



# Bones Deep

Let Your Skeleton Hatch  
and Explore the Ocean Floor

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and Explore the Ocean Floor

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- Other various public domain sources.

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The contents of this book are more real than you might imagine. We hope you will look them up yourself and marvel at the wonders of our oceans.

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Find Character Sheets, Maps, and Handouts at  
[TechnicalGrimoire.com/bones-deep](http://TechnicalGrimoire.com/bones-deep)

You are a Skeleton.

You cannot swim.

You do not belong.

After you die, your skeleton hatches and wanders away from its fleshy shell. It takes many years for a skeleton to figure itself out—sadly, most perish before they're fully conscious:

- Shattered before they can hatch.
- Killed by a fearful crowd.
- Enthralled by a necromancer.
- Crushed by a large beast.
- Buried too deep to escape.

Some lucky few survive long enough to discover their Drive—their purpose in life. Every skeleton pursues a different purpose: knowledge, fame, power, kinship.

In Bones Deep, you play as a group of skeletons who adventure beneath the waves to explore the ocean floor.

This is an alien world filled with dangers and treasure in equal measure. No longer limited by vulnerable flesh, you are free to walk this strange land—walk, not swim.

As humans, we are used to the buoyancy our flesh offers us. But a skeleton has none, just a pile of heavy bones. Most creatures swim above you and can move freely in any direction. A fight ends when the opponent swims away.

Trenches and mountains are huge obstacles for bottom-bound skeletons. Leaping, jumping, climbing, and riding are key parts of travel and combat underwater.

Water resistance slows missile weapons (bows, guns, etc). Missile weapons can still deal damage, but only within melee range. Magical Spells are the only reliable long range weapons.

Oh! And it's dark. Very dark.

## 1d6 Underwater Light Sources

1. **Biolumen** is a common glowing algae, about as bright as a candle. It requires very little maintenance, but spreads quickly, and can be difficult to remove.
2. **Flares** burn extremely bright for a short time.
3. **Light Spells** are reliable and adjustable, but cost Stamina to use. The magic may also attract unwanted attention.
4. **Crystal Shrooms** glow a soft light but are extremely fragile. A slight nudge can shatter them.
5. **Flowlamps** are powered by the current. They glow as bright as a torch, so long as they have a steady flow of water moving through them.
6. **Glowlife** is a general term for any kind of living light source.



# 1 Newborn

Recently hatched, you are still disoriented and confused. Bits of flesh still cling to your bones. It will take years to adjust to this new skeletal existence—many, many years of inept failure and stumbling growth.

Luckily for you, failure is an excellent teacher, and you're a dedicated student. You'll succeed eventually, but for now you embrace your failure, and let it mold you.

## Possessions

- A rotting heart.
- Something metallic rattling around inside your skull.
- A dozen pictures with all the faces scratched out.
- A shoe with a hidden knife in the sole.

## Skills

- 3 Squid Wrangling
- 3 Spell – Unexpected
- 2 Spell – Accelerated Memory
- 2 Trench Leaping
- 1 Language - Crab
- 1 Outdated Drylander Knowledge

## Special

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

Whenever you fail a roll using your Base Skill, gain a new Advanced Skill related to that action at rank 1. New Advanced Skills should be specific rather than generic. For example, if you are trying to climb an iceberg and fail the roll, gain the Advanced Skill “I Berg Scaling” instead of “I Climbing.”

**DRIVE:** To fail often. After you gain a new Advanced Skill, recover 1d6 Stamina and 1d6 Luck.



# 2 Carver

In the past your flesh was a hindrance, always demanding food and sleep and joy. Now you pursue the deepest arcane secrets unimpeded. You channel magic through Spells carved directly onto your bones. There's only so much bone to carve. "A deadly shortcut," your peers say. But a shortcut to what?

## Possessions

- A selection of small, fine blades.
- Carved Spell – Eject Bone.
- Random carved Spell.
- Random carved Spell.
- A carved tattoo of a young woman with one eye.



