



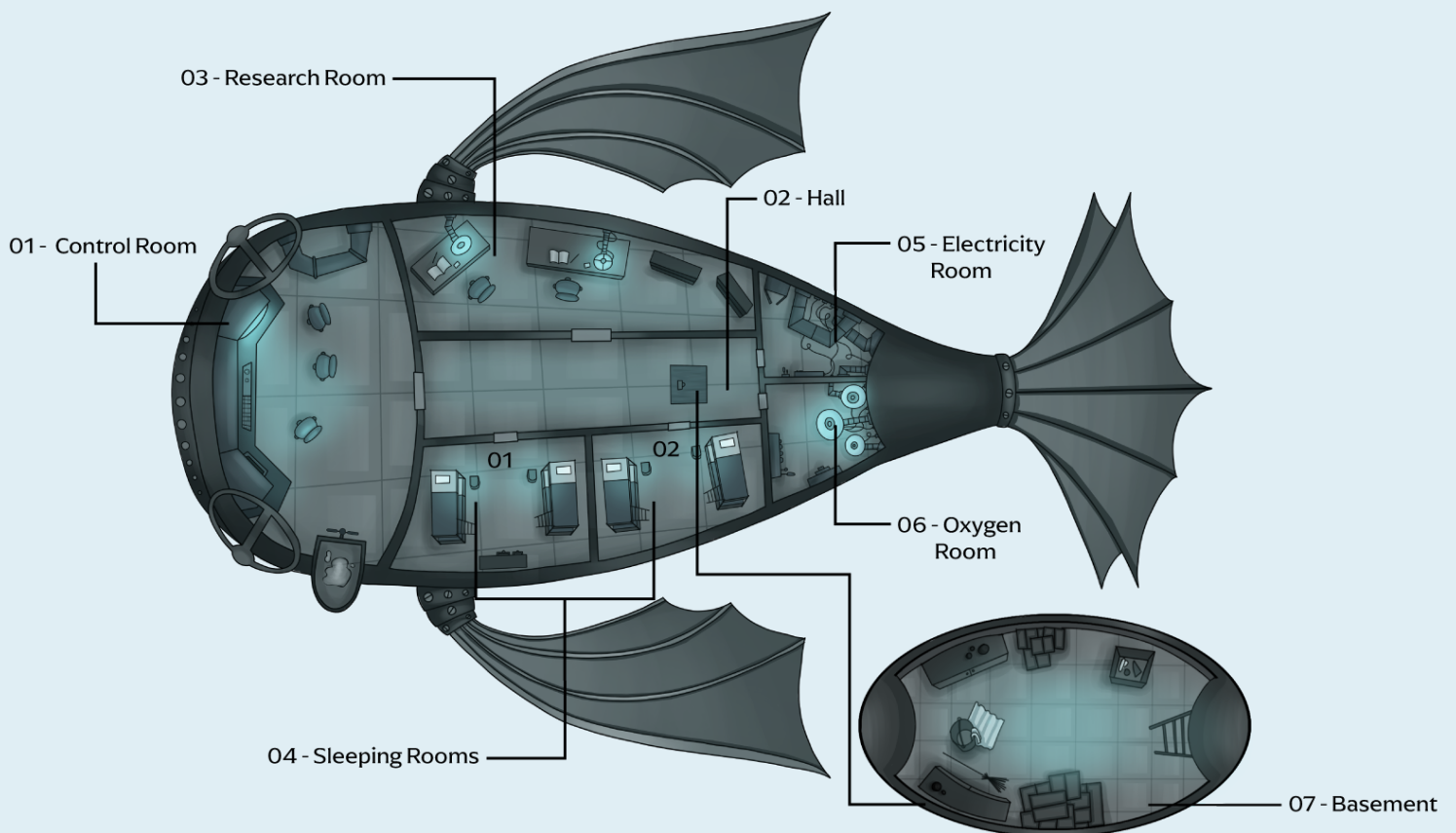
Session 3

Prologue

Just a couple of days ago you were all about to get executed, But an interesting offer by a mysterious organization came by. You were offered to go and explore the deep seas, instead of getting cooked on the steaming chair. If you succeed on your mission and return from the sea with valuable information, all the charges against you will be removed and you'll be free to go.

