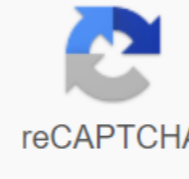




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## Kaer maga pathfinder

Change Sharing This page contains older information and needs to be updated. See the discussion page. Kaer Maga (City) Titles The Asylum StoneCity on the CliffThe Hex Region Varisia Size Small City Population 8,000 Demography 5,500 people, 500 halflings, 400 dwarfs, 400 half-elves, 400 half-orcs, 200 gnomes, 100 elves, 100 orcs, 75 trolls, 50 centaurs, 50 nagas, 175 other Government Anarchy Chaotic Alignment neutral leader Horus Ilaktya, High Priestess Shamalay Kasan, Merriman Ardoc Source: City of Strangers . pg(s). 5 Standing at the top of the ascent of Storval, the town of Kaer Maga (pronounced kare MAH-gah)[1] is built inside the ruins of an ancient fortress: a six-sided ring 80 feet high in seamless stone, spanning more than half a mile in diameter and topped with towers of all shapes and designs. [2] Also known as The Asylum Stone, Kaer Maga has served as a refuge for exiles, the unsuitable, and ne'er-do-wells fleeing persecution and prosecution for thousands of years, and is known throughout Golarion as a place where anyone can fit in, and where everything can be bought and sold. [3] The inhabitants [edit - modify the source] Although an anarchic civilization, a loose consortium of groups, gangs and families rule over the people of Kaer Maga. The whole city is a melting pot of citizens of all cultures, such as the Ardóc de Bis family, the Brothers of the Seal, who are willing to kill each other to find out whether or not they should open the great gate they keep somewhere at the bottom of the caves below, the gentle piping of Tian, the lips sewn to prevent them from pronouncing the true name of their god , troll hunters who predict the future by throwing divinations with their own intestines, and finally bloating, with the leeches that keep them alive attached to their bulging bodies. [2] Geography[edit - modifying the source] An approximate map of Kaer Maga This section is a heel. You can help us by expanding it. References [edit - modify the source] Community content is available under CC-BY-SA, unless otherwise stated. Standing atop one of the highest places on Storval's ascent, the town at the top of the cliff of Kaer Maga[2] (pronounced kare MAH-gah)[3] is built inside the ruins of an ancient fortress: a six-sided ring 80 feet high in seamless stone, spanning more than half a mile in diameter and topped with towers of all shapes and designs. [4] Also known as The Asylum Stone, Kaer Maga served as a refuge for exiles, the unsuitable, and ne'er-do-wells fleeing persecution and prosecution for thousands of years, and is known throughout Golarion a place where anyone can fit in, and where everything can be bought and sold. [1] [5] History Kaer Maga's stone ring is incredibly ancient. It even predates the Thassilon Empire; the ring was discovered by Kaladurnae, the first runelord of greed, during his first investigation of his new kingdom of Shalast. At that time, the ring was by the mysterious creatures found nowhere else. Kaladurnae named them the caulborns, and entered into alliance with them. He provided them with intelligent creatures on which they could feed, and the caulborn provided him with prophetic visions of the future. The caulborn told Kaladurnae that the city was called Kaer Maga, a name that even preceded them. Kaladurnae populated the city with criminals, dissidents and all the others he could easily spare. The population grew as new citizens were born in the city, and Kaladurnae decided to use vampires for the ever-growing population police. Guided by the prophecies of the caulborn, Shalast prospered. The caulborn correctly predicted the arrival of the Starstone, and withdrew under the city with some of the guards and prisoners. They did not bother to warn the runelord coming out of greed, the Karzoug archage, of the impending catastrophe. The fall of the Starstone shattered the city's neighbourhoods, allowing the inhabitants to come and go as they pleased. They somehow resisted the Dark Ages, and the city gained a reputation for self-sufficiency and a willingness to accept all those who came to the city in search of a sanctuary. Today, the city survives mainly on trade, as the surrounding land is largely unsuitable for agriculture. Its reputation for accepting all arrivals has resulted in an extremely cosmopolitan population, and the tradition of self-sufficiency has resulted in a reluctance to accept central authority over the city as a whole. [7] Conflict with Korvosa Korvosa's leaders became aware of the presence of Kaer Maga shortly after the founding of the young city in the early 45th century AR. The rigid Chelaxians took an instant aversion to the anarchic city of aliens, and tensions ran high between them for nearly 200 years. The simmering conflict finally erupted when King Chadris of Korvosa launched a siege with a full regiment of the Korvosan Guards in 4663 AR. Fighting continued for more than two months and led to the death of 117 guards and the signing of the Treaty of Sirathu. In this one, the leaders of Kaer Maga have renounced any claim to the territories below the Ascension of Storval. The treaty has existed for several decades, and although tensions between the two colonies still exist, considerable trade (especially illicit goods) also exists. [8] Residents See also: Category:Kaer Maga#Habitants Although an anarchic ivilsatio, a loose consortium of groups, gangs and families govern the people of Kaer Maga. The whole city is a melting pot of citizens of cultures, such as the Ardóc de Bis family; the Brothers