

THE ELECTRUM ARCHIVE

ISSUE #02

“Titan Port”



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FOREWORD

Welcome back, traveler, to *The Electrum Archive*! This second issue is meant to complement the first; where the first issue gave you a zoomed out overview of the setting and the rules, this zine zooms in on a specific location and delivers two concrete adventures to kickstart your TEA campaign. Furthermore, it fills in some of the mechanical holes left in the first issue with, among other things, a downtime procedure, a section on hirelings, and rules for dangers such as warp gas. The first and second issue together form the core of *The Electrum Archive*'s system, with later zines focusing more on region specific rules and adventures.

The city of Titan Port, detailed in this zine, serves as a good starting location for a TEA campaign, due to its central location in relation to the other regions, as well as featuring most of the core themes of *The Electrum Archive*. The two adventures provided in this zine act as an introduction to some of these themes, such as fleshgrafting, elder tech, spirits, and the conflicts between the Merchant Houses; players will quickly find themselves making friends or enemies among the city's various factions.

I had a blast creating and playtesting this zine and I hope you will experience a similar joy while reading and playing it!

- Emiel Boven, April 2024



THE WORLD OF ORN

1

Long ago the people of Orn were brought here by a starfaring civilization of god-like creatures whose names are now long forgotten. They are known simply as **the Elders**. Most of the knowledge of the Elders was lost when their ships fell from the heavens and buried themselves in the surface of Orn.

2

Gold and silver are abundant in **the soil of** Orn and hold almost no value. Because of this, the main currency is **drops of elder ink**, a magical substance that was left **behind** by the Elders.

3

Inhaling vaporized **elder ink** temporarily expands the **mind**, allowing **access to** a parallel **dimension** inhabited by **spirits**, **The Realm Beyond**, and tap into its magical energy. Ink can also **be** used to power a variety of ancient **constructs** like golems and airships.

4

What **trade** is left between regions of Orn is **facilitated by** a **handful of** ancient **Merchant Houses** that fight a cutthroat war amongst themselves, desperately trying to regain their **former** glory.

5

Bone spores, a fungal parasite that caused the collapse of most of the Houses' trade network, still ravages some parts of the Spore Wilds but is kept in check by a group known as the Order of Ilsaar.

6

An expansive network of tunnels and caves known as **the Sunless Principedoms** hides beneath the surface of Orn. Here the insect-like irr are locked in a cold war over control of their ancestral city.

7

A person known as **the Twin-Souled Emperor** claims they are a spirit from the Realm Beyond born into human flesh and rules from the ancient City of Nol.

TITAN PORT

Titan Port. Seat of House Ker Onar; haven for those who venture forth into the Electrum Sea; the grand hub of trade on Orn.

Refugees fleeing the destruction of Maldrazar found their way to Titan Plateau, where they discovered the weathered ruins of a village, centuries old. There, in the shadow of the enigmatic titan they built their new life. Generation by generation, the village grew into the city now called Titan Port.

Among these settlers were the families that would found the Merchant Houses of Titan Port: Ker Onar, Settru, and Velm. At their peak during the Trade Era, the constant flow of goods, peoples, and rumors through Titan Port brought them fabulous riches, enabling them to construct a network of tradeposts and strongholds throughout the Electrum Sea.

But after half a millenium of untrammelled growth, the city's golden age came to a sudden end. The bone spore outbreak and subsequent infrastructure collapse isolated the desert city. Long reliant on imported goods, famine consumed Titan Port, and the trade empires of the Merchant Houses fell to ruin.

The last century has seen the slow revitalization of Titan Port. As numerous abandoned tradeposts, strongholds, and the wrecks of elderships are unearthed every day by the shifting dunes of the Electrum Sea, Titan Port has found a second life as a hub for inkseekers in search of the riches abandoned in the chaos of the prior century.

House Ker Onar now stands first among Titan Port's houses, recovering faster than their rivals by working closely with the influx of inkseekers into the city. This partnership has provided them with vast amounts of newly discovered elder tech; coupled with their friendly relations with the irr of Glass Reef Canyon, Ker Onar's sway among the Merchant Council has made them the de facto rulers of the city.





