

SHATTERED STAR



THE SHATTERED STAR

THE MIGHTY MONUMENTS OF THASSILON ARE NOT THE ONLY LEGACY OF THE OLD EMPIRE HIDDEN IN THE WILDS OF VARISIA. THE ANCIENTS CRAFTED POWERFUL MAGIC AS WELL. ARTIFACTS LIKE THE SEVEN SWORDS OF SIN HAVE RECENTLY CAPTIVATED THE IMAGINATION OF SEVERAL EXPLORERS AND CHRONICLERS, BUT THERE ARE EVEN GREATER MAGICS HIDDEN IN THE CORNERS OF VARISIA—ARTIFACTS LIKE THE SHATTERED STAR ITSELF, SAID TO BE THE FIRST MAJOR CREATION OF KING XIN, LEGENDARY FOUNDER OF THASSILON. I BELIEVE THE SHATTERED STAR EXISTS STILL, ITS SKYMETAL FRAGMENTS SCATTERED ACROSS VARISIA, WAITING TO BE REDISCOVERED.

—SHEILA HEIDMARCH, *PATHFINDER CHRONICLES, VOLUME 44*

THE SHATTERED STAR

The empire of Thassilon was founded in -6530 AR, 1,237 years before Earthfall brought the Age of Legend to an abrupt and apocalyptic end. The nation was founded by a visionary—if controversial—Azlanti wizard named Xin, a man exiled from his homeland for his belief that the so-called “lesser races” of the world could rival the achievements of Azlant. Xin brought with him an army of apprentices, followers, and their families, all loyal subjects who chose exile with their lord rather than remain in Azlant. When they arrived on the shores of what would someday be known as Varisia, Xin knew he had found a place where he could prove his beliefs to the elitist Azlanti. He embraced the cultures of the native peoples—the nomadic and superstitious Varisians, the proud and headstrong Shoanti, the powerful and mystical taiga and stone giants, and the alien and magical elves of Celwynvian. Xin drew from the strengths of multiple cultures to shore up the weaknesses of any one group, and in so doing built the nation of Thassilon into a true empire.

Though his intentions were certainly noble, Xin did not fully account for humanity’s capacity for treachery. It would take Xin decades to establish Thassilon and build it into a burgeoning empire, but only a fraction of that time for his self-appointed subordinates—the so-called runelords of Thassilon—to turn against him and seize the empire as their own. And so history remembers Thassilon not for what Xin had imagined it to be, but as a perversion of all his hopes and dreams.

Eleven thousand years is a long time for a man’s lost soul, trapped within the ruins of his own palace and prevented from escaping to the Boneyard for final judgment, to ruminate on his failures. And when Xin’s ghost rises, those eleven millennia will prove to have been unkind indeed.

SEVEN VIRTUES, SEVEN SCHOOLS

In Azlant, tradition held that rulers of nations must abide by the “seven virtues of rule”—seven qualities a leader must engender in his people and personify himself, lest his state collapse and fall into ruin. In practice, this philosophy never quite lived up to its promise. No ruler and no nation of Azlant ever managed to excel at all seven virtues, and more than a few failed to uphold even a single one. The seven virtues of rule (charity, generosity, humility, kindness, love, temperance, and zeal) appealed greatly to Xin, but in a more intellectual manner than an emotional one. Xin believed that the seven Azlanti schools of magic flowed from these virtues (the school of divination stood outside the rest in Azlant arcane society, viewed as a “universal” school that no wizard should ignore). More than anything

else, his exhaustive work developing methods of wizardly specialization earned him his extensive network of apprentices, followers, and admirers. Xin took his research and network with him when he was exiled from Azlant. Most of his contemporaries were more than happy to see Xin’s “ridiculous and stubbornly deliberate misinterpretation of magic” leave the realm.

