

URBAN ADVENTURES



# THE GREAT CITY

THE ELDER WARDS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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# THE GREAT CITY

## THE ELDER WARDS

**Great City original writing, design and development team**

Lou Agresta, Rone Barton, Tim Hitchcock, John E. Ling, Greg Oppedisano, Brendan Victorson

**The Elder Wards Concept**

Mario Barbati, Tim Hitchcock

**Lead Designer**

Tim Hitchcock

**The Elder Wards written by**

Savannah Broadway, Tim Hitchcock, John Ling, Michael O'Day

**Editing**

Lou Agresta, Robert Emerson

**Proofreading**

Ed Possing

**Art Director**

O'Bully

**Cartographers**

*3d modeling:* Guido Barbati

*Texture map artist:* Mario Barbati

*2d drawings:* Mario Barbati

**Layout**

O'Bully

**Cover Artist**

Eric Lofgren

**Interior Artists**

Eric Lofgren, Rich Longmore

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## THE GREAT CITY

### THE ELDER WARDS

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Welcome to the next great expansion to the already expansive Great City Campaign Setting. The Elder Wards brings to life five new wards hidden within the Great City each of which lies beyond the reach or influence of the Kortezean government.

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*The Imperial Guild of Arcanists*— vast cellars of that hide beneath the Points and whose guild members engage in all manner of obscene arcane experiments.

*Malchort Ruins*— the buried remains of an ancient city where lurk the malevolent descendants of the near-human pre-Azindraleans.

*The Mooncursors Tunnels*—secret passages that connect smugglers to Porttown the fabled city of thieves

*The Roachkin Warrens*— the subterranean hives inhabited by the feral survivalists that the surface folk call the roachkin.

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