

PATHFINDER ADVENTURE PATH:



PATHFINDER SOCIETY ORGANIZED PLAY

The Hell's Rebels Adventure Path may be played as part of the Pathfinder Society Roleplaying Guild campaign for credit. These adventures are produced for a wider audience than just the Pathfinder Society Roleplaying Guild, and are thus structured differently from scenarios. The specific rules changes needed for receiving Roleplaying Guild credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Hell's Rebels Adventure Path are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Hell's Rebels adventure being played.

For the sanctioned content in "In Hell's Bright Shadow," "Turn of the Torrent," and "Dance of the Damned" if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com.

Alternatively, if you are participating in the Hell's Rebels Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Level
"In Hell's Bright Shadow"	Part 2 to Conclusion	2-4
"Turn of the Torrent"	Part 3 to Conclusion	5-7
"Dance of the Damned"	Part 3 to Conclusion	8-10
"A Song of Silver"	Part 3 to Conclusion	12-14
"The Kintargo Contract"	Part 3 to Conclusion	13-15
"Breaking the Bones of Hell"	Part 3 to Conclusion	16-18

had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Roleplaying Guild campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in the *Pathfinder Society Roleplaying Guild Guide*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement, but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet

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until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Hell's Rebels Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder

Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

SPECIAL CONSIDERATIONS

This Adventure Path presents several special boons and opportunities. Keep these in mind while distributing Chronicle sheets after completing each volume of the story.

Rebellion Leader: There is a seventh Chronicle sheet at the end of this document that allows each participant to track her character's involvement in the Silver Ravens (or another rebellion). The first time a player receives a Hell's Rebels Chronicle sheet, also give them a copy of this bonus sheet. Most volumes allow players to modify their rebellion, often by citing NPCs who joined the cause. Most of these appear in the Adventure Path's sanctioned portions, and if the PCs somehow fail to recruit a given NPC, cross that option off the Chronicle sheet. For NPCs that don't show up in the sanctioned portions of the adventure, assume that the PCs successfully recruited him or her.

Tracking Notoriety: Several boons modify the PCs' Notoriety check boxes on their Rebellion Leader sheets, but most of their Notoriety comes from the adventures themselves. If the PCs earn at least 10 Notoriety points in the course of play for a volume, check one Notoriety box. If they earn at least 20 Notoriety points, instead check two boxes. When running the adventures in their entirety, instead use 15 and 30 points as the thresholds respectively to reflect the expanded opportunities to earn points.

Nox the Devil-Bound: The warrior Nox confronts the PCs in Pathfinder #97 and might survive, in which case cross out the Devil-Bound Slayer boon on the Chronicle sheet. During Pathfinder #99, check to see if any of the PCs have that boon; if they don't, Nox returns (see page 43 of the adventure).

Banquet Points: During Part 3 of Pathfinder #99, the PCs can earn Banquet Points that are tracked both individually and as a group total. If the PCs' Banquet Point total is at least 25 by the end of the scene, each PC earns the Celebrated Socialite boon. Otherwise, only those PCs who independently earned at least 5 points earn that boon. Only the PC who earns the greatest



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number of Banquet Points and accepts Manticce Kaleekii's invitation can earn that NPC's boon on the Chronicle sheet; cross it out for all other characters.

Masque Points: During Part 3 of Pathfinder #99, the PCs can earn and lose Masque Points. Although their final total does not affect their Chronicle sheets, if one or more PCs would not otherwise qualify for the Celebrated Socialite boon, consider granting it to that PC if he played an admirable role in earning Masque Points.

ABOUT PATHFINDER SOCIETY ROLEPLAYING GUILD

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Hell's Rebels Adventure Path are included in this document. For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.