of the Seal, who are ready to kill each other to find out if they should open the great gate they keep somewhere at the bottom of the caves below; Tian's wheezing sweet-sons, their lips sewn closed to prevent them from pronouncing the true name of their god; Omens, Omens, to see them who predict the future by throwing divinations with their own intestines; and bloating, with the leeches that keep them alive attached to their bulging bodies. Kaer Maga is one of the main colonies in the Inland Sea region; halflings are the second most populous race in the city. Kaer Maga is one of the escaped halfling slaves find welcoming places. Half-young people often join the Freemen of the Bottoms or live in the Halfway Houses in the Warren. [9] The city also has a large population of foolish undead, sometimes called the twice-born. [10] Religious worship in Kaer Maga is as diverse as the population. Any sect or sect willing to accept the city's live and let live philosophy is tolerated here. The most notable religions are described below. The most popular religions are those of Abadar and Asmodeus, because they both believe in the sanctity of contracts and in the importance of respecting obligations, vital in an otherwise anarchic city that nevertheless relies heavily on trade. Both religions in the order of the city's accent and are much less concerned with ethics, something that can draw the wrath of clerics from outside the city, who see this as unduly neglecting the key elements of the faith. The sacred prostitutes of Calistria are found in the red light quarters and especially in the hospice section of the city, but the clergy remains outside the politics of the city. The cult of Cayden Cailean is common among the lower classes of the city, and in the funds in particular. The clergy were strongly associated with Free Men, which made them undesirable to slave traders. However, religion is also popular among local mercenaries, which discourages others from taking action against it. The city's arcanists tend to worship Nethys. The tendency of faith to see all sides of an issue also gives it an advantage in Kaer Maga's ever-changing political scene. The cult of Pharasma is centered in the Godsmouth ossuary in the District of Bottoms. High school bards tend to worship Shelyn. Shelyn's clerics also keep an eye on some of the Hospice's most extreme establishments, to ensure that they are not moved to the sado-masochistic faith of Zon-Kuthon. The cult of Urgathoa is common among the necromancers of Ankar-Te, and is particularly popular among the small population of lepers of the city. Two religions that are not welcome in Kaer Maga are the religions of Sarenrae and Iomedae, as they are generally considered troublemakers. Worshipers are ostracized everywhere except Mr. Bottoms. Geography The city is divided into 11 districts. Eight of them are contained in the hollow stone ring, and are known collectively as the districts of the Ring. The other 3 are located in the open central area of the city, and are known as central districts. There is also a large network of underground tunnels and rooms known as undercity. [12] Ring Districts Central Central Districts of interest See also: Category:Kaer Maga#Locations The Sorry Excuse: A rowdy inn found outside the Twisted Door. [15] Trade Most of Kaer Maga's trade is in the exotic, or items that are illegal elsewhere, since basic items are produced more efficiently and cheaply in one of Varisia's other cities. The city does not attract passing trade, as it is not on a trade route to anywhere else, but is a destination in its own right. One of the main imports of the city is the lowland grain around Korvosa. The goods travel by boat to Palin's Cove, then head north in a caravan to the Yondabakari River. He then barged to Kaer Maga. The alternative route, is to travel by boat to Magnimar, then by barge along the river for the rest of the trip. This road is much longer, but eliminates the need for an earthly stage. When the river reaches the ascent of Storval, merchants can either open their own trail to the gorge of the dangerous river, or pay the Duskwardens to use the halfling path more efficiently. Caravans arriving from the north, for example from Riddleport, have the opportunity to reach the Storval Plateau via the storval stairs, but this road then requires many days of travel through the hostile Cinderlands. [16] References Kaer Maga is the subject of the Pathfinder Chronicles sourcebook City of Strangers. For additional resources, see meta page. 1.0 1.1 1.2 James L. Sutter. (2010). City of Strangers, 4-5. Paizo Publishing, LLC. ISBN 978-1-60125-248-7 - A large poster card of the city can be found in the poster map Shattered Star Folio - Erik Mona et al. (2008). Campaign setting, 246. Paizo Publishing, LLC. ISBN 978-1-60125-112-1 - 4.0 4.1 James L. Sutter and Paizo Staff. (2007). Seven Swords of Sin, 29-31. Paizo Publishing, LLC. ISBN 978-1-60125-050-6 - F. Wesley Schneider, Amber E. Scott, Tor Shaw, James L. Sutter, and Jerome Virnich. Varisia, Birthplace of Legends, 25. Paizo Publishing, LLC. ISBN 978-1-60125-453-5 - Adam Daigle and James L. Sutter. Rise of the Runelords Anniversary Edition Player's Guide, 9. Paizo Publishing, LLC. James L. Sutter. (2010). City of Strangers, 3-4. Paizo Publishing, LLC. ISBN 978-1-60125-248-7 - Mike McArtor. (2008). Korvosa Guide, 7. Paizo Publishing, LLC. ISBN 978-1-60125-078-0 - Hal Maclean and Amber E. Scott. Halflings of Golarion, 15. Paizo Publishing, LLC. ISBN 978-1-60125-278-4 - James L. Sutter. (2010). City of Strangers, 8. Paizo Publishing, LLC. 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