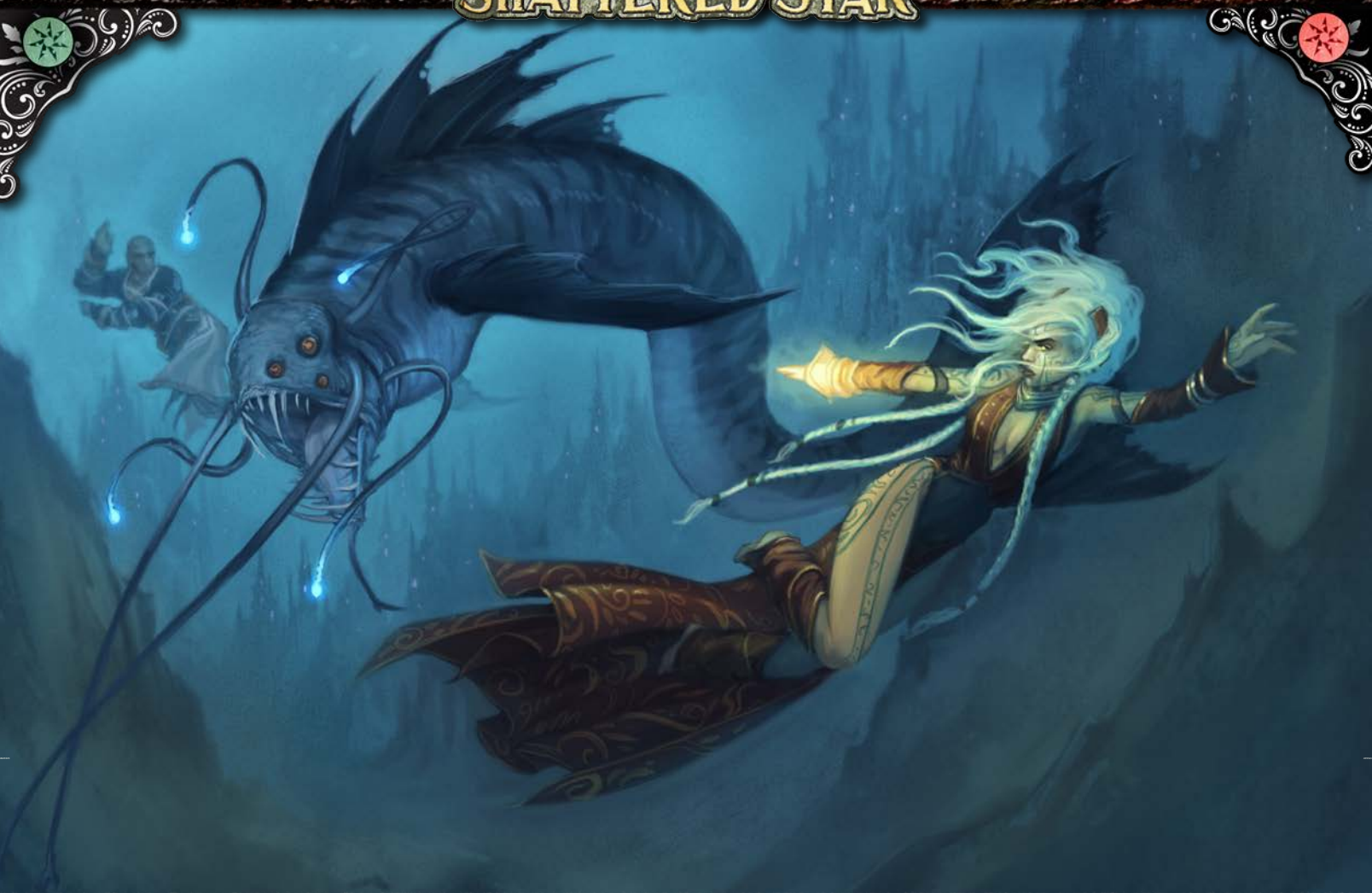


# SHATTERED STAR



## CONTINUING THE CAMPAIGN

**A**ND SO IT WAS THAT THE LIGHT LEFT THAT GLEAMING PALACE OF RIGHTEOUS VIRTUE, AND ITS ONCE-SHINING CRYSTAL HALLS TURNED AS BLACK AS THE SMOKE THAT FOREVER SMOLDERED FROM ITS HIGHEST HEIGHTS. WITH THIS FALL WE SEE THE FRACTURES IN THE CRYSTAL, OBSCURING CLARITY AND MARRING THE FACETS OF OUR LIVES. ONLY FEARSOME WHISPERS ARE HIS COUNCIL NOW, THEY SAY, AND NONE DARE CHALLENGE THE MIGHT OF THOSE FORMER DISCIPLES WHO TRULY RULE IN THE OLD KING'S PLACE. DARK DAYS SHALL RISE AND FALL, AS DO THE SUN AND STARS—NO KINGDOM STANDS FOREVER.

—THASSILONIAN INSCRIPTION IN THE  
COLLECTION OF MAGNIMAR'S MUSEUM OF AGES



**A**lthough the Shattered Star Adventure Path concludes in this volume, there are still more ancient Thassilonian secrets to discover. This article presents two possible scenarios to extend your campaign as well as a look at what happens should Xin defeat the PCs.

## REBUILDING MAGNIMAR

After the destruction the tsunami unleashed upon Magnimar, the PCs can help to get the city back on its feet—something Magnimar desperately needs.

Magnimar relies heavily on trade, and this event disrupts much of the commerce that usually flows into and out of the city. Rebuilding the city means more than cleaning up debris and shoring up cracked walls; it means getting life in Magnimar back to where it was before the tsunami. Magnimar has been embroiled in a longtime rivalry with Korvosa over trade and their respective holdings, and this event tips the scales in Korvosa's favor. Korvosan merchants charge ruinous prices for building materials, food, and other goods needed for rebuilding. Korvosan bankers offer Magnimar credit, but the complicated terms threaten to lock Magnimar into a weak economic position for years to come. Wealthy PCs can use their gold to aid Magnimar financially, and those with political aspirations can curry favor with the Office of the Lord-Mayor or the Council of Ushers. Particularly diplomatic characters can use their negotiation skills to maintain a fair relationship with Korvosa and avoid opportunistic plays from Magnimar's rivals.