Pathfinder Society Adventure Path: Hell's Rebels			
Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Prestige Earned _____	
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D
Character # _____		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
Character # _____		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
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Character # _____		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
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Character Name _____			
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<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
Character # _____		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	
Character # _____		<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> Prestige Points	
Character Name _____			
<input type="checkbox"/> Dark Archive	<input type="checkbox"/> The Exchange	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Liberty's Edge
<input type="checkbox"/> Scarab Sages	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Sovereign Court	



Pathfinder Adventure Path #97: In Hell's Bright Shadow

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Rebellion Leader: Your defiance has impressed the rebellious spirits around you, sparking a revolution with you as a rising star. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Rebellion Leader Chronicle sheet.

Blosodriette: You have recruited the imp Blosodriette as a spy, though her presence unsettles your fellow rebels. Check two Secrecy boxes, but also check one Notoriety box.

Laria Longroad: The halfling Laria and her Bellflower Network friends make it easy to find and keep recruits. Check one Loyalty box.

☐ **Rexus Victocora:** Few know better when to lie low and mitigate trouble than Rexus. When you would check a Notoriety box, you can instead check the box that precedes this boon.

Vendalfek: Few are as adept at spreading misinformation than this fairy dragon. Check one Secrecy box.

Devil-Bound Slayer: You killed the devil-bound warrior known as Nox. This may impact future adventures.

amulet of natural armor +1 (2,000 gp)

bookplate of recall (1,000 gp; *Pathfinder RPG Ultimate Equipment* 284)

cloak of resistance +1 (1,000 gp)

dust of emulation (800 gp; *Ultimate Equipment* 293)

headband of inspired wisdom +2 (4,000 gp)

pearl of power (1st level; 1,000 gp)

pipes of the sewers (1,150 gp)

potion of lesser restoration (300 gp)

ring of swimming (2,500 gp)

scroll of air bubble (25 gp; *Pathfinder RPG Ultimate Combat* 222)

scroll of cure moderate wounds (150 gp)

scroll of daylight (375 gp)

scroll of dispel magic (375 gp)

scroll of remove blindness/deafness (375 gp)

scroll of remove disease (375 gp)

wand of acid arrow (9 charges; 810 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

2-4

1,856

3,711

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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—

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #98: Turn of the Torrent

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Rebellion Leader: Your defiance has impressed the rebellious spirits around you, sparking a revolution with you as a rising star. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Rebellion Leader Chronicle sheet.

☐ **Captain Cassius Sargaeta:** A disillusioned sea captain who can watch for patrols and intercept trouble makes a powerful ally. Check one Security box. You can check the box that precedes this boon to gain a +5 bonus on one Secrecy check when using the smuggle goods Downtime action.

☐ **Lictor Octavio Sabinus:** The Order of the Torrent is small but passionate in the pursuit of justice. Check one Loyalty box and one Security box.

☐ **Hetamon Haace:** As a cleric of Milani, Hetamon reinforces the rebellion's righteous cause. When you would check a Notoriety box, you can instead check the box that precedes this boon. At the beginning of each Hell's Rebels adventure volume, he also provides you a *potion of cure serious wounds* to use; it disappears at the end of the adventure if not used.

Elixir of Life: The rebellion has recovered a potent elixir of life created from a *philosopher's stone*, and you can leverage your influence to claim it. When you or another PC would spend Prestige Points to secure *raise dead*, *resurrection*, or *true resurrection* as a spellcasting service, you may cross this boon off your Chronicle sheet to halve the Prestige Points required. This reduction does not stack with other effects that reduce the Prestige Point cost.

☐ **Savior of the Acisazi:** You rescued a band of aquatic elves, who offer either to serve your rebellion or offer you their settlement's magical treasure. You can check the box that precedes this boon to redeem the favor. This either grants a retroactive +4 bonus on any one Secrecy or Security check, or it allows you to purchase (or upgrade) any one magical belt that grants an enhancement bonus to your Strength, Dexterity, and/or Constitution score as though its market price were 1,000 gp lower.

Waterfront Deeds: You have acquired a set of stolen deeds associated with warehouses and other waterfront property in Vyre. These once belonged to someone named Molly Mayapple and may serve a purpose in future adventures.

