

# Ellenge Town

Ellenge was once the capital of the Kachayan province of Twin Peaks, whose sea-floor surface encompassed both the great seamount columns of Zariq and Zaraq. It was then a much larger settlement, of city size, with a population of around 2,200. A little over a century ago, various problems began that led to the gradual breakup of the Province, whose remnants survive in the current Twin Peak and Ellenge Provinces. Already in decline, with a reducing population, some fifty years or so ago, an explosive event at the city's Magical Academy caused the Academy's destruction, and that of a swathe across the southern parts of the settlement. Unusual, often unsurvivable, mutations began in young born near the devastated area soon after, which led to the further depopulation of Ellenge. Even now, adult Kachaya here tend to sicken and die when younger than normal. Conditions have apparently stabilised in more recent times, however, and Ellenge remains the capital of its own, reduced, Province, the settlement having shrunk to only modest town size by undersea settlement standards, with a population of roughly 850.

Having lost many of its previous attractions, its chief purpose now is as an administrative hub for the Province, coordinating and overseeing activities carried out elsewhere, such as at the corundum mines at Shark Bridge. Much of the populace is engaged in tasks relating to this work, and to manufacturing a range of goods for local use, some of which are exported to other parts of the Province and beyond. Food and other natural supplies come from a mixture of hunted fish and farming of more sedentary sea-bed animals. Most domestic buildings in the town have some sedentary creatures growing on and near them, commonly deliberately tended to help supplement the food available for purchase.

Farmed supplies locally are produced primarily by three self-supporting village-sized settlements to the north of Ellenge, within three miles (five kilometres) of the town. The nearest is about a mile away, 1.5 km. These supplies are brought in at regular "harvest" intervals through the year. Other supplies arrive from different parts of the Province, or occasionally beyond it. The combined population of the three villages is approximately 350. Each of the villages is surrounded by regions extending up to half a mile from the settlement (0.8 km), areas of sea-floor that have been planted or seeded with fixed animals, such as corals and hydrozoans, which form low-growing features that help provide useful landmarks on the otherwise nearly featureless, relatively level, ocean floor hereabouts.

When Ellenge was still a city in size, another two similar village-sized settlements to the southeast also provided farmed items for the place, situated around two and three miles away respectively (3 and 5 km). These two former settlements have been since abandoned, partly depopulated by the same sickness which has afflicted Ellenge, although the empty dome-houses and remnants of the old sedentary crop "fields" are still present on the sea-bed.

As Ellenge's problems multiplied, its rulers became increasingly paranoid, and expanded an existing, limited, series of secret tunnels and chambers far below the sea-floor into a much more elaborate complex. While most buildings in the town have several levels built below their surface structures, these rarely extend down more than 60 ft (18 m) at most, with nearby properties occasionally linked by sub-surface tunnels as well (as a rule-of-

thumb, assume each property shown can have levels below the surface up to the building's radius in maximum depth, with an average height of 10 ft, 3 m, per sub-surface level). The enlarged Secret Underground flourishes only some 200 ft (60 m) or so below the sea-bed in the main, however, connecting to the lowest sub-surface levels beneath the places marked on the map by near-vertical tunnels with well-hidden, usually trapped, entrances. Parts of these secret ways are substantially deeper even than this. The Secret Underground holds nearly 250 additional Kachaya, beyond the surface town's nominal population, chiefly members of the military who are rarely seen in the occupied parts of town, if at all.

Ellenge lies around 370 miles (600 km) off the nearest coast of Errynor in northwestern Alarius, below about 1,650 ft (500 m) of ocean, so is in perpetual darkness.

### **The Map**

The main map shows the sea-bed settlement as it now is. Named places in the current town are outlined, labelled and keyed in red. Structures still occupied are otherwise more clearly marked than those of the old city's abandoned and ruined properties, drawn with darker lines and shadows. Some sample occupied dwelling illustrations have been added alongside the number-listed key labelled "Current Town" as a simple reminder. The abandoned and ruined places of the old city are shown as paler, with paler shadows, although the grey-labelled named properties have been given a thicker outlining for clarity. "Sunken Areas" include the snakily-radiating channels centred near the former Magical Academy, and the two Old Quarries, one northwest, one southeast, of the settlement, from where building materials to construct much of the city were once extracted.

Some structures have been partly made from cut, squared, stone blocks, often as the foundation or supporting plinth for larger structures, for instance, though rarely is a complete property so built. Most buildings are made from concrete formed from ground-up bedrock mixed with lime-rich sea-floor silts, crushed shells and dead coral. The Kachaya are particularly expert in the use of this undersea material, favouring domed structures with rounded entrances, and sometimes windows, commonly closed with netting. The outer surface of the concrete is designed to attract micro-organisms that feed off the settlement's waste, like many types of sedentary underwater creatures. Careful tending means each dome gains a particular colouring because of these tiny creatures, when enough light is present to tell. When not tended, including when a property falls into disuse or becomes ruined, the concrete becomes grey as the creatures die-off, the concrete's natural colour. The ruins at Ellenge, and some of the old city's deserted properties have also become partly covered by at least a thin film of silt as well. This is very prevalent near the sunken channels across the more southerly areas. Unless noted in the descriptions below, it is safe to assume that all circular surface structures on the map are intended to be hemispherical domes, thus with a height above the surface equal to the building's radius where still intact.

Activating one toggle in the FCW file allows the Secret Underground map to be superimposed on that for the sea-bed settlement. The mid-grey labelled areas indicate those places where this deep underworld connects - often by deviously concealed ways - with the "ordinary" underground of the surface structures shown. Activating the "Secret Underground Only" toggle similarly allows just the Secret Underground and its lettered

key to be viewed with greater clarity, if required. The tunnels linking these named, deep subterranean locations should be assumed as circular or oval in cross-section, between approximately 10 to 20 ft in maximum extent (3 to 6 m). Those beneath, and closest to, the series of radiating sunken channels in the southeastern part of the map have sometimes been warped by the past events which created them, or have had to be recut where collapses have happened. Parts of these may be especially unstable, and prone to fresh collapses. See also “The Secret Underground” notes below.

### **The Kachaya**

The Kachaya are of a generally humanoid form and Human-like size, thus have a body with four limbs and head, all of which are scaled, with hands and feet also similar to those of Humans, but rather larger, with sharp claws instead of nails, and webbing between their fingers and toes. Roughly 1 in 200 is born with four usable arms instead of two; typically, they grow to be taller than the average. Males and females are physically similar, though females are more commonly magically proficient. All have small control fins on their arms, legs and back. Their heads are ruggedly square by Human norms, their faces flattened, with large, dark, forward-facing, fish-like eyes, a mouth full of robust, sharply pointed teeth, and spines around the edges of their faces which can look like horns, partly hence their common name of “Sea Devils”. They are all able to breathe freely above or below the water, though they can breathe air for only quite short periods. They prefer to live in deep, quiet waters, which is where they are more liable to be encountered, and hence their own name for themselves of “The Quiet-Water Folk”. Their communication is largely telepathic when undersea, within eye-to-eye range (they have a normal vision range even in the darkness of the deepest oceans, albeit seeing only in black-and-white unless some light is present), or vocal speech in air, though they can use either at any time. They have a bioluminescent patch above each eye that they can show or hide at will too, which can be used to communicate over greater distances in the dark. They are also able to use a sonic attack when in water from time to time, over typical hand-to-hand combat distances. Kachaya leaders tend to be physically and/or magically strong individuals, and although they have an aristocracy of sorts, their leaders do not necessarily come from it. Such leaders usually survive only as long as their strength and success lasts. They pair-bond and maintain loose family structures, giving birth to live young that mature to adult forms in 8-10 months, young that are able to feed and look after themselves independently from birth. While social standing can be determined by heredity, aptitude and forcefulness are more important, because although adults can live to be 50 or so, most die younger, often by violence or accidents, or at Ellenge, from the magical sickness noted above. Most Kachaya carry some form of weapon, usually of simple dagger or short sword type, though military personnel may have additional items with them, such as a spear (often with a multiple tip), net or crossbow. These weapons are mainly composed of stone, reused wood or bone parts, the blades and tips typically of sharpened stone or bone pieces. Nets are of reused old ropes, or woven from treated and preserved skins, cartilage and softened bone. (The Kachaya are loosely similar to the Sahuagin of D&D.)

Ellenge’s Kachaya are ruled by the Lord of the Province (their official title, regardless of their physical sex) and their council of advisors, who are all based at the Palace (14). Of these advisors, the chief are the Province’s two Barons, who are responsible for day-to-day continuity of activity in the northern and southern parts of the Province respectively. Each maintains a separate residence for their family in town, although they may not be at the town at any given time. Another key advisor, albeit more

independent of this ruling structure, is the High Priestess of Ahtannan, the leading sea deity revered at Ellenge, who is based at the Temple (21). Ahtannan has risen to prominence here only since the disaster at the Magical Academy, supplanting the now more-or-less generally discarded deity of the former city, Sarashang. Lord and Province owe allegiance to the High Lord at Karruch city, some 150 miles (250 km) south of Ellenge (on Errynor Map 09).