## Advanced Skills

2 Calligraphy

2 Tattooing

1 Knife Throwing



## Special

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

As an action you can cast a Spell carved onto your bones. After paying the Stamina cost, the carved Spell automatically succeeds, then disappears from your bones.

If you spend one hour in a carving trance, Test your Luck. If successful, gain a [random Spell](#) carved onto your bones. If the trance fails, reduce your Max Stamina by 1.

**DRIVE:** To make room for new Carved Spells. Erase a Carved Spell at any time to recover 2d6 Stamina and 1d6 Luck.

# 3 Keeper

You miss it—the sensation of touch, the pleasure of eating, even the void of sleep. Perhaps that's why you care so deeply for these adopted creatures.

You've turned your frame into a home for your creatures. They live in your ribcage, in the coral of your skull, around the kelp growing from your arms. You know them better than you knew your old flesh and can always count on their loyalty.

## Possessions

- Fish food (+1 Command Creature, 2 uses).
- Two **random creatures** following you as henchmen.
- The Book of Names.
- Whip (Damage as Staff).
- Small box of shiny things.
- A spiked collar with the name "Ori" etched onto it.

## Advanced Skills

3 Spell – Command Creature

2 Soothing Voice

2 Spell – Empathize

1 Foraging

1 Cuddling

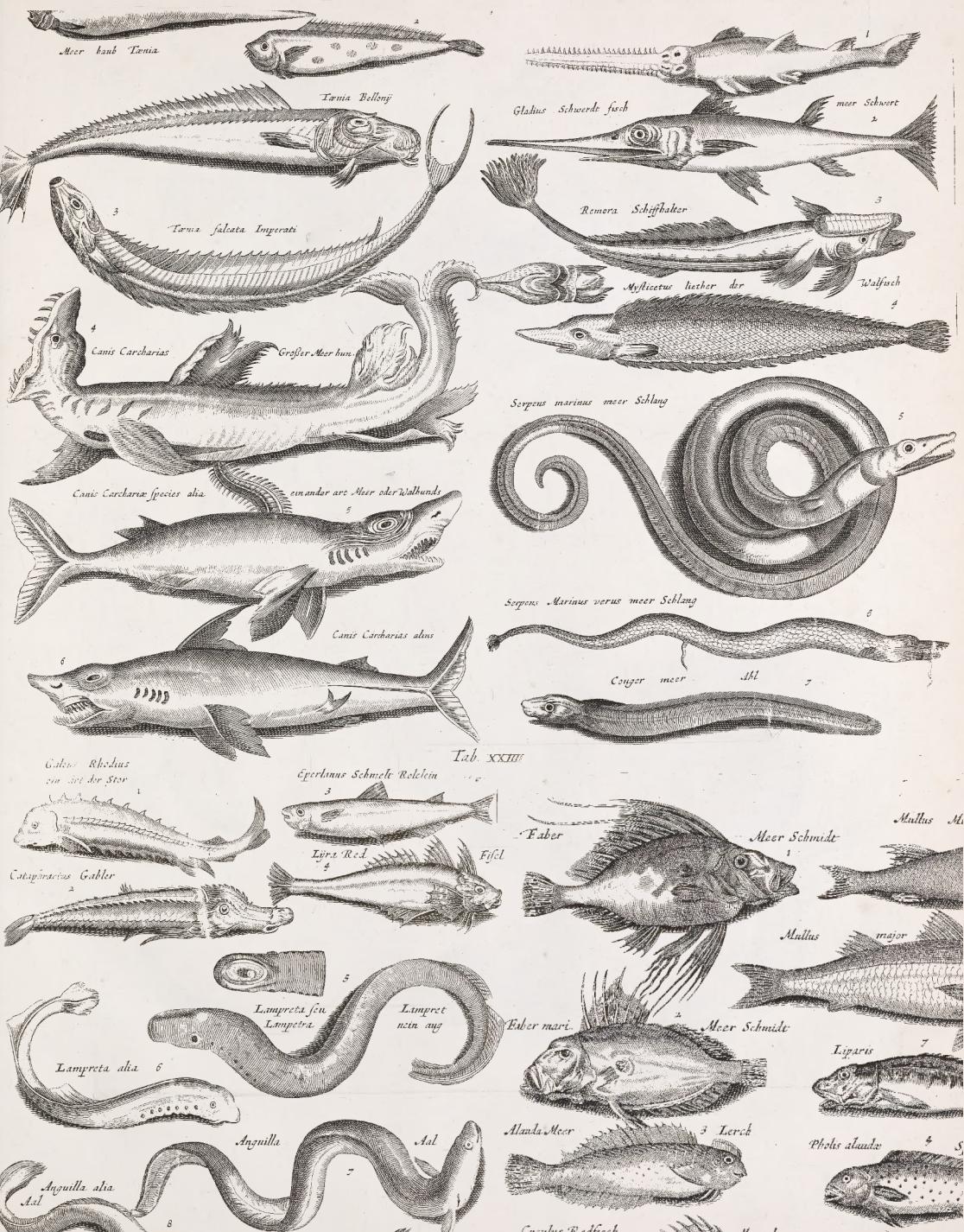
## Special

All skeletons can Test their Luck to absorb memories of an object, creature, or location they are touching.

After you successfully command a creature, it follows you as a henchmen until it runs out of Stamina and flees.

**DRIVE:** To command. Whenever you successfully command a creature, both you and the creature recover 1d6 Stamina, and you recover 1d6 Luck.





# Spells

**Accelerated Memory** (3) – Absorb all the memories of an object or creature at once. Can grant valuable secrets or teach a new Advanced Skill (gained at rank 1). If this spell fails, roll 3 times on the [Memory Mishap Table](#).

**Air Bubble** (2) – Creates a skull-sized bubble of fresh air attached to a target. It can choke a water-breather (as Drowning), or drag them up towards the surface with its buoyancy. Ends just before a target would die, or until they breach the surface. Large creatures may require multiple bubbles to choke completely.