+1 lawful outsider bane mithral dagger (8,502 gp)

+2 shadow leather armor (7,925 gp)

amulet of natural armor +1 (2,000 gp)

bead of force (3,000 gp)

bottle of air (7,250 gp)

circlet of persuasion (4,500 gp)

cloak of elvenkind (2,500 gp)

cloak of resistance +1 (1,000 gp)

cloak of the manta ray (7,200 gp)

dagger of venom (8,302 gp)

deck of illusions (contains only the eight spade cards; 1,900 gp, limit 1)

folding boat (7,200 gp)

handy haversack (2,000 gp)

headband of vast intelligence +2 (4,000 gp)

lesser extend metamagic rod (3,000 gp)

lich dust (400 gp, limit 2)

ring of protection +1 (2,000 gp)

ring of protection +2 (8,000 gp)

scroll of raise dead (6,125 gp)

vest of escape (5,200 gp)

wand of alter self (23 charges; 2,070 gp, limit 1)

wand of hold person (10 charges; 2,250 gp, limit 2)

wand of lightning bolt (12 charges; 2,700 gp, limit 1)

wyvern poison (3,000 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #99: Dance of the Damned

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Rebellion Leader: Your defiance has impressed the rebellious spirits around you, sparking a revolution with you as a rising star. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Rebellion Leader Chronicle sheet.

Jilia Bainilus: You restored the rebel Jilia to life, though she maintains a low profile. Check one Loyalty box and one Security box.

Mialari Docur: The founder of Docur's School for Girls is commands both the love and whispers of countless citizens. Check one Loyalty box and one Secrecy box.

Manticce Kaleekii: The Queen of Delights is a rich and influential leader in Vyre. Check one Loyalty box, and increase this Chronicle sheet's gold reward to 19,000 gp (9,500 gp for slow experience progression).

Tayacet Tiora: This independent investigator can unearth any secret and spot potential threats. Check one Secrecy box and one Security box.

Celebrated Socialite: Your poise and sophistication are the talk of Kintargo following the recent parties, casting your adventuring accomplishments in an especially noble light. You gain one additional Prestige Point as part of this this Chronicle sheet (in most cases 5 points, or 2.5 with the slow experience progression).

☐ **Wielder of Reprisal:** You have recovered *Reprisal*, a powerful weapon granted to the Bainilus family by Cayden Cailean himself centuries ago. Although *Reprisal* is a rapier in *Hell's Rebels*, for the purpose of this boon, you may treat *Reprisal*'s base form as though it were that of any metal melee weapon. At the start of an adventure, you can check the box that precedes this boon to borrow *Reprisal* for the entire adventure. Treat this as a +2 *evil-outsider-bane weapon* that grants the wielder a +2 sacred bonus on saving throws against attacks from evil outsiders. When participating in the Hell's Rebels Adventure Path, one character can use this boon without checking the box, though she must use *Reprisal* as presented in *Pathfinder #99: Dance of the Damned*.

+1 flaming burst warhammer (8,312 gp)

+1 flaming greatsword (8,350 gp)

+1 human-bane bastard sword (8,335 gp)

+1 merciful dagger (8,302 gp)

+1 returning starknife (8,324 gp)

+1 vicious glaive (8,308 gp)

+2 shadow mithral chain shirt (8,750 gp)

+2 transformative axiomatic longsword (28,315 gp;

Pathfinder RPG Ultimate Equipment 149)

+3 frost arrow (646 gp, limit 6)

belt of dexterity +2 (4,000 gp)

belt of giant strength +2 (4,000 gp)

blessed book (12,500 gp)

cap of the free thinker (12,000 gp; *Ultimate*

Equipment 240)

carpet of flying (5 ft. by 5 ft.; 20,000 gp)

horn of blasting (20,000 gp)

lantern of revealing (30,000 gp)

manual of gainful exercise +1 (27,500 gp)

periapt of proof against poison (27,000 gp)

restorative ointment (4,000 gp)

ring of evasion (25,000 gp)

ring of protection +3 (18,000 gp)

ring of wizardry (type II, 40,000 gp)

scroll of greater restoration (7,275 gp)

scroll of raise dead (6,125 gp)

scroll of vision (2,525 gp)

staff of healing (29,600 gp)

wand of cure critical wounds (15 charges; 6,300 gp, limit 1)

wand of sculpt corpse (19 charges; 285 gp, limit 1; *Pathfinder RPG Advanced Player's Guide* 241)

