



## GANGS OF KAER MAGA

**P** EOPLE SAY THE CITY ISN'T FRIENDLY, BUT THAT'S JUST NOT TRUE. KAER MAGA RUNS ON FRIENDSHIP. WITHOUT FRIENDS, YOU WOULDN'T LAST TWO MINUTES HERE. YOU'D LOSE A FINGER PINCHING FROM THE ARDOCS, OR SHINE OFF SOME WORMFOLK AND END UP DEAD AND STACKING CRATES IN ANKAR-TE AS A TWICE-BORN. IT'S FRIENDS LIKE THE FREEMEN THAT KEEP YOU OUT OF CHAINS, AND PAYRIDES LIKE THE TALLOW BOYS THAT GET YOU INTO THEM. IF YOU GOT A COLD BED OR A HOT TIP. WITHOUT FRIENDS, A GAWK LIKE YOU'S GOT NOTHIN'.

"BUT DON'T WORRY YOURSELF, GOV. I'M YOUR FRIEND. AND AS LONG AS YOU'VE GOT COINS IN YOUR POCKET, I'M WITH YOU TILL THE END."

—GAV NAHLI, FREELANCE COMPANION



# GANGS OF KAER MAGA

**K**aer Maga is not a normal city. Instead of an official government, the City of Strangers is ruled by an anarcho-capitalist morass of competing gangs and factions, each of them pursuing its own concerns but determined not to let any particular sect gain total power. It's a chaotic system, yet one that's worked for thousands of years, and helps perpetuate the city's reputation as a place where society's outliers and undesirables can go to lose themselves or start again. It also makes the city a perfect place for political campaigns and roleplaying encounters.

This volume's adventure, "The Asylum Stone," is primarily a dungeon romp, full of room-to-room fighting and very little in the way of social encounters. While many GMs may prefer such a straightforward approach, the following pages flesh out the three Kaer Magan factions PCs interact with most in the adventure, and offer ideas on how you can expand PCs' escapades in the city.

Each of the three gang write-ups presents an overview of the group's composition and activities, its organization, and its headquarters. The Campaign Role section of this article describes how the group is likely to interact with the PCs, and lists several opportunities for additional encounters or side adventures. The Favor and Benefits section notes character traits that please or repulse members of that group, along with some of the benefits of allying with that group. In addition to the specifics listed, a public alliance with any of the factions offers the PCs significant protection against other gangs in the city—though it may also provoke them if the PCs wander off their patrons' home turf.

## OTHER FACES AND FACTIONS

This article only covers three of Kaer Maga's many gangs. Listed below is a selection of some of the other most powerful or recognizable groups in the city. For more information on all of them, the conflicts currently brewing in the city, and the leadership of the various districts, see *Pathfinder Campaign Setting: City of Strangers*.

**Arcanists' Circle:** This faction is Kaer Maga's most powerful collective of magic-users, an elite group of spellcasters who pool knowledge and resources to advance their research while also growing fabulously wealthy by working together to produce magic items in a systematic (and thus cheaper) fashion.

**Bloatmages:** Though not truly a faction, Kaer Maga's hemotheurges—also called bloatmages—are synonymous with the city in the minds of many. Believing that magic truly "runs in the blood," bloatmages overload their own circulatory systems, increasing their power by increasing the amount of blood in their veins—a dangerous practice that leaves them hideously swollen and blimp-like.

**Brothers of the Seal:** For generations, the monastic order called the Brothers of the Seal was sworn to defend an ancient doorway far beneath the artists' district of Oriat.

Recently, however, a schism has arisen between those men and women who believe that the time has come to open the seal, and those who still cling to its traditional defense. The result is violent sectarian conflict, with the monks bitterly divided into groups called the Faithful and the Scions.

**Commerce League:** Not everyone in Kaer Maga believes in a free market, and this union of local merchants and traders theoretically fosters peace and goodwill in the market districts by allowing merchants to work together to keep prices down. In reality, the Commerce League is a mafia-style coalition devoted to price fixing, protection rackets, and predatory lending, and isn't afraid to back up its economic policies with violence.

