

UNEARTHING THE PAST

SPOILER WARNING! On these pages you'll find the background and outline for the Shattered Star Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the upcoming adventures as thoroughly as possible.

A few short years ago, Varisia and the world narrowly avoided a massive catastrophe when Karzoug, Runelord of Greed, rose from his eons-long slumber. Although a band of resourceful heroes eventually defeated Karzoug, many of Varisia's factions and leaders fear what could happen should one of the six other runelords rise—or if all six awoke at once! In the Shattered Star Adventure Path, one possible defense against such a doom comes to light: an artifact called the *Shattered Star*.

GMs can find more information and tools to aid in running their Shattered Star campaigns in the following resources: *Magnimar, City of Monuments*; *Varisia, Birthplace of Legends*; *Shattered Star Item Cards*; *Shattered Star Map Folio*; and the *Shattered Star Player's Guide*, which is available for free at paizo.com.

SHARDS OF SIN

By Greg A. Vaughan

Pathfinder Adventure Path #61, Levels 1–4

Starting as newly recruited Pathfinders, the PCs are summoned to Heidmarch Manor to help Venture-Captain Sheila Heidmarch track down a missing informant. When the PCs succeed at their task, they learn this informant had discovered and fallen under the curse of the *Shard of Pride*, one of seven fragments of an ancient Thassilonian artifact known as the *Shattered Star*. At the Heidmarch Manor lodge, Sheila Heidmarch recognizes the shard for what it is: part of a powerful weapon that might be Varisia's only hope against an ancient evil that now threatens to rise from the region's ruins. She shows the PCs how to counter the shard's curse as well as how to divine the location of the next shard in the sequence. By doing so, the PCs discover the second shard lies somewhere within or below the Irespan piling known as the Crow.

Upon investigating the Crow, the PCs find the upper levels under the control of a group of Sczarni thugs, but the deeper into the ruinous dungeon they delve, the more ancient, strange, and deadly its denizens become. After fighting through a colony of vermin and mites, an ancient laboratory infested with infernal invaders from Hell, and a long-lost sewer used by derros to conduct strange experiments, the PCs finally reach the source of their quest and find the second shard, the *Shard of Greed*, in a chamber deep underground.

CURSE OF THE LADY'S LIGHT

By Mike Shel

Pathfinder Adventure Path #62, Levels 5–7

Now that the PCs possess the first two shards of the *Shattered Star*, they feel the pull from the third shard somewhere to the southeast of Magnimar, in the Mushfens. After a chance encounter with a raving worshiper of Groetus who accuses the PCs of ushering in the end times, they make their way south to arrive at the Lady's Light, an ancient Thassilonian lighthouse and monument. Unfortunately, this monument has since become a sacred site to nearby humanoid tribes of boggards and troglodytes.

Dealing with these threats, the PCs discover that others have recently made their way to Lady's Light—a band of Gray Maidens who fled the city of Korvosa after the overthrow of their queen. Led by a woman named Oriana, this group of Gray Maidens hoped to plunder the Lady's Light of its treasures and return to Korvosa to enact vengeance on the city that robbed power from the rightful queen. But the Gray Maidens soon fall under the influence of a greater threat in the ancient lighthouse—an insane half-succubus who's become so corrupted by the *Shard of Lust* that she now believes she is Runelord Sorshen herself. Faced with boggard tribes, renegade Gray Maidens, and a powerful fiendish creature, the PCs must use all their skill with sword and spell if they hope to make it out alive and claim the *Shard of Lust* as their own.

THE ASYLUM STONE

By James L. Sutter

Pathfinder Adventure Path #63, Levels 8–10

The *Shard of Lust* directs the PCs east, up the Yondabakari to the enigmatic city of Kaer Maga. Venturing up the river and traveling the Halfflight Path to reach the city, the group has a chance to ally with one of Kaer Maga's many factions—the Duskwardens, urban warriors dedicated to ridding their city of its subterranean menaces.

In the city, the PCs interact with different groups and factions as they try to discover the location of the next shard. The PCs find that the troll augur information brokers have gone on strike after a rogue member of the golemcrafting Ardoc family abducted one of their brethren. The trolls agree to help the PCs, but only if they

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first retrieve the kidnapped troll from the laboratory of an insane construct crafter in the fabled balconies of Bis.

Succeeding in this, the PCs are directed to the great library known as the Therassic Spire. There they discover the place is not only a repository for ancient knowledge, but also an entrance into the Undercity—specifically, a long-lost workshop of one of the runelords. The librarians of the Therassic Spire have already sent one group of adventurers after the artifact as part of a deal with the strange caulborn who live below. The group never returned, and it's up to the PCs to uphold the agreement.