THE TITAN

At the center of Titan Port lies its namesake. This mysterious monument has baffled scholars since its discovery by the Nollish settlers who first inhabited the plateau. Though the monument is constructed of what appears to be mundane, wind-worn, sand-colored stone, it is impervious to any damage from tools, weapons, or even magic. As such, the structures built atop it are anchored at their foundation to ridges, crevices, and cracks that were already extant on the titan.

DISTRICTS

Duneside

Spilling out from the gate that faces the Electrum Sea, Duneside has become both staging ground and safe harbor for the inkseekers who venture into the dunes beyond the safety of the city walls.

Locations

Gemfinger's Gambling House: Try your luck in a game of chance, but most come here because the matron, Gemfinger, is a well-known fence for stolen goods.

Godo's Fighting Pit: An unscrupulous warlock and loan shark, Godo will offer any sum in ink to those who sign a magically binding contract. Those who cannot repay their debts are forced to fight in the pits.

The Merry Millopod: A wine house offering modest lodgings, run by Viana and her husband Pergo. A popular meeting ground for inkseekers to get drunk and exchange rumors.

Inkseeker Square: Merchants stage their stalls here every morning, and inkseekers congregate to buy equipment and find hirelings or larger groups to join with.

Svani's: A fleshgrafter and healer, Svani is who you go to to get fixed up when you're on the brink of death. No questions asked, but she'll probably try to upsell you an extra pair of legs.

The Dune Docks: Clustered outside the city gates, the sandskiffs anchored here are often purchased or hired for expeditions into the dunes.

Buildings

A panoply of inns provide lodging for pilgrims and fortune seekers alike. Gaudy gambling houses tempt lucky inkseekers to squander their newfound riches in warmth and comfort. Ramshackle tenements house everyone else.

Sights, Smells, Sounds

Shell-shocked inkseekers and weary laborers sporting extra limbs, stale spilled wine and shisha smoke, the clattering of ink vials.

Happenings

Morning: Merchants hawk their wares, plying provisions and transports to inkseekers gearing up for the day's expeditions.

Day: Workers and beggars snatch a moment of respite, smoking tremor lichen and socializing on apartment stoops.

Night: Street barkers and dancing girls attempt to entice passersby into inns and gambling houses, or the unwary into rigged street side games of chance and back alley shakedown.

Gemhaven

Valuables sold in Titan Port flow first through Gemhaven, waiting in warehouses to be transmuted either by the district's craftsmen or traded by its bourgeoisie.

Locations

Blind Bank: This tall, windowless building is protected by several layers of magical wards and a dozen stillsingers. A massive vault underground guards unimaginable quantities of ink. Depositors are issued a marked electrom credit rod, which must be returned when ink is withdrawn. The Blind Bank charges a small fee in both cases, of course.

The Silk Palace: Titan Port's finest bordello, run by Madame Viralin. Patrons can enjoy the discreet companionship of its many skilled courtesans in any number of luxurious rooms or lush gardens.

Crafter's Hall: This magnificent edifice of marble and glass stands as testament to the skill of the artisans who populate its many forges, workshops, and ateliers.

Sunset Theater: A large open amphitheater, famed for its stained-glass backdrop which bathes the performers on stage in radiant light at sunset. Most artists yearn for a chance to perform at the Sunset Theater, though some believe its once proud stage is now sullied by frivolous productions that cater to wealthy nobles and their toadies.

Buildings

Rows upon rows of warehouses, packed to the brim with either raw materials and trade goods, or abandoned for decades. The guildhalls of prominent artisans, the villas and bungalows of minor merchants, bathhouses and brothels.

