathallah wished to reward her greatest and most devout worshipers with the opportunity to retain their minds after death. She chose a remote cavern in Nar-Voth as the site for the *soul anchor* to hide it and shelter it from those who would abuse its gifts or seek to destroy it, and to ensure that her chosen would have to work to find it. Among the faithful to whom she granted a vision

of the *soul anchor* was a blood hag named Nasperiah, who had been feeding in secret on Vyre's citizens. Nasperiah abandoned her home and, along with several other worshipers from throughout the Cheliox and Nidal regions, followed the strange tugging the vision gave her to Kintargo. She arrived in the bustling city in the year 4380 AR, during the height of the Everwar. Nasperiah was disappointed to learn that she hadn't been the only one graced with her goddess's touch, but she reluctantly joined up with the others to form a hidden cabal of Mahathallah worshipers in the city. Kintargo in those days was already an old city, and as Cheliox increasingly turned its attention toward Varisia and Nidal, military traffic through the city was at an all-time high. As a result, Nasperiah and the other Mahathallah cultists were able to lie low in the back alleys of Old Kintargo. Their visions eventually drew them downward, compelling them to use their magic to construct a passageway between the surface world and the Darklands of Nar-Voth below. They disguised their construction by building the magical elevator called the *soulbound lift* within the walls of a crypt in Kintargo's graveyard. This task benefit from the fact that, for a time, several of the cultists worked as the city's gravekeepers.

By the time the *soulbound lift* was completed, Nasperiah had claimed leadership of the cult by secretly murdering her three main competitors. As the cult's high priest, she led her followers into the caverns they'd reached below to find the source of their visions—the *soul anchor*. In 4382 AR, the cultists built a shrine around the *soul anchor* to protect it and keep it secret, and for over 2 centuries, Nasperiah and her sisters tended the shrine devoutly. The addition of the red dragon Adrakash as a guardian of the shrine only bolstered their power and glory. However, as cultists died and were replaced with newcomers, Nasperiah lived on. The long-lived blood hag grew increasingly jealous of the other cultists for their ability to ascend from mortal life to serve at Mahathallah's side with their memories intact. Now and then, Nasperiah and her draconic ally Adrakash traveled to the surface to gather special sacrifices from the world above. For the most part, though, the blood hag priestess spent her time increasingly apart from the world in drug-induced fugues.

All of this ended relatively recently, when Barzillai Thrune arrived to claim the shrine as his own. Unlike Doctor Mangvhune a century before, he used force instead of diplomacy to claim access to the *soul anchor*. He slaughtered the cultists and, with Nasperiah's body still warm on the steps to the fane, performed the Heart's Harvest ritual in the *soul anchor* to begin his long transformation into a genius loci. He then sealed the fane and placed powerful infernal guardians and wards within, including a means to alert him if his heart or the *soul anchor* were endangered so he could swiftly travel

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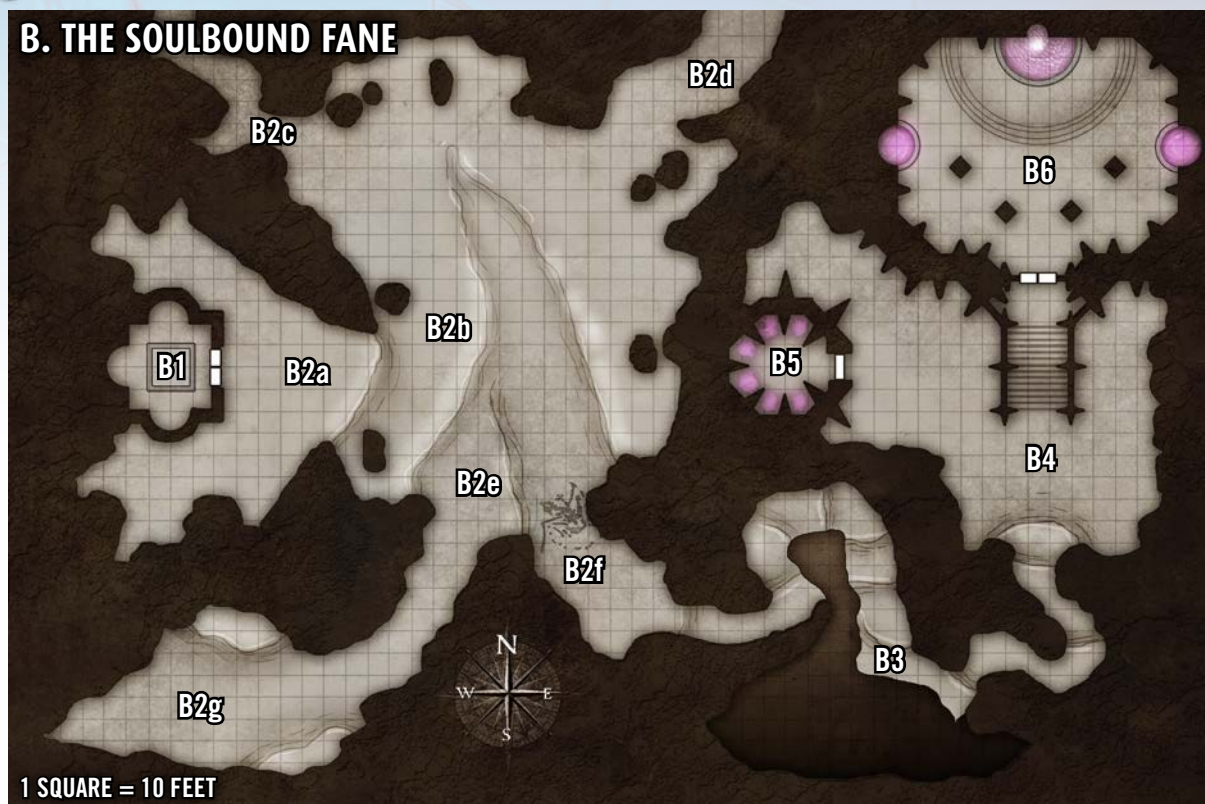
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B. THE SOULBOUND FANE



to the fane and protect it. Of course, now that Barzillai is dead, he cannot personally defend the site, yet his guardians and wards remain—as does Nasperiah’s spirit, agonizingly denied a place at Mahathallah’s side as long as the Soulbound Fane remains claimed by Thrune.

SOULBOUND FANE FEATURES

Patches of glowing fungi provide dim lit in the caverns leading to the Soulbound Fane. The fane is part of Nar-Voth, and the tunnels connect to other distant realms of the Darklands, although these are beyond the scope of this adventure. The temperature within the caverns is somewhat chilly, although not dangerously so. No wildlife dwells in the caverns because of the unnerving presence of the undead that now guard the approach to the fane.

The primary connection to these caverns and Kintargo above is within an otherwise plain-looking crypt in the heart of the Old Kintargo Cemetery. The crypt is overgrown with ivy, and clearing away the vines reveals a nameplate: “Esberdeen.” With a successful DC 35 Knowledge (history or local) check, a character identifies this surname as having belonged to a long-dead family of gravekeepers. In fact, the cult of Mahathallah secretly murdered this family when the cultists first came to the city in 4380 AR so they could take the gravekeepers’ place and build the *soulbound lift* in privacy.

The stone door to the crypt was originally locked, but over the past 2 centuries, the lock and hinges have rusted

shut. Characters following the *find the path* effect know only that it is guiding them into the crypt. The door can be forced open (hardness 8, 60 hp, break DC 28), but magic such as *gaseous form* or *teleportation* can allow for entrance to the interior as well (Barzillai and his minions used this methods such as these to enter the crypt). Within, the crypt appears to be a 25-foot-square area with the skeletal remains of four humans laid out on biers. In truth, the interior is a permanent *screen* effect created over 200 years ago by Nasperiah. As the PCs move about the chamber and interact with the illusion, characters who succeed at a DC 23 Will save see the crypt’s interior for what it actually is: an empty room with a 10-foot-square slab of iron embedded in the ground surrounded by railings that look like black, feathered wings. This is the *soulbound lift*.

B1. THE SOULBOUND LIFT

The *soulbound lift* was created to give the cultists easy transportation between the Soulbound Fane and Kintargo. This magical elevator consists of a 20-foot-square, black-iron platform surrounded by railings that look like black, feathered wings bearing ancient bloodstains, as if creatures had long ago bled upon the metal feathers. No obvious method of activating the lift is apparent, and nothing in the chamber even hints that the platform is an elevator; its motion is entirely controlled via magic. The *soulbound lift* radiates strong transmutation magic, and *detect magic* followed by a

successful DC 28 Spellcraft check reveals the method of its operation.

The *soulbound lift* has been imbued with a modicum of sentience. It is an intelligent magic item, but its knowledge, experience, and desires all center around its duty to transfer passengers to and from the caverns below. Its intelligence is sufficient for the lift to discern who has been fooled by the *screen* effect; it contacts only those who have seen through this illusion and who step forward to stand upon the platform. The *soulbound lift* can communicate by speaking in a ghostly feminine voice that has no obvious point of origin. Its first message is simple: “Welcome to the mouth of souls—give your gift to the Dowager of Illusions so I may show you the way below.”

The *soulbound lift* can speak only in Infernal, but it also understands Aklo, Common, and Giant. The lift has limited capacity for communication, and knows only its purpose and what it has experienced. It has no knowledge nor desire for knowledge of the outside world. Typical answers to questions the PCs might pose it are listed below. Use these answers as a guideline for answering any other questions the PCs pose. If the PCs ask it a question beyond its knowledge, the *soulbound lift* replies, “Answers to such mysteries are not known, for I am but the lift that waits at the mouth of souls.”

What are you? “I am the lift that waits at the mouth of souls.”

What is the mouth of souls? “The means by which the faithful reach the temple of the Dowager of Illusions.”

Who is the Dowager of Illusions? “She is my lady, my mistress, and the one whom I serve.”

How do we activate you? “I toil only for gifts of blood and beauty.”

Who was the last person to use you? “A man with the gleam of Hell in his eyes and diabolic minions at his heels paid my price, and so I delivered him below to the Soulbound Fane.”

When did the man come through? When did he leave? “Time does not pass for me as it does for the living. I know only that he descended, and that when he returned, he left a part behind.”

What part did the man leave behind? “I know not, only that he was changed. The sisters who guard the fane may know more.”

Who are the sisters who guard the Fane? “They are my creators. They who pay homage to our beloved queen and keep her temple proper. They are her servants as surely as I.”

What race are these keepers? What do they look like? “They are like you—alive, children of blood and flesh. Are you not all the same?”

If the PCs press for more details on a given answer, they find that the *soulbound lift* can only repeat itself with small variations. With a successful DC 25 Knowledge

(religion or planes) check, a PC remembers that “Dowager of Illusions” is another title for the whore queen Mahathallah.

To activate the *soulbound lift*, a willing living creature must cut itself and bleed on the wings encircling the lift as a railing while standing upon the lift. While the cut need deal only 1 point of damage, as blood drips upon the wings, ugly, festering wounds appear on the character’s face. These wounds don’t hurt, but they do deal 1d4 points of Charisma damage. A successful DC 30 Use Magic Device check can also activate the lift; doing so bypasses the hit point and Charisma damage entirely. The lift grinds to life the round after the gift of blood and beauty is given, descending downward in a 10-foot-square shaft cut into the stone. The lift descends slowly, at a rate of 20 feet per round. As the caverns wait 2,000 feet below, it takes a full 100 rounds (10 minutes) to reach the chamber below. The PCs can converse with the *soulbound lift* as they wish along this journey.

The *soulbound lift* can be destroyed (hardness 10, 150 hp, break DC 35). It functions fine as long as it has at least 1 hp, but once reduced to 0 hp, it crumbles away to rust, leaving an open 2,000 foot-deep shaft behind.

The chamber at the base of the *soulbound lift* is larger than the crypt above, but it is equally barren of decor. A pair of stone double doors allow access to the east. These doors are unlocked and open silently at the briefest of touches, closing automatically after 1 minute unless a physical object impedes them. The *soulbound lift* follows no guides in the last 40 feet of its descent once it passes through the lower floor’s ceiling, traveling the distance to the floor in the open air. The lift automatically rises, returning to its upper position 1 minute after no weight of more than 5 pounds remains on it. Wide balconies to the north, south, and west contain carvings of Mahathallah with bloodstains on their wings. Offering a similar sacrifice of “blood and beauty” to one of these likenesses calls the lift back down from its resting place above in Old Kintargo.

B2. ADRAKASH’S DOMAIN (CR 17)

Patches of glowing fungus give this cavern dim illumination. The stalactite-riddled ceiling rises into the shadows high above, giving the cave a cathedral-like space. Tunnels extend into darkness to the north, while a branched chasm that nearly bisects the cave opens twin rents in the walls to the south. Scorch marks, as if from fire or lightning, scour the walls and floors—in some cases bearing the hints and shadows of human shapes burned into the walls. The charred remains of these men and women lie sprawled throughout the chamber’s floor, and bits and pieces of half-melted armor and weaponry are scattered among the remains. Despite the evidence of a fiery battle some months past, the cavern now carries an unmistakable chill

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in the air mixed with the cloying reek of decaying flesh. And thumping in the air is a strange sound, as if of the thundering of a vast but distant heartbeat.

The ceiling in this large cavern rises 30 feet over area **B2a**. To the west of area **B2a**, a worked stone facade that contains the *soulbound lift* has been carved from the surrounding stone, its walls decorated with countless bas-reliefs of skeletons dressed in fine clothing. To the east, a ledge drops away into area **B2b**, 30 feet below. The walls can be traversed with a successful DC 20 Climb check (most of the Mahathallah cultists were capable of flight or *air walk*, and as such the many drops in this complex were not significant issues for their travel). The ceiling arches up to a height of 140 feet above the floor of area **B2b**. The tunnels winding north at areas **B2c** and **B2d** lead elsewhere into Nar-Voth, winding through the Darklands for miles. These tunnels are not heavily traveled, for the denizens of Nar-Voth know that what dwells in the region is particularly dangerous.

The rift drops 60 feet down to a wide ledge at area **B2e**, and a further 120 feet (for a total drop of 180 feet from area **B2b**) to the lowest point (area **B2f**), a bone-strewn gulf that narrows to a 20-foot-diameter tunnel that winds further downward to area **B3**. All of the rift walls here can be scaled with DC 20 Climb checks.

Among the bones in this lowest gulf lies the crumpled and broken body of a red dragon, its remains bearing scars of lightning and weaponry. The body is a few months old, and while the low temperature in the cave has slowed its decay, the remains are the source of the foul smell in the cavern. A successful DC 15 Heal check singles out what was likely the death blow—a crushing strike to the dragon's skull, right between the eyes, by what appears to have been a mace. This body is that of the old red dragon Adrakash, who dwelt here for many years, only to be slain by Barzillai Thrune. With a successful DC 35 Knowledge (arcana or history) check, a character recognizes the dragon—Adrakash was a notorious troublemaker in the region well over 300 years ago, but most assume that adventurers slew him during the final days of the Everwar.

Creature: This ancient cavern served the cult of Mahathallah as an antechamber of sorts. In the cult's later years, the room was protected by a powerful red dragon named Adrakash, whose unusual faith in the whore queen made him a valuable and loyal protector—up until Barzillai's fateful visit, that is. When the inquisitor arrived, he did so with a small army of clerics, inquisitors, soldiers, conjured devils, and his own draconic ally, the blue dragon Rivozair. Adrakash fought well and managed to slaughter many of Barzillai's troops before Barzillai himself delivered the death blow to the dragon. Barzillai left the cavern and moved on to confront the cultists in area **B4**, fully intending to return here and loot the

place, but the combination of Adrakash's rage at failing to protect the fane and decades spent in close proximity to a *soul anchor* had a grim side effect. Less than an hour after his death, Adrakash rose from the dead as something even more dangerous than he was in life—a ghostly undead dragon known as a wrymwraith.

Adrakash has gone insane with frustration, rage, and shame at his new unlife, and would like nothing more than to either return to life or to be slain, but what he wants more than that is revenge on the man who laid him low. Unfortunately for the PCs, Adrakash doesn't distinguish between the specific man who slew him and all other humanoids. In the hours after his rise as a wrymwraith, Adrakash instinctively gathered the surviving treasure from the dead and deposited it all in his lair (area **B2g**), but soon thereafter fell into a state of shame and despair, lurking incorporeally in the rotting remains of his body. The dragon's lifesense alerts him as soon as any living creature passes within 60 feet of his remains, but loud noises or bright lights certainly alert the undead dragon sooner. Once the PCs rouse him from his body, they have essentially activated a dreadful horror. The dragon moves into action quickly, with an otherworldly roar, to attack the intruders.

Adrakash hasn't had the opportunity yet to begin building a cadre of undead and dread wraiths, and as such can't make significant use of his positive energy transference ability or several of his spell-like abilities, but this certainly doesn't soften the danger he presents to the PCs. He attacks with his breath weapon as often as possible, but avoids using his ectoplasmic shift ability at first, since even as a temporary measure, this physical body is too much for the dragon to bear. As soon as he's reduced to 60 or fewer hit points, he sees final death is within his grasp and submits fully, but if the PCs don't kill him in that round, he flies into an even greater fury and gives in, activating his ectoplasmic shift to gain significant strength and defense for a few rounds, after which he fights to the end, furious that the PCs didn't grant him death a few moments earlier.

ADRAKASH**CR 17****XP 102,400**Male wrymwraith (*Pathfinder RPG Bestiary 5* 280)**hp 252**

Treasure: Area **B2g** served Adrakash as a lair in life, but in death this chamber has mostly been forgotten. The wrymwraith's treasure languishes here, its luster and wealth no longer capable of soothing his pains and bringing anything close to the pleasure it did when he lived. What remains of the still intact gear he salvaged from the bodies of Barzillai's slain followers is scattered haphazardly throughout the chamber; it consists of 20 bejeweled unholy symbols of Asmodeus worth 250 gp

each, 12 *+1 heavy maces*, seven *+1 light maces*, eight *+1 breastplates* emblazoned with the symbol of Asmodeus, five *rings of protection +1*, a *ruby-encrusted rod of lesser quicken metamagic*, a *scarab of protection* with 7 charges remaining, and a *handy haversack* containing 10 *potions of cure serious wounds*, three scrolls of *restoration*, and two scrolls of *raise dead*.

The dragon's actual treasure horde lies upon the southern ledge (both ledges are 10 feet off the ground), and consists of 318,920 cp, 68,965 sp, 71,445 gp, 4,290 pp, 170 gemstones worth a total of 51,000 gp in all, two sculpted busts depicting a nameless man and woman respectively (plated in gold and studded with gemstones, and worth 1,450 gp each), a *bag of holding* (type III) (stuffed with saffron, cinnamon, and pesh worth 2,800 gp in all), a heavy chandelier sculpted in silver and hung with aquamarines worth a total of 8,740 gp, a *luck blade* with no wishes remaining in a *scabbard of keen edges*, a *ring of telekinesis*, a *mace of smiting*, a *gem of seeing*, a *pearl of power* (7th-level spell), a *rod of wonder*, a suit of *+4 adamantine breastplate*, a *+5 heavy fortification mithral chain shirt*, a *white robe of the archmagi*, a set of *wings of the gargoyle* (*Ultimate Equipment* 269), and an *orb of utter chaos* (*Ultimate Equipment* 314).

Development: If the PCs flee from the wyrmwraith, he will not pursue enemies into area **B3** or beyond out of shame—he does not consider himself worthy of approaching that close to the Soulbound Fane. He is not bound to the site of his death, though, and if the PCs flee into the wilds of Nar-Voth or even back up into Kintargo, the wyrmwraith pursues relentlessly. If the PCs foolishly lure him into the city itself, he abandons them to take out his wrath on Kintargo, and may well cause more death and devastation on his own than Barzillai and his thugs did to the Silver City. Even if the PCs don't lure him but instead flee from the undead dragon by heading into the Soulbound Fane, Adrakash may well travel up the shaft of the lift to investigate where they came from. If the PCs don't stop him themselves, other powerful NPCs in the city eventually manage to defeat him, but only at great cost—and even then, the plague of dread wraiths he leaves in his passing may well make Kintargo unlivable.

B3. THE SHADOW GULF (CR 16)

A twenty-five-foot-wide ledge winds along the northern side of a vast chasm that fills much of this looming cavern. The ledge descends in a series of ten-foot drops, almost as if it were a naturally

formed stairway for giants. The gulf to the south is filled with a soft moaning sound, as if a vast wind howls through its unseen depths—yet here at the pit's yawning mouth, the air is cold and still. Somewhere in the distance to the east beats the sound of a huge heart.

The immense gulf in this room drops away into a not-quite-bottomless pit. Those who fall into the depths plummet for nearly 6,000 feet before striking a rubble-strewn cave floor below. This region is the source of the eerie moaning, as powerful winds whip through this cavern through vast fissures in the walls. These fissures eventually provide access to the Orvian vault of Ilvarandin. The walls of the vast gulf itself require a successful DC 15 Climb check to scale, but are infested in the lower reaches by black puddings. PCs who plummet into the pit would be well advised to use flight or other methods to return to the Soulbound Fane.

Clambering up or down one of the 10-foot drops along the ledge that clings to the north side of the pit requires a successful DC 10 Climb check.

Creatures: The vast pit is the least perilous of this chamber's dangers. After his brutal assault on the



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Soulbound Fane, Barzillai placed a pair of shadow golems as guardians in this room to prevent any intruders from approaching his heart's sanctuary. These golems were created by one of Barzillai's Nidalese allies and given to him in return for favors the inquisitor granted. Although Barzillai is now dead, the shadow golems remain posted here, as vigilant as ever. They attack any and all intruders in this chamber, focusing on preventing entry into area **B4**. A character who has the insight to disguise himself as Barzillai gives the golems pause; in this case, they do not attack that character or his companions, but they do approach within 10 feet to await orders. If "Barzillai" does not give the order to stand down by saying, "Let us pass, fools!" in *Infernal* within 1 round of the golems noticing, they attack at once, focusing their assault on the obviously false Barzillai. Only if the intruders manage to break line of sight to the golems before this single round passes can they avoid being attacked.

Once they do attack, the golems fight to the death and pursue foes into area **B4** and beyond if necessary; they do not pursue foes into area **B2**.

SHADOW GOLEMS (2)

CR 14

XP 38,400 each

hp 151 each (see page 88)

B4. THE SOULBOUND FACADE (CR 18)

Glowing fungus clings to the walls and hundred-foot-high ceiling of this cavern, while motes of glowing spores drift softly in the air. To the south, ten-foot-high ledges ascend out of the cavern, the floor of which is strewn with dead bodies and the scorch marks of a fiery battle. To the west, a stone dome-like structure protrudes partially from the cave wall, its black facade encrusted with razor-sharp spikes. A single immense stone door sits in the eastern face of this dome. Yet it is the facade to the north that commands the most attention—here, what looks to be an immense stone cathedral rises, carved from the rock wall of the cave itself and decorated with hundreds of detailed depictions of winged skeletons, beautiful veiled women, dragonfly-like insects, and diabolic faces with a single crimson eye. A wide flight of stairs leads up to thirty-foot-tall double doors inside an archway carved to resemble the fanged maw of a hungry-looking one-eyed devil. What appear to be the charred remains of a woman lie in a heap at the top of the stairs amid a particularly large scorched area. The unmistakable thrum of what can only be a monstrously huge beating heart fills the air.

This room was where the cult made its last stand against Barzillai's forces. Several more of the inquisitor's minions perished here, but in the end, he slaughtered the cultists of Mahathallah. The cult's leader, the blood

hag Nasperiah, was slain by a blast of hellfire from the devil-bound blue dragon Rivozair; her charred remains are those sprawled at the top of the stairs.

The chamber itself is sacred to the Whore Queen Mahathallah. With successful DC 20 Knowledge (religion) check, a character identifies the architecture and design on the northern facade as being devoted to the Dowager of Illusions, but also notes the curious truth that her worshipers generally don't build temples to venerate her. The entire cavern radiates faint illusion magic, but the potent illusions and phantasmal traps that once protected the site have long since been deactivated and destroyed by Barzillai and his minions. The bodies strewn across the floor are those of changelings, hags, and humans—all slaughtered cultists of Mahathallah.

Creature: When the cultists were slain here by Barzillai and the rest, their souls went on to the Dowager's infernal realm, their memories intact, to enjoy rewards for lives given in defense of the *soul anchor*—with the exception of the cult's leader, Nasperiah. Mahathallah was displeased that the followers didn't protect the Soulbound Fane, but chose to impose all of her punishment and displeasure upon the cult's leader rather than all of the worshipers. Rather than allowing Nasperiah to join her in Hell, she returned the blood hag to unlife here as a witchfire to forever guard the site.

As soon as the PC move more than 20 feet into this cavern, the vengeful witchfire priestess rises from her charred remains with a shriek before saying, "This temple has been desecrated once already. Must you defile it again? Leave immediately and I will spare your miserable lives."

Nasperiah doesn't attack immediately, but she does if the PCs don't turn around and leave within 1 round. This gives the PCs a brief moment to appeal to the mad witchfire if they wish—she can't be intimidated, but an appeal to her for aid or an attempt to let her know the PCs aren't here to further desecrate the fane can stay her wrath. A successful DC 39 Diplomacy check is required to gain her cooperation. Stating that Barzillai is a common enemy, mentioning a desire to claim his heart from the *soul anchor*, and appealing to her beauty are all ways to bolster this check—each of these elements a PC includes in his attempt to sway her via Diplomacy grants him a cumulative +4 bonus on the check. If the PC fails the check (only one PC gets to attempt this check, but others can use the aid another action), the witchfire attacks at once.

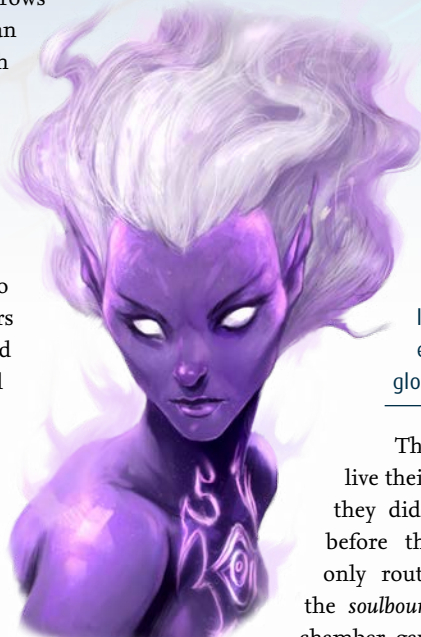
If the PCs manage to fend off her attack, Nasperiah remains wary but gives the PCs a chance to explain their motives. She won't attack unless the PCs do first, or unless a PC insults her (this can happen easily because of her unhinged nature), but if the PCs assure her that they wish to take Barzillai's heart away from this place, she seems to sigh in relief. The witchfire admits at this point that with the "impurity" removed from the fane,

she will be free to go on to her final reward, but she warns the PCs that the intruder who slew her left a potent guardian within the fane itself—a nemesis devil. If asked about the intruder, Nasperiah narrows her eyes and says, “Indeed, a mortal man came through here not long ago—though he did not leave the fane precisely as a mortal. He slew me and infected the *soul anchor* with his still-beating heart, leaving a stain within the altar of she who rules my fate.” She does not know Barzillai’s name, but if given a description she confirms his identity. She can also explain that he was accompanied by others who laid low her fellow cultists—based on her descriptions, the PCs may well recognize the dragon Rivozair along with characters such as Corinstian, Tiarise, and Aluceda as having accompanied Barzillai. If the PCs reveal to Nasperiah that they have slain many or all of these NPCs, the witchfire is amused.

If the PCs secure her aid, Nasperiah is eager to accompany them to confront the nemesis devil, but she warns them of another ward Barzillai left behind—as long as his heart remains within the *soul anchor*, the energies of the *soul anchor* are corrupted and will harm those who approach (see area B6). Further complicating matters is that, as an undead creature, Nasperiah cannot approach or interact with the *soul anchor*—removing the heart and enduring its wards is a task the PCs will need to accomplish without her direct aid.

NASPERIAH CR 18
 XP 153,600
 hp 323 (see page 60)

Treasure: Nasperiah’s charred corpse lies atop the steps just before the entrance to areas B6. Most of her gear was destroyed along with her life when Rivozair blasted her with hellfire, but her standard *strand of prayer beads* survived intact, hidden within the folds of her charred robe and missed by Barzillai in his haste to be done with the Heart’s Harvest ritual. If the PCs have allied with Nasperiah, she suggests that they take the prayer beads before they enter the fane, observing that “they may be of use to you, if not in the battle soon to come, then later.” Nasperiah considers this a fair reward to the PCs for their aid, but if they attempt to claim the beads for themselves before she gives permission, she flies into a rage and attacks. Without Nasperiah’s aid, a successful DC 30 Perception check is required to find the cleverly hidden prayer beads in the half-burnt robe’s hidden pocket.



NASPERIAH

Story Award: If the PCs manage to secure an alliance with the distraught witchfire, award them XP as if they had defeated her in combat.

B5. THE FONT OF VISIONS

A low sheet of violet mist clings to the floor of this starburst-shaped chamber—this vapor spills from glowing clouds of purple gas suspended within six alcoves along the walls. Jagged shards of mirrors, pieced together like an enormous mosaic, cover the entire ceiling and reflect the softly glowing mist below.

The cultists of Mahathallah did not live their lives here in the fane, although they did spend long hours meditating before the *soul anchor*. Originally, the only route to and from the fane was the *soulbound lift*, but the creation of this chamber gave the cultists an easier way to come and go. This entire chamber is known as the *Font of Visions*, and it functions somewhat

like an enormous *mirror of mental prowess* (see page 311 of *Ultimate Equipment*) combined with a *mirror of life trapping*.

To utilize the *Font of Visions*, a character must stand in the center of the room and focus her mind on her reflections in the mirror mosaic above. As she does, she must envision an image of the Dowager of Illusions in her mind. Each round, the character can attempt a DC 20 Wisdom check (or a DC 30 Use Magic Device check)—if she succeeds, the mirror shards fuse together above into a single reflective lens that allows the user to view other places as if with clairvoyance, read the thoughts of creatures within the room, or create a portal to the location depicted within the mirror. Once per week, the *Font of Visions* can also be used to answer one short question regarding a creature whose image is shown on its surface (as if via *legend lore*).

A character who isn’t a worshiper of Mahathallah runs a risk of being trapped inside the font each time it is used. Such a character who fails the check to activate the mirror must make a successful DC 23 Will saving throw or be trapped within one of the 66 shards of glass on the ceiling, as if by a *mirror of life trapping*. Destroying the font is nearly impossible (see page 38), but doing so releases all trapped individuals. A *freedom* spell can release a specific captured creature known by the caster, as can *miracle* or *wish*. The cult used the font to imprison enemies of the church, but whether or not there are other creatures trapped within the mirror shards (the font can house up to 66 creatures in all) is left to you to decide.

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The *Font of Visions* is effectively a major artifact—it can be destroyed only by opening a portal directly to Mahathallah's infernal realm of Voiporl and then successfully reading the Dowager of Illusion's thoughts while she is thinking fondly of the font's user.

