

THE MARINE RUINS

HISTORY

When the ophidians left Aarklash to answer Vortiris' call (see *Secrets*, volume 1), some remained behind on the continent to perpetuate the Serpent civilization. Among them was Ss'Alish, a powerful magician. He used to live in the city which stood where Cadwallon is now erected, surrounded by his apprentices. Quickly, he understood that the departure of his brethren would put his community in danger, as it would not be long before the enemies of the Serpent heard about their weakening. Time would then wreak its havoc.

Ss'Alish thus decided to plan his survival for the long term, as he was unable to predict when the ophidians who had left would return. He studied dark lore in order to find a way to stand the curse of time, and discovered a way to become undead.

And so, when Ss'Alish died a few years later, he was buried according to a special ritual which would allow him to transform, slowly, into a lich. As Ss'Alish had foreseen, the ophidian community disappeared. In his coffin, the magician was waiting.

Centuries later, when the Cynwall Cadwallon was built, Ss'Alish's crypt ended up below ground level. Changes brought on by the arrival of the Cynwall, and later, by the arrival of the Dogs of War, caused the partial flooding of Ss'Alish's crypt. When the sewers were built, the water receded, and the crypt was discovered by workers. Listening to their cautious side, they judged it prudent to simply brick up the entrance. The ophidian was still sleeping.

Recently, Methanol (see *Cadwallon*, p. 239) has caused an explosion above the marine ruins while working on a naphta machine. The tremors have destroyed the wall which condemned the access to Ss'Alish's crypt, and even worse – the ophidian has awakened...

Since then, rumors have been floating about the marine ruins – Sewer-workers have seen strange silhouettes when they came back to check the damage. Scared away, they had not gone far enough to discover the ruins. These rumors are bound to reach the ears of free leaguers one day or another.



PLOTS

CONTRABAND

Many pipes and conduits lead to the marine ruins. Some go deeper into the city, others lead to Kraken harbor, which is why the marine ruins are used by smugglers as a meeting point: those from the outside trade their goods for the ducats of those from inside.

The smugglers meet here at night – they gather in groups of five and carry 500 D worth of various, but always illegal, goods. When the TL reaches 9, they flee.

Despite their precautions, the smugglers have not gone unnoticed. Their silhouettes are those the Sewer-workers have seen and taken for creatures from deep under the Free city.

THE CURSED RUIN

The coming and goings of the smugglers and the naphta-powered explosion have roused Ss'Alish from his unnatural sleep. His magical experiment partially worked. He is now a living-dead, but the technique he used was much less reliable than those perfected by the Obscures of Acheron: his mind was altered by Darkness and he has regressed to the state of a wild animal.

He now roves the marine ruins, which he considers his territory. He hesitates in going anywhere beyond the ancient tunnels immediately surrounding his ancient lair. He finds the new Cadwallon disturbing. He does make a few excursions, however, mainly to prey on careless wanderers.

When the TL reaches 7, Ss'Alish appears at the edge of the area where the PCs are, in addition to that TL's normal effects (as a creature, Ss'Alish has already reached the "Attack !" stage).

ENCOUNTERS

The Cadwallon sewers are, truth be told, an oft-used traveling way. When the PCs reach the marine ruins, there's a good chance that they won't be alone there. The GM rolls a d6 and checks the following table. NPCs present due to plots or TL can be added to the result.

Die	Result
1	Bad luck, three veteran militiamen (see <i>Secrets</i> , volume 1, p. 90) have decided to patrol the sewers.
2-3	No one there.
4-5	Five smugglers who don't feel like being bothered.
6	One Sewer-worker who can inform the PCs about current plots concerning the marine ruins.

STATE OF THE AREA

(Tiles A13r/A14r)

1: THE SEWERS

This is where the smugglers meet. The water's depth is Very Small.

2: THE RUINS (WATCHED/5)

The architecture of these structures is strange, difficult to identify. The alleys are covered with a slightly concave material, and unlike the well-explored areas which have been emptied of anything of value, these seem to have been spared. The frescoes on the walls have not been ripped out and small bits of metal whose use cannot be fathomed can be found here and there. There's even a statue at one of the building's corners, representing some sort of reptilian divinity.

