

PATHFINDER®

ADVENTURE PATH™

CITY OF STRANGERS

The search for the *Shattered Star* leads the PCs to Kaer Maga, the legendary cliff-top city of criminals, refugees, and anyone else seeking to vanish into its cluttered streets. Enlisted to rescue a troll prophet from a mad artificer's hanging mansion, the PCs soon find themselves delving into the notorious Undercity. Here they must battle their way through a lost runelord laboratory before finally entering the mysterious cavern realm of the Dark Forest, where an ancient evil has guarded a lost shard for millennia. Can the PCs recover the shard from its unholy guardians and continue their quest, or will they simply be the latest souls lost to the City of Strangers?

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

- "The Asylum Stone," a Pathfinder RPG adventure for 8th-level characters, by James L. Sutter
- An overview of several prominent gangs in Kaer Maga, and how they can expand the adventure, by James L. Sutter
- New missions and adventure hooks for PCs spending time in Magnimar, by Jim Groves.
- Pirates and wererats in the Pathfinder's Journal, by Bill Ward.
- Four new monsters, by Shaun Hocking, Jason Klimchok, and James L. Sutter.



SHATTERED STAR

THE ASYLUM STONE

By James L. Sutter



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INDUSTRIAL ESPIONAGE

The Golemworks has the market cornered in the mercantile arena of constructs, yet others do try to make names for themselves as well. Morgamer Pug, owner and proprietor of Pug's Contraptions in Ordellia, is one of the more successful competitors of the Golemworks. Pug's work focuses less on construct creation and more on clockwork fancies, such as toys, devices, and entertainments, but he's always looking for an edge in the market.

One of his long-standing requests at Heidmarch Manor is for any agents who may be visiting distant Kaer Maga to investigate the constructs of the Ardoc family.

Unfortunately, the Ardocs aren't all that willing to share their secrets, so if anyone can procure bits and pieces of their creations and smuggle them back to his shop, Pug will pay handsomely!

Reward: If the PCs deliver at least 5 pounds of scrap harvested from no fewer than three different constructs from the Hanging Manse, they earn 6,400 XP and a lump-sum payment of 6,000 gp from a delighted Morgamer Pug.



ORDELLIA



BOUNTY HUNTING IN THE CITY OF STRANGERS

Magnimar's oldest thieves' guild, the Night Scales, has a problem. A member was recently caught siphoning funds to an ally in Kaer Maga's Commerce League. Guildmaster Therhyn Raccas has no desire to antagonize the League, but nor does he wish to remain silent. Since he doesn't want to directly involve the Night Scales, he asks the PCs to deliver a short message to the League in the form of a severed, tattooed hand harvested from the thief—all the PCs have to do is leave this hand in a public place in Kaer Maga. The Commerce League will understand the message.

This side quest works best if a PC has some ties

to Magnimar's underworld. If no PC has these ties, you can have Therhyn contact the PCs through someone like Natalya Vancaskerkin.

Reward: 6,400 XP for leaving the hand in a public place, and upon return to Magnimar, further payment in the form of 10 vials of purple worm poison.



BEACON POINT



THE CENOTAPH

One of the tallest structures in the city, this 10-story, cylindrical monument is called the Cenotaph. Created as a memorial to Magnimar's most beloved founder, Alcaydian Indros, the monument was meant to be an empty tomb honoring the local hero. As years passed and Indros's family members and friends passed on, residents began requesting to have their bones entombed near or within the monument. Originally an honor to the great man, then a vogue, the practice has become a tradition and postmortem status symbol for all who can afford burial beneath the stones of the surrounding Mourner's Plaza or in the later-constructed catacombs beneath the memorial.

Pharasmin priests patrol the Cenotaph and its catacombs frequently, striving to keep the monument free of undead, scavengers, and grave robbers.

Monument Boon: Pray for 10 minutes in Mourner's Plaza and make a successful DC 15 Knowledge (religion) check to gain a +1 morale bonus on all Fortitude saves for 24 hours. This bonus increases by +1 for every 10 points by which you exceed the initial check.



CAPITAL DISTRICT



FOUNDER'S HONOR

The visage of Alcaydian Indros is common enough in Magnimar, but this 50-foot-tall monument to the city's heroic founder is among its most iconic and well loved. Located near the city gate, this towering monument is the first significant sculpture that the bulk of those visiting Magnimar see.

Patriotic Magnimarians often leave offerings of fruits and flowers at the statue's feet, where a shallow alcove surmounted by an image of a snarling lion welcomes the offering.

Monument Boon: Place an offering of fruits or flowers at the statue's feet and then study the statue for 10 minutes before attempting a DC 15 Diplomacy check. Success grants a +1 morale bonus on all Diplomacy checks for 24 hours. This bonus increases by +1 for every 10 points by which you exceed the initial check.

