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MAGNIMAR,

CITY OF MONUMENTS

Adam Daigle and James Jacobs

MAGNIMAR



UNDERBRIDGE



MAGNIMAR, CITY OF MONUMENTS

This book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for use in the Pathfinder campaign setting.



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PATHFINDER CAMPAIGN SETTING: MAGNIMAR, CITY OF MONUMENTS



MAGNIMAR

“KORVOSAN EXPLORERS CALLED THIS THE LOST COAST, YET IT IS HERE THAT WE FOUND SOMETHING NO KORVOSAN CAN EVER UNDERSTAND—FREEDOM. ATOP THE SEACLEFT, WHERE THE GIANT’S BRIDGE STILL YEARNS FOR ITS FAR SHORE, AND WHERE THE ANGELS OF THE ARVENSOAR DANCED FOR THE MOON’S DELIGHT, WE HAVE BUILT A CITY TO RIVAL NOT ONLY FAR KORVOSA, BUT ANY THAT SPRAWLS IN CHELIAX OR ON THE SHORES OF THE INNER SEA. MAGNIMAR IS NEW IN BODY, YET SHE IS IMPOSSIBLY ANCIENT IN SOUL, AND THAT SOUL SHALL CARRY US, HER NEWEST WARDS, INTO A FUTURE WHERE ALL OF VARISIA’S CHILDREN CAN COME TO LIVE AS ONE IN THE SHADOW OF GREAT MONUMENTS, NEW AND OLD.”

—ALCAYDIAN INDROS, FOUNDER OF MAGNIMAR



In the western edge of the land of Varisia, along the southern reaches of a beautiful stretch known as the Lost Coast, the swampy expanse of the Mushfens and the coiling length of the Yondabakari River come to a stark and dramatic end in the shadow of a striking limestone escarpment jutting from the cliffs. Varisian legends have long regarded the place as a blessed resting spot for celestial messengers, and the wanderers would often visit in hopes of seeing an angel and gaining the good fortune such a portent presaged. Yet the upthrust mass of stone itself is overshadowed by an even greater sight—the Irespan, one of ancient Thassilon's most prominent ruins. Known also as the Giant's Bridge, this ruined causeway juts out from the Seacleft nearly 400 feet, with its ruined pilings extending farther out to sea, giving the unmistakable impression of ancient grandeur. Be it the point at which angels descended from the heavens to bless their Varisian wards or the ancient site of forgotten commerce and travel, the region has long captivated the imaginations of those who beheld it. Its position at the mouth of Varisia's mightiest river and at the southwesternmost safe harbor on the mainland only further ensured that the site would, one day, host a magnificent city. Today, that city is known as Magnimar—the City of Monuments.

Built in the shadow of megaliths, Magnimar endlessly endeavors to surpass the overwhelming scale and grandeur of the ancient wonders that litter the Varisian landscape. A place of great opportunity, social stress, and cold beauty, the city exudes the air of a southern metropolis, seeking to rise above its ignoble beginnings as a refuge for Korvosan outcasts to become a beacon of culture and freedom in an unforgiving land. Yet its towering monuments, elegant gardens, ostentatious architecture, and elaborate sculptures form but a cracked mask over a struggling government and a desperate people in need of heroes.

Magnimar's Beginnings

The site had long been a favorite resting place for Varisian caravans, and at any time before Magnimar's foundation, explorers could find numerous such caravans sheltering against the Seacleft's walls. But by the dawn of the Age of Lost Omens, conditions in Korvosa had grown intolerable to those who did not want to live in a society many had taken to calling "Little Cheliox." They wanted something

more—a place with the comforts and conveniences of a grand city, yet free from the traditions of an overly pedantic and close-minded government. Unable to change such institutions in Korvosa, dissatisfied citizens opted instead to leave. In the shadow of the great upheavals caused by the death of Aroden, hundreds of pilgrims traveled west, helmed by four visionary adventurers led by the paladin Alcaydian Indros and known collectively as the Wardens of the Eye. After these travelers had journeyed across nearly the width of Varisia, they came to the Seacleft and knew they'd found a new home.

The integration between these Korvosan expatriates and the indigenous Varisians was not seamless, despite the fact that the settlers had left Korvosa behind in search of greater acceptance and diversity. Soon after the settlers began moving to Magnimar, the Varisians asked the foreigners to move their newly built homes south of the

Yondabakari River and away from Varisian holy grounds. Freshly settled and defiant, Magnimar's leaders all refused except for one: Mistress Ordellia Whilwren, a member of the Wardens of the Eye. Curious, Whilwren promised the Varisians that she and her followers would gladly relocate if they would show her an angel. In response, the Varisians mysteriously told her to look to the Seacleft Spire

at dawn every day for a week. Whilwren did so, and on the week's final day she saw a radiant figure perched atop the alabaster spire in the dawning sun. Awed and inspired, Whilwren kept her promise and moved south to the district now called Ordellia in her honor. Cynics whispered that all Ordellia witnessed was a cagey Varisian adorned with a magical disguise, yet Ordellia went to her grave with the happy conviction that she had seen, if not Desna herself, then one of her more powerful azata handmaidens.

Two years after the city's founding, a great storm racked the land and threatened to destroy all the settlers had created. Through the driving storm, Ordellia Whilwren prayed to the angel of the spire. In a blinding flash, a bolt of soundless white lightning struck the spire's rocky perch, blasting it to nothing more than glass and rubble, but in so doing scattering the storm clouds to reveal starry skies.

Having heard Whilwren's prayers and seen the silent lightning, the townsfolk agreed to create a great tower to replace the fallen spire. As workers laid the first stones, local Varisians—seeing they now shared the same faith—joined in, and thus did the Arvensoar begin to rise. Although it took more than 18 years to erect, the Arvensoar now stands as a symbol of Magnimarian-Varisian unity and an open invitation to goodly spirits.



Magnimar Today

A visitor to Magnimar might be stunned to learn that the sprawling city is only a few decades over a hundred years of age. The city's sprawling slate rooftops and marble avenues stretch from the foundations of the Irespan to beyond the western banks of the Yondabakari River. A sheer cliff, the Seacleft, cuts through the city's heart, dividing Magnimar into its two major sections: the Summit, upon the cliff's top, and the Shore, below. A third area, the Shadow, lies beneath the Irespan, a place where the sun rarely reaches and the city's failures and corruption hold blatant reign.

The second largest city in Varisia, Magnimar still wages its mostly bloodless war of coins and lies with Korvosa to the east. Both city-states vie for control over vassal communities, natural resources, and trade with the cosmopolitan south. Ever since Lady Whilren's prayer saved the city and shattered the Seacleft Spire, Magnimar has welcomed those who would shape their own fates by the sweat of their brows and keenness of their wits, regardless of race or beliefs. To this end, the city has opened its gates and harbor to all comers, encouraging traders from many lands to discover the wonders of Varisia away from the excessive taxes and regulations of Korvosa, yet in greater safety than is offered by pirate havens like Riddleport. In an ironic turn, relations with the Shoanti steadily worsened as Magnimar grew—its leaders perhaps unintentionally fostering the same sort of classist discrimination and oppression that drove them from the east. Whatever the cause, those Shoanti who live in Magnimar are forced to lurk in the worst corners of the city, often working as gladiators in the Serpent's Run or as aristocrats' "tame savage" bodyguards.

Since the establishment of a formal city government in 4608 AR, Magnimar has been led by two political bodies: the Council of Ushers and the Office of the Lord-Mayor. When the city was established, this egalitarian arrangement was meant to assure that no one person would have too prominent a voice in the city-state's governing. After more than a hundred years, though, this noble effort has become embroiled in bureaucracy, paper shuffling, and the ambitions of its members. A third political body operating outside of the

city government is the Varisian Council. Formed at the request of the city's elders more than 80 years ago, the Varisian Council ensures that the Magnimarian government does not infringe upon the rights and traditions of the land's Varisian natives. Unfortunately for the city's small but quite active Shoanti element, this level of understanding does not extend to them, and the people of the quahs often find themselves distrusted at best and unfairly persecuted at worst.

More than 16,000 people make their homes in Magnimar, with the majority of that populace consisting of humans of Chelish or mixed Chelish/Varisian decent. While these people are ethnically Chelaxian, they are anything but in mind and spirit—the people of Magnimar prefer to be called Magnimarians (or even just Varisians). The city also boasts the largest semi-settled population of Varisians in the region, with approximately 2,000 such residents—significantly fewer in the spring and summer travel months. Aside from the region's native

nomads, Magnimar hosts a second transient population: thousands of regular traders from far-flung foreign locales, particularly Absalom, Chelias, and Osirion. Many of these merchants and emissaries have homes that they reside in while passing through but that otherwise remain empty. As a result, whole city blocks—particularly within the Shore—appear deserted for months out of the year.

Magnimarians show their affiliation with the City of Monuments through symbolism. Magnimar's colors are blue and silver. The city claims the osprey as its mascot, but also identifies with angels of all types, as seen in many of the city's carvings. The city motto is "Where Freedom Can Never Be Lost."



Lord-Mayor Grobaras

MAGNIMAR

N large city

Corruption +2; **Crime** +2; **Economy** +5;

Law +2; **Lore** +6; **Society** +1

Qualities academic, prosperous,

rumormongering citizens, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government autocracy (lord-mayor)

Population 16,428 (13,307 humans;



821 halflings; 659 dwarves; 655 elves; 493 gnomes; 166 half-elves; 164 half-orcs; 163 other)

Notable NPCs

Lord-Mayor Haldmeer Grobaras (N male human aristocrat 9)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 75,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Magnimar Timeline

Listed below are several major events that have occurred in the City of Monuments.

Date	Event
4584	Alcaydian Indros, a paladin of Aroden, leads an expedition into western Varisia and discovers the Irespan. Indros challenges and defeats the Vydrarch with the aid of his companions, the Wardens of the Eye.
4606	Aroden dies and the Age of Lost Omens begins. The Wardens of the Eye temporarily disband as their leader, Alcaydian, has a crisis of faith.
4608	Using the growing decadence and “influence of unwelcome natures” as ammunition, Alcaydian’s adventuring companions help the paladin find new faith in the empyreal lords. Disgusted with Korvosa and needing a new cause, Alcaydian leads thousands of equally frustrated pilgrims out of Korvosa and west to the Irespan to found Magnimar.
4611	Wartle comes under Magnimarian control.
4619	Varnagan Draston-Meir becomes Magnimar’s second lord-mayor.
4623	Varnagan Draston-Meir orders the quarrying of the Irespan for raw materials to build monuments, among them the Arvensoar; this leads to disaster and the eventual ban on damaging the Irespan.
4629	Galdurin Barmier founds the Twilight Academy, giving rise to the town of Galduria.
4641	Nybor is founded.
4660	The Kaijitsus move to Magnimar, but leave the <i>Amatatsu Seal</i> and a portion of the extended family in Brinewall.
4666	Sandpoint is founded.
4671	Wolf’s Ear is annexed by Magnimar.
4687	Powerful storms wrack the Varisian Gulf. Convinced her family has died at sea, Anya Kaijitsu commits suicide.
4693	The distant community of Ravenmoor is officially annexed by Magnimar
4700	Haldmeer Grobaras becomes Lord-Mayor of Magnimar.

District Stat Blocks

The rest of Chapter One examines each of Magnimar’s nine districts in detail. Each of these districts begins with a short stat block similar to the primary city stat

Magic of the Monuments

Magnimar’s founders were adventurers, and the spirit of the adventurer and explorer keeps the heart and soul of Magnimar alive. It should thus come as no surprise that the monuments the city is so well known for often having ties to adventuring themes. In addition, many of the major works have been magically empowered over the years. The source of these enhancements are hotly debated—some assume that they were created by now-dead or anonymous spellcasters as a gift to the city, while others suspect these magical effects instead represent a legacy of the ancient Thassilonian wizardry lingering in the region’s stones. In truth, these effects are manifestations of the mysterious patrons of the Seacleft region, the ancient empyreal lords so beloved and venerated over the past several thousand years by Varisia’s native people. These lords have welcomed the land’s newest settlers, yet their welcome is subtle.

In many of the monuments detailed in the following pages, boons are listed for those who perform minor acts of worship and respect to Magnimar, its monuments, and the empyreal lords who watch over the city. Any nonevil intelligent creature who performs a specific act before one of these magically charged monuments and makes a successful skill check awakens the monument’s magic, and, in return, gains a small bonus of some sort for 24 hours. A single person can never have more than one monument-granted bonus in effect at any one time; attempts to gain a second bonus before the first wears off automatically fail. In addition, a person can only attempt to benefit from a monument bonus a number of times in a week equal to her Charisma modifier (minimum of once per week)—the city of Magnimar responds most often to those who carry themselves with greater poise and personality, after all.

The exact requirements and effects of the various monument boons are listed in the gazetteer sections on the following pages for each monument in question.

block. A district stat block not only summarizes that district’s urban and demographic qualities (including the number of locals and visitors that populate the district), but also summarizes what important monuments, shops, temples, inns, and taverns can be found in that district, separated into different subsections, including Culture (artistic venues and monuments), Industry (guildhalls and manufacturing sites), Institution (temples and schools), Market (shops and services), Political (government and aristocracy), and Relaxation (inns, taverns, and leisure). The most significant of these locations are then detailed further in that district’s Gazetteer section.

For more information on reading settlement stat blocks, see page 204 of the *Pathfinder RPG GameMastery Guide*.



Alabaster District

ALABASTER DISTRICT

Marble District, the Stylobate

Corruption +2; **Crime** +2; **Economy** +3; **Law** +4; **Lore** +4;

Society +3

Danger -5

DEMOGRAPHICS

Population 1,598 permanent, 314 itinerant

LOCATIONS

Culture

Alabaster Park (small but beautiful public park); **Serpent's Run** (hippodrome that presents various public competitions as entertainment)

Institution

Heidmarch Manor (Pathfinder lodge)

Political

Derechi Villa (great family, mercenaries and security); **Fort**

Indros (large fortress that watches over the sea);

House of Lords (public forum used to communicate with nobility); **Kaddren Villa**

(great family, spellcasters); **Mindurian Villa** (great family, stonemasonry); **Nirodin**

Villa (great family, arts); **Scarnetti Villa** (great family, shipbuilding); **Valdemar Villa** (great family, fishing);

Vanderale Villa (great family, traders); **Versade Villa** (great family, entertainment)

Relaxation

Osprey Club (invitation-only club for Magnimar's elite)

The Alabaster District is home to Magnimar's richest and most affluent citizens. Aristocrats, guild masters, and anyone rich enough to afford such a lifestyle dwell in the grandiose villas and mansions that line this district's streets, which also house the small armies of support staff each villa requires to maintain its decadence and splendor. Shops, taverns, and the like are relatively rare here, with those that do exist typically catering to small clienteles—practically secret societies, these establishments generally do not open their doors to non-members.

The northernmost end of this district is segregated from the lower districts by steeply canted, marble-inlaid walls, with prominent avenues allowing one to ascend

to the statuary-lined streets above by way of long, well-guarded stairs. It is here, in a neighborhood known as the Stylobate (so named for the belief among the aristocracy of this neighborhood that they form the pillars of society in Magnimar), that those families most closely associated with Magnimar's military dwell, yet the residents of the rest of the district hold only slightly less prestige. Well-appointed townhouses, small villas, and even the walled estates of several old Magnimarian families provide majestic views atop the Fogwall Cliffs. This stretch of fine houses is known as the Marble District, named for the constant presence of facades built from the fine stone quarried from nearby escarpments.



Jorston "Axtongue" Droaeb

Gazetteer

The streets of Alabaster District are kept quite clean—even the alleyways here are relatively free of vagrants and accumulated trash. Stone blocks pave all major streets, with bricks and cobblestone more common in alleyways and side streets. The majority of the buildings here are made of stone as well, with wooden or slate shingle roofs. The eastern and northern border of the Alabaster

District consists of the Fogwall Cliffs—steep but stable escarpments that plunge, on average, 100 feet to the sea below.

A1. Fort Indros: At the northernmost point of the Alabaster District looms Fort Indros. Commanding a strategic position over Magnimar's coast, Fort Indros bristles with ballistae and trebuchets—its basalt walls and towers stretching a hundred feet into the sky mark it as the tallest structure in the district. The lofty fortress deters all but the most brazen of pirate attacks. Commander **Vanns Wynmerd** (LG male dwarf fighter 5) oversees a garrison of soldiers, archers, and siege engineers stationed here, tasked by the Indros family with keeping watch over the oceanic approach to Magnimar and defense of its eastern waters. The fort itself was one of the first structures built during Magnimar's earliest days, and was designed by none other than the founder, Alcaydian Indros. The complex of buildings located on the next tier down from the fort comprises barracks, warehouses, offices, and homes for those who keep the fort running. The Indros manor itself



sits on the westernmost edge of this lower tier, and serves as the home of Alcaydian's descendants. Although the Indroses command a fine home, they are not generally counted these days as being among Magnimar's movers and shakers, and their role in politics is more ceremonial than anything else.

A2. Kaddren Villa: One of the founding families of Magnimar, the Kaddrens continue to focus their interests in magic, just as their founder, Antholus Kaddren did. They are strong supporters of the Golemworks, though they are careful to avoid becoming full-on sponsors of the construct makers, as they value the separation between nobility and industry. The family often sends its scions abroad to study at prestigious magic schools throughout the Inner Sea region before recalling them home to bring what they've learned back to the family. (The Kaddrens have never, however, sent any of their children to Korvosia's famed Acadamae out of general principle.) The current matriarch of the family, **Zimandi Kaddren** (N female Chelaxian/Varisian aristocrat 3/wizard 9), only recently inherited the position after her parents vanished during an expedition to mysterious fortress known as Viperwall in central Varisia.

A3. Nirodin Villa: This fine estate is currently run by **Cheiskaia Nirodin** (CG female Chelaxian aristocrat 6), a member of the Council of Ushers and well-to-do patron of the arts. Whispers that Cheiskaia has a hidden allegiance to Korvosian interests have dogged the woman for years, but most believe these to be mere rumors inspired by her somewhat scandalous interest in Korvosian decor.

A4. Alabaster Park: Although the majority of the Alabaster District's citizens are aristocrats who have their own private gardens in their villas or townhouses, the district maintains this public park nonetheless. Its proximity to the Serpent's Run makes it a favorite place for many folk to retreat to when the bustle of that locale grows too overwhelming, and after a successful event many patrons of the Serpent's Run can be seen lounging or conversing in the grass of the park.

A5. Serpent's Run: Those of the middle or lower class are generally not welcome in the Alabaster District, save for one significant exception: The sprawl of the Serpent's Run accepts all who can pay for a seat, from the most expensive private balconies (some of which go for hundreds of gold coins for a single event) down to the filthy "copper benches" where a spot for a day's games cost but a

single copper coin. This sprawling hippodrome is easily Magnimar's most popular public venue, and is also the city's largest modern structure (though not its tallest—that honor goes to the Arvensoar). Snakes are a common decorative motif here, including one tremendously long carving of a single immense snake winding around the upper rim of the Run, its tail clenched in its own teeth above the venue's main entrance—an homage to the heroics of the city's most beloved founder. The primary street leading to the main entrance is known as Champion's Walk, a statuary-lined avenue decorated with images of the field's greatest champions. This gigantic arena hosts decathlons, horse and dog races, displays of magic, circus performances, and—on rare occasions—small-scale naval engagements and mock-gladiatorial battles. Capable of seating a crowd of well over 5,000 cheering onlookers, the Serpent's Run hosts at least two to three events a month, and sometimes as many in a single week. **Jorston "Axetongue" Droaeb** (LN male dwarf expert 4/fighter 3), the hippodrome's aged but still spry Master of Games, organizes events and ensures that all competitions are fair and safe. Despite frequent requests by some of the aristocracy's more bloodthirsty members, Jorston has never booked an event that he would classify as a "bloodsport"—something that Jorston defines as an actual battle to the death between two thinking foes, regardless of their training or crimes. That Jorston doesn't count events like bullfighting or hydra baiting as bloodsports has long been a bone of contention with the city's naturalists, but these exciting events are among the Run's most popular (and thus most financially successful) events.

A6. Vanderale Villa: Along with the Kaddrens and the Indroses, the Vanderales are among the oldest families of Magnimar. In a way, they're also the most influential and successful, for whereas the other founding families either focused on military or magic (or in the case of the Whilwrens, eschewed nobility altogether), the Vanderales saw the true potential for Magnimar as a trading city. Shynin Vanderale may have been regarded as something of a troublemaker when she journeyed with her companions from Korvosa a century ago, but her legacy lives on today as one of Magnimar's greatest success stories.

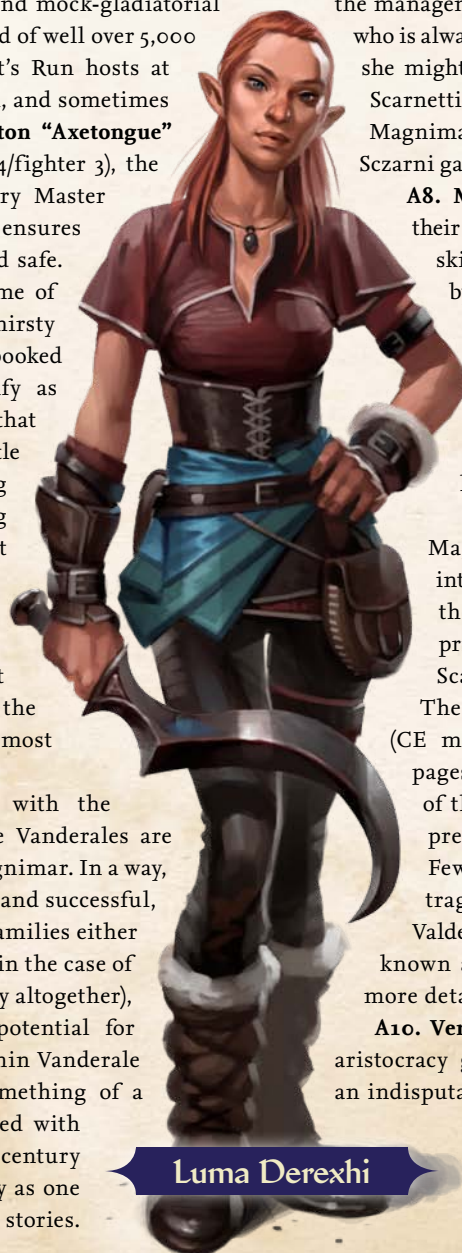
The Vanderales control the Merchants' Guild (see page 21) and nearly two dozen ships that export and import all manner of goods, all under the watchful and experienced eye of **Mivonis Vanderale** (LN male Chelaxian aristocrat 5/rogue 5).

A7. Scarnetti Villa: The Scarnettis are the most successful of the "new blood" nobility. The family is theoretically led by **Gradon Scarnetti** (LN male Chelaxian aristocrat 6/rogue 3), a severe and humorless man who's not afraid of burning bridges in order to maintain his family's control over Magnimar's shipyards. The actual leader of the Scarnettis, however, is matronly **Urtilia Mendion Scarnetti** (LN female Chelaxian aristocrat 7), a keen-witted elderly woman who is content, for now, to leave the management of the estate to her son Gradon—yet who is always ready to intervene if he makes anything she might interpret as an error of judgment. The Scarnettis have long clashed with the Shoanti of Magnimar, and rumor holds that they've even paid Sczarni gangs bounties for Shoanti emblems.

A8. Mindurian Villa: The Mindurians made their fortune and name with their impressive skills at stonemasonry. Originally hired by the city founders to help design Magnimar's more important buildings, the Mindurians made the transition from hired help to aristocracy with ease and grace. Old **Filuvia Mindurian** (NG female Chelaxian expert 6) is a well-known gossip among the nobility.

A9. Valdemar Villa: Once one of Magnimar's most successful families, with interests in shipping, fishing, and logging, the Valdemars have fallen on hard times, primarily because of competition from the Scarnettis and a series of family tragedies. The villa today is run by **Kaleb Valdemar** (CE male Chelaxian/Varisian wizard 9—see pages 46–47 for Kaleb's greatest secret), son of the actual family patriarch Ethram, who prefers to remain in Sandpoint these days. Few know the truth behind the family's tragedies, or of the horrific extent of Kaleb Valdemar's association with the secret society known as the Midnight Dawn (see page 46 for more details).

A10. Versade Villa: No one in the Magnimarian aristocracy gives better parties than the Versades, an indisputable fact that the family's current leader, **Savasha Versaede** (CG female Chelaxian/Varisian aristocrat 3/bard 3), feels somewhat trapped by. It's expensive throwing such extravagant parties, but



Luma Derexhi



the idea of hosting a disappointing party frightens her much more than the family's dwindling coffers.

A11. Derexhi Villa: One of the oldest families in Magnimar, the Derexhis are currently led by **Randred Derexhi** (LN Chelaxian aristocrat 3/ranger [urban ranger] 6), a member of the Justice Council. Unlike most other aristocrats, the Derexhis money comes not from trade or industry, but from what many would term mercenary work. The family employs sentinels, rumor-gatherers, and—in honor of their founding ancestor Aitin Aioldo Derexhi—bodyguards, but their primary source of income are the family's scions, a well-trained team of adventurers who hire out to other aristocrats and important citizens to solve unusual and dangerous problems, such as kidnappings and even murders. The eldest Derexhi scion is a mousy woman named **Luma** (N female half-elf druid 5), whose unusual faith in the city makes her not only something of a pariah among other druids, but also something of a burden to her siblings, who constantly underestimate her value and skills. Despite her seniority, she is treated in condescending a manner that better befits the youngest and most inexperienced members of the family because of her illegitimate birth—an unfairness that is increasingly grating on her. (See the Pathfinder Tales novel *Blood of the City* by Robin D. Laws for more on Luma Derexhi and her family).

A12. Heidmarch Manor: The Alabaster District is also the home of two of the city's most eccentric citizens: esteemed hunters, explorers, and Pathfinders **Sheila Heidmarch** (LN female Taldan fighter 3/monk 4) and her husband **Sir Canayven Heidmarch** (NG male Taldan ranger 8). The world-traveling adventurers have recently retired to Magnimar, but have not been content to settle into the quiet life, instead opening their sizable manor to the Pathfinder Society. The first Pathfinder lodge in Varisia welcomes all members eager to explore the still relatively unknown land, including the surrounding region and the mysterious City of Monuments itself. Visiting members of the Pathfinder Society are welcomed to the manor by comfortable lodgings, a well-stocked library of far-flung lore, and its owners' sagely advice. Currently, two additional Pathfinders use the manor as a base camp: **Almya Gorangal** (LE female Varisian wizard 4), a sour Chelish explorer seeking to map the ancient ruins of the Mushfens, and **Joadric Heimurl** (NG male Kellid barbarian 2/fighter 3), a bombastic man of barbaric descent bent on organizing an expedition into the Malgorian Mountains.

A13. House of Lords: The facade of this large stone building gives the impression of being a temple, yet in truth it is completely secular. Representatives of all seven of Magnimar's major families maintain offices in the House of Lords that are open to the public during daylight hours. Here, citizens can air grievances, beg favors, or otherwise interact with representatives of

Seven Serpent's Run Events

Listed here are seven of the most popular events that take place at the Serpent's Run.

1. Decathlon: Each season brings a new set of decathlons wherein Magnimar's aristocracy sponsors competitors (often from their own ranks) to vie for the next season's bragging rights and the prestigious Sprinter's Crown.

2. Animal Races: Horse races and dog races are the most common competitions performed here, with a significant amount of gambling involved on the side.

3. Golem Battles: Every spring, the Golemworks sponsors a week-long series of "golem battles," where they invite magicians and priests from across Varisia to test their constructs in combat against the creations of Golemworks students. If a non-Golemworks creation wins the tiered battle, the Golemworks offers construction contracts or rewards of either cash or magic.

4. Mock Gladiatorial Battles: These monthly events are put on by the city watch, partially as a way to help raise additional money for the government, but also to engender among the populace a feeling of pride in their guards. Popular guards often gain significant fan bases among the citizenry simply based on their performances in these mock battles.

5. Nautical Exhibitions: Because of the difficulty of staging them, these exhibitions occur only once a year (traditionally on the first Fireday of Sarenith). The Serpent's Run is flooded and ships are hauled up to take part in mock naval battles and recreations of famous nautical events.

6. Bullfight: Sponsored by the Matador's Lodge, bullfighting competitions occur during the late summer. These fights are organized as tournaments, with the winner of that year's season walking home with a hefty prize of 2,000 gold coins.

7. Hydra Baiting: These events are quite popular among those seeking even more violent thrills than those promised by bullfights. In a hydra baiting, adventurers are given a chance to show their prowess against captured but still quite wild hydras. Combatants are not allowed magic, and can only use vials of alchemist's fire to stop a hydra's head from regenerating.

the city's nobility, without forcing the aristocrats themselves to use their valuable time in such pursuits—the representatives do an excellent job at identifying the truly important matters to trouble their lords with. The city's lesser families (of which there are many) do not maintain offices here, but for a small fee can rent offices for business needs as they see fit.