These ruins are all that remain of Ss'Alish's community. All the exterior squares are of the "Underground" type.

knowledge Country (Cadwallon underground) 3 is needed to recognize a form of construction common to certain underground zones of the city. These are always linked to dark stories and violent deaths...



3: ILL OMEN (WATCHED/5)

This house has not fallen into ruin because of time or the naptha incident. Ss'Alish's passage was what knocked down the walls and brought down the roof. A Track/OPP (8) or Search/DIS (8) test will allow to spot traces of the passage of a Large Size snake.

4: RUINED HOUSES (CALM AREA)

A Search/DIS (8) test allows one to find everyday life items.

- **0 gamble:** The inhabitants of these houses were of Large Size.
- **1 gamble:** They had five fingers on each hand, including an opposable thumb.
- **2 gambles:** They probably weren't humanoid.

5: SS'ALISH'S TOMB (GUARDED)

The top of this construction shows traces of a violent explosion which completely blew the roof in. The interior shelters a heavy sarcophagus whose curves and circumvolutions bring uneasy feeling to those who look at it. The walls are covered with writing of unknown origin.

If the PCs haven't met Ss'Alish yet, grab your dice - this is where they'll face him!

A PC with the knowledge Expertise (Naphta) 1 will easily recognize the heavy smell still floating in this confined space. However, the origin of the blast (which happened much higher) cannot be discerned.

A Search/DIS (6) test allows a player to find the following things:

- **0 gamble:** The sarcophagus was made for a being with a humanoid torso, but whose lower body resembles a snake.
- **1 gamble:** The sarcophagus holds three items, hidden in the shreds of a rotting cloth: the dark catalyst and two enormous tulwars of superior quality that seem to have escaped the wear of time. This treasure is described in the annex.
- **2 gambles:** The thing that was contained in the sarcophagus recently got out: claw marks on the sides of the lid and rubble that rolled out of the room bear witness to that. Unfortunately, at this point of the exploration, it is probably too late to take advantage of this information...

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(tiles A13R/A14R)

- Pitch dark
- Quiet
- Sickening
- Attitude: PUGnacity.
- FAI: Darkness + 2
- Starting TL: 3
- Area: Unexplored.
- Entrances: Beneath Buoyancy Bay.

By default, every area is quiet.

In the marine ruins, the TL's increase has the following effects, in addition to those in the rules:

TL 7: Ss'Alish attacks the PCs;

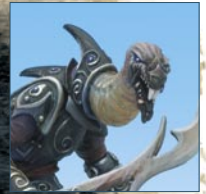
TL 9: The smugglers flee with their goods;

TL 13: The militia doesn't intervene—however, the dark catalyst goes crazy, and every character present in the marine ruins must resist a FEAR of 6.

THE FREE CITY
CADWALLON



SS'ALISH, DEGENERATED OPHIDIAN



OPEL 01

Potential: 6

Dominant attitude: SLEight

Size: Large (4)

Power: 5

Movement: 5

U: ■ ■ ■ ■

LW: ■ ■ ■ ■

SW: ■ ■ ■ ■

CW: ■ ■ ■ ■

INC: ■ ■ ■ ■

Distinctive features: Ambidextrous, Sequence/3, Toxic/3

Feats: Consciousness, Living-dead

Characteristics:

- PUG 3 (FEAR 5)
- SLE 4
- STY 2
- OPP 3 (DEF 4)
- SUB 3
- DIS 2 (MAS 3)

Abilities:

- Charge/PUG 2
- Climb/SLE 2
- Disarm/SUB 3
- Dodge/OPP 5
- Force/PUG 1
- Hide/OPP 2
- Intimidate/PUG 2
- Look out/DIS 1

- Lunge/STY 3
- Pierce/SLE 5
- Slash/PUG 2
- Slither/SLE 4
- Strike back/STY 1
- Stunt/STY 1
- Swim/PUG 1

Protection: Torn to shreds leather armor (MOD: 0 PRO: 1)