SUBTIER ☐ Slow ☐ Normal

8-10

8,883

27,766

SUBTIER ☐ Slow ☐ Normal

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—

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #100: A Song of Silver

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Rebellion Leader: Your defiance has impressed the rebellious spirits around you, sparking a revolution with you as a rising star. Aiding you is a local leader selected from the list below. Cross all other options off the Chronicle sheet, and check the associated leader's boxes on your Rebellion Leader Chronicle sheet.

☐ ☐ **Chuko:** This tengu weapons merchant is also a canny combatant. Check one Security box. In addition, you can check one of the boxes that precede this boon to re-roll a failed Security check and use the new result.

☐ ☐ **Shensen:** Leader of an earlier rebellion in Kintargo, Shensen is a celebrity and powerful ally. Check one Loyalty box. In addition, you can check one of the boxes that precede this boon to re-roll a failed Loyalty check and use the new result.

☐ ☐ **Strea Vestori:** There's no stronger advocate for tiefling rights than Strea. Check one Secrecy box. In addition, you can check one of the boxes that precede this boon to re-roll a failed Secrecy check and use the new result.

☐ ☐ **Performing the Song of Silver:** You have learned the powerful Song of Silver, which shields righteous rebels from harm and corruption. At the beginning of an adventure, you can perform the song and check one of the boxes that precede this boon to grant you and your allies a +2 sacred bonus on saving throws against charm, compulsion, and fear effects for the adventure's duration, and the affected creatures' weapons are treated as silver for the purpose of overcoming damage reduction. The song grows stronger if others join in. If another PC with this boon also checks a box of her own boon, the sacred bonus increases to +4 against charms and compulsions, and the creatures become immune to fear. If a third PC with this boon checks a box, once before the end of the adventure, one of the affected creatures can gain the benefits of *breath of life* as an immediate action; you can spend 10 rounds of bardic performance (or an equivalent ability) as an immediate action to activate the *breath of life* feature one additional time.

+1 *disruption light mace* (18,305 gp)

+2 *human-bane mithral longsword* (20,015 gp)

+2 *spell-storing sawtooth sabre* (18,335 gp; *Ultimate Equipment* 35)

+3 *flaming impact heavy mace* (72,312 gp; *Ultimate Equipment* 143)

+5 *improved fire resistance breastplate* (67,350 gp)

belt of physical perfection +4 (64,000 gp)

black lotus extract (4,500 gp, limit 2)

boots of speed (12,000 gp)

cloak of resistance +4 (16,000 gp)

crown of swords (6,000 gp; *Ultimate Equipment* 242)

glove of storing (10,000 gp)

headband of inspired wisdom +4 (16,000 gp)

headband of mental prowess +2 (10,000 gp)

headband of vast intelligence +4 (16,000 gp)

necklace of adaptation (9,000 gp)

phylactery of positive channeling (11,000 gp)

ring of protection +4 (32,000 gp)

ring of spell storing (50,000 gp)

tears of death (6,500 gp, limit 1)

wand of cure critical wounds (17 charges; 7,140 gp, limit 1)

wand of enervation (9 charges; 3,780 gp, limit 1)

wand of order's wrath (21 charges; 8,820 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

12-14 22,500 45,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #101: The Kintargo Contract

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Infernal Offer: Not all agents of Hell are loyal to Thrune, and a powerful devil has offered you a potent reward if you simply sign its contract. If you refuse the offer, cross this boon off your Chronicle sheet. If you accept the deal, you may check up to eight Loyalty, Secrecy, and Security boxes on the Rebellion Leader boon in any combination. In return, you immediately gain two of the following three drawbacks. If you have at least 10 ranks in Linguistics or Profession (barrister) when you gain this boon, you instead gain only one drawback. Cross out those you do not select.