Rebuilding Magnimar certainly includes actual physical labor, and this is something with which any number of PCs can assist. Strong characters can lend their muscle to remove rubble and clean out flooded buildings. Clever PCs can organize work crews and engineer efficient ways to repair damaged buildings and streets. Those capable of casting spells can make this work easier and aid those performing the work. Characters with a knack for healing find their abilities in demand to stem the increase of disease and ensure that Magnimar's food and water are safe and healthy for its citizens; these characters can also set up triage for those wounded in the tsunami. Other characters of faith can lend their aid to religious leaders, blessing those who perished and providing proper burials. Assistance in any of these spheres earns the PCs great respect from Magnimar's leaders, and in the future the Council of Ushers and the mayor trust the words and actions of the PCs who came to their side in these dark times.

## WHAT IF THE PCS LOSE?

Xin's restless spirit, merged into his clockwork reliquary, laid the mighty heroes low with his potent magic and autonomous minions. What now?

## A CLONE'S LIFE

If one of the PCs fell victim to the Sorshen's Fury trap (in the False Sepulcher from page 26 of *Pathfinder Adventure Path* #62) and ended up being revived in Sorshen's clone body, she might feel a strong connection to her new form. This can manifest as the PC having dreams and brief visions of Sorshen's life. These visions trigger an urge to reconnect with the things for which Sorshen lusted in life. A logical place to investigate these visions and urges would be below the city of Korvosa. Perhaps, with this new body of a runelord, the character can even affect the vaults below Korvosa in ways other explorers could not.