Beacon's Point

BEACON'S POINT

Rag's End, The Shipyard, Worker's District

Corruption +4; **Crime** +4; **Economy** +5; **Law** +0; **Lore** +2;

Society +3

Danger +5

DEMOGRAPHICS

Population 1,972 permanent, 700 itinerant

LOCATIONS

Culture

The Battle of Charda (monument commemorating greatest battle ever waged against Riddleport)

Industry

Butchers' Union (guild of meat packers and abattoir workers); **Carpenters'**

Guild (struggling guild whose services have always been

secondary to the stoneworkers' guild); **Coopers' Guild** (affiliated with the carpenters' guild);

Dungswepers' Guild

(lowly association of street-cleaners and sewermongers);

Locksmiths' Guild (fortified stone building; rumored to be allied with the Night Scales); **Most**

Excellent Order of Smiths (three-story building containing dozens of large forges); **Outcast Fishery**

(union of fishermen); **Ropeworks** (rope makers' guild; five-story building that's one of the tallest in the district);

Shipmakers' Guild (one of Magnimar's most powerful guilds); **Washers' Row** (bleaching, laundry services, and Sczarni front)

Institution

Lost Lane (headquarters for Magnimar's thieves' guild, the Night Scales); **Ravenfoot Corner** (small school for alchemists and apothecaries)

Political

Harbormaster (stout three-story stone building; Outcast's

Cove harbor matters handled here); **Jajarko Castle**

(home and castle of the slumlord of Rag's End); **The**

Wyrmswatch (lighthouse and naval yard)

Relaxation

Feirges's Shack (the largest and most rat-infested tavern in Rag's End); **Left-Handed Lobster** (tavern in Outcast

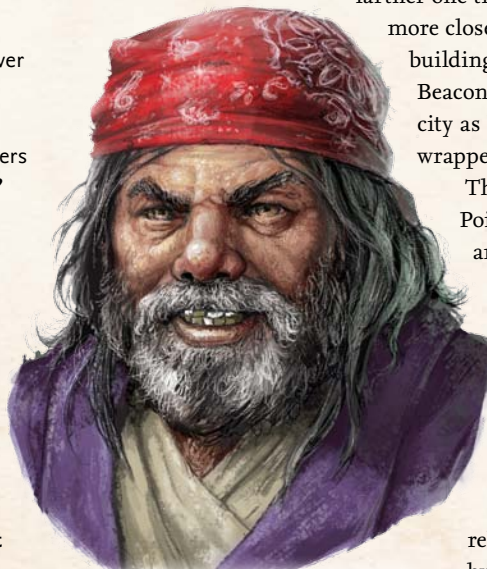
Fishery; exclusive to fishermen); **The Pig** (foul tavern patronized primarily by butchers and abattoir workers);

Whale's Belly (shore side tavern that caters primarily to dockworkers and laborers)

Comprising the western rim of Outcast's Cove and ending at the statue-studded point called the Wyrmswatch—a lighthouse said to overlook the spot Alcaydian Indros battled the Vydrarch, a legendary sea monster—Beacon Point is a raucous home to traders, sailors, and hardworking, hard-living families of all sorts. Numerous warehouses, shipping concerns, and other businesses fill the area, as do numerous simple but boisterous brothels and taverns. The

farther one travels from this district's borders, the more closely packed and poorly maintained the buildings get—many critics of Magnimar see Beacon's Point as a metaphor for the whole city as being a shell of civility and industry wrapped around a corrupt heart.

This core of slums hidden in Beacon's Point is known as Rag's End, a cramped, and mazelike knot of alleys where the poorest of the city's working class make their homes. Temporary laborers, crippled dockhands, drunks, and the sorely out-of-luck scrape by on coin earned from begging, performing odd and often demeaning jobs, and the charity of the city's sympathetic religions. Much of Rag's End is owned by Slumlord Rassimeri Jajarko, a greasy half-Varisian drug dealer with ties to a Sczarni gang known as the Gallowed.

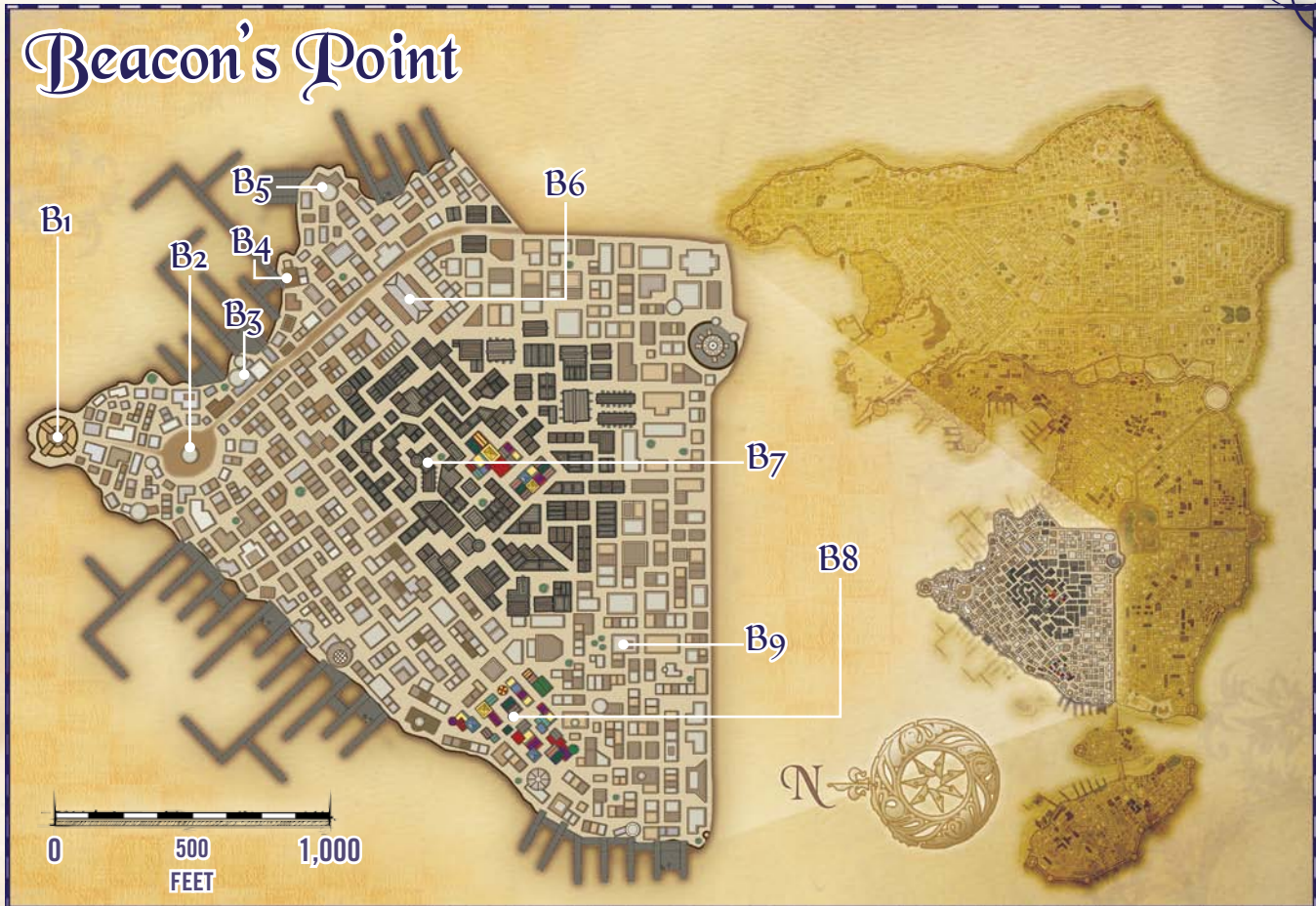


Rassimeri Jajarko

Gazetteer

Beacon's Point has two distinct faces. Along the coast and the major roadways that run along the borders between Dockway and Keystone, the buildings are large and sturdy, made of stone and wood. Streets here are clean and relatively well patrolled. This all changes once one enters Rag's End—in some cases, a single alleyway is all that stands between the industry of the outer rim and the squalor of the core. The deeper one travels into Rag's End and the core of the entire district, the worse off the conditions become. Most of the buildings here are wooden, with haphazard repair work using recycled lumber. Nearly a quarter of the buildings are half-collapsed and abandoned save by scavengers, and many buildings seem to rely as much upon neighboring structures as they do on their own foundations for support.

B1. The Wyrmswatch: The tallest structure in Beacon's Point is the building that gave the district its name. The Wyrmswatch is a towering lighthouse that reaches a height of 82 feet, although the 20-foot-bluff upon which the building stands gives the lighthouse an even more commanding presence.



The tower of the Wyrmwach is made entirely out of stone, and its light is an immense glass and bronze affair crafted in the shape of a coiled dragon with a vastly oversized mouth. It is within these gaping jaws that the beacon itself—a series of polished mirrors with a *gem of brightness* at the core (with only 2 charges remaining, the gem's charge-consuming powers are rarely used)—wards off ships with a beam of brilliant radiance on the darkest and stormiest nights. A catwalk encircles the tower 15 feet below the light—no fewer than four keen-sighted guards are stationed at this post at all times. Below, roughly two-thirds of Magnimar's navy maintains a presence amid the docks, with the remaining ships using older facilities at Outcast Fishery.

B2. The Battle of Charda: Magnimar is no stranger to threats from the sea—between the constant threat of piracy from Riddleport and raiders from the Linnorm Kingdoms, the city's defenses have had plenty of opportunities over the past century to test their mettle. This large statue depicts the first and most famous of the nautical battles waged in the city's early days between Magnimar's navy and the pirates of Riddleport. The battle itself was significant not only for the size of the invading force, but for the pirates' use of five captured and charmed

monsters harvested from the Darklands—four-armed beasts known as chardas. Although only 4 feet tall, the chardas under Captain Jevanna “Winterkiss” Skrinn's enchantment were a significant force, and had Antholus Kaddren not given his life during that battle in a desperate attempt to break the charms controlling the monsters (and thus turn them back on Captain Winterkiss in a fury of ruinous revenge), the bile-spewing monsters would have helped Riddleport sack the city. Today, the monument exaggerates the actual size of the chardas, depicting them as 30-foot-tall behemoths. Rumors that these monstrous giants are actually petrified monsters persist to this day.

Monument Boon: Practice weaponplay for 10 minutes before the Battle of Charda 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 each 10 points by which you exceed the initial check.

B3. Outcast Fishery: Fishing is one of Magnimar's most important industries. Outcast Fishery, so named for the cove that Beacon's Point shelters, consists of three large warehouses and drydocks where fishing boats and vessels can launch and have repair work done. The Fishery also



Thieves and Thugs of Magnimar

Just as Magnimar's Summit has its share of aristocrats and government officials, the Shore has its own movers and shakers. That many of these influential figures run gangs of criminals is a constant blemish in the eye of Magnimar's city watch, as well as a stain on the civic pride of her great families. The freelancers and lone wolves of Magnimar's criminal underground are the least of the city's worries—these criminals are generally rather easy to catch and punish, for they lack the support of an organized infrastructure that Magnimar's greater gangs provide. The following entries list the most significant of Magnimar's gangs.

Brotherhood of the Seven (headquartered in Kyver's Islet): A tightly-knit secret society that worships Norgorber as Father Skinsaw.

Gargoyles (headquartered in Silver Shore): A small group of exquisitely-trained and daring cat burglars.

Hidden Cult of Norgorber (headquartered in Magnimar sewers): Master guild of thieves that secretly funds several loosely affiliated gangs in the city above.

Night Scales (headquartered in and under Rag's End): Magnimar's oldest and largest criminal organization, a thieves' guild that specializes in smuggling, extortion, petty theft, and burglary.

Rushlight Society (headquartered in the Magnimar Hinterlands): A group of rogues that orchestrates the actions of gangs of bandits and brigands in the region surrounding Magnimar.

Sczarni (headquartered throughout Magnimar): These Varisian criminals have traditions predating Magnimar. The most prominent Sczarni gangs in the city are the Creepers, Doolun's Lads, the Tower Girls, the Washside Wringers, the Wreckwash Blades, and the most powerful of them all, the Gallowed.

Shoanti Gangs (no central headquarters): Magnimar's Shoanti tend to congregate into small bands of a dozen or fewer thugs. These violent and mostly uncontrolled gangs do little to help the city's citizens abandon the belief that all Shoanti are dangerous savages.

serves as a guildhall of sorts. Magnimar's fishermen and fisherwomen are a sociable lot, and often gather in the hall's large "members only" seaside tavern, the Left-Handed Lobster, to trade fishing stories and watch the waves. The Fishery has a long-standing and not-so-friendly rivalry with Magnimar's merchant vessels—the increasing trade and traffic make it difficult for fishing vessels to navigate the harbor, and even worse, tend to drive fish away, forcing fishing vessels to travel farther out to sea each season for the catch. The fact that Magnimar's government seems

more often than not to side with the mercantile navy has not helped the situation. With the fishing industry's traditional patron in high society, the Valdemar family, growing increasingly distant from its local interests, many normally friendly fishing folk have begun muttering about taking matters into their own hands.

B4. Shipmakers' Guild: With Magnimar's focus on trade, it's robust fishing and logging industries, and its significant navy, it should come as no surprise that the Shipmakers' Guild is among Magnimar's most powerful associations. The guild itself is owned by the Scarnetti family, although nearly a third of the shipyards are on semipermanent loan to Magnimar's navy. Within the first few years of Magnimar's funding, the city funded the construction of the guild's docks in return for unfettered military use of a portion of the docks. The Scarnettis have long since made enough money to pay the loan back to the government several times over, but so far, they've been unable to talk the city into selling its third of the docks back to the guild—a development that has the family increasingly on edge as the demand for new ships only continues to grow.

B5. Harbormaster: Magnimar's current harbormaster is an elderly but spry man named **Vert Aigerd** (CG male old Varisian expert 5). Vert gave up the life of a Varisian traveler as a young man when he first came to Magnimar and fell in love with its monuments and vistas. Since then, he's endured the odd shout of "Mossback!" from other Varisians—a common insult Varisians level against those of their people who forsake their traveling lifestyle. Vert ignored his people's scorn, and his skill at boating and knowledge of the sea quickly made him an invaluable addition to the city's navy. In time, his knowledge of Outcast's Cove and his uncanny ability to memorize ship schedules and names brought him to the attention of the Council of Ushers, who quickly moved to have him replace the city's previous harbormaster, a foul-tempered drunkard named **Odie Phexen** (CN male human Chelaxian expert 3). Odie's bitter anger at having been replaced, as well as his connections with the Sczarni gang known as Washside Wringer, periodically causes problems for Harbormaster Aigerd, but the man is well loved by all those who use the harbor for trade and travel, and to date that support has more than served to protect him from any of Phexen's increasingly desperate attempts to gain back his "stolen job."

B6. Jajjarko Castle: The term "castle" may appear to be something of a misnomer when applied to this collection of shanties and tenements, yet this block works very much as a single defensive structure—all of the buildings are interconnected by secret tunnels and hidden doors. The entire mass of buildings is owned by **Rassimeri Jajjarko** (CE male Varisian fighter 2/rogue 2), the infamous slumlord of Rag's End. Jajjarko owns nearly 200 of the shacks and lots spread throughout Rag's End, quadruple the next largest



block owned by a single slumlord. He employs dozens of thugs whom he utilizes to collect rent from his tenants, while he rarely leaves the safety of his castle. He is loathed by many in Rag's End, and with good reason, for while Jajjarko Castle may seem a shambles from outside, within he lives amid secure and hidden luxuries that rival those of many aristocrats. Whispers abound that Jajjarko's power comes not from family or personal strength, but from a sinister contract with a diabolic patron. Jajjarko certainly encourages these whispers by decorating his castle with all manner of hellish decor, down to dressing his harem of all-female bodyguards as erinyes devils. Those who have had dealings with the slumlord before know full well that Jajjarko could never honor a contract—were he to have actually signed a deal with a devil, he would have been taken away to Hell long ago. In fact, the slumlord owes his power entirely to luck: he won a ship in a game of cards a decade ago, only to discover a hidden compartment in the ship's hold filled with gems and jewels that gave him all the funds he needed to establish his empire.

B7. Lost Lane: The Night Scales are thought to be the oldest of Magnimar's criminal guilds. Certainly, the city has been plagued by smuggling, extortion, petty theft, and burglaries from the Night Scales as long as the city's had walls... and even longer, if some old tales are to be believed. Regardless of their history, the Night Scales see themselves as the rightful masters of the city's criminal underworld (though in fact, they themselves serve an even greater cult dedicated to Norgorber—see page 44). With operations focused along the Shore, especially in Beacon Point and Rag's End, the thieves' guild—under the command of its even-tempered, one-armed leader, **Therhyn Raccas** (LE half-elf rogue 9)—operates out of a series of run-down and mostly abandoned-looking shops and shacks in Rag's End, connected to each other underground by a large, three-level complex with passages leading into the city sewers.

B8. Washers' Row: This tangle of open-air washhouses, launderers, and Varisian wagons and tents uses large vats of potent chemicals to clean ships' sails and perform other high-volume work, and also offers bleaching and dying services for flags, banners, and the like. Smaller launderers along the row focus more on clothing. The combination of the chemicals and soaps used give the entire street an unmistakable cloying reek. Yet the scent in the air isn't all that's questionable about Washer's Row, for it's a poorly held secret that all of these businesses are actually run by the Washside Wringers, one of Magnimar's larger Sczarni gangs. Led by a foul-mouthed matron named **Mother Flytongue** (CN female Varisian rogue 4/alchemist 1), the Washside Wringers use the businesses here as a poor cover for their actual interests in smuggling. Those in the know can arrange for the delivery of illegal cargo through a complex series of codes that, to the uninitiated

listener (or someone who fails to interpret the code with a Sense Motive check), sound like nothing more than dull haggling over the cost of bleaching a set of new sails.

B9. The Pig: Many taverns and other eateries can be found in the tangle of Rag's End, although referring to some of these rat dens as "eateries" is a charity. The Pig is an excellent example of a Rag's End drinking establishment. Built in a condemned building that started life as a slaughterhouse, the building's copious leaks and drafty walls do little to help ameliorate the stink of decades of butchery. The smell is bolstered by the Pig's customers, the vast majority of whom are themselves abattoir workers in wretched nearby slaughterhouses. The Pig offers relatively little to drink and even less to eat—their specialty, "brineskin curls" (strips of pig flesh pickled in brine and blood) serving better to stop hunger by sight and smell alone than via actual consumption.



Capital District

CAPITAL DISTRICT

Artisan's Quarter, Bridgeward, Irespan District

Corruption +0; **Crime** +0; **Economy** +5; **Law** +4; **Lore** +6;

Society +3

Danger -10

DEMOGRAPHICS

Population 2,012 permanent, 759 itinerant

LOCATIONS

Culture

Cenotaph (memorial to Alcaydian Indros and catacomb of city heroes); **Indros cul Vydrarch** (monument depicting Indros fighting the Vydrarch); **Irespan** (immense ruined Thassilonian bridge); **Lord-Mayor's Menagerie** (city zoo)

Industry

Benevolent Order of Scribes (union of notaries, scribes, and scribes); **Carvers' Guild** (guild of stone carvers and sculptors); **Goldsmiths' Guild** (association of goldworkers; sub-guild of League of Jewelers); **Golemworks** (manufacturers of fine construct guardians); **League of Jewelers** (crafters of fine jewelry and gemcutters); **Quarriers' Guild** (association of stoneworkers and masons); **Solemn Order of Sages, Librarians, and Teachers** (guild of educators and historians)

Institution

Founder's Archive/Museum of Ages (Magnimar's largest museum); **School of the Four Winds** (monastic academy dedicated to the natural world)

Market

Tiemak's Fine Tapers (exquisite and exotic candles for sale)

Political

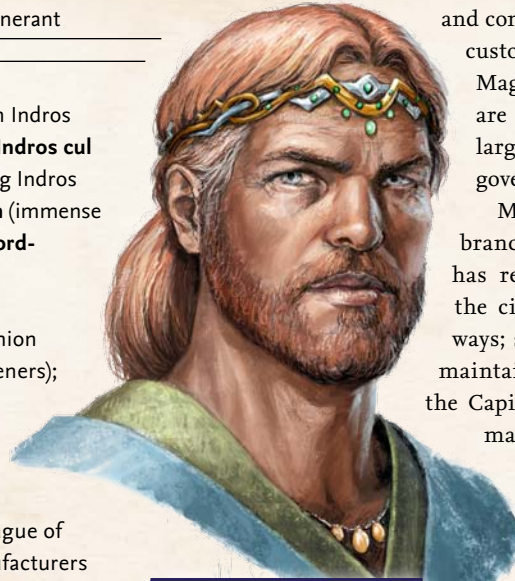
Charterhouse (offices that track and assign land grants and charters for establishing new holdings); **The Hells** (Magnimar's largest and only official jail); **Pediment Building** (houses the city justice court and offices of the lord-mayor); **Sandpoint Mercantile League** (offices of officials representing Magnimarian vassal communities and record-keeping); **Usher's Hall** (meeting place of the Council of Ushers)

Relaxation

Hammer and Stone (tavern often patronized by stonecarvers and golem crafters); **Street of Taverns** (dozens of taverns line this street; favorite visiting spot of aristocrats)

Although much of Magnimar's industry and trade takes place along the Shore, the dusty blocks that surround the Irespan ring with the noisy work of sculptors, jewelers, woodcarvers, and all manner of other artisans who work in rare mediums—even magic. In Bridgeward, studios and workshops of such artisans engage in their trade and competition for students, members, and custom. Yet despite the quality of many of Magnimar's artists, these establishments are not the primary purpose of this large district, for it is here that the city's government is centered.

Magnimar has two official government branches (a third, the Varisian Council, has relatively little official influence in the city but impacts Magnimar in other ways; see page 25). Both of these branches maintain a presence in the central part of the Capital District. The office of the lord-mayor and the Council of Ushers are based in neighboring buildings: the Pediment Building and Usher's Hall, respectively.



Toth Bhreacher

Gazetteer

As with the Summit's other districts, the majority of the Capital District's buildings are made of stone, and as the city's seat of government, it's also among the city's safest areas. Not only are all streets and most alleys kept lit after dark with well-maintained lanterns, but the city watch foots additional patrols here to ensure that Magnimar's bureaucratic heart remains healthy. In addition, the buildings of the Capital District are, on average, the oldest and most artistically decorated of all those in the city—strolls down many of this district's major streets are at times akin to walks through museums of art.

C1. Irespan: This towering monument, a relic from the ancient empire of Thassilon, stands as Magnimar's most distinctive feature. It is also one of the city's most notorious, with a recent history tainted by tragedy and dark rumors. The Irespan is presented in greater detail beginning on page 47.

C2. Golemworks: One of Magnimar's best-known industries is the Golemworks, a series of unremarkable, crow-haunted warehouses near the north edge of the Irespan. Nearly 30 years ago, local wizard **Toth Bhreacher** (N male human wizard 15) discovered that the stone of the Irespan proved particularly useful in crafting constructs—some ancient element of the exact preservative magic woven into this stone by ancient Thassilonian crafters resulted in



stone that takes unnaturally well to the practice of creating animated life (see page 49). Since his discovery, this studio has grown into a sizable and prestigious workhouse with loyal customers as far away as Absalom and Katapesh. It's illegal to directly quarry new stone from the remaining ruins of the Irespan or its pilings, but scavenging stones that fall from the bridge naturally is perfectly acceptable. While it's relatively uncommon for fresh stones to tumble, over the past 10,000 years enough rock has crumbled from the once-mighty bridge to keep the Golemworks—and the rest of Magnimar's stonemasons—in building material for decades, if not centuries, to come. Today, the Golemworks employs nearly two dozen spellcasters of various levels of power to aid in the creation of golems, animated objects, and other creatures for sale as guardians to those who can afford them. Their most popular and best-selling offering is the angelic guardian (see page 52)—a serviceable and relatively inexpensive construct that excels at the simple task of serving as a bodyguard. Larger and more complex creations like actual golems are left to the Golemworks' senior members, or to Toth himself. They don't create many of these creatures in a year, but when they do, the income is significant. Now and then, rumors of golems going rogue

make the rounds, but usually such events are caused not by defective golems but rather by bitter ex-members of the Golemworks or unscrupulous competitors. One relatively infamous case was that of the gifted golem-crafter Laurdin Iket. Banished from the Golemworks after Master Toth discovered Laurdin was smuggling trade secrets to allies in Korvosia's infamous Acadamae, Laurdin relocated to a hidden basement under several abandoned buildings nearby. Then, 30 years ago, this hidden laboratory and, it is believed, Laurdin himself were consumed by mysterious green fire. Today, Laurdin is remembered as "Mad Laurdin," and tales say that his haunted and insane golems still wait in lost laboratories underground. Sounds heard in the Capital District basements are often said to be "old Mad Laurdin trying to dig his way to freedom."

C3. 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, Alcaidian 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, an inordinate number of residents requested to have their bones entombed near or within the monument. Begun as 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. Priests of the church of Pharasma 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 the Mourner's Plaza before the Cenotaph 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 each 10 points by which you exceed the initial check.

C4. Founder's Archive and Museum of Ages: Occupying a small campus just north of Usher's Hall, several grandiose structures house the histories, findings, and private collections of some of the city's most esteemed citizens. These buildings are the Founder's Archive and Museum of Ages. In an attempt to elevate the city-state beyond merely an aggrandized trading post, the local government has done much to encourage education and the arts. The majority of governmental funds contributed to city-wide enlightenment go toward these two structures' maintenance. Of particular note in the Museum of Ages itself are three of its permanent displays: the ancient Eye of Rakzhan (a magically petrified cyclops eye from a remote island in the Shackles), the Gemstone Regalia of King Chadris Porphyria III (held on public display here much to Korvosa's disdain), and the Lions of Siv (two matching lions, one of red marble and the other of black). Esteemed scholar of Varisian history **Doctor Ernst Landis** (N male Chelaxian expert 5/wizard 5) curates the Museum of Ages, while the stern, half-Shoanti **Madam Irba Demerios** (LN female Varisian/Shoanti expert 8) practically rules the Founder's Archives (and holds the only key to the library's famed Forbidden Collection). The museum also funds the region-wide expeditions of renowned explorer, treasure hunter, and Pathfinder **Doctor Archisa Aparna** (NG female Vudrani bard 5), who frequently lectures on ancient Varisian monuments on the occasions she is in the city.

C5. Indros cul Vydrarch: The towering marble sculpture called "Indros cul Vydrarch" depicts the legendary battle between Alcaidian Indros and the great Vydrarch.

Monument Boon: Recite the poem "Upon a Serpent's Grave" in the original Aquan while standing before the monument, then attempt a DC 15 Perform (act, oratory, or sing) check. Success grants a +1 morale bonus on all weapon damage rolls against creatures with the aquatic subtype for 24 hours. This bonus increases by +1 for each 5 points by which you exceed the initial check.

C6. Pediment Building: Near Usher's Hall stands the impassive gray stone fastness of the Pediment Building. The impressive upper halls—replete with stern-faced gargoyles and grim judges—serve as the home of the Justice Court and

the Halls of Virtue (each judge's personalized audience hall). Here judges interpret Magnimar's few laws. In many cases, the justices must be quite creative in how they interpret and rule, often consulting each other for advice. Strangely, the system seems to work unusually well, although as Magnimar has grown, the system has started to strain under its own lack of official structure. Thirteen justices—led by **Lord Justice Bayl Argentine** (LN male human aristocrat 6/fighter 3)—form this court. But these justices are far from the most important people to hold office in the Pediment Building. Undisputedly the most politically powerful man in Magnimar, **Lord-Mayor Haldmeer Grobaras** (N male human aristocrat 9) is a paunchy, self-serving politico more concerned with his own comforts than the needs of the underprivileged he hears so much about. Having managed Magnimar for the last decade, Grobaras handles the immediate needs of the city, indifferently settling matters relating to the distribution of city funds, use of the city watch, and the concerns of countless citizen's groups, all while welcoming bribery and lavish gifts. Although the finest Chelish fashions and his numerous chins make the lord-mayor's self-indulgent foppishness blatantly apparent, they hide a silver tongue and the private wealth to give nearly any promise form. Though his station would have him uphold the mandates of the Council of Ushers, he often ignores such duties, and is much more attentive to whether or not his personal declarations are enforced. Grobaras's mandates are rare, and sometimes prove grossly biased or potentially damaging to the city, even when the Council of Ushers manages to blunt the self-serving or otherwise questionable aspects before they are passed. Fortunately, the secretary of the lord-mayor, Grobaras's personal assistant and messenger **Valanni Krinst** (NG male human aristocrat 1/rogue 3), personally—and quite illegally—vets many of the orders from the lord-mayor's office. Grobaras is also served by a small army of bodyguards, chief among them being a dour man named **Khonderian** (LN male Chelaxian rogue 7), a man whose lack of a last or middle name is something of an anomaly among Magnimarians. Khonderian serves as the lord-mayor's chief bodyguard, but perhaps the lord-mayor's most deadly protection is a gift from the Golemworks he received on the day he took office, a lumbering and deadly clockwork golem.