B6. THE SOUL ANCHOR (CR 19)

This immense space seems all the larger for its emptiness. The walls soar a hundred feet to a vaulted ceiling above, and are decorated with glowing stained glass windows depicting images of a beautiful woman in purple veils and robes and a skeletal horror dressed in rotting purple garments. Pools of violet liquid sit in alcoves to the east and west, but no pews, statuary or other religious furnishings decorate the empty space. To the north, a series of curving steps lead up to a pulpit empty save for a third, larger pool of purple fluid, above which a glowing sphere of light hovers. Whorls of twisting ghostly energy seethe and coil around the light, dancing in hypnotic pulsations, while suspended within the

glowing sphere of light itself is a beating human heart. The rumbling beat of this heart echoes through the chamber, sounding much louder than it should.

Mahathallah's followers do not traditionally build churches or temples. This chamber is little more than decor to surround the true focus of the cult's purpose: the *soul anchor*. Barzillai's extracted heart lies suspended within the *soul anchor*, and the sound of its heartbeat is amplified monstrously by the acoustics of the surrounding fane and the power of the *soul anchor*. All creatures that begin their turns within this chamber must make a successful DC 20 Fortitude save each round that they're there to avoid being permanently deafened—this is a sonic effect (and as such, cannot affect the chamber's diabolic guardian).

As long as Barzillai's heart remains within the *soul anchor*, the energies exuded by the corruption fill this chamber with an unsettling influence. Living creatures interpret the corruption as brief glimpses of strange memories that feel simultaneously familiar yet alien to their lives—these are glimpses of past lives the creatures may have lived, or potential lives they might have in the future. The sensation is distracting and somewhat disturbing, as the memories invariably are of moments of great pain, despair, and hopelessness experienced by these other lives. Each round, a living creature in this room must attempt a DC 15 Will saving throw to avoid being confused for 1 round. A character that succeeds at this save is immune to the effect for 1 minute.

This is a mind-affecting effect.

Against undead, these unsettling effects are even more painful, for rather than making them recall unknown past lives, the *soul anchor* forces them to recall moments of their previous living existence, focusing on times of great joy and happiness and contentment. Each round, an undead creature in the room must make a successful DC 20 Will saving throw to avoid being dazed for 1 round by the memories of what it lost when it became undead.

Nonnative outsiders, whose bodies and souls are one and the same, are immune to these effects entirely.

The pools of purple fluid to the east, west, and north are a rare manifestation of Mahathallah's favor known as Dowager's Tears. Samples of the fluid taken out of a fountain function as unholy water as long as it remains within 120 feet of the source, and refills as needed to keep the pool full. Each of the three pools is 1 foot deep. A worshiper of Mahathallah gains fast healing 10 and *true seeing* as long as she stands within the Dowager's Tears, but any non-worshiper of the Dowager of Illusions who comes in contact with the tears must succeed at a DC 23 Will save each round to avoid being confused for 2d4



ANAGONDUN

rounds. Once this effect ends, the victim experiences a terrifying vision of her own death by sudden rapid old age, and suffers as if affected by a *phantasmal killer* spell heightened to 9th level (Fortitude and Will DC 23). Both of these are a mind-affecting effects.

Creature: When Barzillai extracted his heart and bathed in the energies of the *soul anchor* as part of the Heart's Harvest ritual, the ritual also required the participation of a powerful devil—one of Mephistopheles's favorite minions. This creature is Anagondun, a nemesis devil whose only task during the ritual was to observe and ensure that once Barzillai began the painful process, he did not falter. Now that the ritual is done, Anagondun remains behind to guard Barzillai's heart and prevent any others from claiming it for themselves. At this point, removing Barzillai's heart from the *soul anchor* won't stop his transformation into a genius loci, but it does provide the key to defeating him in Hell. While Anagondun's time here as guardian of the heart is but a metaphorical blink of an eye to the powerful devil, it's still long enough that he's grown somewhat frustrated at the slowness of the process.

Anagondun's false divinity ability is associated with the worship of a god of warfare and battle on a world far removed from Golarion—as such, he has additional access to spell-like abilities granted by the War domain. If he spies Nasperiah among the intruders, he chuckles in amusement, saying, "I see the little dead priestess has comes to quake before my presence again! How shall I kill you this time, hmm?" He's more curious about the PCs, asking them if they have come to bow before their new god. He fully expects the PCs to attack, but can't resist the chance to mock their faith for a while before the fight begins. He attacks at once if anyone approaches within 30 feet of the *soul anchor*.

ANAGONDUN

CR 19

XP 204,800

Advanced nemesis devil (*Pathfinder RPG Bestiary 4* 288, 54)

hp 333

TACTICS

During Combat Anagondun casts *magic vestment* on his idol armor on the first round of combat to gain an additional +4 bonus to his AC. On the second round he attempts to summon a horned devil. He uses *flame strike*, *hold monster*, and *spiritual weapon* on PCs unless they engage him in melee, in which case he attacks with his natural weapons. If surrounded, he casts *blasphemy*. Whenever he's reduced to 200 hp or fewer, he casts *heal* on himself. He uses *harm* on targets if he's having trouble hitting with non-touch attacks. As soon as a PC approaches the *soul anchor*, he casts *wall of stone* to block it off from further approach.

Morale Anagondun fights to the death, but does not pursue foes out of area **B6**.

THE SOUL ANCHOR

The *soul anchor* appears as a 1-foot-diameter sphere of soft white light that floats 3 feet above the surface of the Dowager's Tears in the northern side of the Soulbound Fane. The *soul anchor* grants a mortal creature the ability to retain its intellect, personality, experiences, and memories after death. This quality is automatically granted to any mortal creature that touches the sphere, but at random intervals, fluctuations within the *soul anchor* can reach out like invisible solar flares to strike mortal creatures in Kintargo or the surrounding Darklands—it was in this way that the halfling Blosodriette retained her personality after death and transformation into an imp (*Pathfinder Adventure Path #97: In Hell's Bright Shadow* 52).

A creature affected by the *soul anchor* gains no immediate benefit, but after death and judgment in Pharasma's Boneyard, when the character's soul is transformed into a petitioner, it retains some or all of its previous knowledge and class levels. These memories and levels are further retained should the petitioner later ascend and be transformed into a full outsider. The time it takes for these transformations to occur is not hastened by the *soul anchor's* influence, and while being judged and sent on to the Great Beyond could take only a few seconds, in most cases it takes years or even centuries for the process to complete. The timing is left entirely to you to decide—but touching the *soul anchor* in no way guarantees a PC will be able to come back after death as a powerful outsider to finish out the Hell's Rebels campaign. As a side note, the *soul anchor's* effects are shed immediately should the mortal deliberately take his or her own life—suicide does not mix well with the *soul anchor*, and the soul of a creature that takes this route loses its memories and personality upon being judged as if it had never touched the *soul anchor* to begin with.

Currently, Barzillai's heart floats within the *soul anchor*, affixed there by the results of the occult ritual Thrune enacted to start his transformation into a genius loci. Nonliving material cannot interact with the heart, nor can magical effects, air currents, or even the collapse of the ceiling above. Only the touch of living flesh against the heart can manipulate it—a living person can easily pluck the heart out of the *soul anchor*. Doing so exposes that person to the *soul anchor's* effects, of course. Summoned creatures provide a workable solution for PCs who wish to avoid touching the *soul anchor*, but magical creations like *unseen servants* or nonliving creatures like constructs or undead do not.

Once removed from the *soul anchor*, Barzillai's heart continues to beat and remains at body temperature, but its pulse is no longer magnified to a deafening level. It cannot be destroyed or damaged until it is returned to Barzillai's new heartless body in Caina (see area **C9**).

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As soon as Barzillai's heart is removed from the *soul anchor*, the corruption infecting the *soul anchor* explodes outward in a silent burst of spiritual energy. Living creatures exposed to this energy become momentarily overwhelmed by a sudden flood of memories from prior lives and lives yet to occur, either here on the Material Plane or in the Great Beyond. Every PC is affected by this burst of energy, regardless of whether they are currently in area B6, as their close ties to those PCs in this room are enough to transmit the supernatural wave of memories. When it occurs, each PC must make a successful DC 20 Will saving throw to avoid being stunned for 1 round, but once this effect passes, the PCs note that their minds seem to have expanded. In effect, the PCs have had information and memories they've forgotten restored in full. This effect is identical to a *greater restoration* spell cast on each PC, but also grants a sizable experience point award (see Story Award below).

Story Award: For discovering Barzillai's heart and being exposed to the pulse of unlocked memories that results in its removal from the *soul anchor*, grant the party 409,600 XP. Note that this sizable award is intended in part to give the PCs enough XP to boost them to 17th level, to give them that extra little bit of power they'll need to endure what awaits them in Hell in Part 4. At your discretion, you can adjust this award so every PC gains just enough XP to reach 17th level. Alternatively, you can replace this XP reward and allow the PCs to ascend to mythic status and gain 1 tier of mythic power. If you opt for this reward, make sure you're familiar with how mythic rules change the flavor of the game, and take the time to bolster the foes they'll meet in Hell with mythic templates or other power increases. This adventure does not assume that the PCs become mythic.

PART 4: ABANDON ALL HOPE

Once the PCs secure possession of Barzillai's heart, they have the key to defeating the diabolic, transformed Thrune and preventing forever his transformation into a genius loci. The PCs should have learned from their study of the Heart's Harvest contract that returning Barzillai's heart to his new diabolic body will accomplish this—the problem facing the PCs now is determining where in Hell Barzillai might be!

After his death, Barzillai Thrune's soul was judged swiftly, its fate already decided by his signature on Mephistopheles's contract. Barzillai went directly to Caina, the Eighth Layer of Hell, a realm known to some as the Bones of Hell. There, his soul was chained to the apex of a bone tower perched atop one of Caina's countless spires. While this fate granted him great power in transforming his body into that of a bone devil and infused him with mythic power, there is little Barzillai can do to exercise any of this power. Until recently, he languished in chains, suffering the torments of the

devils who dwell in the Tower of Bone and, at times, excruciating torments gifted by Mephistopheles himself.

But when events secured Ravounel's future as an independent realm, the adamantine chains anchoring Barzillai began to weaken and he was able to start the long, painful process of siphoning himself back into the Material Plane as a genius loci. His manifestations in Kintargo were the first physical and spiritual results of this process. Each time the PCs removed Barzillai's influence from a portion of Kintargo in Part 2, they set back his progress a bit and earn themselves increasing advantages in this final part of Hell's Rebels, but even if they completely remove Barzillai's influence in Kintargo in that part, they only delay his progress. After a few weeks, people in Kintargo begin reporting sightings of haunts once more—severed heads floating in alleys, the sound of hounds howling in the night, and even glimpses of Barzillai himself in areas he frequented in life. A month after the PCs remove all of Barzillai's influence, it returns at weak strength, but begins building in power once again as detailed on page 18 in Part 2. Only by traveling to Hell, braving the dangers of the Tower of Bone, and returning his heart to his new infernal body can the PCs stop Barzillai Thrune forever!

SOUL POINTS

The progress Barzillai makes toward his transformation into a genius loci is measured by his total number of Soul Points. His Soul Point total also determines whether he possesses mythic power. When the PCs enter Caina, Barzillai has at least 10 Soul Points; if the PCs allowed areas of strong influence to siphon additional power back to him during Part 2, add those Soul Points to this amount. By accomplishing tasks in the Tower of Bone, the PCs can further reduce Barzillai's Soul Point total (as detailed in the encounters themselves—but note that as long as Barzillai influences at least one region in Kintargo, the PCs cannot reduce his Soul Points below 6 until they restore his heart). Starting with their first visit to Hell, however, Barzillai starts to draw power from the souls of the damned in the Tower of Bone and gains Soul Points at the rate of 1 every 24 hours. Additionally, each time a PC or a significant PC ally perishes in Hell, Barzillai gains 1 Soul Point. The ramifications of Barzillai's Soul Point total are summarized below.

5 or fewer Soul Points: Barzillai loses mythic status and his profane might special ability. Use the weakened statistics on page 59 when the PCs confront him in area C9.

6–25 Soul Points: Barzillai gains mythic power and the profane might special ability. Use the enhanced statistics on page 58 when the PCs confront him in area C9.

26–50 Soul Points: Barzillai extends his influence back into Kintargo, beginning with weak influence over the five regions. Feel free to create new influence effects

for these regions or reuse the ones detailed in Part 2. Remember that until the PCs exorcise these influences, Barzillai's Soul Point total can't be reduced below 6. Use the enhanced statistics on page 58 when the PCs confront him in area C9. In a confrontation at this point, Barzillai can spend Soul Points to activate mythic power or to reroll any d20 roll; doing so is a free action, but he cannot spend Soul Points if doing so would reduce his total below 26.

51 or more Soul Points: Barzillai completes the transition to being the genius loci of Ravounel, and his diabolic incarnation here in Hell ceases to exist. The PCs can no longer confront him in area C9. See page 66 in "Continuing the Campaign" for more details.

FINDING BARZILLAI

The PCs have fought hard to reach their level of power, so it's important to make them feel as if their hard-won abilities are the key to tracking down Barzillai Thrune. The method they use to determine where his diabolic body is hidden can vary as a result, based on the party's composition. Powerful divination magic can certainly reveal that Barzillai is located in a tower made of bones perched atop one of Caina's countless spires, but so could a high roll with a skill like Diplomacy to gather information, at your discretion. The PCs may even piece together the likelihood of him being on Caina from clues placed throughout the campaign, perhaps by knowing that after he died his soul went to Mephistopheles, and that Mephistopheles rules the Eighth Layer of Hell.

If the PCs have allied with Nasperiah, they can engage her aid in tracking him down. By using his heart as a focus and the *Font of Visions* in area B5, the PCs can actually view Barzillai where his diabolic body lies chained at the apex of the Tower of Bone (area C9).

The method the PCs devise to travel to Caina is up to them. *Plane shift* and *gate* are obvious methods of travel. If the PCs still have the melancholic talisman they used to visit Odexidie's office (*Pathfinder Adventure Path #101: The Kintargo Contract* 8), they can use that item to open a hellmouth to Caina. And if they observe Barzillai via the *Font of Visions*, they can open a portal to Caina with that artifact, as well.

Regardless of the method they use to travel to Caina, Mephistopheles (who is as much the ruler of that realm as he embodies that realm) intervenes when the PCs arrive, redirecting their point of arrival to the Ribway at the base of the Tower of Bone, where the PCs are swiftly greeted by his pit fiend minion Oughorthan. Should the PCs leave Hell and return, they continue to be redirected to the Ribway as long as Barzillai survives, although Oughorthan does not greet them on subsequent visits.

When the PCs arrive in Caina, proceed with the details found in the Ribway below.

CAINA

Like all of Hell, Caina is a hostile realm full of deadly creatures and nightmarish hazards. Caina has no true ground—this infernal realm is an endless abyss from which towering spires and immense stone monoliths rise from impossible depths to equally impossible heights. Connected here and there by bridges of iron, links of immense chain, or jagged spurs of rock, the endless gulf is under constant assault from ash-choked winds. Cages containing the souls of the damned hang in untold myriads from these spires and spans, the clangorous peal of their swaying metal frames striking monolith walls fusing with the shrieks and howls of the eternally tormented to create a cacophonous din of almost overwhelming despair and discord. Above, the "sky" boils with clouds of ash and blasts of fire, but the banks of soot and smoke periodically part to allow glimpses of an eternity of night darker and more profound than any world of the Material Plane could ever quail beneath.

Make sure you're familiar with the basic planar traits of Hell, found on page 192 of the *Pathfinder RPG GameMastery Guide*, before proceeding with play in this final part of Hell's Rebels!

THE RIBWAY (CR 20)

Regardless of the method the PCs use to travel to Caina, Mephistopheles is watching. He redirects their travel so that they arrive atop an upraised platform of flesh and bone, ringed by an array of thin glass-like teeth, with a slippery ramp of tendons and cartilage leading down to the pitted top of one of Caina's countless stone monoliths. Immense ribs protrude from the rim of this region, looming over the PCs like extended talons. The ramp leads down to the entrance of a tower that extends upward as far as the eye can see, its walls a tangle of skulls and ribs and femurs and more, all fused together to form a mind-boggling tower of bone. This structure serves one purpose—to torment Barzillai Thrune and all those who have died for his cause.

Beyond this platform, which is known as the Ribway, the "landscape" of Caina stretches out to infinity. Other monoliths of stone rise up from the pit below, some higher and others lower than the top of the Ribway. Bridges and chains link them at random heights, but no visible connections between these distant sights and the Ribway are apparent. Constant shrieks of pain and hollow cries for mercy issue from cages dangling from the chains, each one holding a doomed soul.

Although the platform atop which the PCs have arrived appears grisly and monstrous, it poses no danger to them. The edges of the Ribway provide no railing, and here a very real danger exists, for a character who falls into the endless void between the Bones of Hell may well be lost forever. Every hour spent falling, a character has a 1% chance to land on one of the countless chains or bridges

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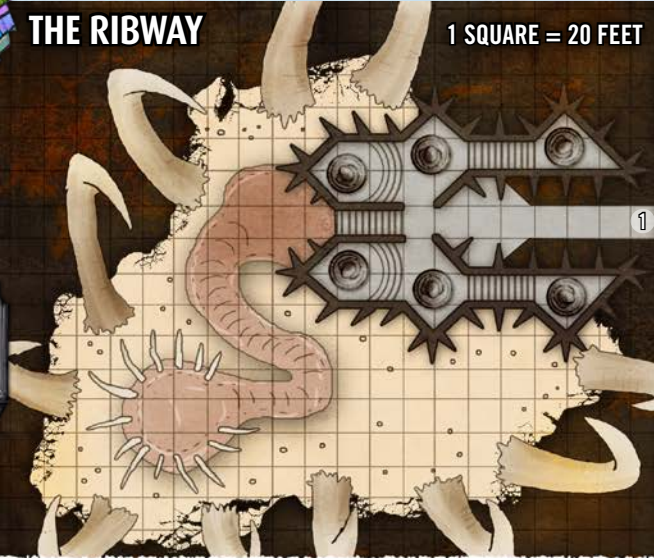
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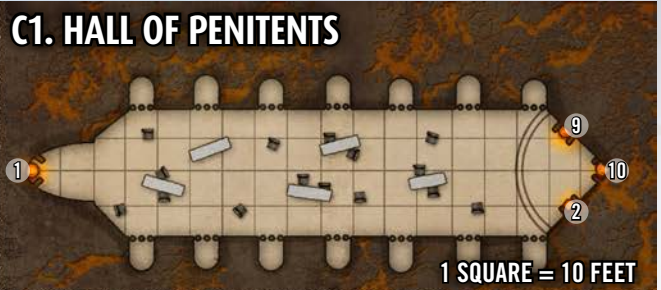
THE RIBWAY

1 SQUARE = 20 FEET



C1. HALL OF PENITENTS

1 SQUARE = 10 FEET



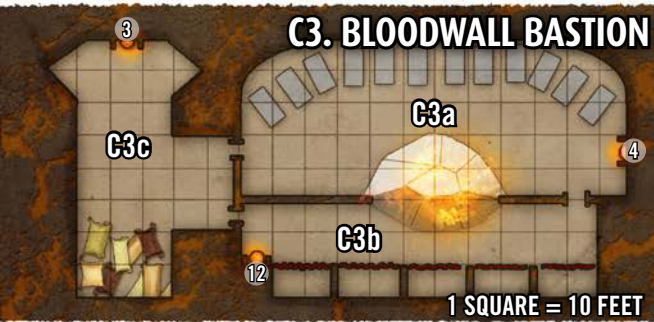
C2. THE NOXIOUS GARDEN

1 SQUARE = 10 FEET



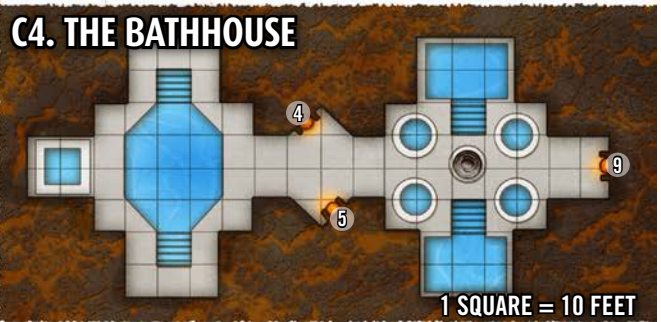
C3. BLOODWALL BASTION

1 SQUARE = 10 FEET



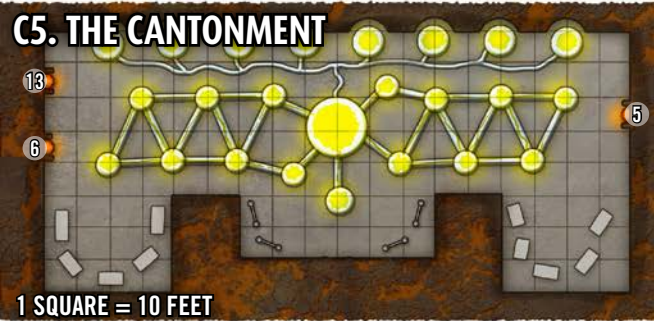
C4. THE BATHHOUSE

1 SQUARE = 10 FEET



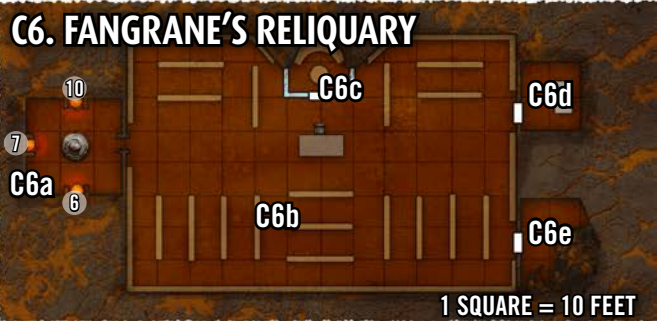
C5. THE CANTONMENT

1 SQUARE = 10 FEET



C6. FANGRANE'S RELIQUARY

1 SQUARE = 10 FEET



C7. THE BOWER OF THE TORN WING

1 SQUARE = 10 FEET



C8. THE SOLITARY THOUSANDS

1 SQUARE = 10 FEET



C9. THE APEX OF BONE

1 SQUARE = 10 FEET



that connect spires, taking 20d6 points of damage from the fall. Chances are good that at some point a falling character meets such a fate, for it generally takes 100 centuries to “fall” all the way down to Nessus—most creatures experiencing such a plummet die of thirst, hunger, or madness long before then. Even if a character is fortunate enough to crash into a chain or bridge before then, the distance between it and her point of departure may be too far to travel; teleportation may be the only escape or method of return to friends for such a lost soul. Benevolent GMs may grant a PC a DC 20 Reflex saving throw to land on a relatively close spur of rock or bridge after a fall of only 200 feet, so PCs who fall can return to play more easily.

A single set of stairs rises up to the interior of the Tower of Bone. Inside, six 30-foot-tall statues of Barzillai Thrune stand, all looking outward through gaps in the walls with faces as smooth as mirrors. A single iron bridge extends out of the far side of the tower, out over the endless gulf of Caina, only to end after 80 feet at a vortex of fire. This vortex is in fact a portal into the interior of the Tower of Bone—characters who step through it appear in area C1.

Creature: Very soon after the PCs arrive on the Ribway—before they have a chance to explore, enter the Tower of Bone, or attempt to leave the immediate area—Mephistopheles sends one of his minions to greet the PCs: the pit fiend Oughorthan.

Oughorthan appears in a blast of brimstone, teleporting in relatively close to the PCs. He flashes a toothy grin and bows deeply as he says, “My Lord Mephistopheles bids you welcome to his home, Silver Ravens! I am his humble servant Oughorthan, and I have been tasked with greeting you and informing you of a few matters of protocol during your stay here in Hell.”

The PCs may be put off or startled by the devil’s congenial attitude, and for his part, Oughorthan hopes they foolishly attack. He’s currently suppressing his fear aura, but gives the PCs a few moments to react to his appearance and greeting. If they attack, he shakes his head in disappointment and fights back, hitting them with quickened *fireballs* for the first 3 rounds while also using *blasphemy* in an attempt to daze, weaken, and scatter the PCs by banishing those who fail their saving throws back to the Material Plane. If reduced to fewer than 100 hit points, he teleports away, leaving the PCs to fend for themselves in the region without the benefit of knowing Mephistopheles’s ground rules. In this case, if the PCs leave and return, Oughorthan is here to greet them the next time, and repeats this tactic until either he’s slain or the PCs agree to talk.

If the PCs stay their hands and agree to talk with the devil, he chuckles in delight and produces a long scroll covered with writing in Infernal. Read or paraphrase the following to the PCs.

“You have earned your right to be here, Silver Ravens. Lord Mephistopheles knows you seek to destroy his pawn, Barzillai Thrune, and he shall aid you in this endeavor only by allowing you to make the attempt. Your quarry lies at the peak of the Tower of Bone, yet your mortal lives are not long enough to scale its walls or fly to its roof. You must traverse the chambers within, but know the Tower of Bone exists as a direct result of Barzillai’s torments. It is of him as surely as it was built for him. The tortures it inflicts upon him are fueled by the agonies within its walls. All of the damned who failed him in life reside within, just as he, who served Lord Mephistopheles and the Prince of Darkness, resides above.

“There are three rules you must abide by during your stay.

“First, you may not venture beyond this Tower of Bone. Those who fare beyond this domain into the greater wilds of Caina do so without Lord Mephistopheles’s promise of nonintervention.

“Second, you are not to release any of the truly damned souls who lie within—they serve their fates in agony here for their failures to Barzillai in life. You may add to their torments if you wish, but do not attempt to wrest them from their punishments.

“And finally, do not attempt to bypass the trials that await you in the Tower of Bone. There are routes within to what you seek, and the wise among you will find ways to weaken your foe by using his own failings against him.”

At this point, Oughorthan grins again, bows low, and sweeps an arm wide toward the structure behind him. “The Tower of Bone, and your old friend Barzillai, await. And for the right price—a gift to me that was a gift to you from your enemy—I will even answer any questions you may have.”

A successful DC 35 Knowledge (history or planes) check is enough to recognize that Oughorthan is the same pit fiend who served Thrune during the close of the Chelish Civil War and aided the defeat of the Silver Ravens. If the PCs give him a gift given them by an enemy, he answers any questions the PCs may have. Such a gift must be one freely given to the PCs by an enemy. The ruby bracelet they may have been given by Nereza at the start of this adventure is an appropriate offering, as is a shard of teacup from Captain Cassius Sargaeta (*Pathfinder Adventure Path #98: Turn of the Torrent* 31); other gifts may suffice at your discretion.

If the PCs purchase the right to question him, see below for likely questions and his answers.

“How have we earned the right to be here?” “By opposing the fool Thrune so well, at so many turns, with such success. You have wrested your land from its rightful rulers. You stand mighty and tall above your kind as heroes. Lord Mephistopheles may not be your ally, but he respects your accomplishments, and in fact, all you have done to date has been according to his hopes and plans.”

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“What does Mephistopheles want from us?” “Lord Mephistopheles has no time for pawns who cannot succeed on their own. By defeating Barzillai once, you have done the lord of this realm a favor. By defeating Barzillai again, you do my lord another in consigning a prime soul to his eternal servitude. If you attempt to defeat him and fail, one of Mephistopheles’s greatest pawns will succeed in your world despite your greatest efforts. In either event, Lord Mephistopheles is content. Take solace in the knowledge that he sees no reason to directly oppose your plans. I would not be so magnanimous.”

“What has Barzillai become?” “Lord Mephistopheles has rewarded Barzillai with a new body, that of a

powerful osyluth lord, yet in so doing he has bound the wretch to the apex of the Tower of Bone. Barzillai wields more power now than he could have ever hoped for in his mortal life, yet he languishes above at Lord Mephistopheles’s whim, impotent and enraged. You will be his first opportunity to taste his power in action. I wish you the best of luck.”

“How do you know we are the Silver Ravens?” “I have slain enough of your silly band before to recognize your particular brand of indignant outrage by smell.” (In fact, he knows of them because of long sessions spent personally tormenting Barzillai—everything the one-time lord-mayor of Kintargo knew, Oughorthan knows now. If the PCs press him, he admits this readily enough.)

“Aren’t you the same Oughorthan who helped defeat the Silver Ravens before? Why are you helping us now?” The pit fiend is delighted to be recognized and graciously asks how Jackdaw is doing before confirming that he did indeed slay Kyda and Amyreid during their final performance of the “Song of Silver.” As to why he’s helping the PCs now, he merely grins before saying, “You misunderstand, mortals. It is Lord Mephistopheles who is helping you, not I. Give me but the slightest of reasons to slaughter Silver Ravens again and I shall thank you for it with your deaths.”

“Are there other prisoners in the Tower who did not serve Barzillai? Can we rescue them?” The pit fiend looks uncomfortable at this, but grudgingly notes there are two within the tower who came to be trapped within through their own acts of hubris and foolishness, and their torments are not mandated by Hell. If the PCs recognize which prisoners these are, they are free to rescue the unfortunates if they wish. The pit fiend will not reveal who the two are, saying only that the PCs will know them if they see them, if indeed the two deserve release from their torment.

“How can we weaken Barzillai by using his own failings against him?” The pit fiend pauses a moment before shrugging, as if deciding it can’t hurt to tell the PCs a bit more. “Despite its immense size, there are but nine floors within the Tower of Bone. The ninth is its roof, where Barzillai lies chained. You must navigate the other eight via portals linked to his mortal flaws—you mortals have so many of them, yet these eight flaws are the greatest Barzillai held in life. By studying the emotions and memories trapped within these portals, you may be able to deduce the nature of the perils you might face in the areas beyond. Then, as you pass through these portals, his flaws will assault you, trying to weaken you. Make them your own. Take them into you, and in so doing, you will erode his soul and weaken



OUGHORTHAN

him. But know that taking too many of his faults into you will cripple you—no one person should shoulder all the failings of such a titan among mortals.”

Use the above questions and answers as guides for other questions the PCs may ask, but feel free to have the pit fiend wave off queries he regards as off-topic. If the PCs ask too many questions, he grumbles in annoyance, saying, “Your payment has reached the limits of my patience. I leave you now to seek your fool ends within the Tower,” before teleporting away.

OUGHORTHAN

CR 20

XP 307,200

Pit fiend (*Pathfinder RPG Bestiary* 80)

hp 350

Story Award: If the PCs manage to learn most of the information Oughorthan has to offer, particularly how the portals in the Tower of Bone work and how they can degrade Barzillai’s defenses, award them XP as if they had defeated the pit fiend in combat.

C. TOWER OF BONE

The Tower of Bone is impossibly tall; it is an all-but-endless spire that could not exist on the Material Plane, but here in Hell it is but one of countless impossibilities. The outer walls offer many handholds and can be scaled with relative ease (Climb DC 10), but the distance one must cover to reach the roof is measured in thousands of miles. The walls are made of magically enforced bone (hardness 25, 1,800 hp, break DC 85). Breaking open a section of wall along the external edge exposes the chamber to the raw fury of the Space Between (see below). The chambers within are pitch black and with thirty-foot-high ceilings unless otherwise indicated.

