


PATHFINDER[®] **ADVENTURE PATH**[™]

SHATTERED STAR

ADVENTURE PATH  PART 1 OF 6

SHARDS OF SIN

SHATTERED STAR

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SHATTERED STAR



BACK TO VARISIA

Wow.
Volume #61.

In other words, it's been 5 years since we started Pathfinder Adventure Path. In that time, we've had campaigns featuring runelords and insane queens, devastating threats from above and below, thieves and kings, lost cities and haunted houses, and of course everyone's favorite tag team of ninja and pirates.

In that time, we've covered the deserts and jungles of Garund, the width of Avistan from Varisia to the River Kingdoms, and even two other continents—the Crown of the World and Tian Xia. And as we move on to the volumes after this current Adventure Path, we'll be covering more and more largely untouched regions.

But here, in volume #61, with the 11th Adventure Path, we're coming back home to Varisia.

The Shattered Star Adventure Path is more than just a return to old stomping grounds, though—it's also the first full-on sequel to an Adventure Path we've done. The events of Shattered Star are assumed to take place after those of *Rise of the Runelords*, *Curse of the Crimson Throne*, and *Second Darkness*. Karzoug has been defeated and Xin-Shalast rediscovered. Queen Ileosa has risen to power in Korvosa only to be overthrown. And the legendary tales of drow are now known to be facts.

But while Shattered Star covers many themes and enemies that were important in those previous Adventure Paths, players don't need to have played through those previous campaigns to enjoy the plot of this one. With the exception of the city of Magnimar (which plays a brief role in *Rise of the Runelords*), we're not revisiting any locations from the first three Adventure Paths.

FOREWORD

EXPLORING MAGNIMAR

Much of this adventure focuses on the exploration of an enormous dungeon, but that doesn't mean you have to abandon Magnimar entirely! After all, the PCs will likely need to retreat from their explorations to rest and recover many times over the course of the adventure, and these are excellent moments for them to have additional encounters with various people and locations in the City of Monuments. The inside front covers of each volume of the Shattered Star Adventure Path provide example encounters with significant local NPCs who have quests for the PCs to take on, and also highlight the benefits of seeking out and meditating at any of the twelve greatest monuments of the city. The third volume of Shattered Star will also present a number of additional encounters you can run in Magnimar, and 2012's Free RPG Day adventure *Dawn of the Scarlet Sun* (available at paizo.com) chronicles a short adventure set in Magnimar that should fit in quite naturally between the second and third Adventure Paths. If you're looking for more inspiration and information about Magnimar, you should consult *Pathfinder Campaign Setting: Magnimar, City of Monuments* for more details on the city's districts, as well as additional stat blocks and encounter tables.

DELVING THE DUNGEON

Exploring the depths of immense dungeons can get overwhelming—especially if there's only one goal to achieve at the very end of the delve. As such, we've included a number of side quests the PCs can accomplish while they're working toward the recovery of each part of the *Shattered Star*. These side quests aren't connected to each other, but taken as a whole weave a web of plots. This system of side quests will continue for each significant dungeon featured in future volumes of the Shattered Star Adventure Path.

Key NPC Quests: Each volume of Shattered Star includes key NPCs that are featured in that volume's adventure—and each NPC's profile ends with a "Side Quest" entry.

Magnimarian Quests: Heidmarch Manor's reputation for working with brave adventurers is well known in Magnimar, and many of the city's prominent or notable citizens file mission requests with the manor. As she sends agents out into the world, Sheila manages these mission requests, and when a group of Pathfinders is sent into the right area, she presents them with the chance to accept side missions as well. These quests are presented on the inside covers of each volume, along with the rewards granted upon completion. You should give the PCs these optional quests whenever they set out for the primary dungeon of that volume. Heidmarch Manor receives its share of the payment separately from these quests.

Minor Quests: Each volume of the Shattered Star Adventure Path also features a "Minor Quests" section, which offers several additional side quests. These side

ON THE COVER

Wayne Reynolds returns to the Adventure Path! On the cover of this volume, we see Pathfinder Sheila Heidmarch, Venture-Captain of the first and (so far) only Pathfinder lodge in the land of Varisia. She's the primary point of contact for the PCs in the early portions of the Shattered Star Adventure Path.

quests are intended to be easy to customize for any NPC. PCs might learn of a minor side quest while looking for rumors about the dungeon they're headed to, from an NPC they rescue from the dungeon, or anywhere between.

MINOR QUESTS

The following minor side quests can be completed in "Shards of Sin."

Nazir Kalmeralm: If the PCs find the *pendant of the souk* in area **B23b**, a character who succeeds at a DC 14 Knowledge (local) check realizes that this pendant was once owned by Nazir Kalmeralm, the first Prince of the Market in Magnimar's Bazaar of Sails. If the PCs don't make this realization, you can have an NPC notice the pendant (perhaps when the PCs try to sell it) and reveal this information. Nazir vanished nearly 28 years ago. Informing his daughter Sabriyya, the current Princess of the Market, of their discovery may earn the PCs a reward—or more. **Reward:** 1,200 XP. Sabriyya is depressed but grateful to learn of her father's fate. She allows the PCs to keep the pendant, and rewards them with 1,000 gp. Furthermore, she becomes a strong supporter of the PCs, providing aid that may well bring greater riches and benefits in future adventures.

Seeking Sinspawn: At some point, an NPC who finds out the PCs are exploring new chambers in the Irespan contacts them with an offer: If they encounter any of the ancient Thassilonian monsters known as "sinspawn," the NPC will pay a bounty for every sinspawn head that they recover. What this NPC wants with sinspawn heads is left to you to devise, but if the PCs can deliver at least three heads, the NPC is satisfied and pays them a bounty. **Reward:** 800 XP upon delivering three sinspawn heads. The NPC pays 300 gp total for the first three heads delivered, and 100 gp per head thereafter.



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