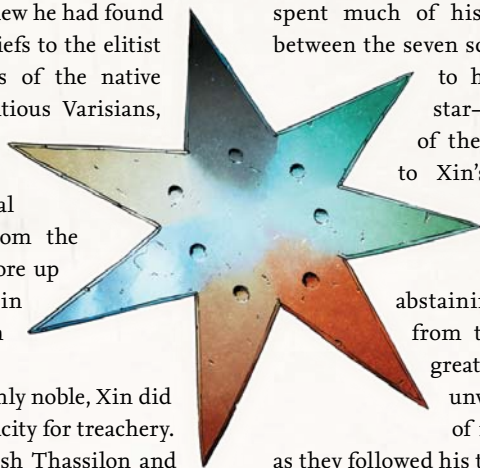
THE SIHEDRON

In the first quarter century of Thassilon’s history, Xin spent much of his time exploring the relationships between the seven schools and the seven virtues. Central to his philosophy was a seven-pointed star—a rune he called the Sihedron. Each of the points of the Sihedron, according to Xin’s philosophy, represented one of the virtues of rule and one of the schools of magic. By focusing on one virtue and school while abstaining—in both virtue and magic—from the two points opposite, Xin could greatly increase his power. Though he was unwilling to fully embrace this new type of magic, his apprentices rose in power as they followed his theories and put them into practice.

Despite his apprentices’ advances, Xin continued to regard himself as the master of all seven schools of this new “Thassilonian magic.” Drawing upon yet another mystical septimal unity—the seven skymetals—Xin fashioned a powerful artifact in the shape of the Sihedron. A different skymetal formed each of its arms, and each one symbolized and bolstered a separate school of Thassilonian magic and philosophy. Not only had Xin created an artifact that proved his theories, but he also provided Thassilon’s first truly enduring magical legacy. With the *Sihedron* floating behind his head like a halo, the artifact served as a constant reminder of his power.

But creating a single artifact wasn’t enough for Xin. He realized that in order to fully devote himself to the study of this new form of magic, he would need to divest himself of his other responsibilities. So he called the seven greatest practitioners of Thassilonian magic before him and named them runelords of Thassilon, granting each a portion of his empire to rule so he could focus entirely upon magical theory and study.

For the next 60 years, Xin grew increasingly isolated in his work, rarely leaving his palace and never leaving his capital city of Xin on the southwesternmost corner of Thassilon’s coastline. He became increasingly obsessed with infusing the seven virtues and their attendant magic into inanimate objects, and created many clockwork creatures in a quest for artificial life. As time wore on and Xin felt his already magically extended lifespan ebb, he began researching ways



SHATTERED STAR

to transfer his mind into a new, stronger body. His paranoia grew—perhaps justifiably, for his seven runelords had become decadent and increasingly abusive of their powers. Whispers of rebellion spread, and Xin knew he needed to step in and replace the seven Runelords—perhaps to return to ruling Thassilon alone. Yet his body was now frail and sickly. Before he could stand against the powerful runelords, he needed to complete his new body. In a desperate attempt to speed the process, Xin disassembled the *Sihedron* to siphon portions of its power into his replacement body—a powerful construct he called a clockwork reliquary.

The runelords had been watching and waiting for this moment. With Xin's greatest defense, the *Sihedron*, temporarily neutralized, they saw the perfect time to strike. The runelords sent assassins to slay Xin, who had already started the process of transferring energy from the disassembled *Sihedron* into the clockwork reliquary. Catching the First King off guard, the assassins struck. In the resulting battle, the energies being transferred exploded in a fiery conflagration that destroyed Xin, the assassins, and much of the palace. The runelords, investigating the ruins soon thereafter, found the remnants of the *Sihedron*. Each of them claimed a shard, as both a trophy and a symbol of what they viewed as the folly of creating a nation ruled by one.

The centuries to follow saw the swift fall of Thassilon, and eventually its destruction. The *Sihedron* fragments became known as the *Shattered Star* during this period, and after Thassilon's end during Earthfall, the fragments were forgotten. In the thousands of years to follow, parts of the *Shattered Star* were rediscovered periodically. Even as fragments, they retained potent energies and magical properties, and were coveted whenever they were found.

By placing an *ioun stone* in a shard, its possessor can fully waken the artifact's powers. Perhaps more importantly, this causes the shard to point the way to the next fragment in the sequence, encouraging the new owner to seek out more pieces and rebuild the *Sihedron*. If anyone reforms the *Sihedron*, a devastating echo from time's abyss will rise.