**Brinicle Strike** (1) – The wizard extends their pinky, and a thin finger of ice dozens of feet long instantly forms, piercing the target (Damage as Spear) and possibly immobilizing them.

**Bubble Net** (2) – Plug your nose and blow a 30'-wide cylinder of protective bubbles from your ears. The cylinder extends up to the surface and absorbs 10 Damage before bursting.

**Command Creature** (2) – A willing creature obeys a single command. This spell is rolled versus the creature's Skill. If failed, the creature refuses and you roll 1d6 on the table below:

1. The creature loses 1d6 Stamina out of pure frustration.
2. The creature nips at you, dealing damage.
3. The creature breaks a fragile object nearby.
4. The creature draws attention with its refusal.
5. The creature flees to another location.
6. The creature simply refuses to obey. Nothing more.

**Consultation** (1) – Snap your wizard fingers and immediately summon a small pea crab. Perfect for urgent purchases.

**Coral Shaping** (1) – You can mold coral with your bare hands as if it were wet clay. Lasts 10 minutes.

**Disrupting Pulse** (1) – Continually clap your hands to displace a group of small creatures, scattering them. Against larger creatures, it disables an ability instead. Lasts for as long as you keep clapping your hands together.

**Drift** (2) – You give a strong shove, and an object drifts away in the direction of your choosing (anything smaller than yourself). The object drifts until it bumps into something.

**Eject Bone** (3) – You make a sudden yanking motion, and a bone is ejected from the target's body. Damage as Maul. This spell cannot kill a creature, but may disable a limb or ability.

**Empathize** (1) – You look into the target's eyes until you both feel uncomfortable. After, you can understand each other without speaking. Lasts until either of you communicates something upsetting.

**Fire Bolt** (1) – Underwater it's less like a gout of flames and more like an explosion of steam and heat centered on the caster. The bolt doesn't travel far, but it is extremely hot and bright. Damage: [3, 3, 5, 7, 9, 12, 16]. Above the surface, it works like a normal Fire Bolt.

