



# MAGNIMAR

## 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 airs 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.*

**M**agnimar's sprawling slate rooftops and marble avenues stretch from the foundations of the unignorable Irespan—a ruined stone bridge of impossible size—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 district, 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 wages an open 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. This rivalry stretches back to a time even before the city's founding, as droves of Korvosan dissenters, unwilling to blindly kowtow to foreign despots after the fall of the Chelaxian Empire, departed for the Lost Coast. Ever since, 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 that offered by pirate havens like Riddleport.

Today, more than 16,000 people make their homes in Magnimar, with the majority of that populace consisting of humans of Chelish decent. It also boasts the largest semi-settled population of Varisians in the world, 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, Chelixa, and Osirion. Many of these merchants, emissaries, and adventurers have homes that they reside in while passing through but that otherwise remain empty. As a result, whole city blocks—particularly along the Shore—appear deserted for months out of the year. Should every homeowner coincidentally be in the city at the same time, Magnimar's population would increase by almost half again its current number.

## MAGNIMAR

**Large City** conventional (mayor); **AL** N

**GP Limit** 40,000 gp; **Assets** 32,856,000 gp

### DEMOGRAPHICS

**Population** 16,428

**Type** mixed (81% human, 5% halfling, 4% dwarf, 4% elf, 3% gnome, 2% half-elf, 1% half-orc)

### AUTHORITY FIGURES

**Haldmeer Grobaras**, lord-mayor (N male human aristocrat 9); **Verrine**

**Caiteil**, spokeswoman of the Council of Ushers (NG female elf aristocrat 5/bard 2); **Lord Justice Bayl Argentine**, leader of the Justice Court (LN male human aristocrat 6/fighter 3); **Remeria Callinova**, leader of the Varisian Council (CG female human expert 4/rogue 2);

**Lady Vammiera Symirkova**, mistress of the Gargoyles (NE female human aristocrat 2/rogue 6/sorcerer 4); **Princess Sabriyya Kalmeralm**, de facto ruler of the Bazaar of Sails (CN female human rogue 12)

## GOVERNMENT AND POLITICS

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 man would have too powerful a voice in the city-state's governing. After more than a hundred years, though, this noble effort has become embroiled in officialism, paper shuffling, and the ambitions of its members.

Supposedly 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. 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 nobles, scheming power-seekers, and greedy merchants. For all the assembly's corruption, though, many honest business leaders and political activists passionately (and often, frustratedly) seek to serve the will of Magnimar's citizenry. From its impressive chambers known as Usher's Hall, the council debates matters of city-wide import and makes decisions regarding the area of influence outside Magnimar's walls—effectively governing the city-state as the fledgling nation it's becoming.

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 seven years, 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 citizens 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. While his station would have him uphold the mandates of the Council of Ushers, he often ignores such duties, proving much more attentive to whether or not his personal declarations are enforced. Grobaras's mandates are rare, but—without the need for council review—sometimes prove grossly biased or potentially damaging to the city. Fortunately, the secretary of the lord-mayor, Grobaras's personal assistant and messenger **Valanni Krinst** (NG male human noble 1/rogue 3), personally—and quite illegally—vets many of the orders from the lord-mayor's office.

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 assures that the Magnimarian government does not infringe upon the rights and traditions of Varisia's native peoples—peripherally including the Shoanti—who live in close-knit neighborhoods and transient tent and wagon communities throughout the city.

## LAW & CRIME

As a city founded by those who refused to live under the reign of tyrants, Magnimar has relatively few laws. From its barracks within

## HELLKNIGHTS IN MAGNIMAR

In 4682 AR, Queen Domina of Korvosa courted several orders of Chelixa's feared law keepers, the hellknights, in the hopes of buying militarily weak Korvosa the strength the city-state needed to dominate southern Varisia. Denied by such powerful bodies as the notorious Order of the Rack, genocidal Order of the Scourge, and devil-blooded Order of the God Claw, she was finally able to coax the stern Order of the Nail to her lands, promising them vast endowments and a fortress of their own: Citadel Vraid in the foothills of the Mindspin Mountains south of Korvosa. Fast upon their relocation to Varisia, Queen Domina began entreating the hellknights for aid, particularly in attempts at intimidation and minor raids against the growing mercantile power of Magnimar. The knights, however, bluntly refused, seeing no lawlessness in the success of their patron's rival—much to the spurned queen's ire.