First and foremost, Xin reclaims the *Sihedron* the PCs worked so hard to gather and rebuild. Once again in possession of the artifact, Xin disassembles the arcane device and incorporates the seven shards into his new mechanical body. This action bolsters his power, essentially granting him the spellcasting power of a 20th-level wizard in addition to the regular uses of the *Sihedron*. Reawakened, Xin works to pull more of his once-great city up from the waves. More earthquakes rumble through the region, followed by greater tsunamis that wash over the city and countryside. In addition to the natural disasters brought on by the rising city, other monstrosities that had lain dormant beneath the Varisian Gulf are released upon Magnimar and the surrounding area.

As Xin gains a better understanding of what has transpired while he was dormant, he sends his clockwork army to invade Magnimar. Thousands of clockwork soldiers stream into Magnimar as the guard does its best to defend the battered city. Greater clockwork threats, such as clockwork leviathans, clockwork dragons, and other creations follow Xin's legionnaires to conquer the City of Monuments.

As the city falls, Xin claims it as the first prize in his new quest for domination of Avistan. In short order, his automatons begin construction of a massive bridge, much like the Irespan, to connect the newly raised city of Xin to Magnimar. Its completion facilitates deployment of Xin's clockwork armies into the lands of Varisia and beyond. News of Magnimar's fall spreads throughout the Inner Sea region as clockwork troops turn their mechanical eyes toward Korvosa. Word of this event reaches nations' leaders, powerful organizations like the Pathfinder Society, and significant personalities on Golarion as they scramble to stem the tide of conquest led by a 10,000-year-old haunted construct. New heroes are needed to put down this threat to the continent.



# SHATTERED STAR

## EXPLORING XIN

When the PCs confront the abomination that once was the great Xin, they do so in his palace, but there is more to the once-great city of Xin. A whole metropolis crests the sea and even more rests beneath the waves, ripe for exploration by those with enough mettle and the right preparations. A GM can reference the map of the risen part of the city of Xin in the adventure to find the best locations to place the following encounters.

Also, the following encounters can be added to the adventure if a GM desires, if the PCs go off target, or if they wish to explore more during the course of the adventure. They can also provide challenges after the

players achieve their ultimate goal, perhaps when the PCs return to the island after making their way back to Magnimar. Xin was a huge place filled with all manner of threats and treasures, and taking a little time off to tend to Magnimar isn't going to lessen the availability of these encounters.

## ISLAND ENCOUNTERS

For centuries, the sunken villas of Xin have been home to the worst the drowned darkness had to offer, and now that which once slithered in the depths awaits on the arisen isle.

While detailed encounter areas for the reborn city are not provided, many dangers still lurk in the city's long-sunken buildings, and GMs can draw their own encounter maps or use *Pathfinder Flip-Mats* or *Pathfinder Map Packs* to add greater detail. The following encounters have an average CR listed, as well as suggestions for where to place the encounters on the map of the island of Xin on page 19. In addition, each encounter listed includes a sample treasure to be found as a result of the encounter.

**Black Bile Building (CR 16; just east of Xin's palace):** The hollow foundations of interlocked towers loom overhead, their walls composed of jagged, flaking shale. A tribe of 20 chardas (*Pathfinder RPG Bestiary* 2 55) waits in ambush here. The tribe is under the sway of a lazy hezrou (*Pathfinder RPG Bestiary* 62) who lairs in an antechamber beyond. The chardas attack any who intrude on their territory.

*Treasure:* Lost when the city was destroyed, a *wand of mnemonic enhancer* (48 charges) rests just beneath some rubble.

**The Buried Herald (CR 12; just south of Xin's palace):** Enormous armored plates and segmented legs grate loudly as a partially disabled war machine struggles in the collapsed rubble of a gigantic stone mausoleum. Another of Xin's heralds, this clockwork leviathan (*Pathfinder RPG Bestiary* 3 55) is fully operational with the exception of its crushed legs. Its partial burial gives it the AC benefits of cover, but reduces its movement to 5 feet. The clockwork terror attacks any who disturb it.

