

PATHFINDER®

ADVENTURE PATH™

THE END OF DAYS

The hunt for the seven shards of the *Shattered Star* leads the heroes back to the western coast of Varisia, to the multifaith monastery known as Windsong Abbey. The next shard appears to be hidden somewhere within the dungeons below the abbey. But when the PCs arrive, they find the monastery in ruins and held by savage giants and twisted fey! An ancient terror has returned home, and now dwells within the levels beneath the monastery—a terror who hopes to open the dread *doomsday door* within!

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

- “Beyond the Doomsday Door,” a Pathfinder RPG adventure for 10th-level characters, by Tito Leati.
- Delve into the horrors of the Abyssal monstrosities known as qliphoth, by James Jacobs.
- Learn about the faith of Groetus, God of the End Times, and the madness of his tortured clergy, by Sean K Reynolds.
- The perils of being a junkie in Riddleport in the *Pathfinder's Journal*, by Bill Ward.
- Five new monsters, by James Jacobs, Sean K Reynolds, F. Wesley Schneider, and Jerome Virnich.



SHATTERED STAR

BEYOND THE DOOMSDAY DOOR

By Tito Leati



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I ONLY WANT A SLIVER...

Ayamyra, the mistress of the temple of Calistria in Magnimar, has taken a greater interest in the news about Windsong than most in the city, but her reasons are far from altruistic. When her contacts inform her that the PCs are heading up there, she meets with them to ask a favor—if they can secure a single sliver of wood from Calistria's chair in the Windsong Council Chamber, she'll reward them greatly! Ayamyra isn't interested in revealing *why* she wants the sliver (she hopes to use it as a component for a magical whip she's crafting), and if the PCs press her for a reason, she shrugs and retracts her offer, perhaps seeking out others (like a group of Night Scale thieves) to send north after the sliver—others who might just come into conflict with the PCs!

Reward: 9,600 XP if the PCs deliver a sliver from Calistria's chair (located in area **Azo**). In addition, Ayamyra also rewards the party with a fully charged *wand of cure critical wounds*.

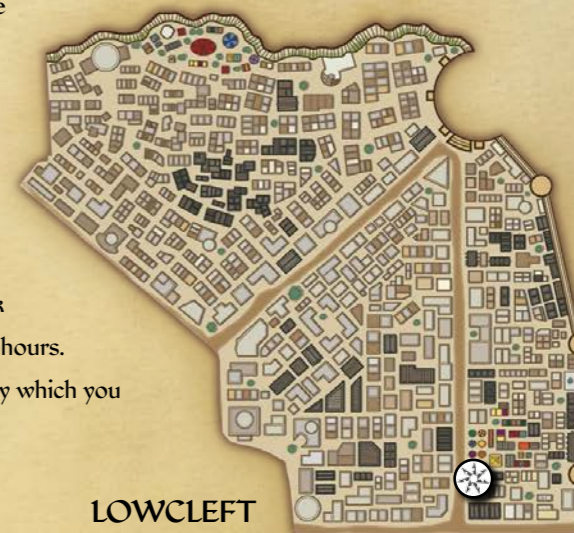
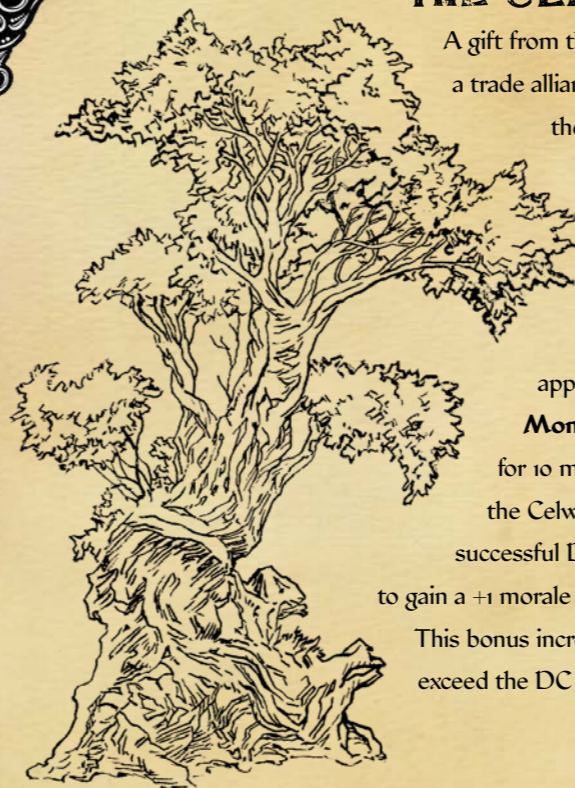
KEYSTONE



THE CELWYNVIAN CHARGE

A gift from the elves of the distant Mierani Forest after Magnimar sent a delegation to secure a trade alliance, what was originally nothing more than a curious stony seedpod has, over the decades, grown into a tree-shaped sculpture as tall as a two-story building. Although the Mierani trade alliance never blossomed in the way Magnimar's founders had hoped, the strange tree sculpture the elves gifted the city has, growing real leaves that bud and fall at the appropriate times of year.

