

PATHFINDER®

ADVENTURE PATH™

GIANTS IN THE EARTH

With five shards of the *Shattered Star* secure, visions point the PCs toward one of Varisia's most remote corners as the site protecting the sixth fragment of the powerful artifact. Yet the heroes are not the first to search for this shard—upon arriving at the ancient ruin known as Guiltspur, they find a small army of giants excavating the site on the order of a blue dragon. Even this is not the entirety of the danger, however, for as the heroes soon learn, there are other forces searching for the final shards as well—some hailing from the Darklands below, and some from beyond reality in the nightmare realm of Leng!

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

- "Into the Nightmare Rift," a Pathfinder RPG adventure for 13th-level characters, by Richard Pett.
- Previously unknown secrets about H. P. Lovecraft's famous Plateau of Leng in a special gazetteer of this strange realm of dreams and horrors, by Greg A. Vaughan.
- The lost and ancient secrets behind the forgotten faith of Lissala, goddess of runes, fate, duty, and obedience, by Sean K Reynolds.
- Alchemists and wererats in the Pathfinder's Journal, by Bill Ward.
- Four new monsters, including Lovecraftian horrors and Lissala's herald, by James Jacobs and Sean K Reynolds.



SHATTERED STAR • Into the Nightmare Rift



SHATTERED STAR

INTO THE NIGHTMARE RIFT

By Richard Pett

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PART 5 OF 6



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BRING ME A BETTER HEAD!

Madam Seeshaw Raccas runs the Shucked Oyster, one of Magnimar's more infamous brothels. She's long competed with one of the city's other well-known brothels, the House of Welcome, over who can boast of the most outlandish decorations. The House of Welcome recently added a wyvern's head to the barroom. When Seeshaw contacts the PCs, she scoffs, "Anyone can kill a wyvern—I want something better for the Oyster!"

Reward: Any non-undead corporeal monster that's CR 14 or higher works as a trophy. Do not count increases to a monster's CR from class levels for the purposes of this requirement. Upon delivering the trophy to Seeshaw, the PCs earn XP equal to the monster's XP award

(provided the trophy is already preserved—Seeshaw has no interest in rotten trophies), along with a *rod of splendor*—or, if the party prefers, free services from the Oyster for life!



DOCKWAY

A STRANGE SOURCE OF POWER

Magnimar's most esteemed school of wizardry is the Stone of the Seers, an academy that focuses primarily on abjuration and divination magic. The Stone of the Seers is small, for its master Leis Nivlandis maintains that the larger a school grows, the less its students learn—a thinly veiled jab at Korvosa's Acadamae. Unfortunately for Master Nivlandis, the small size of his school also means he has little free time to do field research, a sacrifice he feels is, in the end, a necessary one for the good of his students' educations. So when he learns that Magnimar's newest heroes are planning an expedition to Guiltspur, a site he's always wanted to visit, he quickly makes contact. His research suggests that powerful abjurations ward parts of Guiltspur, and he would like to know more about how these wards function—particularly, what source of energy powers the protection.

Reward: For determining that the wards are powered by an abyssium reactor and reporting that to Master Nivlandis, the PCs earn 51,200 XP and a *wand of stonesskin* (12 charges) as Nivlandis's thanks.