Sights, Smells, Sounds

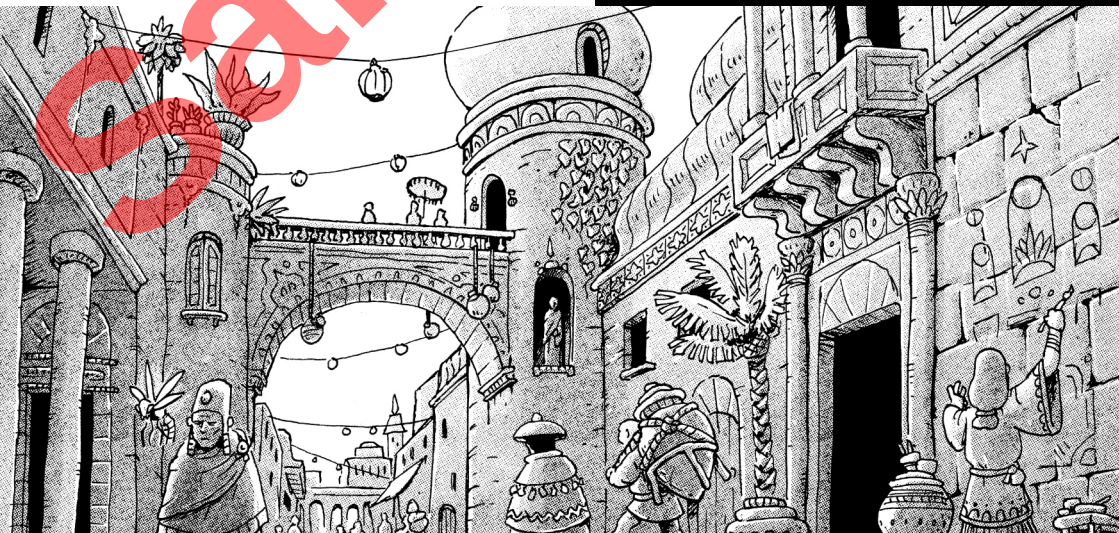
Strider-drawn carts laden with goods jockeying for position among the thoroughfares, sweat and sweet perfume, lilting melodies and faint applause.

Happenings

Morning: Porters and ink-powered golems ferrying crates to and fro, artisans set their forges ablaze.

Day: Middle-aged men congregate in the guildhalls for fierce, frivolous debate; the Blind Bank buzzes with activity.

Night: The day's earnings are converted to pleasure: raucous laughter and hysterical weeping can be heard issuing from amphitheaters and bordellos alike.



Hightown

Situated atop a plateau, Hightown literally looks down upon the rest of the city. While the district houses many Velm and Settru estates, it is the Ker Onar compound which dominates the area.

Locations

The Shattered Tower: A massive tower, surrounded by debris suspended in midair, its upper levels a blasted, cratered ruin. Home to the Electrum Archive, where scholars engrave lost knowledge upon glimmering slabs. Centuries ago, an explosion caused by an elder artifact destroyed the upper levels, and created a permanent stasis field around the tower.

The Green Core: An ongoing construction project— a massive, self-sustaining greenhouse, created from repurposed elder tech, carved into the subterranean rock. The project was initiated thirty years ago by Miala Ker Onar, who recognized that the

meager handful of farms and fruityards scattered across Titan Port and the surrounding plateau would not sustain a city of this size in the event that trade routes fell again. Funded and overseen by House Ker Onar, participating partners include elder tech specialists from the Electrum Archive, irrigators from the Sunless Princedoms, and a bloomer named Dew-Bloom, a member of the enigmatic reedfolk. Construction nears completion, and it will not be long before the produce of the Green Core will find its way to Titan Port's markets.

Ker Onar Compound: A massive collection of hanging gardens, manors, barracks, and stables, the Ker Onar Compound could rightly be considered a small town of its own.

Buildings

Opulent villas and lush, walled gardens. Private vineyards, owned by nobles, who compete each year to produce the finest vintage.

Sights, Smells, Sounds

Nobles carried in palanquins and stern dustcloaks on every corner, grape must and hyacinths, bubbling fountains and idle chit-chat and the distant wailing of a beggar being beaten.

Happenings

Morning: Lamplighters replace the lumenpods in the street lanterns, irrigators trudge to their shift at the Green Core.

Day: Nobles shuffle languorously from one social visit to another, messengers rush frantically between estates.

Night: The streets lit by glass lanterns housing glowing lumenpods, a public amenity funded by House Ker Onar as a show of wealth. Saboteurs sneak into the vineyards of their employer's rivals to steal cuttings and poison gardeners.