**Council of Truth:** A group of exceptional sages and magic-users devoted to unlocking the mysteries of the multiverse, the Council of Truth made exceptional breakthroughs, often selling off the results of their discoveries to the highest bidder, before disappearing mysteriously many years ago. Rumors of their return periodically surface (as in this volume's adventure and *Pathfinder Module: Seven Swords of Sin*).

**Freemen:** Originally a gang of escaped slaves, the Freemen have expanded greatly over the last decade, becoming a powerful abolitionist force within the city. Though they know that other gangs won't tolerate outright raids to free all the slaves in the city, the Freemen (a group that encompasses both men and women) still shelter those slaves who manage to make it to their stronghold in the Bottoms, and purchase the freedom of many through traditional means at the Flesh Block in Downmarket. As the group continues to grow and train militarily, many slavers fear that the Asylum Stone may not welcome their profession for much longer.

**Iridian Fold:** The men of the Iridian Fold are an enigma, having shown up in the city at various points over the years, always in pairs and apparently hailing from the distant east. The men are always chained together in a manner that suggests slavery and subjugation, one of them swathed completely in veils and wrappings, while the other wears elaborate lacquered armor. Though it would seem that one might be the bodyguard or plaything for the other, which partner takes charge depends on the situation, and the veiled man may sometimes be bigger and more physically imposing than the presumed bodyguard. The handful of Iridian Fold men in the city keep to themselves, never joining another faction, and many have tried in vain to discover what motivation the group has in coming to the city.

**Tallow Boys:** This secretive alliance of information brokers exists within the ranks of the city's young male prostitutes, collecting information from their customers while their guard is down and then selling it to those willing to pay exorbitant prices. The Tallow Boys are quick, smart, and highly organized, maintaining their anonymity by making potential information buyers jump through elaborate hoops.



## ARDOC FAMILY

**Leader** Merriman Ardoc (LN male human wizard 9)

**Headquarters** The Kiln in Bis

**Turf** Bis

**Focus** Construct crafting, district administration, protection rackets

While Kaer Maga has numerous organizations that might loosely be referred to as “crime families,” the Ardoc brothers actually are bound by ties of blood and marriage. Within their home district of Bis, this loosely democratic organization of brothers, fathers, uncles, and cousins rules with an iron fist—yet one that protects and shields as much as it imposes.

The root of the Ardoc family’s power lies in its status as the foremost collection of construct crafters in the city. Every full voting member of the family—the official “brothers”—is an accomplished arcanist, and together they produce the wealth of constructs that help them run their district, from brutish enforcement golems to efficient construct servants and tiny spies and messengers. Not all of these constructs stay in the district, and their sale to interested customers has made the Ardocs quite wealthy, both personally and collectively.

The Ardoc family structures itself as a government, yet it remains a gang at heart. Those who live under the family’s protection pay for the privilege, and while the Ardocs are careful to never push their community members into undue hardship, those who attempt to flaunt their authority or deny the brothers payment or favors may quickly find the district closed to them, or may take a quick and unexpected plunge from one of the district’s higher balconies. In return for this authority and wealth, however, the Ardocs do an extremely effective job of mediating disputes, protecting their citizens, and in general fostering wealth and prosperity in their communities. Acting as much as wandering magistrates as crime bosses, the Ardocs are renowned for their tough but fair rulings, and public attitudes toward them among their subjects range from cautious respect to outright filial devotion.

In addition to an inevitable array of magical implements and a parade of servitor constructs, an Ardoc brother can be recognized readily by the ornate belt chisel that is the family’s badge of office. These chisels are most commonly used to mete out corporeal punishments on thieves and other criminals, by removing a number of finger joints appropriate to the severity of the crime.

### ORGANIZATION

While the Ardocs often present a unified face to their enemies, the structure within the family is less homogenous. With the family traditionally dominated by

the men, wives and daughters are relegated to a lower status: still above the city’s general populace, but without any official say in family politics or the running of the district, even if their own magical talent equals or surpasses that of their brothers and husbands. For this reason, it’s not uncommon for dissatisfied women in the family to run off and join other organizations within the city. Those who stay and have a taste for politics generally manipulate events through subtle control of their husbands and sons, sometimes attempting to recruit powerful independent wizards into the family. It should be noted, however, that power is the operative term—despite their patriarchy, the Ardocs have little time for those without magical ability, and male Ardocs without the knack for magic share roughly the same status as Ardoc women.