THE SEVEN SHARDS

The powers of the seven shards of the *Shattered Star* are given below. The PCs can recover only two of these shards (the *shard of pride* and the *shard of greed*) in the course of this volume's adventure, with the remainder to be recovered in the next four parts of this Adventure Path. The seven shards possess magical abilities, but do not grow in power as more are gathered. Only when the seven shards are united to restore the *Sihedron* itself (during a ritual described in part six of this Adventure Path) can their true power return. In fact, carrying more than two shards can cause additional problems. A character who carries three or more shards of the *Shattered Star* becomes sickened by the competing magical effects. A character becomes

staggered with four shards, nauseated with five, stunned with six, and unconscious with seven. These effects can be negated for 1 minute if the character succeeds at a DC 20 Will save, but immediately manifest if the character continues to carry multiple shards beyond that minute.

Each shard comes with a curse that affects anyone who carries it. Even when the character ceases to carry a shard, the curse continues to affect him for another 24 hours. By placing an *ioun stone* of a specific type in the indentation in the shard, this curse is suppressed and the shard is activated. The *ioun stone* does not bolster the shard's powers in any other way, but continues to affect the person who carries the shard as though it were orbiting that person's head normally (even if the shard's carried in an extradimensional space like a *bag of holding*).

The caster level for the *Shattered Star* is unusual. In its current shattered state, the *Sihedron* draws its power from the creature that carries the shards, setting the caster level as equal to the owner's Hit Dice. All spell effects generated by a *Shattered Star* shard manifest at this caster level. For other effects, the shards have a caster level of 25th. Unlike other artifacts, the shards cannot be destroyed individually. Only by recombining them into the *Sihedron* and then using that artifact's method of destruction can one destroy the shards.



SHARD OF ENVY (MAJOR ARTIFACT)

Aura overwhelming abjuration; **CL** 25th

Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Envy* is made of shimmering green noqual. As long as the *Shard of Envy* is carried, its owner can use *dispel magic* as a spell-like ability once per day, gains a +2 insight bonus on saves versus abjuration spells and spell-like abilities, and gains a +1 insight bonus to AC.

Curse: The owner covets the success, wealth, and appearance of all other creatures, and becomes sickened whenever she is within 30 feet of any creature of the same race or character class as herself. Physical contact with such a creature nauseates the owner for 2d6 rounds if she fails a DC 20 Fortitude save.



SHARD OF GLUTTONY (MAJOR ARTIFACT)

Aura overwhelming necromancy; **CL** 25th

Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Gluttony* is made of pale inubrix. As long as the *Shard of Gluttony* is carried, its owner can use *vampiric touch* as a spell-like ability once per day, gains a +2 insight bonus on saves versus necromancy spells, and

THE SHATTERED STAR

increases his maximum hit points by 1 point per Hit Die.

Curse: The owner is always hungry and thirsty, and is sickened whenever he has not eaten food in the past hour. The owner must make a DC 20 Will save to resist consuming any food or beverage (including potions and the like) he carries immediately. If the save is successful, the owner can resist the urge for 1 hour before being forced to make the save again.



SHARD OF GREED (MAJOR ARTIFACT)

Aura overwhelming transmutation; **CL** 25th
Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Greed* is made of black adamantine. As long as the *Shard of Greed* is carried, its owner can use *haste* as a spell-like ability once per day, gains a +2 insight bonus on saves versus transmutation spells, and gains a +1 insight bonus on attack rolls.

Curse: The owner becomes greedy, and is sickened whenever she is not wearing at least 500 gp per Hit Die in nonmagical jewelry and fine clothing. Each time the owner sells a belonging or gives one away, she must succeed at a DC 20 Will save or take 1d4 points of Wisdom damage.



SHARD OF LUST (MAJOR ARTIFACT)

Aura overwhelming enchantment; **CL** 25th
Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Lust* is made of a deep red djezet alloy. As long as the *Shard of Lust* is carried, its owner can use *suggestion* as a spell-like ability once per day, gains a +2 insight bonus on saves versus enchantment spells, and gains a +4 insight bonus on Initiative checks.