Blasphemed: Your mind is compelled to spread Hell's lies. Although you can avoid lying under utterly harmless and mundane circumstances, you lose the ability to speak, write, or otherwise express the truth anytime your words convey a message of any importance whatsoever. These falsehoods can be misleading rather than outright contrary, yet they are always a significant departure from reality. You take a -2 penalty on saving throws against spells and effects that detect lies, and no effect can make you immune to such divinations.

Condemned: Your body bears an unseen brand marking it the property of Hell. You take a -1 penalty on saving throws and attack rolls against creatures with the evil or lawful subtype. Against creatures with both subtypes, this penalty increases to -2. Devils gain a +2 profane bonus on attack rolls against you and on saving throws to resist your spells and abilities.

Damned: Your soul is condemned to Hell. Anyone attempting to return you to life must succeed at a caster level check equal to 10 + your character level or the spell or effect fails.

☐ ☐ ☐ ☐ **Rebellious Resources:** You have spurned the temptation of an easy victory and instead dedicate your own time and resources to developing the rebellion. Between adventures you can spend up to 16 Prestige Points. For every 4 Prestige Points you spend in this way, check both a box that precedes this boon as well as one Loyalty, Secrecy, or Security box for your Rebellion Leader boon.

Redirected Hatred: You have forged a lasting alliance with the strix, a race of winged humanoids that have loathed and resented humanity for generations. Their skilled hunters have conveyed field-tested techniques for dispatching hated prey. At the beginning of an encounter, you can cross this boon off your Chronicle sheet to gain the ranger's favored enemy class feature (a +2 bonus that does not stack with other favored enemy bonuses) against one type of creature for the duration of the encounter. Alternatively, you can cross it off your Chronicle sheet in order to double your slayer studied target bonus for 5 minutes.

+1 benevolent studded leather armor (4,175 gp; Pathfinder RPG Ultimate Equipment 115)
+2 champion breastplate (9,350 gp; Ultimate Equipment 116)
+3 corrosive bastard sword (32,335 gp, Ultimate Equipment 138)
amulet of mighty fists +2 (16,000 gp)
beaststrike club (7,300 gp; Ultimate Equipment 150)
deathblade (1,800 gp, limit 2)
gem of brightness (9 charges; 2,340 gp, limit 1)
magnetist's gloves (6,000 gp; Ultimate Equipment 238)
orb of utter chaos (36,000 gp; Ultimate Equipment 314)
portable hole (20,000 gp)
purple worm poison (700 gp, limit 3)

ring of freedom of movement (40,000 gp)
ring of major electricity resistance (44,000 gp)
shoes of lightning leaping (10,500 gp; Ultimate Equipment 233)
wand of cure critical wounds (11 charges; 4,620 gp, limit 1)
wand of cure serious wounds (20 charges; 4,500 gp, limit 1)
wand of dispel magic (15 charges; 3,375 gp, limit 1)
wand of greater invisibility (10 charges; 4,200 gp, limit 1)
wand of maximized magic missile (CL 10th, 10 charges; 1,500 gp, limit 1)
wand of water breathing (7 charges; 1,575 gp, limit 1)
wind-caller compass (4,400 gp; Ultimate Equipment 325)

SUBTIER ☐ Slow ☐ Normal

13-15 27,500 55,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's initials

Prestige Gained (GM ONLY)

-

Prestige Spent

-

Current Prestige Final Fame

Starting GP

+ GM's initials

GP Gained (GM ONLY)

+ GM's initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #102: Breaking the Bones of Hell

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Retired from the Rebellion: Your rebellion has succeeded, earning your followers some combination of freedom, rights, and political control. The participants remember you fondly, even as you turn your attention to even greater challenges. If at least one of your Loyalty, Secrecy, or Security entries for the Rebellion Leader boon has four or more boxes checked, you immediately gain enough Prestige Points to increase your total earned on each Hell's Rebels Chronicle sheet to 5 (or 2.5 for slow progression). If at least two of the statistics have four or more boxes checked, instead increase the effective Prestige Points per Chronicle sheet to 6.

