

The city of **EREBOS** is a legend to those that sail between the Shattered Isles. Before the Cataclysm blotted out the sun, a glass city of gears and hydraulics was raised on the seabed beneath the waves. Sailors tell tales of blue lights glimmering in the depths, sure signs of the long-lost sunken city.

Several months ago, the city was rediscovered off the west coast of Akaros and kept hidden by the **SPARKWRIGHTS**, who are now hiring skilled explorers and mercenaries to explore the city's maze-like lower districts. You meet **PROFESSOR TYNES** (anxious, academic), at a lighthouse near Ilysia.

*“Good to see you, we’re in desperate need of more hands on site. We have excavated the underwater entrance to Erebos and established contact with representatives of the Upper City. It’s yet unclear what lies beyond that point, so we are arranging new expeditions into other parts of the city with help from the locals.”*

The Sparkwright submersible creaks as you enter its bulbous glass and steel frame. As it dips below the inky black surface, Akaros begins to feel very, very far away.

## ☞ THE SUNKEN CITY OF EREBOS ☞

Erebos is a city of steel and glass, built deep within a trench on the ocean floor by wealthy Akarosi nobility before the Cataclysm. An airtight bubble sits snugly over the top of the chasm. Pumps and air recyclers ensure a constant flow of breathable gas to the city's many districts. While bioluminescence is the main source of light, electricity is still necessary to run the city's infrastructure: an **ELECTROPLASM REFINERY** underneath the city supplies electroplasm from a source far below.

Encased in individual bubbles and joined by narrow walkways, the districts of Erebos form a complex urban maze 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 and hundreds of Severosi indentured are transported to develop the city's infrastructure.
<b>122 PC</b>	More districts are established, although little information about them is lost. Notably, the 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 Erebosi natural philosophers demand an end to the drilling below the city, but the requests are ignored. After three months, the tremors subside.
<b>2 PC</b>	The population size of Erebos begins to rival that of mainland cities. Workers in lower districts complain about hearing voices and seeing visions. Reports of unrest and violence become more and more frequent.
<b>0</b>	During the Cataclysm, an earthquake destroys connecting walkways in the Lower City, isolating large portions of the population. Districts in the Upper City form independent states to preserve order.
<b>821 IE</b>	A coalition of Upper City states (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 Akarosi 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 living in isolation, they repurposed items of relative complexity to serve more rudimentary purposes. Erebosi people have mottled, gray skin and large eyes. Harborites—those hailing from from the Harbor district—often have webbed fingers and toes.

## ITEMS & APPEARANCE

soft tunic — embossed vest — scale half-plate — pronged halberd — spiked 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:** Eremites speak Akorosi in a guttural, though easily understood, accent while Harborites speak an ancient, musical dialect spoken in Severos before the Cataclysm.

## ☞ LAW & ORDER ☜

**THE COURT OF ELDERS** presides over taxation, security, district ordinances, and passes laws. The Court is composed of two elders typically chosen every twenty years (or upon death of a member) from each major district. Recently, the definition of “major” has come into question, as smaller districts insist on representation.

**THE TRIBUNAL** conducts trials and delivers verdicts. Tribunes are voted in by public ballot, and are expected to remain neutral while seeking truth. During a trial, members of the Tribunal are picked at random to serve as either a Blue Seeker (to serve the defendant) 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 generally feared and respected by local law enforcement, since their presence usually indicates a great deal of scrutiny from the Court of Elders.

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, and exotic food for ancient Erebosi technology. The Elder Guard has been deployed in large numbers in The Harbor, clashing with locals who insist on keeping a monopoly on this new source of trade

## THE GARDEN

*The Garden is by far the largest, wealthiest, and most prestigious district in Erebos. Bioluminescent ivy drapes over cute cafés and boutiques dotted along narrow alleys. A grand staircase marks the centerpiece of the district, climbing a soft hill of well-maintained parks and row houses. Inhabitants of the Garden are well-off, intellectual, and influential.*

**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 districts 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 Garden's hill, but has long been gutted of working machinery. Instead, it's adorned 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.

You can take +1d here when you use **SWAY** to gather information.