Dimensional Travel: Within the tower, teleportation effects are significantly limited. Such spells function normally inside the Tower of Bone only if the destination point is within the same floor or is within a point outside of the Tower of Bone. None save Mephistopheles himself or those he grants special permission to (such as pit fiends sent to dispense his wrath) can teleport into the Tower of Bone or from one floor to another—the roof of the tower is included within this effect as well. Only the Tower’s portals allow access between the floors or to the apex. This effect does not impede the summoning or conjuration of creatures into the Tower of Bone.

Masked Chambers: The floors within the Tower of Bone are shielded from divination by outside sources. Divination spells used to view chambers or locations within the Tower of Bone fail unless they are used to view areas on the floor where the caster is located. Mephistopheles can lift this restriction if he wishes; for now, he wants the PCs to work for their prize and will do no such favor.

HELLFIRE

Hellfire is treated as normal fire, save that half the damage it deals is fire damage and rest is damage from unholy energy. Evil-aligned creatures and ones with the evil subtype take no damage from this unholy energy, but good-aligned beings and those with the good subtype take double the normal amount of damage from it. Creatures under the effects of spells like *protection from evil* are unaffected by the unholy energy, but still take the fire damage.

Souls of the Damned: In many of the chambers within the Tower of Bone languish the souls of the damned. Statistics for these lost souls are unlikely to be necessary, but can be found on page 208 of *Pathfinder RPG Bestiary* 2. All of the damned souls imprisoned and tormented in the Tower of Bone share one thing in common—in life, these mortals served Barzillai Thruene. Most of these unfortunates perished long before this Adventure Path began, but some of them died during Barzillai’s time in Kintargo. Feel free to let the PCs spot familiar faces now and then among the damned. These particular petitioners may regard the PCs with a faint glimmer of recognition, but even if in life they were steadfast enemies of a PC, here in Hell they know only torment. They have earned this fate through the evil deeds they committed in life as well as their failures, and any attempt to rescue them incurs Mephistopheles’s wrath.

Space Between: Should the PCs breach one of the Tower’s “external walls,” they find themselves looking not out into Caina but into the pure hellfire of the inferno. This extradimensional space is known as the “Space Between.” Exposing it causes goutts of hellfire to spew into the chamber, dealing 6d6 points of hellfire damage (see above) per round to all squares adjacent to the breach. A character who steps out of the Tower of Bone into the space between takes 20d6 points of hellfire damage per round, and without a method of flight will drift forever (or until the hellfire damage kills him). For a character adrift here, hellfire damage is considered continual damage for the purposes of concentrating and spellcasting.

Wrath of an Archdevil: Mephistopheles will not attack the PCs should they anger him. Instead, the first time the PCs incur his wrath, he sends the pit fiend Oughorthan to kill them. If Oughorthan is slain instead, Mephistopheles’s wrath eventually abates, but each subsequent time the PCs incur his wrath, he sends another pit fiend to kill them, increasing the total number of pit fiends by one each time his wrath is incurred.

FLAWS AND PORTALS

Each floor in the Tower of Bone is associated with one of Barzillai’s flaws—traits that prevented him from

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CONTENT WARNING

In this final part of the adventure, the PCs are exploring Hell itself and will be exposed to some awful imagery and terrible situations, including abuse of animals and children and nonconsensual voyeurism. The encounters that follow do not shy away from presenting the horrors of Hell. When you run this portion of the adventure, make sure you're familiar with your players' comfort levels regarding the situations they'll face in the Tower of Bone. You should absolutely adjust the content to accommodate your players' comfort levels and triggers if including some of the following elements would make players feel threatened. Use what you know about your players, and if in doubt, err on the side of safety and skip over or alter some of the more grisly or disturbing parts.

succeeding at his goals in life, but that also made him the irredeemably evil man he grew up to be. By interacting with the portals in the Tower of Bone, the PCs gain insight into Barzillai's past and why he became the man who nearly brought Kintargo to its knees. As a side note, the first seven flaws directly relate to the first seven proclamations Barzillai issued to Kintargo, while the eighth flaw represents Barzillai's greatest fear—the fear of being forgotten by history and of leaving no legacy to leave behind. (The additional proclamations he issued during his rule of Kintargo, starting with the eighth, were less reflections of his own weaknesses and more reactions to developing events in the Silver City.)

These flaws not only influence the nature of the torments afflicted on the damned within the tower, but also infuse the network of portals that connects each floor. These portals appear as swirling vortexes of hellfire framed in an archway made from a tangle of skulls and skeletal hands. Characters who closely examine a portal and succeed at a DC 20 Perception check catch a glimpse of Barzillai Thruene enduring a specific torture linked to the floor to which the portal leads. These portals are the only methods by which dimensional travel is currently allowed within the Tower of Bone, and other than the effects detailed below, passage through them functions similarly to passage via a *gate* spell used for travel.

When a character passes through a portal, she takes 6d6 points of hellfire damage and also suffers an additional debilitating effect linked to the destination room's theme regarding Barzillai's eight great flaws. This debilitating effect is temporary, and can be removed by appropriate magic. A successful DC 20 Fortitude save halves the hellfire damage and negates the debilitating effect. Each time a PC steps through

a portal, she instinctively knows that the destination floor's flaw can be "absorbed" into her own psyche by accepting the flaw. To do so, a character must voluntarily fail the saving throw to resist the hellfire damage and debilitating effect. This causes the debilitating effect to persist on that PC for as long as she remains on Caina (and prevents its removal via magic), but also reduces Barzillai's Soul Point total by 1. By voluntarily accepting one of these flaws, the PCs offer understanding and forgiveness to Barzillai, and in so doing weaken his resolve to continue on his destructive journey to become a *genius loci*. Once a flaw has been absorbed by a PC, no further PCs can absorb that particular flaw until the first PC leaves Caina, at which point the flaw effect affecting the PC fades and the flaw can once again be absorbed by a PC.

Each portal is two-way, linking two floors together. The map of the tower on page 42 assigns a number to each portal—when a character enters a portal, he exits from the portal bearing the same number on a different floor of the Tower.

The specific visions of Barzillai and the effect suffered upon failing a save are summarized below by floor.

C1. HALL OF PENITENTS

- Flaw** cruelty (reflected by Barzillai's first proclamation, which encouraged the slaughter of helpless animals)
Vision Barzillai as a young child, giggling with delight as he vivisects a cat in front of a crying girl who may well be his younger sister
Debilitating Effect -2 penalty on Fortitude saving throws for 10 minutes

C2. THE NOXIOUS GARDEN

- Flaw** contempt (reflected by Barzillai's fifth proclamation, which forced the unlucky to undertake time-consuming but meaningless tasks that caused loss of productivity while not inconveniencing Barzillai in the slightest)
Vision Barzillai as a bored-looking young man forcing a crying servant to clean a filthy chamber pot without tools
Debilitating Effect -2 penalty to Armor Class for 10 minutes

C3. BLOODWALL BASTION

- Flaw** self-loathing (reflected by Barzillai's second proclamation, which forced every Kintargan business to display a portrait of the ruler of a nation he'd grown frustrated with and wanted to control)
Vision Barzillai being severely beaten as a child by his mother with a scourge after she caught him spying on his sister while she bathed
Debilitating Effect -2 penalty on Will saves for 10 minutes

C4. THE BATHHOUSE

- Flaw** gynophobia (reflected by Barzillai's fourth proclamation, which outlawed a popular feminine style of clothing)

Vision Barzillai as a young adult being mocked and laughed at by prostitutes and friends alike as he flees a brothel with a look of shame on his face

Debilitating Effect sickened for 10 minutes

C5. THE CANTONMENT

Flaw impetuosity (reflected by Barzillai's sixth proclamation, which outlawed the use of a minor and largely innocent popular beverage because a servant spilled tea on him during the second night of his stay in Kintargo)

Vision Barzillai as a young adult in a pesh lounge, experimenting carelessly with numerous drugs and alchemical tonics

Debilitating Effect -2 penalty on Reflex saving throws for 10 minutes

C6. FANGRANE'S RELIQUARY

Flaw obsession (reflected by Barzillai's seventh proclamation, which forced an entire city to abdicate a specific flavor he personally found distasteful)

Vision Barzillai beating a servant to death with a mace after finding the servant misfiled a single book in his library

Debilitating Effect -4 penalty on initiative checks for 10 minutes

C7. BOWER OF THE TORN WING

Flaw sadism (reflected by Barzillai's third proclamation, which helped supply him with the feral dogs needed to doghouse so many innocents)

Vision Barzillai torturing a priestess of Milani in a back alley in Egorian while using his spells to keep her alive longer than she should have been

Debilitating Effect hit points reduced by an amount equal to your total Hit Dice for 10 minutes

C8. THE SOLITARY THOUSANDS

Flaw doubt (reflects Barzillai's deepest fear—that his inability to sire children and his nation's propensity to redact names from history would result in him leaving behind no mark or legacy in the world, and as his deepest fear, fueled the other seven proclamations while not directly inspiring one of its own)

Vision Barzillai obsessing over a scroll depicting the Thrune family lineage, focusing furiously on his entry, which has no links by marriage and no offspring, until he burns the scroll with fire from his hand and smears the ashes on a wall-mounted map of Cheliox

Debilitating Effect -2 penalty on attack rolls and concentration checks for 10 minutes

C1. HALL OF PENITENTS (CR 17)

Walls made of countless fused bones stretch up well over a hundred feet to a vaulted ceiling in this cathedral-like space.

A dais at one end rises up to a stagelike area whose walls are fitted with three flame-filled archways. A fourth burning archway sits in the wall opposite. Torture implements, ranging from iron maidens to stretching racks to chairs festooned with spikes, lie strewn haphazardly through the hall, while the walls contain five layers of ten-foot-square alcoves separated from the room itself by lengths of barbed iron bars, forming twin banks of cells from which there seems to be no method of entry or exit. The floor is a tangle of razor-sharp bones jutting upward at odd angles.

The lowest floor of the Tower of Bone is where the damned who served Barzillai in life but failed him in minor ways are tormented. Here, they spend their time imprisoned in one of the 70 cells here until their time on the torture devices below comes around, at which point the torturers in attendance here see to their fates for several days, tormenting them in view of the other prisoners. As new damned souls arrive, they displace older ones, who are sent on to the Solitary Thousands (area C8).

The razor-sharp bones protruding from this room's floor make the entire room difficult terrain. In addition, the bones deal 1d4 points of damage to a creature for each square it moves through in the room.

Creatures: The torturers are a pair of warmonger devils who take great pleasure in the administering of what they view as justice to their prisoners. They are engaged in just such a session of punishments as the PCs first arrive, tormenting a shrieking damned petitioner on a spiked rack in the middle of the room. The devils are eager for more resilient victims, though, and attack the PCs on sight.

WARMONGER GUARDIANS (2) CR 15

Warmonger devil fighter 8 (*Pathfinder RPG Bestiary* 5 81)

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

Init +10; **Senses** darkvision 60 ft., see in darkness;

Perception +24

DEFENSE

AC 35, touch 12, flat-footed 32 (+13 armor, +3 Dex, +10 natural, -1 size)

hp 224 (16d10+136)

Fort +19, **Ref** +14, **Will** +9 (+2 vs. fear)

Defensive Abilities construct form; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 26

OFFENSE

Speed 40 ft., climb 40 ft.

Melee +4 returning adamantite trident +28/+23/+18/+13 (2d6+13/19-20), claw +19 (1d6+3), 2 kicks +19 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks merciless blow, trample (1d8+9, DC 24), weapon training (spears +1)

Spell-Like Abilities (CL 12th; concentration +15)

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At will—*greater teleport* (self plus 50 lbs. of objects)
1/day—*summon* (level 4, 1d4 lemures or 1 bearded devil 40%)

TACTICS

During Combat The warmonger devils do their best to remain adjacent to each other so as to take advantage of their phalanx ability; note that these devils are not impeded by the floor's nature. They enter melee with foes as soon as possible, but they use their reach to force smaller creatures to approach via the spiky floor. They don't bother summoning lemurs or bearded devils against foes as powerful as the PCs.

Morale The warmonger devils fight to the death.

STATISTICS

Str 22, **Dex** 22, **Con** 24, **Int** 12, **Wis** 16, **Cha** 17

Base Atk +16; **CMB** +23; **CMD** 39 (43 vs. bull rush, 43 vs. trip)

Feats Combat Reflexes, Critical Focus, Deadly Aim, Greater Weapon Focus (trident), Improved Critical (trident), Improved Initiative, Iron Will, Multiattack, Power Attack, Staggering Critical, Toughness, Weapon Focus (trident), Weapon Specialization (trident)

Skills Acrobatics +14, Bluff +14, Climb +18, Craft (weapons) +6, Intimidate +14, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (planes) +12, Perception +24, Sense Motive +14, Stealth +12 (+20 among metal objects or debris)

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ armor training 2, hellstrider, phalanx, stability

Gear +4 full plate, +4 returning adamantite trident

C2. THE NOXIOUS GARDEN (CR 18)

Carrion covers the floor of this noxious chamber. The stench of rotting flesh is an almost tangible presence in the air, and the decaying matter on the floor has all but liquefied. Among the putrefaction, recognizable body parts in more recent states of decomposition float like fleshy islands. Vines as thick as a human arm grow along the walls; they form completely identical patterns of right angles on each wall. A large circular "planter box" in the middle of the room hosts a tangle of larger plants whose roots drawing sustenance from a bed of the damned who cry out in pain as their bodies serve as fertilizer. To one side of this horrific display sits a room with two stone benches, while the opposite end of the room has all but eroded away from the constant dripping of thick, polluted water.

Here, Barzillai's contempt for humanity is on full display, as the damned who toiled for him in life as house servants are used as fertilizer for plants. The air in this chamber is almost unimaginably foul—each round, a creature that breathes it must make a successful DC 20 Fortitude saving throw to avoid being nauseated for 1 round (this is a poison effect). The layer of thick, liquefied organic matter on the floor is 3 feet deep. Small creatures

that stand on the ground in this room are completely submerged in the morass and must swim; they might even drown. Medium-sized creatures treat the room as difficult terrain. The pool of liquid in the eroded side of the room looks no different than elsewhere but is 20 feet deep—a character who succeeds at a DC 30 Perception check spots the hazard before stepping off the drop off. Any character who is fully submerged in the filth is exposed to an enhanced form of blinding sickness that has an onset time of immediate (see page 557 of the *Core Rulebook*).

Creatures: The majority of the plants on display in the center of the room are foul in appearance and smell, but only three of them are particularly dangerous. These are three fiendish viper vines that have taken the very nature of Hell into their spiky roots. The viper vines enjoy sucking nutrients slowly from the damned that make up their bed, but are eager to dine upon living flesh and move to attack the PCs on sight, releasing their captivating clouds as soon as they can each catch at least two PCs in their clouds.

ADVANCED FIENDISH VIPER VINES (3)

CR 15

XP 51,200 each

hp 230 each (*Pathfinder Roleplaying Game Bestiary 2* 292, 279)

Treasure: A few valuable items have ended up in the deep water in the eroded section of this room. Without using *detect magic* to hone in on their location, a PC must spend 10 minutes swimming and succeed at a DC 30 Perception check to find each item. These items include a *malleable symbol* (*Ultimate Equipment* 309), a *wand of ball lightning* (*Pathfinder RPG Advanced Player's Guide* 204; 44 charges), and a +4 *defending mithral greataxe*.

C3. BLOODWALL BASTION (CR 18)

The gleaming white of this chamber's white walls makes the rivulets of red trickling down their surfaces all the more dramatic. The coppery stink of blood hangs heavy in the air.

This level of the Tower of Bone is infused with a heinous brand of torment fueled by Barzillai's self-loathing, a quality his mother taught him often when she beat him as a child for countless real and imagined failings. The damned who are tormented in this room are those who, through pregnancy or the desire to care for a child or family member, neglected their duties to Barzillai as ruthless soldiers, guardians, or inquisitors—his resentment of their choices was inflated and distorted by the fear and hatred he felt toward his own parents. These damned souls are forced to endure one of two torments. In area **C3a**, the damned exist as children who are punished brutally and repeatedly for minor mistakes. In area **C3b**, these damned souls are forced to toil at classic

child labor tasks—scrubbing floors with poisonous chemicals, cleaning smoldering chimneys or befouled chamber pots, cleaning moving and grinding clockwork parts that only tiny fingers can reach, harvesting hard-to-reach bitter berries from viciously thorny plants, and so on. Each of the alcoves along the wall can be manipulated to change its contents as needed to create the necessary workspace. Area C3c is a place of relaxation with a huge mound of cushions sprawled in one half of the room. This area can never be used by those being tormented here—it exists merely as a never-realized promise of rest.

Embedded in the wall between areas C3a and C3b is a large yellow crystal that resembles an immense crystallized heart. A slowly pulsing light thrums inside the crystal, yet it makes no sound. A PC who touches Barzillai's heart to this crystal causes the blood that runs down the room's walls to swiftly redirect in streamers that flow toward the crystal, which absorbs them. Over the course of three rounds, the crystal transforms into a monstrously huge duplicate of Barzillai's heart, beating with the same rhythm as his actual heart. Once this is done, the archways around the tower's portals drip with blood, and the DC of the Fortitude saving throw to resist the effects of passing through the portals decreases to 15. This act also reduces Barzillai Thrune's Soul Points by 2. Once the heart is made flesh in this manner, it remains flesh for 1 year before crystallizing again.

Creatures: Three handmaiden devils torment the damned of this floor. One is always in attendance over the damned children being punished, cackling at their cries of pain, while another ensures that the toiling children get no respite. The third of these devils is thus free to greet the visiting PCs, and she does so with a chillingly pleasant voice, as if she were welcoming newcomers to a sane and kindly nursery.

This handmaiden devil is named Dyrachak, and she pleasantly asks the PCs their business here in the Bloodwall Bastion. She gladly answers their questions about the purpose of this level and the screaming, doing so with great relish. If the PCs seem aghast at the punishments here, she is amused and says to them, "If they didn't want to wind up in my care, they shouldn't have committed such grievous sins." She coyly reminds them that, in life, these souls performed atrocities in their duties under Barzillai that justify their fates here, and asks whether the PCs would see the evildoers of their world rewarded in the afterlife with kindness and compassion. She hopes to confuse and bewilder the PCs, but if they answer in the positive, or point out that redemption and the opportunity to atone should always exist, she quickly grows frustrated with their "willfulness"

and remarks that their parents were obviously lax in their duties to temper and punish their children.

Of the damned in area C3a, Dyrachak adds in an amused whisper, "I might have implied that one day their torments will end and I'll let them leave this place. Some of them might even believe me." Of the damned in area C3b, she instead eagerly asks the PCs for help in coming up with new tasks for the "children," saying that she's grown somewhat bored watching them catch their fingers in grinding gears and choke on the fumes of toxic cleaning chemicals.

It's probable that the PCs attack the devils before too much of this plays out, at which point all three join in the fight. Otherwise, once Dyrachak suspects the PCs are about to try to leave, she smiles sweetly at them. "Oh, I don't think we can let you leave just yet. There's no telling what mischief you'll get up to, and we like to keep order here," she says. She and her two accomplices (Amordred and Nareneska) attack at once, fighting to the death.

ADVANCED HANDMAIDEN DEVILS (3) CR 15

XP 51,200 each

hp 217 each (*Pathfinder Roleplaying Game Bestiary 2* 292, 86)



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C4. THE BATHHOUSE (CR 10)

The pristine walls of this room are polished smooth—solid sheets of what appears to be unbroken and unblemished ivory with no visible seams. The air is pleasantly warm and perfumed, while several inviting baths filled with crystal-clear water stand in the complex room's various wings. An alabaster statue of a beautiful young woman clad in robes and holding a silver lyre stands in the center of one array of bathing pools.

This floor alone, out of all the floors in the Tower of Bone, is empty of the damned, for this floor is devoted to the torment of those who served Barzillai and of Barzillai himself—a special “gift” from Mephistopheles. Any character who witnessed Barzillai's younger sister in any of the visions and succeeds at a DC 20 Perception check recognizes the statue as depicting her as a grown woman. The statue radiates strong transmutation magic, and every 1d3 hours it animates and plays a familiar song on her lyre—the “Song of Silver.”

In life, Barzillai had an unhealthy obsession with his sister Narcelia, and after she fled home and left him alone with his abusive mother, his obsession only grew, developing into a combination of a deep fear of intimacy and an abject fear of women he increasingly masked with his sadism and other flaws. Although he spent many resources in youth searching for her, the unknown magic she used to remain in hiding constantly vexed and defeated every one of his attempts to track her down. All Barzillai was ever able to confirm was that she did indeed still live. Mephistopheles allows Barzillai the opportunity to view this room remotely via a *clairvoyance* effect, to torment him with both the image of his sister and the presence of the room's sole occupant. Mephistopheles also allows him to watch once the PCs arrive here to give the tormented inquisitor a preview of the heroes who are so close to killing him for a second time. He's not allowed to listen to anything that occurs within save for performances of the “Song of Silver,” so anything the PCs say in this room remains unheard by their nemesis.

The pools of water are exactly what they appear to be—while the PCs are right to distrust the sight of such relaxing-looking baths, the water within is warm, pure, and safe. The pools vary from 2 to 7 feet in depth.

Creature: A single prisoner occupies this room, but unlike the majority of the rest of the tower's victims, this one is both alive and unjustly held here. This is the nereid Sondilisa, a beautiful fey creature who had the simple misfortune of looking, by complete chance, almost exactly like Barzillai's sister Narcelia. Captured soon after Barzillai's death by the apostate devil Fangrane, she was brought here against her will as a gift to Mephistopheles to aid him in tormenting Barzillai. Fangrane was rewarded for the act by being granted an entire floor of

the tower for his use (see area C6), and has been promised an ascension in power by Mephistopheles once Barzillai's torments are over. Sondilisa cannot activate or use any of the portals in this room, and is burnt by hellfire when she tries.

Sondilisa reacts with nervous fear and trepidation at the PCs' arrival, but is relieved to see they are not devils. If the PCs attack her, she does her best to fight back, thankful for a chance to do something other than sing and wait in fear. She stops her attacks as soon as the PCs do, but otherwise fights to the death.

Sondilisa is terrified and mystified at her current situation. If the PCs promise to aid her and treat her with kindness or respect, Sondilisa is eager to talk; once she can secure their promise to help her escape, she tells them what she knows. She describes how Fangrane abducted her from her home on the Elemental Plane of Water, and says that she suspects the devil still has her shawl—she can feel its presence but doesn't know where it is.

While here, she has never wanted for food or water—meals mysteriously appear in the room when she sleeps (this food is provided stealthily by Fangrane or his minions), but to her knowledge, she hasn't had any visitors. She knows she's a prisoner to a devil named Fangrane, but doesn't yet suspect she is in Hell; she reacts to the information stoically if she's informed. She's had no visitors in the time she's spent here, but Fangrane left her here with simple orders—to sing a song he provided the lyrics for every time the statue of the woman begins to play her lyre. She doesn't know the significance of the words she sings, but she does know that whenever she does sing, she can hear a man crying and howling as if in a mix of rage and despair. Often, she hears a single word among these cries: “Narcelia!” If the PCs wish to hear this for themselves, she tells them they but need to wait; indeed, in 1d3 hours, the statue of Narcelia begins to play and she sings along. It's not long before Barzillai's cries of anguish join in, echoing down from some impossible height above—the PCs can recognize his voice as he calls out his sister's name. If the PCs join in with Sondilisa to perform the Song of Silver, Barzillai loses 1 Soul Point (this happens only the first time the PCs join in).

If the PCs return Sondilisa's shawl to her, she tearfully thanks them, but without further aid from them, she can't leave this room. The easiest way to rescue her is to use *plane shift* to transport her to the Elemental Plane of Water, but even escorting her back to the Material Plane suffices.

SONDILISA

CR 10
XP 9,600

 Nereid (*Pathfinder Roleplaying Game Bestiary 2* 198)

hp 126

Treasure: The silver lyre carried by the statue of Narcelia is not a part of the statue, and can be removed

from its hands with ease—the statue does not animate to sing once the lyre is removed. The lyre is a unique *harp of charming*. Once per day, if a character performs the “Song of Silver” on this harp with a successful DC 25 Perform (strings) check, the harp casts *haste* and *heal* on all allies within a 30-foot radius. This harp is a minor artifact; it is a manifestation of Barzillai’s shame and fear. It can be destroyed only by giving it as a gift to a female devil, at which point the harp melts away into mist.

Development: If the PCs attack Sondilisa, Barzillai’s rage grows and he gains 1 Soul Point. If she’s killed, he gains an additional 4 Soul Points. If, on the other hand, the PCs manage to rescue Sondilisa and engineer her escape from Hell, Barzillai loses 2 Soul Points.

Story Award: If the PCs return Sondilisa’s shawl, award them XP as if they had defeated her in combat. If they engineer her escape from Hell, award them an additional 51,200 XP.

C5. THE CANTONMENT (CR 19)

Glass tubes filled with a pale yellow liquid line the walls of this chamber, connecting two-dozen huge glass containers together. Within these containers, humanoid bodies float in the murky fluid, their frames occasionally twitching as if they were lost in nightmares. More humanoids bearing hideous and painful-looking metal implants and grisly surgical modifications are chained to tables or suspended from iron frames in large antechambers off the side of the primary room. An acrid stink fills the room, and a fine yellow mist swirls in the air. The floor is a tiled mosaic depicting a titanic battle between horned devils and faltering, bleeding angels.

In this chamber, the damned who didn’t particularly fail Barzillai in life are rewarded by being forged and tormented and transformed via surgical and alchemical methods into devils to join Hell’s armies. The process is long, abusive, and torturous, but in time these souls are released into Hell as fully formed devils. The current “recruits” in the process of transformation are insensible and helpless, and it will be months (or years, in some cases) before they fully transform, and during the intervening time they are wracked with terrible pain. The recruits don’t notice if they are freed, and do not take part in combat within this room.

The faint mist in the air is the source of the acrid stink—this is a low-grade alchemical fume that causes all who breathe it to become sickened for 1d4 minutes. A successful DC 15 Fortitude save negates the effect, but characters must succeed at a new save each round to avoid the effects. A sickened creature that fails this save becomes nauseated for 1 round. This is a poison effect.

Combat that breaks out in this room has a chance of shattering or damaging the relatively fragile alchemical equipment in the room. Each time a creature adjacent

to one of the tubes or containers takes damage from a weapon attack or an area effect spell, there’s a 20% chance some of the alchemical apparatuses are damaged. This results in a spray of mind-altering toxic fluids in a 10-foot radius centered on the damaged creature—all within this area of effect must make a successful DC 20 Will saving throw to avoid taking 1d3 points of Wisdom damage and becoming confused for 1 round. The spray lasts for only 1 round before the alchemical devices self-repair and seal the breach. This toxic fluid is a mind-affecting poison effect.

Creatures: A group of four warmonger guardians, similar to those who torture the damned in area C1, perform the grisly and constant task of transforming the damned in this room. The four devils eagerly attack intruders, preferring to target those adjacent to the alchemical devices so they can trigger sprays of fluid (since the devils are immune to poison, they need not fear the effects).

WARMONGER GUARDIANS (4) CR 15

XP 51,200 each

hp 224 each (see page 47)

Treasure: A search of the alcoves turns up a collection of masterwork weapons and shields of a wide range of types—in all, there are 11,600 gp worth of longswords, flails, heavy maces, great axes, tridents, and large and small shields here. There are also two magic items: a *volcanic shield* (*Pathfinder RPG Ultimate Equipment* 133) and a +2 *furyborn greatsword* (*Ultimate Equipment* 142).

C6. FANGRANE’S RELIQUARY (CR 18)

The following read-aloud text applies to area C6a.

Archways of bone filled with vortices of fire burn in the center of three of this room’s walls, while the fourth holds a similar but empty archway that opens into a vast library. A plaque engraved with writing adorns the top of this fourth archway. A twenty-foot-high brass statue of a diabolically handsome devil with a crown of horns and three pairs of different types of wings stands in the middle of the antechamber.

With a successful DC 20 Knowledge (planes or religion) check, a character identifies the statue as depicting Mephistopheles. The plaque over the archway to area C6b reads, “Please preserve the cleanliness of the reliquary” in Infernal.

The following read-aloud text applies to area C6b.

Towering bookshelves form orderly corridors that stretch out in all directions in this immense chamber, stretching to the ceiling two hundred feet above and creating a maze of well-stocked shelves. At regular intervals, pedestals display curious items: a skull carved from blue gemstones, a spear

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with crimson feathers tied around its copper head, a small golden box set with a blinking eye of jet, and even more strange and wonderful artifacts. Doors allow access to rooms beyond in one wall, while a glass cage stands near a large desk in the middle of the room. Within the glass cage, a curving reading bench faces a single lectern on which sits a large but obviously incomplete copy of an ancient tome.

This library is an incredibly complete collection of works focusing on Barzillai Thrune's interests in life, including copies of every book and scroll and text he studied up to his death—the only exceptions are any infernal contracts he signed or helped craft. These books are magical duplicates that cannot exist outside of the reliquary's walls, and if brought beyond this floor, they vanish and reappear on these shelves. The books grant a +10 bonus on any Knowledge (arcana, local, nobility, planes, or religion) checks attempted with their aid, although without flight only the lowest shelves can be reached—the

bonus granted by books on the lowest shelves is a mere +1. In either case, using these books as research aid allows anyone to attempt these Knowledge checks untrained.

Area C6c appears to be encased in a cage of solid glass but is in fact a permanent wall of force (CL 20th). The door to the cage is locked and made of force as well—it can be opened with a key carried by Fangrane or with a successful DC 40 Disable Device check. The lone book held within this vault is detailed in Treasure below.

Area C6d contains a shrine to Mephistopheles, an unusually humble slab of stone used by the Reliquary's keeper for offerings to the Lord of the Eighth. Sondilisa's shawl (see area C4) lies draped over the altar.

Area C6e once contained a single magical archway that could be activated to create a gate once per day. It was via this gate that Fangrane abducted the nereid Sondilisa, but a recent attempt by the apostate devil to open a *gate* into the demiplane that contained in the *Book of the Damned* backfired, destroying the *gate* and some of the room. The walls of the Tower of Bone healed around this devastation, but the gate was ruined. It is partially rebuilt, and Fangrane's notes can be used by the PCs to complete it if they have no other way to flee Hell (see Development).

Creatures: The damned consigned to this chamber once served Barzillai as redactors, but here in Hell they serve merely as servants to file and retrieve books and to keep the place clean, yet time and time again as they work, they catch glimpses of their own forgotten lives in the pages of the books only to forget them a moment later once the book is filed away, so these damned souls exist in a constant state of fresh aching loss of the self.

The keeper of this library is one of Mephistopheles's favored minions, an apostate devil named Fangrane whom the Lord of the Eighth often calls in to manage repositories of powerful damned souls. Fangrane's primary responsibility is to catalog all of the knowledge the soul gathered in life and to ensure that the most damaging portions of that knowledge are not lost to time—and that they are, eventually, returned to the mortal realm as seeds for more pain and misery. Beyond this, Fangrane seeks new ways to enhance and focus the torment of his latest ward. His collection of the nereid Sondilisa was a prime example of his art. In return for these stints as assistant tormentor, Mephistopheles grants Fangrane centuries at a time to work his subversive evil in person on mortal worlds.