C6a. The Hells: Directly beneath the Pediment Building lie the sweltering halls of Magnimar's only prison, the Hells. Multiple levels of prison blocs stretch under the building, with the uppermost wings serving as temporary guard barracks and holding cells. As one travels deeper into the Hells, the air grows progressively hotter and more foul, and the prisoners grow more dangerous and insane. Since the vast majority of Magnimar's judgments involve prison time, the Hells are always at least at 70% capacity. Treason is the only offense in the city punishable by death,



yet for those prisoners consigned to the lowest levels of the Hells, death would be a mercy. Originally, the lowest three levels of the Hells were to be used for the most dangerous of prisoners—murderers, rapists, demonologists, cannibals, the incurably possessed, or the simply evil. Although the city government's managed to keep the truth from leaking out in any form other than rumors, these lowest three levels have been lost to Magnimar for the past 4 years after a prison riot resulted in the deaths of several guards. Rather than risk the entire complex disgorging its monstrous prisoners, the guards triggered an emergency lockdown, permanently sealing the lower three levels. Today, those levels are a self-sustaining madhouse. The guards had hoped that, just as a sealed fire burns itself out, that the prisoners would turn on themselves—yet they have not. Instead, they have rallied under the leadership of a particularly horrifying man named **Sir Aeryn Darvengian** (CE male Chelaxian rouge 4/wizard 3/arcane trickster 4), a suave and charismatic monster who was once the scion of one of Magnimar's founding families. He was thrown into the deepest level in 4703 AR after authorities discovered he'd almost nonchalantly murdered his entire family, as well as four visiting dignitaries from Andoran, by feeding them a paralytic poison in their wine that allowed him to sacrifice them to his demonic patron Socothbenoth as they lay helplessly conscious of their fate. Today, Darvengian rules the Hells with unnerving ease—those prisoners who weren't terrified enough of him to act against him having long since been murdered and sacrificed. If the mad aristocrat put his mind to it, he could likely escape the Hells with his significant magical resources, yet fortunately for the city above, he has so far been content to remain here, where he controls his miniature empire from a series of exquisitely decorated chambers. He's used scavenged furniture and magic to transform these few rooms into the exact opposites of the foul, bloodstained ruins and deathtraps that comprise the rest of his maniac-haunted home. Most in Magnimar assume that Darvengian is either dead or in chains. If they knew he was relatively free to rule his own empire deep in the Hells, and was perhaps only weeks or months away from effecting a dramatic escape, panic would quickly seize the streets!

C7. Usher's Hall: Said to be the most powerful political institution in Magnimar, the Council of Ushers is defined by its charter as an assembly of the eldest, most experienced, and most influential of the community's leaders, overseen by an executive moderator—currently **Lady Verrine Caiteil** (LN female elf aristocrat 3/wizard 6). As the city has grown, so too has this legislature, and what began as a group of the city's 15 most active and outspoken family leaders has bloated into a delegation of 117 members, rife with bored aristocrats, scheming power-seekers, and greedy merchants. For all the assembly's corruption, though, many

honest business leaders and political activists passionately (and often with mounting frustration) seek to serve the will of Magnimar's citizenry. Anyone who wishes to meet with a councilmember must first meet with **Jacildria Quildarmo** (LE female human aristocrat 3/expert 2), the hall's Seneschal of Dates, a power-mongering, pinch-faced secretary who revels in her authority perhaps a shade too much.

C8. Lord-Mayor's Menagerie: Aside from their home, the Heidmarchs also curate the Lord-Mayor's Menagerie, a public park where they display many of their taxidermy trophies and live captures, most notably a blinded ruby-eyed basilisk (its eyes are also on display), a fist-sized metal spider from Numeria's Felldaes, the viable egg of a tarn linnorm, a family of albino donkey rats, and "Prince Mandali"—a seemingly tame 14-foot-tall ape.



Sir Aeryn Darvengian

Dockway

DOCKWAY

The Bazaar of Sails, Eagle's Quarter, Trade District

Corruption +4; **Crime** +2; **Economy** +7; **Law** -2; **Lore** +6;

Society +1

Danger +5

DEMOGRAPHICS

Population 1,310 permanent,
760 itinerant

LOCATIONS

Culture

Eyes of the Hawk (monument dedicated to the heroism of a beloved band of adventurers); **The Fifth Wind** (towering stone weather vane); **The Shucked Oyster** (scandalous and popular brothel)

Industry

Bakers' Guild (pastry and bread maker's union); **Brewers' Guild** (small but powerful association of ale, beer, lambic, and other brewers); **Cobblers' Guild** (union of cobblers; rumored to be under Sczarni control); **Fellowship of Bartenders and Innkeepers** (tavern keepers' and innkeepers' guild); **Merchants' Guildhall** (fortresslike stone building that houses Magnimar's most powerful guild); **Outcast's Cove** (Magnimar's industrious harbor); **Tailors' Guild** (humble wooden structure that supports tailors)

Market

Bazaar of Sails (Varisia's largest free market); **Captain's Club** (high-class but affordable tavern; caters exclusively to ship captains); **Carent's Camp** (Varisian campsite and cover for the Wreckwash Blades); **Hook and Hammer** (successful trading concern run by three dwarven brothers); **No-Horn** (typical low-end and unpleasant Docksideside tavern)

Political

Bronze House (Aspis Consortium regional headquarters); **Impound Yard** (piers used to temporarily dock impounded ships)

Relaxation

Basilisk's Eye (no-nonsense tavern surrounded by warehouses; caters primarily to dockside laborers); **The Old Fang** (popular waterfront tavern and inn)

The shouts and bustle of countless traders, fishermen, and foreign travelers stir the choppy waters of Outcast's Cove through all hours of the day and night. Along the seaside

district of Dockway, salt-blasted storefronts and cramped businesses cater to the typically rough seafolk, while exotic inns and taverns serve as familiar welcomes to visitors from afar. First and foremost a trade city, Magnimar owes its prosperity to the countless foreign merchants who readily make use of the city's reputedly safe and certainly free port. Enforcing no taxes on harborage or imports, the city welcomes business from all lands and makes the bounty of Varisia available for trade. As a result, several of the most prestigious trading coasters, mercantile families, and shipping concerns do regular business in the city, with some having even established offices and private local shipyards.



Leruu "Whitelips" Kantiki

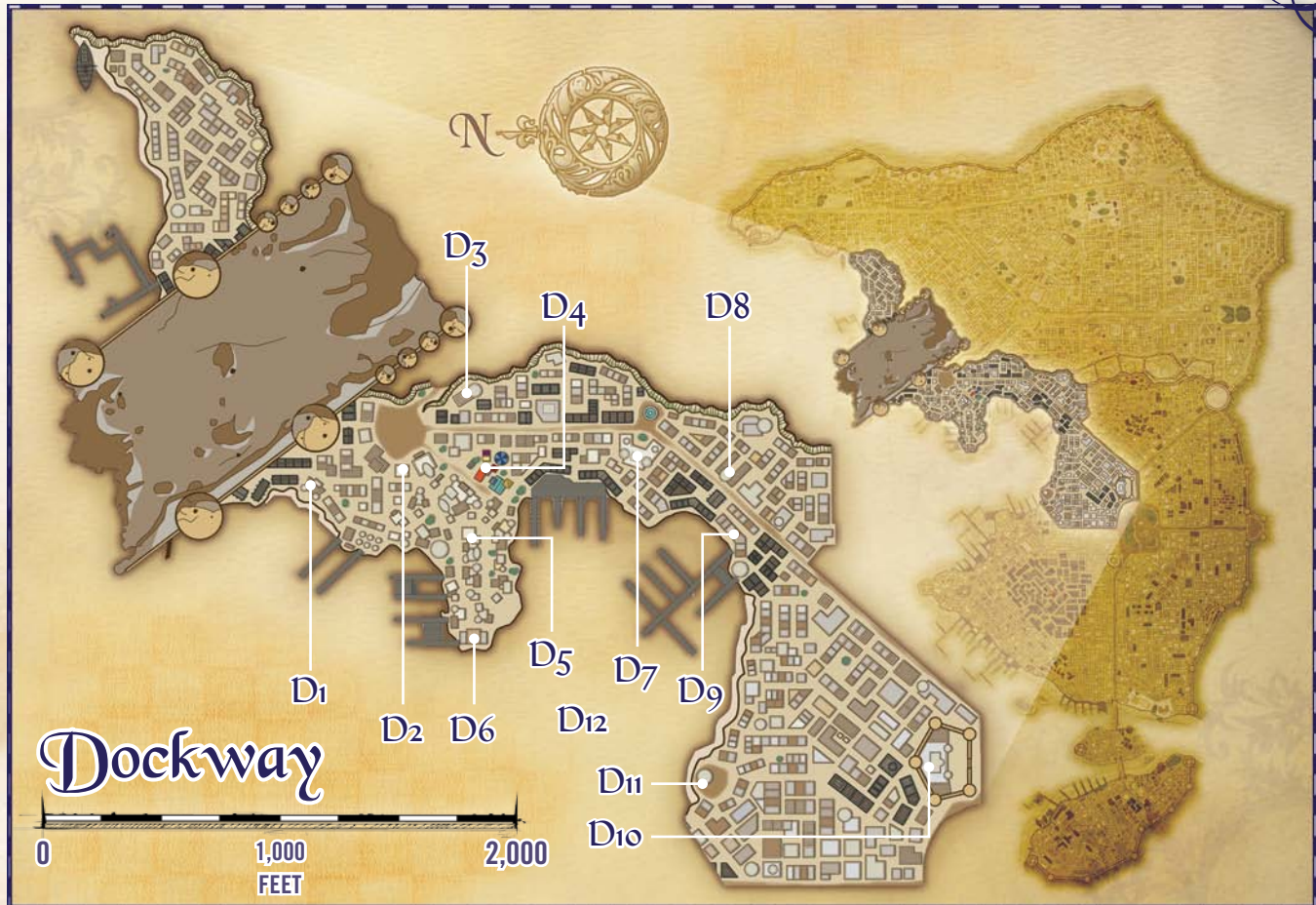
Gazetteer

Dockway's most incredible feature is the sprawling Bazaar of Sails, yet the district itself is more than merely one enormous market. The waterfront is a constantly bustling scene of activity as ships bearing travelers and cargo vie for dock space, and

even the neighborhoods farthest from the shore are noisy and raucous. The large number of fishing eagle nests amid the crags of the Seacleft are the source of the area's less common name, "Eagle's Quarter." The streets here are cobblestone, and buildings are an equal mix of stone and wood. Streets are patrolled regularly, yet the high volume of traffic and the district's close proximity to Underbridge make it difficult for guards and mercenary companies to always keep the peace.

D1. The Old Fang: The best known of the Dockway's taverns is the Old Fang, a taproom and cheap inn built right on the docks and covered in barnacles below and peeling white paint above. **Ol' Mam Grottle** (NG female Varisian commoner 4/fighter 1), a burly, no-nonsense matron, runs this favorite local watering hole, decorated with the nautical trophies of her late husband, a hunter who died on his last trip into the Mushfens. The head of the enormous swamp barracuda that killed him before he could return home now hangs above the bar—testament to the fact that Ol' Mam is not one to be trifled with.

D2. Eyes of the Hawk: This monument depicts the twin wizards Cailyn and Romre Vanderale and their adventuring party, the Eyes of the Hawk, as they defeated the monstrous, spidery shriezyx that erupted from the Irespan in 4623 AR.



Monument Boon: Study the monument's complex carvings for 10 minutes, then attempt a DC 15 Perception check. Success grants a +1 morale bonus on all weapon damage rolls against aberrations for 24 hours. This bonus increases by +1 for every 5 points by which you exceed the initial check.

D3. No-Horn: This exceptionally seedy tavern stands (albeit just barely) as an excellent counterpoint to the much grander and well-respected Old Fang—a good-as-any-other example of the type of low-end drinking holes that seem to pop up and fail on a monthly basis near the Bazaar of Sails. No-Horn (so named for its colorful sign depicting drinking devils capering around a tormented, hornless unicorn) is a leaning, black structure built from a discarded ship's hull. Its food and drink, while certainly affordable on any budget, are as unpleasant to experience as the bartender himself, a foul-tempered and terribly disfigured man missing both ears.

D4. Carent's Camp: This Varisian encampment may look no different from the others scattered throughout Magnimar, yet those in the know are aware of an important fact: these tents are the homes of one of Magnimar's Sczarni gangs. Led by **Donal Carent** (CN male Varisian rogue 5), who lives in the best tent in the camp where he

practices his cover trade as a cobbler, this gang is known as the Wreckwash Blades—a group that specializes in information gathering and the trade of secrets. Until recently, Carent shared his camp with a different Sczarni gang—an all-female band of burglars who called themselves the Tower Girls. After a recent falling out with them over territory and other factors, Carent forced the Tower Girls out of the camp, and these Sczarni have been something of a nomadic group ever since, changing their hideouts monthly—sometimes weekly.

D5. Bazaar of Sails: A destination for traders the world over, the Bazaar of Sails is the largest free market in Varisia. Anyone with merchandise to sell is welcome to set up a tent, booth, or wagon among the hundreds of other ever-changing shops that fill the dockside plaza. Crops from local farmers, Varisian artifacts, Osirian spices, Chelish finery, Andoran quartos, and more exotic goods from a hundred foreign ports fill the market, with each day's offerings varying with the season, trade winds, and tides. As merchants eagerly trade, competitions, rivalries, and all manner of criminal temptations arise. Although the market welcomes all comers, the ever-changing crowd, shouts of exotic traders, and generally raucous



bustle make the place a nightmare for the local watch to patrol and mete out justice. Fortunately, the Princess of the Market, **Sabriyya Kalmeralm** (LN female Keleshite rogue 12), takes care of policing her own. The daughter of the first Prince of the Market, Nazir Kalmeralm, who disappeared nearly 28 years ago, Sabriyya is well-loved by most of the bazaar's regular traders and her "court"—a sizable gang of toughs and money collectors. She is a passionate woman in her late forties, and her quick wit, aristocratic bearing, and silver tongue are as famed as her fiery temper and unforgiving memory. While many in the city still see her as little more than an exceedingly public gang lord, those who frequent the chaotic maze of stalls and shops know the service she provides in keeping the peace between squabbling traders, maintaining fair prices, limiting racketeering, and so forth.

D6. Captain's Club: Perhaps the highest-class tavern in Dockway, the Captain's Club is also the district's most exclusive. Underwritten by its independently wealthy owner, **Leruu "Whitelips" Kantiki** (CG female Taldan

rogue 6), a Taldan expatriate who stopped just shy of trading in her life as a merchant for that of a pirate, the Captain's Club caters exclusively to ship captains and their guests. All others are turned away at the entrance. **Whitelips** (so named for the striking, pale makeup she favors) keeps the Captain's Club exquisitely decorated, allowing her patrons to sample a taste of the noble highlife on a ship captain's income. Many of Magnimar's captains enjoy trips to the Captain's Club if only because the ambience is a much-needed break from the raucous and uncomfortable life aboard a sailing ship, but there are some captains who loudly decry those who visit this establishment as lily livers.

D7. The Shucked Oyster: Magnimar sports dozens of official brothels (and countless more unofficial ones), but of those in the Shore, few have as notorious a reputation as the Shucked Oyster. At four stories, this flamboyant seaside manor-house is one of the district's tallest buildings and would be impossible to ignore even without its balconies of underdressed, salacious prostitutes and gigolos overlooking the streets and piers below. The oyster's employees, split relatively equally down gender lines, have frequent competitions against each other of various scandalous natures, and the entire establishment's blasé attitude toward sex has long scandalized well-bred visitors and even the higher-class courtesans of establishments like the House of Welcome—who claim "the antics of the Shucked Oyster cheapen and demean the act of love." Regardless, the establishment is quite popular, and attempts to have it shut down or more strictly regulated are quickly quashed—mostly via the numerous powerful contacts that the Oyster's madam, **Seeshah Raccas** (CN female half-elf sorcerer 8) has carefully cultivated over the years. The fact that her brother happens to run the Night Scales certainly doesn't hurt her ability to deftly defeat her political enemies.

D8. Bronze House: Although the Pathfinders might claim that the Aspis Consortium's presence in Magnimar is simply an attempt to tamper with official Society business in the region, the fact of the matter is the Consortium has had agents in Magnimar for nearly a century. When word of a new free port in an untapped frontier land reached the ears of the Aspis Consortium's executive board in Ostenso, the Consortium was quick to send agents to Magnimar to establish a base of operations. Until the Pathfinders' recent interest in the region resulted in the foundation of the society's



Sabriyya Kalmeralm



newest lodge, the Aspis Consortium was content to keep their work in Magnimar subtle, with their headquarters serving as a shipping, trading, and money-lending venture. Today, gaunt **Maiveer Sloan** (NE male Taldan rogue 11), a gold agent of the Consortium, has been increasingly forced to step in to publicly counter actions of the Pathfinder Society that he (correctly) interprets as stealthy moves aimed toward forcing the Consortium out of Varisia. The fact that Maiveer has several well-established groups hidden throughout the land who have been secretly pillaging Thassilonian relics and other ancient treasures for decades gives his faction an edge over the Society, but he grows increasingly nervous that they may uncover one of these groups sometime in the near future.

D9. Impound Yard: These piers are controlled by the city government. Any ships left abandoned are docked here, are cataloged, and after a period of 90 days are auctioned. These auctions draw large crowds, for the contents of each ships' holds are not revealed, making the purchase of ships something of a gamble. Ships that go unsold for more than a half-year are tugged out into the Varisian Gulf and scuttled after the government salvages anything of value from their holds.

D10. Merchants' Guildhall: In a city with arguably too many guilds, the Magnimarian Merchants' Guild, run by an industrious man named **Khet Igersen** (LN male Chelaxian expert 6), is among the most powerful. With funding and support provided by one of the city's most well-to-do families, the Vanderales, the Merchants' Guildhall is a stark, utilitarian stone building that belies none of the guild's vast wealth. The majority of said wealth is, in fact, not kept on site, but exists as the numerous shops, trading concerns, cargoes, and warehouses spread throughout Magnimar or on its trade vessels. There are few quicker routes to failure for new Magnimarian mercantile concerns than to eschew (or worse, deride) the support of this institution.

D11. The Fifth Wind: This massive stone weather vane stands amid the docks, its windsocks towering above surrounding buildings so as to give all of Outcast's Cove an easy method of determining wind 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.

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.

D12. Outcast's Cove: The area where the Magnimarian shoreline cradles the waters of the Varisian Gulf is known as Outcast's Cove. Here, the mighty Yondabakari

Nine Famous Magnimarians

Magnimar has produced numerous famous heroes, renowned artists, and notorious villains during its relatively short lifespan. Listed below are nine of the best known, some of whom still live in the city.

1. Alcaydian Indros: Leader of the Korvosan adventuring band known as the Wardens of the Eye, founder of Magnimar, and slayer of the Great Vydrarch.

2. Antholus Kaddren: Member of the Wardens of the Eye, who gave his life during the Battle of Charda when he turned Winterkiss's monstrous minions back against her fleet.

3. Nyssalee Vanderale: Member of the Wardens of the Eye; a silver-tongued woman whose charm played a significant role in securing Magnimar's status as a significant trade port, and who defeated a Korvosan prince in a public and infamous duel to help establish Magnimar's independence from Korvosan influence.

4. Ordellia Whilwren: Member of the Wardens of the Eye; cleric of Desna who helped forge peace with local Varisians during Magnimar's first tumultuous years.

5. Aiten Aioldo Derexhi: Alcaydian Indros's bodyguard, a man often called "the fifth phantom" for his bravery and support of the founding group's heroics.

6. Cailyn and Romre Vanderale: Twin wizards and leaders of the Eyes of the Hawk who defeated the shriezyx that erupted from the Irespan in 4623 AR.

7. Goren Andosalu: Infamous painter of masterpieces like "Andosalu's Model," "Midnight Sunrise," and "Throwdown in Swynetown," who went mad and burned several buildings around his studio in Keystone before fleeing the city—his rampage and assumed death have only made his paintings more valuable.

8. Vumeshki: Notorious alchemist and well-read eccentric poet who believed he'd discovered an alternate alchemical route to immortality that didn't require the *sun orchid elixir*; current whereabouts unknown.

9. Sir Aeryn Darvengian: Once the patriarch of the Darvengian aristocrats; his mass murder of his family and four Andoren dignitaries earned him a place in the Hells and local bedtime horror stories for life.

empties into the sea, and the bright red skiffs of the Harbormaster's crew constantly work to ensure ship traffic through the cove occurs without squabble or accident. Wide, sturdy floats owned by the Quarriers' Guild are common sights in the cove as well—these are semipermanently moored in place above areas where large, viable stones fallen from the Irespan still lie under 10 to 20 feet of water, waiting for the complex and risky process of raising them for use in the city above.

Keystone

KEYSTONE

The Marches, Silver Shore

Corruption +2; **Crime** +2; **Economy** +1; **Law** +4; **Lore** +8;

Society +1

Danger +0

DEMOGRAPHICS

Population 1,899 permanent, 973 itinerant

LOCATIONS

Culture

Aquarium (unusual and memorable aquarium of strange sights and displays); **Founder's Honor** (monument dedicated to Alcaydian Indros); **Our Lady of Blessed Waters** (mysterious statue of a benevolent water sibyl)

Industry

Council of Farmers and Grocers (guild representing hinterland farms); **Guild of Apothecaries and Physicians** (association of healers and naturalists); **Stablemasters' Guild** (union of stablehands)

Institution

The Burn (secret hideout of the Gargoyles); **Church of Pharasma** (tends to the city's dead and newborns); **Cynosure Tower** (church of Desna); **Deadeye Lodge** (church of Erastil); **Dome of the Savored Sting** (church of Calistria); **Stone of the Seers** (arcanists' school; specializes in abjuration and divination magic)

Political

Varisian Council (seat of power for local Varisians)

While impressive and intimidating buildings line Keystone's major streets, behind them lie the townhouses and close alleys of Magnimar's laity. It is these buildings that the majority of the middle class of Magnimar calls home. While holy houses to some of the gods can be found in other districts, Keystone features the largest number of temples, shrines, and holy sites.

The portion of Keystone that consists primarily of private homes is also called the Marches. Many simple and largely contented folk live in this sizable neighborhood, which runs down the center of the district. Despite its size and population, the Marches receive little extra in the way of city funding to maintain the area and protect its people. While this has caused a slight rise in Sczarni theft and cons, patrols provided by the churches of the district do an excellent job ensuring that criminal elements are unwelcome in Keystone's public streets and alleys.

The neighborhood of Silver Shore is the wealthiest district below the Summit. Located along a strip of land facing the mouth of the Yondabakari, Silver Shore is home to several well-to-do business owners, council members, and aristocrats who seek to live close to their work, the common people, or the beauty of the river.



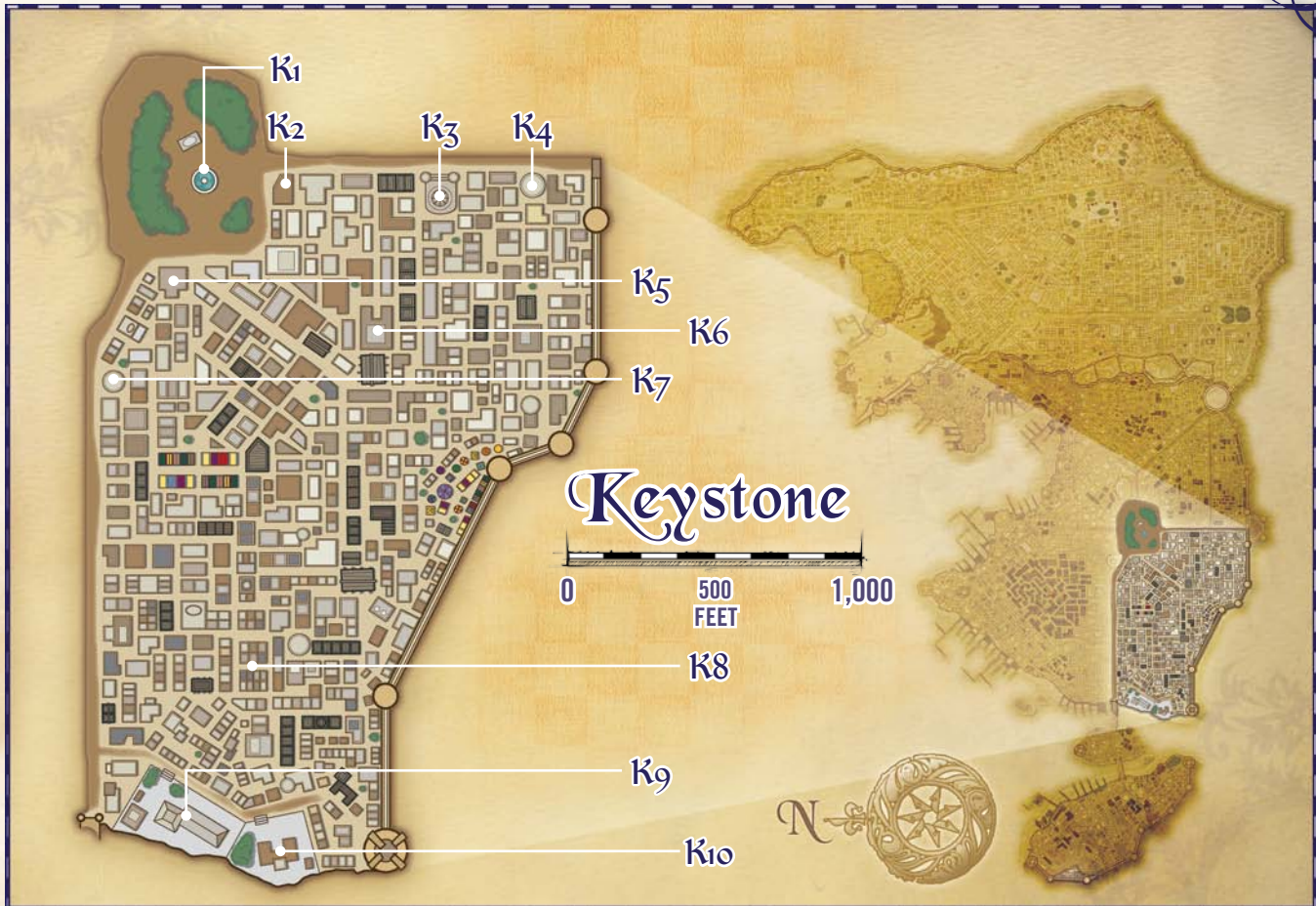
Lady Vammiera Symirkova

Gazetteer

While Castlegate, the primary entrance to Magnimar for travelers from elsewhere in Varisia, sits on the border between Keystone and Lowcleft, it is to Keystone that this towering gatehouse technically belongs—and as such, it is Keystone that most land-bound travelers visit first upon arriving in Magnimar. As a result, the government takes pains to ensure that at least the main thoroughfares of this district are kept as clean and safe as possible. No taxes are charged for the use of this gate to enter or leave Magnimar. Buildings in this district range from intricate and impressive structures (such as can be seen in

several of the district's churches) to humble wooden abodes.

While temples and shrines to many of the better-known deities can be found in Magnimar, worship of powerful good-aligned demigods known as empyreal lords is unusually common among the citizens—a legacy, perhaps, of the mysterious Angel of the Arvensoar (a powerful entity who played a key role in Magnimar's foundation and early history), or possibly simply a result of these particular empyreal lords being favored by several of the traditional Varisian lineages of the region. The faithful of the empyreal lords maintain no public structures or temples; worshipers generally prefer to keep their faith private or centered on small home-based congregations. These practices are born out of modesty and tradition, for worship of the empyreal lords among the Varisians has always been more of a personal pursuit than a public one. As such, and despite the empyreal lords' popularity, no public shrines or churches to the empyreal lords stand in Magnimar. The majority of Magnimar's Varisian population, however, at least pays homage to them as a pantheon of sorts, and their popularity among the city's other citizens seems to be growing. Even though many of these new worshipers are at first merely intrigued by the secret society aspect of the mysterious cults, most who join become true believers in very little time.



K1. 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.

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 each 5 points by which you exceed the initial check.

K2. Deadeye Lodge: This humble but sturdy wooden lodge would look more at home on the shores of a high-mountain lake than in an urban environment, yet the church of Erastil prefers this building's awkward rustic look. The building isn't large, but it is well attended by many locals who appreciate the comforting and welcoming nature of **Father Lorgell Fendus's** (LG male Chelaxian/Varisian cleric of Erastil 5) thrice-weekly sermons. The church itself is attended by a dozen archers who volunteer

in Deadeye's name to keep the streets of Keystone safe for its citizens, although they tend to get in conflicts with the leather-clad mercenaries associated with Calistria's church often—the archers take offense at the idea that the best way to battle sneaks and muggers is to behave like them

K3. Dome of the Savored Sting: This garish stone structure features a black-and-golden dome crowned by a thin black spire—a representation of the goddess Calistria's sting. The temple accepts worshipers, but also functions as a brothel to those the church deems worthy of the honor of paying for time with a temple prostitute. The church also offers its services to those who have been wronged, with **Ayamyra** (CN female elf cleric of Calistria 7), the church's current mistress, personally handling many of these missions of revenge—she quite adores customizing punishments and retributions based on the acts of those she's been contracted to seek revenge upon. The church also regularly sends patrols of leather-clad toughs out to pound the streets at night, an act that often provokes territorial clashes with the church of Erastil.

K4. 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

PATHFINDER CAMPAIGN SETTING: MAGNIMAR, CITY OF MONUMENTS

iconic and well loved. Patriotic Magnimarians often leave offerings of fruits and flowers at the statue's feet.

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.

K5. Stone of the Seers: To the south of Seerspring Garden stands Magnimar's most esteemed school of wizardry, the Stone of the Seers. The spring that still bubbles at the heart of Keystone is said to have once been home to an oracular

water spirit who departed decades ago but promised to one day return. In the tradition of that strange sibyl, **Master Leis Nivlandis** (NG male half-elf wizard 11) began a school of the arcane with a focus on abjuration and divination magics. The school is small—not because of a lack of interest, but because of Master Nivlandis's desire to keep classes as personal as possible. An air of elitism surrounds the students and faculty of the school as a result.