The family’s current patriarch is Merriman Ardoc, and while all brothers may speak their piece and vote on matters within family meetings, it is his will that inevitably carries the day. Referring to the rest of the brothers as “his boys,” Merriman is a surprisingly genial father figure who seems to legitimately care about the welfare of both his family and his subjects—though this doesn’t stop him from being as cold and hard as ice when his authority is challenged.

### HEADQUARTERS

Positioned in the heart of Bis, the Kiln is part factory, part fortress. From here, the Ardoc brothers rule over their district, sometimes gathering in the great meeting hall on the top floor called the Judgment Seat, where the whole family can discuss policy, hear particularly important trials and appeals, and otherwise guide the district. Much of the rest of the building is devoted to workshop space, where many of the Ardocs work singly or together to advance their magical research and production. Squat and utilitarian, the Kiln is far from beautiful, yet it remains a symbol of the Ardocs’ power and an impregnable redoubt capable of housing the whole extended family should war ever break out between the city’s gangs.

### CAMPAIGN ROLE

Depending on how a GM chooses to spin things, the Ardoc family can be either a powerful ally or an intractable foe for the PCs. It can even be both, with certain members of the family seeing the PCs as an asset for handling the touchy issue of Berkanin, while others resent the party’s violation of their turf and authority. This sort of political maneuvering with the PCs trapped in the middle is exactly the sort of thing Kaer Maga is famous for, and could lead to even further battles against deadly constructs. Below are several adventure hooks involving the family.



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- Instead of heading directly to Berkanin's manor in Part Two of the adventure, the PCs may seek to open diplomatic relations with the Ardocs first. In this case, Gav leads them to the Kiln, where the Ardocs are initially reluctant to discuss the matter, but eventually give in and offer the PCs an audience. If the PCs succeed at a DC 20 Diplomacy check, the brothers in attendance admit that Berkanin has ceased responding to their directives, and that only internal politics has kept them from dealing with the increasingly erratic wizard themselves. It is strongly hinted that, should the PCs handle the situation, the family will happily look the other way. Indeed, if they can capture Berkanin alive and return him to the Kiln for judgment, the Ardocs will reward them with up to 3,000 gp worth of constructs or custom magical armor. If the PCs secure the blessing of the Ardocs before handling Berkanin, award them a CR 5 story award. If they later turn Berkanin over to the group alive, increase this award to CR 8.
- Even if the PCs secure the blessing of the Ardocs first, not everyone in the family is happy about the idea of outsiders looting Berkanin's Hanging Manse. Sometime after the PCs finish their exploits in Bis, they're confronted by an angry young Ardoc named **Hersig** (LN male alchemist 5) and several of his wood golems, come to claim the treasure "for the good of the family." Even if the PCs defeat Hersig, this new affront may be more than the Ardocs can allow.
- Few Ardoc women appreciate being ignored, but Luciana Ardoc is angrier than most. Having fled her oppressive family and joined up with the powerful Arcanists' Circle, she's since made a name for herself as an artificer of some renown. Depending on the PCs' interactions with the Ardocs, Luciana may recruit the PCs to help cause trouble and foster gender rebellion within her former family, or the Ardocs may decide that the PCs are the perfect way to finally handle the nagging problem of Luciana, who they believe is using and teaching Ardoc family secrets in her work for the rival magical guild.

## FAVOR AND BENEFITS

The Ardocs are an insular clan, naturally wary of outsiders, yet they also make extremely useful allies once their trust is won. In addition to manifest dedication toward aiding the family's goals, traits that the Ardocs like to see in potential allies include a focus on arcane magic and item crafting (especially constructs), the ability to manipulate or intimidate others, and a generally lawful nature and magisterial mien. Women who refuse to defer to male counterparts of equal social status, however, are viewed with great distaste and suspicion (at least

by full Ardoc brothers). Similarly, those who make a living brawling or conducting other physical labor are rarely seen as more than tools. To an Ardoc, such tasks are meant for golems and constructs, not people.