Weapons	Par. Mod	Dam. Mod	Type	Reach	Conc.
Claws	0	-1	T	0	na
Fangs	0	0	P	0	na

THE SMUGGLERS:

Lagadan Broken-jaw, Morvule the Klû-less, Barlalas Three-fingered and Merliflan Silver-tongue



CIDSP 05/02

Race: Human

Culture: Lower city

Trade: Smuggler 2

Potential: 2

Dominant attitude: OPPortunism

Size: Medium (3)

Power: 3

Movement: 4

U: ■ ■ ■

LW: ■ ■ ■

SW: ■ ■ ■

CW: ■ ■ ■

INC: ■ ■ ■

Distinctive sign: Goblin's jeers

Feat: Bravery

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

Abilities:

- Barter/SUB 1
- Bash/PUG 2
- Conceal/OPP 1
- Crook/OPP 4
- Hide/OPP 2
- Look out/DIS 4
- Slither/SLE 1

Knowledge

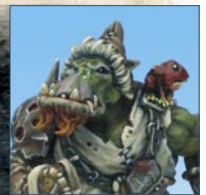
- Commerce 2

Contact

- Palm of Krek (OPP) 2

Equipment: Purse (x2), bits and pieces, mace, rucksack, worn clothes, 35 ducats

MORTHIGARH, SMUGGLER LEADER



ORCH 05

Race: Orc

Culture: Lower city

Trade: Smuggler 3

Potential: 3

Dominant attitude: SLEight

Size: : Medium (3)

Power: 4

Movement: 4

U: ■ ■ ■

LW: ■ ■ ■

SW: ■ ■ ■

CW: ■ ■ ■

INC: ■ ■ ■

Distinctive sign: Goblin's jeers

Feat: Brutal

Characteristics:

- PUG 2
- SLE 5
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Barter/SUB 2
- Bash/PUG 2
- Conceal/OPP 2
- Crook/OPP 5
- Hide/OPP 3
- Identify/SUB 1
- Look out/DIS 5
- Shoot/SLE 1
- Slither/SLE 2

Knowledge

- Commerce 3

Contact

- Palm of Krek (OPP) 2

Equipment: Purse (x2), bits and pieces, mace, pistol (20 ammunition), rucksack, worn clothes, 35 ducats.

ANNEXES

THE DARK CATALYST

This oil lamp, with a distinctively tormented shape, has a handle worked to look like a half-man, half-snake being praying. A depression allows an object the size of a big stone to be set in it.

This item gives a better control of Darkness. It gives a bonus die to Incantate (Darkness)/Special tests and Feel/SUB tests relating to Darkness.

It must be powered by a gem of Darkness with at least one point of mana: the only thing required is for it to be placed in the depression - minute claws will then lock the gem, firmly attaching it in place. The gem in question can be used normally, as the dark catalyst does not consume enough energy for the mana to be spent, but it must be present in the gem.

NEW EXPLORATION TRADE: SMUGGLER

Half merchant, half thief, the smuggler treads on the fine border of legality...and countries. His profession forces him to great discretion, as well as requiring solid talents as a negotiator. A smuggler's job isn't easy, even in the Free city - in fact, it's probably harder than anywhere else, because of competition!

Rank 1: Look out/DIS, Crook/OPP, Hide/OPP, Commerce (knowledge).

Rank 2: Slither/SLE, Conceal/OPP, Barter/SUB.

Rank 3: Identify/SUB, Slash/PUG (or Bash/PUG or Pierce/PUG or Shoot/PUG).

Rank 4: Dodge/OPP, Force/PUG, one knowledge at player's choice.

Rank 5: No witnesses, no trouble! When using Conceal/OPP to hide a trade good, each gamble taken by the smuggler counts for two.

Rank 6: Disguise/STY, Feign/SLE.

Equipment: Purse (x2), bits and pieces, rucksack, worn clothes, 50 ducats and (3) sword, dagger, mace or pistol (20 ammunition).



