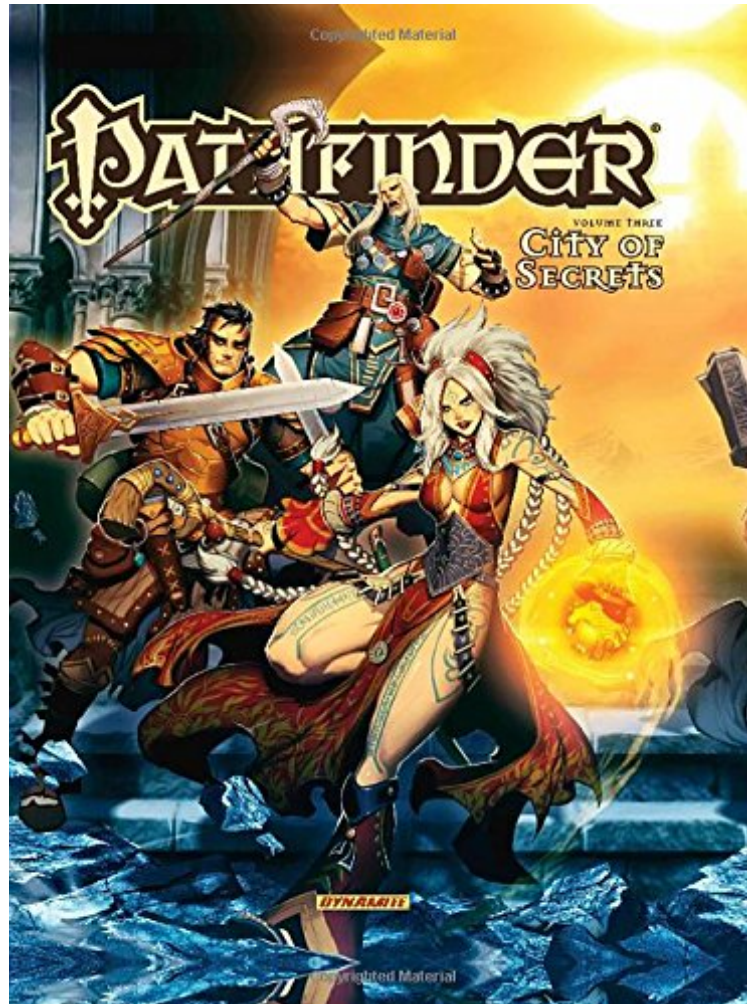


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Pathfinder Volume 3: City of Secrets (Pathfinder Hc)

Jim Zub

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#572530 in Books Pathfinder Comics 2015-05-05 Original language: English PDF # 1 11.00 x .70 x 8.60l, 1.14 #File Name: 160690602X176 pages | File size: 46.Mb

Jim Zub : Pathfinder Volume 3: City of Secrets (Pathfinder Hc) before purchasing it in order to gage whether or not it would be worth my time, and all praised Pathfinder Volume 3: City of Secrets (Pathfinder Hc):

4 of 4 people found the following review helpful. Dark Adventures in the City of Secrets By Doc Watson Collecting a six issue arc, this third volume in the Pathfinder fantasy comic book series continues the story and characters from volumes 1 and 2. One need not have read those to enjoy this story, but doing so will fill in the relationships between the main characters. Aptly named the City of Secrets, the sprawling port of Magnimar is a much more urban setting for our six adventurers than in the previous books, which took place in a much smaller town and the surrounding wilderness. Here the action plays out on dangerous city streets and in dark tunnel systems and catacombs, against foes appropriate to the locale. Merisel, the groups Elven thief, falls in with a particularly nasty group of cutthroats and robbers, the cleric Kyra leads the fight against a cult of demon worshipers bent on the destruction of the followers of

her goddess, Sarenrae, while the wizard Ezren takes advantage of the city having a chapter of the Pathfinder's Guild to try to advance his ambitions. These conflicts are enough to weave together a suitable FRPG-style storyline, with lots of action and the requisite combat in every chapter. It's not great literature, but it is fun, and that's why we read comics, right? Personally, I found the artwork of new artist Leandro Oliveira to be the best in the series - it's less stylized, exaggerated and toothy (see volume 1) - and more realistic. The full-page illustrations for the opening and end pages of each chapter are especially nice, featuring lots of detail. The book has about 40 pages of role-playing material, including background information on the city, some helpful maps, a few non-player characters and lots of RPG session ideas. Even though I don't play RPGs myself, I enjoyed reading through this section, as it provides context for the story. My only negative comment would be the lack of information on the villains appearing in the story, especially the followers of the demon lord Shax. The book is up to the high standards set in the first two volumes, with thick glossy paper and nice colors. I especially appreciate the wide gutters, which ensure that none of the artwork is lost in the seam of the book. Recommended for Pathfinder players or anyone interested in this type of adventure story.

0 of 0 people found the following review helpful. Part 3 of the rise continues
By Anime LoverMagnamar - city of opportunity. The group arrives with several destinations in mind, Ezra needs to visit the Pathfinder lodge in hopes of joining the illustrious group, Kyra needs to visit the local shrine of Sarenrae, and Harsk the dwarf ranger needs to find a quiet open area to relax. However where there is light, there is also darkness - as followers of Sarenrae are being murdered and their hearts removed, Merisel gets invited to join a thief guild, and Seoni wonders if their little group can stay together or go their separate ways. But when a danger threatens their group, can they pull together and stop a dark force from taking over the city? I received this and read it with the other two. The usual banter between the party members is still there and there is some tender moments as well. If you enjoyed the others you must get this.

1 of 1 people found the following review helpful. A good fantasy book
By DevSecrets abound! A good fantasy book, love it as much as I loved the first 2. Very enjoyable. Some people I talked to about this book couldn't wrap their head around the idea of same-sex relationships in a fantasy setting. So if that is not your cup of tea you won't like this. Hope that doesn't keep you from reading.

The Pathfinder heroes head to the city of Magnimar, and danger isn't far behind. As the wizard Ezren seeks an audience with the Pathfinder Society, his adventuring allies explore the city's ancient magic, well-hidden secrets, and deep political divides. The dangers and opportunities of the big city could bring the adventurers closer together or tear them apart! Ezren ambushed, Kyra targeted, Merisiel tempted by her past... will the group endure? With a captivating story written by Jim Zub (Samurai Jack, Skullkickers) and explosive artwork by Leandro Oliveira, this third volume in the Pathfinder graphic novel series expands upon the mythos of Paizo's award-winning fantasy world, fiction line, and tabletop RPG. Bonus materials include over thirty-pages of encounters and world detail for the Pathfinder Roleplaying Game, and a poster map.