Monument Boon: Meditate for 10 minutes in the shade of the Celwynvian Charge and make a successful DC 15 Knowledge (nature) check to gain a +1 morale bonus on all Reflex saves for 24 hours. This bonus increases by +1 for every 10 points by which you exceed the DC 15 Knowledge (nature) check.



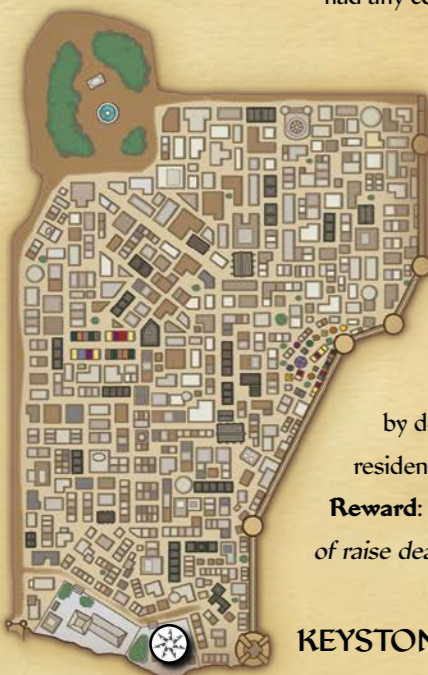
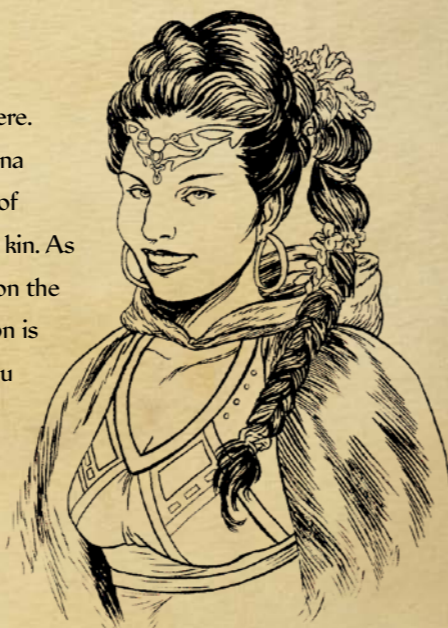
LOWCLEFT

RECLAIMING WINDSONG ABBEY

At the time of Ardathanatus's attack on Windsong Abbey, very few priests were stationed there. Few faiths had active clerics serving at the abbey. Of these, only the clerics of Erastil and Desna had any contact at all with Magnimar's temples—and the cleric of Erastil was not on good terms with his Magnimarian kin. As a result, sending aid to Windsong Abbey isn't high on the list for most of Magnimar's churches. The exception is Cynosure Tower, the city's temple of Desna. Bevaluu Zimantiu can't afford to abandon her post in Magnimar, so she contacts several agencies in the city, looking for aid—among these is Heidmarch Manor. Sheila Heidmarch makes sure to let the PCs know that if they can secure Windsong Abbey by defeating the monsters and villains who have taken up residence there, the church of Desna will reward them well!

Reward: 25,600 XP for clearing all monsters from the abbey. Bevaluu also rewards the PCs with a *scroll of raise dead* and two *scrolls of restoration* as a token of her personal thanks.

KEYSTONE

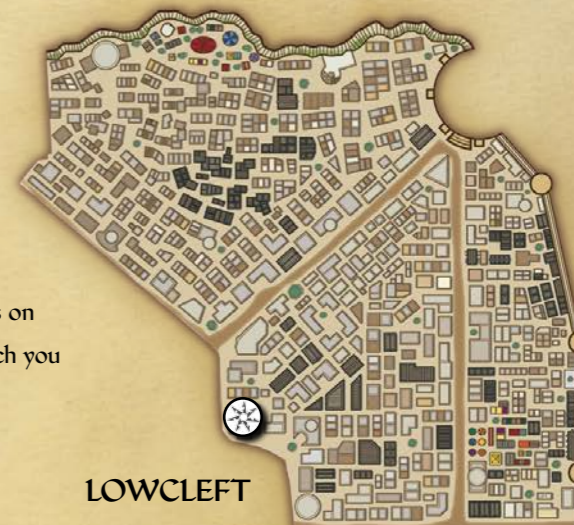


MAPSTONE MONUMENT

This corner of Seerspring Garden is dominated by a massive block of marble that protrudes 3 feet from the ground. The top of this block of stone has been meticulously carved into a scale model of the city of Magnimar. Touch-ups and additions to the carving are performed yearly to show the rise and fall of buildings in the city by artistic sculptors from the Church of Abadar using *stone shape* spells. On some holidays, effects

like *faerie fire* or *silent images* of tiny crowds are added to the monument in order to even further increase its appeal.

Monument Boon: Meditate for 10 minutes before the Mapstone Monument and make a successful DC 15 Knowledge (local) check to gain a +1 morale bonus on all Will saves for 24 hours. This bonus increases by +1 for every 10 points by which you exceed the DC 15 Knowledge (local) check.



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