Fangrane knows who the PCs are, and when they arrive here, he ignores them as he pours over his notes at the desk, seeking a method to rebuild the damaged gate in area C6e. He doesn't care whether the PCs use the library as a research tool, but he brooks no attempts



FANGRANE

to enter areas **C6c** or **C6d**, and attacks without warning if any PC attempts this. Fangrane is busy and doesn't appreciate interruptions, but with a successful DC 39 Diplomacy check, a character can speak to the apostate devil for a short time. You can use Fangrane to fill in gaps in player knowledge as you wish, but as soon as you feel like the PCs have learned enough, or as soon as the PCs do something to annoy the devil, he sighs heavily and stands up from his desk to attack.

Fangrane is not alone in guarding this chamber. The brass statue of Mephistopheles in area **C6a** is a brass golem that swiftly moves to aid Fangrane if he attacks.

FANGRANE **CR 17**

XP 102,400

Apostate devil (*Pathfinder RPG Bestiary 4* 78)

hp 261

ADVANCED BRASS GOLEM **CR 15**

XP 51,200

hp 190 (*Pathfinder RPG Bestiary 3* 290, 134)

Treasure: While the thousands of books that fill this chamber cannot be removed from this floor, a few items of interest lie among the shelves, serving as decorations or bookends. A search of the room reveals a *stone of good luck*, a *scroll of resurrection* in a scroll case crafted from a hollowed-out angel femur, a *+4 returning dagger*, a *crystal ball* with *see invisibility*, and dozens of lesser art objects (such as bejeweled skulls or statuettes of devils) worth a total of 25,000 gp in all.

Only one item resides in area **C6c**—a partial copy of the *Book of the Damned*. It was this same copy that Barzillai used during his quest for information about genius loci; once the book has served that purpose, Mephistopheles had Fangrane store it here under lock and key. The Lord of the Eighth plans to unleash the book on Golarion once again for a future plot, and if the PCs attempt to take the book, a disembodied voice announces, "These pages are not for you," and the book simply vanishes. In its place, perhaps as a consolation or even a bribe, is a *manual of bodily health +5* bound with flesh taken from Barzillai Thrune's face.

Development: Fangrane's notes on the repair of the gate in area **C6e** lie on his desk. A character who reads *Infernal*, spends 1d4 days studying the notes, and succeeds at a DC 30 Knowledge (arcana) check to understand them can finish the work Fangrane began by attempting three additional DC 40 Knowledge (arcana) checks—she can attempt one such check every week. Once all three are successful, repairing the gate requires an additional 3d6 days, a successful DC 30 Craft (sculpture) check, and a *wish* or *miracle* spell to finalize the repairs, at which point the gate is fully functional and capable of generating a portal to any point the user desires, as per the *gate* spell (CL 20th).

C7. BOWER OF THE TORN WING (CR 18)

Stained glass windows depicting devils granting wisdom and lore to unwashed, feral-looking humans decorate the polished alabaster walls of this room—save for the portions that have crumbled away into vast pits of darkness surrounded by rough stone walls. A pillar of stone wrapped with coils of barbed chains that bind a staggering number humanoid bones in place slowly rotates in an alcove in the center of one wall.

This chamber, intended to evoke the concept of an angelic cathedral fallen mostly away into bottomless pits, has been set aside for the torment of special prisoners. Any PCs who have been captured alive are found here—on the brink of death if the GM feels magnanimous—but otherwise only one living creature is encountered here (see *Creatures* below).

The areas where the ground has fallen away drop into the eternal darkness—a character who falls into one of these bottomless pits eventually plummets out of the lower portion of the Tower of Bone to fall farther into Caina (see page 41).

Creatures: This room's current prisoner is a ghaele azata named Thirothryn, a powerful but foolish outsider who attempted to break into the Tower of Bone on a risky mission, only to be captured. Thirothryn is currently unconscious and bound in chains atop the ledge on the far side of a pit at area **C7a**, but should be perfectly visible to PCs emerging from one of the portals.

Any attempt to approach the unconscious azata, or anyone remaining in this room for longer than 2 rounds, awakens the deadly guardians of the bower. These are two powerful undead creatures known as gallowdead, skeletal monsters formed from the bodies of Caina's victims. When these two undead are activated, the barbed chains on the pillar loosen and the bones clatter to the ground, swiftly forming into the guardians; hooks and chains merge with their frames to serve as their weapons. Unlike most gallowdead, these undead are lawful evil. Once activated, they fight to the death.

The azata Thirothryn was tracking the pit fiend Oughorthan across the planes, following his movements in hopes of reporting back so more powerful azatas could orchestrate an attack on their long-time foe when the pit fiend laid a trap and captured Thirothryn alive. Thirothryn—whose gender is unlike those adopted by mortals (the azata prefers to use the pronoun "they" for self-reference when among mortal creatures)—has been imprisoned in this chamber for months now with only their tenacious will and unshakeable dedication to good keeping them sane. Thirothryn's weapons and armor have long since been torn away and their body has been terribly tormented. Their face is a mass of scars, their right arm has been torn off, and their body is covered

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with burns and blisters. Barbed adamantine chains hold Thirothryn tightly to the floor of the ledge at area C7a—these chains also infuse the prisoner with antimagic, preventing them from casting spells, using spell-like abilities, or using any of their supernatural abilities. The chains have no locks—they were magically formed around poor Thirothryn, and releasing them requires the chains' destruction (hardness 20, 30 hp, break DC 36). Note that while conscious, Thirothryn can use their light ray attack, but while these rays bypass damage reduction they don't bypass hardness, and since the damage the rays cause is halved against objects, they cannot damage the chains. The azata has used these light rays against her oppressors, but has learned over time that this tactic only angers the powerful devils who come to torment and results in even more painful torments.

Thirothryn is currently at -9 hit points but stable. If restored to consciousness, the azata remains silent as long as the chains remain in place, not trusting their senses that the PCs are anything other than the latest diabolic deception or trick. Once the chains are loosed and if Thirothryn is conscious, the azata leaps to their feet with a triumphant growl and immediately casts *heal* to recover from their wounds. If the PCs attack after the azata is freed, Thirothryn casts *banishment* on themselves, deliberately failing the save so the spell catapults the azata back to Elysium.

If the PCs stay their hand or even better, offer aid, the azata is stoic in accepting their help. Thirothryn can tell the PCs what the azata was up to when captured, and asks the PCs if they've seen the pit fiend themselves. The azata knows little about Barzillai, other than that this tower serves as the prison for a mortal who likely deserves greater punishment, and promises to use all the power at their disposal to help the PCs rid the tower of Barzillai and any other evil influences. They cast their healing spells freely on the PCs and aid in fight with their light rays. Thirothryn's holy greatsword has been destroyed, but the azata gratefully accepts any replacement weapon they can wield in one hand until they (or the PCs) have the chance to prepare and cast *regenerate* on the azata's stump.

GALLOWDEAD (2)**CR 16****XP 76,800 each**hp 228 each (*Pathfinder Roleplaying Game Bestiary 4* 119)**THIROTHRYN****CR 13****XP 25,600**Ghaele azata (*Pathfinder RPG Bestiary 25*)

hp 136

C8. THE SOLITARY THOUSANDS (CR 20)

If this area is another floor within the tower, the chamber is unimaginably vast, yet the unseen walls and ceiling beyond

the darkness press in on the region like a shroud. Light from the churning fire of three free-standing bone arches illuminates what serves as the floor in this nightmare—a writhing, twitching carpet of moaning, crying men and women with blood caked in their ears and empty eye sockets.

This room holds the vast bulk of the damned who served Barzillai in life. These petitioners are blind and deaf, and have no ability to sense each other; they lie nameless in their own oblivions, unaware of the thousands around them who share their fate. They endure Barzillai's greatest fear—an eternity of nothingness, personality and memory and experience locked away forever, leaving no legacy or hint of who they were in life behind. It is to this carpet of the damned that Barzillai will go if he is defeated once more by the PCs at the campaign's climax.

Moving across the heaving bodies of the damned is difficult. The constantly shifting and lurching ground is difficult terrain, and each round at the start of a creature's turn, that creature must succeed at a DC 15 Reflex save to avoid falling prone if it is standing on the ground. The bodies reflexively attempt grapple combat maneuver checks against prone targets (treat the carpet of bodies as a single entity with a +20 bonus). Each round the bodies successfully maintain a grapple, they deal 1d8+4 points of bludgeoning damage. The damned souls do not try to grapple devils. They know better.

Initially shrouded in the darkness, three statues of Mephistopheles stand relatively near to the three portals into this floor. These statues hold contracts that weep blood, which forms a 5-foot-deep pool (characters in the pool are grappled by submerged damned souls and may drown if held under) before trickling away in a shallow bloody brook into a much larger, 20-foot-deep pool. The blood trickles slowly off the edge of a chasm that falls away into the depths of Caina, but above this pool rises a pristine bridge of polished bone. The bridge extends out over the bottomless pit for 100 feet before ending at a final burning archway—a last portal that transports those who step through to area C9. This portal, unlike the others, does not deal any damage to those who use it, and the vision of Barzillai it grants is one of his new diabolic form, chained to the spire in area C9. In addition, it is a one-way portal—once one steps through it to area C9, there is no easy return to the interior of the Tower of Bone.

This room is finite in size; beyond the area mapped there lies nothing but more of the damned. This entire chamber is roughly circular, 800 feet in diameter with a 400 foot high ceiling.

Creatures: To lie forever in oblivion is surely torment, but that by itself is not enough punishment for these damned. A terrible trio of sadists wanders the solitary thousands—a pair of eager horned devils led by the dread wraith of Corinstian Grivenner, the former high

priest of Asmodeus in Kintargo. (If Corinstian still lives in your game, swap out the source of this dread wraith for another memorable agent of Barzillai whom the PCs have slain in the course of this campaign). Corinstian wanders the field until he finds a damned soul who seems to have come to peace with its oblivion, then touches the petitioner—the dread wraith's touch deals no damage or Constitution drain to such souls, but does restore to that soul the capability to see, hear, and feel, along with all memories of its life before. Its screams and howls of despair swiftly intensify as the two horned devils go to work, tormenting the damned soul for hours until finally, when it's at the brink of its second and final death, it is allowed to fall back into the solitary thousands to slowly recover.

The sounds of one such torture session come from the shores of the larger blood pool—here Corinstian and the two devils are tormenting their latest victim. Corinstian can recall fragments of his past life as a side effect of time spent in proximity to the *soul anchor*—enough to recognize the PCs and his own name but little more. He shrieks in rage when he sees the intruders, and he and his devil companions swiftly move to attack.

CORINSTIAN GRIVENNER **CR 18**

XP 153,600

Fiendish dread wraith (*Pathfinder RPG Bestiary* 294, 281)

LE Large undead (incorporeal)

Init +8; Senses darkvision 60 ft., lifesense (60 feet);

Perception +23

Aura unnatural aura

DEFENSE

AC 22, touch 22, flat-footed 17 (+8 deflection, +4 Dex, +1 dodge, -1 size)

hp 266 (16d8+144)

Fort +13, **Ref** +11, **Will** +14; +2 bonus vs. channeled energy

Defensive Abilities channel resistance +2, incorporeal; **DR** 10/good; **Immune** undead traits; **Resist** cold 15, fire 15; **SR** 23

OFFENSE

Speed fly 60 ft. (good)

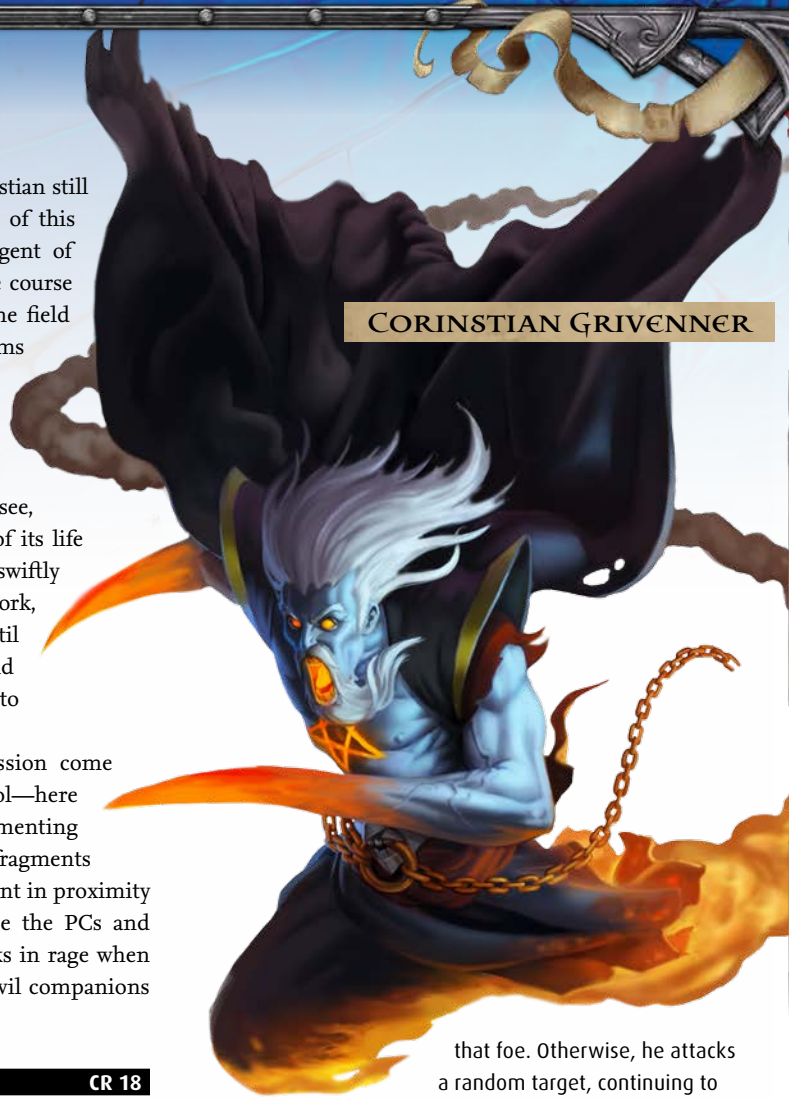
Melee incorporeal touch +15 (4d6 negative energy plus 1d8 Con drain)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Constitution drain (Fortitude DC 28 negates), smite good

TACTICS

During Combat Corinstian doesn't fully recall his life, but if the PC who struck the death blow against him in *Pathfinder Adventure Path #100: A Song of Silver* is present, the dread wraith directs all of his attacks against



CORINSTIAN GRIVENNER

that foe. Otherwise, he attacks a random target, continuing to focus on that victim until she is

dead before moving on to a new foe.

Morale Corinstian fights until destroyed.

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 18, **Wis** 18, **Cha** 27

Base Atk +12; **CMB** +17; **CMD** 36

Feats Ability Focus (ability drain), Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Lightning Reflexes, Toughness

Skills Acrobatics +20, Fly +25, Intimidate +27, Knowledge (planes) +20, Knowledge (religion) +23, Perception +23, Sense Motive +23, Stealth +19

Languages Common, Infernal

SQ create spawn, sunlight powerlessness

HORNED DEVILS (2) **CR 16**

XP 76,800 each

hp 217 each (*Pathfinder RPG Bestiary* 76)

C9. THE APEX OF BONE (CR 21 OR 23)

This ragged platform made of fused bones provides an overwhelming view of the vista of the Bones of Hell. Nine pillars of fire blast from the edges of the platform into the roiling ashen clouds thousands of feet above, while the platform's edges constantly crumble away into the endless

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gulf below. New bones constantly crawl and undulate outward from the center of the platform to keep its size and shape relatively stable. The middle of the platform supports a three-tiered stage of solid iron, at the center of which rises a single black metal pillar covered with hooks and spines. Like the pillars of fire, the metal pillar rises up into the clouds above. A tangle of black metal chains lies strewn about the pillar's base.

This is the Apex of Bone, the crown of the Tower of Bone and the seat of Barzillai's torment in the afterlife. A fall off the edge of the apex is identical to any fall into Caina, and the nine pillars of hellfire deal 6d6 points of hellfire damage per round to any creature standing within 10 feet of their edge—or 20d6 points of hellfire damage per round to a creature that steps into the pillar. When a character is transported to this area from the portal on the bridge in area C8, she appears to step out of one of these nine pillars of hellfire and immediately takes the 6d6 points of hellfire damage for being within 10 feet (but not the full 20d6 points of damage that result from immersion). Roll 1d10 to determine which pillar a character emerges from (rerolling results of 10).

Creatures: Barzillai Thrune is chained to the central pillar by long coils of adamantine chain linked to his wrists and ankles. These chains do not impede his movement or actions in any way, but do prevent him from leaving the area; the chains magically extend by adding links as necessary to allow him full range of movement to a radius of a mile around the pillar, but never gain weight or otherwise impede his actions.

Though Barzillai has transformed into a powerful bone devil, Barzillai's features are still somewhat recognizable to the PCs. The tatters of armor he still wears provide no protection, but the heavy mace he wields is a deadly weapon indeed. Barzillai knows the PCs are coming for him, and may even have had the chance to watch (but not listen) as they explored area C4. Now closer than ever to his final transformation, he has little interest in anything other than swift revenge against the PCs, but if there are final lingering questions about the storyline of Hell's Rebels the PCs have been curious about, you can have Barzillai reveal this information to them as part of his taunts or blustering threats, before or even during the fight. At the very least, his greeting to the PCs should leave no doubt to his desires.

"You! I have seen your movements through my new eyes—the city's eyes. I am destined to become your world, and no one, least of all a pack of chirping ravens, will stop me. Your interference ends here!"

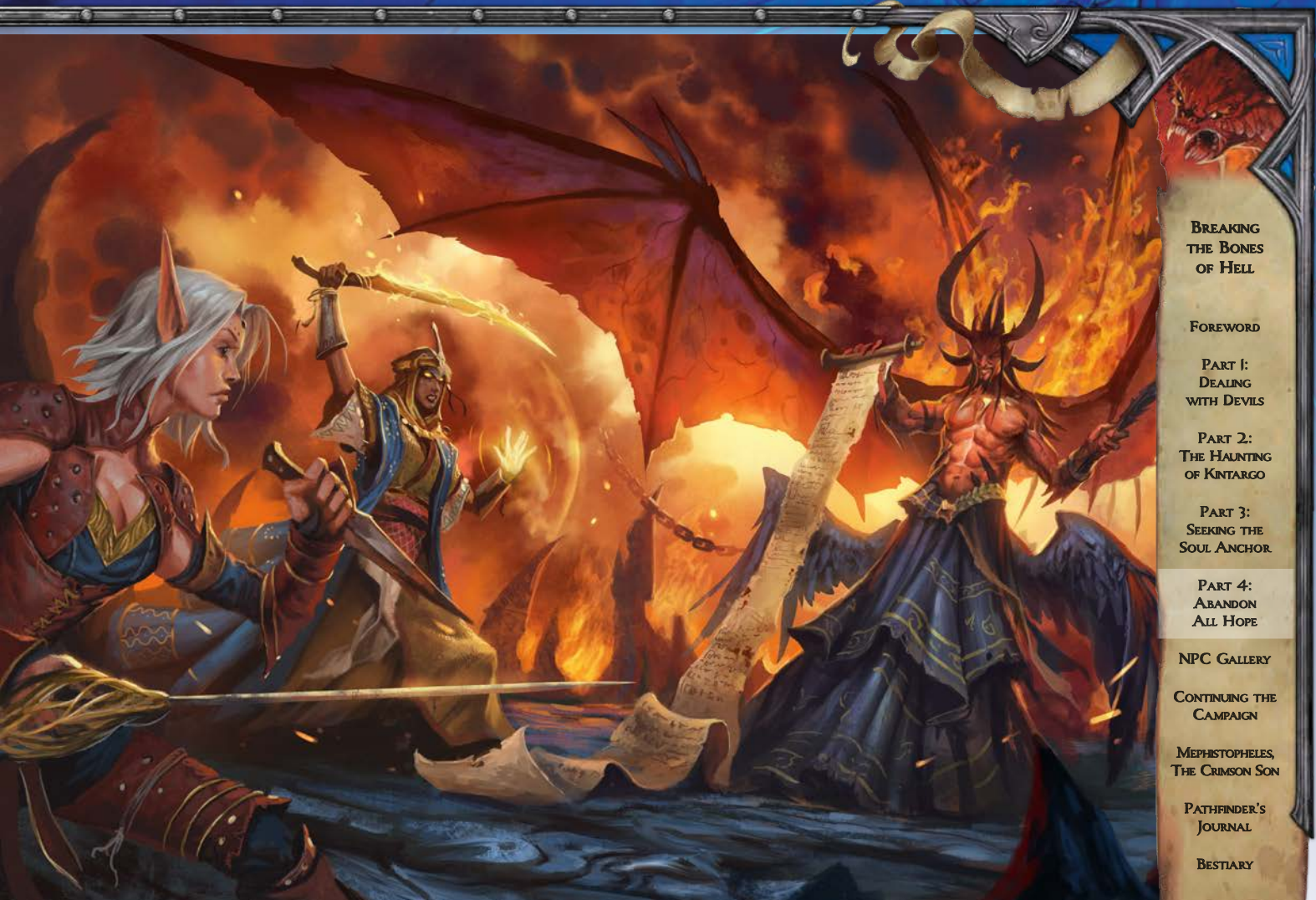
Barzillai's current Soul Point total determines whether the PCs face the more powerful mythic version of him or the less powerful (but still deadly) non-mythic version. In either case, as the battle begins, the sound of hounds

baying and barking fills the air, and at the start of each round after the first, two hounds of Old Kintargo come racing up over the edge of the platform at the point closest to Barzillai to join the fight. There is no limit to the number of hounds that can join the fight—only slaying Barzillai ends their advance. Once this occurs, all currently active hounds cry out in pain and drop dead.

Should a PC confront Barzillai with some of the information they've learned about him as they explore the castle, they can attempt to rattle the inquisitor. Each time a PC speaks aloud about one of the visions observed in the portals, have that PC attempt an Intimidate check. The result of this check sets the DC of the Will save Barzillai must attempt in order to resist being ashamed and enraged at the reminder. Each time he fails this Will save, he takes 2d6 points of damage (as his body shakes and bleeds) and takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks for 1 round. The PCs can confront him about what they've learned about him multiple times in a round, but once Barzillai fails a Will saving throw against this tactic, he is immune to these effects for the remainder of the round. The first time a PC speaks his sister's name aloud in such a taunt, he automatically fails his saving throw against the effect and the effects are doubled (4d6 points of damage, –4 penalties, 2-round duration).

Until Barzillai's heart is returned to his chest, he cannot be permanently slain. The safest moment to return his heart is after he's been "killed" but before an hour passes and he rejuvenates—restoring his heart in this manner immediately triggers the event detailed below in Development. Attempts to restore his heart to his chest while he lives are more difficult—to do so, the character must first grapple Barzillai, and must then place the heart in his chest as part of a second grapple check made the next round to maintain the grapple. It is merely a standard action to put his heart in his chest if he's been made helpless. Once his heart has been restored, Barzillai immediately loses all Soul Points (this may change his statistics from the enhanced version to the weak version during the combat) and he is stunned for 1 round, with no save. If he survives this round of being stunned, he continues to fight but must succeed at a DC 20 Fortitude save each round to avoid being staggered for the round. Removing his heart at this point kills him—and in any event, once his heart has been restored, he can no longer become a genius loci.

BARZILLAI THRUNE**CR 22 OR 20****XP varies****hp** 400 or 314 (see page 58 or 59)**HOUNDS OF OLD KINTARGO (VARIES)****CR 12****XP 19,200 each****hp** 173 each (see page 19)



Development: As soon as Barzillai is destroyed, a new column of hellfire descends down upon Barzillai, blasting his remains to ash. This blast of hellfire does not harm anyone else, but a moment later, Mephistopheles descends this column of fire to stand before the PCs.

Fortunately, this is but a projection of the actual archdevil. Mephistopheles scoops up the ashes that were once Barzillai, and they fuse into a contract he then tucks away for safe keeping. He favors the PCs with a deep bow. Read or paraphrase the following when this happens.

“And with that, you have closed the book on this man’s life. As I had hoped all along. By defying my pawn, and by showing his nation that House Thrune does not have the control it thought, you have given them spurs. The nation’s pride, as surely as Barzillai’s pride, will be its downfall, and your actions have, my Master hopes, served as a warning. Enjoy, then, your new nation’s freedom, Ravens of Silver, and rest assured that your troubles with this particular Thrune have ended. And if that is all, I am prepared to send you home. Mortals of your... temperament... are unpleasant company. You make my bones itch, and I would have you gone from here.”

Mephistopheles has little more to say to the PCs, but if you feel that any of the PCs might be willing to bargain

with him, rest assured that he knows and may offer such PCs a chance to sign away their souls with contracts of your own construction. Otherwise, with a wave of his hand, the PCs find themselves back home in a Kintargo that is, for the first time, truly its own master.

CONCLUDING THE ADVENTURE

Ideas for what may come next appear in the “Continuing the Campaign” article, but the PCs may wish to retire to live out the rest of their lives in much-deserved relaxation. Certainly, upon their return, the PCs are welcomed by joyous Kintargans and Silver Ravens alike. Barzillai left the government in shambles and much work remains to be done to secure Ravounel’s place in the world and support its citizens. The city sees to the PCs as natural leaders and looks to them for advice, trusting that the heroes who went to Hell and back for them will care well for the city and lead Kintargo into a glorious new era.

One intriguing loose end certainly remains—Barzillai’s sister, Narcelia Thrune, still lives somewhere on Golarion. She has remained hidden from her brother for these years, and tracking her down may well be impossible, but in time she may emerge from obscurity. If not for the Silver Ravens and the heroes of Kintargo, then for other heroes of other tales in the future. But whether she shall do so as ally or foe remains to be seen.

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BARZILLAI THRUNE

The features of this once-proud inquisitor are vaguely recognizable, even without the flesh that once clad his bones. His body, now infernally horrific, is chained and broken, and exudes an almost overwhelming sense of menace and power.

BARZILLAI THRUNE (ENHANCED)
CR 22
XP 614,400

Male bone devil inquisitor of Asmodeus 16/hierophant 2
(*Pathfinder RPG Bestiary* 74, *Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Mythic Adventures* 32)

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

Init +20; **Senses** darkvision 60 ft., see in darkness; Perception +35

Aura frightful presence (5 ft., DC 19)

DEFENSE

AC 42, touch 27, flat-footed 32 (+4 deflection, +8 Dex, +2 dodge, +15 natural, +4 profane, -1 size)

hp 400 (26 HD; 16d8+10d10+269); fast healing 6

Fort +29, **Ref** +24, **Will** +25

Defensive Abilities hard to kill, stalwart; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +5 *flaming burst unholy adamantine heavy mace* +37/+32/+27/+22 (2d6+11/19-20 plus 1d6 fire), bite +26 (1d8+3), claw +26 (1d6+3), sting +26 (3d4+3 plus poison)

Space 10 ft.; **Reach** 10 ft.

Special Attacks exploit weakness, greater bane (16 rounds/day), judgment 6/day (3 simultaneous), mythic power (7/day, surge +1d6), poison (DC 23)

Bone Devil Spell-Like Abilities (CL 12th; concentration +16)
Constant—fly

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice* (DC 17)

1/day—summon (level 9, pit fiend, 100%)

Inquisitor Spell-Like Abilities (CL 16th; concentration +22)

At will—*detect alignment*
16 rounds/day—*discern lies*

Inquisitor Spells Known (CL 16th; concentration +22)

6th (2/day)—*blade barrier*^M (DC 22), *heal*

5th (4/day)—*flame strike* (DC 21), *greater command* (DC 21), *mark of justice*, *spell resistance*

4th (5/day)—*detect scrying*, *dismissal* (DC 20), *freedom of movement*, *hold monster* (DC 20), *sending*

3rd (6/day)—*cure serious wounds*^M, *dispel magic*, *nondetection*, *searing light*, *speak with dead* (DC 19)

2nd (7/day)—*blistering invective*^{UC} (DC 18), *death knell*

(DC 18), *invisibility*, *lesser restoration*, *spiritual weapon*, *weapon of awe*^{APG} (DC 18)

1st (7/day)—*alarm*, *burst bonds*^{APG} (DC 17), *command* (DC 17), *cure light wounds*, *divine favor*, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 16), *brand*^{APG} (DC 16), *detect magic*, *detect poison*, *light*, *read magic*

Domain Torture inquisition^{UM}; **M** mythic spell

TACTICS

During Combat Barzillai uses his judgments of profane healing and profane justice (his statistics reflect that these are active). He summons a pit fiend on the first round of combat, then prefers to use his spells, but he won't hesitate to lash out with melee attacks if surrounded.

Morale Barzillai fights to the death.

STATISTICS

Str 22, **Dex** 26, **Con** 26, **Int** 15, **Wis** 22, **Cha** 18

Base Atk +22; **CMB** +33; **CMD** 53

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Critical Focus, Dodge^M, Improved Critical (heavy mace), Improved Initiative, Iron Will, Outflank^{APG}, Pack Attack^{UC}, Power Attack, Precise Strike^{APG}, Shielded Caster^{APG}, Staggering Critical, Swap Places^{APG}, Toughness^M, Weapon Focus (heavy mace)

Skills Acrobatics +8, Bluff +33, Craft (torture device) +29, Fly +16, Intimidate +32, Knowledge (arcana) +23, Knowledge (local, nobility) +12, Knowledge (planes, religion) +31, Linguistics +12, Perception +35, Sense Motive +27, Spellcraft +25

Languages Aklo, Azlanti, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal, Shadowtongue, Strix, Varisian; telepathy 100 ft.

SQ amazing initiative, critical precision, monster lore +6, profane might, rejuvenation, solo tactics, stern gaze +8, torturer's touch, track +8

Gear +5 *flaming burst unholy adamantine heavy mace*

SQ critical precision, monster lore +5, rejuvenation, solo tactics, stern gaze +8, torturer's touch, track +8

SPECIAL ABILITIES

Profane Might (Ex) Barzillai gains a +4 profane bonus to his Dexterity, Constitution, and AC, and his summon devil ability summons a pit fiend rather than a bone devil.

Rejuvenation (Su) Barzillai reforms at full hit points 1 hour after he is slain unless his heart is returned to his torso.

