

There is a legend known to those that brave the dark waters between the Shattered Isles: Before the Cataclysm blotted out the sun and rearranged the continents, rumors tell of a glass city of gears and pumps that was raised on the seabed deep beneath the waves. Sailors speak in hushed voices of blue lights glimmering in the depths, sure signs of a long-lost sunken city.

Some months ago, an entrance to Erebos was discovered off the Akorosi coast and kept hidden by the **SPARKWRIGHTS**, who are quietly hiring skilled explorers and mercenaries to establish ties with the city's strange denizens and to explore its maze-like lower districts.

You meet with **PROFESSOR TYNES** (anxious, academic), at a lighthouse near Ilysia.

*“Good to finally meet you—we’re in desperate need of more hands on site. After excavating the underwater entrance to Erebos, we made contact with representatives of the Upper City’s districts. It’s yet unclear what lies beyond the friendly upper districts, so new expeditions are being arranged with help from the locals.”*

Tynes’ submersible creaks as you enter its bulbous frame. It dips below the inky black surface, and Akoros begins to feel very, very far away.

### THE SUNKEN CITY OF EREBOS

**EREBOS** is a city of steel and glass, built before the Cataclysm in a trench on the ocean floor. An airtight bubble sits snugly over the top of the chasm, protecting the city from the sea. Pumps and air recyclers ensure a constant flow of breathable gas to the city’s many districts. Although bioluminescence is the main source of light, electricity is still necessary to run the city’s infrastructure: an **ELECTROPLASM REFINERY** below the city supplies electroplasm from an unknown source.

Encased in individual bubbles and joined by narrow walkways, the districts of Erebos form a complex urban web within their seafloor chasm. Districts in the **UPPER CITY** were separated from the **LOWER CITY** during the Cataclysm by flooding, conflict, and in some cases, demonic corruption.

#### A BRIEF HISTORY OF EREBOS

PC: Pre-Cataclysm. IE: Imperial Era

<b>173 PC</b>	Inventor and natural philosopher Lord Edmund Wellmore discovers a thermal emanation coming from the <b>ABYSSAL TRENCH</b> near Ilysia while exploring in his submersible. A glass dome is raised over the trench, and a power station is installed to capture the thermal emissions and power a hydraulic drainage system.
<b>169 PC</b>	The Harbor, Garden, and Wellmore Terrace districts are constructed. The project’s patrons bring their families. Hundreds of indentured servants are transported to develop the city’s infrastructure.
<b>122 PC</b>	More districts are established, although little information about them remains. The new Foundry district opens and begins producing ingots of <b>SEA ALLOY</b> —created from deposits in the trench walls. District divisions are officially designated as the Upper City and the Lower City.
<b>12 PC</b>	A new fuel source is discovered below the city. A drilling station and a refinery complex is built above the waterline at the base of the trench. The energy grid is adapted to exclusively use the new fuel source.
<b>10 PC</b>	Daily tremors in the trench cause widespread destruction. Several Erebose natural philosophers demand an end to the drilling below the city, but the requests are ignored. After three months, the tremors subside.
<b>0</b>	During the Cataclysm, an earthquake destroys walkways in the Lower City, isolating large portions of the population. Upper City districts form independent states to better preserve order amid rising unrest.
<b>821 IE</b>	A coalition of Upper City districts (The Garden, Wellmore Terrace, Four Corners) tunnels through rubble into the isolated Harbor district. The local factions are culturally distinct from the rest of the Upper City.
<b>847 IE</b>	Present day. Sparkwrights land submersibles in the Harbor district’s airlock, reuniting the lost civilization with their forebears for the first time in over eight centuries.

## ☞ EREBOSI PEOPLE ☜

The descendants of the original inhabitants of Erebos are survivors. Shaped by hundreds of years of isolation, they repurpose complex items to serve more rudimentary purposes. It's not unusual to see salvaged technology adorning clothing or bracing a building's exterior. Erebosi people have mottled, pale skin and large, dark eyes. Harborites—those hailing from the Harbor district—often have webbed fingers and toes.

### ITEMS & APPEARANCE

soft tunic — embossed vest — scale-link vest — pronged halberd — woven pauldrons — thin belt  
seaweed toga — tight braids — hand-me-down trousers — dark-sight goggles — seaweed foot-wraps  
rags & tatters — scrap helmet — explorer leathers — cap — flowing cape — decorative clockwork

**LANGUAGES:** Erebosi speak Akorosi in a guttural dialect while Harborites speak an ancient, musical dialect spoken in Severos before the Cataclysm. Both have trouble reading body language.