K6. Church of Pharama: Magnimar's Pharasmin church is a small, humble building compared to the much larger cathedral located in Korvosa, yet the building is still impressive for its haunting facade and steep, spiky rooftop. Led by **Annamentus Jivorus** (N male Chelaxian cleric of Pharama 7), the acolytes of this church not only tend to the many small graveyards that dot Magnimar's neighborhoods and the Cenotaph, but also offer their services as midwives to those who need them.

K7. Aquaretum: At the northernmost part of the district stands a spherical building of metal and glass shaped something like a diving helmet, a curious diversion called the Aquaretum. The proprietor, **Nireed Wadincost** (CG male gnome expert 5/ranger 2), opens his home and personal collection of large aquariums, captured fish, embalmed sea creatures, and sunken discoveries to any with a silver piece and the time to tour. Nireed's curious home takes a fair amount of money to maintain—feeding costs for his giant eurypterid display alone sometimes crest 100 gp a month—but the gnome never seems to be lacking for funds despite the small fees he charges for visitors. The source of Nireed's wealth is something he'd rather keep secret, since he'd prefer not to risk an increase in competition—he possesses an inherited *helm of underwater action* and a half-dozen sharkskin maps of the Varisian Gulf that pinpoint not only a hundred shipwrecks or more, but nearly as many sunken ruins of ancient Bakrakhian as well. Rather than risk his own life by continuing to explore these sites, he's recently decided to hire adventurers to explore them for him—though he hasn't yet cracked the problem of how to pay for such dangerous work, or how to convince the adventurers to part with any treasures they might find in these sunken ruins!

K8. The Burn: Once several fine structures surrounded the home of the Varisian Council, but these buildings burned to the ground 11 years ago after the demented artist Andosalu went mad and lit his studio on fire. Just over four dozen people died in the fire, though Andosalu's body was not found among the dead. The Varisian Council took the fire as an omen, and now prefers to run its affairs from the district's Varisian camp. This, along with persistent rumors that the spirits of the burned dead still haunt the place, has resulted in the area's fall into ruin, and no attempt to reclaim the area or rebuild its structures



Founder's Honor





Magnimar's Empyrean Lords

Of the empyreal lords, the cults of Arshea, Ragathiel, and Sinashakti, in particular, have long associations with Magnimar. These three are described briefly in *Pathfinder Campaign Setting: The Inner Sea World Guide*. Yet worship of another three empyreal lords has a long history and presence in Magnimar as well. These three are described briefly here.

Ashava: Known to her faithful as the True Spark, Ashava seeks out lonely ghosts who have become lost, then leads them to safety under the light of the moon. Her symbol is a dancing woman silhouetted against the full moon.

Soralyon: Soralyon's countenance is that of a handsome man carved from the purest marble. He gifts a deserving few with potent magical secrets and guards the Steward's Stone perched on the edge of Nirvana overlooking the Maelstrom. His symbol is a crooked spire of stone covered with carvings of astronomical signs.

Ylimancha: Sometimes depicted in art as a siren with a sea gull's body and other times as an elderly Varisian woman with an osprey's head, the agathion lord Ylimancha has long fought a war against Pazuzu for dominion over things that fly. Her symbol is a golden seagull with outstretched wings and three blue concentric circles on each wing.



Empyrean Lord	Race	AL	Areas of Concern	Domains	Favored Weapon
Ashava	Azata	CG	Dancers, lonely spirits, moonlight	Chaos, Darkness, Good, Repose	Bladed scarf
Soralyon	Angel	NG	Guardians, magic, monuments	Artifice, Earth, Good, Protection	Heavy pick
Ylimancha	Agathion	NG	Coastal waters, fishermen, flying creatures	Air, Animal, Good, Water	Longbow

has been made. Most locals avoid the place, known now as the Burn—but not all do. The ruined stone shell of the Varisian Council (as well as the chambers below) now serves as the headquarters of the Gargoyles, a coterie of peerless cat burglars. Led by the 80-year-old **Lady Vammiera Symirkova** (NE female venerable human aristocrat 2/rogue 6/sorcerer 4), the Gargoyles are perhaps the Night Scales' greatest competitors in the realm of thievery in Magnimar. Few know the truth of this site's use, despite the fact that Lady Symirkova maintains a rather active public life. The woman's rarely seen "daughter," **Mizmina Symirkova** (CE female human rogue 8/assassin 3)—an icy young woman seemingly no more than 18 years old—personally leads the group of urban bandits on their most daring heists.

K9. Varisian Council: Currently run by aging **Remeria Callinova** (CG female Varisian expert 4/rogue 2), the Varisian Council is the oft-forgotten third branch of Magnimar's government. Here, amid the colorful tents and wagons of Keystone's largest Varisian camp, Callinova and her advisors work to ensure that the needs of the Varisian peoples are met by Magnimar. Lately, Callinova has become concerned with how the Shoanti are treated by the city as well. The Shoanti lack any official representation,

so Callinova's taken it upon herself to see to it that they earn a legitimate place in the city. Getting the city's Shoanti—who mostly consist of troublemakers and exiles too emotional and reactionary even to fit in among their own tribes—to cooperate and respect the city folk they live among is proving even more difficult than convincing the rest of the government that forcing the Shoanti out of the city entirely is perhaps not in Magnimar's best interests.

K10. Cynosure Tower: It's unusual for the priesthood of Desna, with their fondness of travel and the night sky, to build permanent shrines. But as Desna's worship is quite popular among Magnimarians (particularly among the city's pure-blooded Varisians), the faith maintains a temple in the city. Called Cynosure Tower in honor of Desna's palace, this ring-shaped structure has an courtyard that remains open to the sky. The shrine is tended by a single priest, **Bevaluu Zimantiu** (CG female Varisian cleric of Desna 10), a woman who, despite her power, prefers to live a quiet life tending the tower grounds. Twice yearly she goes on month-long journeys to commune with the Song of the Spheres, at which point she hand-selects local Desnans for the great honor of watching the tower while she's gone.

Lowcleft

LOWCLEFT

The Rubble

Corruption +0; **Crime** +4; **Economy** +5; **Law** +0; **Lore** +4;

Society +5

Danger +5

DEMOGRAPHICS

Population 2,706 permanent, 902 itinerant

LOCATIONS

Culture

The Celwynnian Charge (unusual stone sculpture given to Magnimar as a gift from the Mierani elves); **The Courtesan and Unicorn** (narrow parlor and brothel); **The Dreaming Dryad** (high-class drug den); **Gilded Cage** (garish game hall and club); **Mapstone Monument** (monument that presents the city of Magnimar in miniature scale); **Matador's Lodge** (eatery and violent entertainment venue)

Industry

Fancy Reefclaw (a successful and garishly painted brewery)

Political

The Fish Tank (headquarters of the Gallowed)

Relaxation

Old Sword (musty tavern that caters primarily to the elderly)

Nestled at the bottom of the Seacleft lies one of Magnimar's most vibrant districts. Numerous small playhouses, pubs, brothels, hookah bars, dance halls, and a wide variety of other entertainments make Lowcleft—or “the Rubble,” as locals typically call it (as much because of the minor but frequent small rockfalls that tumble from the face of the Seacleft and land here, as to the district's perceived low morals)—a home to the city's artistic and avant-garde community. Many of Lowcleft's citizens see themselves as the city's true artistic heart and soul, and regard the fine arts of the Capital District or the upper-class entertainments of the Summit in general as falsified institutions that cater to a muse made of money. In Lowcleft, subversive entertainment, anti-establishment rhetoric, and wild social experimentation are the norm. Aristocrats often sneak down to Lowcleft to enjoy its edge just as middle-class workers often visit the district to escape the drudgery of mindless work. Those who choose to live and work in Lowcleft often regard these visitors as lesser forms of life or unwelcome intruders, yet they are always careful to avoid voicing such opinions in mixed company, since if there's anything that binds the people of

Lowcleft together, it's an appreciation of the money these frequent visitors spend in the district's distractions.

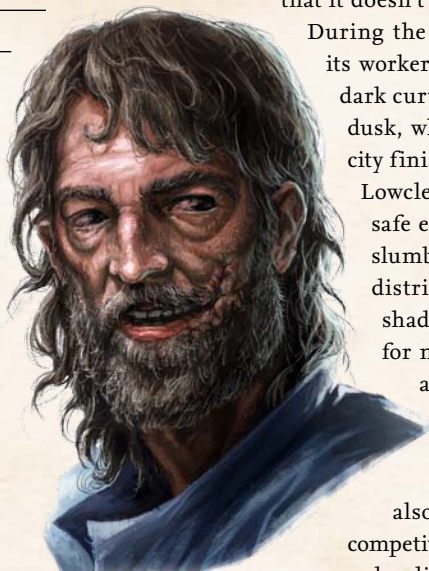
Gazetteer

Lowcleft is unlike many of Magnimar's other districts in that it doesn't truly come to life until the sun sets.

During the day, the place is quiet and calm as its workers and offerings sleep in rooms with dark curtains drawn to block the sunlight. At dusk, when those who live elsewhere in the city finish their day's work and filter down to Lowcleft for some relaxation and relatively safe entertainment, Lowcleft rises from its slumber to become one of the city's busiest districts. The clash between light and shadow is a common theme in Lowcleft, for many establishments pay significant amounts for magical illuminations or colorful alchemical lanterns not only in order to light their facades to attract customers, but also to distract the same from their competition. Despite these frequent islands of dazzling color, many stretches of Lowcleft remain in shadow or even darkness—not all entertainments thrive in the light and

direct scrutiny, after all. Buildings here are often built of stone, although in the back alleys wood and stone buildings are more common. Streets are cobblestone, but again, in the back alleys standards slip and wooden walkways or even packed dirt replace stones. The city watch patrols the major streets of Lowcleft, but mercenaries paid for by the district's larger establishments provide most of the street-level security. These mercenaries are often called upon not only to watch against crime, but also as distractions against overly zealous city watch patrols or Hellknights who might be tempted to overstep the bounds of what Lowcleft expects of its law enforcers.

L1. Matador's Lodge: While bullfights themselves are performed in the Serpent's Run every summer, those who take part in the seasonal event take pride in their training and skills year round. In the off season, these matadors perform here, at the Matador's Lodge. Part tavern and restaurant, part permanent rodeo, the Matador's Lodge features weekly events like bull baiting, horse breaking, cow catching, and other often rather brutal forms of entertainment that take advantage of beasts of burden. Though the place functions as a wildly popular restaurant, no vegetarian dishes are offered, a point of ferocious pride for the lodge's owner. **Master Basaalee**



Vert Klydus



Minvandu (NE male Chelaxian ranger 6) is something of a sadist—the animal cruelties he so exuberantly panders to his bloodthirsty audience merely encourage his cruelty. He is fond of pontificating upon the nature of humans’ addiction to violence and openly admits, “Were it illegal to visit such pain upon these low beasts, I fear I would now be languishing in the Hells in Darvengian’s lap as a most profound killer of men.” Mivandu has many enemies in Magnimar, some of whom are quite powerful (the Deverins and church of Desna alike have many times called for an investigation of the Matador’s Lodge and Mivandu’s holdings for evidence of greater crimes than arrogance and mocking pride, though so far all such investigations have been to no avail), yet the fact that the bullfights he sponsors and produces yearly for the Serpent’s Run are so popular and make so much money for the city more than offsets any real legal troubles. He is a particular master of manipulating Hellknights, and has on multiple occasions engaged the aid of the Order of the Nail in defending his interests through the sheer power of the spoken word and faultless logic. The exact cause of Mivandu’s vicious demeanor is quietly debated among frequenters to the Matador’s Lodge, and most agree that it

must have something to do with the mutilated bull’s head mounted on the wall above the bar, an item of interest whose adjoining plaque simply reads “Felled One.”

L2. The Fish Tank: One of several wagons converted into semipermanent dwellings in the Lowcleft Varisian camp, the Fish Tank is owned by **Jaster Frallino** (CE male human fighter 5/rogue 4), an aging, merciless tough with thick scars around his neck. Jaster leads the largest and most influential group of Sczarni in all of Magnimar, the Gallowed. Images of glassy-eyed sea serpents and scandalously clad mermaids stare stupidly from the timbers of this peeling sea-blue caravan wagon. Within, the roomy wagon holds a single battered stool and a 4-foot-tall glass aquarium filled with murky water. Inside the glass tank laze Frallino’s three fat pet swamp barracuda: Verna, Argarno, and Big Mal. In Frallino’s displeasure, several lazy thugs and untrustworthy business partners have lost a toe, a nose, or a whole hand to “the Boss’s Fish,” and more than one of the crime lord’s enemies have gone into the tank headfirst. It’s also rumored that the Sczarni boss keeps a collection of mysterious, rusted keys at the bottom of his chummy aquarium, guarded by his beloved pets. What these keys might open is anyone’s

Magnimar's "City Guards"

Listed below are the primary agencies responsible for the protection of Magnimar's people—agencies whose individual ethics and goals may put them at odds with other groups who are, in theory, trying to provide the same services.

Churches: The churches of Erastil and Calistria help to protect streets in the Shore, while the church of Abadar helps patrol the streets of the Summit.

City Watch: Based in the Arvensoar, the city watch focuses its energies on the patrolling of major streets and of neighborhoods where government resources and buildings are more common. The city walls are manned by the watch, and it is their responsibility to defend Magnimar from threat by land.

House Derexhi: One of Magnimar's oldest families, the Derexhis specialize in numerous forms of protection, primarily in the Summit (see page 9 for details).

Magnimar Navy: Based in Fort Indros, the Wyrmswatch, and Outcast Fishery, Magnimar's navy has little interest in protecting the city's streets and buildings. Its primary jurisdiction includes Outcast's Cove and the waters of the Varisian Gulf in a 10-mile radius from Magnimar.

Mercenary Bands: Numerous small mercenary bands operate in Magnimar—typically, they are hired by individuals to guard single locations rather than to patrol larger areas. The majority of the seasonal homes in Naos are watched by mercenaries on retainer.

Order of the Nail: Although the Hellknight Order of the Nail was originally coaxed to Varisia by Queen Domina of Korvosa decades ago, some members have been stationed in Magnimar in an attempt to bring law to a city they feel is in terrible need of order.

Sczarni Gangs: The Sczarni watch out only for themselves and those who pay them protection money, but are often the only form of protection available in the city's slums.

guess—Jaster is fond of inviting those who notice them to take the keys, so long as they don't hurt his toothy pets. Those who take the man up on the offer typically end up leaving more in the Fish Tank than they bargained for.

L3. Gilded Cage: Among the best known of the district's nightspots is the Gilded Cage, a garish gambling den and club built into the face of the Seacleft and run by **Jayleen "Morning Dove" Mordove** (CN female human bard 5), a former prima donna of the Triodea who retains her connections to the city's artistic elite. Unlike most of the establishments in Lowcleft, the Gilded Cage is owned by one of the great houses of the Summit. The Versade family takes particular pleasure in their ownership of the

place, as much as for their free access to the Cage's most exclusive rooms as for the minor scandals ownership of such an establishment regularly presents. Despite its influential ownership, many regard the Gilded Cage as little more than a charity brothel and flayleaf den run by exuberant hobbyists.

L4. The Fancy Reefclaw: One of Magnimar's most successful breweries, the Fancy Reefclaw is unmistakable on its street for its bright red-and-yellow facade, upon which is painted a huge mural of a reefclaw wearing a fine towncoat, a tricorne hat, and gold chains. This is the mascot for the brewery, and its appearance on the label of raspberry ale, lambics, and other fine drinks is a mark of quality among Magnimar's imbibers. Like the Gilded Cage, the Fancy Reefclaw is one of the few buildings owned by members of Magnimar's high society—in this case, the Deverin family. The Reefclaw's day-to-day business is attended by **Golliver Haskinsworth** (LG male Taldan expert 3/fighter 4), a soldier who left his hometown of Cassomir many years ago to seek a less complicated life. His longstanding offer of 250 gold coins per pound of fresh golden raspberries isn't paid as often as he'd like, for the delicious fruits are almost impossible to grow outside of certain unusually nutrient-rich hummocks of boggy land scattered throughout the southwestern Mushfens—hummocks invariably inhabited by ravenous giant frogs, giant dragonflies, or other dangerous swamp predators. Nonetheless, intrepid mercenaries and adventurers occasionally take Haskinsworth up on his offer and seek out the exquisite berries, and those who return alive and with the goods make a fortune for their efforts.

L5. The Courtesan and Unicorn: So-called "harrow parlors" are a rising fad in many of the Inner Sea's cities, as word of the ancient Varisian practice of harrowing spreads. Most true Varisians find the idea of these parlors—which are invariably run by non-Varisians dressed as walking clichés—to be disrespectful at best. To these Varisians, the Courtesan and Unicorn is not a harrow parlor at its best, but at its worst. Not only does this establishment mix frivolous harrow readings with prostitution, but also the place is run by one of their own, **Vanyavi Czanji** (LE female Varisian sorcerer 6). A self-loathing Varisian who initially founded the place as a means to fund a *reincarnation* spell so she could fully escape her ethnicity—regardless of what she might return to life as—Vanyavi receives death threats from enraged Varisians on a regular basis, yet continues to betray her native people by running the seedy establishment. She keeps a large number of Shoanti bouncers, who speak very little Common and work unpaid for benefits with the establishment's prostitutes. The thugs are fiercely loyal to Vanyavi and have saved her life from attempted assassinations no fewer than five times.



L6. The Dreaming Dryad: This elegant building's main entrance has been enhanced by illusions to give those who approach it the uncanny feeling that they are looking through an arch of stone into the heart of beautiful pastoral glade. During the day, the view is one of the glade at darkest night, while in the evening, the glade brims with sunlight. Stepping through the arch, customers enter the thickly carpeted, darkly lit building's cramped and winding interior. The walls are soundproofed and most doors can be locked from both sides by different keys. The building itself is a maze of rooms both large and small, the vast majority of which are located belowground. Owned and operated by **Vert Klydus** (CN male Varisian alchemist 5/expert 2), the Dreaming Dryad is listed in the Pediment Building records as a "Class Three Inn" (indicating a multistory establishment that combines an eatery, a tavern, and other "personal services" under one roof). In fact, the place is little more than a drug parlor. Members pay premium prices for guarantees of privacy and access to drugs of choice that the owner has ensured are "safe and secure." Accidents like overdoses still happen, but Vert takes pains to make sure that the drugs he offers at the Dreaming Dryad are not contaminated or otherwise compromised. Recently, Vert has become particularly concerned with the spread of a strange new drug called "Midnight Milk," a concoction he initially sought out for its reputed ability to grant vivid dreams (an effect he thought went quite well with the themes of his establishment)—but his attempts to secure samples triggered his suspicious nature when the supposed suppliers wouldn't allow him to buy without first sampling the drug at the Blue Bunyip. Vert abandoned his quest to add the milk to his establishment's menu, and has since been investigating the true nature of the drug and its mysterious suppliers. Unknown to Vert, those suppliers have recently learned of his interest, and steps are being taken to forcibly convert him and the Dreaming Dryad to the latest of the Midnight Dawn's holdings (see page 46 for more details on the Midnight Dawn).

L7. 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.

Monument Boon: Meditate for 10 minutes before the Mapstone Monument and make a 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.

L8. 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 does every year, 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 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.



Master Basaalee Minvandu



Naos

NAOS

Grand Arch, the “New-Money District,” Vista
Corruption +0; **Crime** +0; **Economy** +5; **Law** +4; **Lore** +6;
Society +3

Danger +0

DEMOGRAPHICS

Population 2,236 permanent, 1,886 itinerant

LOCATIONS

Culture

Founder’s Flame (eternally burning fountain of magical fire); **The Guardians** (arch dedicated to famous heroes); **Parade Grounds** (large area used for public events near the Arvensoar); **Triodea** (tripartite performing hall for theater and music)

Industry

Glassblowers’ Guildhall (small guild of glassworkers);
Groomers’ Guild (association of beauticians);
Guild of Carters and Coachmen (union of drivers and transporters);
Hunters’ Guild (association of hunters and trackers)

Institution

Bastion of the Nail (Hellknight garrison); **Cathedral of Abadar** (center of banking and money lending); **Temple of Iomedae** (seat of the goddess of justice’s worship)

Market

Boria’s (poison seller disguised as a wine shop)

Political

Arvensoar (towering seat of the military); **Defiant’s Garden** (political retreat turned home to the lord-mayor); **Deverin Villa** (modest aristocratic family); **Foxglove Townhouse** (minor aristocrat holdings); **Kaijitsu Townhouse** (minor aristocrat holdings)

Relaxation

Blue Bunyip (tavern and inn with sinister associations; see page 47); **House of Welcome** (high-class brothel); **Osprey Club** (recreational club for sea captains only); **Rag and Garter** (open air cantina where the employees dress like vagrants to give aristocrats a safe place to “slum”); **Sock and Buskin** (tavern that competes against the Triodea drinking establishments; specializes in semi-illegal drinks like Old Asmodeus)

Home to many merchants and comfortable families, Naos is disparagingly called the “New-Money District”

by local aristocrats. Despite the disdainful comments of the elite, Naos is one of the most welcoming and well-kept parts of Magnimar.

In the relatively small neighborhood of Vista, high-class shops, restaurants, businesses, and the offices of mercantile concerns perch atop the Seacleft’s edge. Here, citizens of Naos can enjoy the convenience of shopping without having to venture down to the Shore and rub shoulders with the working class. The shops of Vista are remarkably open to visitors from the lower districts, though—as long as visitors from less affluent districts don’t cause too many disruptions to paying customers, the illusion of more patrons is always welcome.

Grand Arch is the largest of Naos’s neighborhoods, stretching from the Twins’ Gate to the heart of the upper cliff. Many of Magnimar’s middle class and simple shop owners live here comfortably, but a surprising number of the area’s homes stand unoccupied much of the time—the homes of foreign merchants and travelers whose business takes them elsewhere but who desire comfortable

living upon their return. Here, street names are not marked—an only partially successful ploy to complicate and deter the easy organization and orchestration of burglaries in the area.

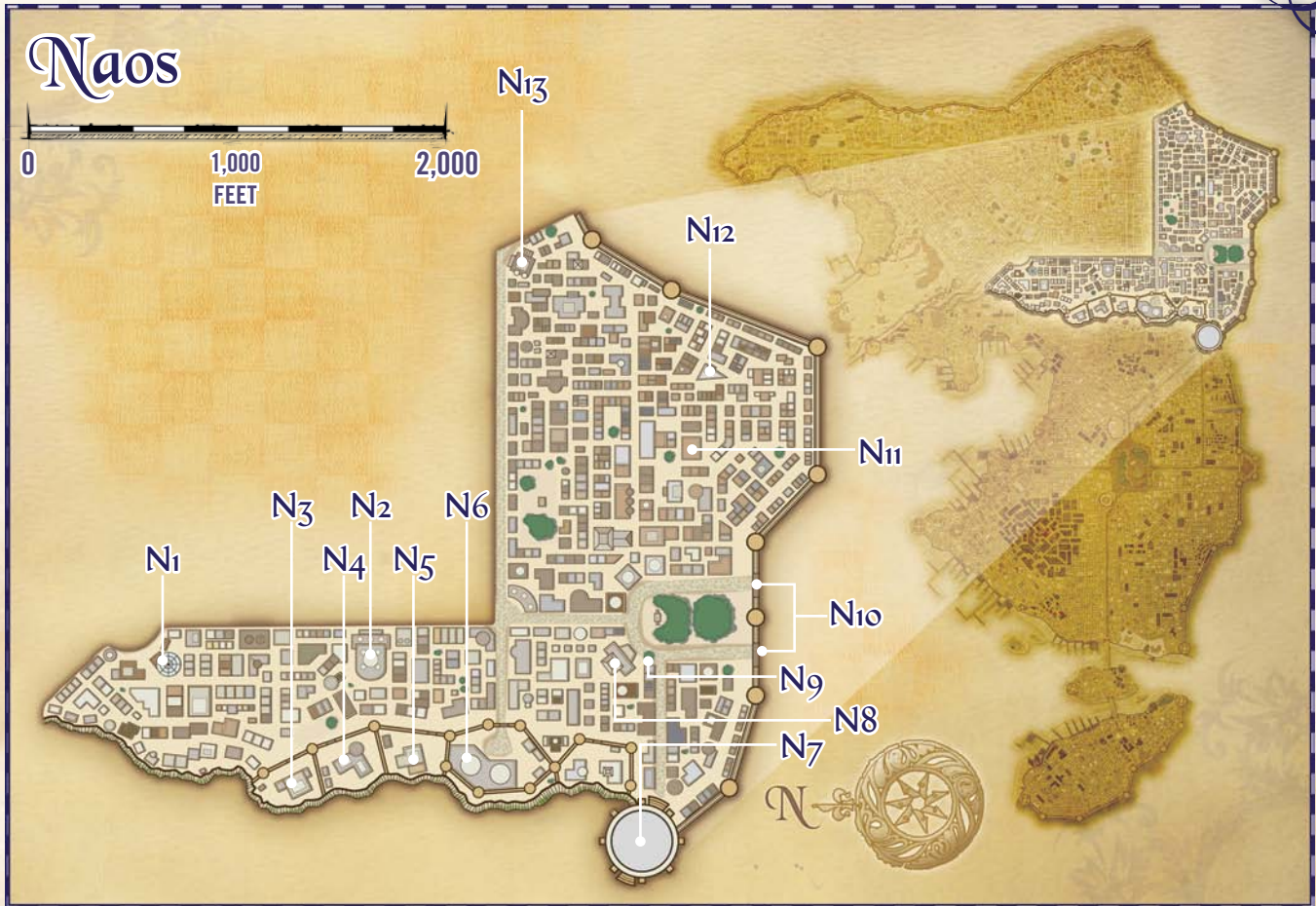
Gazetteer

Naos is similar to Ordellia (not that anyone from either district would ever admit to such) in that it truly functions as a miniature city within the greater city of Magnimar. Here, one can find a mix of residential neighborhoods, markets, government agencies, and temples, all within a relatively short distance of one another. The large number of well-to-do inhabitants ensures that the city watch would patrol the region well, even were the watch itself not based in this district. Dozens upon dozens of shops and merchant’s stalls sell goods and services ranging from groceries to jewelry, fine clothes to magic items, oxen to rare birds, chimney sweeping to fortune-telling, and more. The streets are mostly paved with stones, with only the narrowest alleys downgrading to cobblestones.

N1. Osprey Club: This towering structure looms proudly behind its wrought-iron fence. Iron ospreys perch atop the fence here and there, as if guarding the structure within. After dark, the Osprey Club’s facade glows and



Proctor Jyronn Imikar



shimmers in green and gold *faerie fire* until an hour after midnight, and those peering through the iron bars of the fence can often catch glimpses of famous individuals from Magnimar and beyond strolling the immaculately groomed grounds. The main structure itself is off-limits to all but members of the most prestigious families of Magnimar and those on their approved guest lists. Within, the club caters to all manner of delights, functioning as an upper-class tavern, smoking hall, gambling den, and even bordello. The Osprey Club is currently administered by a garrulous woman named **Kayasi Zivatchi** (N female Chelaxian bard 5) who delights in a good joke almost as much she does in gathering scandalous secrets.

N2. Cathedral of Abadar: The largest temple in Magnimar is the cathedral of Abadar, a sprawling stone structure that also serves as the primary bank and moneylender not only for Magnimar but also for the entire region of western Varisia. Dozens of acolytes, priests, and paladins serve here, all under the commanding yet fair leadership of **Proctor Jyronn Imikar** (LG male Garundi cleric of Abadar 13), a man who, in his younger days, had the pleasure of serving the Ruby Prince of Osirion as an acolyte. He still maintains periodic contact with Osirion's

vaunted leader, but has today become his own man and a force to be considered in the hierarchy of the church of Abadar. The church of Abadar sponsors many field agents in Varisia, often sending them out to join adventuring groups or mercenary bands, and by so doing manages to keep abreast of rising threats and other important developments throughout the lands under Magnimar's rule. The church also helps to patrol the Summit, and works with the city guard to ensure that no region is unpatrolled or overwatched. Finally, while many believe Magnimar has only one jail, the cathedral maintains a second jail in the Osprey piling of the Irespan. Very few know about this prison, which primarily holds political prisoners and criminals whom the city and the church would rather have vanish entirely from the public eye.

N3. Kaijitsu Villa: For a time, the Kaijitsus were the newest aristocrats of Magnimar, yet after a disastrous storm resulted in the death of the family's leader in 4687 AR, the Kaijitsus have increasingly focused their attention on their interests in Sandpoint, leaving this villa to slowly fall into disrepair. Magnimar's nobility have been pushing to force the Kaijitsus to either return to care for the property or to abandon their claim to it,

citing rumors that “undesirables” have been squatting in the villa as their primary concern. Yet to date the villa remains in its semi-abandoned state.

N4. Deverin Villa: The Derevins are perhaps the most laid-back of Magnimar’s aristocrats, and their famous (some might say notorious) patience with the commonfolk has earned the family’s leader the nickname of the “Simple Lord,” a name that old **Hobart Deverin** (NG male Chelaxian/Varisian aristocrat 5/expert 3) actually bears with pride. Equally proud of his family’s success with the Fancy Reefclaw (see page 28) as he is of his niece’s success as mayor of the town of Sandpoint, Hobart has been fighting a recurring fever for the past year, prompting many to whisper that the “reign of the Simple Lord” may be coming to a close.