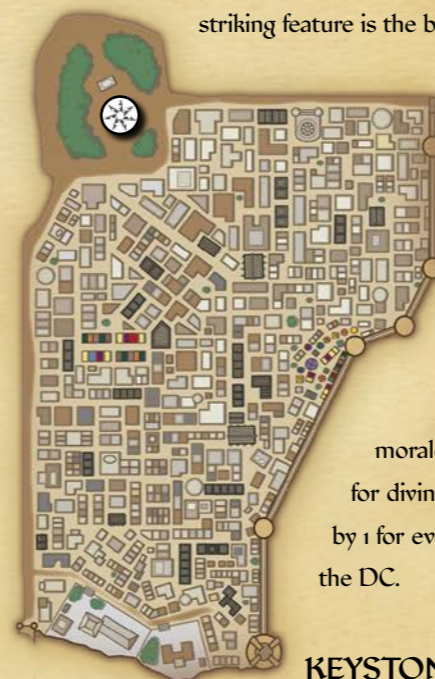


KEYSTONE

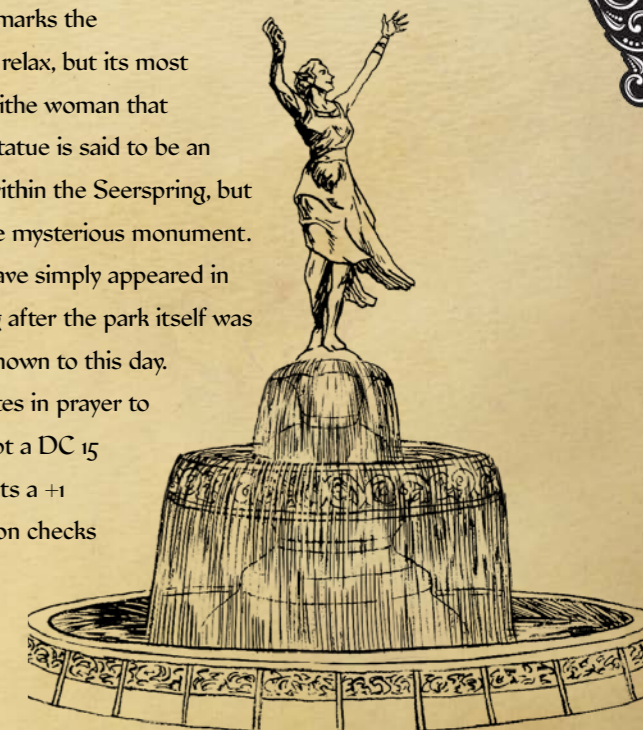
OUR LADY OF BLESSED WATERS

Seerspring Garden, a park boasting a spring of crisp, clear water, marks the northeastern corner of Keystone. The park itself is a fine place to relax, but its most striking feature is the bronze, strangely verdigris-free statue of a lithe woman that stands at the center of the water. The statue is said to be an image of the spirit believed to linger within the Seerspring, but none in Magnimar know who built the mysterious monument. The oddly soothing statue is said to have simply appeared in Seerspring Garden overnight not long after the park itself was established—its source remains unknown to this day.

Monument Boon: Spend 10 minutes in prayer to the spirit of the Seerspring, then attempt a DC 15 Knowledge (Religion) check. Success grants a +1 morale bonus on all caster level and concentration checks for divine spells for 24 hours. This bonus increases by 1 for every 5 points by which your check exceeds the DC.



KEYSTONE

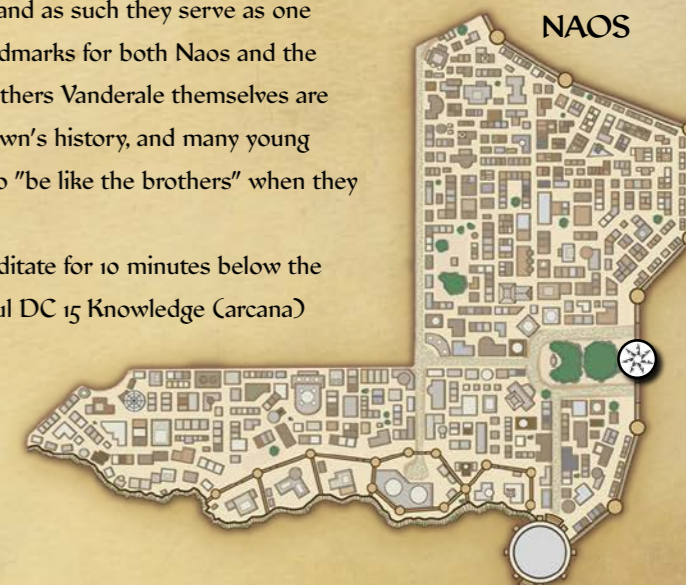


THE GUARDIANS

Just within Twins' Gate stand the Guardians, one of the city's larger monuments. These 200-foot-tall colossi depicting the young heroes Cailyn and Romre Vanderale face each other with burning staves held high, forming a giant arch. The Guardians stand at the southernmost end of the broad Avenue of Hours, which runs from the city wall all the way north to Indros cul Vydrarch Plaza and the Pediment Building, and as such they serve as one of the most notable landmarks for both Naos and the Capital District. The brothers Vanderale themselves are well regarded in the town's history, and many young Magnimarians strive to "be like the brothers" when they grow up.

Monument Boon: Meditate for 10 minutes below the arch and make a successful DC 15 Knowledge (Arcana) check to gain a +1 morale

bonus on all concentration checks for 24 hours. This bonus increases by 1 for every 10 points by which your check exceeds the DC.



NAOS