The Hollows

Titan Plateau was first settled by the Nollish diaspora; the city they built, and then abandoned, was found centuries later by the Maldrazagaran refugees. The Hollows is the only glimpse past the palimpsest of the modern city of Titan Port that hints at what came before, now serving as the shelter for the city's destitute and fugitive.

Locations

The Red Temple: A new temple being built by the Children of the Crimson Moon. They proselytize to all and aim to entice eager new converts to aid them in preparing for the prophesied return of the Elders.

Halls of Silence: A dour, domed structure that serves as the headquarters of the Embalmers. Despite its relatively unadorned appearance, it is among the most well-maintained structures in the district.

The Temple of Many: A large temple housing many shrines to various monarch-spirits, as well as deities not native to Nol such as the frog-god Markul or the three Deep Gods of the irr. Once fallen into disrepair, it has recently been restored by pilgrims from Nol.

Ghost Tower: The burnt husk of this spire rises above the surrounding mausoleums like a jagged hand grasping for the sky. Even the oldest songs that speak of it describe it as a ruin, where star-crossed lovers set themselves ablaze.

Buildings

A necropolis of dilapidated spirit temples, tombs to the long forgotten. Crumbling mausoleums and catacombs side by side along dingy tents and ramshackle huts.

Sights, Smells, Sounds

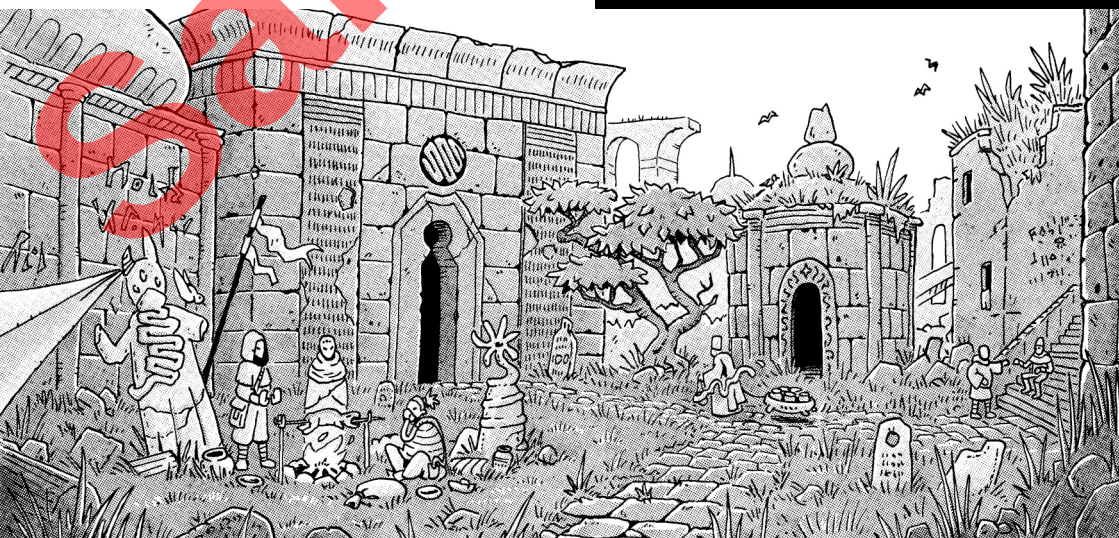
Packs of shivers gnaw at scraps and pilgrims wash the feet of crumbling statues, the sour-sweet tang of fermenting refuse and heady incense smoke, the sermons of preachers and the songs of the faithful.

Happenings

Morning: Somber funeral processions and pious families offering devotion at The Temple of Many.

Day: Children of the Crimson Moon shout down other preachers and harass those they suspect to be warlocks. Packs of unattended children play in the street and scavenge among the refuse.

Night: Flickering flames dance atop the charred masonry of the Ghost Tower as the sound of weeping echoes out of its soot-stained halls.



The Umbral Bazaar

Spilling out from the stone titan's back haphazardly onto the plateau, this grand market in the heart of Titan Port is the nexus of trade for the Electrum Sea, and all of Orn beyond.