N5. House of Welcome: Magnimar’s most exclusive (and most expensive) brothel is the House of Welcome, a sprawling villa that inspires the jealousy of many of the city’s families. In fact, the House of Welcome itself could have been classified as an aristocratic villa, were it not for a law that prohibits members of the aristocracy from using their own villas as a place of business. When Siobhani Abantiir learned she was barren, the distraught but canny woman knew her home would never know the joy of descendants, and decided instead to turn her villa into a high-class brothel. In an ironic turn of fate, Siobhani became pregnant not 2 years later, but the damage had been done. Today, the House of Welcome is run by **Madame Remeka Abantiir** (CG aristocrat 5/cleric of Calistria 3), granddaughter of Siobhani. Remeka is somewhat bitter that her grandmother’s choice robbed her of her family manor, and hopes to someday be able to afford to move the House of Welcome to an off-site location. Unfortunately, the brothel’s significant customer base makes the prospect of buying a new building for it prohibitively expensive—as would be purchasing a suitably grand new manor home for herself. For now, Madame Abantiir is stuck where she’s at, and with most of her customers being members of other great families of Magnimar, she’s growing increasingly frustrated and irrationally convinced that they’re engaged in a conspiracy to keep her trapped as the House’s madam until the day she dies.

N6. Defiant’s Garden: Directly upon the Seacleft stand several estates of the city’s more daring aristocrats, but even the most lavish of these are outshined by Defiant’s Garden, diplomatic resort and home of Lord-Mayor Haldmeer Grobaras. Although the lord-mayor has traditionally kept a simple residence among the people, Grobaras moved into the lavish city-owned estate under the pretense of wanting to more freedom to dedicate himself to his work—and certainly not to take advantage of the small castle’s four fully staffed floors of sumptuous salons and comfortable lounges, usually reserved for visiting diplomats.

N7. Arvensoar: The tallest structure in Magnimar and a wonder in a city of architectural feats, the Arvensoar stands approximately 400 feet tall, climbing the entire length of the Seacleft and extending nearly a hundred feet above Naos itself. In the simplest senses, the great tower is the garrison of the city’s watch and small military, as well as being a quick, city-controlled connection between the Shore and the Summit. Beyond having these mundane uses, the tower is a symbol of the city’s unity, ambition, and history. **Commander Ismeir Odinburge** (LG male human fighter 4/paladin 5 of Abadar)—a competent, sober, and honest but inflexible, man—serves as Lord of the Tower and leader of Magnimar’s military forces. Several field commanders report directly to him, as does **Captain Acacia Uria** (LG female human fighter 3/rogue 5), the fiery and opinionated head of the city watch. A military of 400 professional soldiers—most particularly well trained in archery—stand garrisoned within the Arvensoar, patrolling its heights and the city walls. Should more fighters ever be needed, the city watch and a local militia can be rallied within an hour, supplementing the tower’s forces with upward of 900 additional lesser but willing warriors. Well positioned to defend the city, the Arvensoar boasts eight trebuchets capable of firing over the city and even past Outcast’s Cove—though Fort Indros and the Wyrwatch are far better positioned to defend the city harbor—and enough provisions to supply the city through at least a week-long siege.

N8. Temple of Iomedae: The fortresslike temple of Iomedae—presided over by **Chaplain Tira Ronnova** (LG female Chelaxian cleric of Iomedae 7/paladin 2)—stands here, sounding the daily call to glory and preaching of honor, sacrifice, and spiritual rewards to the layman.

N9. Founder’s Flame: This magical fountain of flame was built by Antholus Kaddren—a gift to the city soon after its founding. The monument itself consists of a pedestal that supports a bronze bowl filled with green oil. A nimbus of fire burns perpetually in the bowl, changing to an arcane rhythm and cycling color from yellow to orange to violet to blue. Benches surround the remarkable fountain at a safe distance.

Monument Boon: Meditate for 10 minutes before the flame and make a successful DC 15 Spellcraft check to gain a +1 increase to the save DCs of all fire spells you cast for the next 24 hours.

N10. 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.

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 you exceed the DC 15 Knowledge (arcana) check.

N11. Bastion of the Nail: When certain elements among the Justice Court felt that Magnimar badly needed additional law enforcement, but were deterred by the Council of Ushers and Pediment Building alike, they extended an invitation to the Hellknight Order of the Nail to lend their aid. Intrigued more by the opportunity to bring law to a region they had heard eschewed law, the Order agreed to send a small contingent from Citadel Vraid gratis. Since then, the agents in the Justice Court feel they may have asked for more than they truly wished, but the Order of the Nail is here to stay in Magnimar. What they lack in numbers they more than make up for in tenacity and skill, supplementing their income from Citadel Vraid by taking jobs from individuals seeking stronger protection than the city watch or most mercenary bands can provide. Here at the Bastion of the Nail, **Paralictor Darean Halst** (LN male Chelaxian fighter 5/Hellknight 3) is in command of this Magnimarian contingent of one of the Inner Sea region's most infamous mercenary organizations.

N12. Boria's: Many wine shops can be found on the streets of Naos, yet few are as noteworthy as this deliberately mediocre-looking establishment. Run by a man by the name of **Todoban Boria** (CE male Chelaxian expert 2/rogue 6), the shelves of this shop are well stocked (although not with any vintages that are overly remarkable), and the decor is fine but unimaginative (including a relatively mundane-looking silver statuette of Cayden Cailean standing upon the shop's main counter)—all by design. Boria's shop is little more than a front—he stocks and decorates just enough so that his establishment can maintain the look of a legitimate business to casual visitors. The man's true trade is the poison business, and he makes a healthy enough living that he doesn't actually need to sell any wine at all to keep the store in business. Boria's specialty is in rare and hard-to-find poisons and toxins; he even stocks doses of kiss of Barbatos and lungtaker (see page 45) in the secret storerooms hidden under his shop. Boria only sells his poisons to those he trusts—a successful DC 30 Diplomacy check or a reference from the Night Scales is enough to earn the right to see his wares. Any others who pressure him for details on poison should take care, for several of the normal-looking decorations in the shop are in fact clever and very poisonous traps.

N13. Triodea: Upon Starsilver Plaza—where abalone shell inlays create a scene of thousands of stars—stands the Triodea, the most renowned playhouse and concert

hall in Magnimar. This single building houses three performance halls: the Grand Stage for operas and plays, an acoustically perfect concert hall called the Stonewall, and the Aerie—a raised, rooftop stage for soloists. **Durstin Versade** (NG male human expert 5) currently owns the performance hall, but the Triodea's true master is **Kassiel Iylmrain** (NE male elf bard 7), a masterful dancer and alto, with a history of extraordinary fits of anger, jealousy, and promiscuity (especially when it aids his career). *The Inconstant Nymph* is a particularly favorite production of Kassiel's, but many today regard it as old, hackneyed, and tired—opinions that most know are best kept to oneself in Kassiel's company.



Arvensoar



Ordellia

ORDELLIA

The Foreign District, Kyver's Islet, the "Mush"

Corruption +4; **Crime** +3; **Economy** +5; **Law** -2; **Lore** +4;

Society +4

Danger +5

DEMOGRAPHICS

Population 1,672 permanent, 986 itinerant

LOCATIONS

Industry

Red Kestrel Imports (importer/exporter with links to five other nations); **Seven's Sawmill** (oldest sawmill on Kyver's Islet; meeting spot for the Brothers of the Seven)

Leisure

Mistress of Angels (monument portraying Ordellia Whilwren); **Tessik's** (notoriously violent pit fighting ring and gambling hall; fights are well known to be rigged)

Market

Billivin's Benevolent Balms and Effulgent Elixirs (a total mess inside); **Pug's Contraptions** (tinker's shop in the heart of Kyver's Islet); **Skavner's Fine Tomes** (small publisher specializing in reprinting rare books); **Wemmy's Fine Canines** (high-end dog breeder specialized in racing hounds)

Political

Embassy Building (sprawling building that houses several small embassy offices); **The Floodfire** (Kyver's Islet's lighthouse; warns ships away from shallow waters and sandbars); **Rose and Rake** (theater that doubles as Ordellia's governmental center)

Although named for one of Magnimar's most beloved historical figures, Ordellia Whilwren, the district of Ordellia faces a specific (and for a city of Magnimar's supposedly open-minded nature, rather ironic) challenge—for it is here that many of those of "foreign" blood dwell. Separated from the main city by the deep waters of the Yondabakari, Ordellia simultaneously extols the virtues of diversity Magnimar was founded on and suffers from and supplies those who distrust outlanders with constant reminders of why a safe city has walls. Referred to disparagingly by many Magnimarians as the "Mush" (a play on words that references not only Ordellia's proximity to the Mushfens, but also its highly diverse population), Ordellia is in many ways its own city, distinct from the rest of Magnimar, yet bound to it by a

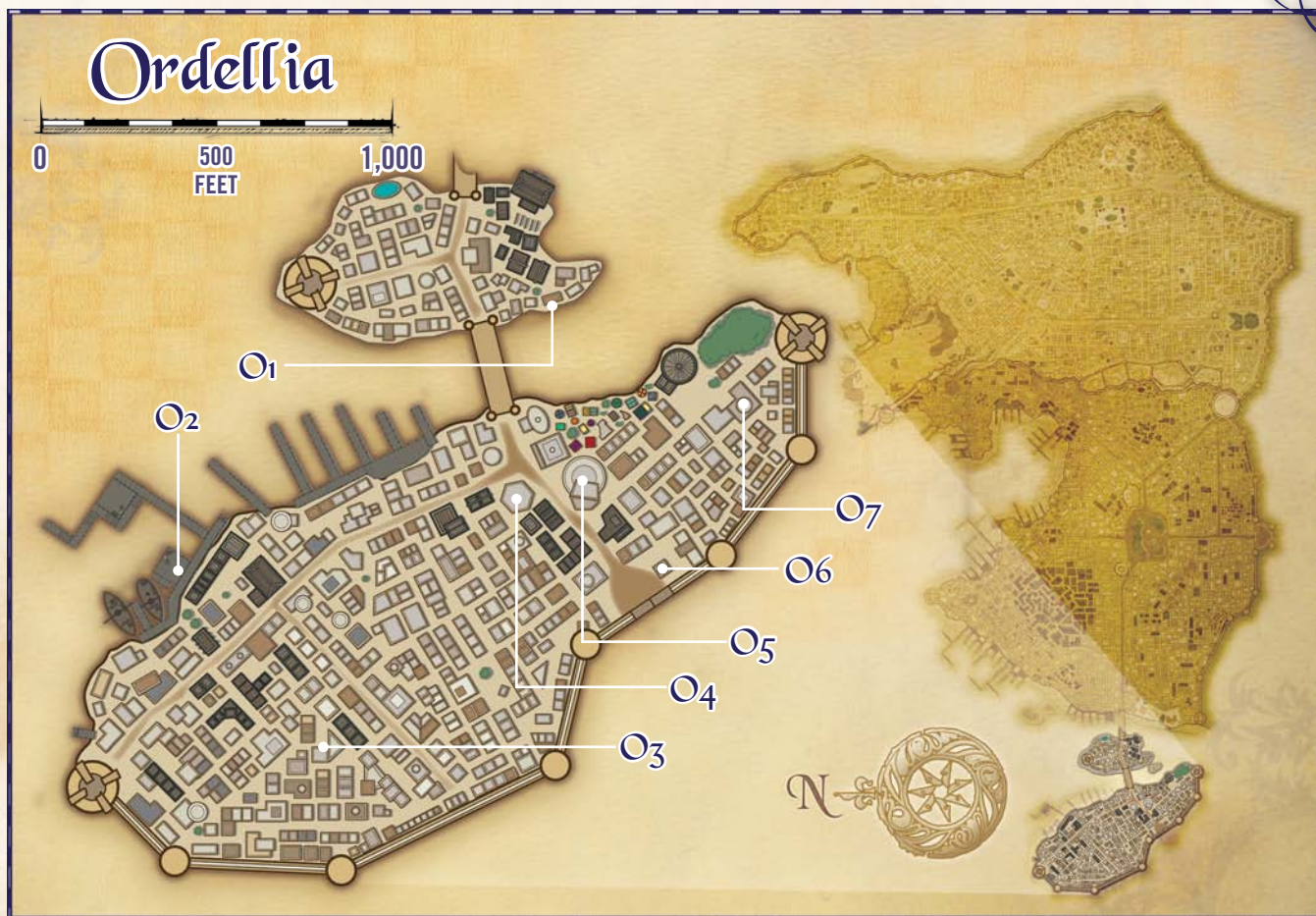
dependence on government support as surely as it is by the sturdy stone bridges that connect the district to the east.

Long a hotbed of dissension and governmental criticism, Ordellia perhaps best embodies the spirit of freedom and leaderless rule Magnimar was founded upon. Many in the district consider Ordellia a town apart from Magnimar, taking pride in organizing their own small community militia and council apart from the city's. Humanity remains the dominant race in Ordellia, but only just, with an increasing number of half-elves, half-orcs, dwarves, elves, gnomes, and halflings taking up residence in the district. Those humans who do live here are of ethnicities from across the Inner Sea region, with embassies established in the district's nicer neighborhoods. That Ordellia offers significant discounts on homes and lodging to those not of Chelish or Taldan descent, as a draw to foreign traders, certainly helps to maintain the district's cosmopolitan themes.

Between Ordellia itself and the rest of the city is a small island given over almost completely to lumber mills, granaries, tanneries, and other smelly or noisy workshops best situated away from homes and quieter businesses. The island is known as Kyver's Islet, and to Ordellians as "Little Beacon" (because of its smaller size but similar purpose to Beacon's End). Its status amid Magnimar's districts has long been a matter of contentious local debate—the islet's industries bring in a large amount of income, and while it has traditionally been regarded as part of Ordellia, the movers and shakers of Beacon's Point have lobbied for decades to have the island's districting be revised so it falls under their control. They argue that the only reason the islet has remained a part of Ordellia for so long is a stubborn adherence to tradition—"That the isle has been connected to Ordellia by bridge for 10 years longer than it has to the east is not reason enough to keep it apart from the district it should belong to," the lobbyists maintain. Nonetheless, Kyver's Islet has remained Ordellia's "ward," with the government wisely noting that preventing all of Magnimar's major industries from falling into a single district monopoly keeps the city as a whole healthier. Of course, the sheer amount of paperwork and bureaucratic complexities involved in reassigning Kyver's Islet to Beacon's Point may be an even stronger



Billiver Billivin



reason why the isle's allegiance has remained unchanged through the years.

The lumber mills of Kyver's Islet are the only major Magnimarian industry not affiliated with a guild. Each of Kyver's Islet's lumber mills is individually owned and funded, free to pocket all of its profits but forced to assume all the risks of the business venture as well. As a result, ownership of most of the lumber mills switches relatively frequently. Magnimar's government set this unusual mandate after one of the city's more prestigious founders, a wizard named Savasten Kyver, pressured the government to leave the mills as a long-term experiment of sorts. That Savasten actually wanted to maintain one of these mills as a meeting place for a secret society called the Brotherhood of the Seven he conveniently forgot to mention. In the decades since Savasten's death, his family line's fortunes have dwindled, but his legacy on Kyver's Islet persists, and the lumber mills remain guildless to this day.

Gazetteer

Ordellia does not receive much official support from the city watch patrols—officials blame the difficulties of maintaining proper rounds at such a great distance

and bottlenecking issues with the bridges. Security, like so many other amenities, is left to its inhabitants. For the most part, Ordellia's patrols are performed by a combination of hired mercenaries, periodic visits from Hellknights (who don't have a problem with long patrols, and often mock the city watch for this), and out-of-work adventuring parties looking to earn a few extra coins from the district's Embassy Building. The major roads are cobblestone, with hard-packed earth in alleys or on Kyver's Islet. Several of the dirt roads have wooden beams sunken into them to help keep them navigable during the wet seasons.

O1. Seven's Sawmill: Of the half-dozen or so major lumber mills active on Kyver's Islet, the Seven's Sawmill is the only one that has never shifted ownership throughout the course of Magnimar's history. The Seven's Sawmill produces lumber regularly, if perhaps at a somewhat more leisurely pace than most of the other mills on the isle, for the same reason that it's never changed ownership—its owners are the secretive Brothers of the Seven, a hidden and very exclusive society of seven relatively minor aristocrats who use the mill for their secret meetings. What exactly these meetings concern is unknown even to

those few who know that the Brothers of the Seven exist in the first place.

O2. Red Kestrel Imports: This large red waterfront warehouse near the northern end of Ordellia flies six different flags above its large primary doors—Absalom, Cheliox, Osirion, Katapesh, Sargava, and above them all the flag of Magnimar. These flags indicate the six nations in which Red Kestrel Imports keeps warehouses and ships. The Magnimar branch, in operation for a mere 10 years, is the newest addition to the wide spanning trading company, itself originally a Chelish concern. Red Kestrel has several ships in its fleet, and transports a wide variety of goods between its six nations. This branch is currently administered by a florid Chelish man who plucks his eyebrows and sweats profusely even on the coldest Varisian days. This doubtful-looking man is Anton Ghanafini, and despite his awkwardness he is in fact a relatively shrewd businessman—one who has recently gotten in over his head (quite literally) with a local group known as the Midnight Dawn (see page 46).

O3. Billivin's Benevolent Balms and Effulgent Elixirs: The relatively plain facade of this wooden one-story building doesn't do justice to the chaos that lurks within. This shop's interior is a tangled, insane maze of sagging shelves and teetering display cases cluttered with a diverse array of vials, alchemical supplies, potion ingredients, books, scrolls, bits of sculpture, spell components, and all manner of other bits of clutter hoarded by a gnome obsessed with collecting things that, while not magical themselves, are of import to those who do create magic. This gnome is the one and only **Billiver Billivin** (CN male gnome alchemist 2/bard 1/cleric of Sivanah 1/sorcerer 1/wizard 2), Magnimar's most disorganized and scatterbrained spellcasting merchant. Despite the objects that fill Billiver's shelves, none of them are for sale. What Billiver's shop theoretically does provide are various potions, elixirs, unguents, balms, ointments, salves, and creams—very few of which actually do what they're advertised to do, but all of which are

excellent at seeming like they almost do. He actually keeps very few of his completed offerings on display, as he prefers to mix up fresh batches as customers need them. The main exception to this is his "world famous" cure-all—a softly glowing pale violet concoction that ships in thin brown vials bearing the label "Billiver Billivin's Most Effulgent Brain Tonic." Although vile tasting and gritty, this invention is actually the gnome's crowning triumph, and works as well as it's advertised to in helping to prevent and cure diseases. A single dose of brain tonic costs 100 gp, and when imbibed, grants a +5 alchemical bonus on Fortitude saving throws against diseases and a +2 alchemical bonus on Will saving throws made against confusion effects made in the next 24 hours. At the time it is imbibed, the user may immediately make two saving throws against any diseases he is currently suffering from with a +5 alchemical bonus, taking the better of

the two results. Drinking more than 1 dose of the brain tonic in a day has no additional effects. The stuff also turns your teeth purple for a day. Billiver often cites that effect as a primary selling point, drawing some of Magnimar's wealthier visitors to try the concoction as a recreational activity and local oddity.

O4. Embassy Building: This sprawling two-story building is where agents of other nations (or, in the case of Korvosa, cities) maintain an official presence in the city of Magnimar. The city has extended invitations to nearly two dozen nations in the Inner Sea region, offering a place in the city in exchange for some level of presence in the other nations' capitals. Several nations turned the offer down, discounting Magnimar as an upstart backwoods colony destined to fail in a matter of years, if not months—a burning statement that irks Magnimarian diplomats to no end, inspiring the city to permanently withdraw any further invitations to the pompous nations. Currently, the nations of Absalom, Andoran, Cheliox, Katapesh, Osirion, Qadira, Sargava, Taldor, and Ustalav all maintain embassies here, and enjoy the benefits of increased trade with lesser tariffs as a result. The Korvosan wing of this building



Lady Annsa Shivarlu



is maintained only out of a sense of duty, but it is typically empty—inhabited only on the rare occasions when official Korvosan agents must visit the city on business.

O5. Rose and Rake: The unofficial “capitol” of Ordellia is the Rose and Rake theater, an open-air, circular playhouse known for its scathing social satires and ribald political commentaries. This establishment, more than any other in Ordellia, has been known to draw visitors from elsewhere in the city—even customers who are normally quite vocal in their disdain for Ordellia, and especially when they attract famous actors or stage particularly well-loved productions that other playhouses in Magnimar simply are not large enough to accommodate. The Rose and Rake also serves as a place for the citizens of Ordellia to hold town hall meetings and other large gatherings, and a large building nearby serves as the offices of the elected members of the Small Council, officially a subset of the Council of Ushers. The members of the Small Council are elected by Ordellians and serve only 2 year terms before they must go up for reelection. For the most part, the Council of Ushers lets the Small Council run the business of Ordellia as they wish—as long as the district’s taxes are paid on time and the Small Council delivers regular reports to the Ushers’ satisfaction, they see little need to interfere with Ordellia’s business. Currently, the Lady of the Small Council is also the Rose and Rake’s primary producer and director—**Lady Annsa Shivarlu** (LG female Mwangi bard 5/aristocrat 2), a talented playwright who’s head for politics has ensured her six consecutive terms as a member of the Small Council.

O6. Mistress of Angels: This fine marble sculpture of Ordellia Whilwren, one of the founders of Magnimar, shows the beloved cleric of Desna looking out over the Varisian Gulf to the horizon, as if she were scanning for threats to the city.

Monument Boon: Meditate for 10 minutes before the statue and make a successful DC 15 Knowledge (religion) check to gain a +1 morale bonus on all Initiative checks. This bonus increases by +1 for every 10 points by which you exceed the DC 15 Knowledge (religion) check.

O7. Pug’s Contraptions: The Golemworks is not the only establishment in Magnimar that specializes in giving inanimate objects the semblance of life. At Pug’s Contraptions, the Pug family has long offered a wide assortment of windup toys, minor clockwork baubles, unique locks, extravagant birdcages, and other unusual tools and entertainments. Unlike those produced at the Golemworks, the devices sold here are not true constructs, but merely clever toys and gadgets. The current owner and proprietor of the place is a wizened halfling named **Morgamer Pug** (N male halfling expert 5/wizard 1)—his father was the original proprietor of the

Magnimarian Festivals and Holidays

The people of Magnimar have been staunch in their desire to build a city with a very different feel from Korvosa, their rival in the east, yet there are some elements that Magnimar’s citizenry still shares with that city. Notable among those few similarities is the public delight in festivals and holidays. Most of the holidays and festivals listed on pages 248–249 of *The Inner Sea World Guide* are celebrated in Magnimar (only inappropriate regional events are generally ignored). Below are two of the more unusual local celebrations that take place in Magnimar.

Angel Day (31 Desnus): On this day, the whole of Magnimar’s industry seems to shut down as the citizens celebrate the anniversary of the city’s founding. Originally a commemoration of the flight from devil-haunted Korvosa, the holiday has become more a celebration of the presence of the empyreal lords whose worship in the region predates the city by countless centuries. Angel Day ends with countless masquerade balls hosted in homes throughout the city, where people dress as angels and partake in feasts and mock burning in effigy of wood and straw devils bearing the names of Korvosan notables.

Golemwalk Parade (First Sunday of Pharast): Once each year, the Golemworks hosts a contest of sorts. They invite anyone and everyone capable of crafting a construct to compete for honor and a grant of money provided for the use of crafting and creating constructs—additionally, many past winners have been given lucrative jobs at the Golemworks. The Golemwalk Parade is the culmination of the contest; the strange and unusual creations are marched down the Avenue of Honors, where a group of a dozen judges handpicked by the Golemworks’ faculty selects the winner. Although a golem that causes any injuries or public damage is automatically rejected, every year there seem to be at least a few minor mishaps—and frankly, it’s as much the possibility of destruction that draws the crowds as it is the spectacle of a parade of constructs.

shop, and just as he left the place to Morgamer, so does the current Pug patriarch plan to leave the store to one of his descendants—in this case, his grandson Speeven, since Pug’s son Boskard (Speeven’s father) went missing several years ago while delivering a beautiful clockwork nightingale to Ethram Valdemar in Sandpoint. The Valdemars received the delivery, yet Boskard Pug went missing that evening—while his remains were never found, Morgamer Pug is convinced his son was killed by Chopper, the brutal serial killer who had been terrifying Sandpoint at the time.

Underbridge

UNDERBRIDGE

The Shadow

Corruption +4; **Crime** +6; **Economy** +1; **Law** +0; **Lore** +4;

Society +3

Danger +10

DEMOGRAPHICS

Population 1,023 permanent, 602 itinerant

LOCATIONS

Culture

The Gecko (Irespan Piling; said to be haunted); **The Shadow Clock** (teetering abandoned clocktower)

Industry

Swift Dolphin Warehouse (failed exporter's warehouse; now a hidden drug den)

Institution

Shrine of Sarenrae (abandoned shrine to the Dawnflower)

Market

The Harpy (Irespan Piling; home and shop of talented sculptor, Ayavah)

Political

The Gull (Irespan Piling; headquarters of the Creepers); **The Rat** (Irespan Piling; headquarters of Doolun's Lads)

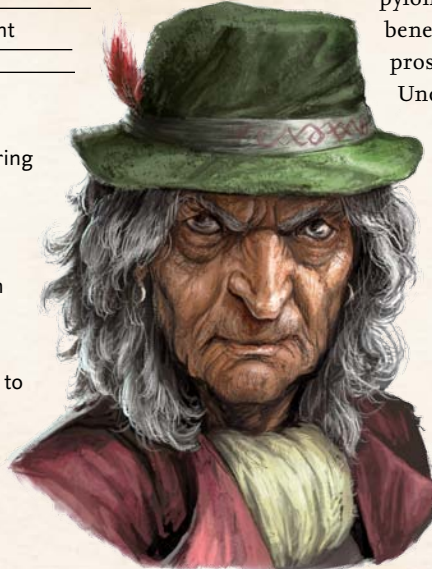
Relaxation

Friendly Merchant (dilapidated tavern; safest place to dock in Underbridge)

Seedy taverns, poorly run brothels, and rat-infested gambling dens compete with salt-blasted tenement buildings and cheap flophouses in Magnimar's most dangerous district, Underbridge. While the Magnimarian government champions cleaning up Underbridge as one of its most important long-term goals, many council members realize that the vices of the slum attract a certain amount of business to the city and that truly clearing away the "bridge trash" could significantly impact the local economy. While several of the city's religions have attempted in the past to reform and redeem the lost of this district, it seems that the denizens of Underbridge prefer to live amid squalor and danger, if only as a way to escape the demands of faith and society. It's not uncommon to hear talk amid the citizens of Underbridge of how their district is the only one that maintains Magnimar's purpose—that they, and they alone, uphold the values of freedom and liberty that Magnimar's original founders held so dear. Of course, such values are crowed primarily by the bullies and slumlords of Underbridge—those who build their

success on Underbridge's desperate common folk, who have no public voice at all, and whom Magnimar sees as little more than filth to be swept under the metaphorical rug that is the Irespan.

Although the submerged rubble and jagged, ruined pylons of the Irespan make sailing beneath the Giant's Bridge a treacherous prospect, a few docks line the trash-strewn Underbridge shore, serving as the entry point for all manner of contraband. The vast majority of Magnimar's smuggling operations take place here as a result, despite regular raids and restrictions imposed on trade by the city guard. The people of Underbridge have traditionally displayed an almost uncanny knack for one-upping the law, to the extent that rumors persist that the government secretly endorses the crime and cruelties that take place under the Irespan's shadow.