BARZILLAI THRUNE (WEAKENED)**CR 20****XP 307,200**

Male bone devil inquisitor of Asmodeus 16

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

Init +15; **Senses** darkvision 60 ft., see in darkness; Perception +34**Aura** frightful presence (5 ft., DC 19)**DEFENSE****AC** 31, touch 20, flat-footed 24 (+4 deflection, +6 Dex, +1 dodge, +11 natural, -1 size)**hp** 314 (26 HD; 16d8+10d10+183); fast healing 6**Fort** +27, **Ref** +22, **Will** +24**Defensive Abilities** stalwart; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** +5 *flaming burst unholy adamantine heavy mace* +37/+32/+27/+22 (2d6+11/19-20 plus 1d6 fire), bite +26 (1d8+3), claw +26 (1d6+3), sting +26 (3d4+3 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** exploit weakness, greater bane (16 rounds/day), judgment 6/day (3 simultaneous), poison**Bone Devil Spell-Like Abilities** (CL 12th; concentration +16)

Constant and at will—same as enhanced stats

1/day—*summon* (level 4, 1 bone devil, 35%)**Inquisitor Spell-Like Abilities** (CL 16th; concentration +21)At will—*detect alignment*, *discern lies* (16 rounds/day)**Inquisitor Spells Known** (CL 16th; concentration +21)6th (1/day)—*blade barrier* (DC 21), *heal*

5th (4/day)—same as enhanced stats

4th (5/day)—same as enhanced stats

3rd (6/day)—*cure serious wounds*, *dispel magic*, *nondetection*, *searing light*, *speak with dead* (DC 18)

2nd (6/day)—same as enhanced stats

1st (7/day)—same as enhanced stats

0 (at will)—same as enhanced stats

Domain Torture inquisition**STATISTICS****Str** 22, **Dex** 22, **Con** 22, **Int** 15, **Wis** 20, **Cha** 18**Base Atk** +22; **CMB** +33; **CMD** 50**Feats** **Combat** Casting, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Critical Focus, Dodge, Improved Critical (heavy mace), Improved Initiative, Iron Will, Outflank^{APG}, Pack Attack^{UC}, Power Attack, Precise Strike^{APG}, Shielded Caster^{APG}, Staggering Critical, Swap Places^{APG}, Toughness, Weapon Focus (heavy mace)**Skills** Acrobatics +6, Bluff +33, Craft (torture device) +29, Fly +14, Intimidate +32, Knowledge (arcana) +23, Knowledge (local, nobility) +12, Knowledge (planes, religion) +31, Linguistics +12, Perception +34, Sense Motive +26, Spellcraft +25**Languages** same as enhanced stats**SQ** same as enhanced stats**Gear** +5 *flaming burst unholy adamantine heavy mace*

Barzillai Thurne remembers his life in full detail, and knows the PCs are the ones who have forced him to endure this interregnum filled with torture and torment. In a way, when the PCs arrive at the Apex of Bone, their visit gives him a brief respite, for Mephistopheles and his agents retreat from the area during this time to watch from afar while the heroes of Kintargo confront their nemesis one last time. The opportunity to vent his frustrations and give release to his anger against those who engineered, in his damaged mind, his current sorry state is a welcome chance indeed to lash out.

Full details on Barzillai Thurne's history as a mortal being can be found in *Pathfinder Adventure Path #100: A Song of Silver*.



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NASPERIAH

As devoted to her vain and mysterious goddess in undeath as she was in life, this witchfire carries the mark of Mahathallah on her chest and seeks only to expunge the latest impurities from her goddess's sacred soul anchor.

NASPERIAH
CR 18
XP 153,600

Female witchfire cleric of Mahathallah 13 (*Pathfinder RPG Bestiary 2* 284)

LE Medium undead (incorporeal)

Init +12; **Senses** darkvision 60 ft.; Perception +32

DEFENSE

AC 32, touch 32, flat-footed 23 (+9 deflection, +8 Dex, +1 dodge, +4 profane)

hp 323 (23d8+220)

Fort +20, **Ref** +17, **Will** +21

Defensive Abilities incorporeal; **Immune** undead traits

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal touch +24 (8d6 fire plus witchflame)

Ranged witchflame bolt +24 (8d6/19–20 fire plus witchflame)

Special Attacks channel negative energy 12/day (DC 27, 7d6), scythe of evil (6 rounds, 2/day)

Witchfire Spell-Like Abilities (CL 9th; concentration +18)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 19), *invisibility*, *pyrotechnics* (DC 21), *ray of enfeeblement* (DC 20)

1/day—*summon* (level 4, 2 will-o'-wisps 50%)

Cleric Spell-Like Abilities (CL 13th; concentration +19)

At will—*master's illusion* (13 rounds/day)

9/day—*copycat* (13 rounds), *touch of evil* (6 rounds)

Cleric Spells Prepared (CL 13th; concentration +19)

7th—*quicken dispel magic*, *screen*^o

6th—*blade barrier* (DC 22), *harm* (DC 22), *mislead*^o (DC 22), *quicken spiritual weapon*

5th—*dispel good*^o, *flame strike* (2, DC 21), *plane shift* (DC 21), *slay living* (DC 21)

4th—*confusion*^o (DC 20), *dismissal* (DC 20), *order's wrath* (2, DC 20), *unholy blight* (2, DC 20)

3rd—*bestow curse* (DC 19), *dispel magic*, *invisibility purge*, *nondetection*^o, *speak with dead* (DC 19), *wind wall*

2nd—*align weapon*^o (evil only), *desecrate*, *hold person* (2, DC 18), *silence* (DC 18), *sound burst* (DC 18), *spiritual weapon*

1st—*bane* (DC 17), *command* (4, DC 17), *protection from good*^o, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 16), *detect magic*, *read magic*, *resistance*

D Domain spell; **Domains** Evil, Trickery

TACTICS

Before Combat Nasperiah casts *screen* daily to make the Soulbound Fane appear empty and deserted.

During Combat For the first few rounds of combat, Nasperiah attempts to stay out of melee range and casts *blade barrier* and *flame strike*, along with a quickened *spiritual weapon*. She uses quickened *dispel magic* against the PC who seems to be the most augmented by magical effects (favoring those who use magical flight). She switches to using witchfire bolts after a few rounds of combat, still staying at range and channeling negative energy only when surrounded. In melee, she favors powerful touch spells like *slay living*, but saves *harm* to heal herself with once reduced to 150 or fewer hit points. If reduced to fewer than 50 hit points, she uses *Quicken Spell* to cast *inflict* spells to heal herself while she attempts to flee via *mislead* or *sanctuary*, returning to combat once she is healed up again.

Morale Nasperiah fights until destroyed.

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 19, **Wis** 22, **Cha** 28

Base Atk +16; **CMB** +24; **CMD** 44

Feats Ability Focus (witchflame), Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Eschew Materials, Improved Critical (witchflame bolt), Improved Initiative, Lightning Reflexes, Mobility, Point-Blank Shot, Quicken Spell

Skills Bluff +9, Craft (tattoo) +15, Fly +29, Knowledge (arcana) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +32, Sense Motive +32, Spellcraft +30

Languages Auran, Common, Giant, Infernal, Undercommon

SQ rejuvenation, sound mimicry, symbol of Mahathallah

SPECIAL ABILITIES

Rejuvenation (Su) As long as the *soul anchor* exists, Nasperiah returns to her unlife as a witchfire 24 hours after her destruction. If the *soul anchor* is destroyed or Barzillai Thrune's heart is removed from the *soul anchor*, she is immediately destroyed and allowed to move on to the Great Beyond.

Symbol of Mahathallah (Ex) A functional unholy symbol of Mahathallah adorns Nasperiah's torso, a physical

manifestation of her faith in the Dowager of Illusions. This symbol functions as a divine focus for all of Nasperiah's divine spells and grants her a +4 profane bonus to her Armor Class.

In life, Nasperiah was a blood hag priestess of the Dowager of Illusions, Mahathallah. She believed that none could match her beauty or wisdom. She never sought to join a coven, and took great pleasure in marring the faces of the physically attractive. Nasperiah found much to admire in Mahathallah's duality, and vainly thought of herself as one of her deity's favored servants because of her own double nature—by day she was an attractive woman, but by night a wretched monster. Every evening, before she removed her skin and went out on the hunt, she took a few moments to admire her good looks in a silver-backed hand mirror, her most valued possession.

Nasperiah was posing as one of Vyre's orange-cloaked Collectors of the Abattoir (she was delighted to discover that they were lying about their purported faith in psychopomps) when she received a powerful vision. One evening, as she took up her mirror to admire herself, she was shocked to see a face not her own—a face that, despite the purple veil it wore, was lovelier than any mortal's. Yet an instant later, the face took on the hideous countenance of a fleshless skull. Nasperiah shrank back from the image as it spoke to her: "You must seek my soul anchor and join your sisters as guardians of the hidden falsehood that awaits all mortals in the end." The mirror cracked in half as the vision vanished, yet Nasperiah knew that she had been chosen by Mahathallah to guard something of great importance. Details of how she came to found a small cult of Mahathallah and create the Soulbound Fane below Kintargo appear on page 31.

Professor Mangvhune was the first visitor to the Soulbound Fane in 4598 AR. He charmed the cult into allowing him to bathe in the light of the *soul anchor*, and Nasperiah took great delight in watching secretly as he

began his killing spree. The second visitor did not use honeyed words, though. Barzillai Thrune took the shrine by force with several powerful minions. When Nasperiah sought to bar his access to the *soul anchor*, Thrune cut her down. All went black for a time. She awoke after Thrune was gone, transformed into a witchfire. Enraged at first, Nasperiah soon realized she had been chosen once again by Mahathallah. When the Dowager of Illusions answered her prayers in returning the dragon Adrakash to unlife as well, Nasperiah gratefully took up the mantle of protector once again, vowing that no other would ever use the *soul anchor* again.

CAMPAIGN ROLE

Now an undead guardian of the Soulbound Fane, Nasperiah is vexed at her inability to remove the impurity Barzillai left behind in the *soul anchor*: his heart. This growing frustration may be enough to prompt her to temporarily ally with the PCs, if they play their cards right, and from her they can learn much of the site's history. Furthermore, her studies of how Barzillai's heart has interacted with the *soul anchor* can aid the PCs as well. Though evil and insane, Nasperiah can be trusted to do what is necessary to protect her temple. She never offers assistance without asking for something in return, though. Fortunately for the PCs, what she desires most at this time—the removal of Thrune's heart from the *soul anchor*—coincides with their needs.

Though Nasperiah might be willing to work with the PCs, her nature and the trauma she suffered make her dangerously unpredictable. She takes offense at the most innocuous of comments and may accuse allies of plotting to betray her. If she reads a comment or action as hostile, she attacks first and asks questions later. When riled, Nasperiah often can be calmed by praising her beauty. The more florid and outrageous the compliments are, the more likely Nasperiah is to believe them.



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NEREZA RIGALIO

Nereza Rigalio is among the most accomplished and notable of Queen Abrogail's negotiators. Rumors hold that losing to her is more delightful than winning over other negotiators. When treated with respect, Nereza can be a helpful ally even to her opponents.

NEREZA RIGALIO
CR 14
XP 38,400

Female human bard 15

LE Medium humanoid (human)

Init +4; **Senses** Perception +16

DEFENSE
AC 22, touch 14, flat-footed 18 (+8 armor, +3 Dex, +1 dodge)

hp 131 (15d8+60)

Fort +11, **Ref** +17, **Will** +13; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE
Speed 30 ft. (20 ft. in armor)

Melee mwk cold iron light mace +11/+6/+1 (1d6-1)

Ranged +2 *axiomatic shortbow* +17/+12/+7 (1d6+1/x3 plus 2d6 vs. chaotic)

Special Attacks bardic performance 36 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate [DC 21], frightening tune [DC 21], inspire competence +5, inspire courage +3, inspire greatness, inspire heroics, soothing performance, suggestion [DC 21])

Bard Spells Known (CL 15th; concentration +19)

 5th (3/day)—*dream*, *mass suggestion* (DC 19), *mind fog* (DC 19), *shadow walk* (DC 19)

 4th (5/day)—*detect scrying*, *greater invisibility*, *hold monster* (DC 18), *zone of silence*

 3rd (6/day)—*charm monster* (DC 17), *displacement*, *haste*, *see invisibility*, *slow* (DC 17)

 2nd (6/day)—*cure moderate wounds*, *detect thoughts* (DC 16), *mirror image*, *misdirection*, *suggestion* (DC 16), *tongues*

 1st (6/day)—*alarm*, *charm person* (DC 15), *comprehend languages*, *cure light wounds*, *grease*, *undetected alignment* (DC 15)

 0 (at will)—*dancing lights*, *detect magic*, *light*, *message*, *prestidigitation*, *read magic*
TACTICS
Before Combat Nereza casts *detect scrying* every day, and *misdirection* before going into negotiations to redirect spells onto a nearby object (she prefers to target her +2 *axiomatic shortbow*).

During Combat Nereza favors ranged combat in a fight, but starts with magic and a bardic performance to inspire courage. She does so with a rousing speech, so that

 when she casts *greater invisibility*, her allies can continue to be inspired. While invisible, she casts *displacement*, *haste*, and *mirror image* before moving on to cast offensive spells. At that point, she follows *mind fog* with her various mind-affecting ranged spells. She prefers to use her shortbow to attack, using Arcane Strike and Deadly Aim to maximize her damage. If reduced to fewer than 100 hit points, she casts *greater invisibility* again to help protect herself.

Morale If reduced to 30 or fewer hit points, Nereza casts *shadow walk* to escape, fleeing back to Egorian to recover and recuperate. Whether or not she returns to further diplomatic relations depends on if she was fleeing the PCs or a Skinsaw assassin (see page 10 for more details).

STATISTICS
Str 8, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 19

Base Atk +11; **CMB** +10; **CMD** 25

Feats Arcane Strike, Craft Magic Arms and Armor, Craft Wondrous Item, Deadly Aim, Dodge, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Acrobatics +23, Bluff +23, Diplomacy +23, Disguise +23, Handle Animal +23, Intimidate +23, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (nobility) +19, Linguistics +17, Perception +16, Perform (act) +23, Perform (dance) +23, Perform (oratory) +23, Perform (percussion instruments) +23, Stealth +14, Use Magic Device +7

Languages Azlanti, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal, Kelish, Osiriani, Shadowtongue, Shoanti, Strix, Varisian

SQ bardic knowledge +7, jack-of-all-trades, lore master 2/day, versatile performances (act, dance, oratory, percussion)

Gear +4 *glamered chain shirt*, +2 *axiomatic shortbow* with 20 cold iron arrows, mwk cold iron light mace, *belt of incredible dexterity* +4, *circlet of persuasion*, *cloak of resistance* +4, *elixir of truth* (2), gold and garnet signet ring worth 250 gp, bejeweled unholy symbol of Asmodeus worth 500 gp, ruby earrings worth 2,000 gp, ruby and mithral bracelet worth 3,500 gp, 3 bottles of fine wine worth 500 gp each, 17 pp

The scar that runs across this Chelish woman's face renders her both unmistakable and unforgettable, and she wears her thick, dark hair pulled back as if to emphasize this mark. She dresses in the elegant finery affordable only for the very rich, favoring silk gowns with accents of gold and deep crimson that match the rubies in her ears and around her wrist. Her light brown eyes, surrounded by dark lashes, gleam with intelligence and curiosity.

Always a charming and voluble child, Nereza grew into an attractive young woman with a clear sense of her power and abilities. She studied the legends of Cheliox and its neighboring states, believing that if you know the folklore of a culture, you understand its people. Her fascination with these tales led to her development as a storyteller and orator of great skill, and she was a favorite at parties, always ready with a delightful or thrilling yarn and gifted with an intuitive ability to read her audience.

After Nereza completed her primary schooling, her mother, recognizing her talent, encouraged her to train as an ambassador. Nereza did well in her studies but found the role of negotiator more appealing. Ambassadors, she felt, were concerned only with making a good impression. Negotiators, on the other hand, actually accomplished something. After several years—during which her reputation continued to improve—Nereza was sent to oversee negotiations between a Nidalese outpost and a flock of strix hostile to the local populace. The mission ended in disaster, for while Nereza had studied the strix extensively, all her materials were of Chelish origin. Lacking a robust understanding of strix culture, she lost control of the talks, and the final meeting erupted into violence, culminating in the deaths of a Hellknight maralictor and almost all of the strix.

Nereza returned to Egorian in disgrace, expecting to be excruciated, and her employer didn't disappoint. Tortured for her failure, she languished in a dungeon for weeks—yet was not allowed to die. In time, she emerged, pale and trembling, her face bearing her signature scar, but with her mind and resolve sharpened.

Unlike others who had been so punished, she did not fall into depression, hide her face, or seek expensive healing to remove her brand. Instead, she embraced the hard edge the mark gave her. In the decade since the disaster with the strix, she's rebuilt her reputation and risen to the unquestionable top of her profession, where she directly serves the throne of Cheliox.

Nereza now tops the guest list of every formal event in Egorian. Though Barzillai Thrune had a positive reputation in the Chelish capital, Nereza had no desire to attach her name to that of an obviously sadistic egomaniac. She was polite to Barzillai when they encountered each other, but deliberately toned down her personality and even made a few deliberate errors in protocol so the man would leave her alone. She does not mourn his death, and goes so far as to thank the PCs for ridding Cheliox of one of Thrune's least desirable elements.

CAMPAIGN ROLE

Nereza is a deadly force at the negotiating table, but she is not a soldier. She solves disputes through leverage and concessions, not threats or violence. She always travels with bodyguards, and if danger arises, she assists in battle by casting spells to increase her allies' powers rather than entering the fray directly.

Her job is to resolve situations as smoothly as possible, and she's willing to grant minor favors to sweeten talks. If an individual impresses Nereza with intelligent arguments and respectful discourse, she often promises to provide information, contacts, or even small items to support her opponent's goals, provided they are not at odds with Nereza's own. Her knowledge of Chelish history and geography, and her wide range of stories from other cultures' folklore, make her a valuable ally for those who regularly require such information. If the PCs impress her, she may be an unexpected ally in the future when further interactions with the Chelish court are required. If assassinated by Bejakra and restored to life by the PCs, she thanks the heroes profusely, yet remains loyal to her nation to the very end.



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Dealing with death and the judgment of one's soul is difficult for most mortal creatures. Some have meditated on the concept and studied esoteric lore to comfort themselves, but this is often only a salve to the psyche. When mortal life begins to run out, despair and uncertainty creep into a person. This should not be. You must go into death with a clear head and without the smallest drop of fear in your heart. Some claim that how peacefully you die affects how Pharama judges your soul, but this is a falsehood. Each soul is judged by its own merits, and few know how exactly the Lady of Graves decides our fates. Far too many hope to understand the afterlife before experiencing it, but that is impossible in any meaningful sense, as a mortal's personality and memory are often the first things to be cleansed from the soul after Pharama's judgment.

—*The Way of the Spiral*

The Hell's Rebels Adventure Path may conclude with "Breaking the Bones of Hell," but there are more adventures to be had. By the time this Adventure Path wraps up, the PCs have successfully rebelled against House Thrune and secured freedom for Kintargo. Yet even though the revolution was a success, enemies of the Silver Ravens won't lie down for long. What follow are a few ways to expand your campaign, depending on how the Adventure Path ended for your party.

In addition to the suggestions in this article, a GM can use information in *Pathfinder Campaign Setting: Cheliox, The Infernal Empire* for more exciting encounters in Cheliox.

Assassination Attempts: Though they aren't the true antagonists in this Adventure Path, Skinsaw cultists from Vyre have been a constant threat to the PCs. Once the heroes wrest control of Kintargo from House Thrune, the Skinsaw cultists don't stop their attacks. The PCs don't have to simply defend themselves from repeated assassination attempts—they could go on the offensive to stop the cult instead.

Alternatively, the PCs might be the targets of many assassination attempts originating from Cheliox. Even though House Thrune and Cheliox can't attack Ravounel without violating the Kintargo Contract, they might resort to clandestine activity as a form of retribution for the embarrassment of losing the archduchy to a group of rebels.

Building a New Nation: Once the Silver Ravens take control of the Silver City and expose the true ramifications of the Kintargo Contract, the PCs need to seriously think about nation-building. Now that Ravounel is a free state, with Kintargo as its capital, those in charge need to establish political and economic relationships. The PCs not only need to secure Ravounel from any outside aggression, they also need to attend to the more mundane civil concerns, such as food, sanitation, and trade. If so inclined, you could use the kingdom building rules in *Pathfinder RPG Ultimate Campaign* to simulate the PCs' efforts in this endeavor.

Fight the Villains: If you choose to run both the Hell's Rebels and the Hell's Vengeance Adventure Paths, you could keep track of both groups of characters and have the Silver Ravens fight against the party of evil characters that played through Hell's Vengeance. The player characters from Hell's Vengeance could come to Kintargo in an effort to take back the rebellious Ravounel, once they have finally destroyed the Glorious Reclamation. Considering the stipulations of the Kintargo Contract, this attack would come in secret and have no obvious connection to Cheliox and House Thrune.

Invading Caina: Much of what transpires in Hell's Rebels was provoked by Barzillai and his manic quest for immortality, but all of it was facilitated by Mephistopheles. After defeating Barzillai's bone devil incarnation and earning significant power, the PCs could

take the fight back to Hell and confront Mephistopheles in Caina. Although Mephistopheles does not have stats, he is a CR 30 creature, equal in power to beings such as Pazuzu. (Consult the demon lord's statistics on page 50 of *Pathfinder RPG Bestiary 4* to get an idea of the level of power such a being would possess.) The PCs likely need to have mythic tiers in order to take on such a foe, and destroying the *soul anchor* could serve as the PCs' mythic ascension. For more information on Caina, check out *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1* and *Pathfinder Campaign Setting: Hell Unleashed*.

Nidalese Involvement: In order to maintain the integrity of the Kintargo Contract, Cheliox is forbidden from actively attacking Ravounel and must respect the free state's independence. This stipulation might not be enough to stop the infernally minded powers that rule within Egorian for long. Cheliox might very well try to find loopholes within the contract, perhaps sending in third parties to disrupt life in Ravounel, while maintaining a sense of plausible deniability. Since Ravounel borders Nidal, the shadowy nation could make for an appropriate agent in this case. By request of the queen, Nidal could send in secret agents who attempt to discredit any authority the PCs might pose, or the Nidalese could call upon kytons to do their dirty work, sending them into Kintargo to slay important figures or simply terrorize the city that has already been through its fair share of anguish.

The Soul Anchor: This artifact is an important part of this Adventure Path and serves as the method Barzillai hoped to use to become a genius loci. Since the artifact allows someone to retain their memories and personality after dying and becoming a petitioner, it could be a tempting device for a PC to use. However, powerful psychopomps are also seeking out the *soul anchor*. See page 68 for more information on Azrana, a morrigna psychopomp who wishes to destroy the artifact.

Take the Fight to Thrune: If the PCs are feeling exceedingly antagonistic, they could continue their fight for freedom and take the fight directly to the heart of Thrune—Queen Abrogail! *Pathfinder Adventure Path #105: For Queen and Empire* contains statistics for the queen as well as a gazetteer of the capital city of Egorian to help a GM run a game where the Silver Ravens invade Cheliox's capital to take down the Thrice-Damned House Thrune for good.

What If the PCs Lose? Even if the PCs claim Kintargo, they still must end the threat Barzillai poses to the region before they can truly be victorious. If the PCs fail to stop Barzillai from returning to haunt Kintargo in a greater capacity, they might end up facing him after his transformation into a genius loci. More information about Barzillai's motivations and the exact effects of his metamorphosis can be found on page 66.

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BARZILLAI'S RETURN

If the PCs are unable to prevent Barzillai Thrune from accumulating sufficient Soul Points, he finally gathers enough supernatural energy to transfer his spirit and soul, his personality and knowledge, and his very essence back out of Hell and into the region of Ravounel, with the Silver City becoming the new heart of his power. This doesn't automatically mean the end for the PCs and those they love and hold dear, but it does transform their homeland into a nightmare realm, making for the perfect place for high-level adventurers to save the day.

Genius loci, known also as "spirits of place," are similar in some ways to loci spirits as detailed on pages 226–228 of *Pathfinder RPG Occult Adventures*, yet they are much more powerful and wide-ranging. Not all genius loci form out of malevolent beings like Barzillai Thrune—you can use or adapt the rules presented below for any number of strange, eerie phenomena of your own design. The primary difference between a genius loci and a loci spirit, apart from the scale of the influence, is that a genius loci tends to focus on a particular powerful personality that was once mortal.

Similar to the path of becoming a lich, the route to becoming a genius loci varies

somewhat with the individual. Barzillai Thrune's path involved researching the *Book of the Damned*, forging a contract with the Lord of the Eighth Layer of Hell, and performing a complex ritual while bathing in the energies of a *soul anchor*—and even then, this only set up the conditions for his transformation. Other entities should go through similarly complex and nearly impossible steps to make this transition—there's a reason why genius loci spirits are so rare, after all. That said, once a creature makes the transition, it effectively becomes immortal and can exist forever.

GENIUS LOCI TRAITS

When a region becomes infused with a genius loci, it gains a number of traits similar to those used to describe planes (*Pathfinder RPG GameMastery Guide* 184). These traits are ways in which the genius loci's power changes, alters, or enhances the natural laws of the region. They can vary wildly, but are generally linked thematically to the original source soul's alignment, personality, and disposition. In the weeks and months leading up to a genius loci's manifestation, its spirit influences the heart of its targeted land with visions and haunts, giving those who dwell there advance warning and a chance to stop the materialization before it completes. Once the genius loci is created, however, it is very difficult to remove. Typically, a new genius loci can influence a region with a radius in miles equal to the CR of the original manifesting entity, but in the case of Barzillai Thrune, the association with a demigod and the influence of an artifact (the *Book of the Damned*) has magnified this area considerably. The genius loci that was once Barzillai infuses all of the newly freed region of Ravounel.

Barzillai Thrune's genius loci influences Ravounel in the following ways.

Strongly Lawful-Aligned and Strongly Evil-Aligned:

A –2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks made by nonlawful and nonevil creatures. The penalties for the moral and ethical components of the alignment trait stack.

Enhanced and Impeded Magic: Any spell with the lawful or evil descriptor is enhanced and functions as if its caster level was 2 higher than normal, while any spell with the chaotic or good descriptor is impeded—to cast such a spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Nightmares: Whenever a non-lawful evil creature sleeps within Ravounel, it has disturbing dreams. Each night, one such creature of Barzillai's choosing suffers the effects of a *nightmare* spell (CL 20th). Those slain by the damage dealt by this spell become wraiths. A creature cannot be affected by these nightmares more than

once per month, but in time, the number of wraiths in Ravounel increases dramatically.

Despoiled: All undead within Ravounel gain the benefits of a *desecrate* spell; lawful evil undead gain double the benefit, as if the *desecrate* effect incorporated an evil altar. Lawful evil haunts in Ravounel have double the normal hit points, and the save DCs of their effects are increased by 4.

Infernal Portals: Once every 1d10 days, a *gate* to Hell opens for 10 minutes at a random point in Ravounel. The natures of the devils or other diabolic entities that use this portal to enter the Material Plane are left up to you, but in time, Ravounel becomes increasingly infested with all manner of devilkind. Barzillai Thrune can direct a portal to open at a specific point, but when he does so, a new portal cannot be opened in this way for 2d10 days. Barzillai can communicate telepathically with any devils that enter the Material Plane via these portals—while he doesn't gain any particular control over these fiends, they do tend to be well disposed toward the one-time inquisitor.

Projection: Once per day, Barzillai can create a semi-real image of himself at any place in Ravounel he desires. This functions as a *project image* spell (CL 20th) that creates an image of him that can be up to 50 feet tall. It appears to be partially composed of the environment, but is otherwise based on his stats as he was when human (see page 64 of *Pathfinder Adventure Path* #100 for those statistics).

Divine Patron: Those who worship Barzillai Thrune may become clerics with access to the domains of Evil, Law, and Nobility. Barzillai's favored weapon is the heavy mace. Clerics of Barzillai cannot cast spells of 6th level or higher.

Manifestation: Once per day, Barzillai can directly control any of his clerics, as if using the spell *dominate monster* (CL 20th). If he controls a cleric of 6th level or higher in this manner, he can direct the cleric to undertake a vile ritual—this ritual takes 9 hours to complete and ends with the cleric's act of self-immolation. This allows Barzillai to step out of the cleric's burning body in his mythic bone devil form (see page 58). At this point, Barzillai continues to exist in the world and can gain power, but cannot leave the area influenced by his genius loci. If slain, he can dominate a new cleric and force a new body to be born after a new 9-hour ritual, although he is always reborn at the same power level—he loses any character levels or mythic tiers he may have gained in his previous incarnation.

BARZILLAI'S GOAL

If he becomes a genius loci, Barzillai's primary goal is to seek out and destroy all of the Silver Ravens, starting with the PCs, along with any important NPC allies they've gathered over the course of the Hell's

Rebels Adventure Path. Of course, at the outset of his incarnation as a genius loci, he doesn't quite have full access to all the powers his new existence could grant. In particular, without any 6th-level clerics to manifest through, the genius loci cannot project his most powerful form into the world.

As a result, Barzillai's first goal is to build his cult. He starts by influencing the dreams of those who served him before and may now live in hiding throughout the region. In particular, he attempts to contact and influence remaining clerics of Asmodeus; convincing an established priest to change his faith would certainly provide a swift shortcut to gaining a powerful leader for his cult—and perhaps a suitable host for his manifestation. He contacts any devils that step through from Hell via one of the infernal portals his presence creates and uses them as his agents in the land to organize and gather worshipers.

Barzillai doesn't choose Kintargo as the initial home for his cult headquarters, since it is so well known and well defended by the PCs. Instead, he selects a remote location of your choice—perhaps an abandoned mine along Ravounel's southern border, a crumbling fort lost in the Ravounel Forest, or maybe even the mining facility and penal colony on Deepmar. Wherever he chooses to settle, he takes his time building up his cult's power. Once he can manifest his powerful mythic bone devil form, he turns his attention to the Silver Ravens and the PCs in particular.

In time, Barzillai will be able to expand the reach of his influence beyond Ravounel's borders and start to creep into the rest of Cheliax. Initially, Barzillai has no desire to infect other nations, but on that dread day when he completes his goal of infecting the entirety of Cheliax he may well widen his interests. The rate at which this influence grows is left to you to determine, but hopefully some heroes—if not the Silver Ravens themselves—will put a stop to him before he haunts the entire world!

DEFEATING BARZILLAI

Once Barzillai has become a genius loci, defeating him is a difficult task indeed. In order to destroy the genius loci, the *soul anchor* below Kintargo must first be destroyed—see page 68 for further details on this difficult task. This does not eradicate Barzillai the genius loci, but does prevent him from further expanding his influence. All of his existing clerics must be either slain or renounce his worship, and any currently active manifestation must be destroyed. Once all of these conditions are met, the core of his soul must be located (this can be at any location of your choosing in all of Ravounel) and forced to manifest with a *miracle* or *wish* spell. This causes the mythic bone devil incarnation to appear as a ghost—if this ghost is destroyed, the genius loci is destroyed as well.

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CONCERNING THE SOUL ANCHOR

The psychopomps and other entities among Pharasma's court have known of the existence of *soul anchors* since Mahathallah first created them, but the Dowager of Illusions has carefully hidden them away. The church of Pharasma and the psychopomps actively seek out these blasphemous creations to destroy them (or, if destruction isn't possible, secure the location against those who would abuse the devices). Since *soul anchors* are creations of Mahathallah, a fallen psychopomp that became a whore queen, these artifacts are especially abhorrent to psychopomps.

Azrana, a morrigna psychopomp in service to Pharasma, has made it her primary goal to find *soul anchors* wherever they exist and eradicate them so they can no longer subvert the smooth flow of souls to the afterlife. After coming to the Material Plane from the Boneyard, Azrana has tirelessly searched for *soul anchors*, while also attempting to discover how to destroy them.