## **Surface Features**

The general sea-floor trends towards gently undulating for many miles/kilometres around Ellenge, with a few low hills in places, sometimes ones that have been deliberately constructed. At Ellenge itself, only the now-ruined Signal Tower south of the Palace (14) is set on a partly constructed raised area, although the southern section of this has slumped into the adjoining sunken channel, taking much of the old tower with it. Another raised area, taking advantage of a natural low ridge, is that between and around the Temple (21) and Palace (14), including the “avenue” between those two main structures, an open space where formal gatherings, markets and festivals take place. The properties along the long sides of this area are those of the town’s most favoured citizens.

Below the general sea-bed level are the two Old Quarries and the radiating sunken channels centred on the ruins of the former Magical Academy. Both Quarries were used for sea-floor basalt extraction for construction purposes. Some of the rock was used in solid block form, but most was crushed and used to make concrete for the city’s many domes. Both Quarries extend a short way off the map edges, although neither is more than 15 to 20 ft (4.5 to 6 m) below the nearby surface, if rather irregularly in places. Most of the once-exposed rock faces have become at least partly silted-over, as the more recent construction work has usually drawn instead on rock removed to make the typical below-ground rooms beneath most domes, together with that extracted while extending, repairing and recutting parts of the Secret Underground.

The radiating channels are deepest in and near the ruins of the Magical Academy, up to 30 ft (9 m) below the typical level. The centres of the channels are the deeper parts beyond this, though more commonly only some 10 to 15 ft (3 to 4.5 m) below the flatter surface. Where these are narrower, such as towards their closed ends, the channels are shallower still. Collapsed ruins, including partly-exposed former sub-surface chambers, can be seen in places, along with more substantial standing ruined fragments around the partly or wholly fallen more major structures. Much silting is apparent in the channels and on their banks nearby, sometimes extending to several hundred feet (100 m +) away from the nearest channel. This silt is particularly fine-grained and is easily disturbed, making the water here often remarkably murky and difficult to see through, another reason for the abandonment of so much of the old city’s southern districts.

## **Labelled Structures in the Current Town**

**1. Administrator (2):** Two of the *circa* 40-ft (12 m) diameter domes clustered by the northern and western sides western side of the Palace (14) house the main administrative offices for the Province. The more southerly deals primarily with matters regarding the military and secret activities, the more northerly with non-military tasks such as farming and mining. Each has two above-ground and five 10-ft (3 m) high levels below the surface. Records are maintained on a variety of materials suitable for routine undersea use, kept in closed storage chests, shelves and cabinets. Both the Administrator offices connect with the Secret Underground (A), and their activities are overseen by the nearby

Bureaucrat office (3). The links between all three places, the Palace and the nearby Shark Stable (18) on the Secret Underground map mirror similar connecting passages at the third sub-surface level below these domes. There is a single entrance at ground level to each dome beyond this.

**2. Bazaar:** This 110-ft diameter (33 m) dome forms a particular landmark on the northeastern outskirts of the town. It is essentially a large covered market place, with additional small workshops. The dome encloses a substantial open area, with platforms fitted to the interior sloping walls at three vertical levels for traders to display and sell their wares. The platforms extend no more than 25 ft (7.5 m) from the walls, leaving plenty of central space to access each level. Each suspended level is separated by around 15 ft (4.5 m) from the next, leaving around 10 ft (3 m) of space for the ground-level floor traders. Access points are scattered across the outer surface of the dome, the two largest of which, for bulky commodities, are placed near the surface level on the north- and south-facing sides. Below the surface are two roughly 15 ft high (4.5 m) levels of small workshop chambers, used by the Bazaar's more regular traders, connected by passageways that run up to the inside of the dome. Items available here complement what can be obtained elsewhere in town, including some exotica from time to time. The Bazaar is one of the most obvious places in Ellenge, as bioluminous lighting commonly used inside spills out through its doorways, and the exterior is often deliberately lit-up similarly, revealing the dome's exterior to have a golden-yellow sheen, thanks to its micro-organism coating. Its nature means it is one of the very few places in Ellenge where non-Kachayans may be encountered, including travellers and traders. It is also one of the town's few major sites that has no links to the Secret Underground.

**3. Bureaucrat:** As noted under the Administrator (1) above, the Bureaucrats' office north of the Palace (14) coordinates and oversees the activities of the Administrators, keeping the political and economic life of the Province functioning. The surface dome is around 60 ft (18 m) in diameter, and has a single main entrance on its southern side near the surface, facing the Palace. This leads into a 20 ft (6 m) high level, with a single 10 ft (3 m) level suspended above it under the dome. Six descending sub-surface levels lie below, each also at least 10 ft/3 m in height, containing those running the systems and their records, which, like those of the Administrators, are preserved on a variety of media and carefully stored in closed shelves, cabinets, chests and similar containers. The third sub-surface level has a series of passages linking to the nearer Administrator (and thence to the further Administrator and Palace), and the nearby Shark Stable (18), in an arcing pattern mirroring that shown on the Secret Underground map. The Bureaucrats' office also connects into the deeper tunnels and hidden levels of that Underground (D). One, or occasionally both, Barons may be here on any given day, as may be the Province's Lord, albeit more rarely.

**4. Building Materials (2):** Two similarly large - 90 ft/27 m diameter - domes on the southern outskirts of the town are storage facilities for an array of typical Kachayan building materials. Most have been salvaged from the former city's deserted and ruined properties, given that recycling of old concrete buildings is standard practice, for instance. Much of the day-to-day work revolves around such salvaging. Work teams with towing sleds (see 19, Sleds for more on these) and sharks may be in or near either dome, and there are several heavily-netted entrances to each place. The interiors of the domes have three connecting vertical levels, each up to 15 ft, 4.5 m, high, where different materials

are stored, either loose or in containers, dependent on what they are. A further two comparable subterranean levels are set under each dome, connecting into them, which are used as workshops and for extra storage. Both domes are essentially state-owned and controlled concerns. The water nearby can be murky with dusty silt from the movement of materials.

**5. Concrete Maker:** North of the easterly Building Materials store (4), towards the eastern outskirts of the town, this 100 ft (30 m) diameter dome holds materials and facilities for crushing rock and preparing lime-rich materials for use as concrete. An upper level, occupying the top *circa* 20 ft (6 m) of the dome, is used for storage and a record-keeping office, which can be accessed only from outside the dome. The lower interior of the dome (30 ft high, 9 m) is where much of the rock-crushing machinery operates. Three large entranceways, on the north, southeast and southwest sides, give access at ground level, allowing bulk rock to be easily brought in on shark-towed sleds. Although the processing generates much fine silty dust, well-constructed filtration mechanisms collect this, so little is wasted, and the water is kept generally clear. Similar processing and storage facilities, though using mainly chemical-alchemical methods, are employed in a single 30 ft (9 m) deep subterranean level below the dome and its surface level for preparing the lime-rich content of the concrete. Access to this lower level is by a pair of broad ramp-tunnels that open a little way east and west of the dome itself. Most of the materials brought in are salvaged from ruined and deserted properties in the old city. The facility is state-run.

**6. Containers:** On the eastern side of the town's centre, this 75 ft (23 m) diameter dome holds the main container manufacturer for Ellenge. It is privately owned, and produces a wide range of containers from small lamp-baskets to hold bioluminous creatures or extracted oils, to large storage units intended to be fitted into permanent locations within a building. Much of the larger items are custom-built to order. Materials are of a comparably broad selection, including salvaged items from shipwrecks, reused items from ruined or deserted sea-floor structures, fresh materials from dead animals - including treated and preserved bone, cartilage, sinew and skin - and sometimes sheets of fresh concrete. Although some of the once-living components are prepared chemically-alchemically here - softened and preserved, for instance - most of these items are supplied by the town's Tanner (20). The dome has two interior levels. The lower 20 ft high (6 m) one holds the main store and workshops, and also has two large accessways at surface level, on the northern and eastern sides. Above this is a 15 ft high (4.5 m) level with finishing workshops, a showroom/salesroom and an office. Bioluminous lamps are used in places where detailed work is being carried out. A 20 ft high (6 m) subterranean level contains the workshops for treating, preserving, storing and using the fresh animal materials. It is accessed from the main workshop above. The place is frequently very busy.

**7. Food Corral:** The third-largest circular structure in the surviving town, at roughly 125 ft (38 m) in diameter, this is not a solid dome, but a circular concrete wall about 25 ft high (7.5 m), above which rise a series of narrow concrete arches that join together in the centre of the structure, almost 90 ft (27 m) above the surface (thus this is not a simple hemispherical structure overall). These vertical arching ribs are a common structural feature of the larger Kachayan domes. Instead of filling-in the spaces between them with curving concrete sheets as normal, however, the spaces here are instead filled with tough, fine nets, in a similar, if more panel-domed, form. This above-surface part of the structure

is used for storing live food animals of a wide variety of kinds. Some are used at times to seed “fields” and “gardens”, such as the sedentary corals and hydrozoans, while others are free-swimming, and are allowed to roam within the net-dome’s confines. Concrete walls with netted ceilings in the lower part of the structure, and nets hung from some of the dome-rib arches, allow the control of free-swimming captive creatures, when moving them within, in or out of the structure. The nets can be moved readily by-hand as required. A single, short, broad, net-closed, concrete tunnel on the southwestern side of the outer wall provides the primary surface-level access for fish shoals, or container-held creatures. An interior vestibule with concrete walls and netted ceiling forms the inside of this entryway in the net-dome, where initial sorting of the creatures takes place. A separate, smaller, external entrance tunnel to the south allows Kachayan personnel access to the surface level too, via a small concrete-and-net room. From this, the main surface structure and the two sub-surface levels under it can be entered. Each below-ground level is around 15 ft (4.5 m) high, levels which hold mostly container-held creatures, with some smaller free-swimming ones, including those used for their bioluminescent properties, rather than their food value. Solid and net walls in both levels provide the usual control mechanics. As this is the town’s primary food supply, a contingent of military guards is always present at surface level, though generally outside the Corral itself. They use the nearest intact dome to the Corral’s northwest as a guard house and rest area. The Corral’s lowest sub-surface level connects more directly than many places with the Secret Underground (E), which allows the easy transportation of food to other parts of Ellenge by concealed means, when required. The Corral is state-run, and the Bureaucrats’ office (3) keeps an especially close watch on activities here.

