

# The Underwater Ruins of Naga-Noth (Marchant's Quarter)

## History

Naga-Noth was home to a culture of necromancers and psions in ancient times when the lands to the Empire were ruled by the small peasant villages of stone age culture. Naga-Nothans used the main land as hunting ground for slaves and also demanded corpses as tribute (which they converted into undead servants). Many tales of ancient heroes actually describe battles between tribal heroes and minor servants of the island of Noth.

The Naga-Nothans thought themselves rulers of the world and this hubris could not go unpunished for long. Several powerful sea spirits, among them the 7 dragons of the waves, assaulted the island and made it perish under the sea.

Today, the cities of Noth are littering the Southern Sea. The building style is similar to that employed in the shattered empire today but there is a lack of colours and a tendency towards strange building materials (such as bone and magically preserved skin).

The merchant quarter was once situated next to the port and saw the passing of many magical and psionic items. The illithids established an outpost nearby to raid this quarter and take its goods. Of particular interest is the *library of quintessential necromantic knowledge* that is rumoured to exist somewhere under these buildings.

## Opposition



The city ruins are currently not controlled by any civilised power. This does not mean however, that there are no encounters possible here. There are even some intelligent beings here, which vehemently oppose each other.

## The Lacedon Kingdom

The eternal twilight that surrounds the city makes it a breeding ground to aquatic ghouls. There are 20 of these foul creatures in the merchant quarter, who constantly look for more food.

**Agenda:** secure a food supply, control the city

**Ruler:** Sai-sai, an elderly lacedon of unusual wisdom (18, will save +7, hp 20). Sai-sai is very vain and dresses in abandoned silk robes. He is willing to negotiate if this would help his gang.

**Base:** an abandoned temple

## The Great Hunter

The great hunter was a powerful lawful evil wu jen that was polymorphed into a shark by his hated enemy. Unable to regain his former form, the mage assumed the role of great hunter and explored the sea. Eventually, he bullied a band of 20 seaweed spirits into service, who guard his lair why he is out to hunt and who look through the ruins to find an item that might help him return to his original shape. The great hunter speaks through an elderly spirit that has the ability to speak with animals.

If the PCs help him to regain his original shape in some place where he will not drown, he will offer his abilities as a level 8 wu jen to help them escape, if he promised this. He will be true to his word but always be looking for loopholes.

**Agenda:** find magic to regain its original shape, keep others from looting the city

**Ruler:** the great hunter

**Base:** no permanent base

## The Eternal Guard

The eternal guard are the many zombies, skeletons, and animated objects that still roam the city ruins according to their original orders. Many try to vainly clean the palaces of their former owners, others patrol the streets to attack anyone not looking like a Naga-Nothan (i.e. everybody).

**Agenda:** repair the city (a futile task) and keep intruders away

## Encounters

Choose any of the following encounters to throw at your PCs!

- **Ghouls:** A band of lacedons (2d4 creatures) that are looking for food. They might spot the PCs in which case they will attack. If they are losing, they will flee and try call their brethren for help (10% chance per round).
- **The Ghoule King:** the ruler of the lacedons and his retinue (6 ghouls with 19 hp each) are encountered in their base. If they have reason to fear the PCs, they will try to flee or negotiate, otherwise, they will attack to defend their territory.
- **Shark Attack:** If the PCs are wounded, they might attract 1d4 medium sized sharks or a large one. Fleeing into a building might be a good idea until the animals are gone.
- **Seaweed Spirit Search Party:** Several (1d6+1) spirits can be seen carrying loot from a building. They will flee if they see the PCs and come back with a search party of 10 to find out who the PCs are and what they do here. If the PCs are not hostile, they will tell them about the hunter and warn them off.
- **The Great Hunter:** A huge shark with an intelligence of 16 attacks the PCs after finding out that they want to loot the city. There is little that



can appease him, so hiding or flight are the best options.

- **The Gargantuan Squid:** This 30 HD and Str 32 monstrosity is enough to give anybody a pause. It is looking for food over the city and the only way to escape its house-sized bulk is to hide underground and fend off the tentacles, hoping it will go away. If it were to attack the dome for some reason this would cause some damage and a lot of confusion to the illithids. The natives know that it is attracted to large concentrations of blood.

## Treasures

Searching a building will yield the following treasure:

d10	Treasure
1	ancient, encrusted cutlery, porcelain and other mundane goods (1d20 gp worth)
2	the goods from a noble's household heavily damaged by time (2d20 gp worth)
3	a sealed box containing gold (open lock DC: 15, 1d4x100 gp inside)
4	a necromancer's study, completely wrecked (magical tomes worth 1d20x10 gp)
5	a sealed box containing a ring of water breathing (24 h/ day) and a talisman of shark form ( <i>see magic items</i> ), which was crafted as a survival set for the war against the water spirits
6	a barely readable 1st-level arcane scroll (necromantic school)
7	a wand of ghoule touch (10 charges left)
8	a +1 dagger in the long-dead fingers of a necromancer
9	a scroll of dispel magic

	strangely unaffected by the elements
0	behind a magical forcefield that keeps out all water, the PCs find the library of quintessential necromantic knowledge. (see below)

### **The Library of Quintessential Necromantic Knowledge**

Created long ago by the mages of Naga-Noth, the library of quintessential necromantic knowledge contains all spells that were known at that time. Currently, it is damaged by magic combat but a caster could still learn all spells of the necromancy school up to level 4 here, when browsing through the numerous spell books.

The library is guarded by 10 skeletons that stand idly between the shelves until a living being enters and several traps that ceased to be effective hundreds of years ago (but will still require reflex saves and shower the PCs with dust and inert spores).

Hidden behind some very powerful illusions is the *scroll of eternal doom*. The PCs should not find it unless they are actively looking for it and then only after defeating some serious search DCs.