*Treasure:* Graceful statues of polished marble depicting dignitaries of Thassilon's time litter the ruins. Only one is completely intact; it would fetch a price of 9,000 gp from the right collector.

**The Clockwork Waste (CR 14; immediately west-northwest of Xin's palace):** The courtyard before the palace's entrance is littered with the corroded and barnacle-covered remains of dozens of clockwork legionnaires expelled from the palace walls while the city sank. The majority of these clockworks remain in various





states of disrepair, but they rise to protect the palace if disturbed. If PCs enter this area, 1d6 Xin legionnaires (page 27) animate every 4 rounds to attack, for as long as they remain. These clockworks cease to animate if the PCs destroy the buried herald.

**Treasure:** Lightly buried in compressed silt sits a crate containing 20 1-pound bars of adamantite and 20 1-pound bars of mithral, worth 16,000 gp altogether.

**Dead Cloud (CR 16; just southwest of Xin's palace):** A deep crevice between palace towers resonates with necrotic energy, and has long harbored a corrupted pocket of spirits that drowned in Earthfall. They have coagulated into a deadly sea bonze (*Bestiary* 3 239). It lurks near the palace, jealously striking out at the living.

**Treasure:** A newly crumbled wall reveals a series of golden plates inscribed in Thassilonian runes worth 15,000 gp to a collector.

**Deadly Lenses (CR 13; just northeast of Xin's palace):** Ancient Azlant's myriad uses for magical lenses are well-documented, and Xin's capital city, modeled after the emperor's homeland, was little different. These brass-mounted lenses are dirty, corroded, and covered in barnacles. They orbit high over an ancient bathhouse where they once heated the waters by focusing the sun's rays. Now wildly malfunctioning, they release searing blasts of fire, mechanically identical to a maximized *fireball* trap (*Pathfinder RPG Core Rulebook* 421) that automatically resets every 10 minutes.

**Treasure:** A dented case holding a set of four *elemental gems* (one of each type) protrudes halfway from the silt.

**Howling Promenade (CR 19; just southeast of Xin's palace):** Surrounding the palace is a spacious open-air courtyard where the sweeping curve of Xin's symmetrical streets terminates. The once-prominent buildings on one side of this courtyard have since fossilized into a homogenous mass of collapsed stone and sediment. The ruins harbor a recently-awakened and ravenous shoggoth (*Bestiary* 249). This fearless alien predator wanders the area, voraciously devouring dying sea life. But the sound or scent of larger prey, or movement near the palace, triggers an immediate attack.

**Treasure:** Covered in sediment, a skeleton wears a +2 *blinding heavy steel shield* and a +2 *dispelling burst longsword*. Everything else the warrior was carrying has long since eroded away.

**Killing Field (CR 17; just west of Xin's palace):** The cleanly severed limbs of several dozen strange undersea creatures lay scattered between the foundations of an ancient ruined dome. The area is patrolled by four scurrying shipwrecker crabs (*Bestiary* 3 60). The bodies are a slaughtered tribe of sahuagin (*Bestiary* 239). Through either *Speak with Dead* or an actual survivor, the GM may inform the PCs of recent local events—a once-silent

crystal palace suddenly growing upward toward the open sky, and the ancient city erupting from the sea floor.

**Treasure:** Among the gear the sahuagin had on them, the PCs can find a *ring of protection +2*, a *jellyfish cape*, and a *wand of hold person* (41 charges).

**Lurking Horrors (CR 13; in the water just west of Xin's palace):** This building once housed a massive, multistory archive. Little remains but a broken shell, inhabited by four trapped giant squids (*Bestiary* 259). Any movement above alerts the trapped and hungry beasts, and they lurk in the murky water below, using the reach of their tentacles to snatch prey walking above.

**Treasure:** Lumps of barnacle-encrusted gold and silver coins lay scattered across the ground. Because of their history and precious metal content, they are worth about 10,000 gp to collectors.