**8. Greenhouse:** Another part of the town’s food supply, this 80 ft (24 m) diameter dome has a single, broad, near-surface, netted entrance on its southwest side. This leads into a lobby, built as a similarly broad tunnel with hinged, closed, solid wooden doors about halfway along it. Another pair of identical doors closes the inner end too. These open into the dome itself, near its centre. The dome’s interior is filled with photosynthetic organisms, and is lit by a bright, magical light source to mimic undersea sunlight for near-surface conditions. Nowhere else in Ellenge is so brilliantly lit, and it can be a shock for those unprepared when passing into the dome, or when leaving it back to the normal darkness. The lighting is particularly sophisticated, as it varies through the day and the year to match the near-surface undersea lighting typical for Ellenge’s latitude (around 55° N), including the appropriate moonlight conditions when the White Moon would be ordinarily visible from such a near-surface site. Two 20 ft high (6 m) sub-surface levels lie below this main dome. They are accessible from it via large, wooden trapdoors, and broad access tunnels like that leading into the surface level from outside. Both levels operate similarly to the dome, but are rather more experimental, as they contain photosynthetic organisms commoner in near-tropical sites, and have magical lighting, and heating, appropriate for such places instead. From the lowest level, a concealed way allows access much further down to the Secret Underground (F). This tunnel is broad enough for the easy transport of items to or from the Greenhouse in secret too. The exterior of the dome is routinely guarded by the military against unwanted intrusions. The guards use the intact small dome immediately south-southwest of the Greenhouse dome as their guard house. Those experts who tend the organisms and maintain the magical light and heat sources use the similarly adjacent dome to the north-northeast as their off-duty residence. Some of the organisms are poisonous, others medicinal, and a few have other physical uses, when prepared and preserved correctly. Some are useful for proper

Kachayan health, and part of the lower sub-surface level is given over to experimentation and investigations of these more unusual types. One such project is exploring possible cures for the sickness that continues to pervade parts of Ellenge since the destruction of the Magical Academy.

**9. Harnesses (2):** Two dissimilar, privately-owned workshops prepare and produce materials for, and manufacture finished, harnesses of various kinds. These include items suitable for use in towing the typical lightweight cargo sleds favoured by the Kachaya, either by themselves or by trained sharks, and saddlery for use on riding sharks. Materials used in the production of such harnesses - bone, cartilage, sinew and skin primarily - are sometimes treated and prepared on-site, though most comes from the town's specialist Tanner (20). Both harness workshops are often bio-illuminated for aid in fine working, sometimes inside and outside their respective domes.

Most of the cargo harnesses are prepared at the twin-domed workshop on the northeastern edge of town. Each dome here is about 55 ft (17 m) in diameter, connected by a short, roughly 15 ft wide (4.5 m) arched tunnel where each dome lies closest to the other. The eastern dome's main external access is on its north side, the western dome's on its southern, both close to the surface. A subterranean level below both domes has an oval form, elongated on the same east-northeast to west-southwest alignment as the pair, with a maximum size of about 110 ft by 75 ft, by 20 ft high (33 m × 23 m × 6 m). This allows the stretching of materials, and the easy laying-out of even the largest harnesses. In addition, this workshop is the town's chief net-maker, with appropriate materials and completed products stored here too. Nets hang from the roof in both domes, with the longer harnesses, and sometimes materials undergoing stretching, as both are quite open inside, with just a single level in each.

The other harness workshop is more centrally located in the northern part of town, a single 70 ft diameter (21 m) dome a little north of the open area between the Palace (14) and Temple (21). Here, most of the riding-shark saddles and harnesses are produced. Shark-tethering ropes are slung across the exterior of its roof, with a skin-covered accessway in the top of the dome, all to enable the custom-fitting of saddles, when required. There are two internal levels to the dome. The upper is around 15 ft high (4.5 m), and is a showroom for finished products, with a separate office area. A large central hole in the floor leads down to the main 20 ft high (6 m) workshop level on the sea-bed. Two further sub-surface levels, each approximately 15 ft high, 4.5 m, are used for preparing and storing materials.

**10. Mason (2):** The town boasts two stone-working facilities, both private concerns, one on the northwestern side of Ellenge, the other towards the southeastern. Both workshop domes are remarkably similar in appearance, each about 55 ft in diameter (17 m), and each split into two vertical levels inside, a 15 ft (4.5 m) sea-bed-level workshop and stone store, and an upper level at most 12 ft high (3.5 m) part of the owning family's home. The other part of their respective homes is a pair of 15 ft high (4.5 m) sub-surface levels below the workshop. These different levels can be accessed only through the workshop, *via* its floor and ceiling. Each workshop itself has just a single, broad entryway at surface level, facing towards the Palace (14). These similarities are less surprising for those aware that the facilities are owned by a pair of four-armed Kachayan twin brothers. While they respect one another's work, they do not get along. The northwestern brother favours fine work, including sculptures and inscriptions, and his workshop is often bio-illuminated as a result. The southeastern brother is more expert in large-scale stonework, including

building plinths and monuments. He is not always here, as most of his work needs to be carried out on-site. He may be found instead retrieving stone from one of the old city's ruins, or occasionally quarrying fresh blocks at one or other Old Quarry, or from the sea-floor closer to where the stone will be used. Stone cutting and carving is carried out chiefly using corundum brought in from elsewhere, such as the mines at Shark Bridge. Only diamond is a harder mineral than corundum. A sizable stock of corundum of varying sizes and grades is maintained at each workshop, including a few larger, gem-quality sapphires and rubies.

**11. Monastery:** Three 60 ft diameter (18 m) domes on the west edge of Ellenge house a body of religiously-inclined warrior monks, followers of the town's chief deity Ahtannan, and the main Kachayan military deity Elvass. Members are easily distinguished by a prominent, forward-facing, angler-fish tattoo in the centre of their chests. Around thirty monks are here presently. Workshops, shrines and living quarters are spread between various 10 to 15 ft (3 to 4.5 m) high levels in the three domes, linked to and by a further three similar sub-surface levels below each dome. The Monastery is more-or-less self-sufficient. Entrances to the domes are set at differing points, but only on those parts facing towards the other domes in the trio. Hidden ways lead down further to the Secret Underground (L). Unknown to most of Ellenge's populace, the Monastery is in fact a front for a society of assassins and spies, directly responsible only to the Province Lord. All the monks belong to this group. Outsiders are admitted only after rigorous screening and testing. One of the first skills taught is how to magically conceal their identifying tattoo.

**12. Noble's Homes (5):** As noted earlier, the Kachaya have an aristocracy of a kind, albeit not necessarily one connected closely with a given settlement's current leadership. Their social status does mean they tend to aspire to larger, more elegant or elaborate homes, however, especially as they often have more family members, servants, followers and other workers to help run and maintain their properties. Five places are such Homes presently at Ellenge. Two belong to the Province's Barons, both of which are linked to the Secret Underground (O). That on the south side of the open festival area between the Palace (14) and Temple (21) belongs to the Northern Province Baron, while that near the southern edge of town, northeast of the ruined Signal Tower, is owned by the Southern Province Baron. One of the three other Noble's Homes is to the northeast of this latter property. The remaining two are towards the northern part of Ellenge, one on the north side of the open area between Temple and Palace, the second between the Temple and the larger, more northerly, Shark Stable (18). All have more, and deeper, sub-surface levels below their outer domes than normal, including some concealed to all-but a few of the leading family members, as such places have often been lived in by the same bloodline family for many generations.

**13. Obelisk:** At what was once the centre of the old city stands this very ancient, octagonal, black basalt stone Obelisk. A low stone plinth leads up to its base, which then rises in a 50 ft wide column 135 ft (15 m × 40 m) to its low-domed apex. Much of the column is blank, except for its higher parts, where each panel has been carved in relief with the face of a different Kachayan, facing forwards. Each of the eight faces fills most of its 25 ft wide (7.5 m) column side, with each being between 30 to 35 ft tall (9 to 10.5 m). The faces are believed to be those of the city's original founders, although the Obelisk is so old, no one is really sure now. It remains a key landmark for the town still, a much-needed symbol of stability and permanence, as it was unaffected by the catastrophe which

overcame the southern part of the old city. It is often used as a watchtower, as the exterior roof is a convenient place to sit or stand for the guards doing so. There are no surface accessways, but the interior core of the Obelisk is hollow, an octagonal tube around 10 ft (3 m) wide, which opens out at the height of the carved faces on its outside into a larger chamber which then extends up to the underside of the domed roof panels. Platforms attached to the inner walls allow anyone there a stable site from which to look out through the open eyes of the carven faces. The remains of an old sonic system hang from the underside of the roof down to this same eyes-level in the upper chamber. It no longer functions, though it was once capable of projecting sounds across the city. The core tube descends vertically to link directly into a chamber far below in the Secret Underground (Q), and it is clear the whole must have been so-constructed from the outset, as there is no other way to access the Obelisk's interior.