Locations

The Dust Fort: A grim bastion jutting out from the titan's side. The Dustcloaks sleep here in their barracks, the prisoners here in their cells. A bounty board displayed prominently at the fort's gate depicts Titan Port's most wanted and the rewards for their capture.

House Settru Shipping Port: The magnificent Settru airship docks here to load or unload cargo and prepare itself for new voyages. The warehouses within the facility lay under the watchful gaze of the House Settru guard.

The Tea Gardens: Quiet and serene, the Tea Gardens stand in stark contrast to the rest of the bazaar. Merchants gather here by shaded canopies and reflecting pools, amid narcissi and lilies, beneath cherry and almond trees. They drink fragrant tea and pluck fresh fruit from the branch. The gardens are meticulously arranged into symmetrical areas, divided by walkways and aqueducts, according to ancient patterns of numerology and sacred geometry. Fortunes have been made and destroyed amongst these inflorescences, and many refuse to do business except in their most personally auspicious portion of the garden.

Buildings

Crowded alleys packed with stalls, open shopfronts, goods spread out on blankets. Magnificent arcades lined with boutiques. Impromptu open-air markets. Cyclopean trading halls. And everything in between.

Sell, Sell, Sell!

Fruits and spices from the Mirall Delta! Salvaged elder tech from the Rift! The finest voidglass imports of the Sunless Princedoms! Gems and precious metals from the mines of the Twin-Souled Emperor!

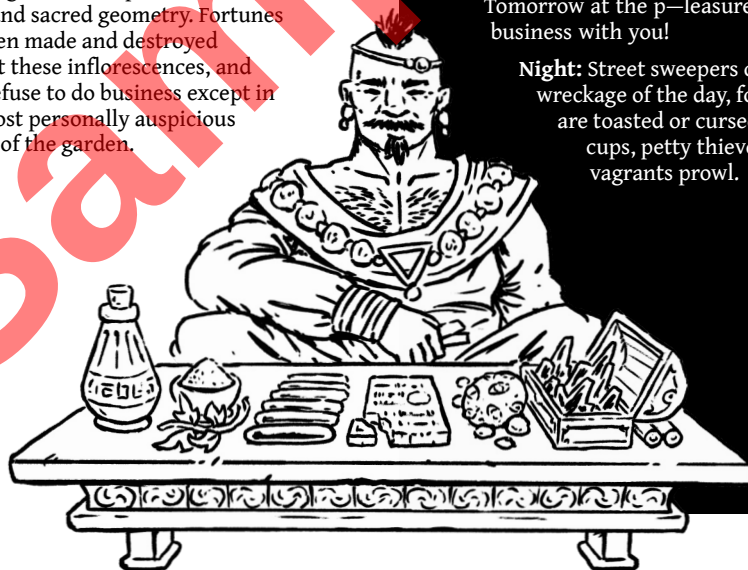
Happenings

Morning: Wares carried in from Gemhaven and the Settru Port and more, peddlers vie for prime real estate, bleary Dustcloaks steel themselves for the day's tribulations.

Day: Bargains, sir! The best deals you'll find—or the lady, only my finest silks and musli—never seen a bigger pile of junk! This is worthless—STOP! THIEF! DON'T JUST STAN—down right there, yes anywhere will do, no not t—here, twenty drops, my final offer, my children will go hungrier—you have arranged it then?

Tomorrow at the place—leisure doing business with you!

Night: Street sweepers clear the wreckage of the day, fortunes are toasted or cursed into cups, petty thieves and vagrants prowl.