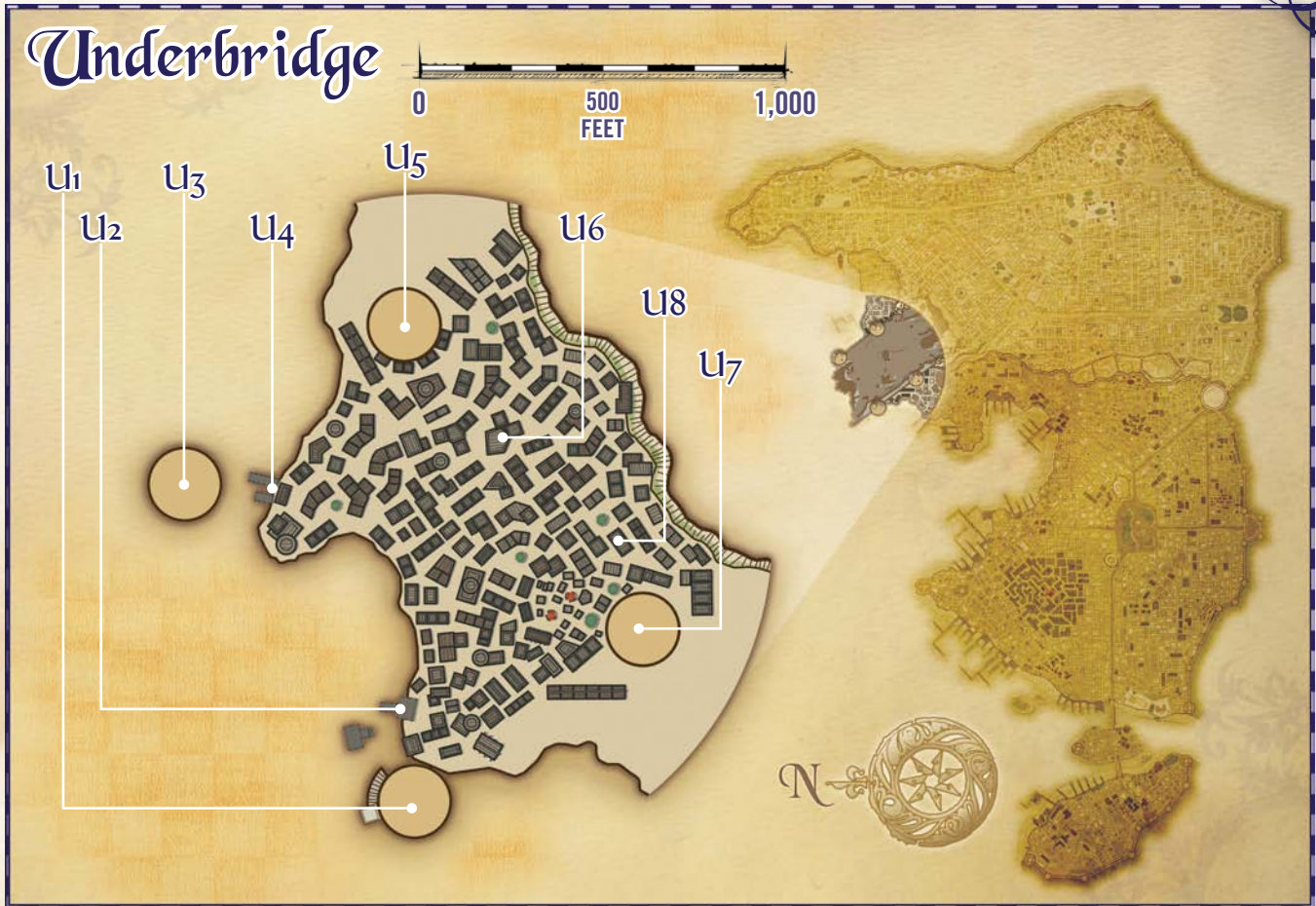


Haugen

Gazetteer

While the majority of Underbridge's roads are little more than muddy gaps between slumping shanties and decaying shacks, evidence of the Magnimarian founders' attempt to bring civilization even here are evident in short stretches of broken cobblestones. The larger paving stones that once lined the major streets (placed during the city's foundation when visions of Underbridge as a slum had yet to manifest) have all long since been dug up and sold off.

U1. The Gull: While all of Magnimar's Sczarni gangs are notorious to a certain extent, few deserve that notoriety more than the Creepers. Even among the Sczarni, the members of this desperate and vile gang are regarded with distaste and disgust, for few are the depths to which the Creepers won't sink in order to turn a profit. Originally based in an abandoned tenement building that leans dangerously against the Seacleft for support, the Creepers have recently relocated to the Irespan piling known as the Gull, reinforcing the suspicion many already feel toward the Irespan. The chambers within the Gull have served the Creepers well as a place stage their latest escapade—a combination orphanage and workhouse staffed by homeless urchins unfortunate enough to be captured by one of the Creepers' so-called "gutter nappers." Led by a sallow and vile-smelling man named **Haugen** (NE male old Varisian rogue 6), the Creepers augment their income from day-to-day petty crimes with laundry, repair work, cleaning,



and other services provided by their ever-changing stable of oppressed and hopeless children. The Creepers keep these underage slaves “loyal” as a result of a campaign of terror spread by Haugen and his thugs—the children are convinced that only the Creepers protect them from the clutches of the so-called “white eyes” who live in the sewers. In fact, the Creepers maintain periodic alliances with these “white eyes” (actually several small groups of derros that dwell in the tunnels below Underbridge). In return for access to strange toxins and other illegal substances they sell on the black market, the Creepers see to it that “bad children” are sent below every few months in payment.

U2. Friendly Merchant: The Friendly Merchant is a dilapidated tavern frequented by thugs, con artists, deviants, and worse. The friendly merchant himself, **Siov Cassimeel** (NE male elf sorcerer 7), is a scheming but ultimately cowardly criminal involved in a variety of petty crimes. Siov’s greatest source of income is neither his doubtful tavern nor his various criminal ties, but rather the fact that he’s managed to maintain control of one of Underbridge’s best piers, allowing him to rent out his private dock for exorbitant prices. From here smugglers and other shady sorts find a relatively

safe place to offload illicit goods or passengers without risking ambush from any of the district’s more desperate sorts. Siov is known to offer discounts to the Night Scales and generally keeps his ears open for the thieves’ guild.

U3. The Rat: The small complex of chambers found within the Irespan piling called the Rat (because of the numerous carvings of lurking rodents along its sides) is the base of operations of Magnimar’s least successful Sczarni gang—a wretched collection of knaves and scoundrels who called themselves “Doolun’s Lads.” Classically, the Lads scraped by on begging and low-end street-corner scams, but of late their activities in Underbridge have begun to abate. Many whisper that leprosy has overtaken the Lads, forcing them to cower inside of the Rat for fear of being shipped off to an island leper colony, but in fact the destitute Sczarni have been infiltrated by a tribe of faceless stalkers who are nearly finished replacing the entire gang. **Doolun Corveshku** (CN male human rogue 3), one of the few surviving members of the gang, now languishes as a prisoner in his own home, kept alive, for now, for reasons only his ugothol captors can understand.

U4. Swift Dolphin Warehouse: To casual observation, this sagging building appears to be just one more example

Seven Magnimarian Dangers

While the filthy district of Underbridge houses countless dangerous secrets, there are dangers lurking in all nine of Magnimar's districts. Some of them are relatively generalized—such as criminals lurking in the alleys, monsters in the sewers, or powerful winter storms. Others, though, are both more specific and more frightening in nature. Listed below are seven of the most-oft repeated late-night tales of horror about the dangers said to dwell in Magnimar's darkest corners.

1. **The Shriezys:** Enormous spiderlike horrors that still dwell within the hollow places hidden within the Irespan.
2. **Derros:** Strange and sinister white-eyed little blue folk who sneak out of hidden underground chambers in the dead of night to perform vile experiments on paralyzed victims.
3. **The Scarecrow:** A lumbering, scythe-wielding patchwork of a creature, stitched together from a dozen different bodies but possessed of a single sinister mind.
4. **The Skinsaw Cult:** A murderous cult of murderers who believe that by slaying the right people today they can shape the rulers of tomorrow.
5. **The Demon Darvengian:** Imprisoned mass murderer Aeryn Darvengian is believed by many to have long ago escaped the Hells, and to now make his lair within one of the city's abandoned buildings.
6. **The Vydarch:** A legendary poisonous behemoth that rose from the Varisian Gulf during Magnimar's earliest days. It was slain by the hero Alcaydian, but fishermen still tell tales that other Vydarchs swim in the Gulf to this date, and may someday rise again.
7. **The Faceless:** Lumbering, saggy creatures who drink blood and steal their victims' faces so as to prey upon victims' unsuspecting friends and family.

of a failed attempt to capitalize upon Underbridge's abandoned warehouses. Although only a few dozen feet from Underbridge's western border, this long gray warehouse still resides in the district and as a result, Swift Dolphin Exports found that few trustworthy guards would agree to watch over their cheaply purchased warehouse. The business failed within a month because of theft and mismanagement. All that remains today to differentiate the building from its neighbors is an awkwardly hanging sign of three dolphins swimming past a laden ship at sea. Inside, the warehouse is abandoned, but what lies below the warehouse is far from the same. Within a network of catacombs here, agents of the Midnight Dawn maintain a large "milk parlor"—a secluded and quiet place for their drug-addicted customers to come and dream in peace. The true purpose of the parlor is even more sinister, for it

is a place where those truly in thrall to the drug known as midnight milk are brought to make their final parasitic apotheosis (see page 47 for more details).

U5. The Harpy: Few businesses elect to base their operations in Underbridge, and fewer still legitimate artisans come here to live and work, yet the sole resident of Irespan's Harpy piling is a notable exception. **Ayavah** (CN hermaphrodite demon-blooded tiefling sorcerer 8) is an exceptionally talented sculptor of fine statuary, who came to dwell in the small complex at the base of the Harpy after being inspired by the exquisite and unusual carvings that graced its length. Ayavah's favorite subject, depictions of romantically entwined succubi, can be found throughout the Inner Sea region in collections and treasuries. Although a hermaphrodite, Ayavah presents the image of a willowy, pale-skinned woman with long black hair and six-fingered hands to the public—she keeps her constantly growing goatlike horns filed to stubs and hidden under one of many pointed hats she favors. Her talents are known throughout the Inner Sea to collectors of fine sculptures, although few in Magnimar realize that one of their most talented artists dwells here in the Irespan's shadow. Ayavah is particularly intrigued by the nature of the blessings granted by Magnimar's monuments, and hopes someday to replicate those effects in her carvings. Her greatest secret isn't her unusual gender, though, but rather her faith—Ayavah is a heretical worshiper of Nocticula who believes the queen of succubi is in fact a fallen empyreal lord who wants to ascend from the evil of the Abyss to become a goddess of outcasts, artists, and the glories of midnight. Few take greater exception to these unusual beliefs than the actual cult of Nocticula, a group Ayavah has been hiding from for many years, and which she lives in constant fear of being discovered by again.

U6. The Shadow Clock: Among the most impressive monuments in Underbridge, the Shadow Clock is a minor marvel of engineering. At a height of 250 feet, this teetering structure of stone, wood, and rusted metal towers above the other buildings in the district, yet the overwhelming presence of the Irespan pilings itself keeps the clock in a more than symbolic shadow. The tower's clock face is frozen at 3 o'clock, and though a statue of a nameless angel perches at its highest point, the Shadow Clock is the only monument in Magnimar that does not currently offer blessings to those who come seeking aid. Within, the hollow tower contains a rickety wooden staircase that winds up to the immense bells and frozen clockworks. Dubbed the "Terrible Stairs" by locals, it took 10 fatal attempts by foolish daredevils trying to climb the decaying steps before the city moved to close down the tower permanently. Today, the tower stands in defiance of the order—too massive to safely and affordably demolish, yet too well engineered to tumble down on its own. The



tower itself is reputed to be the den of all manner of dangers, from lurking faceless stalkers to the ghosts of those who died during its construction, yet the actual inhabitant of the clock is perhaps more horrifying—a menace as old as the city itself. This is a hideously crafty and merciless flesh golem crafted by one of the founders of the Brothers of the Seven, a remorseless maniac known locally as “the Scarecrow.” The golem changes its lair often, most recently dwelling amid the trash and refuse inside of the tower; it comes and goes in the dead of night when the urge to murder becomes impossible to ignore. Despite its size, the Scarecrow is adept at remaining hidden, such that rumors of its existence remain unproven, and a legacy of over 100 years have gifted it with its own disturbing local nursery rhyme:

*Mumble Mumble Scarecrow,
Alone in the maize.
Sleeping in the daytime,
A stitched man he stays.
But when the moon she rises,
Up Mumble gets.
He shakes his hands at first
And moves his feet the next.
And when the dog is snoring,
And when you're fast asleep,
Mumble Mumble Scarecrow
Will find you good to eat.*

U7. The Gecko: The sides of this Irespan piling are carved with well over a thousand different depictions of leering, clinging geckos. As the Gecko is the only piling whose foundations are not kissed by the waters of Outcast's Cove, its sides are free from roosting bird life. But this curious abandonment is not the only cause of this particular piling's poor reputation, for it is widely believed to be haunted. On periodic but seemingly random nights, strange lights seem to circle and dance around the piling's heights and unusual sounds—almost as if of vast footsteps or grinding gears deep below ground—can be heard in the Gecko's vicinity. Those who have dared enter the Gecko's only known entrance, a hexagonal window near the piling's uppermost reaches, have either returned with strangely blank memories of what they experienced within, or failed to return at all.

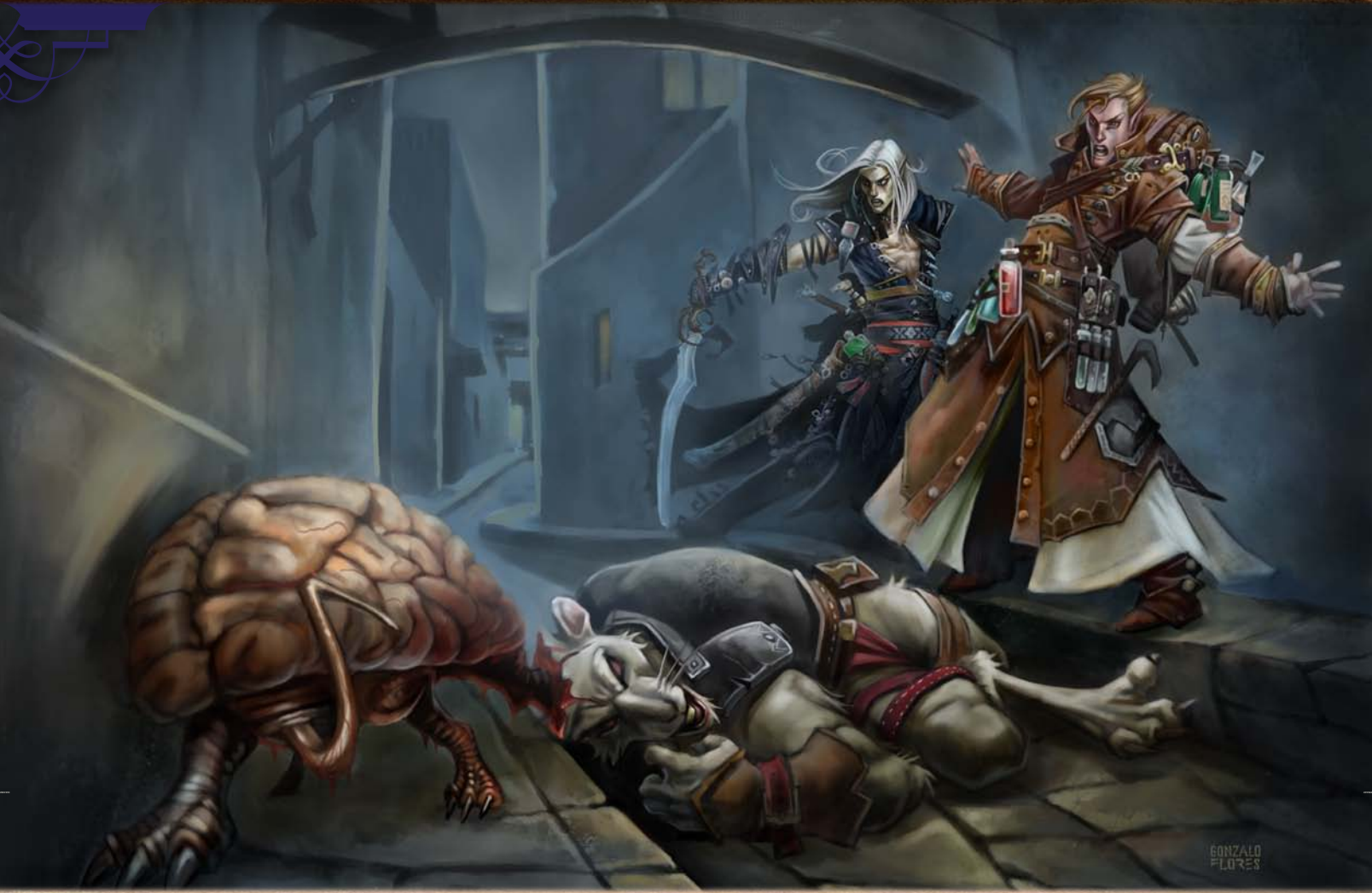
U8. Shrine of Sarenrae: While the worship of Sarenrae is not unknown in Varisia, Magnimar does not currently host an active church dedicated to the Dawnflower—but not for lack of attempts. During Magnimar's earliest days, a Sarenite cleric named Vosten came to the region and found the burgeoning city in dire need of his goddess's spiritual guidance. He chose this site below the Irespan for his shrine, reasoning that this shadowed

corner needed the touch of redemption and sun more than any other. Yet his good intentions could not protect him. Only a few months after the small church's construction was completed, Father Vosten and his two acolytes were approached by the Sczarni for protection money. The encounter quickly turned sour when Vosten instead attempted to drive the Sczarni away. They repaid his rebuff by beating Vosten and his acolytes to death. The murderers were eventually caught and executed, and Vosten and his followers were buried in the small graveyard behind the shrine, but the church itself has remained abandoned since that day, and for unknown reasons, Sarenrae's faithful have never chosen to reclaim the land, leaving it to languish here in the shadows.



The Shadow Clock





PLOTS AND PERILS

THE IDLE TRAVELER TO VARISIA'S MAGNIMAR MIGHT THINK THE CITY A SAFE HAVEN, BUT SUCH WOULD BE THE ASSUMPTION OF A FOOL. MY SIX MONTHS SPENT IN THIS SWIFTLY GROWING SPRAWL FURNISHED ME WITH NO LESS THAN TWO SCORE AND SEVEN DIFFERENT PUBLIC MENACES, HIDDEN DANGERS, OR SIMPLE EYESORES THAT COULD AND DID THREATEN AND ENDANGER LIFE, SANITY, AND MORALITY. THAT THE CITY'S INHABITANTS—IT SIMPLY SEEMS WRONG TO GRACE THESE UNRULY MASSES WITH THE WORD "CITIZEN"—SEEM NOT TO NOTE THESE FEATURES OF THEIR BELOVED CITY ONLY FURTHER PROVES THAT, TO A REFINED CHELISH MIND AND EYE, VARISIA IS A DANGEROUSLY BURGEONING BLIGHT.

—DARVAYNE GIOS AMPREI,
MERCILESS: ABENDEGO, BELKZEN, VARISIA, AND OTHER HELLS

Although the city itself is a bastion of civilization, visitors to Magnimar would do well to keep in mind that Varisia remains a largely unsettled frontier. While Magnimar is a thriving port with a competent guard and relatively safe streets, one need not travel far to find danger, be it the threat of a minor gang of thugs, a sinister haunting in an abandoned building, or a ravenous monster lurking unseen among its prey. Numerous such opportunities for peril and fame are called out in the previous chapter's gazetteer entries, yet there exist larger plots and perils in Magnimar—conspiracies of thieves and monsters, sprawling complexes of dangerous ruins or sewers, and debased cults of murderers and demon worshippers. Whereas the sites in the previous gazetteer's entries can inspire encounters or whole adventures, the plots and perils presented here should help fuel entire campaigns set in Magnimar.

MAGNIMAR HINTERLANDS

Rural moors and wetlands plagued by banditry

Location: 10-mile radius around Magnimar

Master: Miior Duvanti (LE female Chelaxian bard 13)

Notable Inhabitants: Bandits, boggards, goblins, swamp monsters

Magnimar is located at the mouth of the Yondabakari River, the longest river in Varisia and one of the region's most well-traveled arteries. Trade along the Yondabakari is accomplished primarily via long, flat-bottomed river barges, with a significant amount of lumber from the Sanos Forest sent downriver to be processed in the numerous mills on Kyver's Islet and elsewhere.

Of course, the significant amount of river traffic, combined with regular travel along the primary coastal route north on the Lost Coast Road, makes the Magnimarian hinterlands a favored place for banditry. The city watch maintains a diligent watch on the Yondabakari and the Lost Coast Road, yet the routes can never be truly safe—not with the tenacity and creativity the region's highwaymen are notorious for. Popular belief is that the majority of the bandits operating in the hinterlands are Varisians, when in fact the Sczarni prefer to focus their attention on the city itself—most of the bandits in the region are shiftless Chelaxians who have failed to make names for themselves within the city walls. In the past several years, these bandits seem to have grown more organized, making them increasingly difficult to control and combat. Other dangers are present in the hinterlands as well—a significant tribe of boggards as well as a large tribe of goblins inhabit the region, and wild animals and swamp monsters ranging from the relatively mundane (alligators, firepelt cougars, giant geckos, reefclaws, swamp barracudas, and wolves) to

the supernatural (bunyips, ghouls, harpies, manticores, and will-o'-wisps) are a constant threat to travelers who don't take care to watch their environs.

Bandits: The bandits of the Magnimar hinterlands have persevered for so long in large part due to the secret work of a group known as the Rushlight Society. Led by a soft-spoken but imaginatively cruel woman named **Miior Duvanti** (NE female human rogue 6), the Rushlight Society is funded by Garrick Tann, Magistrate of Commerce in Korvosa (a fact that only a select few in that city's government are aware of). By funding the Rushlight Society, Garrick secretly undermines trade and travel to and from Magnimar by all routes save the open sea. The Rushlight Society maintains an agent in each of the small, petty bandit and highwayman groups operating throughout the hinterlands, yet takes care to limit its interactions to only the leaders of those bands. To the majority of the region's bandits, Rushlight Society agents are nothing more than their chieftain's bodyguard, advisor, or lover—people to respect and fear, but not much more. In this way, the Rushlight Society can orchestrate the bandits behind the scenes. When Magnimar breaks up one group, the Society simply heads into the city to recruit a dozen or so more malcontents and petty criminals to replace the lost group. The Rushlight Society itself maintains a well-hidden underground lair in the woods 6 miles northeast of Magnimar, a den protected not only by the society's own agents but by several charmed and obedient ettercaps (along with their arachnid minions), a bugbear assassin named Unverzell, and an emaciated but dangerous marsh giant witch named Vorolaxus. Recently, Miior has expanded the influence of her Rushlight Society beyond even Magistrate Tann's knowledge—she's secured secret alliances with several local humanoid tribes, including one with the Breakbag goblins and a tentative one with the Seafoam boggards. Augmenting her own private wealth with tributes from these dangerous tribes, in return for secretly supplying them with weapons and minor magic, Miior expertly juggles well over a dozen separate organizations—focusing them all with increasing skill on the task of breaking Magnimar's economy.

Breakbag Goblins: The Breakbags, a group of frenetic creatures who love little more than the musical sound of breaking glass, are the largest organized goblin tribe in the region. A typical Breakbag goblin carries several fragments of glass on her person, and uses weapons that incorporate additional razor-sharp fragments. Attempts to craft dogslicers from glass constantly fail, with the more accomplished goblins wedging bits of glass into clubs, using them as arrowheads, or enhancing spear tips. The most ingenious use of glass, however, is the practice of hiding fragments in thin layers of clay that, when trod upon, function similarly to caltrops as the spears of

PATHFINDER CAMPAIGN SETTING: MAGNIMAR, CITY OF MONUMENTS

glass thrust up into the unsuspecting feet of passersby. Currently led by **Chief Chuffskin** (NE male goblin fighter 4), the Breakbags proclaim themselves to be superior to the goblins that dwell in Magnimar's sewer—although this doesn't curb their inherent jealousy of the sewer goblins. Indeed, most instances of a Breakbag goblin coming into direct confrontation with Magnimar arise from a Breakbag's attempt to infiltrate the city's sewers to wage war on their hated goblin neighbors. The Breakbags are nomads—the fact that they change their tribal lair every few months to a new location in the Mushfens is the main reason these pests haven't yet been put down.

Seafoam Tribe: While the bandits might seem to be the greatest threat in Magnimar's hinterlands, in truth

the Seafoam boggards hold that honor—that they have managed to keep such a low profile despite their proximity to the city only points to their ingenuity. Their stronghold consists of several floating huts tethered around the decaying hulk of a long-wrecked and long-forgotten Chelish warship (the eponymous *Seafoam*), the entire compound hidden within a deep grove of eucalyptus and cypress trees growing in a C-shaped hill some 6 miles south of Magnimar. The Seafoam boggards have developed a strikingly efficient method of capturing prisoners to sacrifice to the bloated mobogo that never leaves the *Seafoam's* gutted hold (this lumbering monstrosity also serves as the tribe's leader, although it uses a cabal of a half-dozen witches and clerics as its mouthpieces among the tribe). On particularly foggy nights, a group of a few dozen boggards rows out onto the waters of the ocean, bringing with them one of the tribe's three will-o'-wisp allies. The wisp floats up to a height approximating that of one of Magnimar's lighthouses to lure ships onto one of the dozens of dangerous reefs nearby. When the ship wrecks, the boggards capture the sailors and quickly dismantle the ship itself, returning to the *Seafoam* with sacrifices, loot, and other treasures. When the fog lifts, no trace of the wrecked ship remains, with only vague rumors of "sea ghosts" to explain why, three to four times a year, a ship just seems to vanish before reaching Magnimar.



Miior Duvanti

MAGNIMAR'S SEWERS

Sprawling undercity complex used by thieves, goblins, and other monsters

Location: Underground, below Magnimar

Master: Staunton Vhane, the "Forever Man" (NE Taldan cleric of Norgorber 15)

Notable Inhabitants: Thieves, goblins, swamp barracudas, deadly fungi, giant vermin, oozes, and other creepy crawlies

That the thieves' guilds of the Inner Sea region make use of city sewers as hideouts, highways, and headquarters is no secret, yet in the city of Magnimar, the sewers were themselves constructed by thieves.

Magnimar's earliest settlers counted among their number numerous skilled spellcasters, stonemasons, carpenters, and architects. The desire to make a new city of their own seized these settlers like an obsession, and

a series of meetings between the visionary city planners resulted in the construction of a multitude of buildings—structures that not only served as shelter, but also doubled increasingly as works of art. Few wanted to hide their work—with the prestige a beautiful facade or the attention a delicate roofline could garner, who would want to toil in the dark below? Yet as the city grew, it also grew obvious that Magnimar would need a working sewage system. Aware of how Korvosa's solution of repurposing existing tunnels and ancient burial catacombs into sewers resulted in significant drainage problems (and unwilling to mimic that city's risky solution of utilizing *otyughs* to keep the sewers clean), the founders sought out one among their number to accept the challenge of building and designing a sewage system that would be able to serve their grand plans. They found their man in Staunton Vhane, a mysterious but talented southerner who was among the first settlers to come directly to Magnimar without having "served time" in Korvosa.

Staunton claimed to be an architect from the south who spent a significant amount of time helping to design the understructures in various cities. This is only partially true. While the man was indeed from the south, he was in fact a powerful cleric of Norgorber. He convinced Magnimar's founders of his skills, and with a handpicked crew, set to the task of building an extensive sewer system for the city consisting of tunnels specifically built to channel waste and water efficiently. So pleased were Magnimar's founders with Staunton's work that they increased his payment—which the man accepted graciously and used to continue his work, expanding his tunnels in different secret directions to establish an unknown number of underground lairs and hideouts throughout the city. Staunton saw a bright future for Magnimar, and he ensured that his deity's followers would have an excellent base of operations.

The cult of Norgorber is led by a mysterious figure known to many but seen by few, a shadowy entity whom the thieves of Magnimar speak of in whispers as the Forever Man. According to rumor, the Forever Man is immortal, and not only has he led the cult of Norgorber in Magnimar since the city's founding, he's also supposedly led similar cults in half a dozen other cities through the past several hundred years. All four branches of the cult are active in Magnimar—the Night Scales (who venerate him as the Gray Master), the *Sczarni* (many of whom worship him as *Blackfingers*), and the reprehensible *Skinsaw Cult* (followers of Father *Skinsaw*). The fourth branch venerates Norgorber in his guise as the Reaper of Reputation, and it is this cult that pulls the strings and provides funds for the other three—in such ways that many in these other three organizations don't fully realize it.

The cult of Norgorber that manipulates these other three is so shrouded in secrecy that it technically doesn't even

A Passion for Poison

"The Magnimarian passion for poisoning runs deep." While this old saying refers to the city's not-so-proud but certainly well-established tradition of assassinations, it has a dual meaning. The ease with which poisons can be found in Magnimar's black markets is a direct result of the strong but relatively hidden presence of the four cults of Norgorber (particularly the work of *Sczarni* smugglers), working to ensure their coffers are kept full via the sale of illegal venoms and toxins. Two poisons in particular bear specific mention, for they were both created by a Korvosan poisoner who had hoped to use them to poison many of Magnimar's leaders in the city's early days. The poisoner was himself assassinated by the Night Scales, who very much wanted and needed a healthy city to ply their trade—and with that assassination, the thieves' guild of Magnimar came into the possession of two rare and potent poison recipes.

Kiss of Barbatos: Also known as Hermit's Breath, this slow-acting poison induces effects designed to mimic a relentless wasting disease. Contact or ingested; *save* Fort DC 23; *onset* 1d6 days; *frequency* 1/day; *effect* fatigued, 1d2 Str drain, and 1 Con drain; *cure* 3 consecutive saves; *cost* 7,500 gp.

Lungtaker: This insidious inhaled poison strikes directly at the victim's lungs, and can cause swift suffocation. Inhaled; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 saves; *cost* 1,200 gp. If this poison's accumulated Strength damage ever exceeds the victim's Strength score, the victim immediately begins to suffocate (*Core Rulebook* 445). A DC 17 Heal check (or any amount of magical healing) is enough to stop this suffocation before the victim dies.

have a name. Based in the largest and most inaccessible of the sewer's ancient secret complexes, the cult is led by the same man who started it all: Staunton Vhane, known today as the Forever Man. Vhane keeps his role as a leader as minimal as possible, preferring to let vague threats and his sinister reputation do most of his work, leaving the day-to-day concerns to his minions. Vhane himself is far older than any human has a right to be, for he accomplished a shocking con many centuries ago in the deserts of Thuvia. He managed to craft a forgery of the infamous *sun orchid elixir* after winning a vial honestly at auction. Rather than take the elixir himself, Vhane used it to craft a dozen false elixirs—draughts that, when imbibed, would delude the drinker into thinking he'd grown young while simultaneously cloaking him in an illusion of youth. Over the next 4 years, Vhane managed to secure the identities of several winners of succeeding *sun orchid elixir* auctions.