During those couple of days, you've been stuck in this submarine, full of new and advanced tech to conduct research but have yet to stumble into anything interesting. Just dark blue, clear water and the sound of your own engine, no life signs in sight.

Submarine





01 Control room

A big room with a control panel and communication system. It has 3 comfy looking chairs and screens that allow the player to see the outside location and condition of the submarine.

02 Hall

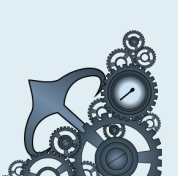
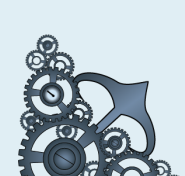
A long hall which connects all the rooms together, It has a door on the floor right near the entrance to the electricity and oxygen rooms leading to a basement.

03 Research room

A pretty big room contains large steam noisy machines, 3 desks and a large library filled with different books. It has 8 chairs on different sides of the tables, large drawers at the side of the room with a few documents that can be filled as reports.

Research system

On one of the desks stands a weird machine, it looks like a round capsule and is connected with weird messy cables to the wall. Next to it lies a little note : “This machine is used to send samples of unknown materials to the main lab.”





Gathering research materials

When the players find an interesting biological/technological material, they can send it to the laboratory to conduct further research on it, those laboratories are scattered around the world and have different resources to conduct research.

The material table below will determine the amount of info the player gets from the laboratory.

Unknown materials table:

Extracting materials

Players can extract materials they find along their journey.

There are 2 types of materials:

1. Biological (Extraction requires Rolling Smart)
2. Technological (Extraction requires Rolling Technology)

Materials table:

Condition	Result
2-5 / 2d8	The condition of the material does not allow you to get any information about it.
6-9 / 2d8	The condition of the material is relatively well preserved. The player Doesn't get much valuable information(No research points). With further research you might get some valuable information from this material.
10-14 / 2d8	The condition of the material is well preserved. Researching this material will give valuable information that helps players understand the world better. (all party members gain +1 research point upon research)
15-16 / 2d8	The condition of the material is magnificent. Researching this material will give the players very valuable information about the world. (all party members gain +2 research points upon research)

If the condition of the material falls into the last 2 categories from the table, the players may conduct local research using the other machine on the other desk a note to it states: **“This machine will help you to gather immediate information about an object/ a material if it's in a good condition”.** (This machine adds





+2 to smart /tech when researching a biological/ technological material). (+1 research point)

04 Sleeping rooms

2 Sleeping rooms with a thin wall between them.

Sleeping room 01

The door of the room is creaking while opening.
The room itself is pretty cramped, it has 2 bunk beds with thin linen sheets and pillows.
There are a few chairs, small drawers and a small lamp.

Sleeping Room 02

Similar to room 01, cramped place (with a better door)
with 2 bunk beds and a closet. The floor is a bit dirty with some stains on it (can be analyzed (Biological material, densis blood mixed with detergent).

05 Electricity Room

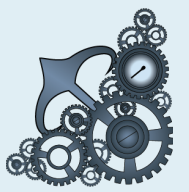
The electrical cabinet is in this room, its large with many switches and cables, it has different thermometers, panels and regulation systems.

06 Oxygen Room

A room with large machines filtering the air, big fans and switches (it makes it possible to breath in the submarine. Without it you sink to the bottom of the ocean and never get to see the light of day.

07 Basement

An underground room in the submarine. The air is heavy and muc.
It contains rations, cleaning equipment, repair kit, first aid kit, playing cards, dice, and a couple of the latest additions of the newspaper “Cartographer”).





Encounter 1 - Attacked

Encounter 1 Initiative:

Mot- tsi (+6)

Cetus +5 (Dying)

Sive +2

“Right when the monitor in the control room alarms that it has detected something, a loud “boom” interrupts it, it seems like something big has crashed into the submarine as it bounces back on impact, then it's quiet again.”