FACTIONS

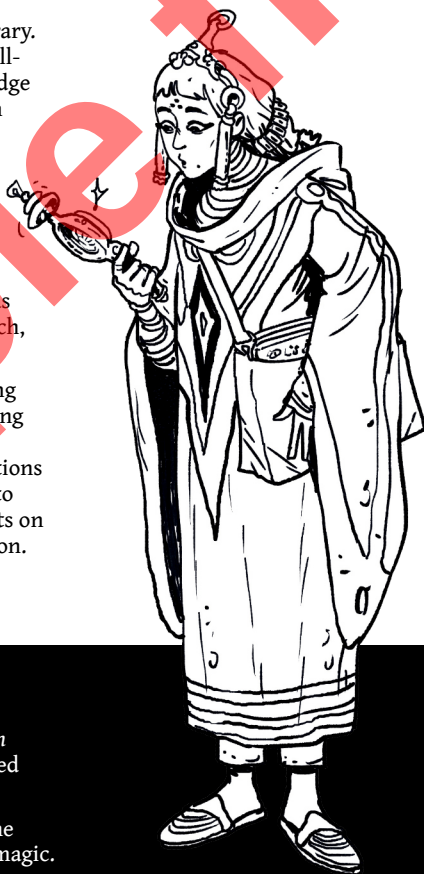
Players will inevitably make enemies or allies of Titan Port's various factions. If a faction's disposition (see p. 32) towards the players reaches Friendly (8-9), the players may join that faction and gain a unique relationship benefit with them.

The Electrum Archive

Experimental inquiry into ink tech and magic; funded expeditions to the farthest corners of Orn; archaeological excavations of ruins and elderships. The archivists of the Electrum Archive toil diligently to fulfill their directive: uncover the secrets of the ages, and inscribe them onto the glimmering electrum slabs that fill their ever-expanding library. Their self-proclaimed neutrality makes them well-regarded by most groups. Those seeking knowledge come to Titan Port from across Orn to trade with the archivists for knowledge.

The Archive is overseen by a council of elders, which is led by the Head-Archivist, who is elected to a ten year term; their word is final in deciding which endeavors receive funding and approval, and which are deemed unworthy. The current Head-Archivist, **Jozea**, has a particular predilection for human-made ink tech, and favors expeditions to the Ruinlands.

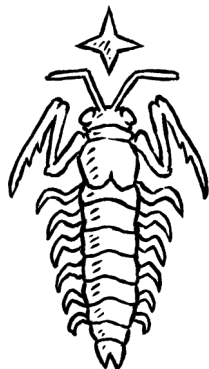
Olvyn, a young archivist and warlock specializing in non-ink based forms of magic, has been gaining support in their campaign to be elected Head-Archivist. Olvyn's focus is on organizing expeditions to the Sunless Princedom and the Azure Ocean to learn more of the irr and the Sea People, subjects on which the Archive is sorely lacking in information.



Relationship Benefit

If you roll an obstacle during a *Gather Information* downtime action, it will be automatically resolved at the beginning of the next Interlude.

You gain a +2 bonus to *Learning a Talent* downtime actions related to history, culture, science, and magic.



House Ker Onar

Officially, Titan Port is ruled by the Merchant Council. It just so happens that most council members are nobles of House Ker Onar, or their close allies. As such, **Miala Ker Onar** essentially rules the city. Few complain openly of this, however; her initiative in forging relationships with the inkseekers of Titan Port and the irric Okirik Clan of Glass Reef Canyon has been instrumental in revitalizing the city (as well as Ker Onar's coffers). This status also grants Ker Onar the right of first refusal on almost all ink tech and voidglass entering the city.

Though Ker Onar is still ascendant, Miala is aging, and has yet to name a successor since her firstborn forswore his inheritance. She is not immortal, and the vultures are circling.



House Ker Onar Succession

Obrin Ker Onar, the former heir apparent, gave up his title and joined the Dustcloaks, now serving as their commander (p. 21). Though Miala had great expectations of him, she refused to accept him as a man, having always favored her daughters. Though Obrin is intensely loyal and dutiful by nature, he has a rigid, unyielding view of right and wrong. His growing disillusionment with Ker Onar's methods and the mounting pressures from his mother led him to renounce his allegiance and join the Dustcloaks, where he felt true acceptance. Miala considers Obrin's new position and new identity both to be part and parcel of his betrayal of Ker Onar.