Curse: The owner becomes narcissistic, and is sickened whenever he has not engaged in sexual relations with another creature within the past 12 hours. While the owner wears any sort of armor or magic item that occupies the body slot, he is staggered.



SHARD OF PRIDE (MAJOR ARTIFACT)

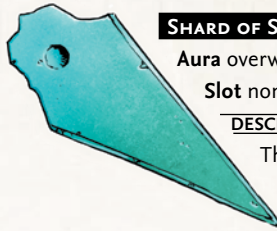
Aura overwhelming illusion; **CL** 25th
Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Pride* is made of coppery horacalcum. As long as the *Shard of Pride* is carried, its owner can use *major image* as a spell-like ability once per day, gains a +2 insight bonus on saves versus illusion spells, and gains a +2 insight bonus on all skill checks.

Curse: The owner suffers

delusions of grandeur, and is sickened whenever she must serve another creature as a subordinate of any sort for as long as that arrangement persists. She cannot gain the benefit of the aid another action, nor can she take the aid another action.



SHARD OF SLOTH (MAJOR ARTIFACT)

Aura overwhelming conjuration; **CL** 25th
Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Sloth* is made of blue-green glowing abyssium. As long as the *Shard of Sloth* is carried, its owner can use *summon monster III* as a spell-like ability once per day, gains a +2 insight bonus on saves versus conjuration spells, and gains a +4 insight bonus on all concentration and caster level checks.

Curse: The owner becomes lazy and sedentary, and becomes sickened for 1 hour whenever he makes more than a single move action in any round. All of the owner's movement speeds are halved.



SHARD OF WRATH (MAJOR ARTIFACT)

Aura overwhelming evocation; **CL** 25th
Slot none; **Weight** 1 lb.

DESCRIPTION

The *Shard of Wrath* is made of sparkling silver siccacite that feels hot one day, but cold the next. As long as the *Shard of Wrath* is carried, its owner can use *fireball* as a spell-like ability once per day, gains a +2 insight bonus on saves versus evocation spells, and gains a +2 insight bonus on all weapon damage rolls.

Curse: The owner becomes addicted to violence, and is sickened whenever she hasn't brought a living creature to -1 hit points or fewer within the last hour. Once the owner attacks a creature, she must make a DC 20 Will save if she wants to cease attacking; otherwise, she does what she can to kill the creature.

ACTIVATING A SHARD

Each of the *Shattered Star* shards bears a small indentation the exact size of an *ioun stone*. When an *ioun stone* of a certain type is placed in the indentation, the shard activates (see table). The *ioun stone* is destroyed if removed, but otherwise grants its full benefits to anyone who carries the shard. As long as a shard has the proper *ioun stone* embedded in it, its curse is suppressed and does not affect the carrier of the shard.

The *ioun stones* needed to activate each shard, the shards' current locations, the Knowledge DCs to know those locations, and the sequence in which the shards grant visions of each other are summarized in the following table.

SHATTERED STAR

SHATTERED STAR ACTIVATION

Shard Sequence	Ioun Stone	Initial Shard Location	Knowledge DC
1. Pride	Scarlet and blue sphere	Magnimar	DC 10
2. Greed	Pale blue rhomboid	Irespan	DC 12
3. Lust	Pink and green sphere	Lady's Light	DC 14
4. Gluttony	Pink rhomboid	Kaer Maga	DC 14
5. Envy	Dusty rose prism	Windsong Abbey	DC 20
6. Wrath	Deep red sphere	Guiltspur	DC 25
7. Sloth	Incandescent blue sphere	Guiltspur	DC 25

UNITING THE SHARDS

By holding one of the Shattered Star shards and concentrating upon it as a full-round action, the owner receives a mental image of the region or location in which the next shard in a specific sequence is currently located. Identifying this location requires a Knowledge (geography) check, the DC of which varies depending on the location in question. If the shard isn't activated yet, the vision granted is hazy and blurry, and the Knowledge (geography) check suffers a –5 penalty. A character who has been to that location before automatically knows what the site is.