## ☞ LAW & ORDER ☜

**THE COURT OF ELDERS** presides over taxation, security, and district ordinances. They are responsible for passing laws, enforced by a loyal army of elite soldiers. The Court is composed of two elders, typically chosen every twenty years (or upon death of a member) from each major district. Recently, the question of what defines a “major district” has arisen, as some ambitious but small districts insist on being represented.

**THE TRIBUNAL** conducts trials and delivers verdicts. Tribunes are chosen by public ballot, and are expected to remain neutral while seeking truth and deciding punishment. During a trial, members of the Tribunal are picked at random to serve as either a Blue Seeker (to serve the defense) or a Gold Seeker (to prosecute).

**THE ELDER GUARD** (aka “Wardens”) keep the peace across all districts, and directly serve the interests of the Court of Elders. Wardens are feared and respected by local law enforcement since they tend to kill first and ask questions later, and make no exceptions for rank or status.

Districts practice a degree of self-governance, with the four most important districts being The Garden, Wellmore Terrace, Four Corners, and The Harbor. The Court of Elders represents the districts in theory only, enforcing the will of mostly The Garden and Wellmore Terrace at the expense of the other districts. The dominance of those districts in the Court of Elder's decisions has led to neglect and under-development in the other districts.

Contact with the **SPARKWRIGHTS** has opened a new economy in The Harbor as adventure-seeking Sparkwrights exchange repair services, drugs, weapons, and exotic luxury goods for sea alloy and ancient Erebosi technology that they send back to Akoros. The Court of Elders has deployed large numbers of Elder Guard in The Harbor, who clash with locals who insist on keeping a monopoly on this new lucrative source of commerce with the surface world.

## THE GARDEN

*The Garden is by far the largest, wealthiest, and most prestigious district in Erebos. Glowing, bioluminescent ivy drapes over cozy cafés and boutiques that crowd the district's narrow alleys.*

*A grand staircase climbs up the slope of the district's central hill, past parks and row houses.*

**1 EDMUND'S STEP.** A wide, polished stone staircase climbs all the way up to the Mayor's manor. The staircase is the only way to reach the top of the district, and the most reliable way to cross from one concentric thoroughfare to the next.

**2 AGORA.** This warmly lit café—decorated with performance masks from the local theater—is split into several levels with an open central space. It serves as the main gathering place for the district's many studious academics seeking a strong brew.

**3 BOLLEN'S SCHOOL OF NATURAL PHILOSOPHY.** Near the top of the Garden's hill, this diminutive building is named after its founder, Edrich Bollen, who chose the building for his academic pursuits. It's said to be one of the oldest buildings in the city that survived the Cataclysm undamaged.

**4 HIGH MANOR.** The Mayor's home also houses her guards and servants. High Manor was once a greenhouse overlooking the district's hill, but has long been gutted of working machinery. Instead, it's been decorated with all manner of ornamentation: pistons, springs, and pipes of unknown origin.

## NOTABLE INHABITANTS

**THALIA STOLO.** Proprietor of the Agora café. Her family owns a large number of boutiques and shops in the Garden district. Thalia's parties are well known to get out of hand.

*(Stylish, Ambitious, Connected)*

**FESTUS BOLLEN.** The great-great-grandson of Bollen's school of Natural Philosophy's namesake. He spends most of his time at the school boasting about his uninspired "discoveries".

*(Arrogant, Petulant)*

**CONSTANTINA SORANO.** The Garden's current Mayor rules from High Manor. Well liked by denizens of her district and always on the lookout for new opportunities for renovation and improvement.

*(Wise, Charismatic, Passionate)*

**SCENE:** Scholars in gray robes walk hurriedly to their lessons while merchants make lucrative bargains in the streets. Children in formal wear walk to school in small groups. Hand-written signs outside restaurants offer traditionally prepared meals at high prices. Residents unwind in the local parks.

**STREETS:** Streets form circles around the central hill, and join at the district's great staircase. Cobblestones are worn smooth with years of foot traffic. *High Market, Lilac Street, Petal Walk*

**BUILDINGS:** Half-timbered row houses, restaurants with seating that spills out into the narrow alleys.

## TRAITS

Wealth	● ● ● ●
Safety	● ● ● ●
Crime	● ● ● ●
Occult	● ● ● ●

The Garden district is an excellent source of rumors and scientific knowledge.

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## WELLMORE TERRACE

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## FOUR CORNERS

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