


PATHFINDER[®] **ADVENTURE PATH**[™]

SHATTERED STAR

ADVENTURE PATH  PART 2 OF 6

CURSE OF THE LADY'S LIGHT

SHATTERED STAR

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ADVENTURE PATH™

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RISE OF THE CRIMSON DARKNESS II

By setting up the Shattered Star Adventure Path as a sequel to *Rise of the Runelords*, *Curse of the Crimson Throne*, and *Second Darkness*, we opened up some pretty fun possibilities for elements to include in the adventures—specifically, members of groups that don't exist or aren't well known until the events from these Adventure Paths have come to pass. As you'll see soon enough in this volume, the Gray Maidens (first introduced in *Pathfinder Adventure Path #8*) play a significant role in this adventure. It's a lot harder to do much with the Gray Maidens if we don't assume the events of *Curse of the Crimson Throne* have taken place! And since we love the Gray Maidens' look enough to put one on the back cover of

our *Core Rulebook*, it seemed obvious that we should revisit them. (Eva Widemann's original illustration remains one of my favorites of any artwork Paizo has published.)

In "Curse of the Lady's Light" (a title chosen to make long-time readers think of *Curse of the Crimson Throne*), we didn't stop at including Gray Maidens. More than any other adventure in the Shattered Star Adventure Path, this one's a direct sequel to *Curse of the Crimson Throne*.

You can expect more thematic expansions from *Rise of the Runelords*, *Curse of the Crimson Throne*, and *Second Darkness* in the adventures to come—but at the same time, you can also expect a ton of all-new dungeon mayhem to inflict upon your players' characters!

FOREWORD

REINTRODUCING MIKE SHEL

I've been playing RPGs for about 3 decades now. (Yes, that does mean I started playing D&D when I was younger than the recommended starting age of 10—don't tell the cops!) In those 30-some years, I've built up plenty of fond memories of games run and favorite adventures. Two of my favorites from the pages of *Dungeon* stand out: "Sleepless" and "The Mud Sorcerer's Tomb." Both adventures had a delightfully devious mix of cool background and storyline with some really creative encounters. I remember when one PC in "Sleepless," a character who always ended up carrying far more than he should be carrying, got hit by a babau's *ray of enfeeblement* and ended up collapsing under the weight of his own gear, enabling the babau to just climb up on his back and chew on his head. Or the time another character led a group into a large room in the Mud Sorcerer's Tomb that happened to be guarded by four hill giant mummies—which gave that character a perfect chance to finally use the *potion of mummy control* he'd been carrying around forever.

The reason I bring up babaus and mummies is because both of those adventures were written by the same man—Mike Shel. "The Mud Sorcerer's Tomb" was one of the magazine's most well-loved adventures, so when it came time for the anniversary issue back in *Dungeon* #138, I wanted to celebrate by reprinting and revising the adventure for the current edition of the game. The problem was, I didn't have any way to contact Mike to find out whether he'd be interested in helping with the revisions. Before I gave up, I tried a desperate attempt to contact him via our own messageboards in a post dated April 11th, 2006:

"I'm trying to get in contact with Mike Shel, the author of *Dungeon* #37's adventure "The Mud Sorcerer's Tomb." Mike, if you're out there reading this board (or if you know Mike and can get him to contact me), please drop me a line."

Although my post got several other people chatting about "The Mud Sorcerer's Tomb," it failed to bring Mike out of the woodwork—until early 2010, when Mike contacted me out of the blue after he'd somehow stumbled upon my post while doing a search online for his old adventures. I was delighted, and even more so to learn that he was interested in getting back into the adventure-writing scene!

Since then, Mike's written several things for us, from articles about juju to adventures about Iron Medusas to entire books about pirate islands. "Curse of the Lady's Light" is his first Adventure Path installment, though, and judging upon what he came up with, I feel pretty safe in saying it won't be his last!

FREE WEB ENHANCEMENT!

Ever since *Pathfinder Adventure Path* #2, we've been doing articles about the core deities of Golarion—two per Adventure Path, one in the second installment and one

ON THE COVER

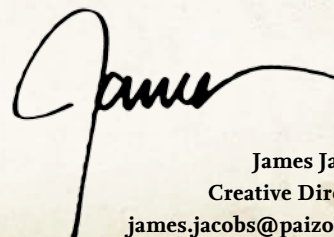
Commander Oriana, leader of the Gray Maidens who came to the Lady's Light in search of treasure and power to aid in the reclamation of Korvosa but found something much more dangerous instead, appears on the cover of this volume.

in the fifth. And we managed to keep that pattern going for pretty much the whole run... until we got to Torag.

Torag's article was originally intended to appear in *Pathfinder Adventure Path* #56, but due to events beyond even the control of the god of strategy (apparently, some things simply cannot be planned for!), the Torag article didn't make it into that adventure. It was frustrating to break our streak of deity articles (and I suspect even more frustrating for Torag fans who've been waiting patiently since *Pathfinder Adventure Path* #2), but he's finally making his appearance in this volume—and in so doing, finishing off Sean K Reynolds's excellent 20-part series on the core deities of the Inner Sea region. We'll continue to do these articles in future volumes, sticking to the formula of at least two deities per Adventure Path, but going forward we'll be focusing on the other deities and demigods of the campaign setting, and their articles will appear in volumes whose adventures are most appropriate for the article.

Unfortunately, that development also meant that we had to cancel the article that was originally supposed to appear in this adventure—an article about the Mushfens focusing on additional encounters you could use to bolster events between the PCs leaving Heidmarch Manor and arriving at the Lady's Cape in this adventure.

So instead, we're giving you that cut content for free in the *Curse of the Lady's Light Web Enhancement*, available at paizo.com. There, you'll find not only a bonus encounter with a swamp-dwelling mantichore and shenanigans aboard the *Wanton Ways* (the ship the PCs may end up taking south to the Lady's Light), but also an extended encounter with a deranged street prophet and cleric of Groetus who may just have something important to tell the PCs about their quest for the Shattered Star! (And of course, if you're looking for even more ways to expand the adventure, don't forget the minor quests on the inside covers!)



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