

PATHFINDER®

ADVENTURE PATH™

AN ANCIENT HEART BEATS AGAIN!

The seven shards of the *Shattered Star* have been recovered, and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement. The culmination of this celebration is to be the reassembly of the seven shards into the legendary *Sihedron* itself, rebuilt for the first time in over 10,000 years. But as the ritual to reforge the artifact is completed, ancient contingencies rumble to life, the dead heart of Thassilon begins to beat again, and all of Magnimar is put in terrible danger. With the power of the *Sihedron* on their side, the heroes take a stand against this risen evil—but will the aid of this ancient artifact be enough to save them all?

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

- “The Dead Heart of Xin,” a Pathfinder RPG adventure for 15th-level characters, by Brandon Hodge.
- Explorations of lost cities and confrontations with ancient evils to continue your Shattered Star campaign, by Adam Daigle.
- A survey of the ancient rulers of Thassilon—all seven runelords detailed in one place, by Rob McCreary.
- The madness-inducing conclusion of “Light of a Distant Star” in the Pathfinder’s Journal, by Bill Ward.
- Four new monsters, by Dennis Baker, Adam Daigle, and Brandon Hodge.



SHATTERED STAR • The Dead Heart of Xin

PART 6 OF 6



SHATTERED STAR

THE DEAD HEART OF XIN

By Brandon Hodge

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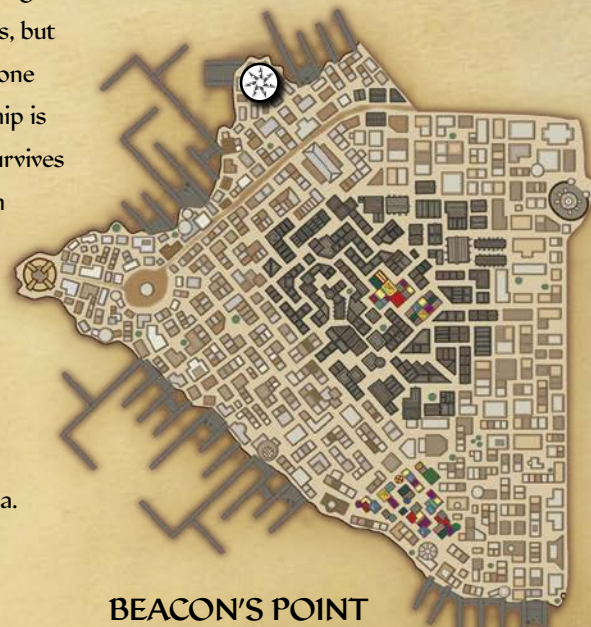


SAVING THE HARBORMASTER

When the earthquake strikes, Harbormaster Vert Aigerd doesn't hesitate—he immediately begins organizing the city's ships and boats, mobilizing them to get out to sea where the inevitable tsunami waves won't damage them. Vert's actions save many of the city's ships, but as he tries to go back to rescue just one more ship, the waves hit and Vert's ship is swept against the Wyrmwach. Vert survives the wreck and becomes stranded on the monument's hill, only to be attacked by a monstrous beast from the deep brought up by the waves and earthquake—a

two-headed serpent called a vydrarch (*Pathfinder Campaign Setting: Magnimar, City of Monuments* 62). Unless the PCs come to fight it, the monster slays Vert and damages the Wyrmwach before it returns to the sea.

Reward: 38,400 XP for slaying the monster, 12,800 XP for rescuing Vert.