**Malfunctioning Regrowth (CR 16; north-northwest of Xin's palace):** Massive stones glow subtly with arcane fire as they orbit around the stacked foundations of an old Thassilonian ruin. The huge blocks settle slowly into place as if set down by unseen hands, then topple under their own weight to begin the process anew. These perpetually regenerating buildings' stones lash out violently at the approach of living creatures. If any creature enters within a 30-foot radius of such a structure, the blocks immediately swirl outward in an exploding vortex of crushing stone similar to a crushing stone trap (*Core Rulebook* 422).

**Treasure:** Revealed as the palace rose from the sea, tearing away crusted sediment, a *pale lavender ioun stone* shines among the ruins.

**Strange Geometry (CR 14; east-southeast of Xin's palace):** This ancient archival vault is built with a disjointed linear symmetry. PCs approaching this location attract the attention of a dangerous pack of 12 hounds of Tindalos (*Bestiary* 2 158), drawn here by the palace's temporal disruptions. They exit through a rift in reality along the building's right angles to attack aggressively.

**Treasure:** Scattered about are various baubles of unusual workmanship made of strange alloys. A dozen such items can be found, each worth 1,000 gp.

**Tarnished Temple (CR 11; west-southwest of Xin's palace):** Massive columns tumble in midair before a tiered bronze ziggurat covered in verdigris. Large barnacle-encrusted slivers of the corroded temple slice through the air menacingly. Three strange statues floating aimlessly about betray a glint of gold, though their golden forms are unrecognizable in the constant churning of the corroded columns. PCs wishing to recover a statue must endure 3 rounds of the sharp orbiting debris, treated as an instant-reset chamber of blades trap (*Core Rulebook* 421).

**Treasure:** If recovered, the battered statues seem to depict strange humanoid figures whose heads are concealed within unusual helmets, and each is worth 3,000 gp.



## THE RISE OF GLUTTONY

With the defeat of Karzoug at the hands of adventurers a few years ago, Varisians began to wonder: “Are the six other runelords out there? Will they too rise again, and if so, when?”

Now that the PCs are in possession of the *Sihedron*, they have the best opportunity to search out the remaining runelords and other ancient Thassilonian threats. Currently, tales involving Zutha are coming out of the orc-ruled lands of the Hold of Belkzen, once known as Gastash—dominion of the Runelord of Gluttony (though it is rumored the Pathfinder Society is investigating a lead involving the Runelord Krune).

Amid the orc clans fighting each other for territory lives a taiga giant named Thulos. Raised in the Mindspin Mountains, Thulos learned to hear the spirits of his ancestors and use them to his advantage. As he grew, he threw himself into the study of necromancy and eventually stumbled upon the teachings of Zutha. He tracked down ruins scattered throughout the lands of Belkzen, uncovering the remains of lost Gastash. It was in these places he discovered the first portion of the *Gluttonous Tome*—the *Kardosian Codex*. (For more information on the *Gluttonous Tome*, see the *More Magic of Thassilon* web enhancement on [paizo.com](http://paizo.com).) Less than a decade after finding and reading that tome, Thulos slaughtered 1,001 slaves and bathed in their blood while his sisters exsanguinated him in a ritual to transform himself into a lich. He used the power of the *Kardosian Codex* to aid in this transformation and, like his lord Zutha, imbued his soul into his spellbook—*The Eager Tooth of Gluttony*—to make that item into his phylactery.

After achieving lichdom, he gathered forces of his own, made up of orcs and giants, as well as various undead forms of those monstrous brutes. Through research he discovered the location of another part of the *Gluttonous Tome*—the *Bone Grimoire*. Possessing two parts of the phylactery of Zutha, Thulos believed he felt the presence of the runelord and knew that if he could find the third portion of the tome, he could raise Zutha and rule by Zutha’s side as they overtook the lands once part of Gastash and even beyond.