**14. Palace:** The Palace is the largest single intact structure in Ellenge, located northwest of the Obelisk (13). It was built at a time when the place was still a thriving city in size. A basalt-stone, hexagonal "plinth" 25 ft high and 150 ft across its flat-side width (7.5 m × 45 m), supports a 100 ft (30 m) hemispherical dome, from the top of which projects a 75 ft high by 50 ft wide (23 m × 15 m) conical-topped, cylindrical tower. Although there is an entryway at surface level in the middle of each outer side of the basal hexagon, each is blocked by securely-fastened, double, stone doors, openable solely from the inside. Only the doorway on the east-southeast-facing side is ever used for access by those not from the Palace. Official large and small audience chambers are contained in this lower above-surface level near the public-access route, while much of the rest of the hexagonal level forms part of the main military barracks for the town. This latter extends into the next level below the surface too, of similar overall dimensions to the hexagon above it. Military personnel numbers are variable, as their duties involve placements at other settlements in the Province from time to time, patrols and convoy escort work. There are rarely fewer than 75 such personnel here at any given time, however.

Above the hexagon, the dome contains the throne room, numerous guest and entertaining facilities on three main levels, with some favoured guest chambers occupying the lower levels in the central tower as well. The upper levels of this tower have a constant, watchful, military presence, on the lookout for danger and opportunities for hunting, such as large or unusual fish shoals passing nearby. Private quarters for the Lord and their family are placed in the sub-surface levels beneath the barracks. The third sub-surface level connects with tunnels linking to the Bureaucrat (3) and both Administrator (1) offices, and the Palace's Shark Stable (18), in a form mirroring that of the tunnels of the Secret Underground, as noted earlier. The lowest sub-surface level under the Palace has a concealed accessway directly down to that Secret Underground (R). The Lord tends to use such sub-surface and secret ways even for routine business sometimes, to conceal what are actually quite innocent activities, as well as those the bulk of the populace is thought better shielded from. Access to the Palace from all these underground routes is strictly watched and controlled. Much of the Palace's interior is well-lit bioluminescently when in use.

**15. Precious Metals:** On the eastern side of town, this 75 ft (23 m) diameter dome is the main location for working with those precious metals, such as gold, that take no harm from being deep below the ocean. Facilities are available for magically heating and working such metals, including to the point of casting or melting coins and ingots, in small amounts. The dome has just a single level within, whose main, open, access-point is

in the dome's centre-top, as it is often warm to hot inside, especially when casting is underway. A smaller opening for personnel access, is low down on the dome's southern side. Two 15 ft high (4.5 m) sub-surface levels are set beneath the dome. The uppermost is for storing finished items, including jewellery, and raw materials, including gemstones (particularly those from the corundum family, such as rubies and sapphires). A specialist gem-cutter and setter works from here as well. The lower sub-surface level is the home of the owning family. Bioluminous lighting is often used here, while the warm water common in the dome's vicinity frequently attracts free-swimming sea creatures of different kinds.

**16. Scribe (2):** The ability to write legible characters and documents underwater is an uncommon ability among the Kachaya, although many more are able to read. The town's two Scribe facilities offer a range of services, from sign-writing for buildings and carved detailed inscriptions in concrete and stone, through document preparation, to assistance in navigating the local bureaucracy. Both are a little way west of the Palace (14), and both are similarly laid-out inside, with two above-ground and three sub-surface levels of between 10 to 15 ft in height (3 to 4.5 m) set beneath a *circa* 50 ft diameter (15 m) dome. As the fact the Scribe to the southwest of the Palace has a hidden connection to the Secret Underground (T) might suggest, information collected at this establishment is passed more or less directly to the town's authorities, while the Scribe to the Palace's northwest can be thought of as more trustworthy in this respect. This does not guarantee that details given to the more northerly Scribe will not also find their way into the same official hands, of course. Bioluminous lights are common throughout the working areas of both offices.

**17. Shark Trainer:** On the northeastern edge of Ellenge is the town's chief riding and towing Shark Trainer. The outside of the 80 ft (24 m) diameter dome has numerous rope ties across its outer surface, to which shark harnesses can be attached. A single entranceway low on the south side passes into the single above-ground level under the dome. Although open inside, various mobile concrete and net constructions are available to create obstacles over and through which to train sharks, so they will be able to cope when entering and moving through narrow entries and tunnels, while being ridden or towing cargo, without panicking, or turning on their riders and handlers. A 20 ft high (6 m) sub-surface level below this has storage and limited stabling facilities, together with an area for training shark riders and cargo handlers in the correct procedures for applying, using and caring-for shark harnesses, and the proper care of their sharks. A further two 15 ft high (4.5 m) levels beneath this one contain the owner's home and staff quarters. The lowest level of these has a concealed, broad tunnel that links down into the Secret Underground (U). Lights are used only when training the sharks to be comfortable around them, except in the living quarters when required.

**18. Shark Stable (2):** The town's main public Shark Stable is on the north edge of Ellenge, a little way west of the Shark Trainer (17), a roughly 90 ft diameter (27 m) dome, with an array of tie ropes and attachment points scattered across its outer surface, for temporarily securing sharks. There are two approximately 20 ft high (6 m) levels within the dome, and two more sub-surface levels under it, each with a series of concrete panel and netting "stalls" for holding individuals and small groups of sharks. Every level connects with the one above it by a wide opening towards the centre of its floor/ceiling, and has a large central area of open floor around this, where sharks can have saddles and towing harnesses attached or removed. The dome has wide accessways in the middle of its

top, and to the southwest and north nearer the surface. All the accessways are usually closely-netted when not in use. Three 15 ft high (4.5 m) levels below the lower sub-surface Stable level house the living quarters for the family and staff, along with a medical facility to treat sick or injured trained sharks. Lights are used only when essential in the Stable areas, though more commonly in the living and medical areas.

The second Shark Stable is smaller, a 60 ft diameter (18 m) dome, with a single above-surface level, and another below ground, for the stabling and care of chiefly riding sharks, plus living quarters for the staff, as this is the Lord's Stable, situated just northeast of the Palace (14). Although it does not delve as deeply, a sloping accessway connects with those sub-surface tunnels connecting to the Bureaucrat (3), both Administrators (1) and the Palace, three levels below the surface for those other locations as noted earlier, in a fashion mirroring the tunnels of the Secret Underground between these places. Both Shark Stables also connect into the Secret Underground (W).

**19. Sleds:** A 70 ft diameter (21 m) dome on the north side of town, north of the open festival area near the Temple (21), this is the town's main manufacturer of cargo sleds. Such sleds are lightweight constructions made from wooden or bone frames strung with netting and cargo ties, up to about 20 ft long by 8 ft wide (6 m × 2.5 m). While seemingly flimsy, and readily portable when unladen, they are robust in use, and can carry a surprising amount of cargo when properly packed and fastened-down, often of different sorts and in a variety of different containers. A laden sled can be towed by 4 to 6 Kachaya or one to two trained sharks, correctly harnessed, and can achieve a speed not unlike that of a laden wagon on land. Stacks of finished sleds, and materials for constructing more, are in the near-surface 20 ft high (6 m) level beneath the dome. Living quarters for the owning family are in the *circa* 15 ft (4.5 m) level above this, towards the top of the dome. The family have an accessway in the centre-top of the dome, while there is a larger entryway to the northeast for access to the dome's lower level. Workshops are situated in a 25 ft high (7.5 m) sub-surface level under the dome, and accessible from within it. Lights are used for fine working primarily.

**20. Tanner:** An asymmetrical pair of linked domes on the northwest edge of Ellenge houses the place where nearly all the skin, bone, cartilage and sinew preparation is carried out, important materials used for other manufacturing tasks. As this work involves chemical-alchemical and some magical techniques, to soften and preserve the various substances, the area nearby tends to be shunned by most town-dwellers, unless they have business here. The larger dome is about 75 ft across (23 m), the smaller to its southwest around 55 ft in diameter (17 m). Each is largely open inside, with a netted accessway in the centre-top of both, plus a further, near-surface, entrance on the northeast side of the larger dome, and the southwest side of the smaller. Broad horizontal ledges extend into the domes at different heights from inside the dome itself, where the numerous activities and processes involved in undersea tanning are carried out. The water in and around the domes is often warm, but unpleasantly tainted, so workers often use filtration masks - also made on-site - as limited protection against some of the worst effects. A magically-operated pump also helps mitigate some of the pollution. Below the surface under both domes is a large, 25 ft high (7.5 m) oval workshop, about 120 ft long by 80 ft wide at its greatest extent (35 m × 25 m), where the physical finishing processes - including straightening and flattening - are carried out. No one lives on-site here. Bioluminous lights are commonly employed for many of the more technical and dangerous tasks across both domes.