The *Shattered Star* can't be rebuilt into the *Sihedron* until all seven shards are brought together and placed in a specially prepared carving infused with ancient power. One such stone remains in Magnimar—the *Sihedron Shrine* deep under the Crow (see page 58). The repercussions of rebuilding the *Shattered Star*, as well as the full abilities of the rebuilt *Sihedron*, are detailed in the final adventure in the Shattered Star Adventure Path.

SKYMETAL

Rules for the seven types of skymetal are detailed below, along with the school of magic, virtue, and sin that Thassilonians associated with each. Unless otherwise noted, skymetal has hardness and hit points identical to that of steel. Items without metal parts cannot be made with skymetal.

Abysium: Known also as feverstone (a somewhat misleading name, as abysium is a metal like all the others), this glowing, blue-green substance can be a source of great energy. However, it also causes those who spend extended amounts of time near it to grow ill and die unless proper precautions are taken. Abysium is associated with conjuration magic, zeal, and sloth. Abysium functions as steel when used to craft weapons and armor, but anyone who carries or wears abysium arms or armor becomes sickened for as long as the gear is carried or worn, plus an additional 1d4 hours after it is removed. Likewise, a character in an area with heavy concentrations of abysium becomes sickened as long as he remains in the area. This is a poison effect. In Thassilon,

wealthy lords often built manacles or prison bars out of Abysium in order to keep their prisoners debilitated.

Weapons and armor made from abysium glow with an intensity equal to that of a candle. Scholars have long debated where the glow and associated sickening effect come from, but most agree that the source of the power comes from the Abyss itself, due to the nature of the energy contained in abysium. Pure or properly refined abysium produces this energy in a way that can be harnessed by arcane engines and technologies to generate energy sources strong enough to power extensive magical creations like golems, traps, or magical items the size of buildings. Most secrets of harnessing this power have long been lost, but as the Shattered Star Adventure Path continues, the PCs will have many chances to learn more about this dangerous technology.

Abysium can also be powdered and alchemically distilled with other rare catalysts and chemicals to form a much more potent toxin. It was in this form that the metal was most traditionally used in ancient Thassilon. A pound of Abysium is enough to make 1 dose of abysium powder.

Abysium Powder: Poison—ingested; *save* Fortitude DC 18; *onset* 10 minutes; *frequency* 1/minute for 6 minutes; *effect* 1d4 Con plus nausea; *cure* 2 saves; *cost* 900 gp.

Adamantine: The most commonly known starmetal, adamantine is extremely strong and favored by weapon and armor smiths alike for its ability to cut through solid barriers with ease and endure heavy blows. In ancient Thassilon, adamantine was most often associated with transmutation magic, generosity, and greed, for it was the most valuable of the skymetals (although not the rarest). Adamantine is detailed on page 154 of the *Pathfinder RPG Core Rulebook*.

Djezet: One of the strangest of the seven known types of skymetal, rust-red djezet is liquid at all temperatures. This makes the metal relatively useless for crafting metal objects (although many gifted metallurgists, such as Xin himself, have had some success creating djezet alloys), but most who seek out this metal intend to use it instead as an additional material component for spellcasting, since it possesses an ability to enhance magic. Djezet is associated with enchantment magic, love, and lust. Used

THE SHATTERED STAR

as an additional material component, a dose of djezet increases the effective level of a spell by +1, as if it were being modified by the Heighten Spell feat. In order to function as an additional material component, the spellcaster must use a number of doses of djezet equal to the spell's level—additional djezet used beyond this amount does nothing. Djezet costs 200 gp per dose.