Servitor of the Soul Anchor: When you apply this Chronicle sheet, you may choose to cross out this boon immediately. You accessed the *soul anchor*, allowing you to ensure and accelerate your transformation into an outsider after death, as well as retain your memories and affiliation with the Pathfinder Society. Choose an outsider that matches your alignment from the list below. Alternatively, you may select a servitor outsider from pages 277–315 of *Pathfinder Campaign Setting: Inner Sea Gods* if it matches both your patron deity and your alignment, or select an outsider that qualifies to be an improved familiar that matches your alignment (appropriate for *summon monster V* and *summon monster III* respectively). You die shortly after earning this Chronicle sheet and irrevocably transform into the chosen outsider, effectively retiring from the campaign.

You can attach a copy of this Chronicle sheet (granting no other rewards) to up to two of your other characters. Once per day when such a character uses a conjuration spell or effect to call or summon the selected type of outsider, one of the conjured outsiders is the deceased PC's new, extraplanar form. The spell gains all alignment descriptors that match the outsider's alignment, and the outsider always carries a *wayfinder* in addition to any other gear the base creature possesses.

If called, you can specifically conjure that outsider, and you reduce the price it demands for services by 25% (this does not stack with similar discounts). You can also gain a +6 bonus on any opposed Charisma check to compel its service, but doing so ruins its interest in the Society; cross this boon off your Chronicle sheet after the outsider's service ends.

If summoned, the character can treat the outsider as though it appeared on the *summon monster* list of options at the listed level. The outsider also gains a number of temporary hit points equal to the summoner's caster level.

Any Good: monadic deva^{B2} (8), monavic deva^{B2} (7)

Any Neutral: elemental (choose air, earth, fire, or water of any one size or rank [e.g. greater air elemental])

Lawful Good: hound archon, legion archon^{B3} (6)

Lawful Neutral: kolyarut^{B2} (8)

Neutral Good: avoral^{B2} (7), vulpinal^{B2} (5)

Neutral: catrina^{B4} (4), theletos^{B2} (6)

Chaotic Good: bralani, lillend

Chaotic Neutral: naunet^{B2} (6)

+2 *furyborn greatsword* (32,350 gp;

Ultimate Equipment 142)

+4 *defending mithral greataxe* (56,020 gp)

+4 *returning adamantite trident* (53,015 gp)

+4 *returning dagger* (50,302 gp)

+5 *heavy fortification mithral chain shirt* (101,000 gp)

crystal ball with see invisibility (50,000 gp)

gem of seeing (75,000 gp)

mace of smiting (75,312 gp)

malleable symbol (10,000 gp; *Ultimate Equipment* 309)

manual of bodily health +5 (137,500 gp)

orb of utter chaos (36,000 gp; *Ultimate Equipment* 314)

pearl of power (7th level; 49,000 gp)

ring of telekinesis (75,000 gp)

robe of the archmagi (75,000 gp)

scarab of protection (7 charges; 22,167 gp, limit 1)

strand of prayer beads (45,800 gp)

volcanic shield (14,170 gp; *Ultimate Equipment* 133)

wand of ball lightning (44 charges; 18,480 gp, limit 1;

Pathfinder RPG Advanced Player's Guide 204)

wings of the gargoyle (72,000 gp; *Ultimate*

Equipment 269)

SUBTIER ☐ Slow ☐ Normal

16–18 60,000 120,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

Starting GP

+

GM's Initials

GP Gained (GM ONLY)

+

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Society: Rebellion Leader

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

When you gain your first Hell's Rebels Chronicle sheet, you also gain this bonus Chronicle sheet.