**21. Temple:** Although once this was merely one of the old city's three temples, the loss of the other two, and a former shrine, across the southern districts, has led to the expansion and reconstruction of this site, so it is now second only to the Palace (14) in its size and impressiveness. Its central dome is about 140 ft across (43 m). Each of the twelve semi-gyres shown on its map representation has - when there is light enough to tell - one of three main colours on its outer surface, red, golden yellow or pale blue. The micro-organisms producing these hues are carefully and regularly tended by Temple personnel to maintain this pattern. The dividing line between each segment is made up of a three-inch-wide (7.5 centimetre) band of sedentary, living, deep-sea organisms that scintillate with rainbow-coloured bioluminescence whenever they move, so the whole dome seems to sparkle and shimmer, even from a distance. While there are several smaller, concealed, entrances for staff use, the main public entryway opens near the surface on the south-southeast side of the main dome, exactly midway between two of the four 100 ft tall by 50 ft diameter (30 m × 15 m) towers that rise from the dome's edges. Each tower has a domed roof decorated similarly to the main dome, while the rising outer walls of each have three broad, horizontal bands in the dome's primary colours, separated by narrower scintillating strips of deep-sea creatures. Temple staff occupy living quarters in these towers (the High Priestess' quarters are in the easternmost tower), as the dome is given over to a largely open space with a main central altar and huge statue of Ahtannan. Ahtannan is often represented, as here, as a gigantic shark with a mane of writhing tentacles. Shrines to other deities from the Kachayan pantheon are scattered in different parts of the dome, on or near the outer walls. The most substantial of these, by the southwestern wall, is to the leading military deity Elvass, here depicted in a carved statue as a Kachayan warrior with a serrated sword in each raised hand, about twice the size of an adult Kachayan. A single sub-surface level around 25 ft high (7.5 m) has chambers for meditation, those seeking oracles, and several shrines to those deities whose worship excludes the use of lights. Bioluminous lights are scattered throughout the shrines in the upper dome only; they are not permitted on this lower level. A concealed accessway opens into a tunnel leading to the Secret Underground (X) far below.

**22. Tools:** In the northern town, between the Food Corral (7) and the more central of the two Harness shops (9), this 75 ft diameter (23 m) dome houses Ellenge's Tool Maker. Kachayan tools are typically made from stone or bone, with wooden or bone handles, dependent upon type and usage. Blades are sharpened, and when of bone, are commonly barbed or serrated too. Small pieces of sharpened, edged stone, such as obsidian, may be set into the edge of a wooden or bone blade to produce a similar effect. Various grades of corundum shards and powders are prepared here as well, along with larger, cut, corundum stones, to provide specific kinds of cutting tool. In addition, the shop makes and repairs weapons, and there are always stocks of completed items, and materials to manufacture more, readily to-hand. The main workshop and store is located at surface level within the dome, rising to around 20 ft high (6 m), with a second level, 15 ft high (4.5 m) above it. The main accessway into the dome is near surface level on the dome's southern side. Two 15 ft high (4.5 m) sub-surface levels provide the owning family's living quarters. Bioluminous lights are used quite frequently, given the exacting nature of much of the work carried out.

**23. Warehouse (2):** Two almost identical 90 ft diameter (27 m) domes, one on the northern edge of town, the other on the southern, are Ellenge's storage facilities for those

items not kept elsewhere. Each has three 15 ft high (4.5 m) above-ground levels inside the dome, and four more below ground, though only the southern Warehouse then connects deeper, into the Secret Underground (Z). This latter fact also means less common items are more likely to be stored here than in the northern Warehouse. Both are state-run enterprises. Rarely lit, except when something specific and unusual needs finding quickly. Each has only a single accessway, situated in the centre-top of the dome's roof, which leads down through rounded floor holes and tunnels to each level below. Nets close-off these access-holes when not in use, and there are always some guards in attendance to prevent unwanted intrusions.

## **Labelled Structures in the Old City**

**Ancient Ruin:** Little remains of this structure except for a few low rows of carefully-squared, black sea-floor basalt, stones, laid tightly without mortaring, forming a north-south elongated diamond shape near the south-southeastern limit of the old city. Some extensions beyond this shape are apparent too, as the map indicates, although parts of these are very worn and damaged. The visible parts are roughly 100 ft north-south by 85 ft east-west (30 m × 26 m). Although one of the destruction channels south from the Magical Academy passes close to the west, this seems to have caused no fresh damage to this Ruin, although some silting has occurred since that blast, as across much of this area. The origin and purpose of the Ruin are unknown, though the architecture is dissimilar to all known forms of undersea construction in Errynor's seas currently. While it had no previous subterranean features below its foundations, a deep tunnel and cavern area have been dug-out in more recent times to link it into the Secret Underground (B), as its most southerly point. A well-concealed accessway on the southeast side of the Ruin provides entry for those who know of its existence.

**Arena:** Once the largest stone-built structure in Ellenge, at about 320 ft across (97 m), this was largely wrecked by the events that overtook the southern part of the city. Two of the larger destruction channels diverge at its western edge, and have shattered most of its central and southern two-thirds. Much silted-over stone rubble is apparent still, however, indicating its original circular form. Its outer wall was clearly once much taller, judging by its thickness. Its more intact parts, on its northeastern edge, rise to around 15 ft (4.5 m) in a few parts even now. This would have been roughly half its maximum height at one time. The inner wall was of apparently comparable height, but was pierced by numerous large, rounded, windows facing into the open central circle, with horizontal platforms below each on the convex side of the wall, sometimes connecting both inner and outer walls, and intended as viewing platforms for spectators. Both walls rose vertically, so this structure was never a dome, nor, judging by the lack of any central rubble, was it ever roofed. Features visible in the sunken channels, where the silting allows, show there was once a large-scale series of sub-surface chambers and passages below the Arena, all of which appear to have collapsed in the general ruination of the area. Below these visible features under the western side, one small section has been partially dug-out in later times, and a fresh tunnel added to connect the sub-surface levels into the Secret Underground (C). Its surface access is well hidden in the rubble down in the main channel on this side of the building. When standing, the Arena was a place for large community meetings, festivals and sporting events, including racing of different types (such as on sharks, and shark-towed chariot-sleds), combats and the like. The military use these ruins now from time to time as a conveniently secluded large area with obstacles for

training warriors. Traces of such activities, for instance a dropped or broken weapon, or unusually disturbed patches of silt, are often apparent to the observant. The Old Quarry nearby was expanded to bring in the stone used to build the Arena generations ago.

**Bazaar:** When it stood, this ruined dome on the southwest edge of the old city was once an identical structure to the extant Bazaar on the northeast edge of the current town (2). Little of it remains, beyond concrete rubble from its fallen walls, ceiling, old suspended floors and the collapsed sub-surface chambers cut into the bedrock, to provide evidence of its previous purpose and form. The wall remnants roughly describe a circuit 110 ft (33 m) across at surface level. The twin Bazars were once a well-known element in Ellenge city and its prosperity, attracting many visitors from across the Province and beyond, including - as still - a few non-Kachayans.

**Concrete Maker:** Merely abandoned and desolate rather than ruined, this huge facility on the old city's northwestern edge was once the chief concrete producer for Province and city. At about 150 ft in diameter (45 m), the dome remains imposing, as one of the three largest standing structures at Ellenge. Little is left inside of the machinery and materials it used to house, much of which was removed elsewhere long ago - mainly to the smaller, current, Concrete Maker (5). Its internal layout within the dome, and its sub-surface level, provide definite evidence of its former use, and are similar to those of the extant Concrete Maker, but scaled-up.

**Guard House:** Another abandoned, though still intact, dome on the former city's north-northwestern edge, this *circa* 75 ft diameter (23 m) domed building is not quite so forlorn as it might seem, as guards from the town still maintain a secret watch over the northern approaches from here routinely. They only access it *via* the hidden subterranean ways to and from its Secret Underground link, however (G). There is little beyond its size and some of its internal layout features to separate it from others of the larger surviving, but empty, properties scattered around the town. The perceptive may though notice unusual patterns in the silt in and nearby, suggestive of recent activity. The ruins of a second former Guard House dome, not labelled on the surface map, yet still used as a Secret Underground access point (H), is in the southern old city, a little south of the Signal Tower.

**Inn:** When travellers came more frequently to Ellenge City, facilities such as this ruin were needed, on the southern outskirts of that old city, north of the Ancient Ruin. Despite the dome's fallen state - it was around 100 ft in diameter (30 m) when intact - it clearly possessed several above and below ground levels for accommodation, food storage and preparation. A well-concealed accessway in its lowest sub-surface level provides a relatively-recently dug-out route down to the collapsed and partly re-excavated remains of the Secret Underground chambers set far under it (J).

**Magical Academy:** In earlier days, the two great stone towers of the Academy were a magnet for visitors seeking magical training, help and expertise, not always Kachayan, or even undersea folk, in origin. Of all the old city's earlier facilities, this was what drove Ellenge to grow into the city it became. For all the passage of years, and the silting that has occurred over that time, it is obvious still that the magical energy burst which destroyed so much of southern Ellenge emanated from here, simply because of the damage to, and positioning of, the surviving stone foundations, here at the deepest part of the radiating sunken channels, roughly 30 ft (9 m) below the nearby surface level. The

larger, northwestern, tower was pentagonal in plan, with its flat edge facing north, and its apex to the south. It was approximately 150 ft (45 m) north to south. It stood about 150 ft tall too, with chambers extending below the former surface for another 80 ft (24 m). Atop this was another, smaller, pentagonal tower, some 70 ft (21 m) north-south, which stretched up 80 ft more, giving the complete tower an above-ground height of 230 ft (70 m). The southeastern tower was octagonal in plan form, and reached about 130 ft (40 m) above the surface, with sub-surface levels equalling those of the northwestern tower in depth. Much of the towers' rock must have been vaporised in the explosion, as even allowing for the degree to which both have collapsed into their former subterrene regions, and the amount of surface silting since the event, there is simply insufficient rubble to suggest anything like these actual former sizes. The cause of the blast was never established, as there were no survivors, while the remains of both towers have been well-sifted for anything informative, useful or interesting during the intervening decades. The connecting secret ways that had existed down to the Secret Underground (K) also collapsed during and after the blast, so have been partly, and laboriously, re-dug in later times, to remake the link. The area around the Academy continues to radiate patchy, weak magical auras of multiple types, and occasionally varicoloured hues of "witch fire" form flit across the remains. It is considered best to avoid the ruins here by most townfolk, especially at such "lively" times.