Those PCs who succeed at suitably impressing the Ardocs have acquired powerful patrons. Male arcanists may be invited to join the family formally through marriage, while others can potentially expect magical and mechanical backup as needed during subsequent adventures, plus substantial discounts on all magic items created by the family. The Ardocs are also happy to purchase any arcane magic items the PCs uncover in their adventures at 10% more than the normal sale value, and potentially more for truly unusual items (such as Maligast's spy eyes).



MERRIMAN ARDOC



# SHATTERED STAR

## AUGURS

**Leader** Luga Farseer (N female troll bard 6)

**Headquarters** The Augur Temple in Downmarket

**Turf** Entire city (primarily central Core districts)

**Focus** Information brokering and prophecy

For as long as anyone can remember, the Augurs have been a part of Kaer Maga. Unlike most trolls around the Inner Sea, who tend to be bestial, savage creatures with little use for the society of other humanoids, the troll Augurs of the City of Strangers are the lubrication that helps keep the social machinery of the city running. Through their guidance, both overt and subtle, deals are mooted, business ventures steered in beneficial directions, and internecine conflicts turned toward truce rather than open war.



LUGA FARSEER

The tool the Augurs use to accomplish this feat is prophecy—in particular, an ascetic form of haruspicy. When a citizen of Kaer Maga is about to embark on some bold or significant endeavor, it's common to engage the services of an Augur. The troll listens to the client's situation, then drags a knife across its own stomach, spilling forth its entrails. In this steaming mass, the troll “reads” a cryptic prophecy, which it delivers without explanation before accepting payment and shuffling away. Thanks to the trolls' natural regenerative abilities, a single Augur can perform this service dozens of times per day.

Since the death of Aroden in 4606 AR, prophecy is anything but straightforward, yet this has had little effect on the Augurs' business. In truth, there are few actual oracles and prophets within the ranks of the Augurs, and these are generally kept within the temple rather than allowed to work the street directly. Instead, it's tradition itself that gives the trolls their powers. Since most factions in the city consult the trolls, the Augurs are perhaps the best-informed group in Kaer Maga, and they use this wealth of knowledge to provide advice and ensure that their quixotic koans ring true often enough to keep the cycle going. What motivates the trolls may harbor on their own account is anyone's guess, but as they've been honest in their dealings for hundreds of years, few have reason to doubt them, and even their cryptic information can prove exceptionally useful. On those occasions where it doesn't, the trolls tend to fall back on the standard dodges of fortune-tellers, twisting words and citing misinterpretations. Few of those burned by their prophecies are bold enough to press complaints against the 14-foot-tall tusked giants.

When working, Augurs can often be found wandering alone through the city, particularly the stalls and shops of the Core districts, waiting for passersby to engage their services. Downtime is usually spent at the trolls' so-called temple, where they can enjoy the community of their fellows in private. Unlike most gangs, which carefully maintain turfs and treaties, the Augurs are free to travel anywhere they choose, and anyone who attacks one and survives is likely to be regarded as a pariah, plagued by bad luck (which is aided in part by other trolls' prophecies). Towering over most other humanoids and wearing togas of white linen and crusted brown bloodstains, Augurs are nearly impossible to miss in the crowd, and join bloatmages as one of the images most associated with Kaer Maga.

## ORGANIZATION

While everyone in the city knows who the Augurs are and what they do, the inner workings of their society are almost completely occluded. Most Augurs live within the walls of the temple, and even those who reside elsewhere return there frequently for their mysterious meetings, to which outsiders are never allowed access.



