

Dark City Primer

History

Early History

Nearly 5,000 years before Earthfall a small Azlanti outpost was built its name has now been lost to history. This outpost was a minor trade post in the ancient empire of Azlant. The Azlanti culture flourished for thousands of years, but eventually began to believe themselves as superior to their aboleth masters. In payment for their disloyalty, the aboleth drew down a massive meteorite to destroy their intellectual progeny. The resulting apocalypse became known as Earthfall; it destroyed Azlant, killed most Azlanti, and sunk the entire continent to the bottom of the ocean. (With the exception of a few islands such as the dark city)

Some of the survivors sought refuge along the coast of the newly formed Inner Sea, eventually helping to found the nation of Taldor. The history of the Azlanti may be lost to time and the Arcadian Ocean, but their cultural influences can be seen in many of the Inner Sea region's current civilizations

The Dark city is built upon the remains of this ancient outpost. The lowest levels of sewers were once grand streets that proud Azlanti once called home. For roughly 1,000 years after Earthfall the outpost was abandoned. As such island near the center of the Arcadian Ocean is a rare thing it was soon found by early sailors and used once again as an outpost for sailors, pirates and fishermen. It has been rumored that Aroden himself once visited the island when he was still a mortal man. Before Arodens death there was a holy shrine to Aroden located in the City center that was the jewel of his faithful servants. Deep in the heart of this temple was a "heartstone" it is believed that this was an artifact that aided Aroden in his Quest for divinity and it was somehow linked to his divine power.

Aroden was a god of human culture, innovation, and history. An important prophecy known as the Starfall Doctrine suggested that he was to manifest in in 4606 AR, marking the beginning of a long-awaited Age of Glory Instead, at the appointed hour, Golarion was racked with three weeks of storms (leaving the Eye of Abendego as a lasting reminder). When the weather broke, the clerics of Aroden found themselves disconnected from their god, and all presume Aroden is deaddego as a lasting reminder). When the weather broke, the clerics of

Aroden found themselves disconnected from their god, and all presume Aroden is dead. On that final day the Temple built in the heart of the Dark city simply vanished. When the Sun rose that morning there was a blank slate of stone where once a large temple has been....

Modern History

Since the death of Aroden the Dark City has had many names. The most recent being Marascar (named after a Chelaxian noble who had dreams of the Dark City joining the nation of Chelax. Sadly those plans as did the Chelaxian noble himself died rather quickly and since this time the locals as simply called it the Dark City. For well over 500 years the city has been governed by the "11" also called the town council. Ten members are elected from various guilds (rat catchers, bakers, fisherman, farmers, merchant, shipwrights, etc.) an 11th seat was traditional held by a high priest of Aroden (the last 109 years the seat has largely remained vacant). The town council elects a member to be the head of the council. (This members vote counts as 2 votes...)

Beneath the working of the town council you have the normal workings of small city. A small Town guard force (roughly 40 + men). The town guard also serves as tax collectors and constables. Once a year new spots open up new recruits to audition to join the town guard. Amongst the young men in the city it is popular to join the town guard to impress young ladies and gain respect of elders.

Nearly 100 (4606 AR) years ago there was a horrible problem with Rats. Some rats nearly the size of a dog were said to have stolen babies from their beds. IT was at this time the "Rat catchers" guild was born. There are rumors that the Thieves guild was behind the Rat infestation and that the Rat catchers are simply a front to illicit business. Many a local businessman has not paid the monthly charge for rat catching fees and suffered the effects of rodent damage (damage to wares, food stock, and disease). Locals know it is best to pay on the guild there due fees on time...

In the year 4665 AR a strange area of Primal magic enveloped the Dark city. This wild magic had a devastating effect on the local magic using population; overnight most magic users had retreated to the inner sea mainland. This plague of wild magic lasted only a year but scholars are still unsure as to why it sprang up (there are many theories as to the cause of the Primal magic). Since this time, magic use has almost disappeared in the Dark city, But the city has flourished and adapted.....

Everyday Life

At a glance Everyday life in the Dark city would seem to be on par with any major city within the inner sea area. Once you take a closer you see city has adapted to years of Primal magic. The most notable difference to visitors is how dark the city is at night. Due to the lack of magic light (continual flame and light spells), the city has adapted by placing braziers on each street to hold the darkness at bay until the midnight hour. Past the midnight hour the city is under curfew. Few folks walk the street at such times and those who are out are surely up to nefarious plots.

The city has become used to travelling alchemists who visit the city to study the random primal magic areas and sell their wares. Another strange site is the faithful of Aroden still make pilgrimages to the Dark city. These monks, clerics and faithful cover themselves in black robes to mourn the loss of the deity. These religious men mutter and rant about the return of Aroden but no sign has yet heralded his return.

The final oddity of the dark city life is amongst the docks. Due to island being so far from the main coast of the inner sea very few ships and travellers visit the dark city. The shipwright guild makes a good sum by repairing pirate vessels. This has led most pirates to declaring the Dark city as a neutral area (no fighting, no raiding in exchange for safety to repair ships). These pirates occasionally bring news from the coast and sell their wares to townsfolk for a tidy profit. On any given day you may be able to see between 10+ fishing ships, 3 or more merchant ships and 50% chance of spotting a known pirate vessel (either docked for repair to restocking supplies). Pirates of the inner sea have a love for the fine wine that is grown on the rocky shores of the northern part of the island.



 Marascar