Valo Ker Onar, her second son, would normally fall next in the line of succession, but it is well known Miala believes him to be a spineless fool; too easily manipulated, as evidenced by the religious charlatans and

sycophants on whom he spends lavishly. Privately, she holds great affection for him, seeing him as the most kind-hearted of her children, but fears his trusting nature will be his undoing. She is perhaps more correct than she realizes: House Settru has taken advantage of the slighted son and begun to conspire with Valo to involve him in their coup.

Shavalah Ker Onar, overseer of the Rift Rock Tradepost outside Mar Ruun, is currently favored by Miala. She sees in Shavalah the same cunning and ambition that she possessed in her younger days, but also a brutality and ruthlessness that gives her pause.

Miala has spent many a long night in discussion with **Oggon**, her ornkin bodyguard and confidant, regarding the fate of her children.

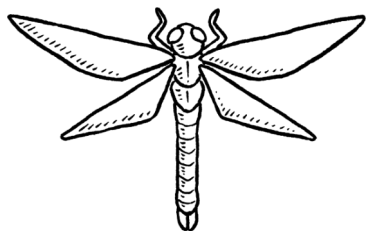
ORNKIN

Creatures of awakened stone, formed spontaneously from the Dreamstone Caverns, deep down in the Sunless Princedoms. They wander the world, eager to experience life to the fullest. They store their memories within their soul stone, granting them perfect recall and making them popular archivists, messengers, and bodyguards. Though functionally immortal, all ornkin eventually come home to the Dreamstone Caverns to return their soul stone to the Orn-Mother: the collective memory of the very earth, experienced through generations of ornkin.

Relationship Benefit

Once per Interlude, you may choose to purchase either a mastercrafted spirit prism (p. 34), a rare weapon (see TEA #01, p. 25), or a random artifact (TEA #01, p. 68).

These items must be purchased at their listed price, which can not be reduced by haggling. If an item doesn't have a listed price given, it costs 50 drops.



House Settru

House Settru, the House of High Winds: ancestral owners of one of the few remaining Maldrazagaran airships, the same ship which carried the fleeing refugees to Titan Plateau in the wake of that great city's destruction. House Settru's fortune is built in no small part on this inheritance, offering the service of expedient transport of cargo and passengers across Orn.

Though a Minor House historically allied with Ker Onar, current patriarch **Rodal Settru** and his twin warlock brother **Tursar** have begun conspiring with House Nalu to seize upon Ker Onar's crisis of succession. With the promise of rule over Titan Port from the Nalu Council, Settru has been undermining Ker Onar's motions on the Merchant Council, seeking to destabilize Miala's position in advance of a Nalu-backed coup.



Relationship Benefit

Once in between Interludes, you may use the Settru airship to transport you to a destination no more than a week's travel from Titan Port for free.

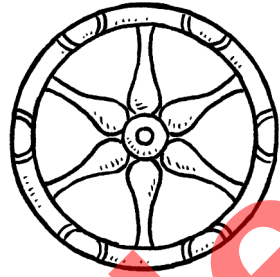
You gain a +2 bonus to *Learning a Talent* downtime actions related to airships and navigation.

House Velm

A Minor House, Velm has been embroiled in succession crises since the end of the bone spore outbreak; leadership has passed constantly between a series of incredibly inept cousins. Only in the last decade has it found stable footing under the stewardship of **Sintra Velm**, who has brought House Velm back from the brink of total collapse. However, she faces an uphill battle to recover the holdings and trade routes lost by her predecessors.

For the last few years, Sintra has focused on establishing waystations along the road from Titan Port to Soulgate. Her investment is beginning to pay dividends, as the payments from pilgrims for food and lodgings generate stable revenue. This project has also sparked a partnership between House Velm and the Masked Apostates, to whom they have eagerly been smuggling weapons and supplies in exchange for ancient Nollish artifacts.

Killian Velm, Sintra's dour husband, manages the smuggling operation. As well, he has restored the House Velm circle of assassins, an order from the Trade Era. He had been grooming his twin children, Tiram and Ellet Velm, to succeed him as Velm's head assassins, but they vanished under mysterious circumstances half a year ago (p. 58).



Relationship Benefit

Players can spend a downtime action to learn the following ability.

Assassin's Guile: When you score a critical hit, deal 1d6 additional damage.