# GANGS OF KAER MAGA

In truth, the Augurs' social structure is less bizarre than one might suppose. Elders raise the younger generation and are respected for their experience, yet decisions pertaining to the whole group are made in a democratic assembly called the Forum. Individual Augurs are recognized for their abilities first and foremost, and as the relatively small population means that most trolls are directly related, the overall attitude is familial and communitarian, with squabbles and backbiting between individuals immediately put aside in the face of outside threats. The trolls hold most wealth communally, with even those who bring in the highest earnings from their street work keeping only a small percentage for themselves, and the rest going to the temple treasury to be spent as all see fit.

At the moment, the strongest voice in the Augur community is that of Luga Farseer, a middle-aged troll who, though possessing little oracular ability of her own, is peerless in her facility with deft wordplay, creating captivating and cryptic prophecies that never fail to leave clients feeling they've learned something of great value. Though she technically casts only a single vote in the Forum, Luga's power is indisputable, and it's she who most often sets policy.

## HEADQUARTERS

From the ever-changing riot of temporary tents and market stalls that is Downmarket, the Augur Temple rises like a boulder in the surf. Troll-sized marble stairs march up to the colonnaded and covered porches that ring the building—this open-air ledge is as far as outsiders ever get into the temple, joining the trolls to conduct business or socialize. Beyond the porch, vast doors bar entrance to the main temple complex. Past those doors, in the safety of the temple's depths, the Augurs sleep, mate, hold debates in the Forum, and practice those other private traditions that keep the group strong and cohesive. The only information that escapes this general secrecy comes from the residents of Highside Stacks, who are able to look down from their towers into several roofless yards in the temple interior. Local legend has it that during the Storval Plateau's rare rainstorms, these open areas play host to large groups of cavorting trolls who welcome the cleansing storms with prayers and orgies. Yet even during the dry seasons, the Augur Temple resounds with strange chanting and roars that make its neighbors uneasy.

## CAMPAIGN ROLE

The plot of this adventure makes it easy for the PCs to ally with the Augurs, yet making friends with such a powerful faction may make life more complicated rather than less.

- Now that the PCs are clearly in the trolls' good graces, other groups seek to exploit them. In particular, the wormfolk gangster **Dakar** (NE male dark naga), who runs

the Commerce League, is quick to insinuate himself. He'd be willing to pay a hefty sum to anyone who's willing to break into the private sections of the temple's complex and steal the trolls' most valuable secrets.

- Not everyone is content with Luga's leadership. When the troll suddenly falls comatose, it's a toss-up whether the new de facto leader will be stolid Old Kanus, bloodthirsty Gullenbraug, or Vargun herself. Can the PCs ensure that the right troll comes to power, and is it possible that Luga's condition is the result of foul play?
- The Augurs don't prophesy for free, and their massive treasure vault is overflowing with wealth. When the PCs are granted the unheard-of honor of entering the temple, will greed overcome their new friendship?
- While the Augurs are careful to dispense only informed "prophecies," the Tallow Boys sell their information outright. **Elias Sayer** (N male human expert 2/rogue 5), the group's leader, has always maintained a friendly relationship with the Augurs. Yet of late, some of his boys have begun feeling like the trolls are cutting in on their turf, and tempers are running high. Elias contacts the PCs and asks them to root out the cause of the problem before the city erupts in a bloody troll-on-catamite brawl.
- The trolls of Kaer Maga have lived inside the city for generations, and need occasional influxes of new blood. Luga has heard of several wild-born trolls dwelling nearby, and would like the PCs to capture them and bring them to the temple as gently and quietly as possible. She's sure she can convince them of the benefits of civilization, but it would be extremely embarrassing if the operation were made public.

## FAVOR AND BENEFITS

The rescue of Augustille is a great service, and the PCs can expect to be hailed as friends by most Augurs, and perhaps even allowed inside the Temple. As knowledge of these events spreads, PCs may gain a measure of the untouchable status that protects the trolls. Further, if any of the PCs are gifted with prophecy or adept at spinning half-truths, the trolls may adopt them as honorary Augurs, allowing them to make money practicing the Augurs' craft (though they still requires non-troll Augurs to deal 1d6 points of slashing damage to themselves before each announcement).

