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## About This Content

### Pathfinder Adventure Path #102: Breaking the Bones of Hell (Hell's Rebels 6 of 6)

by Amber E. Scott

#### 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 Throne, 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 Throne

*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.
- Advice and suggestions to expand your campaign beyond the Adventure Path's conclusion, by Adam Daigle and James

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Jacobs.

- A glimpse into the faith of Mephistopheles, archdevil of contracts, devils, and secrets, by F. Wesley Schneider.
- The wrenching conclusion of "Monsters Among Us" in the Pathfinder's Journal, by Stephanie Lorée.
- A host of exciting new monsters, by Jenny Jarzabski, Mikko Kallio, and David Schwartz.

*This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:*

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Released on February 22, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

**Requires:** This content requires an active license or subscription for Fantasy Grounds to download and use.



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Title: Fantasy Grounds - Pathfinder RPG - Hell's Rebels AP 6: Breaking the Bones of Hell (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 14 Mar, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

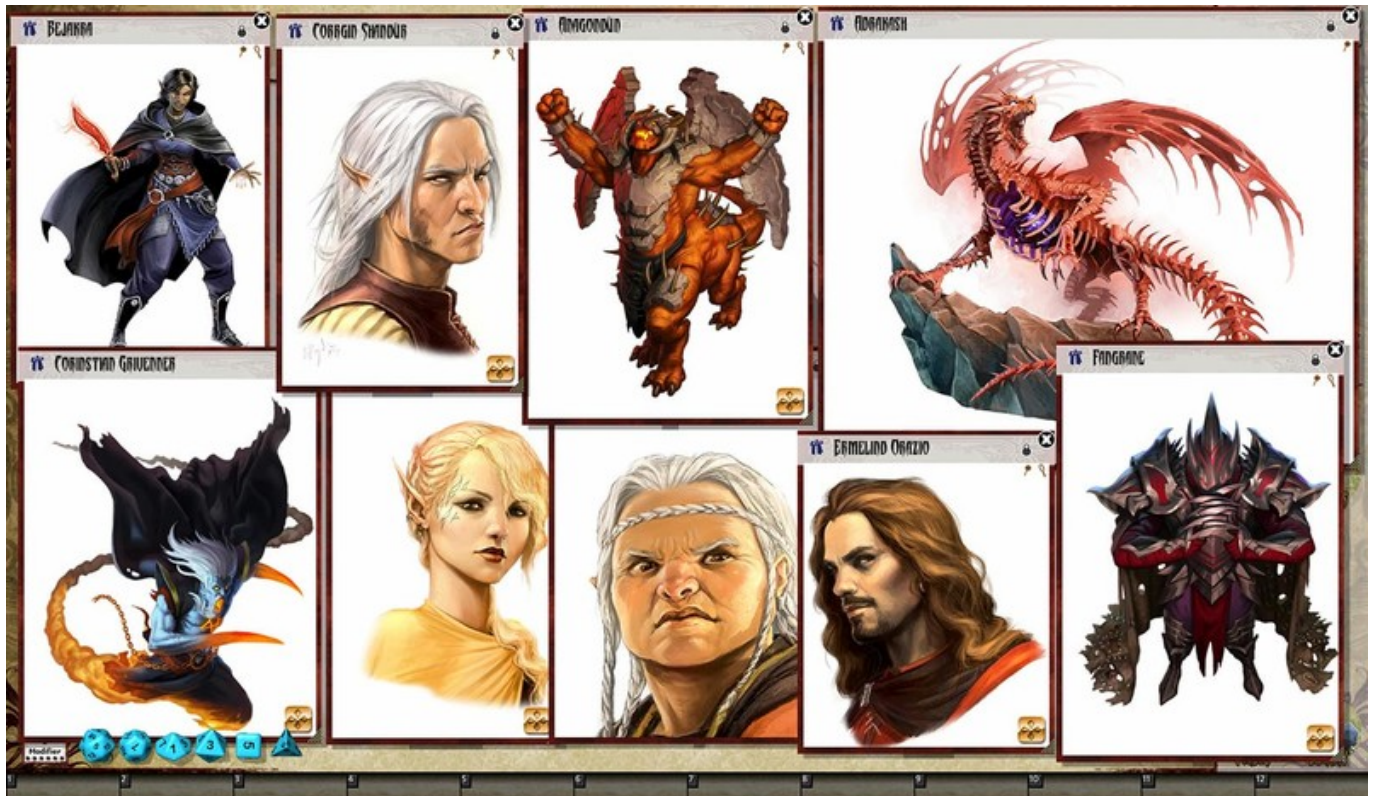
**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English





**MISSION 2: THE WHISPERS OF THE SIDEBAR: SHADOWS AND SON**

Mission 2: Whispers on the Sidebar: Shadows And Son

Mission 3: The Wailing Worn

Mission 4: A Hunter Prowls

Mission 5: The Hell-Prison (Final Vision)

**PART 3: SEEKING THE SOULANCHOR**

Seeking The Soulanchor

Researching the Soul Anchor

B. Soulbound Fane

The Soul Anchor

**PART 4: ABANDON ALL HOPE**

Abandon All Hope

Soul Points

Finding Barzillai

Caina

The Ribway (CR 20)

C. Tower Of Bone

**CONCLUDING THE ADVENTURE**

Concluding The Adventure

**APPENDICES**

**APPENDIX: NPC GALLERY**

NPC Gallery

**APPENDIX: CONTINUING**

Continuing the Campaign

**APPENDIX: MEPHISTOPHELES**

Mephistopheles, the Crimson Son

**APPENDIX: PATHFINDER**

Monsters Among Us 6 of 6

**REFERENCE**

**Continuing the Campaign**



Dealing with death and the judgment of one's difficult for most mortal creatures. Some have on the concept and studied esoteric lore to con themselves, but this is often only a salve to the When mortal life begins to run out, despair and creep into a person. This should not be. You mu death with a clear head and without the smalle fear in your heart. Some claim that how peace affects how Pharasma 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 Pharasma's judgment.

—The Way of the Soiral

**LOO PART I: DEALING WITH DEVILS**

**2.00 PART 2: THE HAUNTING OF KINTARG**

**3.00 PART 3: SEEKING THE SOULANCHOR**

**4.00 PART 4: ABANDON ALL HOPE**

**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







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