A large Cetus frightened by a mat-tsi trap has crashed into the ship, it seems pretty wounded and can't move at all.

Cetus

Cetus is a huge sea creature resembling a combination between a hairless bear and an octopus - Nobody knows where they are coming from, it's just known that they have a very aggressive nature. They have a very developed sense of smell and are attracted to the smell of blood or food. They tend to have a rather poor sight and usually are only able to see movement patterns. they inhabit the shallow waters.

Weakness - Have a very strong sense of smell - Sharp scents will usually force them away.

Research cetus

There is also blood of the Mot-tsi on the Cetus. The PCs have never seen such a creature before, they might like to research it, a med kit might be used to extract blood from the creature. Roll : gather biological material using a med kit (+Sm) , then roll + smart to the research or use the research equipment in the submarine.





Mot-tsi - encounter

If the players decide to venture forward and find what harmed the Cetus, they'll get ambushed by a group of 5 Mot-tsi that will try and kill the players, and if they fail they'll retreat.

If they don't, the Mot-tsi will Ambush the players close to the entrance to the ruins.

The Mot-tsi are aggressive little creatures that live in tribes on the shallow side of the Half Moon Shore, they are scavengers and murderers that can stalk their prey for weeks till it gets weak to finish it off- usually making it hard for said prey to move on in their journey, they'll use different methods to achieve said result - making the creature lose its way by modifying the surroundings using special technologie, scaring it by creating weird noises or attracting different sea creatures to it making it run/get killed. They have humanoid bodies and fish heads.

Many of them are enslaved by the diately or have a deal with them in one way or another.