Horacalcum: The rarest of the known skymetals, this dull, coppery substance warps time around it, making things seem to speed up or slow down. Horacalcum is associated with illusion magic, humility, and pride. Almost never found in amounts greater than a pound, horacalcum is the same weight and density as steel, but is much more durable. A weapon made of horacalcum gains a +1 circumstance bonus on attack rolls (ammunition can be made of horacalcum, but does not grant any bonus on attack rolls). An entire suit of armor made from this rare metal is fantastically expensive, but since a suit of horacalcum armor simultaneously allows its wearer to react more quickly while perceiving time more slowly, some consider the cost justifiable. A suit of light horacalcum armor grants a +1 bonus on Initiative checks, medium horacalcum armor grants a +2 bonus on Initiative checks, and heavy horacalcum armor grants a +3 bonus on Initiative checks. Weapons and armor made of horacalcum are always of masterwork quality—the masterwork cost is included in the prices given below.

Weapons and armor made of horacalcum have one-fourth more hit points than normal. Horacalcum has 30 hit points per inch of thickness and hardness 15. A weapon made of horacalcum costs +6,000 gp. Light armor costs +10,000 gp, medium armor +30,000 gp, and heavy armor +60,000 gp.

Inubrix: This metal's structure allows it to pass through iron and steel without touching them, seemingly shifting in and out of phase with reality. This quality earned the pale metal the nickname "ghost iron." Inubrix is associated with necromancy magic, temperance, and gluttony. Inubrix is the softest of the solid skymetals, being only slightly less malleable than lead. It doesn't function well for crafting armor as a result, and though inubrix weapons can penetrate most metal armors with relative ease, the weapons tend to break easily. Inubrix has 10 hit points per inch of thickness and hardness 5.

An inubrix weapon deals damage as if it were one size category smaller than its actual size, and is always treated as if it had the broken condition. It ignores all armor or shield bonuses granted by iron or steel armor or shields. Inubrix weapons cannot damage these materials at all (and, by extension, cannot harm iron golems or similar creatures). An inubrix weapon costs +5,000 gp.

Noqual: Noqual looks almost like a pale green crystal to the untrained eye, but can be worked as iron despite

its appearance. It is associated with abjuration magic, charity, and envy. Noqual is light—half as heavy as iron, yet just as strong. More importantly, noqual is strangely resistant to magic. An object made of noqual gains a +4 bonus on any saving throw made against a magical source. Creating a magic item that incorporates any amount of noqual into it increases the price of creation by 5,000 gp, as costly reagents and alchemical supplies must be used to treat the metal during the process.

Weapons made of noqual weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls against constructs and undead created by feats or spells. Noqual armor weighs half as much as other armors of its type, and is treated as one category lighter than normal for the purposes of movement and other limitations (light armor is still treated as light armor, though). The armor's maximum Dexterity bonus increases by 2, and armor check penalties are reduced by 3. The armor's spell failure chance increases by 20% and applies to all magic cast while wearing the armor, regardless of the magic's source or class abilities possessed by the wearer. The wearer of a suit of noqual armor gains a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Noqual has 30 hit points per inch of thickness and hardness 10. Noqual ore is worth 50 gp per pound. A suit of noqual light armor costs +4,000 gp, medium armor +8,000 gp, and heavy armor +12,000 gp. A shield costs +2,000 gp, and a weapon or other item +500 gp.

Siccatite: This shining silver metal is either incredibly hot or freezing cold when found. Siccatite is associated with evocation magic, wrath, and kindness. As of yet, scholars have not determined whether siccatite is actually two similarly hued metals or a single type that determines its own temperature via some unknown process. When raw siccatite is found, it has a 50% chance of being hot siccatite; otherwise, it's cold siccatite. Physical contact with siccatite deals 1 point of energy damage each round (either fire or cold, as appropriate). Hot siccatite can eventually ignite objects, and cold siccatite in water quickly surrounds itself with a 1-foot-thick shell of ice. A weapon made of siccatite deals +1 point of damage of the appropriate energy type each time it strikes a foe, but also deals 1 point of the same energy damage to the wielder each round it is used in combat. Likewise, siccatite armor deals 1 point of energy damage per round to a creature wearing it, and deals 1 point of energy damage each full round a creature is grappled by someone wearing siccatite armor. Cold siccatite armor grants fire resistance 5, while hot siccatite armor grants cold resistance 5. (The type of armor does not alter the amount of resistance granted.) Weapons made of siccatite cost +1,000 gp. Armor made of siccatite costs +6,000 gp.