He stole into their homes and replaced the real elixir with his fake, and in so doing stockpiled several doses of the elixir while condemning over a dozen hopefuls to unexpected deaths from old age. Vhane had to abandon his highly successful con when those hopefuls did start dropping dead, their bodies then reverting to their true appearance. Pursued by agents of the Thuvian government for nearly 30 years, Vhane eventually threw them off his trail and ended up in newly founded Magnimar. He's used a few doses of *sun orchid elixir* over the years to retain his youth and his title as "Forever Man" and has used other doses as rewards for his favored followers. Today, he has only 1 vial left, and his plans increasingly turn to methods of securing more of the vital stuff without exposing himself to his old enemies in northern Garund. As perhaps the most dangerous man in all of Magnimar, Staunton is not eager to reveal the truth about the Forever Man, but as he feels age creeping up on him, his desperation only grows.

Sewer Goblins: Below Magnimar, the infestation of goblinkind persists. These goblins, unlike the nearby Breakbags or the various tribes that dwell along the Lost Coast, do not generally form large and long-lived tribes. A band of sewer goblins typically consists of little

more than an extended family of a dozen or so goblins. What makes Magnimar's sewer goblins noteworthy is not their tribal history, but their tenacious gift at getting into places one might normally consider inaccessible to even well-equipped parties of thieves. Numerous hidden and abandoned hideouts ranging from old thieves' guilds to secret golem workshops can be found in the sewers of Magnimar, and more often than not, these forgotten complexes are either wholly or partially occupied by families of sewer goblins. That the previous inhabitants of these complexes often left behind formidable magical items or dangerous alchemical supplies makes the prospect of tangling with a group of sewer goblins a dangerous one at best.

Other Menaces: Despite all the real threats that lurk in Magnimar's sewers, the city's residents still endlessly circulate rumors of ever more outlandish threats. Among these, the most common include: tales of sewer tunnels that hold connections to the Darklands, the depths of the Cenotaph's crypts, and escape routes from the Hells beneath the Justice Court; Old Mister Mason, the stone man who supposedly cleans the sewers under the Golemworks; and the pervasive tale of swamp barracudas grown to impossible size.

MIDNIGHT DAWN

Conspiracy of body-thieving monsters from the Darklands
Location: Blue Bunyip, Red Kestrel Imports, Swift Dolphin Warehouse, and Valdemar Manor

Master: Tiluatchek (intellect devourer mastermind); Kanker (brilliant ghost alchemist)

Notable Inhabitants: Drug dealers, intellect devourers, ghouls, homunculi, and wererats

The current patriarch of the Valdemar family, Ethram, is dying. The public story is that he's currently bedridden in his manor up north in Sandpoint while he fights off a chronic lung infection, which leaves his son Kaleb Valdemar to tend to the family's declining interests in Magnimar. Many suspect that when Ethram finally dies, Kaleb will need to decide which of the two cities the Valdemars wish to be centered in.

In fact, the Valdemars are the genesis of a dangerous and monstrous secret

The Forever Man

invasion, and the prodigal son Kaleb isn't really even completely human anymore.

Several years ago, Ethram Valdemar became obsessed with an unusual book of poetry called *Songs at Sun's Ebb*. Penned by an eccentric alchemist and poet named Vumeshki who lived his last few years in Magnimar during its founding days before he mysteriously vanished, this hefty volume included poems that spoke of a place called "Ilvarandin"—a hidden paradise whose citizens stayed forever young. Eager to defeat his own impending death, Ethram researched Vumeshki's life and became convinced that his "disappearance" was proof the man found his way to Ilvarandin. Furthermore, Ethram learned of a strange substance that Vumeshki had been taking—a drug that Ethram came to believe would help his dreaming mind find Ilvarandin. Ethram secretly engaged the aid of his son Kaleb in tracking down several doses of this drug—a substance called "midnight milk"—and soon became an addict.

What neither father nor son realized was that midnight milk was, in fact, a magical drug—one that, with the aid of an obscure artifact called a *dream lens*, allowed intellect devourers from the hidden city of Ilvarandin to invade bodies across vast distances. Ethram only used diluted doses (he feared that too much of any drug would shock his system and kill him), but his son Kaleb grew obsessed with his father's research as well. When Kaleb began experimenting with midnight milk, he used the pure stuff. And it wasn't long before he suffered the results.

Kaleb has been dead for more than 5 years, his body used since then by an intellect devourer named **Tiluatchek** (CE intellect devourer wizard 9)—ironically, the same creature who many years before stole away with Vumeshki's body. Tiluatchek keeps his host body fresh with constant castings of *gentle repose* spells and hides his true nature from magical detection with *nondetection* spells that divert divination attempts to one of the unsuspecting servants he's constantly accompanied by when he must go out in public. While he lets his assumed father and family fortunes decline, Tiluatchek has spent the last several years building a secret society he calls the Midnight Dawn. He utilizes dominated human minions in public and keeps a small army of drug dealers, ghouls, wererats, and a few charmed monsters on hand for defense of his secrets. Tiluatchek's favorite minions are his homunculi—both regular-sized ones that look like bat-winged taxidermied infants with needle teeth (creatures he lovingly refers to as "leather babies") and human-sized versions of the same who look shockingly alive, if pale and strangely quiet (these are Medium homunculi with 6 Hit Dice who possess the capacity to speak—these homunculi cost 6,000 gp each to craft, so Tiluatchek takes good care of the few he's been able to afford).

The intellect devourer's goal is nothing less than to use the populace of Magnimar as draftees for his home city's war against the monstrous worms of Denebrum. He finances this conspiracy by selling diluted midnight milk, and whenever he finds a host body that's particularly well suited for the task of fighting a war, he ups the dosage to that particular victim so that, eventually, it becomes the host of its own intellect devourer. Some of these host bodies he keeps in Magnimar to serve as allies, but most are sent down into the Darklands to make their eventual way to Ilvarandin, escorted by derros and driders who are themselves hosts for intellect devourers.

Tiluatchek's conspiracy is growing slowly, as the intellect devourer takes care not to allow the Midnight Dawn's growth beyond what he can hide. Beyond his own villa (the attic of which has become a prison for a captured seugathi agent of Denebrum whom Tiluatchek is working on transforming into a double agent), Tiluatchek's interests currently include the Blue Bunyip (a front he uses to keep watch on the city's nobility and guards), the Swift Dolphin Warehouse (the basement and catacombs of which he uses as a "milk house" for addicts whose bodies he hopes to someday usurp), and most recently Red Kestrel Imports in Ordellia. The recent "recruiting" of that establishment's owner, Anton Ghanafini, via *charm monster* (see page 36) could very soon see the Midnight Dawn extending its influence beyond Magnimar into areas as distant as Osirion as soon as Anton's growing addiction to midnight milk brings him his own parasitic apotheosis. His strongest and most important ally beyond his direct control is a ghastr named **Kanker** (CE male ghastr alchemist 10) who dwells in one of the numerous caverns connected to the Pit under Devil's Platter in the Sandpoint Hinterlands—the diluted version of midnight milk Tiluatchek makes most of his money from was created by Kanker, and he's currently got the ghastr working on a version of the drug that can be mixed with urban water supplies so that an even larger number of hosts can be harvested from Magnimar, Sandpoint, and beyond.

Further details about Denebrum and Ilvarandin can be found in *Into the Darklands* and *Lost Cities of Golarion*. Rules for midnight milk can be found in *Lost Cities of Golarion* as well.

SECRETS OF THE IRESPAN

Thassilonian secrets and peril hidden in an ancient monument

Location: The Irespan and its pilings

Master: None

Notable Inhabitants: Ancient guardians (constructs, undead, and bound outsiders), criminals, derros, shriezyx, sinspawn, and dangerous scavengers

Irespan Pilings

Creature	Height	Original Purpose	Notes
Crow	220 ft.	Bakrakhan arcanist barracks	A
Firepelt	160 ft.	Bakrakhan military	A
Gecko	250 ft.	Shalast military	B, C, D
Gull	250 ft.	Shalast arcanist barracks	B, E, F
Harpy	250 ft.	Shalast border guard	A, B
Osprey	100 ft.	Library/records	C, G
Rat	250 ft.	Bridge maintenance	B, E, F
Salmon	200 ft.	Trade	A
Shark	120 ft.	Bakrakhan border guard	C, D
Whale	170 ft.	Entertainment	A

Notes

- A:** There are no known entrances to this piling, although entrances from the deck above (where applicable) or underground levels could exist. As such, this piling is mostly unexplored, and presumed to be inhabited only by dangerous scavengers, ancient guardians, or traps.
- B:** This piling remains connected to the Irespan's deck above.
- C:** Entrance into interior on upper piling.
- D:** Rumored to be haunted.
- E:** Entrance into interior within 20 feet of sea level (these entrances are locked with *arcane lock*, CL 10th)
- F:** Rumored to be partially inhabited by Sczarni or other criminal elements.
- G:** Rumored to be a secret prison maintained by the Church of Abadar (see page 31 for more details)

Visible for miles out to sea, the ancient basalt bridge known as the Irespan dominates Magnimar's skyline. Jutting from a prominent foundation upon the Seacleft, the Giant's Bridge (as it is sometimes called) soars more than 300 feet above the city's worst slums below. Each of the Irespan's immense stone pilings measures 100 feet in diameter, while the bridge itself is 300 feet wide and 50 feet thick where its deck still extends out from the Seacleft.

An obvious remnant of ancient Thassilon, the Irespan once served as a vital travel route across the broken, mountainous terrain of Bakrakhan, domain of the Runelord of Wrath, though few today are aware of this fact. This consecutive series of bridges formed an incredible highway of overpasses leading to the capital of Xin-Bakrakhan on Rivenrake Island, the ruins of which are known today as Hollow Mountain. When Bakrakhan sank into the Varisian Gulf during Earthfall, the Irespan shattered. All that survived were a few indomitable but still relatively short spans (primarily at either end—one on the mainland and one on Rivenrake), numerous broken pilings, and a few resilient stretches of bridge

now spanning turbulent waters rather than airy heights. The portions that exist today still retain the preservative magic placed upon the stones by its ancient architects—while Earthfall destroyed the majority of the bridge, what survived has weathered 10,000 years of erosion with remarkably little wear.

In modern times, the Irespan has been a source of wonderment, mystery, and ill fortune. Although the founders of Magnimar chose their community's location primarily for its natural harbor and proximity to the Yondabakari River, the ancient rubble of the Irespan that once littered the surrounding beaches proved an opportune source of building materials for the fledgling community. Today, many of Magnimar's oldest and most elegant structures boast foundations, supports, and statuary constructed of Irespan basalt.

In 4623 AR, Magnimar's second lord-mayor, Varnagan Draston-Meir, ordered that stone for the newly planned city wall and rising Arvensoar be quarried directly from the Irespan. While the decision unnerved many—especially laborers faced with mining 300-some feet above the ground—work soon commenced in earnest. Within days of setting to work, quarriers proved the long-held rumor that the Giant's Bridge was a hollow structure, revealing partially collapsed hallways at the span's end. The discovery, however, did little to stall the stone harvest.

Less than a week into the project, workers revealed a vast, darkened chamber within the bridge. Mere moments later, a cacophony of shuddersome skittering heralded an outpouring of hundreds of ravening spider-legged things—abominable monsters known as shriezyx. Scrambling forth, the man-sized spidery monstrosities invaded the community. Hundreds of Magnimar's citizens were killed, maimed, or abducted, with those taken never seen again. Only the heroics of the twin wizards Cailyn and Romre Vanderale and an adventuring company known as the Eyes of the Hawk saved the town, rallying the local militia, driving the flame-fearing spider horrors back into the bridge, and collapsing the gap to the chambers within. Ever since, all tampering with the Giant's Bridge or building within 50 feet of it has been forbidden by law. Still, historians and daring youths frequently report strange vibrations upon the Irespan and low, scraping sounds emanating from within.

While some chambers certainly exist within the Irespan's 50-foot-thick deck, additional rooms and entire complexes remain hidden in the bridge's 100-foot-wide stone pilings. Ten of these pilings still stand today, although only four actually support the bridge itself, with the other six protruding from the waters below, each rising to a different height. Whereas the bridge's deck bears very few decorative carvings, the same is not

true of its pilings. Not only does each piling feature dozens of arched supports and flourishes, but each also carries its own unique theme. These graven creatures grace the stone in various poses, and today, each of the ten surviving pilings is known by its associated animal (or in the case of the Harpy piling, a monster).

Further, rumors persist that additional chambers lie in the bedrock below the bridge's pilings—part of a long-forgotten complex that served runelord agents as military barracks, interrogation rooms, laboratories, apartments, and a variety of other uses. The city's nearly hundred-year ban on quarrying or disturbing the Irespan has somewhat limited exploration of the ruins, yet still the whisper of lost treasures hidden in chambers within or below the bridge draws dozens of curious and stealthy trespassers each year. Most of these are criminals, primarily Sczarni thugs seeking new hideouts or Night Scale agents looking to strike it rich, but a fair number of adventurers seek their fortunes as well. While some of the pilings have obvious entrances into the chambers within, most do not. Regardless, thrill-seekers are well advised to plan their entrances into the pilings with stealth, for the city guard does not take kindly to any attempt to plunder or explore the Irespan.

The chambers in each piling served a different use back in Thassilon's era, and those ancient specialties continue to influence the nature of the dangers hidden within each ruin today. The table on page 48 gives the common names, heights above sea level, and other notes about the 10 Irespan pilings. Notes E–G list rumors about the pilings—learning of a particular piling's associated rumor requires a successful DC 15 Knowledge (local) check (or Diplomacy, if used to gather information). The chambers within the bridge's deck were used primarily as public meeting places for those who dwelled within the bridge's pilings, while the deepest dungeon levels in the bedrock below were intended for the most secretive and important uses. Rumors of armies of sinspawn held in stasis, portals to the Abyss, and even the presence of an ancient font of power known as a *runewell* being located in these deepest dungeons persist despite the lack of any hard proof.

Properties of Irespan Basalt

The Irespan's stones are infused with a unique variant of Thassilonian preservative magic. Scholars suspect that these features have grown in the stones of the bridge over the ages since Earthfall, and were not originally intended or even anticipated by the structure's architects. Bridge stones harvested from underwater rubble or mined from offshore pilings are not only of great value to builders and sculptors, but also of particular interest to those seeking to create stone constructs.

Physical Properties: Irespan basalt is as hard as iron, while retaining its other stony features for carving and building. It has hardness 10 and typically fetches a price of about 5 sp per pound. However, since few buyers are interested in stones of less than 1,000 pounds, the Irespan basalt trade is relatively limited to specialists capable of harvesting and transporting such heavy blocks.

Building Constructs: When a construct's materials consist entirely of Irespan stone, its Craft DC increases by +5, but the required Caster Level decreases by 1. In addition, stone constructs crafted from Irespan stone gain a +2 bonus to Strength and gain twice as many bonus hit points as normal from the construct type.



Irespan Pilings

PATHFINDER CAMPAIGN SETTING: MAGNIMAR, CITY OF MONUMENTS



DENIZENS

“WELL, LOOKS LIKE OL’ BLIND MAC ENDED UP IN THE FISH TANK YESTERDAY. GUESS HE CROSSED THE GALLOWS AND SOME OF THOSE SZARNI TOUGHS DRAGGED HIM KICKING AND SCREAMING TO THEIR RICKETY BLUE WAGON OUTSIDE DEFIANT’S GARDEN. I TOL’ HIM TO BE CAREFUL, BORROWIN’ MONEY FROM THEIR SORT WHEN HE COULDN’T RIGHTLY PAY IT BACK ON TIME. DOUBT HE’LL EVEN BE ABLE TO GET A DATE FROM ONE OF THE WORKIN’ GIRLS IN UNDERBRIDGE, AFTER WHAT THOSE FISH DID TO HIS FACE. NEEDLESS TO SAY, THE POOR OL’ SALT WON’T BE LIKELY TO MISS ANOTHER PAYMENT FROM HERE ON OUT. LOOKS LIKE THOSE SWAMP BARRACUDA GOT A GOOD SNACK TOO, HEH!”

—FROM A CONVERSATION OVERHEARD AT
THE OLD FANG IN DOCKWAY



Thanks mostly to its size as well as its various cultures and influences, there is rarely a quiet moment in the City of Monuments. While certainly not as dangerous as the more lawless power centers in the Inner Sea region, such as Riddleport or metropolitan Absalom, Magnimar still has plenty of threats lurking in alleys or hiding just behind its massive structures. The members of the city watch guard against most threats, but they can't police the whole city all the time. Corrupt nobles and stealthy thieves always keep their eye out for an easy mark, and just beyond the safety of the city's shores lurks an ancient threat to the city, keenly observing and awaiting for just the right moment to strike.

The following five encounter tables represent some of the most common threats a party of adventurers might confront during their stay in Magnimar, and draw from this book, the *Pathfinder RPG Bestiary*, *Bestiary 2*, and *Bestiary 3*, as well as the *GameMastery Guide* (GMG). The tables are divided by district and time of day, except for the ever-dangerous Shadow, where danger lurks at all hours with little care for when the sun is shining.

The Summit: Day

d% Roll	Result	Avg. CR	Source
1–12	Wrong side of the law (3 city guards)	1	see page 54
13–20	Bad garden party (1 garden ooze)	2	<i>Bestiary 3</i> 122
21–24	Creepy toy stalker (1 soulbound doll)	2	<i>Bestiary 2</i> 255
25–33	Escaped beast (1 dire ape)	3	<i>Bestiary 17</i>
34–44	Tricky foil (1 doppelganger)	3	<i>Bestiary 89</i>
45–57	Arrogant brawler (1 Shoanti gladiator)	5	see page 59
58–72	1d4 Aspis agents	6	see page 52
73–84	Mistaken identity—attacked on sight! (3 battle mages)	7	GMG 256
85–92	Restless murder victims (1d4 revenants)	8	<i>Bestiary 2</i> 235
93–100	Crossed the wrong noble (1d6 angelic guardians)	8	see page 54

The Summit: Night

d% Roll	Result	Avg. CR	Source
1–8	1 bat swarm	2	<i>Bestiary 30</i>
9–16	1d4 prostitutes	3	GMG 301
17–23	1 animated object	3	<i>Bestiary 14</i>
24–33	Muggers (1d4 skulls)	3	<i>Bestiary 2</i> 248
34–43	1d6 street thugs	4	GMG 265
44–60	Haunted building (bleeding walls haunt)	5	GMG 243
61–72	1d6 cultists	5	GMG 278
73–85	1d6 attic whisperers	7	<i>Bestiary 2</i> 34

86–91	Serial killer (1 slayer)	8	GMG 267
92–100	Out-of-control creation (1 alchemical golem)	9	<i>Bestiary 2</i> 135

The Shore: Day

d% Roll	Result	Avg. CR	Source
1–7	Petty fruit thief (1 beggar)	1	GMG 300
8–19	1 giant crab	2	<i>Bestiary 50</i>
20–32	1 mosquito swarm	3	<i>Bestiary 2</i> 193
33–38	Pack of wild dogs (1d6 riding dogs)	3	<i>Bestiary 87</i>
39–51	1d4 reefclaws	4	<i>Bestiary 2</i> 234
52–63	Disgruntled sailors (2d6 shipmates)	4	GMG 294
64–70	1d8 Sczarni thugs	4	see page 57
71–84	Spooked horse stampede (1d8 horses)	5	<i>Bestiary 177</i>
85–93	1 sargassum fiend	9	<i>Bestiary 3</i> 235
94–100	Magnimarian horror (1 vydrarch)	14	see page 62

The Shore: Night

d% Roll	Result	Avg. CR	Source
1–15	Gambling! (twentybone or another game of chance)	varies	GMG 241
16–23	Rats in trash bins (3 dire rats)	1	<i>Bestiary 232</i>
24–35	Tormented spirit (1 allip)	3	<i>Bestiary 3</i> 12
36–42	1d4 cockroach swarms	4	<i>Bestiary 2</i> 58
43–53	Punishment in a tank (1d4 swamp barracuda)	4	see page 61
44–50	Shapechanging assailant (1 faceless stalker)	4	<i>Bestiary 2</i> 122
51–64	1 Night Scale assassin	5	see page 56
65–78	Earthquake reveals hidden cave (1d6 shriezyx)	7	see page 60
79–93	1 ghost	7	<i>Bestiary 144</i>
94–100	Nightmarish murderer (1 bogeyman)	10	<i>Bestiary 3</i> 42

The Shadow

d% Roll	Result	Avg. CR	Source
1–11	Petty thief (1 pickpocket)	1/2	GMG 264
12–25	Goblin squatters (2d4 goblins)	2	<i>Bestiary 156</i>
24–32	Filth and fur (1 rat swarm)	2	<i>Bestiary 232</i>
33–44	Booby-trapped alley (camouflaged pit trap)	3	<i>Core Rulebook</i> 420
45–52	Enraged junkie (1 dealer)	3	GMG 301
53–60	Beggars or...? (1d6 wererats)	5	<i>Bestiary 197</i>
61–68	1d6 chokers	5	<i>Bestiary 45</i>
69–82	Drunken brawl (2d6 drunkards)	6	GMG 303
83–91	Insane arcanist (1 conjurist)	6	GMG 279
92–100	Lumbering stalker (1 flesh golem)	7	<i>Bestiary 160</i>



Angelic Guardian

This brass statue is sculpted in the shape of an angel with metal wings, and its halo takes the form of a burning crown.

ANGELIC GUARDIAN

CR 5



XP 1,600

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 53 (6d10+20)

Fort +2, Ref +4, Will +2

Defensive Abilities deflective wings; DR 5/adamantine;

Immune construct traits, fire

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 slams +10 (1d6+4), 2 wings +5 (1d4+2)

Special Attacks breath weapon (60-ft. line, 6d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)

STATISTICS

Str 18, Dex 15, Con —, Int —, Wis 11, Cha 1

Base Atk +6; CMB +10; CMD 22

Languages Common (cannot speak)

SQ metallic feathers

ECOLOGY

Environment any urban (Magnimar)

Organization solitary, assembly (2–4), or choir (5–8)

Treasure none

SPECIAL ABILITIES

Deflective Wings (Ex) As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit with an attack from a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one ranged attack per turn in this way. This effect lasts until the angelic guardian's next turn or until the protected creature leaves its square, whichever comes first.

Metallic Feathers (Ex) An angelic guardian's wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.

Those toiling in the Golemworks of Magnimar provide myriad goods to their buyers, but perhaps none are so popular as the highly sought-after angelic guardian. Nobles, entrepreneurs, and wealthy paranoiacs alike purchase angelic guardians to serve as their personal protectors. Though inspired by Varisian depictions of angelic beings, these metallic beings are not truly from another plane, but are instead merely stylized automatons designed to watch over and protect their masters. They can be found throughout much of the Summit, where they line aristocrats' gardens and stand stoically for days or even

weeks without moving, their burning halos the only feature suggestive of animation.

Angelic guardians can be forged from various substances, though their bodies are typically made from brass and their wings from steel. Angelic guardians stand nearly 7 feet tall and weigh 2,000 pounds.

Construction

An angelic guardian is made from 2,000 pounds of metal that is treated with unguents and ointments worth 2,000 gp.

ANGELIC GUARDIAN

CL 9th; Price 22,000 gp

CONSTRUCTION

Requirements Craft Construct, *mage armor*, *scorching ray*, creator must be caster level 10th; **Skill** Craft (sculpture) or Knowledge (engineering) DC 15; **Cost** 12,000 gp





Aspis Agent

Richly attired in noble's garbs, this savvy man boasts a colorful cloak, a bulging coin purse, and a fine rapier at his side.

ASPIS AGENT

CR 4



XP 1,200

Male human bard 5

LE Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 26 (5d8)

Fort +0, **Ref** +6, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 rapier +6 (1d6+2/18–20)

Special Attacks bardic performance 15 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th; concentration +8)

2nd (3/day)—*alter self*, *invisibility*, *mirror image*

1st (5/day)—*charm person* (DC 14), *comprehend languages*, *disguise self*, *sleep* (DC 14)

o (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *prestidigitation*, *read magic*

STATISTICS

Str 12, **Dex** 14, **Con** 8, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 16

Feats Alertness, Arcane Strike, Deceitful, Weapon Finesse

Skills Acrobatics +7, Bluff +5, Diplomacy +11, Disguise +12, Intimidate +10, Knowledge (local) +7, Knowledge (nobility) +7, Perception +10, Perform (oratory) +11, Sense Motive +10, Sleight of Hand +9, Stealth +7

Languages Common, Varisian

SQ bardic knowledge +2, lore master 1/day, versatile performance (oratory)

ECOLOGY

Environment any (Vista)

Organization solitary, pair, or company (3–12)

Treasure NPC gear (chain shirt, +1 rapier, *potions of cure light wounds* [2], antitoxin, oil of taggit [2], sassone leaf residue [2], other treasure)

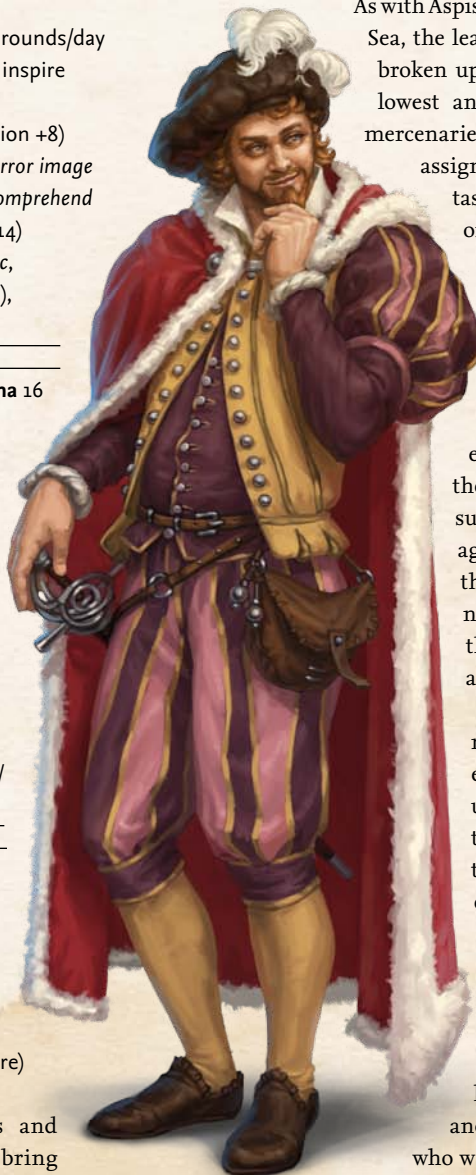
Magnimar's relatively loose laws and the affluence of the Vista district bring

members of the Aspis Consortium to the city in droves. Their primary base of operations in Varisia is located in this district, a bronze-faced building with heavy doors emblazoned with sigils of three intertwined asps. The Aspis Consortium has had a presence in Magnimar for nearly a century, though agents have had to proceed more cautiously of late, following the recent founding of a Pathfinder lodge in the city.

Aspis agents in Magnimar favor no particular class, and agents from all walks of life can be found throughout the city. Some are rogues or fighters, while others practice the arcane arts as sorcerers or wizards. Quite a few, however, come from the ranks of bards, utilizing their various skills, social graces, and musical talents to covertly extort buyers, to beat Pathfinders to major finds, or simply to steal such treasures out from under Pathfinders' very noses.

As with Aspis headquarters in other parts of the Inner Sea, the leadership of Magnimar's Consortium is broken up into a strict hierarchy of power. The lowest and most common members are paid mercenaries who partake in the various odd jobs assigned by true Aspis agents, whether such tasks involve pillaging Thassilonian ruins or taking care of pesky competitors who would seek to hinder the Consortium's endeavors. Bronze agents are made up of Magnimar's dockworkers, freelancers, and lowly adventurers seeking money and improved status, while those agents wielding silver emblems organize the activities of their underlings throughout the regions surrounding the city. Only a couple gold agents operate in Magnimar, though their influence and power extends to nearly all the corners of Varisia, and their word is law as far as lesser agents are concerned.




While the NPC depicted here represents a city-based agent who excels at espionage, deceit, and other urbane tactics, those working for the Aspis Consortium in Magnimar take myriad forms. The company has enlisted warlords and wizards alike, and even some adventuring groups find their way onto the Consortium's payroll—all it takes is the gumption and means to find lost treasures and bring them back to the auction house, as well as a certain lack of ethics and a strong sense of cupidity for those who wish to rise in rank.



PATHFINDER CAMPAIGN SETTING: MAGNIMAR, CITY OF MONUMENTS

City Guard

Clad in blue-tinted scale mail and carrying a halberd, this guard patrols the city with a keen eye.

CITY GUARD CR 1/3   

XP 135
 Male human warrior 2
 N Medium humanoid (human)
Init +4; **Senses** Perception +3

DEFENSE
AC 15, touch 10, flat-footed 15 (+5 armor)
hp 13 (2d10+2)
Fort +3, **Ref** +0, **Will** +1

OFFENSE
Speed 20 ft.
Melee halberd +4 (1d10+1/x3) or
 sap +3 (1d6+1 nonlethal)
Ranged light crossbow +2 (1d8/19–20)

STATISTICS
Str 13, **Dex** 11, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 13

Feats Improved Initiative, Weapon Focus (halberd)
Skills Intimidate +5, Perception +3
Languages Common




ECOLOGY
Environment any (Magnimar)
Organization solitary, pair, patrol (3–5), or squad (6–10)
Treasure NPC gear (masterwork scale mail, halberd, light crossbow with 20 bolts, sap, bullseye lantern, manacles, signal whistle, other treasure)



Magnimar has few laws for a city its size, but it still employs a sizable force of guards, centralized within the towering Arvensoar. Guards walk the streets regularly, policing the various quarters and maintaining peace throughout the city, though the wealthier districts see noticeably more protection than areas such as the Shadow. Magnimar's city guards are trained to detain criminals and keep the peace without needless violence, using nonlethal force in all but the most extreme cases.