After making a painful deal to attain the remaining part of the *Gluttonous Tome*, Thulos was horrified to learn the copy of the *Black Book* he possessed was not genuine. However, though the forgery didn’t contain a third of the essence of Zutha, the manuscript contained enough information for Thulos to devise a way of bringing Zutha back without the final third of the *Gluttonous Tome*. Thulos is frighteningly close to fulfilling his goals. He still thinks he senses Zutha and has no doubt that he will be the one responsible for raising the Runelord of Gluttony.

Thulos holds a ruined tower in the foothills of the Tusk Mountains, not far from the Cenotaph where his legions of

orcs, giants, and undead monstrosities protect his study. **Feron** (CE male taiga giant vampire barbarian 6) serves as his champion and controls his living and undead forces: a company of hill, stone, and taiga giants; two platoons of skeletal champion hill giants; nearly a hundred orc zombies; and close to a thousand orcs from various tribes throughout the land. Thulos keeps to himself, spending most of his time in his study deep in the dungeons below. The place is warded with powerful magical traps that only the elite of his forces can pass through safely by using specially crafted magical insignias. The nine flesh golems Thulos created by using the *Gluttonous Tome* patrol the lower levels of the complex, and he has passed control of most of them to his steward, **Ruanti** (NE female half-orc lich cleric of Lissala 14). When group of ghouls made their way to the dungeons by chance through a tunnel that leads to the Darklands, Ruanti quickly integrated them into the lich’s forces, along with a handful of shadows that serve as spies and assassins.

Thulos spends much of his time in the inner sanctum, which serves as a study and laboratory. It is protected with *symbols of death* on each of the chamber’s seven sides, to which Feron and all of the forces in the lower levels are attuned. Within, Thulos has the two genuine sections of the *Gluttonous Tome* and the forgery laid out on elaborate black iron bookstands shaped like ravenous mouths. Three marble-lined pools near the bookstands are filled with blood, refreshed daily from the slave pens and kept warm through magic. A 6-foot obsidian mirror rests atop a flat sarcophagus in the center of the chamber—the device from which Thulos hopes Zutha will one day arise!

**THULOS**

CR 24

**XP 1,228,800**

Male taiga giant lich necromancer 16

CN Huge undead (giant)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +45**Aura** fear (60-ft. radius, DC 32)**DEFENSE****AC** 32, touch 16, flat-footed 28 (+8 armor, +4 deflection, +3 Dex, +1 dodge, +8 natural, –2 size)**hp** 356 (31 HD; 15d8+16d6+233)**Fort** +17, **Ref** +15, **Will** +26**Defensive Abilities** channel resistance +4, rejuvenation, rock catching, **DR** 15/bludgeoning and magic; **Immune** cold, electricity, enchantment and illusion spells, undead traits**OFFENSE****Speed** 40 ft.**Melee** 2 slams +26 (1d8+9) or+3 *unholy scythe* +30/+25/+20/+15 (3d6+16/19–20/x4) or touch +21 (1d8+14/19–20 plus paralyzing touch)**Ranged** rock +21 (2d6+15)**Space** 15 ft.; **Reach** 15 ft.



# CONTINUING THE CAMPAIGN

**Special Attacks** channel negative energy (DC 25, 12/day), intense spells (+8 damage), paralyzing touch (DC 32), rock throwing (140 ft.)

**Arcane School Spell-Like Abilities** (CL 16th; concentration +25) 12/day—grave touch (8 rounds)

**Spell-Like Abilities** (bestowed by the *Gluttonous Tome*; CL 31st, concentration +40)

At will—*detect undead*, *gentle repose*

3/day—*false life*, empowered ray of *enfeeblement* (DC 20)

1/day—*bestow curse* (DC 22)

**Necromancer Spells Prepared** (CL 16th; concentration +25)

8th—*create greater undead*, *horrid wilting* (DC 29), *moment of prescience*, *symbol of death* (2, DC 29), *temporal stasis*

7th—*finger of death* (DC 28), *greater teleport*, *plane shift* (DC 26), *reverse gravity*, *waves of exhaustion* (2)

