

PATHFINDER[®]

ADVENTURE PATH™

RELIQS OF THE FIRST KING

The Shattered Star Adventure Path begins with a thrilling new adventure from fan-favorite author Greg A. Vaughan! In Varisia's bustling frontier city of Magnimar, the Pathfinder Society's newest lodge recruits a team of rookie Pathfinders to track down rogue agent Natalya Vancaskerkin—who also happens to be one of the Varisian criminals known as the Sczarni. Yet when these heroes track down the missing woman, they find far more than a Pathfinder on the run, becoming embroiled in a swiftly expanding hunt for a fragmented artifact from the ancient empire of Thassilon—a quest that will take them to some of the most dangerous corners of Varisia.

This volume of *Pathfinder Adventure Path* launches the Shattered Star Adventure Path and includes:

- "Shards of Sin," a Pathfinder RPG adventure for 1st-level characters, by Greg A. Vaughan.
- An exploration of the ancient *Sihedron* artifact and its ties to powerful Thassilonian magic, as well as details on the mysterious skymetals that fall to Golarion, by James Jacobs.
- Forays into the even seedier underbelly of Riddleport in the Pathfinder's Journal, by Bill Ward.
- Five new monsters, by Benjamin Bruck, Craig Campbell, Adam Daigle, Amanda Hamon, and James Wilbur.



SHATTERED STAR

SHARDS OF SIN

By Greg A. Vaughan



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MISSING PERSONS

People go missing in a big city like Magnimar all the time, but lately, they've been doing so more often. The majority of these folk who go missing do so from the waterfronts and under the Irespan—neighborhoods without a strong city watch presence. Despite the fact that the majority of missing people eventually turn up (although living as vagrants with no memories of their time spent away from Magnimar—if indeed they ever left), rumors are spreading that the city has no interest in solving the mystery and preventing future disappearances. Lord-Mayor Haldmeer Grobaras has grown frustrated with these rumors and with the city's apparent inability to explain the mystery, and has approached a few key organizations with offers of rewards if the problem can be solved; one such group is the Pathfinders of Heidmarch Manor.

Reward: 1,200 XP for solving the mystery and finding out what's been happening to the missing people. Anyone rescued earns a reward of 500 gp per victim returned to Magnimar.



FOUNDER'S FLAME

This magical fountain of flame was built by Antholus Kaddren—a gift to the city soon after its founding. The monument itself consists of a pedestal that supports a bronze bowl filled with green oil. A nimbus of fire perpetually burns within the bowl, dancing to an arcane rhythm and cycling in color from yellow to orange to violet to blue. Benches surround the remarkable fountain at a safe distance.

Monument Boon: Meditate for 10 minutes before the flame and make a successful DC 15 Spellcraft check to gain a +1 increase to the save DCs of all fire spells you cast for the next 24 hours.



MYSTERIES OF THE CROW

The entrances to the Irespan's internal chambers are well hidden—they almost seem to prefer to be found by accident rather than by design. So when the PCs stumble across a way into the Crow (one of the Irespan's pilings), Sir Canayven Heidmarch becomes excited. Alas, other responsibilities prevent him from joining the PCs or mounting his own expedition, and so he settles for the next best thing—he'll reward the PCs for every significant new piece of information they can learn about the ancient empire of Thassilon while they're exploring the Crow.

Reward: The following discoveries each earn a 400 XP award and a payment of 500 gp once they're reported in writing (with illustrations if possible) to Sir Canayven Heidmarch:

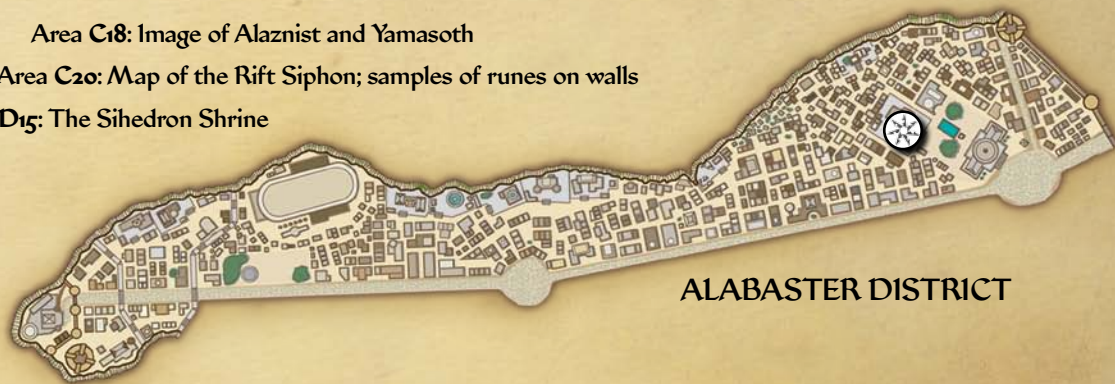
Area B19: Image of Alaznist and Thybidos

Area C1: Alaznist statue that can serve as a remote observer

Area C18: Image of Alaznist and Yamasoth

Area C20: Map of the Rift Siphon; samples of runes on walls

Area D15: The Sihedron Shrine



EYES OF THE HAWK

This monument depicts the twin wizards Cailyn and Romre Vanderale and their adventuring party, the Eyes of the Hawk, as they defeated the monstrous, spidery shriezyx that erupted from the Irespan in 4623 AR.

Monument Boon: Study the monument's complex carvings for 10 minutes, then attempt a DC 15 Perception check.

Success grants a +1 morale bonus on all weapon damage rolls against aberrations for 24 hours. This bonus increases by +1 for every 5 points by which you exceed the initial check.