Despite the wards placed on the Soulbound Fane by Mahathallah, Azrana eventually discovers its location. Each time the *soul anchor* there is used, Azrana receives a flash of insight drawing her closer to its location. Once the PCs pluck Barzillai's heart from the artifact, emerging power acts like a beacon leading the psychopomp directly to the Soulbound Fane, and likely to the PCs as well.

Once Azrana meets the PCs, she assesses their true motivations in regard to the *soul anchor*. She can immediately know who has been affected by the *soul anchor*, and directs much of her line of questioning toward that PC. Azrana is even-tempered and reasonable, but barrages the PCs with dozens of questions. She first wants to know how much the PCs know about the *soul anchors* and their function, then moves on to find out why they are here and what their main interest in this *soul anchor* might be. While grilling them with these questions, her ultimate goal is to determine if the PCs intend to use the artifact or if they will assist in destroying it.

If one of the PCs seeks to use the *soul anchor* in order to more quickly become a powerful outsider after death and judgment, Azrana tries to talk them out of it, explaining the importance of maintaining the integrity of the River of Souls. If they pay her no heed and attempt to use the *soul anchor* regardless, she attacks the PCs in order to stop them. Azrana is joined in this fight by eight normal morrigna psychopomps (*Pathfinder RPG Bestiary 4 219*).

If Azrana convinces the PCs that the *soul anchor* is a dangerous device, she asks that they help her destroy it. While *soul anchors* all perform the same task, the methods of destroying them differ between individual artifacts. Through her research, Azrana discovered that only a mortal creature can destroy this particular *soul*

anchor, and the process requires potent magic. She also points out that any creature who used the *soul anchor* can't destroy it. This eliminates the possibility of the PC who removed Barzillai's heart participating in the ritual to destroy the artifact. She points out that the *soul anchor's* effect can be removed from a creature with a *wish* or *miracle* spell. Alternatively, a creature could commit suicide and be resurrected to remove the effect.

Thankfully, Azrana knows the complete process and simply needs the PCs to be agents of this destruction.

DESTROYING THE SOUL ANCHOR

This *soul anchor* can only be destroyed by mortal creatures who possess souls. To destroy the artifact, the PCs must deal 300 points of damage to the artifact with a chaotic- or good-aligned weapon. After damaging the *soul anchor* to this point, they must cast *mage's disjunction*. The *mage's disjunction* effect isn't enough to permanently destroy the artifact (even if the proper percentage chance is rolled to affect it). One round after casting *mage's disjunction*, the *soul anchor* must be targeted by a *dimensional lock* spell (this effect only targets the *soul anchor*, not the whole area) followed by a *wish* or *miracle* spell. These spells can be cast off a scroll or other form, as long as a mortal is the one doing the casting.

Once the PCs begin the process of destroying the *soul anchor*, Mahathallah takes notice, likely before the PCs get a chance to deal enough damage to the artifact and before they can cast the required spells. While she doesn't respond in person, she sends one of her minions—a pit fiend duke (*Pathfinder RPG Bestiary 80*) named Zaldious, who has the advanced simple template and the deathmastery ability. He arrives via *plane shift* alongside four horned devils (*Bestiary 76*) and a nemesis devil (*Bestiary 4 54*). Azrana can help fight against the devils, but some members of the party must continue to perform the ritual to destroy the *soul anchor*. If the spells aren't cast within a round of each other, the group must begin that part of the ritual again.

AZRANA

CR 20
XP 307,200

Morrigna psychopomp cleric of Pharasma 14 (*Pathfinder RPG Bestiary 4 219*)

N Medium outsider (extraplanar, psychopomp)

Init +11; **Senses** darkvision 60 ft., low-light vision, spider sight, spiritsense; Perception +33

Aura ward against death (30 ft., 14 rounds/day)

DEFENSE

AC 30, touch 17, flat-footed 23 (+6 armor, +6 Dex, +1 dodge, +5 natural, +2 shield)

hp 368 (32 HD; 14d8+18d10+206); regeneration 5 (acid or fire)

Fort +20, **Ref** +22, **Will** +30

DR 10/adamantine; **Immune** death effects, disease, poison;

Resist cold 10, electricity 10; **SR** 24

OFFENSE

Speed 40 ft., climb 15 ft.

Melee +3 *distance returning dagger* +37/+32/+27/+22
(1d4+9/19–20) or

2 slams +29 (2d6+3), 2 wrappings +29 (1d6+3 plus grab)

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

Special Attacks channel positive energy 7/day (DC 21, 7d6), read minds (14 rounds/day), wrappings

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*speak with animals* (including vermin), *tongues*
At will—*detect undead*, *stone tell*

5/day—*speak with dead* (DC 17)

3/day—*summon* (level 7, 1d4 giant tarantulas [*Pathfinder RPG Bestiary* 2 256] 75% or 1d4 spider swarms 100%)

Domain Spell-Like Abilities (CL 14th; concentration +22)

At will—*lore keeper* (37)

11/day—gentle rest

Inquisitor Spells Known (CL 12th; concentration +20)

4th (5/day)—*freedom of movement*, *restoration*, *spell immunity*, *stoneskin*

3rd (6/day)—*dimensional anchor*, *dispel magic*, *halt undead* (DC 21), *remove curse*

2nd (7/day)—*confess*^{APG} (DC 20), *invisibility*, *see invisibility*, *spiritual weapon*, *zone of truth* (DC 20)

1st (7/day)—*command* (DC 19), *hide from undead* (DC 19), *remove fear*, *sanctuary* (DC 19), *shield of faith*, *true strike*

0 (at will)—*detect magic*, *disrupt undead*, *guidance*, *read magic*, *resistance*, *stabilize*

Cleric Spells Prepared (CL 14th; concentration +22)

7th—*ethereal jaunt*, *legend lore*^D, *refuge*, *resurrection*

6th—*banishment* (DC 24), *blade barrier* (DC 24), *greater dispel magic*, *heal*, *undeath to death*^D (DC 24)

5th—*insect plague*, *plane shift* (DC 23), *righteous might*, *telepathic bond*^D, *true seeing*

4th—*aura of doom*^{UM} (DC 22), *blessing of fervor*^{APG} (DC 22), *control summoned creature*^{UM} (DC 22), *death ward*^D, *dimensional anchor* (2), *freedom of movement*

3rd—*dispel magic* (2), *invisibility purge*, *protection from energy*, *searing light* (2), *seek thoughts*^{D, APG} (DC 21)

2nd—*align weapon*, *detect thoughts*^D (DC 20), *eagle's splendor*, *lesser restoration*, *silence* (DC 20), *sound burst* (2, DC 20)

1st—*deathwatch*^D, *divine favor* (2), *forbid action*^{UM} (DC 19), *sanctuary* (2, DC 19), *shield of faith*

0 (at will)—*bleed* (DC 18), *create water*, *light*, *spark*^{APG} (DC 18)

D Domain spell; **Domains** Knowledge (Thought subdomain), *Repose*

STATISTICS

Str 22, **Dex** 24, **Con** 20, **Int** 12, **Wis** 26, **Cha** 18

Base Atk +28; **CMB** +34 (+38 grapple); **CMD** 52

Feats Alertness, Combat Casting, Combat Expertise^B, Combat Reflexes, Deadly Aim, Deflect Arrows^B, Dodge, Eschew Materials^B, Following Step^{APG}, Improved Initiative, Iron Will, Persuasive, Point-Blank Shot, Precise Shot, Selective Channeling, Step Up, Step Up And Strike^{APG}, Toughness

Skills Acrobatics +7 (+11 when jumping), Bluff +16, Climb +14, Diplomacy +29, Disguise +16, Intimidate +18, Knowledge (planes) +13, Knowledge (religion) +13, Perception +33, Sense Motive +33, Sleight of Hand +16, Spellcraft +22, Stealth +28, Survival +20, Swim +9, Use Magic Device +15

Languages Abyssal, Celestial, Common, Infernal; speak with animals (including vermin), tongues

SQ change shape (any animal or humanoid), spirit touch

Gear +4 *leather armor*, +3 *distance returning dagger*, *headband of inspired wisdom* +4



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MEPHISTOPHELES

THE CRIMSON SON

Mephistopheles didn't begin existence as a mere deity. Once, he was Hell itself. When the multiverse was young, Asmodeus explored the Maelstrom. Within the chaos, he found an expanse every bit as awesome as the mount of Heaven. Yet where the realm of divine law cut into the Astral Plane, this new land bored into the flesh of reality itself. No mere fissure like the Abyss, this was a rent in the fabric of existence. More importantly, though, it was not Heaven.

Asmodeus spent an age exploring that stark, brutal pit and the realities nested within. As he did, he found it far from empty. Not only did ponderous, ancient things note his passage, so did the plane itself. Asmodeus spoke as he traveled and, in time, the winds of that place carried his voice back to him, but changed. More than echoes, the plane whispered in a voice no longer his own: "I am Hell."

The being who would become the Prince of Darkness learned much of Hell, but eventually duty drew him back to Heaven.

Epochs passed and war burned the planes. Titans rose and fell, mortal souls blossomed, angel revolted against angel, and in the midst, Asmodeus shed his array of wings. The Archfiend led his followers from Heaven in a violent exodus. First in his footsteps followed his protégé Baalzebul, his creation Belial, and his generals Dispater, Moloch, and Nybbas. Behind soared legions that once thought themselves the chosen children of the divine. They believed Asmodeus would find them a glorious new home. Unknown to any, the Prince of Darkness already had. Asmodeus led his followers into Hell, and Hell welcomed them.

Free from the commandments of Heaven, Asmodeus sought to establish a new order—his order. Hell, he deemed, would become the throne of that perfected law, and so too must be its model. Yet, there was power in Hell he did not yet fully grasp, an ancient consciousness from which he sought to learn, but that also needed to bend before his new regime. As his followers fortified Hell's borders, he delved into the depths of the Pit. There, in the pulsing depths he had dubbed Caina, he tore Hell's flesh from its bones.

When he returned to the bulwark of Avernus and the encampment of Dis, Asmodeus was not alone. With him drifted a winged being, one similar to him in many ways. This dark seraph was not wholly his creation, the Prince of Darkness explained, but a layer of Hell itself, reshaped to possess a body to contain its voice. It was an ambassador of this new land, one that had vowed to face Asmodeus's enemies as its own. Asmodeus made a place among his veteran generals and named this first child of Hell: Mephistopheles.

PERSONIFICATION AND REALM

Known by his followers and fellow archdevils as the Seneschal of Hell, the Crimson Son, the Merchant of Souls, and the Devil King—befitting his role as the first of devilkind—Mephistopheles strikes a figure at once threatening and regal. Humanoid, dark-haired, and crimson-skinned, Mephistopheles bears an undeniable resemblance to Asmodeus, yet whether Hell mimicked Asmodeus in Mephistopheles's creation, or the Prince of Darkness shaped his seneschal in his own image, none

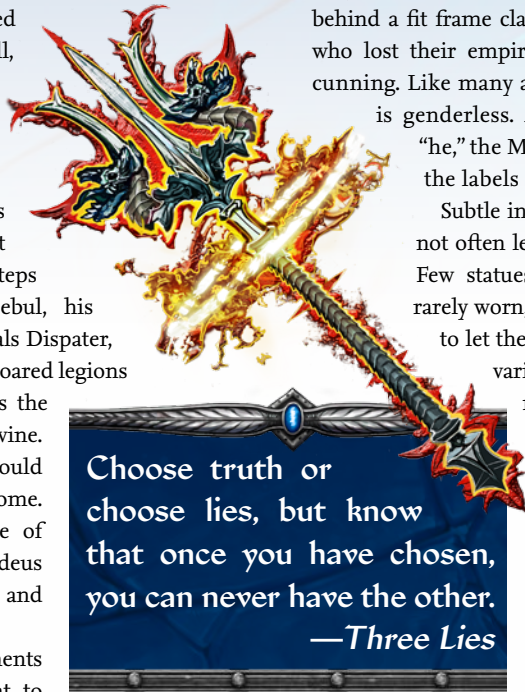
can say. Distinguishing the two are Mephistopheles's three sets of wings: one of black feathers, one crimson and dragonlike, and one of burning bone. These wings extend behind a fit frame clad in the robes of planar emperors who lost their empires and more to Mephistopheles's cunning. Like many angels and devils, Mephistopheles is genderless. Although typically referred to as “he,” the Merchant of Souls cares nothing for the labels of either mortals or immortals.

Subtle in the extreme, Mephistopheles does not often leave his mark, nor do his followers. Few statues depict him, and his symbol is rarely worn, as his worshipers are cautious not to let their faith spoil their dealings. Several variations of his symbol exist, the most common being three peaks eclipsing a red sun, a tongue bearing three studs, or a bone upon a feather upon a scale. All of these evoke his true symbol, the one typically seen upon his shrines: a golden ring circling a crimson trident. The Devil King favors both that symbol and that weapon, as the prongs suggest the spires of his infernal realm, Caina.

Mephistopheles rarely shows favor, but when he does, it is for his own personal gain. Typically, his presence is felt as a dark wind that blows pages to reveal an advantageous fact or contractual term, or as ink that momentarily stains a page the color of blood. His disapproval reveals itself as seemingly new, disadvantageous clauses in contracts, in rivals learning impossible-to-know secrets, or in minor fires that leave crimson ashes.

The Merchant of Souls is lawful evil, and his areas of concern are contracts, devils, and secrets. His favored weapon is the trident. His domains are Evil, Knowledge, Law, and Rune, and his priests are primarily clerics and inquisitors.

The archdevil rules Caina, the eighth layer of Hell. Caina features next to no land, as its flesh was reshaped or consumed in the forming of Mephistopheles's body. Beneath an endless burning night, scorching winds blow ash and rust between the bones of Hell. The only ground rises as the peaks of needlelike spires, bony columns that both pierce the sky and drop into gulfs of unfathomable night. Titanic chains perforate these impossible towers, stretching and dangling like the strands in some incomprehensible, plane-spanning web. Caina is not empty, though. Powerful devils, particularly the ingenious gelugons and faith-flensing deimaviggas, dwell here in scattered but significant numbers. Additionally, the infernal dukes Oriax in Bindings, seductive Pirias, and Rasvocol the Vulture King have demesnes in Caina.



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CUSTOMIZED SUMMON LIST

As a marker of their faith, Mephistophelean priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster IV

Guardian scroll (*Pathfinder RPG Bestiary 5 138*)

Summon Monster VIII

Contract devil (Phistophilus; *Bestiary 3 76*)

Summon Monster IX

Heresy devil (Ayngavhaul; *Bestiary 5 80*)

DOGMA AND WORSHIPERS

Mephistopheles never sought worship, yet as mortals raised prayers to Asmodeus, so too did they invoke the name of his archdevils. Over countless generations, worship of those lords of Hell, Mephistopheles among them, evolved. Although the Crimson Son initially ignored those who exalted him, through the ages he's seen the value of mortal devotees.

Mephistopheles's mastery of rule, laws, and how to twist both toward gain is most evident in his facility with contracts. Terms and bargains appeal to his scrupulous intellect, as does the audacity of flaunting secrets others lack the perspective or mental dexterity to understand. This fascination likely arises, in part, from the Sealed Skein, the bargain Asmodeus made with Hell itself that resulted in the flensing of Caina and Mephistopheles's manifestation. This passion for contracts has since turned into a deadly weapon, as Mephistopheles masterminded the creation of the first infernal contracts (see "Infernal Contracts" in *Pathfinder Adventure Path #101: The Kintargo Contract*). These deadly bargains have since become a common tool used by his diabolical brethren and his worshipers.

Mephistopheles has a peerless understanding of Hell and its native creatures. As a being of absolute law who cares nothing for delusions of morality, he is a somewhat alien being. Sums, gains, and strategy on a multiversal scale motivate him, and he cares little for individuals unless they present him with a truly novel opportunity. As a being who, by some standards, is as old as the planes themselves, little surprises Mephistopheles or tempts his curiosity. Typically, he and his devil servants' interaction with mortals comes only as one facet in a vast, invisible strategy spanning planes and ages. Despite his middling interest in mortals, he finds manipulation of their petty laws and societies entertaining. Often his agents seek to spur decrees and court rulings toward subtly iniquitous or merciless ends, creating precedents that, over generations, trap thousands in spirals of suffering or push civil order toward ruthlessness.

Whether openly or subtly, Mephistopheles's followers seek to lead by example, living well within the strictest terms of the law, exploiting loopholes and deals for the greatest personal gain, and posturing as members of a hidden elite who plan to indulge their positions throughout this life and into the next. This attitude attracts many nobles, members of old or wealthy families, politicians, unscrupulous entrepreneurs, social climbers, megalomaniacs, egotists, and the recklessly ambitious.

The worship of Mephistopheles, along with that of all the archdevils, is common in Chelax and lands like Nidal, Isger, and Geb where Asmodeus enjoys open reverence. The Merchant of Souls also has a considerable following in Druma, where the Aerie Club in Kerse seeks to seduce that nation's most promising merchants away from the Prophecies of Kalistrade. The group also maintains a retreat at Torch Orchard along the cliffs of the Profit's Flow river, where some of the most open and elaborate Mephistophelean rituals in the Inner Sea region transpire amid vineyards and Galtan-style chateaus.

Once a month, typically during the three nights of the new moon, elder Mephistopheleans call their faithful together to share what they have learned, broker or reseal pacts with diabolical servants, and make sacrifices to Mephistopheles in manners that divest the group of evidence against them—whether written or breathing.

TEMPLES AND SHRINES

Like their lord, Mephistopheles's worshipers see little point in creating ostentatious places of worship. Most shrines to Mephistopheles appear in temples of Asmodeus. These are quiet places that typically hold ample parchment, ink, quills, and a burning brazier. Followers of Mephistopheles and Asmodeus alike often sign agreements or make bargains in such places, invoking the Crimson Son's presence to add gravity to the agreement and promise curses upon those who break it. The brazier is used for burning papers, whether they be secret treaties or scandalous messages. Such are seen as sacrifices to Mephistopheles, who is believed to guard his followers' secrets. Mephistophelean shrines often bear a minor manifestation (see *Pathfinder Campaign Setting: Hell Unleashed*) that prevents *make whole* and similar restorative magic from affecting objects destroyed within.

Besides Asmodean temples, Mephistopheles's holy sites most commonly appear in the courts and libraries of rigidly lawful societies (often in quiet basement rooms) or in the personal shrines of business owners, judges, and nobles. Some of the most successful disguise themselves as stodgy, foreign, posh, or otherwise niche social clubs catering to influential members. Yet such are but the outermost faces of diabolical nesting dolls. Only those who reach the innermost circle might realize that the entire endeavor works toward the goals of the group's Mephistophelean owners. As a group promises prestige,

advancement, luxury, and wealth to members who exhibit ambition and trustworthiness, it is easy for such seductions to ingrain particularly driven members with Mephistopheles's dogma without them even realizing it.

A PRIEST'S ROLE

Mephistopheles's faith takes different forms depending largely on how a region regards the church of Asmodeus. In lands like Cheliaz and Nidal where people openly worship the Prince of Darkness, Mephistopheles's priests walk alongside their Asmodean brethren, and it can be difficult to distinguish members of one faith from the other except when they don ceremonial garb. While Mephistophelean religious wear tends toward stylish, crimson-accented businesslike fashions, during rituals and sacrifices, the lead priest typically dresses in robes and an elaborate headdress suggestive of the triple wings and horns of the deity. In lands where a large Asmodean faith doesn't provide protection from (and a more obvious target for) their enemies, Mephistopheles's faithful keep their worship private, relegating it to personal shrines, household chapels, and private meeting rooms.

Aside from clerics, inquisitors and urban rangers prove common among Mephistopheles's faithful, their street savvy and ability to track deal-breakers giving others all the more reason not to cross the Crimson Son's faithful. Diabolists, summoners, and other magic users who seek to conjure and control devils also gravitate toward Mephistopheles's worship, allying themselves with the Devil King in hopes of better influencing devilkind while gaining mastery of infernal contracting techniques. Mephistopheles's followers are almost universally lawful evil, as their lord is rigidly bound by strictures and promises, but also openly exploitative. They frequently excel in the skills Bluff, Diplomacy, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, and Sense Motive.

Most Mephistopheleans aggressively flaunt how early they rise and set to work—whether this be personal or labors of the faith. While many strictly end their workday at dusk, others toil long into the night seeking to one-up their rivals. While a day of clerical work and research might be punctuated with prayers to Mephistopheles, true worship of the archdevil is typically a quiet affair conducted by candlelight, wherein newly discovered secrets are whispered into the flames or written and burned in braziers. Mephistopheleans keep little in the way of regimented religious hours, as achievement and power, not petty adulation, most interests Mephistopheles.

HOLIDAYS

Although Mephistopheles places no value on celebration, he knows the worth of trial and competition well.

The Debt: On a non-annual cycle that occurs at least once every 5 years, every group of Mephistopheles's worshipers participates in the Debt. The leader of the



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group secretly chooses two members of the congregation and informs them that one of them has the debt. He then tells them both the date on which the debt will be collected. Whoever has the debt on the collection date must pay. Both members, known as the debtor and the witness, then go forth. For the debtor, the following period—which might last anywhere from a week to 6 months—becomes focused on passing the debt through any means necessary. The debtor may trade the debt to any other member of the congregation, but the other member must accept it willingly and in writing. The witness has leverage over the debtor, and may use it as he pleases. Although there is only one actual debtor, many in the Mephistophelean community might claim to be the debtor or the witness to further their own ends. At the end of the period, the path of the debt is charted, and whoever bears it must make a predetermined sacrifice to Mephistopheles or the cult. This is rarely lethal, but is always life changing. In some cults, if the witness ends up

with the debt, the debtor receives some reward—perhaps even a boon from one of Mephistopheles's servants.

APHORISMS

Mephistopheles's worshipers trade in lies, and so their teachings often seem paradoxical to those who don't seek greater meanings behind every falsehood.

The Strongest Chains Weigh But a Feather: The faithful understand that the more a lie or a command aligns with the victims' self-interests (or seem to), the more complicit the subjects will be.

HOLY TEXT

Mephistopheles isn't one to share his secrets, and so had no part in the creation of the text his cults circulate. Rather, the approximately 600-page tome titled *Three Lies* was penned 4,444 separate times by the Keleshite scholar Volzajal, supposedly as part of his punishment for attempting to break a contract with the gelugon Aolectres. Minor differences fill each of these collections of simple sayings, all focused on how to be a masterful liar and manipulator. Some of the differences are merely grammatical, while others alter the meaning of whole maxims. The faithful claim that only three of the copies created were the same, and those held the techniques of true deception. Few of Mephistopheles's followers peruse these diabolical tomes, though.

While Volzajal's work is revered and the devil Aolectres is treated with saintlike reverence, most of the Crimson Son's cultists see the warning behind the text's literal lessons: that no one—not even your teachers, your allies, or Mephistopheles himself—can be trusted.

RELATIONS WITH OTHER RELIGIONS

The church of Mephistopheles exists almost entirely within the church of Asmodeus. As such, the two faiths are exceptionally close. Few Mephistopheleans don't offer the occasional prayer to Asmodeus, and Asmodeans frequently beseech Mephistopheles when their dealings turn toward business, the law, or either the revelation or sequestering of secrets. Despite their deities' master-servant relationship, mortal worshipers of Asmodeus and Mephistopheles don't typically maintain such a hierarchy, as slighting the servants of the other deity proves



heretical and individually perilous. The Crimson Son also enjoys alliances with Dispat, who relishes all the arts of rule, and the almost equally alien whore queen Doloras.

Beyond Hell, Mephistopheles maintains few contacts. Once Abadar sought an alliance with Mephistopheles, but that withered when the Master of the First Vault realized that Mephistopheles took no actual joy in the fruits of his dealings. The god Norgorber also proves curious about Mephistopheles, wondering what mysteries lie locked within the archdevil's unique mind.

NEW SPELL

Clerics of Mephistopheles can prepare *message* as an orison, *undetected alignment* as a 1st-level spell (rather than a 2nd-level spell), and *false vision* as a 5th-level spell. His priests also have access to the following spell.

SEER'S BANE

School abjuration; **Level** cleric 6, inquisitor 6, wizard/sorcerer 6

Casting Time 1 round

Components V, S

Range touch

Target creature or object touched

Duration 1 hour/level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell functions as *non-detection*, except that those who cast divination spells targeting the warded creature or item must succeed on a caster level check (DC = 15 + your caster level). If the caster of the divination fails, deadly magical feedback strikes at him, dealing 1d6 points of electricity damage per 2 caster levels you have (maximum 10d6 at 20th level).

Alternatively, if you cast *bestow curse*, *chaos hammer*, *contagion*, *holy smite*, *order's wrath*, *poison*, or *unholy blight* in the round immediately following *seer's bane*, you can replace the spell's damaging effect with the effects of that second spell (the divination's caster—and potentially those around him—save as normal for the modifying spell).

OBEDIENCE

The following describes the ritual a worshiper of Mephistopheles must perform to take full advantage of the Deific Obedience feat, as well as the boons for the evangelist, exalted, and sentinel prestige classes found in *Pathfinder Campaign Setting: Inner Sea Gods*.

OBEDIENCE (MEPHISTOPHELES)

Every day you must lie to someone for your own personal gain (this cannot be the same person more than once a week). Additionally, once per week, you must write down a new secret that you have learned about someone else and burn it as a sacrifice to Mephistopheles. Gain a +4 profane bonus to Diplomacy checks attempted against targets whose attitudes are unfriendly or worse.

EVANGELIST BOONS

- 1: Fool Maker (Sp)** *charm person* 3/day, *undetected alignment* 2/day, or *suggestion* 1/day
- 2: Persecutor (Ex)** You can use your Bluff skill to demoralize opponents and influence an opponent's attitude as though it were the Intimidate skill. The effects function the same. Additionally, you may use the Knowledge (religion) skill on any check related to knowing about or interpreting the law—including infernal contracts.
- 3: Charming Liar (Su)** Whenever you use the Bluff skill, you can use the Diplomacy skill to influence an NPC's attitude at the same time. Both skill checks are made independently, so even if one fails, the other might succeed—suggesting an obvious but charming falsehood or an aggravating but convincing lie. Additionally, any spell of the charm subschool that you cast has its DC increased by 2.

EXALTED BOONS

- 1: Faith Taker (Sp)** *unseen servant* 3/day, *detect thoughts* 2/day, or *glibness* 1/day
- 2: False Priest (Su)** You gain a +4 bonus on Disguise checks to pass as a worshiper of another deity and can cast spells using holy symbols other than your own. Additionally, for a number of hours per day equal to your Charisma modifier (minimum 1), you can disguise your alignment. By spending a standard action, you hide your true alignment and instead detect as being of the same alignment as the deity whose holy symbol you are wearing.
- 3: Revoke Healing (Su)** A number of times per day equal to your Charisma modifier (minimum 1), you can deal damage to a creature in your line of sight that you have magically healed within the past 24 hours. The damage equals the amount restored by the highest-level spell with the healing descriptor that you can cast. This may result in you causing more damage than you healed. The damage occurs in a single round. In the case of healing spells that heal over multiple rounds, only healing provided in the first round is counted when determining damage.

SENTINEL BOONS

- 1: Trust Breaker (Sp)** *doom* 3/day, *eagle's splendor* 2/day, or *keen edge* 1/day
- 2: Spectacular Rival (Su)** A number of times per day equal to your Charisma modifier (minimum 1), you can add your Charisma modifier (minimum 1) to your combat maneuver bonus.
- 3: Fatal Choice (Su)** Once per day, upon defeating an opponent, you can heal it and attempt to force it to obey you. As soon as you reduce a living creature to -1 or fewer hit points, you can force it to attempt a Will saving throw with a DC equal to 10 + your Hit Dice + your Charisma modifier. If it succeeds, it begins dying as normal. If the target fails, it is restored to 1 hit point and is affected as per the spell *charm monster*. The target can willingly fail this saving throw. This effect lasts for a number of minutes equal to your Charisma modifier (minimum 1). At the end of this period, the target can behave as normal.

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ONE COST, ONE CURE

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We flew over the temple ruins, above the Anferita Woods until it was nothing more than a green smudge below us. I ebbed in and out of consciousness, and Drayven let me rest. His skeletal wings neither flapped nor folded in the air, simply hung there as we sped along. Much like the rest of him, they were solely for show.

When I awoke in full, we were in a cave. Drayven wore his glamor once more, though now I could not draw my eyes from the line of his jaw pressing hard under his pale skin or the sharp shape of his knuckles as he set a small campfire alight. I saw only the bone devil underneath his noble guise, and a part of me wondered which version of him was easier to behold. The man remained a mystery to me, but the monster I understood.

My body ached, every muscle screaming in protest. I licked my lips and tasted the remains of a healing draught on them. Drayven must have given it to me to stop the bleeding. My robes were soaked, and the wound in my side burned with the memory of the fiend hound's claws. I blinked at the roof of the cave. Stalactites dripped dirty water into pools dotting the ground. I smelled mildew and smoke and the sweet scent I now knew was bone devil poison. Drayven would always carry that with him, an almost floral perfume to fill his victims' noses before they died.

"Where are we?" I asked.

"Go to sleep. You're useless to me right now." He fed more tinder into the fire.

"Where's Liset?"

"Not far. We'll find her in the morning."

I hesitated. Though he seemed to care something for me, there was no love lost between him and Liset. What would he do once we found her? What if she refused to surrender the folio? Could I stop him?

Did I want to?

"She has the cure," I said. "We need to deliver it to Khem."

"We have no idea what she recovered. Even if it is a scrap of the *Poleiheira*, it may not be your cure."

"It has to be."

Drayven chuckled, his scar stretching his fake face into a grimace. "Your determination knows no bounds, Lady Maharai. If you survive the night, will you have the tenacity to do what must be done?"

"I will save my son," I said.

He turned his face from the flames and met my eyes. Something flickered in his expression, something I had

never seen there before. Something I wasn't sure he was capable of.

Drayven pitied me.

The moment disappeared before my addled brain could register anything more. He returned to the fire, seeking in its depths an answer I could not give him.

"Khem will not suffer his curse much longer," he said. "I swear it."

I closed my eyes and spoke with certainty. "Then I will do whatever must be done."

"Good."

"And what of you? What do you get from this?"

"A duty done. You will complete your quest, Lady Maharai. You will be remembered throughout history as the one who recovered the repressed knowledge and power of the *Poleiheira*—a legacy of the ages for the whole world." He sighed, turning his ruby ring around his finger and inspecting it in the glow of the fire. The gem seemed to absorb the light, its center a ruddy star to guide us. "And I will be with you until the end."

We began our search for Liset close to where we had lost her. A ravaged path extended from the temple for a mile or so. Cottonwoods lay on their sides; bushes were uprooted or smashed. The adamantite golem had chased Liset before returning to his eternal post and left only destruction in his wake. But of my apprentice, we found only a trail of blood leading deeper into the Anferita Wood.

"She's alive," I said.

Drayven nodded. "For now."

"Her wound was grave, but if we find her in time, I can save her."

I'd healed myself just after dawn, my prayers mending my injuries and bolstering my spirit. I could nearly feel the magic vibrating under my skin, eager to obey my will. Though I would never again be the healer I once was, I was not without power. It had changed with me, but our purpose remained the same.