City Watch Captain

Confident and careful, this guard captain has a determined gait and wields a crossbow in addition to her fine blades.

CITY WATCH CAPTAIN CR 4   

XP 1,200
 Female human fighter 5
 LN Medium humanoid (human)
Init +2; **Senses** Perception +5

DEFENSE
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 42 (5d10+10)
Fort +5, **Ref** +3, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE
Speed 30 ft.
Melee +1 longsword +8 (1d8+6/19–20), mwk swordbreaker dagger +6 (1d4+1)
Ranged mwk light crossbow +8 (1d8/19–20)
Special Attacks weapon training (heavy blades +1)

STATISTICS
Str 15, **Dex** 15, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +7; **CMD** 19

Feats Combat Expertise, Exotic Weapon Proficiency (swordbreaker dagger), Improved Disarm, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (swordbreaker dagger), Weapon Specialization (longsword)
Skills Climb +5, Handle Animal +6, Intimidate +6, Knowledge (local) +4, Perception +5, Ride +5

Languages Common, Varisian
SQ armor training 1
Combat Gear
ECOLOGY
Environment any (Magnimar)
Organization solitary, pair, or trio
Treasure NPC gear (masterwork chainmail, +1 longsword, masterwork light crossbow with 20 bolts, masterwork swordbreaker dagger, *potions of cure light wounds* [2], masterwork manacles, signal whistle, other treasure)

Magnimarian watch captains are selected from the ranks of proven city guards and undergo more training than standard troops. Captain Acacia Uriana demands intelligent watch captains, and many are trained in investigative techniques to help solve ongoing crimes throughout the city, as well as to collect valuable evidence that helps determine a suspect's guilt or innocence. Watch captains train in deadlier weapons than their more common counterparts, and most prefer to wield two blades at a given time; like city guards, however, they prefer to use nonlethal means to handle minor crimes, and are adept at disarming their opponents with their swordbreaker daggers.

Mystery Cultist

Every step this fashionable Varisian takes seems like part of a dance, her dozens of strange baubles tinkling with her every movement.

MYSTERY CULTIST

CR 2



XP 600

Female human cleric of Ashava 3

CG Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)

hp 20 (3d8+3)

Fort +3, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk bladed scarf +5 (1d6+1) or dagger +4 (1d4+1/19–20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks channel positive energy 4/day (DC 12, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day—touch of darkness (1 rounds)

6/day—touch of good (+1)

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*blindness/deafness*^D (DC 15), *lesser restoration*

1st—*command* (DC 14), *detect undead*, *faerie fire*^D, *magic weapon*

o (at will)—*detect magic*, *guidance*, *light*, *purify food and drink*

D Domain spell; **Domains** Good, Moon*

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 8, **Wis** 17, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Mobility, Weapon Finesse

Skills Diplomacy +6, Heal +8, Knowledge (religion) +4

Languages Common, Varisian

SQ aura

ECOLOGY

Environment any (Magnimar)

Organization solitary, ensemble (2–4), or cult (5–9)

Treasure NPC gear (masterwork bladed scarf, light crossbow with 20 bolts, dagger, *bracers of armor* +1, *potion of cure light wounds*, other treasure)

* See *Pathfinder Campaign Setting: Dragon Empires Gazetteer*.

Just as the legendary Mistress Ordellia Whilwren once prayed to a mysterious angel to save Magnimar from a devastating deluge, other dwellers of the city have likewise devoted themselves to holy figures, including angels, azatas, and agathions. Called “mystery cultists” by most Magnimarians because of their small numbers and esoteric manner of worship, the dedicated followers of the

empyrean lords keep to themselves and rarely proselytize. Most mystery cults hold at least one of Magnimar’s numerous monuments in high esteem, whether for their importance in local traditions or their part in Varisian legends. Practitioners of these religions often congregate around structures such as the Arvensoar, the Irespan, or the Mistress of Angels to practice their faith, sometimes forming assemblies of over a hundred worshipers. Although the cults’ gatherings can occasionally be disruptive to the flow of traffic throughout the City of Monuments, Magnimar’s leaders do little to dissuade the cults’ practices, which are almost wholly harmless and serve to promote life, freedom, and other righteous virtues.

Three of the most commonly worshiped figures among the mystery cults of Magnimar are the empyrean lords Ashava, Soralyon, and Ylimancha (see page 25 for more information on these empyrean lords), though smaller cults to other celestial beings are not uncommon in the City of Monuments.



Night Scale Assassin

This lithe half-elven woman wields a hand crossbow and is bedecked in dark leather that blends in with the shadows.

NIGHT SCALE ASSASSIN

CR 5

XP 1,600

Female half-elf rogue 5/assassin 1

NE Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 34 (6 HD; 5d8+1d4+6)

Fort +2, **Ref** +7, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+1/19–20) or

dagger +4 (1d4+1/19–20)

Ranged +1 hand crossbow +8 (1d4+1/19–20) or

dagger +6 (1d4+2/19–20)

Special Attacks death attack (DC 13), sneak attack +4d6

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17

Feats Point-Blank Shot, Rapid Reload (hand crossbow), Skill

 Focus (Stealth)^B, Weapon Focus (hand crossbow)

Skills Acrobatics +12, Bluff +9, Climb +10, Disable

Device +12, Disguise +9, Escape Artist +12,

Intimidate +8, Perception +11, Sleight of Hand

 +12, Stealth +15; **Racial Modifiers** +2 Perception

Languages Common, Elven, Shoanti, Varisian

SQ elf blood, poison use, rogue talents

(bleeding attack +3, lasting poison*),

trapfinding +2

 * See the *Advanced Players Guide*.

ECOLOGY

Environment any urban (Magnimar)

Organization solitary

Treasure NPC gear (+1 studded leather, +1 hand

 crossbow, daggers (5), short sword, *potion of*
cure moderate wounds, *potions of invisibility* [2],

shadow essence, other treasure)

Magnimar has its share of criminal elements, but the Night Scales claim to rule the city's cutthroat underworld. Their various operations and misdeeds include smuggling, extortion, theft, and even outright murder every now and then. Members of the Night Scales range from toughs to pickpockets to con artists, following a strict hierarchy of power based on skill as much as social connections. Among these ranks, the Night Scale assassins are perhaps the most feared members of

the thieves' guild. Such assassins are responsible for taking care of nosy adventurers or pesky guards who don't know to mind their own business. Night Scale assassins work to silence some of Magnimar's mouthiest nobles as well as its uncorrupted political figures, and it is rumored that if one can get a hold of the shadowy gang, private parties might be able to arrange an assassination for a steep price.

A Night Scale assassin puts much care and time into surveying her targets. She tails them over the course of a week, noting where they go to market, what time they wake up, and whom they talk to on a regular basis. This wealth of information allows the assassin to choose the perfect time and place for an unsuspecting hit.



Sczarni Thug

This thuggish Varisian wears black garb and tattered rags that conceal his myriad small blades and reveal runic tattoos.

SCZARNI THUG

CR 1



XP 400

Male human rogue 2

LE Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)**hp** 18 (2d8+6)**Fort** +2, **Ref** +6, **Will** +1**Defensive Abilities** evasion

OFFENSE

Speed 30 ft.**Melee** mwk short sword +3 (1d6+1/19–20) or dagger +2 (1d4+1/19–20)**Ranged** dagger +4 (1d4+1/19–20)**Special Attacks** sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1; **CMB** +4; **CMD** 15**Feats** Agile Maneuvers, Combat Reflexes**Skills** Acrobatics +8, Bluff +4, Climb +6, Disable Device +8, Escape Artist +8, Intimidate +4, Perception +6, Sleight of Hand +8, Stealth +8**Languages** Common, Varisian**SQ** rogue talents (bleeding attack +1), trapfinding +1

ECOLOGY

Environment any (Varisia)**Organization** solitary, pair, or gang (3–12)**Treasure** NPC Gear (masterwork padded armor, daggers (3), masterwork short sword, masterwork thieves' tools, other treasure)

The notorious ruffians known as the Sczarni constantly prowl the civilized areas of Varisia in search of easily bamboozled merchants, travelers, and aristocrats to prey upon. Countless Sczarni thugs operate throughout Magnimar, their sheer quantity spawning numerous gangs that each possesses its own illicit specialty as well as a clearly defined turf. Indisputably, the most powerful Sczarni gang in the city is the Gallowed, who operate from a caravan of wagons perched directly below Lord-Mayor Grobaras's home, Defiant's Garden. The Gallowed sports a large number of thugs and leg-breakers, as well as its infamous Fish Tank, a 4-foot-tall glass aquarium hidden in one of the caravan's wagons and filled with swamp barracuda used to coax information out of unwilling victims.

As a rule, Sczarni thugs are not needlessly violent, and prefer to concentrate their efforts on crimes that will make them the most money rather than spill

the most blood. Sczarni tend toward swindles and illicit trade instead of rape or murder, leaving such brutal acts of violence to sociopaths and unscrupulous thieves' guilds.

Though the Gallowed make up the most powerful Sczarni gang in Magnimar, they are far from alone, and numerous other small families constantly vie for turf and wealth throughout the City of Monuments.

The Tower Girls specialize in robbery as well as extortion, and are often hired by quarreling nobles to help shame or blackmail rivals with evidence of infidelity, bastard children, or other secret failures. When not ruining lives, the Tower Girls display their impressive acrobatics onstage in the various playhouses and nightclubs of Lowleft.

Shunned even by other Sczarni gangs, the Creepers seed the streets with drugs and other illicit substances. They concoct many of the drugs in their base near Underbridge, using their runners to keep the whole city stocked with a handful of vices at any time.



Shifty Noble

This well-dressed noble carries herself with poise, and her eyes seem to catalog everything she observes.

SHIFTY NOBLE

CR 2


XP 600

Female human aristocrat 2/rogue 1

LN Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 13 (3 HD; 1d8+2d8+)

Fort +2, **Ref** +4, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk dagger +1 (1d4–1/19–20)

Ranged mwk dagger +4 (1d4–1/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +1; **CMB** +0; **CMD** 12

Feats Alertness, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +12, Diplomacy +8, Disable

Device +7, Disguise +8, Escape Artist +7,

Knowledge (local) +6, Perception +9, Sense

Motive +8, Sleight of Hand +8, Stealth +8

Languages Common, Infernal

SQ trapfinding +1

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear

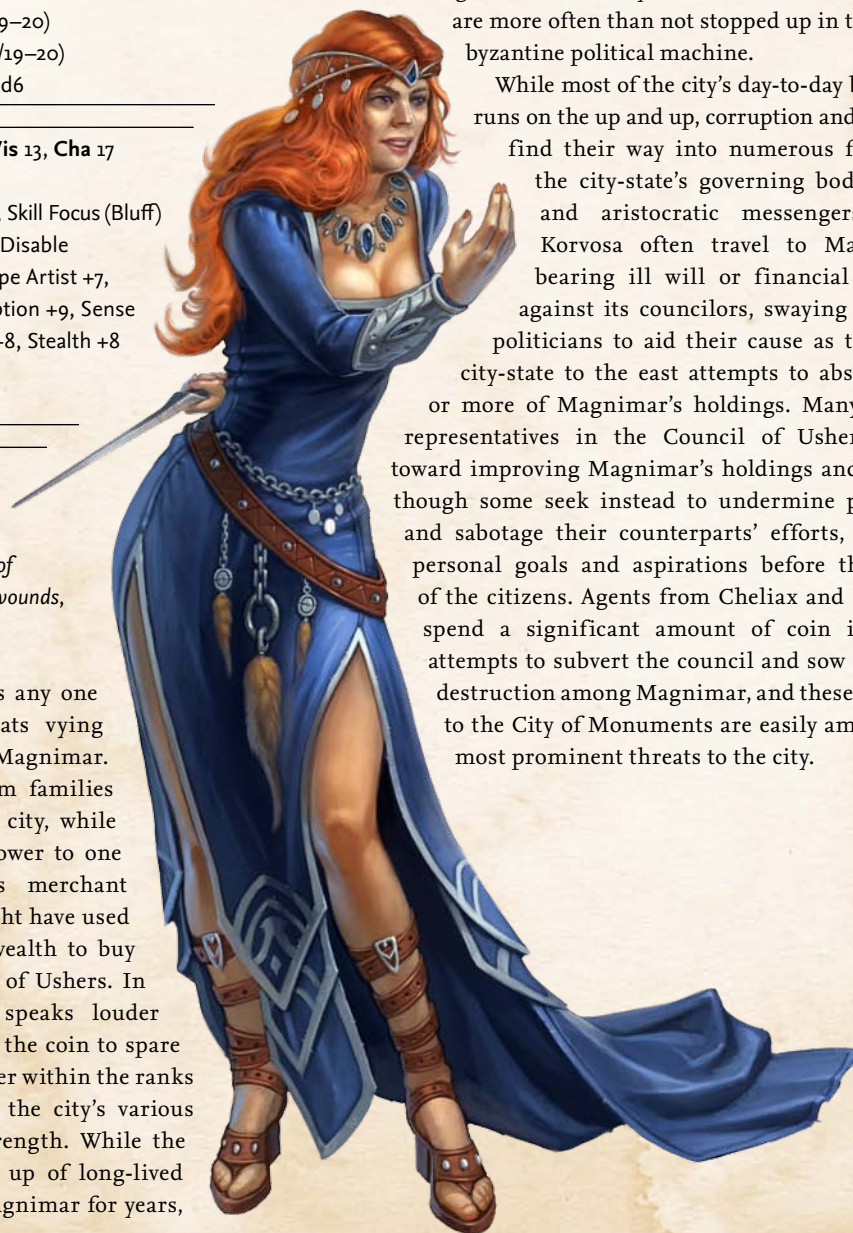
(masterwork dagger, bracers of armor +1, potion of cure light wounds, sunrods [2], other treasure)

The shifty noble represents any one of the dozens of aristocrats vying for power and wealth in Magnimar. Some nobles may hail from families with a long lineage in the city, while others might trace their power to one of Magnimar's numerous merchant houses, and still others might have used inherited or hard-earned wealth to buy their way into the Council of Ushers. In Magnimar, money often speaks louder than words, and those with the coin to spare inevitably rise to power either within the ranks of the council or through the city's various other facets of political strength. While the council is primarily made up of long-lived families who have ruled Magnimar for years,

new money has managed to grasp some political power in recent times as Magnimar's importance in trade continues to increase throughout the region.

When the citizens of Magnimar established their formal government in 4608 AR and instated the Council of Ushers as a means of checking and balancing the power of the lord-mayor, they scarcely thought their seemingly simple political structure would become the convoluted mess it is today. What were originally 15 seats on the council belonging to the most influential and significant families of Magnimar have since ballooned into 117 seats filled by blasé nobles, scheming aristocrats, and avaricious merchants. Though there remain some honest members of the council who faithfully seek to represent the will of Magnimar's citizenry, such honorable endeavors are more often than not stopped up in the city's byzantine political machine.




While most of the city's day-to-day business runs on the up and up, corruption and bribery find their way into numerous facets of the city-state's governing body. Spies and aristocratic messengers from Korvosa often travel to Magnimar bearing ill will or financial threats against its councilors, swaying corrupt politicians to aid their cause as the rival city-state to the east attempts to absorb one or more of Magnimar's holdings. Many of the representatives in the Council of Ushers work toward improving Magnimar's holdings and status, though some seek instead to undermine progress and sabotage their counterparts' efforts, putting personal goals and aspirations before the good of the citizens. Agents from Cheliox and Korvosa spend a significant amount of coin in their attempts to subvert the council and sow seeds of destruction among Magnimar, and these traitors to the City of Monuments are easily among the most prominent threats to the city.





Shoanti Gladiator

This shaven-headed brute wields a massive spiked hammer and bears scars from dozens of battles.

SHOANTI GLADIATOR	CR 2	  
XP 600		
Male human barbarian 3 CN Medium humanoid (human)		
Init +0; Senses Perception +8		
DEFENSE		
AC 15, touch 8, flat-footed 15 (+7 armor, -2 rage)		
hp 34 (3d12+9)		
Fort +6, Ref +1, Will +5		
Defensive Abilities uncanny dodge, trap sense +1		
OFFENSE		
Speed 30 ft.		
Melee mwk earth breaker* +8 (2d6+6/x3) or spiked gauntlet +7 (1d4+6)		
Special Attacks rage (9 rounds/day), rage powers (knockback)		
TACTICS		
Base Statistics When not raging, the barbarian's statistics are AC 17, touch 10, flat-footed 17; hp 28; Fort +4, Will +3; Melee mwk earth breaker* +6 (2d6+3/x3), spiked gauntlet +5 (1d4+3); Str 15, Con 12; CMB 5, CMD 15.		
STATISTICS		
Str 19, Dex 10, Con 16, Int 8, Wis 15, Cha 14		
Base Atk +3; CMB +7; CMD 15		
Feats Cleave, Improved Bull Rush, Power Attack		
Skills Handle Animal +8, Intimidate +8, Perception +8, Ride +3, Survival +8		
Languages Common, Shoanti		
SQ fast movement		
ECOLOGY		
Environment any (Magnimar)		
Organization solitary		
Treasure NPC gear (+1 breastplate, masterwork earth breaker*, spiked gauntlet, other treasure)		
* See <i>The Inner Sea World Guide</i> .		

Easily the most popular public venue in Magnimar, the massive hippodrome known as Serpent's Run hosts a number of spectacles and events year-round to entertain both the citizens of Magnimar and visitors to the city. In addition to magic performances, circus acts, and sporting events, this enormous arena also plays host to the most impressive mock gladiatorial battles in western Varisia. Competitions take the form of duels

or massive battles royal wherein participants use lethal weapons to deal their opponents felling blows.

Many of the most successful gladiators in Magnimar are of Shoanti descent. Their unique fighting style and unusual weapons bring numerous spectators to gladiatorial events, and their strength, skill, and fearlessness make them exciting to watch. Outside the ring, Shoanti gladiators live well. Tavern owners gift brawlers with free drinks and meals after a successful bout, and canny bartenders often sponsor gladiatorial warriors, using their local celebrity to drum up more business and set their establishment apart from the rest. Such subsidized fighters are usually garnered from among the many toughs that frequent Magnimar's dives, and one can never be sure when an accidental bar brawl might turn into a potential business opportunity.



Shriezyx

This oversized, eight-legged monstrosity stares ravenously from its three beady eyes, its gaping maw dripping with green venom.

SHRIEZYX

CR 4



XP 1,200

CE Medium aberration

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Perception +12

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 38 (7d8+7); regeneration 3 (fire)

Fort +5, **Ref** +5, **Will** +6

Defensive Abilities ferocity; **Immune** mind-affecting effects

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6+1 plus poison), 4 claws +8 (1d4+1)

Special Attacks slowing toxin, web (+8 ranged, DC 14, 7 hp)

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +6; **CMD** 19 (31 vs. trip)

Feats Great Fortitude, Improved Initiative, Step Up,
Weapon Finesse

Skills Climb +15, Perception +12; **Racial Modifiers** +4 Perception

Languages Thassilonian

ECOLOGY

Environment any
underground

Organization solitary,
pair, or hive (3–12)

Treasure incidental

SPECIAL ABILITIES

Fear of Fire (Ex) A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Will save (DC equals the amount of fire damage dealt) or become frightened for 1 round.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Slowing Toxin (Su) A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a DC 14 Fortitude save or become slowed (as per the spell) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs, while they remain sticky and tangled, do not have this slowing effect. The save DC is Constitution-based.

Devised by one of Thassilon's despotic runelords in the roiling fleshvats of Xin-Bakrakhhan, shriezyx are horrific aberrations that continue to lurk in Thassilonian ruins throughout western Varisia even thousands of years after that ancient empire's collapse.




A typical shriezyx is 3 feet tall and weighs 300 pounds.





Swamp Barracuda

This elongated, olive fish has a thick set of jaws with a prominent underbite, and its body is covered in a layer of thick algae.

SWAMP BARRACUDA		CR 2			
XP 600					
N Medium animal (aquatic)					
Init +6; Senses keen scent, low-light vision; Perception +9					
DEFENSE					
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)					
hp 18 (4d8)					
Fort +4, Ref +6, Will +2					
OFFENSE					
Speed 10 ft., swim 60 ft.					
Melee bite +6 (1d6+3), tail slap +1 (1d6+1)					
STATISTICS					
Str 16, Dex 14, Con 11, Int 1, Wis 12, Cha 3					
Base Atk +3; CMB +6; CMD 18 (can't be tripped)					
Feats Improved Initiative, Skill Focus (Perception)					
Skills Perception +9, Stealth +7 (+11 in water), Swim +11;					
Racial Modifiers +4 Stealth in water					
SQ amphibious					
ECOLOGY					
Environment temperate or warm marshes					
Organization solitary, pack (2–5), or school (6–11)					
Treasure none					

These carnivorous fish have long, writhing bodies and pointed heads. Their overdeveloped pectoral fins and widely separated dorsal fins make them swift swimmers, and their powerful jaws promise a quick and brutal death for any prey they might catch. Their tails serve as potent secondary weapons, which they use to bludgeon particularly hardy opponents before tearing them limb from limb.

Swamp barracuda thrive in the tropical waters surrounding the continent of Garund, and are particularly prominent throughout the Sodden Lands and Mwangi Expanse. To the north, they can occasionally be found in the Mushfens and the Varisian Gulf in the warmer months, heading south when winter cools the waters. While they normally hunt alone or in small groups, during their migratory season, massive schools of swamp barracuda can be spotted traveling down the western Avistani coastline, where they feed on small whales as well as terrestrial creatures that wander too close to their waters.

While swamp barracuda are most often found in the wild, particularly daring hunters sometimes capture them to serve either as food or pets. Swamp barracuda can survive for a long time outside their preferred climates, but often grow lax and weak if their owners fail to feed them properly or don't take

care of their holding tank. Magnimar's infamous Sczarni gang, the Gallowed, uses swamp barracuda as a coercion technique against wealthy patsies as well as borrowers who fail to make a payment on time (an act made difficult by the exorbitant interest rate the Gallowed put on any loans they give out). Called the Fish Tank by those who know of it, the saltwater aquarium that houses Jaster Frallino's precious barracuda is stored in a dilapidated blue caravan wagon owned by the Gallowed, and more than one failed business partner has lost an eye, toe, or hand to "the Boss's Fish." It is also known that the Sczarni boss keeps a collection of rusty keys at the bottom of the Fish Tank, though the purpose of these mysterious items is a secret held by Frallino alone.

An average swamp barracuda is about 6 feet long and weighs over 60 pounds, though specimens up to 12 feet long have been spotted in particularly remote locations.



PATHFINDER CAMPAIGN SETTING: MAGNIMAR, CITY OF MONUMENTS

Vydrarch

Seeping spines cover the inky scales of this long, sinuous beast, its twin serpent heads writhing at the ends of its swaying necks.

VYDRARCH

CR 14



XP 38,400

CE Gargantuan magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 29, touch 9, flat-footed 26 (+3 Dex, +20 natural, -4 size)

hp 199 (19d10+95)

Fort +16, **Ref** +14, **Will** +12

DR 10/magic; **Immune** poison, sleep

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 bites +26 (2d8+10/19-20 plus grab), tail slap +23 (2d8+5 plus poison spines)

Space 20 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks capsized, swallow whole (4d6+15 bludgeoning damage, AC 20, 19 hp), veil of fog

STATISTICS

Str 30, **Dex** 17, **Con** 20, **Int** 7, **Wis** 22, **Cha** 15

Base Atk +19; **CMB** +33 (+37 grapple); **CMD** 46 (can't be tripped)

Feats Awesome Blow, Cleave, Critical Focus, Improved Bull

Rush, Improved Critical (bite), Multiattack, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (bite)

Skills Perception +23, Swim +26

Languages Aquan

SQ amphibious

ECOLOGY

Environment temperate oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison Spines (Ex) A vydrarch is covered in jagged spines that secrete a fatal poison. A creature struck by a vydrarch's tail slap attack or that strikes a vydrarch with a melee weapon without reach, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage and risks being poisoned. Any creature that grapples a vydrarch takes 2d6 points of piercing damage and risks being poisoned each round.

Vydrarch poison: Spine—injury; *save* Fort DC 24; *frequency* 1/round for 4 rounds; *effect* 1d2 Con, 1d2 Wis; *cure* 2 consecutive saves. The save DC is Constitution-based.

Veil of Fog (Su) As a standard action, a vydrarch can produce a bank of fog in a 100-foot spread centered on itself. This effect is otherwise identical that created by a *fog cloud* spell.

The terrifying creature known as the vydrarch is most well known among Magnimarians from the famous tales of the legendary paladin Alcaydian Indros battling the beast on the shores of what would become Magnimar. The vydrarch was originally thought to be an entirely unique creature, but in recent years, reports from sailors journeying across the Steaming Sea and the remains of wrecked ships washing ashore have hinted at the existence of other such beasts. Vydrarchs live solely for the thrill of destruction and chaos, but what elder force could have created such a monster is unknown. Their dual heads act in tandem to destroy vessels and devour cargo, but survivors of such attacks claim that the heads can act independently of one another if need be, occasionally talking or even arguing among themselves.

A vydrarch is 40 feet long from tail to head and weighs 10 tons.



Yamah

This blue-skinned celestial has enormous butterfly wings, and its black hair sparkles like a starlit sky.

YAMAH

CR 5



XP 1,600

CG Medium outsider (azata, chaotic, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, low-light vision; **Perception** +11

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 45 (6d10+12)

Fort +4, **Ref** +10, **Will** +7

DR 5/cold iron or evil; **Immune** electricity, petrification;

Resist cold 10, fire 10

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee +1 *returning starknife* +12/+7 (1d4+4/x3)

Ranged +1 *returning starknife* +12 (1d4+4/x3)

Special Attacks steal magic

Spell-Like Abilities (CL 6th; concentration +11)

Constant—*detect evil*, *detect magic*

3/day—*cure moderate wounds*, *invisibility*

1/day—*charm person* (DC 16), *remove paralysis*

STATISTICS

Str 17, **Dex** 20, **Con** 14, **Int** 13, **Wis** 15, **Cha** 20

Base Atk +6; **CMB** +9; **CMD** 24

Feats Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Acrobatics +14, Bluff +11, Diplomacy +14,

Escape Artist +11, Fly +22, Knowledge (planes) +10,

Perception +11, Sense Motive +8, Stealth +11

Languages Celestial, Draconic, Infernal; truespeech

SQ *returning weapons*

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or crusade (3–10)

Treasure standard (+1 *starknife*)

SPECIAL ABILITIES

Returning Weapons (Su) Any throwing weapon wielded by a yamah gains the *returning* weapon special ability as long as the yamah wields it.

Steal Magic (Su) As a standard action, a yamah can make a touch attack against a creature under the effect of a spell or spells and attempt to dispel the effect as per the *dispel magic* spell (CL 6th). If the attempt is successful, the yamah absorbs the magical energy and converts it into a bolt of force. A yamah can use a force bolt to make a ranged touch attack that deals 1d6 points of force damage for every spell level of the effect dispelled by the yamah (for example, if a yamah dispels a 2nd-level spell with its steal magic ability, the resulting force bolt deals 2d6 points of force damage; 0-level spells count as being 1st-level for the purpose of this ability). These

force bolts have a range of 100 feet with no range increment. A yamah can only carry a number of force bolts equal to its Charisma bonus (5 for most yamahs), and any force bolts not used within 24 hours of obtaining them disappear and are wasted.



Yamahs travel the planes promoting the ideals of freedom and fairness, using their unique talents to rob evildoers of their magic and turn it into a weapon for good. Yamahs harbor ill will toward anyone who would use magic for cruel or evil purposes, especially necromancers and creatures that use magic to trap souls and pervert life.

Though yamahs often bear a stern countenance, they nonetheless enjoy lighthearted pranks and cheery jokes when appropriate. The white markings that cover yamahs' bodies may at first appear to be tattoos, but are in fact natural sigils that are unique to each individual. The average yamah stands just over 6 feet tall and weighs 140 pounds.

Because of the presence of the mystery cults in Magnimar and the open worship of empyreal lords—especially Ashava—yamahs can often be seen in this city during lunar eclipses and other significant celestial events. Legends among these mystery cults claim that yamahs sometimes accompany good spellcasters on crusades against otherworldly fiends, though every story inevitably ends with the yamah mysteriously departing after the deed is done, abandoning its mortal partner without a word.

PATHFINDER CAMPAIGN SETTING

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Blood on the Street

Known as the City of Monuments for its jaw-dropping skyline of ancient ruins, magnificent towers, and stunning sculptures, Magnimar embodies the spirit of the frontier realm of Varisia more than any other city. But life in the City of Monuments can be an adventure all its own. With strange monsters lurking amid the city's ancient foundations, bands of thieves battling for control over the city's alleys, and the decadent attitudes of its oldest families, Magnimar lies at a crossroads. Will it succeed despite the obstacles thrown in its path, or is the City of Monuments doomed to crumble under the pressure of its own runaway success?

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- ▶ An expansive gazetteer of Magnimar's nine districts, from the marble-lined streets of the Alabaster District to the blood-drenched alleys of Underbridge.
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Magnimar, City of Monuments is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game.



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