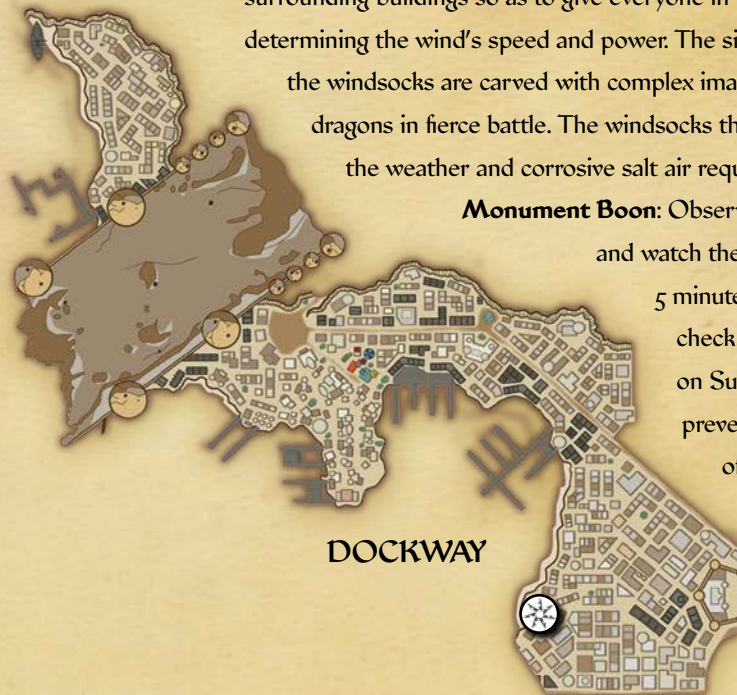


BEACON'S POINT

THE FIFTH WIND

This massive stone weather vane stands amid the docks, its windsocks towering above surrounding buildings so as to give everyone in Outcast's Cove an easy method of determining the wind's speed and power. The sides of the stone pylon that supports the windsocks are carved with complex images of air elementals and cloud dragons in fierce battle. The windsocks themselves are often replaced as the weather and corrosive salt air require.

Monument Boon: Observe the patterns on the pylon and watch the windsocks cavort above for 5 minutes, then attempt a DC 15 Survival check. Success grants a +2 morale bonus on Survival checks for 24 hours, and prevents seasickness for the duration of any sea voyage begun while this bonus persists.



DOCKWAY



A RARE OPPORTUNITY

Nireed Wadincoast lives in one of the stranger buildings in the city—the Aquaretum. Part aquarium, part museum, part workshop, Nireed's home is open to all visitors who want to come marvel at his strange aquatic pets

and the unusual discoveries he's made on his numerous forays underwater into the Varisian Gulf. When word spreads of a new island rising far out to sea, Nireed seeks out the PCs, a bundle of excited nerves and barely constrained delight. The gnome explains that the PCs have a rare opportunity to salvage strange relics and objects from an ancient civilization. In particular, he asks the PCs to be on the lookout

for a rare underwater clockwork dragon—if the PCs can bring back such a creature's head, Nireed would be particularly delighted. He loans them his *helm of underwater action* to aid in their mission.

Reward: 51,200 XP for delivering the head of a clockwork dragon to the excited gnome.



KEYSTONE

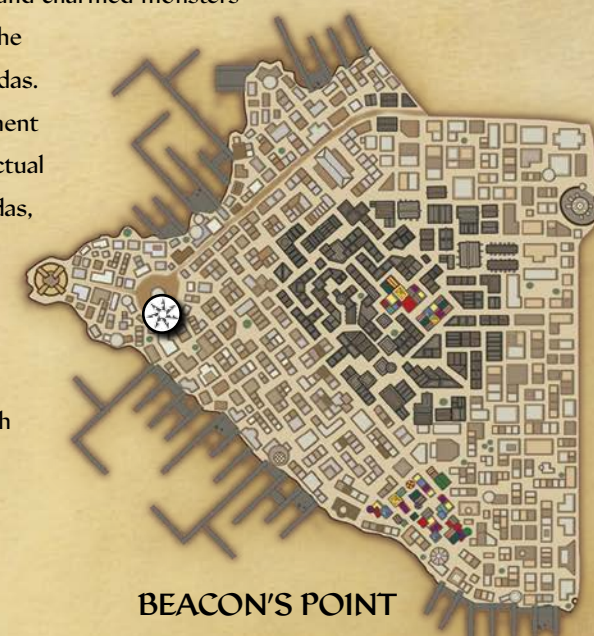


THE BATTLE OF CHARDA

This statue depicts the first and most famous of the nautical battles waged in the city's early days. The battle itself was significant not only for the size of the invading force, but also for the pirates' use of five captured and charmed monsters harvested from the Darklands—chardas. Today, the monument exaggerates the actual size of the chardas, depicting them as immense behemoths.



Monument Boon: Practice weaponplay for 10 minutes and make a successful DC 20 Intimidate check to gain a +1 morale bonus on all attack rolls made with melee weapons for 24 hours. This bonus increases by 1 for every 10 points by which you exceed the initial check.



BEACON'S POINT