We stepped over broken branches and fallen trees, their trunks jutting from the earth like ragged wounds. Liset's blood led us past the devastation and into the woods. We followed it to a clearing, where the remains of a campsite had been hastily abandoned. She'd left behind her bedroll, soaked with a red stain. Drayven knelt over it. He lifted a few fibers and what looked like the remnants of a poultice between his fingers.

"She changed her dressing, staunched the flow," he said. "But this blood is cold. She's long gone."

I surveyed the clearing, wondering what had caused her to run. Liset and I had been separated in the past, but she'd always waited for me. Either she feared what Drayven would do if he found her, or she sought to avoid something else that lurked in these woods. Perhaps both.

"She won't make it another night," I said.

"Not with that wound and fiend hounds to scent her."

"She'll head south, toward Khari and my son."

"Are you certain?" Drayven asked. "She knows you've aligned yourself with me, and what I am. Who's to say she hasn't abandoned your quest entirely?"

I shook my head and was about to reply when my eyes caught on a small pile of rocks stacked neatly at the edge of the clearing—a traveler's cairn. I rushed toward them.

"Here's your answer," I said.

Drayven came to stand over me. "Rocks?"

"Liset and I use them to communicate if we're ever separated. This one here—" I touched the one second from the top, a flat rock with a sharp edge. "It points south. That's where Liset is headed. She wants me to find her."

"And find her we shall," he said and kicked the cairn over with his boot.

I glanced up at him. He smiled down at me and held out his hand.

"Can't have anyone following us," he said.

I clasped his hand, feeling bones where skin and soft flesh should be, and let him pull me to my feet. I had no trouble meeting his eyes anymore, though I knew they were a only a blue illusion to conceal otherwise hollow sockets. A part of me wished he would dispense with the theatrics, but I suppose traveling through the woods with a bone devil might pose problems if we encountered any other wayward adventurers.

He turned and headed south. I stayed close on his heels, hurrying so as not to lose him. I now understood how he had traveled so much faster than the rest of us, why he seemed to disappear between shadows. Why walk, when one can fly? The signs of Drayven's true nature had been there from the start. I wondered how I had overlooked them. If I had learned the truth earlier, would it have mattered?

The sun reached its zenith, and gray clouds rushed toward us from the west. The steady squawks of birds that had accompanied us quieted. My bones ached with the approaching storm.

"We need to find her before the weather turns," I said.

Drayven stopped and held up a hand to silence me. He drew a dagger from his belt, his head turning slowly to survey the woods.

I moved closer to him and clutched my healer's satchel as though it were a shield. Something inside



As our search for the lost folios of the Poleiheira has been more than academic, Liset and I have found it necessary to develop our own secret codes.

poked me, and I reached into it. A dagger, the same one I had borrowed from Drayven in the temple in a foolish attempt to fend off the adamantine golem. I withdrew it and held the weapon like Liset had once shown me.

It's simple, Maharai, she'd said. You point the sharp end at your enemies and pray to Nethys that they run into it.

I remembered scowling at her, then being unable to stop a smile from creeping onto my face. *Good thing I have you to protect me, then.*

Liset was so young then, filled with a lightness of heart I couldn't recall ever having myself. Yet she'd gone deadly serious at my quip, locking eyes to make sure I understood the weight of her concern.

I might not always be there, she'd warned.

Drayven's voice forced me back to the present. "Stay behind me and try not to cut yourself."

The forest creaked and rumbled as though waking from its slumber. Branches shivered overhead, sending a flutter of cottonseeds to rain upon us. I smelled moss and fresh dew and the sweet rot of fallen leaves.

"Have faith," I told Drayven, a moment before the creature struck.

It rose from a pile of underbrush, its body a mass of vines and bramble, the forest itself suddenly grown hungry. It moved on loglike legs and lashed a spindly tendril at Drayven.

Instead of moving away, he stepped into the creature's path and grabbed the outstretched vine. He yanked it, pulling himself toward the creature and forcing it off balance. It seemed to stumble a moment as Drayven closed on it, but then rolled forward to meet

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him. Several vines slithered from its bulk, seeking to entangle the man.

He moved with an inhuman grace. I realized that all the times I had seen Drayven fight were part of his illusion, too. He was faster, stronger, more brutal than I could have imagined.

His feet lifted in a half-flight, and he spun in the air. His daggers punched the creature and withdrew before its vines could find purchase. One moment he was between me and the creature, and the next he was behind it. Branchlike arms and chunks of rotten leaves fell from its body like blood. Severed vines thrashed on the forest floor as though they were still attached.

I took several steps back and prayed for the devil's success. A shimmer of pale light surrounded Drayven, and he grinned at me.

Then the creature collapsed upon him.

For a moment I saw only a wriggling mound of vegetation. The heap of tree limbs and underbrush buried him completely. It thrashed and rolled, and I caught sight of a pale arm clutching a dagger before it covered him once more. I readied a spell but worried I might hit Drayven and do more harm than good.

I have noticed an odd shimmer on the jewel set in Drayven's ring. I believe it is his means of disguise.



The mass rolled toward me, and I tried to move from its path. One of the vines grabbed my ankle. I fell hard upon my side, and the creature pulled me toward its tangle.

I scabbled at the ground, groping at grass and useless twigs. Then a great crack sounded, as though lightning had split a tree. The creature stopped moving, and its grip around my ankle loosened.

From its body of rotten leaves, Drayven climbed to his feet. Twigs clung to his dark hair, and green stains streaked his clothing. A single branch stuck through the meat of his calf like a spear, and I imagined without the illusion magic it might have been wedged between his leg-bones.

"You're injured," I said.

He glanced down at himself and shrugged. "I hear you used to be a healer."

I considered the bone devil, taking a moment to slow my ragged breathing. Then I stood, shook the leafy debris from my robes, and yanked the branch from his leg.

To his credit, he only loosed a short howl before remembering himself.

I placed my hand upon him and muttered a spell.

Watching his wound close, I smiled. "I still am."

We found another of Liset's cairns farther in the woods, this one pointing west, and followed it into the oncoming storm. The sun waned behind the mass of clouds. A cold wind picked up, pushing against us as if attempting to keep us from our goal. Thunder rumbled in the distance, and with it came flashes of lightning to pierce the gray sky.

"We're nearing the edge of the Anferita," Drayven said.

"She must think it's safer to leave the woods than to travel through them," I said.

He nodded. "Can't argue with her."

The trees of Anferita began to thin, giving way to softer grasses and wildflowers. In the distance I saw several objects jutting from the brush. My eyes weren't as good as Drayven's in the gloom, and I asked him what they might be.

"Druids," he scoffed. "Hallowed ground."

He stiffened beside me as we grew nearer, and I caught a tightness between his eyes that might have been pain. Though we veered around the objects, we passed close enough for me to see clearly despite the gathering darkness.

A stone circle stood surrounded by flowers bursting with color. Some of boulders were wide, others taller than I. Each bore an engraving I couldn't decipher. For all the languages known to me, Druidic remained a secret tongue. In the center of the circle was a stone altar fashioned like a bench for a giant, its markings too far away to discern.

It was beautiful, a temple in its own right. I wanted to get closer, touch the engravings until they were burned into my mind's eye.

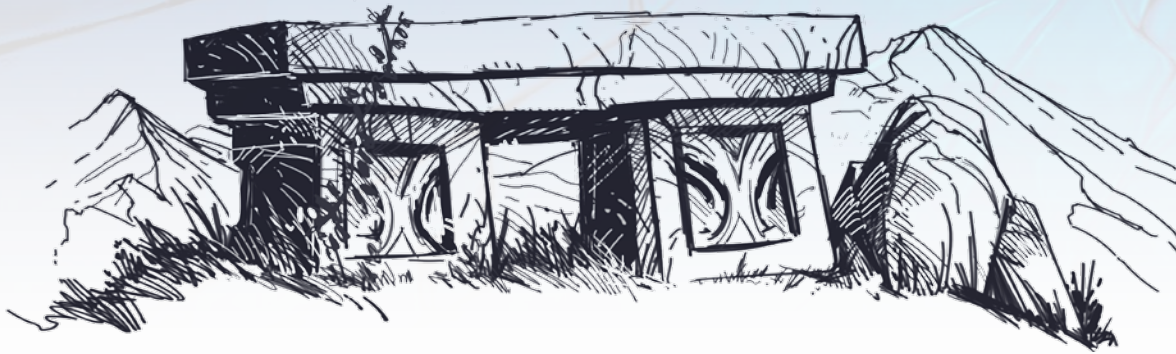
Then I realized this was no place for me. Hallowed ground might not affect me as it did Drayven, but it would not welcome me as it once had. I would be an intruder in more ways than one.

Lightning flared in the west, and we followed it. Wind bit at my skin, chafing my cheeks and ears. I cinched my robes more tightly around me to brace against the cold. I smelled ozone and rain and—somehow threaded through them—the stink of a festering wound.

"Liset," I said, and ran.

She lay in a bed of grass and sweet flowers. I thought her dead for a moment, until I yelled her name and she turned her head.

"Maharai?" she mumbled as I knelt beside her.



I felt a crackle of energy in the air when we passed the altar. Doubtless a remnant of druidic magic saturates the area.

Her skin was ashen, and the claw marks on her shoulder seeped with infection and dark blood. Yet somehow she still managed to clutch her rapier in one hand. In the other was a metal scroll case, tarnished with age and preserved only through magic. Arcane glyphs inlaid with silver graced its surface. Liset held it close to her, wrapping her arm around it like a mother would her child.

"I couldn't make it to Khem," she said.

I shushed her. "You're all right now. I'm here."

There is no greater thrill than laying your hands upon someone you love and knowing without a doubt that you can save them. It is power and triumph and, above all else, joy. I had not felt such a thing in what seemed like forever.

I have not felt it since.

Magic flowed through me. I poured it into her, whispered the prayers I knew so well. It cleansed her, healed her—and, I like to think, healed some part of me as well.

She stared up at me as though I was the Maharai of old. Before Razizo's death, before Drayven entered our lives, before the *Poleiheira* consumed me. I wanted her to remember me that way. I wanted to remember *her* just as she was in that moment.

Lightning flashed, illuminating the darkness. Liset's eyes grew wide as Drayven's shadow surrounded us.

"You," she said.

I glanced up to see him looming over me. The illusion of a Chelish noble was gone, and only the devil remained. His skeletal wings arched above him, the bones in his face contorting into what I thought might be a grin. He held a dagger in each hand, and his bony tail flicked back and forth like a serpent prepared to strike.

"Give us the case, little knight," he said, "and I will give you a quick death."

"Us?" Liset's brow furrowed as she looked to me.

I saw it in her eyes, as I had seen it in Razizo's naught but a few days past. The love she held for me withered, replaced by something raw and full of regret.

Then the skies opened up, and hell rained upon us.

I have been many things in my life. Acolyte. Healer. Daughter. Friend. Wife. Murderer. Betrayer. But no title have I held more dearly than mother. All that I do, and all that I have done, has been to save my son. If Drayven is right and history remembers me, I hope it will remember that as well.

Rain fell fast and hard. It stung my eyes and beat against my skin.

Liset pushed herself to her feet. She held her rapier as though it was an extension of herself, its blade flickering with a lightning all its own. Under her other arm, she clutched the scroll case and prepared to fight Drayven one-handed.

It was a fool's errand, and she knew it.

"Stop!" I placed myself between them. "There's no need for this."

"Even now you protect him," she said.

"He has done nothing but help us."

"Has he?" Liset shouted, her voice as harsh as the thunder. "Do you think he gives a damn about Khem? What do you think he wants the *Poleiheira* for, Maharai?"

"He was sent," I said, and even to my ears it sounded like the stubbornness of a child.

"You know as well as I do what god the devils serve. Asmodeus owns him as surely as he'll claim you."

Drayven laughed. "You think yourself so clever, little knight. But you need me."

"I need nothing from you," she said.

"Who will open that case for you?" He twirled a dagger between his finger bones. "It's cursed, surely as the scrap that cursed your precious Khem."

"You're lying."

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At last, the folio I'd sought for so long was within my grasp. I'd always believed that no price was too high, and Nethys had finally called my bluff.

"Only a child of Asmodeus can break the seal without unleashing the curse," he said. "Ask your master to translate the runes. I never lie."

Liset glanced at me, uncertainty in her gaze. I squinted at the arcane engravings, but the rain was too heavy, the dark too profound.

"I need to study it." I held out my hands for the scroll case, but she shook her head.

"No. He'll take it from you, Maharai. Your son will never have his cure."

"Enough," Drayven said. "I'm tired of this game."

His tail lashed and shoved me out of the way. I sprawled in the mud and could only watch as he launched himself at Liset.

He struck faster than my eyes could track, his dagger flashing silver in the gloam. Liset parried his first blows and danced away from him. Then he vanished, reappearing behind her. He sliced the shoulder I had just healed before she could sidestep.

My apprentice cried out. She spun and swung her blade in a smooth arc, the rapier slashing the bone in his forearm and setting off sparks.

Drayven hesitated, his surprise obvious. "I'm impressed, little knight. Let's try that again."

Another exchange left a modest nick on Drayven's collarbone and a deep puncture in Liset's side. While his wounds might slow him down, I knew hers were fatal. If the blood loss didn't kill her, the poison surely would. I managed to find my feet and senses. I screamed at them to stop, but my pleas went unheard. I loosed a spell, and light flared from my hand to strike the bone devil.

He spared me only a glance, but it was enough for my apprentice to slice his wrist. The dagger tumbled from his grip.

Liset pressed her advantage. Her form was flawless, her strikes precise. Had Drayven been mortal, she might have won. But he was only toying with her, and in another blink he was behind her again, a new dagger

in his weakened hand. He slashed at her again and again. Steel bit flesh, and rain washed away the blood.

I stood by uselessly. I had no spell to stop them. I could only hope to cure their injuries when it was over, if they lived. My soaked satchel weighed heavy on my hip, my mask unable to shield me from watching my apprentice die.

Is this how it would end? Another life lost due to my inadequacy? Another loved one dead in my arms?

It is the role of a healer to clean up after the mess, to pick up the pieces of battered, broken people and put them back together. We rarely see the cause of the disease, only its effects.

But here was the cause, a monster in every sense. And if I was not Liset's mother by blood, I was in my heart.

I did the only thing I could think of and threw myself into the fray. I placed my body between Liset and Drayven; I shielded her with everything that was left of me.

I should have known she would protect me. She was faster and so much better than I could ever hope to be.

She saw me coming and side-stepped my reckless charge. Her rapier tumbled from her grip as she wrapped her arm around me. Drayven's tail lanced toward my back, but she spun us in a half-circle. The blow I'd meant to take for her instead pierced her ribs. She shuddered as she held me, the scroll case pressed between us.

"No," I said. "No, no."

I eased her to the ground. Rain pelted us, clearing the blood as quickly as it flowed from her. She gasped for air.

"I have you." I started to say the words that would save her, but skeletal hands grabbed my shoulders.

Drayven dragged me away from her. I fought against his grip, shouting and cursing.

"It's over, Lady Maharai," he said. "The folio is ours."

"Please," I begged him. "I can fix this."

The farther he pulled me from her, the more futile it became. My eyes were locked on Liset, but Drayven must have been too distracted by my struggle. Though her wound was mortal, she was still alive. She grasped the scroll case, her fingers tightening around the silver top.

"Liset!" I screamed for her to stop, terrified she would unleash a curse worse than that which took my son. I thrashed, clawing at Drayven's wrists.

"She's gone," he said.

But she wasn't. The scroll case opened, and a shadow slipped from it and enveloped my apprentice. A wail tore itself from her throat and finally caught Drayven's attention.

He released me and bolted toward her. She fought through the shadow, seeming to push against it as though it had weight. From the case she removed something—an amulet?—that caught the flash of lightning. She palmed a small object from her pocket. Even in the dark, I recognized its design.



A silver raven statue, carved by my son's hands, enchanted with his magic. It clutched a scrap of rolled paper in one talon. As Drayven closed on her, she whispered to the figurine and tucked the amulet into its other claw.

It launched itself from her hands, a silver streak, and the bone devil flew after it.

I hurried to Liset's side, scrambling in the mud.

"Khem," she whispered.

I cast the spell as her eyes filled with an inky black. The shadow filled her, pushing into her wound and spreading under her skin. My spell pressed against it, trying to keep it at bay.

"Stay with me," I told her, readying the spell again.

I would like to say that I cured Liset, reversed the curse the scroll case had laid upon her. That perhaps, in his mercy, All-Seeing Nethys finally granted me the power to save someone I loved. That we left the Anferita together to assure Khem received her message and cure. I would tell him of his father, and how he sacrificed himself at the end to save me. How I had loved him, too.

Though she did not know it, Liset was always the stronger one. Dare I hope that she has succeeded where I failed? Something tells me the story is not finished, but I grow weary. Let another pick up the tale...

I would tell my son I was sorry for leaving him as a child. That I would never leave him again.

But I was not the healer I once was. I could not cure my son's curse, and I could not stop hers.

The shadow overwhelmed my spellwork and pushed back at me. There was a moment of pressure, and then I was flying, the backlash of magic tossing me like a windblown leaf. The air rushed out of my lungs as I landed, my head knocking against the earth. The world became a blur of gray, and then faded away entirely, replaced by a night without stars.

I'm not sure how long I lay there, drifting just short of consciousness. Eventually the rain filled my mouth, and nearly drowning awoke me. I rolled over, coughing and crying.

I had lost everything.

It was the sound of boots slogging through mud that brought me to awareness. I looked up to see Drayven in his human guise standing over me. He offered me his hand.

"Lady Maharai."

I wanted to hate him, but I reserved that animosity for myself. "Leave me."

The bone devil lifted me in his arms and looked me in the eye, lips quirked in disappointment. "You never did look like much, Lady, but now something's missing."

I slapped him, my hand screaming with pain but leaving a red imprint on his pale cheek.

"Ah, there it is." He smiled. "Determination."

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Many modern scholars are unaware how deep the Jistka Imperium stretched into southern Avistan. Contrary to popular belief, ruins of this ancient empire dot the land of Cheliaz as far north as the Hellmouth Gulf. Like all things lost to time, these sites are difficult to find and dangerous to explore. Traps and magical wards are common hazards, not to mention the many types of menacing constructs that Jistka was known to create. Many expeditions into these areas are launched in the hope that researchers might uncover ways to animate constructs unheard of for thousands of years. Despite such noble goals, some scholars return from the field claiming that undead soldiers stand watch over these treasures. And of course, some never return at all.

—From the notes of Erichol Valdetta

This volume of the Hell's Rebels Adventure Path features a golem formed from pure shadow, a prowling nightshade, undead Jistkan protectors, and the restless spirits of torture victims.

TO HELL AND BACK

In the final volume of Hell's Rebels, the Silver Ravens deal with the chaos of Barzillai Thrune's influence manifesting throughout Kintargo. In order to put an end to his labyrinthine schemes for good, the heroes then take the fight to him in Hell.

The random encounter tables presented here feature dangers the PCs can encounter while in haunted Kintargo as well as on their journey through Caina. During the course of the adventure, the PCs have a 35% chance of a random encounter every hour they spend in the streets of Kintargo, and a 15% chance for each hour they spend in Caina. However, they should have no more than three random encounters per day.

Since this adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter.

Citizen in Peril (CR varies): Someone in Kintargo gets caught in a bad situation and requires the PCs' help. Roll again on the table to choose an adversary that is threatening this unfortunate citizen.

Contract Devil (CR 10): This minor threat arrives and tries to tempt one of the PCs into signing a contract for something she desires. The contract devil (*Pathfinder RPG Bestiary 3 76*) attempts to cajole the PC into making a deal, but shies away from combat.

Damned Soul (CR varies): This is a petitioner (*Pathfinder RPG Bestiary 2 208*) who, after death, was judged and sentenced to Hell. This petitioner should be someone that the PCs killed in a previous adventure. Thanks to the influence of the *soul anchor* under Kintargo, a few people who die in the city retain tiny fragments of their former selves when they become petitioners. This encounter isn't intended to be a threat to the PCs, and can be used as flavor for the adventure. When the PCs come across this soul, the petitioner recoils from them, points at them, and shouts their names, or reacts in some way atypical for a normal petitioner.

Haunt Master (CR 11): A cruel geist (*Pathfinder RPG Bestiary 4 124*) has taken control of four spectral vermin haunts (*Pathfinder RPG Occult Adventures 231*) and is using the swarms of skeletal rats to terrorize every citizen of Kintargo it comes across.

Hellfire Gout: A minor eruption of hellfire erupts from a nearby breach. Choose a square where this takes place. Creatures in that square and all adjacent squares

HAUNTED KINTARGO ENCOUNTERS			
d%	Result	Avg. CR	Source
1-6	1d12 shadow mastiffs	10	<i>Bestiary 3 241</i>
7-13	1d12 wraiths	10	<i>Bestiary 281</i>
14-19	Haunt Master	11	See below
20-25	Hound of Old Kintargo	12	See below
26-32	1d4 nightprowlers	12	See page 90
33-37	1d12 spectres	12	<i>Bestiary 256</i>
38-44	Citizen in Peril	Varies	See below
45-51	1 banshee	13	<i>Bestiary 2 41</i>
52-59	1d4 barbed devils	13	<i>Bestiary 72</i>
60-65	1d8 bone devils	13	<i>Bestiary 74</i>
66-72	1 death coach	14	<i>Bestiary 5 67</i>
73-78	1 dybbuk	15	<i>Bestiary 3 108</i>
79-84	1d4 ice devils	15	<i>Bestiary 77</i>
85-92	1d8 cruciaruses	16	See page 84
93-98	1 horned devil	16	<i>Bestiary 76</i>
99-100	Roll on Caina Encounters table		

CAINA ENCOUNTERS			
d%	Result	Avg. CR	Source
1-14	Hellfire Gout	—	See below
15-26	Contract Devil	10	See below
27-34	1 handmaiden devil	14	<i>Bestiary 2 86</i>
35-43	1 warmonger guardian	15	See page 47
44-51	1 belier devil	16	<i>Bestiary 2 85</i>
52-59	1 horned devil	16	<i>Bestiary 76</i>
60-68	1d6 ice devils	16	<i>Bestiary 77</i>
69-75	Infernal Gallowdead	16	See below
76-85	Damned Soul	Varies	See below
86-92	1 nemesis devil	18	<i>Bestiary 4 54</i>
93-98	1 immolation devil	19	<i>Bestiary 2 87</i>
99-100	Oughorthan	20	See below

take 6d6 points of hellfire damage. See page 45 for more information on hellfire.

Hound of Old Kintargo (CR 12): This specimen is in excess of the four variant Nessian warhounds the PCs fight in the adventure. You can find statistics for this hound on page 173.

Infernal Gallowdead (CR 16): The whispers that surround this single gallowdead (*Pathfinder Bestiary 4 119*) are foul supplications to Mephistopheles. This undead is lawful evil rather than chaotic evil, but it otherwise has the same statistics.

Oughorthan (CR 20): If you roll this result, have Oughorthan (see page 45) pop in to check up on the PCs and make sure that they are following the rules he laid out for them while in Caina. If the PCs already fought and killed him, reroll this result.

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BESTIARY

CRUCIARUS

The twisted, tormented frame of this ghostly spirit is reflected in the utter anguish that shines within its glaring eyes.

CRUCIARUS

CR 12



XP 19,200

LE Medium undead (incorporeal)

Init +13; Senses darkvision 60 ft.; Perception +21

DEFENSE

AC 26, touch 26, flat-footed 16 (+6 deflection, +9 Dex, +1 dodge)

hp 157 (15d8+90)

Fort +13, Ref +16, Will +14

Defensive Abilities incorporeal; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 pain touches +20 (8d6/19–20)

Special Attacks tortured gaze

STATISTICS

Str —, Dex 28, Con —, Int 9, Wis 16, Cha 23

Base Atk +11; CMB +20; CMD 37

Feats Dodge, Great Fortitude, Improved Critical (pain touch), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Fly +35, Perception +21, Stealth +27

Languages Common

ECOLOGY

Environment any

Organization solitary or torment (2–8)

Treasure none

SPECIAL ABILITIES

Pain Touch (Su) A cruciarus can attack twice per round with its incorporeal touch attack, dealing 8d6 points of damage on a hit as it causes wracking, agonizing pains to tear through the victim's body. This untyped damage penetrates all damage reduction, but does not harm undead. Whenever a creature is touched by a cruciarus (regardless of whether it takes damage or not), it must succeed at a DC 23 Fortitude save or be staggered from the pain for 1 round. Creatures that are immune to pain effects are immune to a cruciarus's pain touch. The save DC is Charisma-based.

Tortured Gaze (Su) The method by which a cruciarus was tortured to death influences not only its appearance but also the effects of its gaze attack. Regardless of the actual effects, all cruciaruses' tortured gazes have a range of 30 feet, and the effects can be resisted with a successful DC 23 Fortitude save. The save DC is Charisma-based. Specific types of cruciaruses are listed below—those encountered in Kintargo during the events of "Breaking the Bones of Hell" are all starvation cruciaruses, formed from the souls of those who perished from doghousing over the course of the Adventure Path. Other forms of cruciaruses may exist beyond those detailed below, as society's capacity for torment knows few bounds.

Burning: This cruciarus was tortured to death via fire. Its incorporeal body seems to smoke and burn, and smoldering raw brands glow on its ghostly body from where red-hot coals or branding irons were used to inflict pain. The cruciarus's gaze deals 6d6 points of fire damage (Fortitude DC 23 half). A creature that takes damage from this gaze becomes outlined as if by *faerie fire* for 1d4 rounds as it is wreathed in ghostly flames. This type of cruciarus can rise from the application of other forms of energy used to torture—a person frozen to death would result in a cruciarus that deals cold damage, while electrocution would bring about a cruciarus that deals electricity damage.

Crushing: A cruciarus created from crushing endured incredible pressure that caused the breaking of bones or the rupturing of organs—being compressed under a slowly increasing pile of stones is one grisly example of this torment. The target of this cruciarus's gaze takes 6d6 points of bludgeoning damage (Fortitude DC 23 half) each round as its bones creak and snap and its body bruises horrifically. A creature that fails to save against this gaze effect is also treated as if grappled for 1 round.

Dislocation: This cruciarus was subjected to tortures designed to dislocate victims' joints. These methods often involve mechanical devices such the rack and the strappado, but also include death via crucifixion and via hanging. The cruciarus's arms, legs, and sometimes even neck bend in unnatural directions. Its gaze causes the victim's limbs to stiffen, affecting the victim as if by a *slow* spell for 1 round on a failed saving throw. Every time a creature fails two consecutive saving throws against this gaze effect, it takes 2 points of Strength drain.

Dismemberment: One, some, or all of the cruciarus's limbs were amputated during a long, drawn-out death—execution via beheading can cause a dismembered cruciarus as well. The creature's ghostly body bears the terrible wounds, with its dismembered parts obviously still in proper relation to each other but separated from the body by an inch or 2. The target of this cruciarus's gaze takes 6d6 points of slashing damage (Fortitude DC 23 half) each round as hideous wounds manifest on body parts analogous to those the undead lost. A creature that fails its saving throw against this gaze effect also takes 1d6 points of bleed damage.

Drowning: This cruciarus experienced real or simulated drowning. Variations include dunking chairs, forced ingestion, and waterboarding. A cruciarus who died this way always appears soaking wet, constantly dripping water that fades moments after running off its ghostly frame. The target of a drowned cruciarus's gaze attack experiences the panic of suffocation or drowning (even if it is normally able to breathe underwater), and on a failed Fortitude save it cannot speak and becomes

nauseated for 1 round. Every time a creature fails two consecutive saving throws against this gaze effect, it takes 2 points of Constitution drain.

Impalement: One or more sharp objects perforated this cruciarus before death. The cruciarus's body still carries ghostly echoes of the spears, lances, or other weapons that impaled it. The target of this cruciarus's gaze takes 6d6 points of piercing damage (Fortitude DC 23 half) each round as ghostly blades pierce its flesh. A creature that fails to resist this effect is also staggered for 1 round from the pain.

Starvation: This cruciarus expired from a form of torture that involved starvation or dehydration. The wretched spirit seems emaciated and gaunt. A creature subjected to this cruciarus's gaze attack suffers wracking pangs of hunger or thirst and takes 6d6 points of nonlethal damage (Fortitude DC 23 half). A creature that fails its saving throw against this gaze effect also becomes fatigued—or exhausted if already fatigued.

Cruciaruses are also known as the tortured dead. These anguished, frightening creatures are the disembodied spirits of those who died while being tortured. A painful death is not enough to produce these undead; only prolonged and intentional torment, whether punitive or sadistic, gives rise to one.

A cruciarus bears the unmistakable wounds of a torture victim. Curiously, the features of cruciaruses never quite match those of the creatures whose deaths spawn them. While most cruciaruses spawn from the souls of mortal humanoids, others could well arise from creatures that suffer enough torture—statistics for such cruciaruses are identical to those listed above, although changes to size (as in the case of tortured giants or dragons) may be necessary.

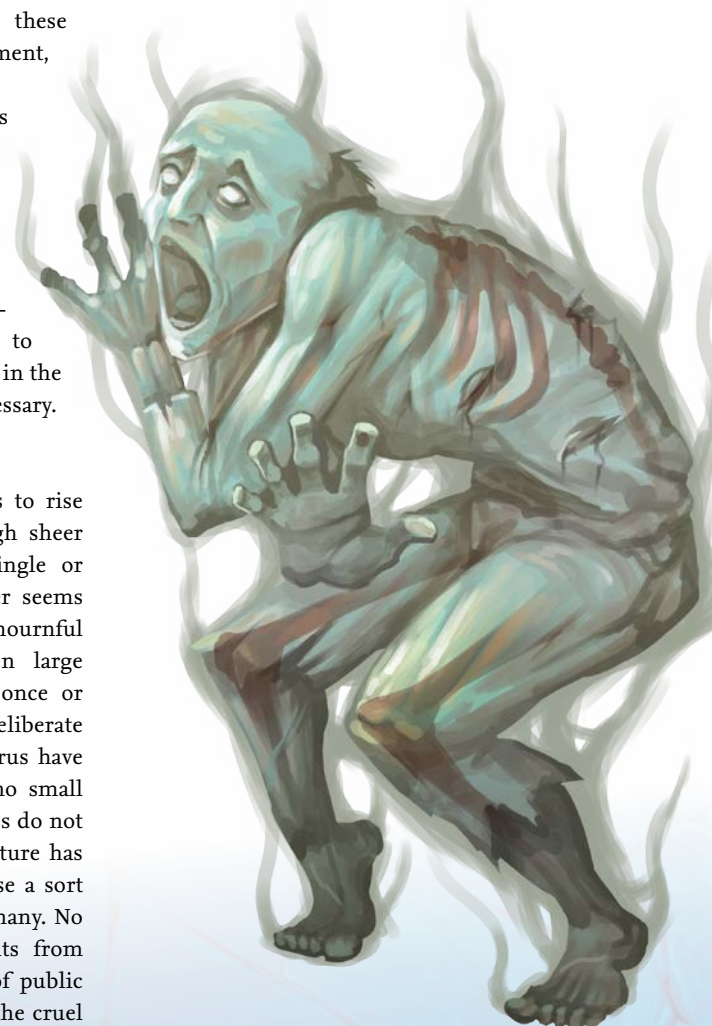
ECOLOGY

The exact triggers that cause torture victims to rise as cruciaruses are not entirely clear, although sheer magnitude certainly has an influence. A single or even small number of tortured victims never seems to be enough to result in a cruciarus; these mournful undead seem more apt to manifest when large numbers of victims are tortured, either at once or over an extended period of time. Curiously, deliberate attempts to trigger the formation of a cruciarus have failed to date, causing eager necromancers no small amount of frustration. The fact that cruciaruses do not resemble specific individuals who died of torture has caused many scholars to believe they comprise a sort of amalgamation of the torment suffered by many. No cruciarus remembers specific personal events from life, although they do recall regional events of public knowledge. And, of course, they always recall the cruel

mechanics of their deaths. They seem to be driven not so much out of revenge as out of pure malice, and are as eager to inflict pain on the innocent as on those who continue to torture others in life.