**Monument:** A 50 ft high (15 m) stone structure that once housed the physical remains and major treasures of one of the greatest Kachayan leaders, Zakra, whose strength and conquests created the old Twin Peaks Province many generations ago. Inscribed texts and numerous pictorial carvings across its exterior delimited his greater activities and achievements during his reign as its High Lord. Much of the northwestern part of the Monument was destroyed in the magical blast event, and a lot of the remainder has fallen since, so it would be hard to tell now what the original sequence of texts and images was or showed, from the little that survives legibly intact. Zakra's body was lost in the collapse and the treasures that were not destroyed were removed either officially, or not, so few now know where any may be. This was once a hugely important and significant place. The Kachaya do not bury or preserve their dead. Fresh meat is too precious to waste, while bones, cartilage, sinew and skin are essential everyday commodities, so nothing goes to waste. Thus preserving this one leader's physical remains intact represented an exceptionally unusual act, showing how centrally important he once was to Kachayan society within this Province. Now though, scarcely any still recall the name "Zakra" or what that used to represent. A recent connection to the ruin from the Secret Underground (M) has been added from far below, which never previously existed. It surfaces by the angle of the southeastern wall inside what was the Monument.

**Religious Order:** A former religious community dedicated to the deity Sarashang, located on the old city's southwest edge, its ruination - especially the fact the sunken channel that destroyed its southwestern half seemed to have deliberately targeted it - has led to both its abandonment, and the discarding of the deity at Ellenge, except by a very dedicated few. Six 40 ft diameter (12 m) domes used to stand atop a 15 ft high (4.5 m) raised stone, hexagonal, platform. Each dome had a single, round entryway facing towards the open area in the centre of the platform, and each had a further entryway in its floor down into the tunnels and chambers inside the hexagonal platform, plus the two similarly-sized sub-surface levels underneath it. The southwestern part is ruined and largely collapsed, while the rest is damaged and unsafe in many places, if relatively intact.

Since the disaster, fresh tunnels have been dug under and up to its lowest surviving sub-surface level to join it with the Secret Underground (S). It is sometimes used as a training ground, particularly by the assassins of the town's current Monastery (11).

**Shrine:** When the southern part of the old city was its thriving hub, this formerly hexagonal small building northeast of the ruined Bazaar was filled with icons and small statues dedicated to a variety of deities, many, but not all, Kachayan, a convenient place for those with religious leanings to express their dedication without needing to visit one of the city's then three Temples, including for those deities who were not represented there. Now, its ruined state makes it hard to identify it was originally hexagonal in plan, while all its icons and statues have been either removed or destroyed, if they survived the blast. It was always a purely above-ground construction of small tower form, and is now little more than stony rubble.

**Signal Tower:** In the southern part of the old city, roughly between the former Magical Academy and the Shrine, this cylindrical concrete Tower once stood almost 200 ft high (60 m), set upon a solid, hexagonal, stone base that rose 10 ft or so (3 m) above the surface, and whose foundations extended down nearly 30 ft below it (9 m). The foundations were covered by a small, partly artificial, low hill, created to help support the Tower. Its top once had a controllable, bright, magnified, bioluminous light source, which was capable of communicating simple messages across the city, and for many miles/kilometres around. It was commonly known as "The Beacon" by those not from the city. No one is quite sure what happened, but its southern part seemed to have taken an especially severe blow from the explosion at the Magical Academy, which damaged - indeed partly vaporised - much of the stone foundation on that side, and some of the hill-slope covering it. This caused the Tower to topple southwards too, where most of its substance apparently just vanished. At least, there is little trace of it there now. Aside from some rubble, and the more solid part of the hexagonal base that remains north of the sunken channel, the highest parts of the old Tower walls left barely reach 10 ft in height (3 m), and that quite raggedly. More recently, tunnels have been dug under and through the surviving rocky foundation hexagon in what remains of its hill, connecting the Tower base with the Secret Underground (V).

**Temples (2):** Two of the more substantial, and clearly more elaborate, domes among the ruins south of the town - one beyond its southeastern extent, the other near the southern edge of the old city, west of the Ancient Ruin - give strong indications of having been Temples. Each was around 100 to 120 ft (30 to 36 m) in diameter, something difficult to confirm, as both have been reduced to mere concrete outlines and rubble amid the general destruction and silting-over near the sunken channels. Neither gives clues as to which were the more prominent deities favoured, as all such traces have long gone, while no one in town seems to recall. Both Temples had sub-surface levels as well, which have also collapsed, albeit more recent tunnels have been dug up through these, sometimes re-excavating them in small areas, to connect both places with the Secret Underground (Y).

**Other Properties:** While mostly unlabelled, a significant number of additional abandoned or ruined properties across the old city also had specific purposes once, albeit no trace of their former owners or uses can be identified any longer. The following list is provided for completeness, and in case GMs may wish to introduce a specific place for their own campaigns. The "lost" properties comprised: A Bioluminous Oils & Creatures Seller; a

Builder/Construction Engineer; three separate Diviners; a second Food Corral (like 7); another Greenhouse (like 8); the second Guard House, linked to the Secret Underground still (H); a Lamp-Maker, who made fixed and portable housings for bioluminous oils and creatures; a third Mason, such as the two in the current town (10); a Meeting Hall for the city; offices for the long-ceased official Province-wide Messenger Service; two Mining Engineers; two Navigational Gear Manufacturers; two Net Makers (including that above Secret Underground area N); thirteen Noble Homes, three of which - two on the east side of the old city, one on its southwestern side - have been subsequently linked into the Secret Underground (P); a Restaurant/Refectory; two Salvagers (wreck-hunters essentially, bringing back items suitable for undersea reuse from shipwrecks and ruins); another Scribe like the two still in town (16); two more Sled Makers (like 19); a Spear Maker; a second Tool Maker (like 22); and a Wood Worker.

## **The Secret Underground**

The Secret Underground map for Ellenge is a largely schematic drawing showing how its various sections link with one another, rather than a precise diagram. The tunnels are not necessarily so ruler-straight, or exactly the same width along their entire lengths, for example, nor are the junction points only single, often apparently circular, open areas. Two or more tunnels may run alongside each other - or above, or below - in places, and are commonly trapped, or have dead-end turn-offs, to catch out intruders. Some junctions may be single, open areas, though equally, they might be a series of connected chambers instead, at times extending to multiple vertical levels. Similarly, the entire mapped system is not all at the same depth below the sea-bed. In general, however, as noted earlier, most of the shallower parts of the Secret Underground lie roughly 200 ft (60 m) under the sea-floor, and connect to the nearer-surface entrances by more-or-less vertical, hidden, tunnel routes, comparable in nature to their more horizontal counterparts at depth. For ease, all the linking tunnels can be taken as loosely circular to oval in cross-section, with a maximum dimension of between approximately 10 to 20 ft (3 to 6 m). The tunnels below what was the southeastern part of the old city, which existed before the disaster there, all collapsed at least to a degree in that event, and have been recut through the bedrock, or sometimes reopened in it, only more recently. Some were warped by the surface magical explosion too. The more irregular tunnel lines and junction areas here serve as a reminder of this, as these places tend to be unstable, and may collapse unpredictably at times. Thus, such routes are not necessarily always open. The descriptive notes below for each labelled place on the Secret Underground map and key help indicate some of the main features in parts of the system, together with what links with where and how on the surface map.

**A. Administrator (2):** The Secret Underground in the vicinity of the Palace (14 & R) is the deepest part of the system overall, so the two junction areas below the offices of the surface Administrator offices (1) here are around 300 ft (90 m) below the sea-bed. They link both with the Palace (R) and each other, on the curving tunnel line that runs west and north of the Palace. The more southerly of the two links with the Monastery (L) as well, the more northerly with the Bureaucrat (D). The tunnels are as simple and direct as mapped near to both places, and each junction occupies just a single level.

**B. Ancient Ruin:** The most southerly point on the Secret Underground, the area here consists of a pair of chambers and a single tunnel north to the ruined Inn (J). The easterly chamber of the pair has the route angling up to the well-hidden surface exit on the

southeastern side of the Ruin. Both tunnels and chambers here have been relatively recently added to the Underground system. The chambers are only about 180 ft (55 m) below the sea-bed. Used only infrequently.