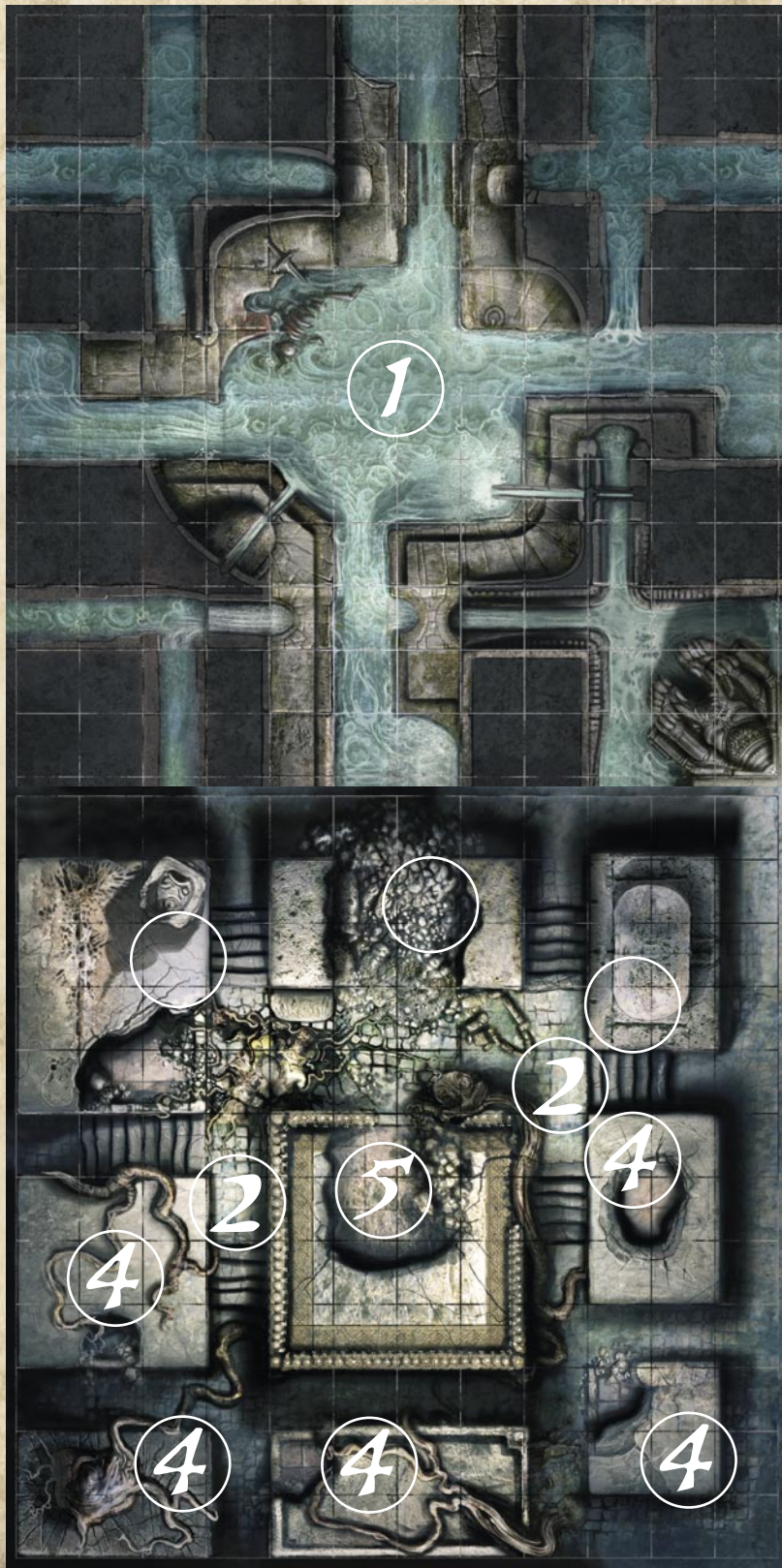
NEW WEAPON: THE TULWAR

A tulwar is an enormous scimitar. Humans wield it with two hands.

Weapon	Par. Mod	Dam. Mod	Type	Reach	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Tulwar	0	+4	T	2	4	-4	OP	No	10	6 kg	150 D



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