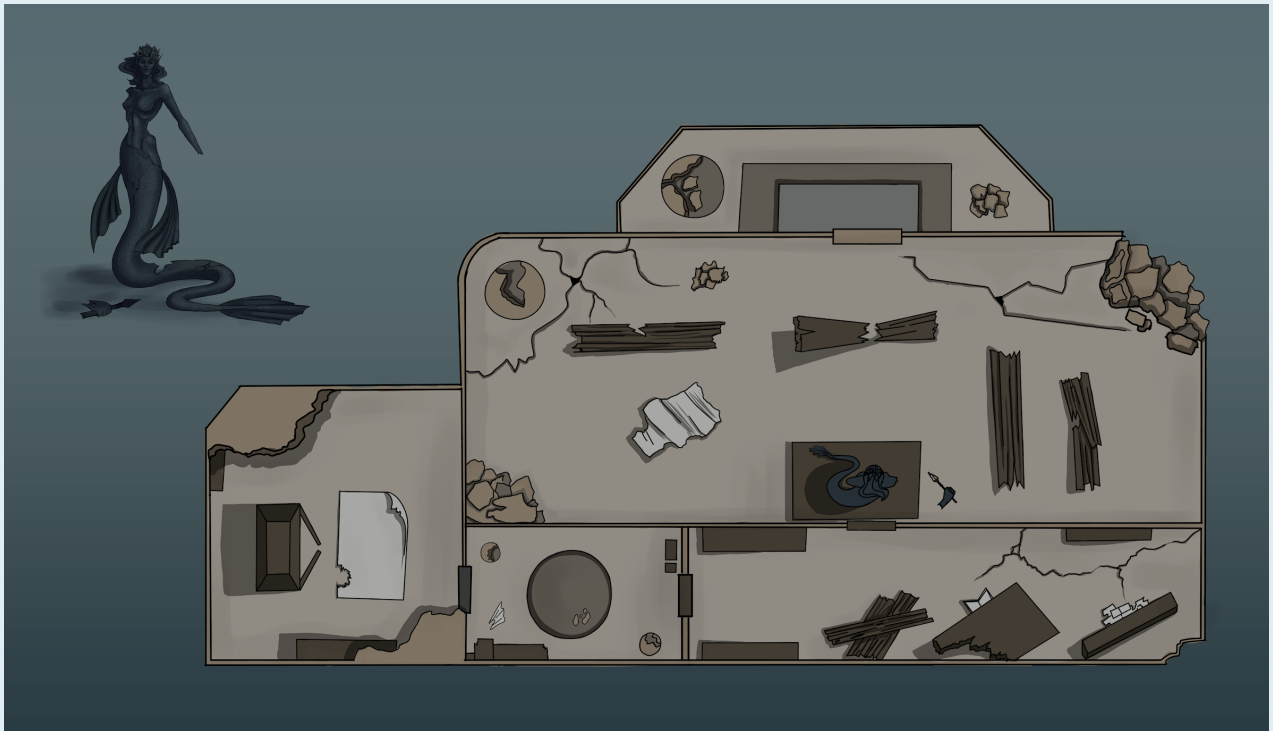
Ruins of Shivaris

The ruins look like what's left of an ancient temple, there are broken columns and remains of a building made of stone covered in mold and ocean plantation.

A player can throw a smart in order to understand this is the temple of Shivaris.

A veteris gets a +1 bonus to his roll

The entrance

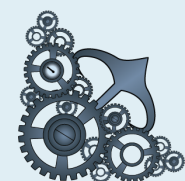


01 Trap

In the entrance to the subterranean ruins of Shivaros there is a trap, it's a weird metallic plate on the floor. if the players step on it / touch it a mechanism will turn on, this mechanism will send an electric pulse thus creating an AOE in a range of 5/5 meters from its center. all PCs in the vicinity take 2 damage.

To disable the trap the players need to overshoot a DC of 9 in

Tech on a crit (14+) roll the players get a material out of the trap (roll material)





02 Prayer Room

The room is filled with broken benches that were there for the players a long time ago. In the middle close to the library door there is a big statue of Shivaris.

The statue conceals the door behind it, in order to make the statue move, the players need to recognize who is depicted on the statue

DC (smart) 9
veteris get a +1 on the roll.

03 Library

There are 3 very large bookshelves, they are cracked and broken with some old and dirty books on them. On the other side of the room there are tables and chairs, many of them are broken and unusable.

A book in an unknown language to the players can be found under one of the collapsed bookshelves, roll **7 SM** to find. if found roll from a research material table.

Roll Social 9

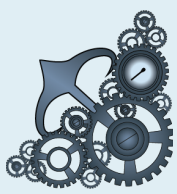
The book tells a tale, when long ago Shivaris the goddess of war fought Alubby - a foreign god that attempted to destroy her kingdom, during the war between the two, half of shivaris's kingdom disappeared, but she managed to preserve the rest.

04 Meditation room

The room contains broken beds, 2 couches and small tables, It looks like people lived and slept there a long time ago. The door to the next room looks slightly different than the door at the entrance of the library, it's larger and it has some sort of runes on it. (The door is locked)

The Runes :

“The all mighty shivaris,
The strongest,
Youngest,
The most beautiful,





The all knowing,
The brightest,

The most frightening but loving.”

- It can be read on a successful smart roll of 10DC
- Veteris can get it +1 roll smart .

05 religious treasury

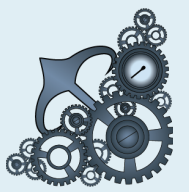
The room is pretty small, compared to the other rooms it looks the least ruined, there are many drawers and there’s a group of creatures that are trying to open a weird looking book.

A Group of 4 “Lumisoris” - small , semi - transparent creatures (that have a little bit of features from an [Axolotl](#)), with red eyes that lurk under water (relatively not too far away from the islands’ shores) , and a weird looking humanoid that seem to lead them - he has tilt skin with completely white eyes - his skin covered in seaweed, moldy, and other watery plantation. (This person is a denizen of the deep sea, their race bears the name “ Shivaros”, and they serve shivaris as their goddess.

Encounter 2 Initiative:

Lumisoris +3

Undro -2





The Shivaros (Undero) will immediately react to the players and send his minions on them, while he himself will take the relic that they were researching and start getting away.

The relic- a special book

roll smart 9 DC in order to open.

Failing will turn the book into an octopus.

On a successful smart check, the players get the Octobook to ask them a question, they have 3 guesses:

Who is the strongest

The all knowing

The most frightening - but never threatens?

The answer is Shivaris.