**C. Arena (Ruined):** When in use, the Arena had a much larger number of deep subterranean chambers in this area, all of which collapsed when the Arena was destroyed, so far as anyone knows. Only one group of these chambers has been partly cleared since, on the western side of the Arena complex, to allow access up to the Arena ruins, roughly 200 ft (60 m) above. The southern and western parts of the chambers are particularly subject to fresh roof falls, which can block the tunnel west to the northern Magical Academy junction (K). Several other tunnel mouths lead west from here as a means to try to bypass the worst collapses and rock warping, though most have been blocked by subsequent collapses themselves, or have been used to store excavated rock from clearing their neighbours. A pair of tunnels lead up from here, joining together nearer the surface, which have been recut completely in more recent times. A single, more reliable new tunnel leaves the northeastern parts of the reopened chambers north to the ruined Monument (M). Although the military use these tunnels to access the surface Arena for secret training sessions, this is one of the least popular parts of the whole Secret Underground, because it is so unsafe.

**D. Bureaucrat:** Chambers on two vertically-separated levels here, each about 15 ft high (4.5 m), lie along the “circuit” route north of the subterranean Palace complex (R), the higher about 300 ft (90 m) below the surface. This upper level connects west to the more northerly of the two Administrator junctions (A), north to the Food Corral (E), and east to the Palace Stables (W), in each case by a single tunnel. The lower level, at a depth of roughly 350 ft (105 m) connects with the upper, and by a single recently-dug tunnel northwest to below the abandoned Net Maker’s (N) on the northwestern edge of the old city. A second, broader, tunnel enters this lower level from the Food Corral to the north as well. Food is commonly brought to the Palace through this lower northern tunnel to help better conceal the true numbers of Kachaya based there. This passageway is one of the widest in the whole Underground.

**E. Food Corral:** A broad, not well-concealed, tunnel leads down from the lowest sub-surface level below the surface Food Corral (7) to a vertically-separated trio of large, net-partitioned deep levels, each some 20 ft (6 m) high, in the Secret Underground. These are laid-out much like their nearer-surface counterparts. The lowest is nearly 320 ft (100 m) below the surface. The three connect with one another vertically, while the higher level connects south to the upper level of the Secret Underground at the Bureaucrat (D). This southern tunnel is of normal size, and is heavily netted at its Corral end, and twice more along the early parts of the tunnel, to prevent food animals escaping. Another single, similarly netted, tunnel from this upper level leads north to the abandoned Guard House (G) on the north side of the old city. A wider tunnel leads south from the lowest level, again with heavy netting to catch escaping food, to the lower level at the Bureaucrats’ office (D), allowing secret food transfers to the Palace (R & 14). Stocks of live food creatures are maintained here, supplementary to those in the nearer-surface levels of the Corral, so the true content of the Corral is far greater than a surface examination might suggest.

**F. Greenhouse:** Around 200 ft (60 m) below the lower level of the near-surface Greenhouse (8) are two further 20 ft (6 m) high levels in the Secret Underground, where additional work is carried out on experimenting with growing photosynthetic organisms for food and other purposes, again using magical lighting like that employed far above. A pair of broad, vertical, tunnels connects the lower near-surface parts of the Greenhouse with the upper level here, continuing down to connect both Secret Underground levels too. A single tunnel leads north-northwest from the lowest Underground level to the Palace (R), while a second leads off south-southeast to the Warehouse (Z). Transfers of materials from here are sometimes made to the Palace, as with the Food Corral's (E) secret transfers, helping conceal what is being used at the Palace.

**G. Guard House (Abandoned):** As the surface Guard House on the old city's northern edge remains in use as a secret lookout post, maintaining watch over the town's northern approaches, the Secret Underground access tunnel north from the upper level at the Food Corral (E) is its chief means of access. A single level with three barracks' chambers, around 180 ft (55 m) beneath the surface dome links with the dome by a vertical tunnel. A small force of guards is always available here at depth to investigate any unusual sightings or events, and if necessary, send for assistance from back in town. Lighting is very rarely used here.

**H. Guard House (Ruined):** A roughly re-cut tunnel links the partly reopened subterranean barracks level here, around 150 ft (45 m) below the remains of the Guard House in the southern old city, north to the junction below the ruined Signal Tower (V). The Secret Underground barracks area is not particularly stable, so is rarely used as such now. That below the Signal Tower is generally preferred instead. This place only really acts as a brief stopping point before patrols use the tunnel up to the hidden exit concealed by the better-preserved remains of the collapsed surface dome's southern wall. Patrols then keep watch over the southern approaches to the town. While there are accessways to the Secret Underground elsewhere over the southern old city ruins, this is the easier, relatively safer, and more direct route, so is commonly preferred by those returning from patrols especially.

**I. House (Abandoned; 2):** Two apparently unremarkable abandoned ordinary House domes in the central-eastern parts of the town contain hidden accessways down to the Secret Underground. Often used for sending out covert patrols and single spies into the community, or simply to allow unexpected appearances of, for instance, normally patrolling guards, such places help maintain a degree of suspicion and uncertainty in the populace at large, making controlling them easier, or so the theory goes. Each Underground junction area lies about 250 ft (75 m) under the surface. A single tunnel leads west-northwest to the Palace (R) from the more westerly House, while that further east can be accessed by a horizontally-parallel pair of tunnels that run between the Temple (X) and the most easterly abandoned Noble's House (P) north of the Arena.

**J. Inn (Ruined):** This junction contains the largely collapsed chambers on what was the same level, about 200 ft (60 m) beneath the sea-bed, under the now-ruined surface Inn. They have been fairly recently partly re-opened, and a fresh tunnel to a hidden accessway dug up to the Inn itself, as the original version had collapsed too badly to be repaired. Another quite new tunnel leads south to the Ancient Ruin (B), with a recut passageway leading irregularly northwest to the southeastern remnant junction below the Magical

Academy's southeastern ruins (K). There once may have been additional Secret Underground levels here. No one now recalls, and they have been lost since the collapse, if so. This area is used infrequently, mostly due to the unsafe access routes to and from the old Academy.

**K. Magical Academy (Ruined):** Parts of the former Secret Underground levels approximately 200 ft (60 m) below both surface towers of the old Magical Academy have been re-opened. Tunnels up to the surface ruins of both have been freshly constructed as well, albeit with considerable difficulties in all cases, due to the badly damaged and warped nature of the bedrock in this area now, and the weakly magical auras that persistently afflict it in different ways. This has meant some areas cannot be excavated at all, while others have become extremely prone to fresh collapses. No one is comfortable working here any more, and the area has become increasingly rarely used. Nothing of value or utility remains in the re-opened places, though it is uncertain what, if anything, may still await rediscovery elsewhere here. Rough, single tunnels have been cut to connect the two main reopened areas beneath the Academy, along with more leading out from both places, not all of which remain open. The southeasterly Academy junction links only southeast to the ruined Inn (J) and thence the Ancient Ruin (B) currently, aside from to the northwestern Academy's junction. That northwestern part has open tunnels radiating off to various places still, consisting of one to the ruined Signal Tower (V) to the west-northwest, one east to the Arena ruins (C), a short tunnel southeast to the southeastern Academy junction, and two more to the south. The dead-end southern passage was intended to reopen the former direct route to the old city's now ruined southernmost Temple (Y). However, the rock proved increasingly impractical to excavate without collapsing, so it was eventually abandoned, and a new tunnel cut to its west to make the link instead. Even this one is unstable in parts.

**L. Monastery:** A lone west-east tunnel from below the southern Administrators' office (A) connects the Secret Underground areas below the Monastery with the Palace (R). A concealed way leads down from each of the three lower sub-surface levels below the domes of the surface Monastery (11), linking into a single vertical access route to the Underground at 100 ft or so (30 m) below the sea-bed. The Secret Underground levels - of which there are again three 15 ft high (4.5 m) ones in a vertical sequence - begin at approximately 200 ft (60 m) down. Various chambers in these deep levels are used for training assassins, storage of materials, special weapons and suchlike. Parts are sometimes lit here, and only assassins, the Lord, his inner confidantes and guards from the Monastery are permitted access west beyond the Administrator area. A pair of guard-assassins protect this tunnel accessway out of junction A at all times.

**M. Monument (Ruined):** Only recently added into the Secret Underground system, a rough, low cavern has been cut around 120 ft (35 m) under the sea-floor, with a similarly crude tunnel cut up to a concealed exit in the ruins of the old burial Monument north of the Arena. Single tunnels link it south to the Arena (C), northeast to the easternmost ruined Temple (Y), and north to the more easterly abandoned Noble's House (P) on the north side of the surface sunken channel nearby. As with most of the Secret Underground network beneath the devastated southeastern parts of the old city, the passageways here are not well-liked, or often used, as tending to be unsafe.

**N. Nets (Abandoned):** One of the former city's two net-makers, the surface dome and its adjacent stretching yard area show no real evidence of their original owner or use. The name remains current by those active in the Secret Underground alone, for convenience. A pair of subterranean chambers at a depth of *circa* 200 ft (60 m) link by a fairly new single tunnel southeast to the lower level beneath the Bureaucrats' office (D). This area is used chiefly as a subsidiary watch-post to that at the old abandoned Guard House (G) to its northeast, though it is less frequently occupied.

**O. Noble's House (2):** The deepest levels below two of the Noble-occupied town Houses, those belonging to the Province's two Barons (12), connect by hidden ways to the Secret Underground and the Palace (R). The route from the Southern Baron's passes *via* the Obelisk junction (Q) on the way. The Northern Baron's access is more direct. Both Noble's House junctions comprise a single level of several chambers, about 280 to 300 ft (85 to 90 m) below the sea-bed. Only the more senior members of either family are aware these hidden ways exist, of whom still fewer know how to access them.