The trolls value knowledge, a quick tongue, magical power, and the ability to think on one's feet. They pride themselves on keeping their word, and look harshly on those who break theirs or make promises too freely. They value logic and cunning, and frown at irrational emotions, impulsiveness, unnecessary theft, or violence except as a last resort. PCs in the trolls' favor may find it easier to gather information (+10 bonus on Diplomacy checks in the city), or receive access to Augur financial resources if the Forum rules that a particular venture is in the trolls' best interests.



# SHATTERED STAR

## DUSKWARDENS

**Leader** Warden Rogard Hammerfell (LG male dwarf ranger 11)

**Headquarters** Duskwarden Guildhouse in Bis

**Turf** Entire city (primarily the Undercity)

**Focus** City defense and subterranean exploration

Kaer Maga is renowned for its dangerous, anarchic nature and its cramped streets filled with strange sects and monstrous denizens—yet that's just the civilized parts. Beneath the city proper lies a vast network of catacombs, dungeons, and natural passages threading down like roots through the cliff face and beyond. This is the infamous Undercity, and it's here that the true monsters—brute predators and ancient evils locked away for millennia—make their homes. In generations long past, these subterranean horrors would periodically emerge into the city above to wreak havoc, forcing the citizens to beat them back with armed militias. Over time, however, it became clear that a small, highly trained and dedicated group could be far more effective in defending against such incursions.

Thus the Duskwardens were formed. Sworn to defend the city and to place their duty above all other bonds of blood or loyalty, these expert delvers maintain the barricades that block off all but a select few entrances into the warrens beneath the city. In addition, the Duskwardens run the Halfflight Path—a well-traveled underground road connecting the city above to the cliff's foot below—and are the only group officially charged with exploring and mapping out the dark reaches beneath the city.

While shows of affection and gratitude may be generally lacking in Kaer Maga, few can deny the invaluable service the Duskwardens provide, often at the cost of their own lives. As a result, Duskwardens receive respect and deference from almost everyone in the city. Rather than attempting to collect taxes or protection money, the Duskwardens rely on this unspoken support, and city tradition is for individuals to provide a Duskwarden with whatever she might require at a given moment. To refuse a Duskwarden supplies she might need, a meal, housing, or any other reasonable request is one of the few citywide taboos, and while Duskwardens never get rich off this support, they need never worry about anything but their work.

Duskwardens come in all shapes, sizes, and races, yet are easily recognized by their brown-and-gray uniforms (designed for camouflage in the underground tunnels) and the badge of their order: a golden arch representing the Twisted Door on a blue background, normally worn on the right breast.

## ORGANIZATION

The Duskwardens follow a loose military hierarchy, with rank based on experience and expertise. Within the broad strokes of this hierarchy, there's plenty of room for debate

and suggestion, but when it actually comes time to issue orders in the heat of combat, individual Duskwardens know their place and follow superiors' orders with absolute trust and alacrity. Patrols can range from daily work ferrying travelers up and down the Halfflight Path (one of the Duskwardens' few sources of actual cash) to long-range scouting missions requiring weeks belowground. The group is filled predominantly with rangers, but the Duskwardens understand the value of versatility and are happy to accept recruits of all classes, provided they're hardy enough to handle the rigors of underground adventuring.

The current head of the organization is Rogard Hammerfell, a gruff but brilliant dwarf who's been with the Duskwardens longer than many of its human members have been alive. Though seemingly tireless and extremely demanding of his underlings—whom he trains personally in such arts as tunnel fighting, spelunking, and stone-reading—any possible resentment on the part of his troops is overwhelmed by their respect and admiration, as the old dwarf believes wholeheartedly in their mission, and has a knack for spreading his sense of self-sacrificing righteousness.

## HEADQUARTERS

The Duskwarden Guildhouse in Bis is a solid and unprepossessing structure distinguished by a placard over the door bearing the group's sigil. Inside are offices, barracks for new recruits and those Duskwardens who prefer to sleep among their comrades, armories and other supply stores, and the legendary Map Room, where the Duskwardens keep charts and written documentation of their discoveries. As the group sees keeping people out of the Undercity as one of its responsibilities, anyone who wishes to gain access to the Map Room must pay exorbitant prices for the privilege.

