

PATHFINDER®

ADVENTURE PATH™

IRON MAIDENS

Varisia's newest heroes have stumbled across a powerful relic from the ancient empire of Thassilon—yet the artifact has been sundered into seven fragments. The third of these fragments lies in the swampy Mushfens south of the city of Magnimar, hidden within an ancient, towering lighthouse known as the Lady's Light. With squabbling boggards, troglodytes, and other swamp monsters dwelling around the ruins, approaching the Light will require either stealth or bravado. But the threats posed by slimy and scaly humanoids pale in comparison to the exiled Gray Maidens who have claimed the interior of the Light as their new headquarters, or to the sinister curse that afflicts the powerful, ancient caretaker of the ruin.

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

- "Curse of the Lady's Light," a Pathfinder RPG adventure for 5th-level characters, by Mike Shel.
- The sadistic secrets of the Gray Maidens, a militaristic order once fiercely loyal to an evil, deposed queen, by F. Wesley Schneider.
- The secret ways, peerless techniques, and ancient traditions of Torag, stern god of the forge, protection, and strategy, by Sean K Reynolds.
- Alchemy and housebreaking in the Pathfinder's Journal, by Bill Ward.
- Four new monsters, by Levi Miles, Sean K Reynolds, and Mike Shel.



SHATTERED STAR • Curse of the Lady's Light

PART 2 OF 6



SHATTERED STAR

CURSE OF THE LADY'S LIGHT

By Mike Shel



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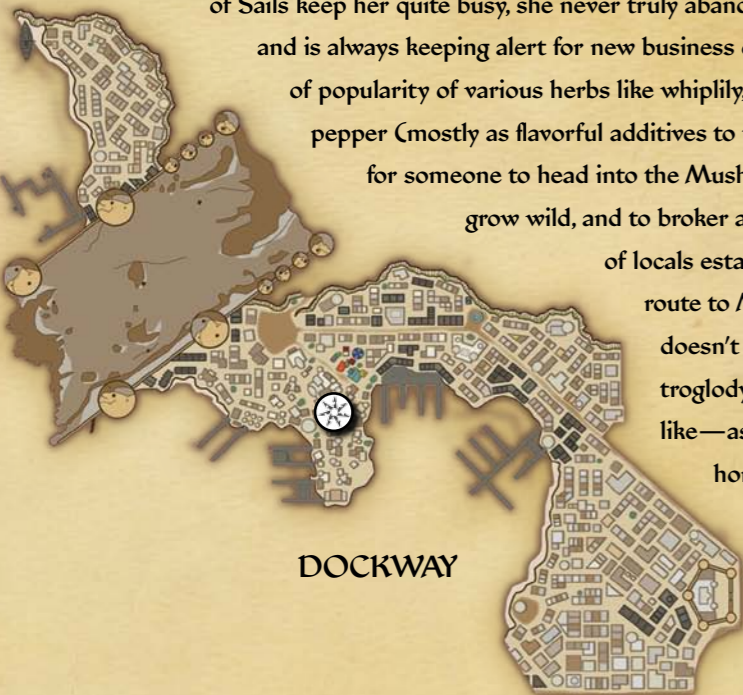
STRANGE HERBS FROM THE SWAMP

Although Sabriyya Kalmeralm's duties and responsibilities at Magnimar's Bazaar of Sails keep her quite busy, she never truly abandons her merchant's roots, and is always keeping alert for new business opportunities. With the rise of popularity of various herbs like whiplily, frog's eye, miresh, and fen pepper (mostly as flavorful additives to food and drink), she's looking for someone to head into the Mushfens, where these plants grow wild, and to broker an agreement with a group

of locals establishing a regular trade route to Magnimar. Sabriyya doesn't mind if the "locals" are troglodytes or boggards or the like—as long as they're willing to

honor the deal and don't cause trouble. After all, spices taste the same no matter who gathers them!

Reward: 2,400 XP for securing a trade agreement with a friendly tribe in the Mushfens—the troglodytes, once they're on the road to redemption, make for the best choice.