Ever since, hellknights have patrolled the lands of southern Varisia, enforcing the laws of their orders and the nearby city-states, exterminating threats to civilization, and quelling uprisings among the Shoanti. While only the foolish don't rightly fear the black-clad knights, much that is now tamed and cultivated would still be wild if not for the efforts of Citadel Vraid, its veteran commander Lictor Severs "Boneclaw" DiVri—a still intimidating man despite his obvious maiming—and its relentless Mistress of Blades, the centaur Maidrayne Vox. While King Erodred of Korvosa and his council have little direct association with the hellknights—seeing them as ungracious and untrustworthy since their rejection of Queen Domina's "hospitality"—the Justice Court in Magnimar has ironically invited a detachment of hellknights, under the leadership of Paralictor Darean Halst, into its halls, welcoming their severity, their efficiency, and the fear they inspire in all lawbreakers.



the Arvensoar, the towering fortress of Magnimar's small military, the city watch patrols the length and breadth of the city—although Lord-Mayor Grobaras's decrees see that the richest quarters of the Summit receive the most attention. When the law falls into dispute or cannot be meted out by patrolmen, quarrels are taken before the esteemed Justice Court. Thirteen justices—led by **Lord Justice Bayl Argentine** (LN male human aristocrat 6/fighter 3)—form the highest court in the city, settling arguments and deciding the guilt

or innocence of those who come before them. The worst of the confirmed guilty are sentenced to time in the Hells, several levels of sweltering dungeons beneath the Pediment Building.

For all the efforts of the city's law enforcers, numerous criminal elements operate throughout Magnimar. The oldest of these groups, the Night Scales, see themselves as the rightful masters of the city's criminal underworld. 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)—content itself with smuggling, extortion, petty theft, and the occasional break-in.

Above the pickpockets and rackets of the Shore, the 80-year-old **Lady Vammiera Symirkova** (NE female human aristocrat 2/rogue 6/sorcerer 4) directs the Gargoyles, a coterie of peerless cat burglars. Her 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 on their most daring heists.

The Varisian criminals known as the Sczarni also operate in great numbers in Magnimar. While the con-artists and thieves typically work together, the number of Varisians in the city has birthed numerous gangs, each taking names like the Creepers, the Tower Girls, or the Washside Wringers, adopting criminal specialties and operating in locally known turfs. **Jaster Frallino** (CE male human fighter 5/rogue 4), an aging, merciless tough with thick scars around his neck, leads the largest and most influential group, the Gallowed, from a

caravan of wagons almost directly below Lord-Mayor Grobaras's palatial home, Defiant's Garden.

## ARTS & ENTERTAINMENT

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 its contribution to city-wide enlightenment goes to the 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. Of particular note are three of the museum's permanent displays: the ancient

Eye of Rakzhan, the Gemstone Regalia of King Chadris Porphyria III (much to Korvosa's disdain), and the Lions of Siv. Esteemed scholar of Varisian history **Dr. Ernst Landis** (N male human expert 5/wizard 5) curates the Museum of Ages, while the stern, half-Shoanti **Madam Irba Demerios** (LN female human 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 **Dr. Archisa Aparna** (NG female human bard 5), who frequently lectures on ancient Varisian monuments on the occasions she returns to the city.

Beyond these halls of learning, Magnimar also hosts several esteemed—and not so esteemed—houses of the arts. While the Summit's Triodea presents the grandest performances in western Varisia, the most popular public venue is easily the Serpent's Run. The city's largest structure, this gigantic hippodrome hosts decathlons, horse and dog races, displays of magic, circus performances, and—on rare occasions—small-scale naval engagements and mock-gliadiatorial battles. Capable of seating a crowd of more than 5,000 cheering onlookers, its uppermost rim bears the shape of a gigantic serpent circling the entire arena—an homage to the heroics of the city's most beloved founder. **Jorston "Axetongue" Droaeb** (LN male dwarf expert 4/fighter 3), the hippodrome's aged but still spry Master of Games, organizes events and assures that all competitions are fair and safe.

## BUSINESS

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 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. The most notable of these include a remnant embassy of Andoran's deposed Rousseau family, offices of the Hook and Hammer traders, and a lavish regional headquarters of the infamous Aspis Corporation.

## RELIGION

Magnimar welcomes religions from all corners of the world, so long as they don't pursue any ongoing crusades or violate city law. The churches of Abadar, Iomedae, and Pharasma have the strongest city-wide followings, along with Desna well-represented among the Varisian population. Asmodeous and Calistria are also openly followed by many of the city's scheming merchants, thieves, and betrayers, while a small sect of Gozreh's devotees maintain and worship in the city's various parks. Tradition and local legends surrounding the Arvensoar have also attracted a number of celestial mystery cults, which practice strange rituals outside the public eye. Assemblies devoted to the empyreal lords Soralyon, Ashava the True Spark, and the Horseman of War are all known to gather in the city.

## MONUMENTS

Two architectural marvels dominate the Magnimarian landscape: the ancient Irespan and the modern Arvensoar.

### The Irespan

Visible for miles out to sea, the ancient basalt bridge known as the Irespan dominates Magnimar's coastline. 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 below, giving the eclipsed area its name: the Shadow.

An obvious remnant of ancient Thassilon, few know that the Irespan once served as a vital travel route across the broken, mountainous terrain of Bakrakhan, the Domain of Wrath. This consecutive series of bridges formed an incredible highway of overpasses leading to the capitol of Xin-Bakrakhan, now known only as the strange island monument Hollow Mountain. Marking the northern and southernmost holdings of the Domain of Wrath, the foundations of the Irespan lie at the edge of Edasseril to the north and between Eurythnia and Shalast to the south. When Bakrakhan sank into the Varisian Gulf during Thassilon's final days, the Irespan shattered. All that survived was its southern foundation, numerous broken supports, and a few resilient stretches of bridge now spanning turbulent waters rather than airy heights.

### A HISTORY OF DREAD

In 4623 AR, Magnimar's second lord-mayor, Vamagan 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, quarrymen 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 bridge's demolition.

Less than a week into the project, events occurred that ended any current or future intrusion upon the megalithic monument. Toiling with pick and hammer, workers revealed a vast, darkened chamber within the bridge. Mere moments after the discovery was made, a cacophony of shuddersome skittering heralded an outpouring of hundreds of ravening spider-legged things. Scrambling forth, the man-sized spidery monstrosities invaded the community. Hundreds of Magnimar's citizens were killed, maimed, and taken, as the ravenous things preyed upon them. 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.

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.

## The 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. 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 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 of Abadar 5)—a competent, sober, 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 upwards 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 provisions to supply the city through at least a week-long siege.

## Lesser Monuments

Along with the stone sentinels that dominate the Magnimarian skyline, several lesser monuments adorn the city. Some are mere decoration, but others are much more. These are but a sampling of Magnimar's best-known and most magnificent landmarks.

**The Battle of Charda:** A statue depicting the first and most famous battle between Magnimar's navy and Riddleport's pirates.

**The Celwynvian Charge:** A gift from the elves, this two-story tree-shaped sculpture is crafted from white wood and crystal. Real leaves bud and fall at the appropriate times of year.

**Champion's Walk:** A statuary-lined avenue leading to Serpent's Run and depicting the field's greatest champions.

**The Fifth Wind:** A massive stone weather vane visible along the docks.

**The Floodfire:** A beacon warning ships away from Kyver's Islet.

**Founder's Honor:** A monument to the city's heroic founder.

**The Guardians:** An arch depicting local twin heroes.

## ANGELS OF THE ARVENSOAR

More than a century ago, an unusual limestone spire jutted from the sheer Seacleft cliffs. Varisian legends deemed the place 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.

Soon after settlers began moving to Magnimar, the Varisians asked the foreigners to move their newly built homes south of the Yondabakari River and away from their holy grounds. Freshly settled and defiant, Magnimar's leaders all refused except for one, Mistress Ordellia Whilwren. Curious, Whilwren promised the wanderers 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 spire at dawn everyday for a week. Obeying, Whilwren did so, and on the week's final day she saw a radiant figure perched in the dawning sun. Awed and inspired, Whilwren kept her promise and moved south to the area now called Ordellia.

As Magnimar grew, relations with the Varisians worsened. 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 cliff's rocky perch, blasting it to nothing more than glass and rubble, but in so doing scattered 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 the Arvensoar began 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.

**Mistress of Angels:** A sculpture of city leader Ordellia Whilwren, known for seeing celestial messengers upon the Arvensoar.

**Our Lady of Blessed Waters:** A bronze, strangely verdigris-free statue of the spirit said to linger within the Seerspring.

**The Wyrwatch:** A lighted guard against dangers from the sea.

## THE CITY

While the Seacleft and Irespan break the city into three obvious sections, the cityfolk and the government recognize 18 local communities: seven upon the Summit, ten along the Shore, and one in the Shadow. Each of these communities has its own distinct atmosphere, venues, and local personalities. Presented here is an overview of those districts and their most prominent features.

### The Summit

The wealthiest of Magnimar's communities are found upon the Summit, along with the seat of the Magnimarian government, its most prestigious centers of learning and the arts, affluent

businesses, and numerous meticulously kept parks and statue-lined avenues.

**The Alabaster District:** Formally called the Stylobate, the colloquially named Alabaster District is home to Magnimar's richest and most affluent citizens. Segregated from the lower districts by steeply canted, marble-inlaid walls, only a few prominent avenues allow ascendance to the statuary-lined streets above by way of long, well-guarded stairs. At the northernmost point, commanding a strategic position over Magnimar's coast, stands Fort Indros. Bristling with ballistae and trebuchets, the lofty fortress deters all but the most brazen pirate attacks.

**Commander Wynmerd** (LG male dwarf fighter 5) oversees a garrison of soldiers, bowmen, and siege engineers here.

**The Marble District:** The residents of the Marble District hold only slightly less prestige than those in the Alabaster District. Well-appointed townhouses, small villas, and even the walled estates of several old Magnimarian families—most notably the Kaddren, Scarnettis, and Vanderales—find majestic views atop the Fogwall Cliffs.

**Bridgeward:** 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. One of Magnimar's best-known local 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 Bheacher** (N male human wizard 15) discovered that the stone of the Irespan proved particularly useful in spellwork. Since then, his studio has grown into a sizable and prestigious workhouse, dredging fallen segments of the Giant's Bridge from the Varisian Gulf to craft a range of constructs and simpler creations for wealthy buyers.

Nearby stands a 10-story, cylindrical monument called the Cenotaph. Created as a memorial to Magnimar's most beloved founder, Alcaydian 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 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 post-mortem 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.

**The Capital District:** Surrounding the bustling square known as Founder's Honor and the towering sculpture called "Indros cul Vydrarch" spread the high marble columns and ornate facades of the heart of Magnimar's government and political arena. Here, the elaborately sculpted Usher's Hall serves as the meeting place

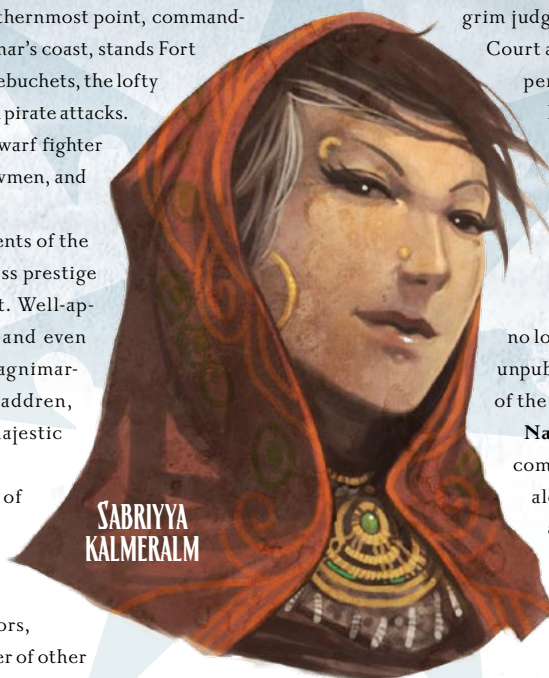
for the city's Council of Ushers. Anyone who wishes to meet with a councilmember must first meet with **Jacildria Quildarmo** (LE female human aristocrat 3/expert 2), the hall's Seneshal of Dates, a power-mongering, pinch-faced secretary who revels in her authority. Near the Usher's Hall stands the impassive gray stone fastness of the Pediment Building. While 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), beneath lie the sweltering halls of Magnimar's only prison, the Hells. Only the city's justices and most infamous criminals know how deep the prison's claustrophobic floors run, but rumors tell of one of the deepest halls where guards no longer patrol, sealed in response to an unpublicized uprising and left to the worst of the city's convicts.

**Naos:** The home to many merchants and comfortable families, the city stretch along the Avenue of Hours is disparagingly called the "New-Money District" by local nobles. Despite the disdainful comments of the elite, Naos is one of the most welcoming and well-kept parts of Magnimar.

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 one 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).

Naos is also the home of two of the city's most eccentric citizens, esteemed hunters, explorers, and Pathfinders **Sir Canayven Heidmarch** (NG male human ranger 8) and his wife **Sheila Heidmarch** (LN female human fighter 3/monk 4). The world-traveling adventurers have recently retired to Magnimar, but have not been content to settle into the quiet life, opening their sizable manor to their society. The first Pathfinder chapter house in Varisia (just north of the Triodea) welcomes all members eager to explore the still relatively unknown land. 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 Pathfinders, aside from the Heidmarchs, use the manor as a base camp: **Almya Gorangal** (LE female human wizard 4), a sour Chelish explorer seeking to map the ancient ruins of the



# MAGNIMAR



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## A VIEW OF MAGNIMAR

The maps presented here show the general locations of Magnimar's districts and most prominent monuments. More maps of Magnimar showing exact district borders, avenue and plaza names, and the precise location of numerous locales can be found in the downloadable content for this volume, available at [paizo.com/pathfinder](http://paizo.com/pathfinder).

- |                           |                    |
|---------------------------|--------------------|
| 1. The Irespan            | 11. Dockway        |
| 2. The Alabaster District | 12. Lowleft        |
| 3. The Marble District    | 13. Keystone       |
| 4. Bridgeward             | 14. The Marches    |
| 5. The Capital District   | 15. Beacon's Point |
| 6. Naos                   | 16. Rag's End      |
| 7. Vista                  | 17. Silver Shore   |
| 8. Grand Arch             | 18. Kyver's Islet  |
| 9. The Arvensoar          | 19. Ordellia       |
| 10. The Bazaar of Sails   | 20. Underbridge    |

Mushfens, and **Joadric Heimurl** (NG male human barbarian 2/fighter 3), a bombastic man of barbaric descent bent on organizing an expedition into the Malgorian Mountains.

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 also on display), the viable egg of a millennia wyrm, and "Prince Mandali"—a seemingly tame 14-foot-tall ape.

**Vista:** High-class shops, restaurants, businesses, and the offices of globe-spanning mercantile concerns spread between the Avenue of Honors and the Seacleft. The Aspis Corporation—a conscienceless shipping, trading, and money-lending venture of Chelish descent—keeps its bronze-faced Varisian headquarters here.

Directly upon the Seacleft stand several estates of the city's more daring nobles, 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 be more intimate with his work—and certainly not to take advantage of the small castle's eight fully staffed floors of sumptuous salons and comfortable lounges, usually reserved for visiting diplomats.

**Grand Arch:** The largest of the Summit's districts, Grand Arch stretches from the Twins' Gate to the heart of the upper cliff. Many of Magnimar's middle class and simple shop owners live comfortably here, 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. Just within Twins' Gate stands one of the city's larger monuments, the Guardians: 200-foot-tall colossi depicting the young heroes Cailyn and Romre Vanderale facing each other with touching weapons held high, forming a giant arch.

## The Shore

The majority of Magnimar's working population lives along the Shore. Comprising more than just the coast and dockside portions of the city, the Shore extends from the base of the Seacleft out to Kyver's Islet and Ordellia, south of the Yondabakari River.

**The 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 fineries, Andoran quartos, and more exotic goods from a hundred foreign ports fill the market, with the offerings of any day 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 human 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 (N male human fighters 2). A passionate woman in her late forties, 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.

**Dockway:** 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. The best known of these seaside sanctuaries is the Old Fang, a taproom and cheap inn built right on the docks and covered in barnacles and peeling white paint. **Ol' Mam Grottle** (NG female human commoner 4/fighter 1), a burly, no-nonsense matron, runs this favorite local watering hole, decorated with the nautical trophies of her late husband.

**Lowleft:** 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 Lowleft—or "the Rubble," as locals typically call it—a home to the city's artistic and avant-garde community. Among the best known of the district's nightspots is the Gilded Cage, a garish nightclub 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.

**Keystone:** Seerspring Garden, a park boasting a spring of crisp, clear water, marks the center of the Shore's central district. While impressive and intimidating buildings line the four avenues



## THE WYRM AND THE WARDEN

In 4584 AR, a paladin of Aroden named Alcaydian Indros led an expedition into untamed western Varisia. After months of travel, he and his men discovered the Irespan and the placid harbor they dubbed Outcast's Cove. Tired from their travels, the scouts made camp nearby. Their respite was short, though, broken by the guards' screams. Watchful Indros alone saw a black shape knotted around his panicked men, dragging them into the darkened waters. Without hesitating, he unsheathed his sword and strode into Outcast's Cove, clad in the full armor of a Knight of Aroden. For long minutes the rush of the waves was all the scouts heard and hope began to turn to dread.

Then the cove explored in venom and stinging brine as the Vydrarch rose. A sea dragon the size of a castle tower, the beast was all fangs, and fins, and poison quills. Wrapped in its crushing coils, Alcaydian Indros wrestled with the monstrous thing. Steel met scale, fangs rent armor, but in the end, Indros cleft the serpent's head and twain, loosing a gout of blood and venomous bile. Walking from the surf, the paladin carried with him his saved men. Reaching shore, he dubbed himself the new master of all the waves he could see and named the place Magnimar, "Stone of the Sea" in his order's ancient tongue.

radiating out from the area's heart, behind them lie the townhouses and close streets of Magnimar's common people. The fortress-like temple of Iomedae—under the offices of **Chaplain Tira Ronnova** (LG female human 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.

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 Marches:** The entrance to Magnimar for many traders and travelers, the Marches's Castlegate is where those locals who would bring their wares to the city must first pass. Many simple and largely contented folk live in this sizable district, but 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 rise in Sczarni theft and cons, the churches of Abadar, Erastil, and Iomedae all maintain presences to aid the city and perhaps win a few converts.

**Beacon's Point:** 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—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 festhalls and taverns.

**Rag's End:** Only the poorest and most deprived of the city's working class make their homes in the cramped, maze-like knot of alleys called Rag's End. 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 Jaijarko** (CE male human fighter 2/rogue 2), a greasy half-Varisian drug dealer with ties to the Sczarni gang the Gallowed.

**Silver Shore:** The wealthiest district below the summit, Silver Shore is home to several well-to-do business owners, council members, and nobles who seek to live close to their work, the people, or the beauty of the river. 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 Wadincoast** (CG male gnome expert 5/ranger 2), opens this 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. Although an expert on life beneath the water, his tales of



whole cities lying at the bottom of the Varisian Gulf are largely discounted as “typical gnome enthusiasm.”

**Kyver’s Islet:** This small island at the mouth of the Yondabakari river is given over almost completely to lumbermills, shipwrights, and noisy workshops best situated away from homes and quieter businesses. From the northernmost point of the islet rises the Floodfire, a small lighthouse that warns ships away from the shallow waters and half-submerged sandbars of the river.

**Ordellia:** Long a hotbed of dissension and governmental criticism, Ordellia perhaps best embodies the untenable spirit of freedom and leaderless rule Magnimar was founded upon. Many in the district consider themselves a town apart from Magnimar, taking pride in organizing their own small community militia and council apart from the city’s. 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.

## The Shadow

The area directly beneath and to the west of the Irespan holds but one city district, formally known as the Underbridge. Due to the

eclipsing bridge above, light only reaches the streets below for one hour in the morning and two in the evening.

**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. While the Magnimarian government champions cleaning up the Shadow 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.

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. At the end of one such dock slumps the Friendly Merchant, a dilapidated tavern frequented by thugs, con-men, 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. He eagerly rents out his private dock for exorbitant prices, but offers discounts to the Night Scales and generally keeps his ears open for the thieves’ guild.