The Guildhouse basement also holds what Duskwardens affectionately call the Hole—one of the few open entrances to the Undercity. Beyond the tunnel's mouth—which is secured by an enormous steel screw-plug when not in use—lie specially maintained rooms for the training of Duskwardens, as well as further entrances to the Undercity proper.

## CAMPAIGN ROLE

This adventure presumes that the PCs assist Abra against the seugathi, and that he then vouches for their abilities and character. The adventure hooks below are predicated on that trust, but should the PCs somehow come into direct conflict with the Duskwardens, they may instead find many doors closed to them. The Duskwardens have little time for political conflict, but they won't allow the PCs to place the entire city at risk. This may mean that the Duskwardens attempt to bar them from entering the Undercity via the Therassic Spire, or demand to send along



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an escort. (Even if the PCs maintain friendly relations, Abra may insist on chaperoning them if he learns of their plans to enter the Undercity.)

- Even though the PCs can't stay in the city, the Duskwardens are eager to recruit them as honorary members in the hope they'll return after the campaign's completion. While the PCs have already proved some of their abilities, any who wish to join are taken through the Hole and subjected to tests of physical fitness, combat abilities, spelunking, subterranean survival, and more, culminating in a simulated cave-in in which each PC is left alone in the dark for hours and forced to free herself.
- Abra's been tapped to check out reports of unlawful delving in Ankar-Te: necromancers who've opened a sealed entrance to old catacombs in order to harvest corpses and spontaneously generated undead. He'd like the PCs' help, as handling the issue will require a delicate dance of diplomacy with the powerful necromancers and all-out combat with whatever might have been awakened beneath the district.
- The PCs' Pathfinder superiors have long been interested in the Duskwardens' famed Map Room, and the PCs provide a perfect chance at some friendly espionage. Will the PCs follow orders to break into the Guildhouse's heart and copy or steal the Duskwardens' maps, or will new friendships trump old allegiances?
- The Citizens' Council of Widdershins has decided that, given the lack of monster activity in recent years, they no longer have any reason to give the Duskwardens the traditional discounts and deferential treatment. The Duskwardens are suddenly in an awkward position—the sentiment, if it spreads, could be disastrous to their order, and some in the group argue that perhaps they should arrange a “reminder” incursion for the bourgeois council. The PCs are asked by Abra to help quiet dissension within the Duskwardens and potentially act as intermediaries between the guild and the haughty Council.
- The Therassic Spire's adventuring company (see page 28) isn't the only rumor that's cropped up lately about the Council of Truth. The wide-eyed owl sigil has also been spotted down around an old water mill in Cavalcade, leading some to believe that another lost workshop has been reinhabited—but by whom? The Duskwardens would like the PCs to investigate—for a complete side-adventure for levels 7th–9th, see the Pathfinder Module *Seven Swords of Sin*.

## FAVOR AND BENEFITS

Whether the PCs elect to formally join the Duskwardens or not, affiliating with them brings a host of rewards. While allegiance with any faction offers a certain degree of protection, the Duskwardens also garner respect, and PCs

may find themselves receiving a measure of that deference, including discounts and other special treatment. The Duskwardens can also provide access to the Map Room—a priceless opportunity to learn about the Undercity and plot further adventures—as well as combat-ready backup and supplies particularly suited to dungeon exploration. The Duskwardens also aren't above purchasing maps made by those who've explored new areas of the Undercity, even as they attempt to discourage unauthorized ventures.

The Duskwardens are driven first and foremost by honor, and though they may attract independent individuals to their ranks, they have no time whatsoever for those who break their word or can't be trusted to do a job—after all, the safety of the city rests on their shoulders. Similarly, while they have no problem with members earning fame and wealth by telling stories (and selling loot) from their exploits underground, they don't believe that either activity is a worthy end in itself. As a result, they tend to look down their noses at most Pathfinders and adventurers in general, even as they seek to recruit the best. Loyalty is highly prized, as Duskwardens need to be able to trust each other in all situations, and displays of such in the face of adversity can win their admiration.



ROGARD HAMMERFELL