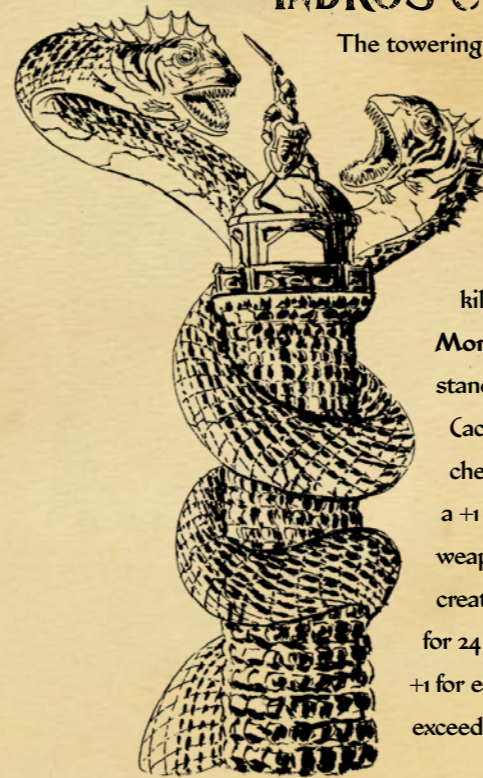
DOCKWAY

INDROS CUL VYDRARCH

The towering marble sculpture called "Indros cul Vydrarch" depicts the legendary battle between Alcaydian Indros and the great Vydrarch. In the days before the City of Monuments was the city it is today, Alcaydian Indros, paladin of Aroden, led an expedition through western Varisia to the Lost Coast, eventually rediscovering the Irespan. It was there, on the shores of the Varisian Gulf, that he and his warriors fought the dreaded Vydrarch. During the fight, Indros lost dozens of soldiers, and after he killed the creature, its poisonous blood tainted the waves for weeks.

Monument Boon: Recite the poem "Upon a Serpent's Grave" in the original Aquan while standing before the monument, then attempt a DC 15 Perform

(act, oratory, or sing) check. Success grants a +1 morale bonus on all weapon damage rolls against creatures with the aquatic subtype for 24 hours. This bonus increases by +1 for each 5 points by which you exceed the Perform check's DC.



CAPITAL DISTRICT

SEEKING SALACIOUS RELICS

Eccentric sculptor Ayavah is an unusual artist—her workshop is in one of the Irespan's pilings in Underbridge, for one. For another, the sculptures she makes are of a risque nature, with her most famous works being small but incredibly detailed sculptures of entwined succubi. Ayavah has many secrets, but her greatest and most dangerous is her heretical belief that the

demon lord Nocticula is in fact a fallen empyreal lord who seeks redemption. She has a longstanding arrangement with Heidmarch Manor that if they send adventurers into one of several ruins she suspects hold treasures associated with succubi, she'll pay well for their retrieval—and the Lady's Light is quite high on her list!

Reward: Retrieving and selling the following items from under the Lady's Light earns the PCs full gp value for each item, plus a 1,200 XP reward for each item sold to Ayavah: a minimum of 10 rubbings taken from the door at area K3 (these also net a 250 gp reward), the incense burner from area L18, and the unholy symbol of Nocticula from area L18.



UNDERBRIDGE

MISTRESS OF ANGELS

This fine marble sculpture of Ordellia Whilwren, one of the founders of Magnimar, shows the beloved cleric of Desna looking out over the Varisian Gulf to the horizon, as if she were scanning for threats to the city.

Situated in the district of Magnimar named after her and commonly called the Foreigner's District, the statue celebrates her faith in the angelic protectors of Magnimar. During the founding of the city, the resident Varisians asked the newcomers to relocate south of the Yondabakari. All the founders refused except Ordellia, who bargained that if the Varisians could show her an angel, she would accept their demands. After looking to the Seacleft Spire at dawn every day for a week, she finally caught a glimpse of a radiant figure atop the alabaster spire in the rising sun.

Monument Boon: Meditate for 10 minutes before the statue and make a successful DC 15 Knowledge (religion) check to gain a +1 morale bonus on all initiative checks for 24 hours. This bonus increases by +1 for every 10 points by which you exceed the Knowledge (Religion) check's DC.



ORDELLIA