From the workshop, the PCs enter an underground cavern called the Dark Forest. Its protector, a headless horseman called the Dark Rider, maintains a bizarre castle in which he has defended the *Shard of Gluttony* for centuries, keeping it locked in stasis in a strange machine.

BEYOND THE DOOMSDAY DOOR

By Tito Leati

Pathfinder Adventure Path #64, Levels 11–13

By following the visions granted by the *Shard of Gluttony*, the PCs set off for Windsong Abbey on the Lost Coast. Windsong Abbey was originally established as a holy site outside of the established nations, where clergies of the 21 most popular deities could meet in a neutral place to discuss philosophy, politics, and religion. When Aroden died and the abbey's priest of Pharamasma went mad, these lofty ideals began to fall apart. Today, a few priests remain to watch after the place, but recently something went wrong.

A day before the PCs arrive at Windsong Abbey, Koriah Azmeren, a famous half-elf Pathfinder and adopted daughter of one of the clerics, travels there to check up on her father. She discovers the abbey has been overrun with murderous redcaps, giants, and other menaces. Instead of going for help, she tries to fight back and ends up captured by the insane priest of Pharamasma, who has returned to Windsong Abbey to claim it as his own. The PCs arrive to find the abbey a slaughterhouse. Koriah's father, barely alive after a run-in with bloodthirsty redcaps, managed to barricade himself in one of the inner chambers. The PCs learn from him that the *Shard of Envy* lies deep in the sublevels below. It's theirs for the taking—if only they can survive passage through the Doomsday Door and defeat the monstrous armies of the abbey's insane, murderous protector.

INTO THE NIGHTMARE RIFT

By Richard Pett

Pathfinder Adventure Path #65, Levels 14–15

The *Shard of Envy* sends the PCs northeast to the next piece of the *Shattered Star*, high up on the Storval Plateau in the ruins of Guiltspur. In the days of ancient Thassilon, this complex acted as a bridge between Golarion and the

demiplane of Leng—part embassy, part laboratory, and part portal built by Karzoug's minions.

When the PCs arrive, they find the place to be a giant-held stronghold. These giants uncovered the ruins and lava caves around Guiltspur at the command of Cadrilkasta, a blue dragon who has since ventured into Guiltspur in search of the *Shard of Sloth*. She left the *Shard of Wrath* in the hands of the giant tribe's leader, a lumbering thug named Jubbek. The PCs must navigate the ruins and lava caves leading up to his lair and defeat Jubbek to wrest the *Shard of Wrath* from his hands. But this is only the beginning of their ordeal, for once the PCs awaken the shard, they learn that the *Shard of Sloth* is also nearby—somewhere below Guiltspur itself. The PCs must venture into the ruined monument, fighting an ancient cleric of Lissala, nightmarish invaders from Leng, and a group of drow cultists of Zura before at last encountering Cadrilkasta. Overcome with the shard's curse, the dragon now resides fully within Leng, forcing the PCs to travel to the bizarre plane in order to defeat her and obtain the *Shard of Sloth* for themselves.

THE DEAD HEART OF XIN

By Brandon Hodge

Pathfinder Adventure Path #66, Levels 16–17

Having recovered the final shard, the PCs return to Magnimar to assemble the *Shattered Star* into the *Sihedron*, First King Xin's masterpiece artifact. The PCs and their allies join together atop the Irespan to witness the historic rebuilding of this ancient artifact in a grand celebration. Yet as they rebuild the seven shards into one, ancient contingencies activate in the lost city of Xin, sunken deep beneath the Varisian Gulf. The PCs and their contingent see the wreckage of the ancient city rising from beneath the waves just as an earthquake shakes the region, causing a section of the Irespan to crack and plummet into the water, waking a powerful creature slumbering within the Giant's Bridge and driving the beast to attack the PCs. Even if they defeat it, the city of Magnimar still lies in the path of a devastating tsunami carrying more than just a wall of water.

After doing what they can to aid Magnimar, the PCs venture to the newly risen clockwork-and-crystal city of Xin, once the capital of Thassilon but now known in legend as the Darkened Star. Here they must deal with the awakened Emperor Xin and his frightful army of clockwork creatures and other strange monsters that have slept beneath the Varisian Gulf for 10,000 years. Within Xin's newly risen palace, the PCs must use the very item they risked their lives to collect in order to defeat its ancient creator—now a twisted abomination—and save Golarion from the horror of a reclaimed Thassilon. Should they lose, the whole world may yet be crushed beneath the heel of the First King.