**P. Noble's House (Abandoned; 3):** Three more, now-deserted, former Noble's Houses in the old city also connect into the Secret Underground from their deeper sub-surface levels. Two are on the eastern side of the old city, the third on its southwest. The latter, around 200 ft (60 m) beneath the surface, links by single tunnels southwest to the ruined Religious Order (S) and northeast to below the Scribe (T & 16). That on the city's northeastern edge, also about 200 ft sub-surface, connects only with the Temple (X), to its west-southwest, while that near the ruined Monument (M) and eastern Temple (Y), at nearly 150 ft (45 m) depth, links with both by a single tunnel each, and northwest to the Temple (X) again, *via* one of the two abandoned Houses (I) connected into the Secret Underground, using a horizontally-parallel pair of tunnels. Each of these three places has two linked barracks' chambers on a single deep sub-surface level, forming a commonly-occupied guard post to keep watch from the surface over the town's eastern and southwestern approaches. Surface patrols are sent out from each place regularly.

**Q. Obelisk:** A long vertical shaft runs down the centre of the surface Obelisk (13) directly into a single small access chamber some 300 ft (90 m) below the sea-floor. This is the only means to enter the interior of the Obelisk. Resting guards, off-duty from the watch maintained at the top inside the Obelisk, are often here. A single tunnel links southeast to the Home of the Province's Southern Baron (O) and northwest to the Palace (R).

**R. Palace:** Four deep, vertically-separated, levels form the Palace's Secret Underground presence, the major nexus for the entire system far beneath the surface town. The uppermost level in this suite is about 250 ft (75 m) below the sea-floor, with each level roughly 20 ft high (6 m) and separated from the next by a similar vertical distance. Thus the four levels are at *circa* 250, 300, 350 and 400 ft down (75, 90, 105 and 120 m). Each level consists of a scatter of chambers having varying purposes. The upper pair of levels are given over chiefly to stores and additional barracks for the town's military. The stores complement the supplies already available in the town, or which remain concealed below the surface and elsewhere across the Secret Underground. The third and fourth levels in the complex comprise apartments for Palace staff and occupants, used in emergencies, or when particularly secret works are underway. Connections to other parts of the subterranean system clockwise from the northeast tunnels to the Temple (X) are as follows: To the Temple (X), a horizontally-separated pair of tunnels 400 ft below the

surface (120 m); To the Northern Province Baron's House (O), a single tunnel at 300 ft depth (90 m); To the westernmost Abandoned House (I), another solitary tunnel, at 250 ft depth (75 m); To the Obelisk (Q) and the Southern Province Baron's House (O), a single tunnel that starts at the 300 ft level (90 m); To the Greenhouse (F) and on to the southern old city, one tunnel from the 250 ft level (75 m); To the Scribe (T) and beyond to the southwestern old city, a single tunnel at 250 ft down again; To the southern Administrator (A) and thence the Monastery (L) from the 300 ft level, one tunnel; and another single tunnel to the northerly Administrator (A), once more at 300 ft down. All entry points to these from their appropriate levels at the Palace end are guarded as a matter of routine.

**S. Religious Order:** Relatively recently included in the Secret Underground by a fresh tunnel dug southwest from the more southerly abandoned Noble's House included in the system (P), a single, large chamber-cave lies roughly 200 ft (60 m) beneath the surface. Although guards from the nearby Noble's House barracks sometimes come along this way to start or end their patrols from the remains of the Religious Order's surface buildings, the passageway and sub-surface tunnel are more normally used just by assassins from the Monastery (I & L) on training missions.

**T. Scribe:** The more southerly of the town's two Scribes (16) has a hidden, though direct, link to the Secret Underground some 250 ft (75 m) under its surface dome. From the junction here, single tunnels run northeast to the Palace (R) and southwest to the nearest abandoned Noble's House (P) in the system. There is ordinarily at least one guard who covers the southwestern tunnel particularly. The area here is often lit, as documents to be passed to the Palace are usually copied in chambers just off the junction, in cases where the original has to be returned to the owner to avoid suspicion.

**U. Shark Trainer:** Three heavily-netted chambers on a single level lie some 200 ft (60 m) below the surface dome of the Shark Trainer (17), on the northeastern edge of town. A broad, single tunnel connects with the Temple (X) to the southwest. Sharks requiring, or having received forms of, secret training are usually moved through the town this way. The tunnel is not normally used for other purposes. There are no guards here, as the presence of potential loose sharks is usually a sufficient deterrent to anyone trying to sneak in. A single, broad tunnel leads up to the less-hidden sub-surface levels under the Trainer's dome.

**V. Signal Tower (Ruined):** A fairly recent addition to the Secret Underground, with a tunnel cut up through the collapsed Tower's foundation from about 180 ft (55 m) below the sea-bed. Two chambers at depth provide a barracks for the guards commonly stationed here, who keep a watching patrol over the town's southern approaches on the surface. This is the most southerly, regularly-occupied part of the Underground, as although there is a subterranean barracks at the ruined Guard House (H) to the south too, it is not particularly stable, like the tunnel connecting with it, so is much less used. The Guard House entrance is though sometimes preferred by returning patrols. A second, crudely-recut, tunnel leads east-southeast to the more northerly of the re-excavated areas beneath the collapsed Magical Academy (K). The single link-tunnel northwest to the Warehouse (Z) is a good deal more reliably safe and solid.

**W. Stables (2):** The lower levels of both the town's Shark Stables (18) connect into the Secret Underground by broader tunnels than the norm, to better allow the passage of sharks and riders through them unseen. Both have deep-level shark stabling facilities as well, on a single level at each. That beneath the Stables nearest the Palace (14 & R) is some 300 ft or so (90 m) under the sea-floor, and connects to the west by a short tunnel to the higher Underground level below the Bureaucrats' office (D). The other, under the main public Stables on the northern edge of town, links to the Temple (X) by one tunnel south-southeast from its location at a depth of approximately 200 ft (60 m). Both access tunnels at each location are heavily netted to prevent shark escapes, as are the deep stabling pens, in a similar manner to those nearer the surface. Both may have guards when in use too, though they are more commonly unoccupied much of the time.

**X. Temple:** Another main nexus for the Secret Underground, though one with fewer connections than that at the Palace (R). There are five vertically-separated levels here, at roughly 50 ft (15 m) depth intervals from one another, each between 15 to 20 ft high (4.5 to 6 m). The higher level, at about 200 ft (60 m) below the surface has four chambers, which together fill much of the circular region shown on the Secret Underground map here. The Stables (W), Shark Trainer (U) and northeastern abandoned Noble's House (P) connect into this level, with each tunnel passing only into the chamber nearest to their location. The passage and chamber linking with the Stables tunnel are the larger. This chamber also has netted entryways, and some limited shark stabling pens within it. These three "entryway" chambers each connect only to the fourth room, on the level's southwestern side, from where a netted chute links up to the nearer-surface levels, and down to that at 250 ft (75 m) depth. The 250 ft level is only about one-third the size of the 200 ft one, with just two chambers far below the southern part of the surface Temple's dome. That to the southeast has two horizontally-parallel tunnels opening into it from the southeast, which provide access to the more easterly abandoned House (I), and thence to the southeastern part of the old city. The southwestern chamber has a netted entryway into the southeastern chamber, and similarly-protected connecting chutes to the adjoining levels above and below this one. The next two levels down, at 300 and 350 ft depth respectively (90 and 105 m), are given over to private apartments for the higher-ranked Temple officials permitted access to, and knowledge of, the hidden Underground, together with emergency stores for all the Temple staff. Each level is about the same size in total as the 200 ft level, and each has a chamber separate from the rest into which the netted vertical connections up and down between the levels of the deep Temple complex enter. The lowest level, at a depth of 400 ft (120 m) has just a single chamber, into which the vertical tunnel from the upper levels opens, along with the pair of horizontally-parallel tunnels to the Palace (R) to the southwest. Lights are usually employed at times only among chambers on the private apartment levels, except in unusual circumstances.

**Y. Temple (Ruined; 2):** Both ruined Temples in the old city have been linked into the Secret Underground now, albeit by often unsafe recut tunnels, and into areas on a single level each, that have been only recently partially re-opened (sometimes repeatedly) after their collapse in the blast across the southern part of the city. The Temple on the eastern edge of the old city is connected with the nearby ruined Monument (M) and abandoned Noble's House (P) at about 120 ft (35 m) below the sea-floor, while that west of the Ancient Ruin (B) links just with the more northerly part of the wrecked Magical Academy (K), by a winding, and often very unsafe, tunnel roughly 200 ft (60 m) under the sea-bed. Neither

place is used at all frequently, although both sites also allow access to their respective sea-bed Temple ruins.

**Z. Warehouse:** Only the more southerly of Ellenge's two Warehouses (23) is connected to the deep Underground, by tunnel lines from the Greenhouse (F) to the north-northwest at about 300 ft depth (90 m), and the ruined Signal Tower (V) to the southeast at nearly 200 ft down (60 m). These connect into one of three vertically-separated levels here, at 200, 250 and 300 ft (60, 75 and 90 m) below the sea-bed respectively. All three levels are occupied by chambers of stores of one type or another, maintained for use in emergencies, or secret events away from public view. Each level links with its neighbour vertically by a single tunnel, and each is approximately 20 ft high (6 m).