HABITAT AND SOCIETY

Cruciaruses rarely travel far from where they form, although they don't seem to be bound specifically to sites of torment and death. They often haunt torture chambers hidden in basements and dungeons, though it is very uncommon for more than one cruciarus to spawn at such a site, regardless of the total number slain. In some cases, though, particularly when such tortures were performed in public, these undead form in larger groups, as if the mere fact of their deaths having been viewed by so many eyes gives rise to greater numbers of them. Cruciaruses are particularly common in regions like Cheliox and Nidal, where torture is raised to a high art. Necromancers in Geb employ controlled cruciaruses as interrogators and assassins, but must be careful lest the tortured dead turn against them.



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BESTIARY



THE FORSAKEN LEGION

At its height, the Jistka Imperium dominated all of northwestern Garund and parts of southwestern Avistan. In the imperium's twilight, as the cruel necromancers of Ancient Osirion and a powerful undead genie visited the Night Plague upon Jistka's royal houses, the imperium's leader—the inperantike—commanded that the nation's treasures be locked away, in case their enemies mounted full-on invasions. Jistka kept the locations of these valuables hidden, and only the most loyal human soldiers were allowed to guard them.

Desperate times called for desperate measures, and so Jistkan magistrates cast spells that removed the guards' need for sustenance, as well as induced a state of merciful oblivion that banished boredom and despair from their minds. The long-term plan was that, when the plague subsided, the imperium would have plentiful resources

at its disposal, and the soldiers would be rewarded for their loyalty.

That plan never came to fruition, though, as the imperium fell. Forgotten, the legionnaires guarding Jistka's precious resources died of old age. Instead of resting peacefully, they continued their duties at their hidden treasure vaults as undead abominations.

Their destinies forever unfulfilled, the soldiers of the forsaken legion are trapped in a repetitive purgatory. Day after day, they tell the same bad jokes, worry about their loved ones at home, gamble, hone their fighting skills, maintain their equipment, discuss tactics, and build fortifications, only to forget it all and start anew the next day. Many types of forsaken legionnaires exist, but the three most common types—arbalesters, defenders, and foot soldiers—are presented below.

Remnants of the forsaken legion still watch over hidden ruins in Rahadoum and, to a small extent, in southern Cheliox.

FORSAKEN ARBALESTER

An eerie green glow emanates from this decayed soldier's bony eye sockets. It wears a rotted uniform and carries a massive crossbow.

FORSAKEN ARBALESTER

CR 3



XP 800

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 27 (6d8)

Fort +2, **Ref** +3, **Will** +6

DR 5/bludgeoning or slashing; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d6/19–20)

Ranged mwk repeating heavy crossbow +6 (1d10/19–20)

Special Attacks rapid fire

STATISTICS

Str 10, **Dex** 13, **Con** —, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +4; **CMB** +4; **CMD** 15

Feats Improved Initiative, Point-Blank Shot, Precise Shot

Skills Knowledge (engineering) +3, Perception +7,

Profession (soldier) +7

Languages Common, Jistka

ECOLOGY

Environment any ruins (Cheliox or Rahadoum)

Organization solitary, squad (2–10), or company (12–24 forsaken arbalesters, defenders, and foot soldiers)

Treasure standard (scale mail, short sword, mwk repeating heavy crossbow with 20 bolts)

SPECIAL ABILITIES

Rapid Fire (Su) As a full-round action, a forsaken arbalester



can use its repeating heavy crossbow to make a total of three attacks using its full base attack bonus on each attack. At any time, the arbalester can reload its crossbow case with new bolts as a free action that does not provoke attacks of opportunity.

These soldiers were once specialists who operated a variety of ranged weapons, including ancient Jistkan siege weapons. The unholy power of the forsaken legion allows these arbalesters to fire ghostly bolts supernaturally quickly without sacrificing accuracy.

FORSAKEN DEFENDER

This undead soldier carries a heavy-looking pickaxe in one hand and a short sword in the other.

FORSAKEN DEFENDER CR 4

XP 1,200

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 31 (7d8)

Fort +2, **Ref** +6, **Will** +7

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee heavy pick +9 (1d6+4/×4), short sword +9 (1d6+6/19–20)

Special Attacks phantom trench, phantom wall

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 13, **Wis** 10, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 21

Feats Combat Expertise, Iron Will, Lightning Reflexes, Two-Weapon Fighting

Skills Climb +11, Disable Device +6, Knowledge (engineering) +8, Perception +10, Stealth +9

Languages Common, Jistka

ECOLOGY

Environment any ruins (Cheliox or Rahadoum)

Organization solitary, squad (2–10), or company (12–24 forsaken arbalesters, defenders, and foot soldiers)

Treasure standard (hide armor, heavy pick, short sword)

SPECIAL ABILITIES

Phantom Trench (Su) Three times per day as a full-round action, a forsaken defender can create an extradimensional trench, as *create pit*^{APG} (Reflex DC 14 avoids), except the pit must be in a contiguous shape made of up to four 5-foot squares. The pit is 10 feet deep and persists for 4 rounds. The save DC is Intelligence-based.

Phantom Wall (Su) Three times per day as a standard action, a forsaken defender can create a wall from loose rocks and bricks, as *wall of stone*, except the maximum area of the wall is 20 feet and the wall is always 10 feet high and 1 inch thick. The wall persists for 4 rounds.

Long ago, these defense specialists planned and supervised the construction of field fortifications for the Jistka Imperium. Now powered by unholy energies, they can create impromptu defenses in the blink of an eye.

FORSAKEN FOOT SOLDIER

This withered corpse carries a sharpened spear and has a small shield strapped to its emaciated arm.

FORSAKEN FOOT SOLDIER CR 2

XP 600

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 16 (+5 armor, +1 shield)

hp 18 (4d8)

Fort +1, **Ref** +1, **Will** +5

DR 5/bludgeoning and slashing; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee spear +5 (1d8+3/×3)

Ranged javelin +3 (1d6+2)

STATISTICS

Str 14, **Dex** 11, **Con** —, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 15

Feats Precise Strike^{APG}, Shield Wall^{APG}

Skills Diplomacy +4, Intimidate +7, Perception +8, Profession (soldier) +5

Languages Common, Jistka

SQ undying loyalty

ECOLOGY

Environment any ruins (Cheliox or Rahadoum)

Organization solitary, squad (2–10), or company (12–24 forsaken arbalesters, defenders, and foot soldiers)

Treasure standard (buckler, scale mail, javelin, spear)

SPECIAL ABILITIES

Undying Loyalty (Su) When destroyed, a forsaken foot soldier leaves behind a ghostly green apparition that stands in the same square in which it was destroyed for 24 hours. The apparition doesn't hinder movement through the square and cannot take actions, but the allies of the destroyed forsaken foot soldier treat the apparition as an ally for the purpose of flanking and using teamwork feats. If the forsaken foot soldier is destroyed with positive energy or holy water, this apparition does not appear.

The greatest strength of the rank-and-file soldiers of the Jistka Imperium was their ability to work as a cohesive unit in stressful situations. Now powered by unholy energies, these legionnaires' loyalty transcends even death. Wherever groupings of forsaken legionnaires are found, there is always a solid number of foot soldiers, which still serve as the elite backbone of Jistkan companies even though they have long been forgotten.

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BESTIARY

GOLEM, SHADOW

This towering humanoid figure seems to be made of solidified shadows. Two pale orbs glare from its otherwise blank visage.

SHADOW GOLEM

CR 14



XP 38,400

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +0

Aura shadow (60 ft.)

DEFENSE

AC 29, touch 19, flat-footed 25 (+6 deflection, +4 Dex, +10 natural, -1 size)

hp 151 (22d10+30)

Fort +7, **Ref** +11, **Will** +7

Defensive Abilities immunity to magic; **DR** 15/adamantine and slashing; **Immune** cold, construct traits

OFFENSE

Speed 50 ft.

Melee 2 claws +33 (3d10+12)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 20th; concentration +15)
Constant—*air walk*

Special Attacks breath weapon

STATISTICS

Str 34, **Dex** 19, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +22; **CMB** +35; **CMD** 55

Skills Stealth +0 (+16 in dim light); **Racial Modifiers**
+16 Stealth in dim light

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) As a free action once every 1d4+1 rounds, a shadow golem can exhale a 30-foot cone of shadows. All creatures caught in this area take 2d4 points of Strength damage and become staggered for 1 round. A successful DC 21 Fortitude save reduces the Strength damage to 2 points and negates the staggering effect. The save DC is Constitution-based.

Immunity to Magic (Ex) A shadow golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the light or darkness descriptor cast directly on a shadow golem suppresses its shadow aura for 1 round per spell level (no save).
- A *shadow conjuration* or *shadow evocation* spell reactivates a shadow golem's shadow aura if it had been suppressed and grants the shadow golem fast healing 5 for 10 rounds. The greater versions of these spells grant fast healing 10 for 20 rounds.
- Both *sunbeam* and *sunburst* affect a shadow golem normally. Shadow golems are considered to be

particularly susceptible to sunlight for the purpose of resolving damage inflicted by either of these spells. If a shadow golem fails its saving throw against one of these spells, its shadow aura is suppressed for 1d8 rounds.

- A *searing light* spell that strikes a shadow golem deals no damage, but does slow it (as per the *slow* spell) for 1 round (no save).

Shadow Aura (Su) A shadow golem constantly exudes an aura of eerie shadowy illumination, causing the area surrounding it to a distance of 60 feet to function as if illuminated by dim light, regardless of the ambient lighting (or lack thereof). As long as a shadow golem is in dim light (such as that granted by its own aura), it gains a +6 deflection bonus to its AC and gains the benefit of a constant *air walk* effect. A character who attempts to cast a spell with the darkness or light descriptor while within a shadow golem's shadow aura must make a successful DC 25 caster level check, or the spell is countered as it is cast. At the start of any round in which the shadow golem's aura interacts with an in-place darkness or light spell effect, that effect is automatically dispelled if the effect is from a spell whose level is 4th level or lower. If the effect is from a 5th-level or higher-level spell, the golem's shadow aura attempts to dispel the effect as if via *greater dispel magic* (CL 20th). The golem's shadow aura can attempt to dispel any amount of spells in this way, and if it fails to do so during one round, it can attempt to do so again at the start of each following round.

Among the most exotic of golems are the enigmatic shadow golems, animated constructs composed not of any mundane material but of pure shadowstuff harvested from the Shadow Plane. Tempered by magic, this strange substance holds a solid shape yet retains its eerie otherworldly features, allowing the shadow golem to walk on the air or to resist physical attacks that don't cut deeply—and even then, only the sharpest of adamantine edges can do significant harm to one of these creatures.

Shadow golems are typically built in the form of hulking humanoids with skin and clothing as black as spilled ink. Despite their muscular forms, they can move with surprising speed, and weigh much less than one might expect a muscle-bound statue to weigh. While the creator of a shadow golem can fashion the construct into any shape, a strange element of the way the animating magic mixes with the raw shadowstuff results in an unusual side effect—the facial features of all shadow golems are indistinct, with the exception of two glowing eyes that are difficult to spot in the cloak of shadows that surrounds every shadow golem.

The typical shadow golem stands 11 feet tall and weighs 400 pounds.

ECOLOGY

Shadow golems are rare creations that border on the mythical or nonsensical in the minds of many self-styled sages of magic. To these people, the notion of crafting a creature of such resounding power as a golem from a substance as fleeting as a shadow appears the epitome of madness. However, more visionary scholars and researchers understand that anything is possible when a passionate creator is involved—particularly when such a person draws on preternatural resources such as those available in the Shadow Plane.

Shadow golems are most common in the nation of Nidal, and the golem crafters who serve the Umbral Court guard the secrets of creating these constructs with jealousy and fervor. Nevertheless, those formulae have leaked across the Nidalese borders time and again, and while these golems remain rare, they can be encountered outside of that land's borders with increasing frequency. In particular, Nidal has awarded House Thruene of Cheliox this privileged information in return for unknown favors from the powerful empire.

HABITAT AND SOCIETY

Because of the difficulty of their creation and the aura of mysticism and mystery that their creators prefer to preserve around them, shadow golems are generally used to guard secret treasuries, the inner sanctums of temples devoted to Zon-Kuthon, hidden libraries, and portals between this world and the Shadow Plane. Of course, as the knowledge of their construction spreads through Cheliox, these eerie creations are slowly becoming more common in areas of importance to House Thruene and their closest allies.

CONSTRUCTION

Creating a shadow golem is quite complicated at best and hazardous at worst. The first step in making such a construct is crafting its body—this process must be performed on the Shadow Plane and requires the use of specially prepared chisels and picks along with rare and volatile reagents worth a total of 1,500 gp. The material that makes up the shadow golem's body is known as shadowstone, a form of solidified shadows that can be found in quarries on the Shadow Plane, as well as in the walls of a few strange, ancient structures on the Material Plane, such as the Terapasillion of Ravounel's North Plains. Before it can accept the magical infusions that grant life, the stone must be anointed with the vital essence of creatures native to the Shadow Plane. This extract need not be harvested without the donor's

consent, but most of those who craft shadow golems are not hindered by morality. As such, there is a tradition among such spellcasters of combining this stage of construction with sacrifices to Zon-Kuthon or various kyton demagogues. While the shadow golem itself is not an evil entity, the ritual to create it has become associated with evil intent as a result of these vile practices.

SHADOW GOLEM

CL 14th; Price 180,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *greater shadow conjuration*, *limited wish*, *polymorph any object*, creator must be caster level 18th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 24; **Cost** 100,000 gp



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NIGHTSHADE, NIGHTPROWLER

This bulky predator's feline form is cloaked in shadows, save for its red eyes, which glow with a baleful hatred.

NIGHTPROWLER

CR 10



XP 9,600

CE Large undead (extraplanar, nightshade)

Init +9; **Senses** darksense 30 ft., darkvision 60 ft., *detect magic*, low-light vision, scent; Perception +20

Aura desecrating aura (30 ft.)

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 Dex, +1 dodge, +10 natural, -1 size)

hp 136 (13d8+78)

Fort +10, **Ref** +11, **Will** +14

DR 10/good and silver; **Immune** cold, undead traits; **SR** 21

Weaknesses light aversion

OFFENSE

Speed 50 ft.

Melee bite +18 (3d6+10/19-20 plus creeping dark and grab), 2 claws +18 (1d8+10 plus creeping dark)

Space 10 ft.; **Reach** 10 ft.

Special Attacks channel negative energy (DC 20, 5d6, 7/day), creeping dark, rake (2 claws +18, 1d6+10), shadowpounce

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect magic*, *magic fang*

At will—*deeper darkness*, *unholy blight* (DC 18)

3/day—*dispel magic*, *contagion* (DC 18), *invisibility*

1/day—*air walk*, *confusion* (DC 18), *cone of cold* (DC 19), *haste*, *hold monster* (DC 19), *summon* (level 4, 2 shadows)

STATISTICS

Str 25, **Dex** 20, **Con** —, **Int** 14, **Wis** 19, **Cha** 19

Base Atk +9; **CMB** +17; **CMD** 33

Feats Combat Reflexes, Command Undead, Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +18, Climb +23, Knowledge (religion) +18, Perception +20, Stealth +23 (+31 in dim light and darkness), Survival +17; **Racial Modifiers** +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary, pair, or pride (3-9)

Treasure standard

SPECIAL ABILITIES

Creeping Dark (Su) The nightprowler's natural attacks leave a stain of dark shadows that linger in and around the wounds, known as the creeping dark—this condition can be resisted with a successful DC 20 Fortitude save. If the victim fails, it becomes staggered for 1 round, after which the creeping dark affects the victim further by preventing healing and hampering vision. A character

attempting to use magical healing on a creature damaged by the nightprowler's creeping dark must succeed at a DC 26 caster level check, or the healing has no effect on the injured creature. As long as a creature suffers the creeping dark, its vision is obscured with shadows as well—all creatures gain a 20% miss chance from attacks by the victim. The creeping dark is a curse effect that lasts until removed or until all damage afflicting the victim is healed. The save DC is Charisma-based.

Shadowpounce (Su) Nightprowlers have the pounce ability, and when they use this ability, they can also make rake attacks. Up to three times per day when a nightprowler pounces from an area of dim illumination, it generates a shimmering aura of false images that grants it a 50% miss chance, as if under the effects of a *displacement* spell, for 1d4 rounds.

Only a fool would underestimate the danger presented by the hateful nightprowler, despite its position as the least powerful of the undead monsters collectively known as nightshades. The bestial nightprowler is a fearsome opponent armed with the same cruel and calculating intelligence possessed by all nightshades.

Nightprowlers are feline quadrupeds that seem to be composed of living shadow. Their eyes, like the eyes of all nightshades, glow with red light. A nightprowler is 16 feet long from head to tail and weighs 8,000 pounds. Nightprowlers have all the nightshade traits found on page 308 of *Pathfinder RPG Bestiary 2*, except that they have darksense out to only 30 feet.

ECOLOGY

Spawned by the fusion of pure darkness and the depraved souls of fiends, nightprowlers originate in the fell borderlands between the Shadow Plane and the Negative Energy Plane. These creatures are weak by nightshade standards, but truly terrifying to most mortals unlucky enough to encounter them.

Although a nightprowler appears similar to a great cat, no tiger has ever had claws so long and sharp, and no lion has sported as murderous a maw. These creatures relish the taste of living flesh and the sight of life leaving a creature's eyes, but most of all, they enjoy fear. If a nightprowler feels confident in its kill, it prefers to attack with tooth and claw until the victim is crippled, then plunges the area into darkness and glories in the sight of the helpless creature struggling in vain to escape. On an even battlefield, or if a nightprowler realizes that it is outmatched, it summons shadow allies to harry its opponents. Nightprowlers do not respond to bribes or pleas for mercy, and will chase their prey to the ends of the earth.

Nightprowlers do not retreat from fights, even when near destruction—they trust that they will be reborn in the umbral cradle that originally gave them unlife.

Even so, these beasts value their own existence, and their powers of judgment do not allow them to undertake obvious suicide missions. If a nightprowler locates a formidable enemy, it often bides its time until it can recruit other undead to the cause. To this end, a nightprowler may promise allies pieces of the spoils, but often reneges on payment once the fight is finished. The other creature, surprised by the betrayal and weakened from battle, then becomes easy prey for the treacherous nightprowler.

HABITAT AND SOCIETY

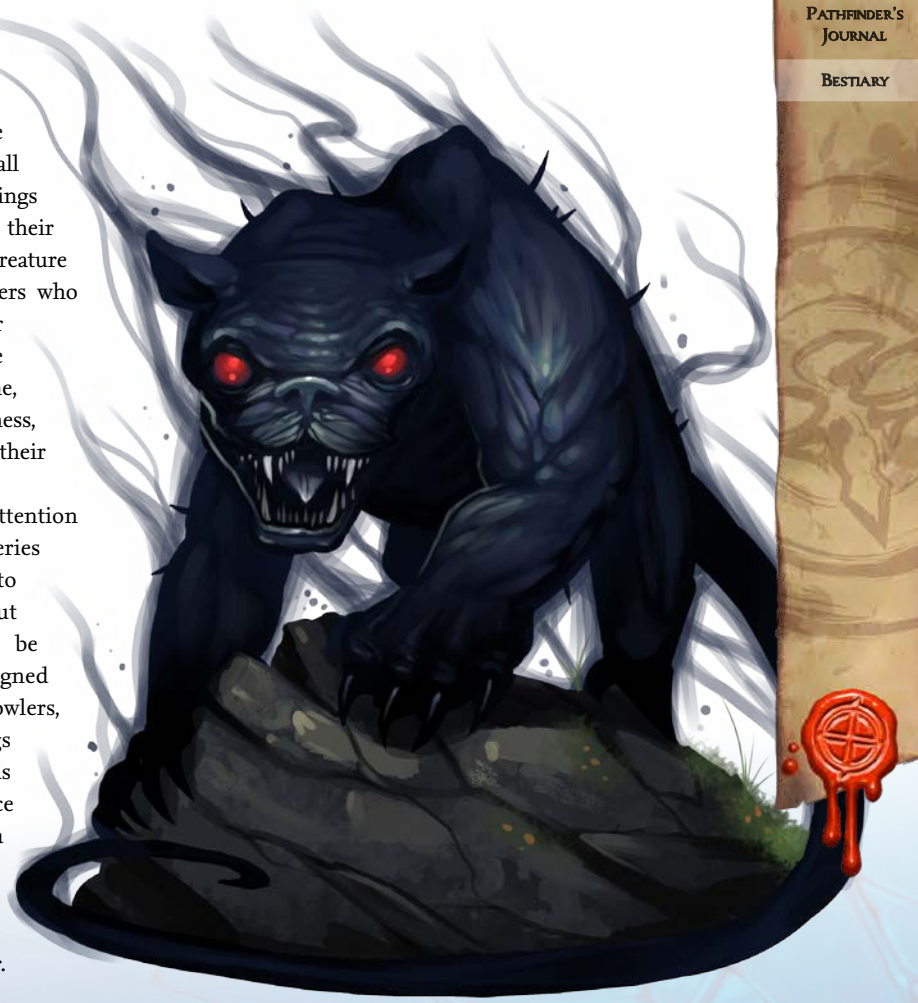
Like all nightshades, nightprowlers hail from the Negative Energy Plane. Born in that dread gulf and spurred by a seething hatred for all life, nightprowlers find cunning and clandestine ways to leave their horrid spawning grounds and travel to other planes. They particularly like to follow on the heels of other, more powerful nightshades, knowing that there is a share of the slaughter to be had in the wake of mightier allies.

While nightprowlers often work with other nightshades, primarily playing reconnaissance roles, they don't serve living masters willingly. Even a truly sadistic mortal doesn't merit a shred of respect in the eyes of a nightprowler. If one of these deadly undead is forced into the service of a mortal master, it makes a poor servant at best. It remains patient and opportunistic, striking at the master's first sign of weakness. While nightprowlers despise mortal existence in all forms, they are known to accept the offerings of creatures that foolishly seek to become their minions. The mortal servants of such a creature are typically psychotic or sociopathic killers who see in the nightprowler a patron of murder and mayhem. Nightprowlers accept the supplications of their minions for a time, but out of either boredom or capriciousness, they inevitably turn their claws on their former servants.

A mortal who wishes to catch the attention of a nightprowler must carry out a series of gruesome murders as sacrifices to the creature. Any killings will do, but nightprowlers prefer such sacrifices to be innocent victims or the clergy of good-aligned deities. Quick kills displease nightprowlers, while signs of torture on the offerings delight them. Supplicants who kill friends or family members garner special notice from nightprowlers. While pleasing a nightprowler is relatively easy initially, it demands ever-greater massacres using increasingly cruel methods, and it soon tires of even the most wicked mortal master.

From time to time, nightprowlers stalk the Material Plane alone or in groups. They generally keep to caves, deep forests, and the cover of night when traveling this way. Nightprowlers prefer to move as solitary hunters, but are intelligent enough to collaborate when necessary. Packs of nightprowlers are loosely organized and can erupt into chaos in an instant. A pride forms when a particularly vigorous nightprowler lures others to its cause with promises of tender flesh and glistening entrails. This leader must mastermind sufficient destruction to keep the pride obeisant, for boredom in a nightprowler is a dangerous thing.

Ultimately, the common goal of all nightshades is nothing less than the desecration of all that is pure, and the death of all that lives. Mortals in the grip of madness rant of the coming night when nightshades great and small will march to rid all the planes once and for all of the curse of life. Nightprowlers will be the outriders in that terrible army, the mad ones warn, bringing undead allies with them into that final fray. It is easy to ignore these fevered prophecies or label them the ramblings of the insane. But in the baleful dark, when all lights have been extinguished save for a pair of red eyes, the potential truth in those words is undeniable.



BREAKING
THE BONES
OF HELL

FOREWORD

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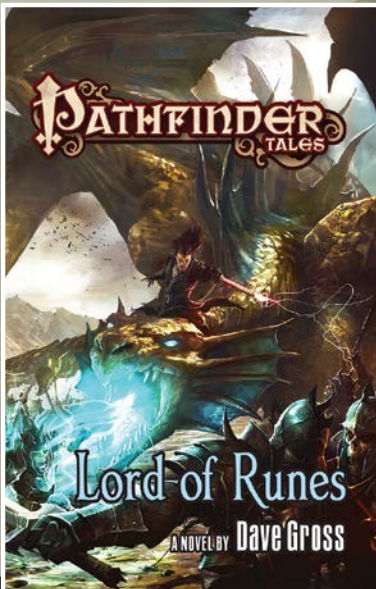
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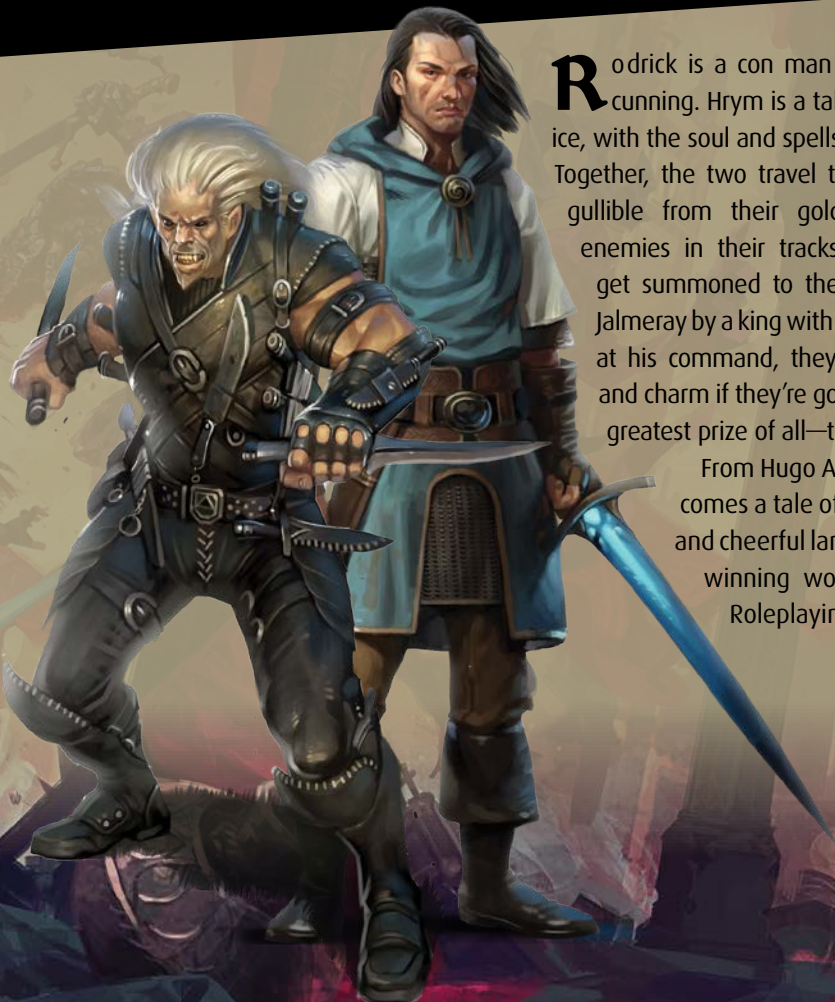
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TANCIS THRUNE

The Queen's Messenger (LE male human aristocrat 3)

Not all of the Thrunes are powerful movers and shakers in the Chelish government. Some, like Tancis Thrune, are only starting their careers. Tancis may be a low-ranking aristocrat with little in the way of martial skill or supernatural might of his own, but he's already learned that the Thrune name grants great power in Cheliah and, as such, displays the "Thrune attitude." Yet he's never had to serve outside of lands where his name holds such power, and during his trip to the Silver City, his bravado and confidence are undermined by fears that the so-called "Silver Ravens" might just see him as a chance to send a violent message to the queen.

ATHANY IRONMANE

Mind-Controlled Mob Leader (LN female dwarf expert 6)

Athany has spent much of her life working with stone, and takes great pride in being able to point out elements of various Kintargan works that bear her chisel marks. She claims to be able to tell her touches apart from any other, and while she isn't the most artistic of the Silver City's masons, her work ethic is beyond reproach. Unfortunately, during her first real meeting with the PCs, she's hardly at her best. Dominated by the popobala Sulkimy, Athany leads an angry mob against the PCs. Once released from the monster's mental control, she is abashed and ashamed of her actions, as in truth she has been a quiet but steadfast supporter of the Silver Ravens since their return.



CORRGIN SHANDUR

Unfortunate Groundskeeper of Oakrib Inn (LG male half-elf expert 4)

Corrgin Shandur has worked at Oakrib Inn as a combination groundskeeper and carpenter for many years, yet few of his fellow employees knew him well. Surly and introspective, he preferred to spend his time alone whenever possible. This, unfortunately, made him an excellent target for assassination, so that the murderer Bejakra could take his place. Although his body is gone, truly compassionate and charitable PCs might spend the resources to restore him to life. If they do so, Corrgin changes his personality swiftly, humbled and grateful for the unwarranted second chance. He may well go on to become one of Oakrib Inn's most welcoming and kindly employees.

THIROTHRYN

Foolhardy Azata Spy (CG genderless ghaele azata)

This azata has never identified as one of the standard genders, and prefers to be referred to using the pronoun "they." Thirothryn has long served as a spy among the lower planes, and the information the azata has gathered over the ages has provided valuable intelligence to others back in Elysium. But in tracking the pit fiend Oughorthan, Thirothryn got in trouble. The azata's torments in the Tower of Bone have been hideous indeed, yet their focus has only hardened and their resolve strengthened. Freed from their prison, the azata is eager to aid their rescuers in any way possible, if only to try to salvage what they can from their mission to Hell so far.





HELL HATH NO LIMITS...

With the Kintargo Contract recovered and alliances in place, the Silver City and the surrounding region of Ravounel is shielded from Chelish invasion. Yet as Kintargo's heroes ready treaties to secure the area's independence, enemies made in the liberation effort remain active. Worse, the onetime despotic ruler of Kintargo, Barzillai Thrune, lives on in Hell, and his plans have only been slowed. Strange manifestations and infernal hauntings throughout Kintargo reveal the truth—that the inquisitor's death has only empowered him, and the secret to stopping him hides in Hell's depths! Can Kintargo's heroes brave the Pit to forever save the city from Barzillai Thrune?

This volume of Pathfinder Adventure Path concludes the Hell's Rebels Adventure Path and includes:

- “Breaking the Bones of Hell,” a Pathfinder adventure for 15th-level characters, by Amber E. Scott.
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