6th—*chain lightning* (DC 25), *circle of death* (DC 27), *eyebite* (2, DC 27), *planar binding* (DC 25), *shadow walk* (DC 25), *true seeing*

5th—*cloudkill* (DC 24), *cone of cold* (DC 24), *magic jar* (2, DC 26), *symbol of pain* (DC 26), *telekinesis*, *telepathic bond*, *teleport*, *wall of force*

4th—*bestow curse* (2, DC 25), *black tentacles*, *enervation* (3), *greater invisibility*, *phantasmal killer* (DC 23), *wall of fire*

3rd—*displacement*, *fireball* (DC 22), *fly*, *haste*, *lightning bolt* (DC 22), *slow* (DC 22), *tongues*, *vampiric touch* (2)

2nd—*blindness/deafness* (2, DC 23), *ghoul touch* (DC 23), *glitterdust* (DC 21), *scorching ray*, *see invisibility*, *shatter*, *spectral hand*, *spider climb*

1st—*burning hands* (DC 20), *chill touch* (DC 22), *expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement* (2, DC 22), *true strike*

o (at will)—*bleed* (2, DC 21), *detect magic*, *disrupt undead*, *mage hand*, *read magic*

## Thassilonian Specialization

necromancy; **Opposition**

**Schools** abjuration, enchantment

## STATISTICS

**Str** 29, **Dex** 16, **Con** —,

**Int** 28, **Wis** 21, **Cha** 25

**Base Atk** +19; **CMB** +30; **CMD** 48

**Feats** Alertness, Cleave, Combat

Reflexes, Command Undead, Craft Magic

Arms and Armor, Craft Wondrous Item, Critical

Focus, Dodge, Greater Spell Focus (necromancy),

Improved Channel, Improved Critical (scythe), Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll, Self-Sufficient, Shot on the Run<sup>B</sup>, Spell Focus (necromancy), Spell Penetration, Vital Strike, Weapon Focus (scythe)

**Skills** Climb +14, Fly +22, Heal +29, Intimidate +35, Knowledge (arcana) +37, Knowledge (dungeoneering) +37, Knowledge (geography) +37, Knowledge (history) +37, Knowledge (local) +37, Knowledge (planes) +37, Knowledge (religion) +42, Perception +45, Sense Motive +40, Spellcraft +43, Stealth +21 (+27 in undergrowth), Survival +19, Use Magic Device +30; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth (+14 in undergrowth)

**Languages** Abyssal, Aklo, Celestial, Common, Giant, Infernal, Necril, Thassilonian

**SQ** arcane bond (+3 *unholy scythe*), life sight (30 feet, 16 rounds/day), spirit summoning

**Combat Gear** scrolls of harm (CL 16th; 3), wand of dispel magic (32 charges), wand of stoneskin (CL 10th, 19 charges);

**Other Gear** +3 *unholy scythe*, *Black Book*, *Bone Grimoire*, *bracers of armor* +8, *headband of mental prowess* (+4 Int, Cha), *Kardosian Codex*, *pale lavender ellipsoid ioun stone*, *ring of protection* +4, crushed black pearls worth 500 gp each (4; for *circle of death*), eye ointment worth 1,250 gp (for *true seeing*), sapphires worth 100 gp each (6; for *magic jar*), forked rod attuned to the Negative Energy Plane (for *plane shift*), spell component pouch

## SPECIAL ABILITIES

**Spirit Summoning (Su)** Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide a +4 deflection bonus to AC, immunity to enchantment and illusion spells, and one of the following spell effects: *bless*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*. The effects of a spirit summoning persist for 24 hours.

**Thassilonian Specialization** Thulos is a

Thassilonian specialist, which allows him to prepare the bonus transmutation spell granted by his school specialization twice rather than once. He treats abjuration and enchantment spells as if they were not on the wizard spell list. Further details on this form of school specialization can be found on page 17 of *Pathfinder Campaign Setting: Inner Sea Magic*.