Rebellion Leader: Your bold actions and decisive leadership in Kintargo sustains an ongoing rebellion against Chelax and the Thrice-Damned House Thrune—or another equally compelling rebel cause, if you desire. Over the course of the *Hell's Rebels* Adventure Path, you can gain additional Rebellion Leader boons that expand your operation's capabilities. Four statistics measure your rebellion's status: Loyalty, Secrecy, Security, and Notoriety. For the purpose of the organized play campaign, these statistics operate slightly differently than in the Adventure Path and are tracked differently. When a boon prompts you to do so, check one or more boxes associated with that statistic; the number of checked boxes represents your bonus for that statistic. If a boon prompts you to attempt a check associated with one of these statistics, roll 1d10 and add the statistic's bonus to the result.

Once per adventure, you can apply one of the special benefits below associated with Loyalty, Secrecy, or Security before attempting a skill check, saving throw, or attack roll. You can choose to treat the associated bonus as 1d4+1 higher when applying the bonus, but doing so also checks one Notoriety box.

☐ ☐ ☐ ☐ ☐ **Loyalty:** Loyalty measures your rebels' dedication. You can apply your Loyalty bonus on a Will saving throw against a spell or effect with the charm, compulsion, or fear descriptor.

☐ ☐ ☐ ☐ ☐ **Secrecy:** Secrecy measures your rebels' subtlety and covert skills. You can apply your Secrecy bonus on a Diplomacy check to gather information or on a Knowledge, Sleight of Hand, or Stealth check.

☐ ☐ ☐ ☐ ☐ **Security:** Security measures your rebels' fighting spirit and skill. You can apply your Security bonus on a melee or ranged attack roll.

☐ ☐ ☐ ☐ ☐ ☐ **Notoriety:** Notoriety tracks how infamous, hated, and disreputable your rebellion is—not necessarily a good thing! For every two Notoriety boxes you check, scratch out one Loyalty, Secrecy, and Security box (beginning with blank boxes). You can no longer check these boxes, and if any were checked before, they no longer grant any benefit. If you check all six Notoriety boxes, cross out this entire Chronicle sheet; your rebellion has failed, though you can continue to play the *Hell's Rebels* campaign and earn its other Chronicle sheets.

Rebellion Schemes: You gain several new ways in which you can use your Downtime after adventures. You can still only perform one Downtime action per adventure unless otherwise noted.

☐ ☐ ☐ ☐ ☐ / ☐ ☐ ☐ ☐ ☐ **Earn a Title:** You strengthen your reputation and earn the accolades of your followers. If you spend your Downtime and succeed at a DC 5 Loyalty check (or DC 8 once five or more boxes are checked), you can check one of the boxes that precede this task. Once you have checked five boxes, you gain the title of Guardian and gain a permanent +2 bonus when using one of the following skills: Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, Perception, Sense Motive, or Stealth. Once you've checked all 10 boxes, you gain title of Sentinel and one of the following bonus feats: Great Fortitude, Iron Will, or Lightning Reflexes.

Manage Spies: Your spies investigate some topic pertinent to your next endeavor. Roll a Secrecy check and note it on the adventure's Chronicle sheet. During the following adventure, you can apply the result as a circumstance bonus before rolling one Knowledge check, and you are treated as trained in the Knowledge skill for that check. The bonus disappears if you do not use it during that adventure.

Overcome Failures: If you would check a Notoriety box as part of your most recent adventure, you can recoup your losses with a successful DC 8 Security check. If you succeed, you negate one point of Notoriety incurred by that event.

Smuggle Goods: You attempt a Day Job check, but you increase your earnings either by 100% (maximum 300 gp) or by 200% (maximum 500 gp). Then, roll a DC 6 Secrecy check (DC 9 if you increased the earnings by 200%). If you fail, check one Notoriety box.

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

Initial Prestige		Initial Fame	
+	GM's Initials		
Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige		Final Fame	

Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Gold Spent	
=	
Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #