

Pathfinder Module Godsmouth Heresy McCreary Rob

In *City of Strangers*, Andrew M. Gardner explores the everyday experiences of workers from India who have migrated to the Kingdom of Bahrain. Like all the petroleum-rich states of the Persian Gulf, Bahrain hosts an extraordinarily large population of transmigrant laborers. Guest workers, who make up nearly half of the country's population, have long labored under a sponsorship system, the *kafala*, that organizes the flow of migrants from South Asia to the Gulf states and contractually links each laborer to a specific citizen or institution. In order to remain in Bahrain, the worker is almost entirely dependent on his sponsor's goodwill. The nature of this relationship, Gardner contends, often leads to exploitation and sometimes violence. Through extensive observation and interviews Gardner focuses on three groups in Bahrain: the unskilled Indian laborers who make up the most substantial portion of the foreign workforce on the island; the country's entrepreneurial and professional Indian middle class; and Bahraini state and citizenry. He contends that the social segregation and structural violence produced by Bahrain's *kafala* system result from a strategic arrangement by which the state insulates citizens from the global and neoliberal flows that, paradoxically, are central to the nation's intended path to the future. *City of Strangers* contributes significantly to our understanding of politics and society among the states of the Arabian Peninsula and of the migrant labor phenomenon that is an increasingly important aspect of globalization.

Gaming legend Monte Cook comes to the Pathfinder Roleplaying Game with his first published adventure design in years! The heroes unearth an ancient ritual in a treasure horde that promises power and fortune. The only trouble is, they need a wizard with giantish blood to help them complete it! Venturing to a forlorn cloud giant castle to gain the much-needed aid, the heroes become embroiled in giantish intrigue when they discover the wizard's fortress under assault by hill giants! Will unraveling the giant wizard's hidden past convince him to aid their cause, or will it simply bring misfortune, betrayal, and death? *Curse of the Riven Sky* is a Pathfinder Roleplaying Game adventure for 10th-level characters. Designed specifically for the new Pathfinder Roleplaying Game rules and written by gaming legend and Pathfinder RPG rules consultant Monte Cook, *Curse of the Riven Sky* spotlights wilderness adventuring, innovative roleplaying encounters, and problem solving, providing an unforgettable gaming experience.

The rustic folk of Blackbeach have kept their cursed heritage secret for thousands of years—they are pureblooded scions of Lost Azlant, the sunken continent across the western sea, whose bloodline eventually causes them to transform into sea-folk and obey a strange underwater entity. A local sorcerer trying to cure his people has awakened a terrible evil, locked away in a nearby Azlanti ruin for thousands of years. Now the villagers are rapidly devolving into fishlike monsters and hearing a telepathic call they cannot refuse. Can the heroes save the villagers and stop the ancient abomination before it escapes to avenge itself? *An aquatic dungeon adventure for 6th-level Pathfinder Roleplaying Game characters.* Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

Every year when the leaves begin to fall, the small town of Kassen conducts a rite of passage in which it sends a band of young, would-be adventurers to the abandoned crypt of the town founder to recover the Everflame, a magical fire that is kept burning throughout the winter. Each year the youths' mettle is tested by traps, illusory monsters, and other challenges before returning home to a festival honoring their coming of age. Yet this year something has gone terribly wrong! Now the adventurers face real danger, and the fate of the town rests on their inexperienced shoulders!

Designed specifically for the new Pathfinder Roleplaying Game rules and designed by Jason Bulmahn, the new game's primary designer, *Crypt of the Everflame* spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players.

City of Strangers

No Response from Deepmar

Pathfinder Online

The Moonscar

Hungry are the Dead

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic items and tools, and more.

Aristocratic Pathfinder Varian Jeggare and his hellspawn bodyguard Radovan (Pathfinder's answer to Holmes and Watson) return for their fifth standalone novel. When Varian is bequeathed a dangerous magical book by an old colleague, he and Radovan are pulled into a mystery and set on the path of a powerful necromancer seeking to become the new avatar of an ancient and sinister demigod-one of the legendary Runelords. But in saving the world, will Varian and Radovan lose their souls? Paizo Publishing is the award-winning publisher of fantasy roleplaying games, accessories, board games, and novels.

A team of local heroes follows clues learned in the *Crypt of the Everflame* to the rag-tag rustic capital city of Tamran, crown of the woodland realm of Nirmathas. There they discover the work of an insidious cult of the Living God Razmir at work, and must pose as members of the vile organization to battle its malignance from the inside out. Designed for 3rd-level characters specifically for the new Pathfinder Roleplaying Game rules, *Masks of the Living God* spotlights exciting new rules updates and character abilities, making it an ideal introductory adventure for Pathfinder RPG players.

The seven shards of the Shattered Star have been recovered, and the Pathfinders prepare a grand festival on Magnimar's Irespan to celebrate this incredible achievement. The culmination of this celebration is to be the reassembly of the seven shards into the legendary Sihedron itself, rebuilt for the first time in over ten thousand years. But a lot can change in that amount of time, and as the ritual to reforge the artifact finishes, ancient contingencies rumble to life, and as the dead heart of Thassilon begins to beat once again, all of Magnimar is put in terrible danger. With the power of the Sihedron on their side, the heroes take a stance against this risen evil - but will the aid of an ancient artifact be enough to save them all? The final chapter in the Shattered Star Adventure Path, *The Dead Heart of Xin* is a Pathfinder Roleplaying Game adventure for 15th-level characters. This volume also includes an essay on the ancient Runelords of Thassilon, complete with threads that reach to the modern day, plus new monsters fill the Pathfinder Bestiary and Bill Ward's Pathfinder Journal fiction concludes its exploration of the seedy underbelly of the scoundrel haven of Riddleport.

The Harrowing

Siege of Dragonfen

Misfit Monsters Redeemed

Temple of the Peacock Spirit

Pathfinder Campaign Setting

The Return of the Runelords Adventure Path continues as the heroes must infiltrate the icy realm of a terrible demigod on the Shadow Plane to perform the ritual needed to enter an ancient, time-locked Thassilonian city. Once there, the heroes must navigate a complex web of intrigue, politics, and looming threats to find the key to saving a storied nation from the wrath of a runelord! "The City Outside of Time" is a Pathfinder Roleplaying Game adventure for 15th-level characters that continues the Return of the Runelords saga. A selection of new monsters, an exploration of artifacts from ancient Thassilon, and revelations about the demigods on the Shadow Plane round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG. When a nearby dungeon begins to cough out hordes of the hungry dead, a band of heroes is called up to repel the menace before the nearby town is literally swallowed up by the tide. Will anyone be able to stop this grim feast? Hungry are the Dead is a dungeon adventure set in the Pathfinder Chronicles setting, and is suitable for mid-level characters.

The Return of the Runelords Adventure Path continues as the heroes turn their attention to the cult of the Peacock Spirit, a mysterious and dangerous group whose remote mountain temple holds shocking secrets and terrible dangers. By braving the perils of the Temple of the Peacock Spirit, the heroes might just be able to prevent a truly mythic foe from emerging into the world. "Temple of the Peacock Spirit" is a Pathfinder Roleplaying Game adventure for 12th-level characters. The adventure continues the Return of the Runelords Adventure Path, an exciting extension of the Runelords saga set in the frontier lands of Varisia. A selection of new monsters, an exploration of the evil outsiders known as asuras, and revelations of powerful rituals from the ancient realm of Thassilon round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Set in the imaginary world of the role-playing game, Pathfinder.

The Brinewall Legacy (Jade Regent 1 Of 6)

Pathfinder Roleplaying Game

Pathfinder Adventure Path #48

The City Outside of Time

The Witchwar Legacy

Fantasirollespil.

An urban and dungeon adventure for 1st-level characters. The priests of Pharasma in the strange city of Kaer Maga have long sold plots in their ossuary to those rich enough to afford them—a place of honor and stature for one's bones to lie after death. Yet now, this mausoleum has become full, and it is time to break into a new and unexplored wing of the dungeons under Kaer Maga to create more room. To a band of fledgling heroes, eager to make names for themselves,

this represents a singular opportunity—a chance to explore a heretofore sealed section of the Godsmouth Ossuary and perhaps make a fair amount of gold on the side. The only catch is that they'll need to survive what strange and ancient mysteries lie within!

A wintry wilderness and dungeon adventure for 17th-level characters. Time grows short for Queen Elvanna. In a few years, her legendary mother, Baba Yaga, is scheduled to return to Golarion, at which point she'll take Queen Elvanna away and leave a new daughter in her place to rule the frozen nation of Irrisen. Before she loses control of her nation, Queen Elvanna wants to accomplish one final work that will serve as her legacy—something that the world will always remember her by. Yet the key to her plans lies buried under an ancient necropolis—the tomb of a long-dead sister who dared to oppose Baba Yaga and caused a brief but terrible conflict known as the Witchwar, and the only white witch of Irrisen to bear the brand of traitor to that nation. Queen Elvanna has sought out many mercenaries, heroes, and villains to seek out the tomb, yet to date none have returned. Will the PCs serve the White Witch and seek out the Witchwar Legacy within the tomb, or will they step in to oppose her and race against her villainous champions to reach the tomb's inner sanctum first? And what secrets might lie in the depths of the grave of the only white witch to openly oppose Baba Yaga's will?

Dark horror stalks the streets of Carrion Hill, the strangest and most debased city in the star-crossed gothic horror kingdom of Ustalav. Following the once-forgotten instructions of an ancient eldritch ritual, a cabal of villains conjured up a creature of terrible power in the ruined catacombs of the city. Putting a stop to the abomination means dealing with the cabal one by one, from its weakest devotee to its most potent dark master. A dark urban horror adventure for 5th-level Pathfinder Roleplaying Game characters, Carrion Hill brings Lovecraftian horror to the game table and irreparable psychic damage to your player characters.

Magnimar, City of Monuments

Pathfinder Tales: Winter Witch

The Godsmouth Heresy

Cult of the Ebon Destroyers

Carrion Hill

In a village of the frozen north, a child is born possessed by a strange and alien spirit, only to be cast out by her tribe and taken in by the mysterious winter witches of Irrisen, a land locked in permanent magical winter. Farther south, a young mapmaker with a penchant for forgery discovers that his sham treasure maps have begun striking gold. This is the story of Ellasif, a barbarian shield maiden who will stop at nothing to recover her missing sister, and Decclan, the ne'er-do-well young spellcaster-turned-forgery who wants only to prove himself to the woman he loves. Together they'll face monsters, magic, and the fury of Ellasif's own cold-hearted warriors in their quest to rescue the lost child. Yet when they finally reach the ice-walled city of Whitethrone, where trolls hold court and wolves roam the streets as men, will it be too late to save the girl from the forces of darkness? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Hidden in the remote southern range of the World's Edge Mountains lies a mysterious necropolis protected by a legendary guardian known as the Iron Medusa. When the last heir of the dungeon's long-dead noble builders hires the heroes to explore the forlorn and deadly site in search of evidence that may clear his family name, the heroes soon find themselves in over their heads. For the Tomb of the Iron Medusa does not give up its secrets lightly, and the dangerous truths that lie within these trap-laden crypts may have been hidden for a very good reason indeed. Tomb of the Iron Medusa is a Pathfinder Roleplaying Game adventure for 14th-level characters. It features an expansive necropolis of crypts and tombs, all guarded by devious traps, strange puzzles, fiendish monsters, bizarre creatures, and the undead remnants of a once-powerful aristocracy. Tomb of the Iron Medusa also includes a new monster and a fully-detailed borderland inn that can serve as both a place to begin the adventure or as any roadside tavern in any fantasy world. Looks at 6 different locations in the Inner Sea region. Offers a level by level breakdown of megadungeons, summarizing the dangers and awards of each and providing stats for monsters, and maps with cutaway views. Megadungeons detailed include: Candlestone Caverns, Gallowspire, Hollow Mountain, Pyramid of Kamaria, Red Redoubt of Karamoss and Zolurket Mines. Although intended for use with the Pathfinder Roleplay Game and Campaign setting, can easily be used in any fantasy game setting.

The greatest treasures of the world of Golarion lie buried in the crumbling ruins of lost cities, beckoning adventurers from all the lands of the Inner Sea to rescue them-or die trying! Lost Cities of Golarion presents six treasure-laden ruined settlements ready for your campaign, from the jagged, ghost-haunted Sun Temple Colony on the lost continent of Azlant to the Spires of Xin-Shalast in ruin-choked Varisia to desert-

buried seats of lost pharaohs, subterranean Shangri-las, crashed sky cities of long-dead empires, and beyond. Each detailed treatment comes with a full-page map of the lost city, plenty of adventure hooks to draw your players to the action, maps of key interior locations, encounter charts, statistics for important local characters, and more! Each of the six locations revealed here also holds a famous legendary treasure, presented in full detail using the Pathfinder Roleplaying Game rules. Lost Cities of Golarion gives you the key to the following treacherous locales:

- Ilvarandin, malign Darklands paradise
- Ruins of Kho, crashed sky-city of the ancient Shory
- Storasta, river port lost to the demonic Worldwound
- Sun Temple Colony, abandoned outpost on a shattered continent
- Tumen, buried desert capital of the Four Pharaohs of Ascension
- Xin-Shalast, proudest ruin of Old Thassilon

Pathfinder Tales: Lord of Runes

Doom Comes to Dustpaw

Crypt of the Everflame

Masks of the Living God

Gulf Migration and the Indian Community in Bahrain

Pathfinder's classic first Adventure Path campaign now available in softcover!

In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

Provides a detailed guide to create character backstories, increase power to achieve goals, and rules for building up a kingdom.

- In the deep forests of Kyonin, elves live secretly among their own kind, far from the prying eyes of other races. Few of impure blood are allowed beyond the nation's borders, and thus it's a great honor for the half-elven Count Varian Jeggare and his hellspawn bodyguard Radovan to be allowed inside. Yet all is not well in the elven kingdom: demons stir in its depths, and an intricate web of politics seems destined to catch the two travelers in its snares. In the course of tracking down a missing druid, Varian and a team of eccentric elven adventurers will be forced to delve into dark secrets lost for generations - including the mystery of Varian's own past!

Paizo's Classic Monsters Revisited sold out instantly, setting a new standard for re-imagining the most famous monsters of fantasy gaming. Dragons

Revisited followed shortly thereafter, applying that unmistakable Paizo style to the great wyrms of swords & sorcery. *Dungeon Denizens Revisited* and *Classic Horrors Revisited* were soon to follow, each receiving critical plaudits, strong sales, and ballyhoos from gamers around the world. Pathfinder players (and even some members of the staff) began to wonder, is there any monster they can't re-invent? With the trepidation of an adventurer exploring a dungeon with a sweating forehead and a 10-foot pole, Paizo proudly presents *Misfit Monsters Redeemed*, an in-depth look at 10 of the lamest, most-hated, and flat out goofiest monsters ever to haunt a fantasy roleplaying campaign. People tell us we can improve any monster, so we've recruited the most misunderstood denizens of fantasy roleplaying to put that theory to the test. This soon-to-be legendary 64-page full-color volume includes all-new backgrounds, expansions, and tips for monstrous lovable losers like the adherer, delver, dire corby, disenchanter, flail snail, flumph, lava child, lurker above, tojanida and, of course, the insidious wolf-in-sheep's clothing. The gaming world will never be the same again!

Pathfinder Module

Queen of Thorns

Shadows of Gallowspire (Carrion Crown 6 Of 6)

Pathfinder Adventure Path 66

The Dead Heart of Xin (Shattered Star 6 Of 6)

When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters.

Pathfinder Modules are 32-page, high-quality, full-color, adventures using the Open Game License to work with both the Pathfinder Roleplaying Game and the standard 3.5 fantasy RPG rules set. All Pathfinder Modules include four pre-made characters so players can jump right into the action, and full-color maps to enhance play.

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man-could he have had something to do with its destruction? And what of the rumors of strange stirrings in nearby Dragonfen? Has Belhaim's ancient draconic nemesis returned? *The Dragon's Demand* is a deluxe super-adventure for 1st-level characters, and includes 64 action-packed pages of adventure and new monsters, plus a beautiful double-sided, full-color poster map of the town of Belhaim and an important miniatures-scale battleground! Players can expect to reach 7th level by the time they complete this epic adventure-if they manage to survive the wrath of

a dragon when his demands aren't met!

When the Licktoad Goblins of Brinestump Marsh get ahold of a crate of fireworks, adventurers are needed to handle the explosive and annoying situation. But in vanquishing the pyromaniac goblins, the heroes uncover a secret that has been hidden in the marsh for nearly a quarter of a century - a secret that sends them north to the mysterious ruins of Brinewall Castle, where a powerful legacy waits to be rediscovered. A Pathfinder Roleplaying Game adventure for 1st-level characters, *The Brinewall Legacy* launches the Jade Regent Adventure Path, a sweeping quest that takes the heroes from familiar territory in Varisia all the way across the ice fields of the Crown of the World to distant Tian Xia, the land of the Dragon Empires. This volume also includes details on oni - wicked, shape-changing spirits - in the Pathfinder world, a detailed look at the village of Sandpoint and its environs, as well as an overview of the entire pulse-pounding Jade Regent campaign! Plus, five terrifying new monsters in the Pathfinder Bestiary, new adventures of Varian Jeggare and Radovan (stars of the Pathfinder Tales novels *Prince of Wolves* and *Master of Devils*) in the Pathfinder's Journal, and much more!

The northern tracts of shadow-cloaked Nidal have long been a land of independence and defiance, but when a desperate refugee emerges from the earth's depths, the locals reach out for aid. This mysterious arrival desperately seeks help in saving his people--an ancient race that's become a willing thrall to shadow--before they unleash an unfathomable darkness upon the world. *Cradle of Night* is an adventure for 8th-level characters that leads heroes into the depths of the Darklands, the subterranean wilds of the Pathfinder world. There, adventurers must uncover the history of the elusive caligni race and learn one of the greatest mysteries of the Plane of Shadow if they're to have any hope of preventing the rebirth of a shattered god.

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition
From Shore to Sea

Pathfinder Society Field Guide

Curse of the Riven Sky

GameMastery Module: D4

The most frightening terrors of fantasy gaming have deep roots in history, mythology, and popular culture. From the seductive allure of the vampire to the fierce fury of the werewolf, *Classic Horrors Revisited* spotlights 10 of the spookiest, scariest monsters of the game, providing context, rules, and a host of ideas that breathe new life (and sometimes unlife) into commonly used creatures that all-too often can be uncommonly boring. Written by the macabre Managing Editor of the Pathfinder Adventure Paths, F. Wesley Schneider, *Classic Horrors Revisited* features exciting takes on the derro, flesh golem, gargoyle, ghost, ghoul, hag, mummy, vampire, werewolf, and zombie.

Now is the time to bring down the Ebon Destroyers! Too long have the secretive Vudran cultists known as the Ebon Destroyers gone unpunished for their crimes of murder and assassination. Too long has the Isle of Jalmeray suffered from their deadly machinations. The Thakur of Jalmeray has outlawed the cult, and received in response an ultimatum stating that if he doesn't revoke his edict, he and his family will die before the month is out. The heroes must locate the Ebon Destroyers' hidden temple headquarters, battle the cult leaders, and save the Thakur himself! *Cult of the Ebon Destroyers* is an adventure for 8th-level characters, written for the Pathfinder Roleplaying

Game and compatible with the 3.5 Edition of the world's oldest RPG. Inside you'll find intrigue and espionage in the slums and palaces of the city of Niswan and a perilous trek through the dense jungle and rugged hills of southern Jalmeray to the depths of a diabolical shrine.

The thrilling conclusion of the Giantslayer Adventure Path! The heroes emerge from a fire giant dungeon into a volcano's caldera, where the Storm Tyrant's stolen cloud castle floats high above. As the castle takes off into the sky, the heroes must storm the castle and defeat the Storm Tyrant's guardians and elite giant allies. Finally, they must face the Storm Tyrant himself and his dominated red dragon to put an end to his megalomaniacal push for power. Will the heroes defeat Volstus the Storm Tyrant, or will all of Avistan bend its knee to the mighty warlord and his giant armies? "Shadow of the Storm Tyrant" is a Pathfinder Roleplaying Game adventure for 15th-level characters. The adventure continues the Giantslayer Adventure Path, a classic sword & sorcery campaign that pits the players against hordes of evil giants. Several new monsters, an article on the ecology of the planar giants called gigases, ideas for further adventures beyond the bounds of the Giantslayer campaign, and the final installment of the Pathfinder's Journal, written by Patrick Renie, round out this volume of the Pathfinder Adventure Path! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Explore the settlement of Thornkeep and the dungeons that lie beneath in this book for the online version of Pathfinder.

Dungeoneer's Handbook

Dungeons of Golarion

Lost Cities of Golarion

Realm of the Fellnight Queen

Necropolis

Known as the City of Monuments for its jaw-dropping skyline of ancient ruins, magnificent towers, and stunning sculptures, Magnimar embodies the spirit of Varisia more than any other great city. Yet with Magnimar's explosive growth over the last century, life in the City of Monuments has become an adventure in and of itself. With strange monsters lurking amid the ancient ruins that form the city's foundation, roving bands of thieves, smugglers, and murderers battling for control over the city's alleys, and the increasingly 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? This Pathfinder sourcebook explores the city of Magnimar (first featured in the now classic Rise of the Runelords Adventure Path) in great detail. Each city district has its own unique flavor and role, and comes with pages of details on industries and institutions, leisure and markets, and politics and entertainment. Dozens of shops, taverns, guildhalls, and more await discovery, many of which are presented with additional adventure hooks, memorable NPCs, and inspirational bits of lore.

Examinations of regions ripe for adventuring or sinister groups worthy of defeat,

along with a robust bestiary featuring commonly encountered NPCs or monsters closely associated with the City of Monuments completes this book, which will be an invaluable addition to your upcoming Shattered Star Adventure Path.

Religious Liberty Questioned

Tomb of the Iron Medusa

Ultimate Campaign

Shadow of the Storm Tyrant

Master of Devils