**Forced Hatching** (7) – Make a wrenching motion with your wizard hands to force the skeleton inside the target to hatch. The newly-hatched skeleton will seek safety however it can.

**Frozen Weapon** (1) – Reach into your pelvis and pull out a weapon of your choice made from ice. This ice weapon is permanently bonded to your limb until the weapon deals 6 or more damage and breaks.

**Ground** (4) – You supercharge the surrounding saltwater to disable magical effects. Until you leave the area, all spells fail.

**Halocline** (2) – Fall to your wizard knees and summon a pool of toxic heavy water that's deep enough to cover your head. Fleshy creatures take damage as poison while they are submerged in the pool.

**Hand Sun** (3) – Clench your fist and slowly open it to reveal a small, stationary ball of burning energy. It blinds all nearby, melts metal, burns bone, and illuminates a wide area. It also creates a furious stream of bubbles, visible for miles around. Lasts until the moon next rises in the sky.

**Healthy Light** (1) – Slap your head until it glows bright as a torch. The light lasts until you lose any amount of Stamina.

# Creatures

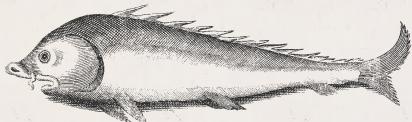
## Arapaima, *Arapaima gigas*

Arapaima hate boats. Evolution has encouraged their hatred and granted them a thick skull that can shatter thick wooden hulls and warp metal ones. They will reluctantly attack other threats as well, but their heart just isn't in it.

- **Ponderous Charge.** Circles languidly for a ramming charge (+2 to Damage rolls).

### Mien

Skill 6	1. Aggressive Machismo
Stamina 8	2. Smashing Boats
Initiative 2	3. Smashing You
Armour 0	4. Busy Eating
Damage as Large Beast	5. "You see any boats?"
	6. Humming to a Mouthful of Babies



## Anglerfish, *Lasiognathus amphirhamphus*

The glowing mines of the sea. Their luring movement attracts predators and prey alike. When the anglerfish is close enough it strikes with one huge bite. Should its food prove troublesome, the anglerfish goes dark and retreats.

- **First Strike.** Makes its first attack with Skill 10 and +1 to the Damage roll. Flees immediately after.

### Mien

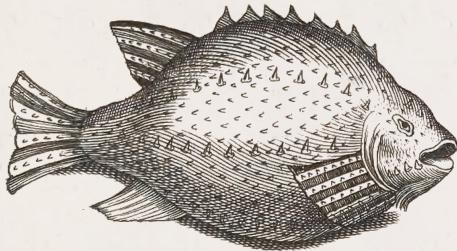
Skill 5	1. Mesmerizing Light—then, BITE!
Stamina 4	2. Dark, Depressed, Upside-Down
Initiative 1	3. Cooing at Attached Lover
Armour 0	4. Swallowing a Big Meal
Damage as Knife	5. Arguing with Attached Lover
	6. Impatiently Ravenous

## Balloon Puffer, *Sphoeroides spengleri*

If the ocean were infested with mean children, they would play a game of scaring puffers and watching them inflate and rise. A skeleton could use one as a quick elevator to the surface on the off chance they felt like a mean child.

### Mien

Skill 5	1. Nervous
Stamina 3	2. Anxiously Hiding
Initiative 1	3. Eager to Please
Armour 0	4. Mindlessly Munching Mollusks
Damage: None	5. "Yelp!" <i>Ploomp!</i> Float Away...
	6. Fed Up with Bullies



## Barreleye, *Opisthoproctus soleatus*

It's large, transparent brain and eyes aren't just for looks...but they are for looking. Packed with detailed memories of the surrounding area, barreleye are invaluable tools to spies and scouts. For their part, barreleyes seek new experiences to add to their memories.

### Mien

Skill 6	1. Oblivious
Stamina 4	2. Bored
Initiative 1	3. Annoyingly Curious
Armour 0	4. Hungry for New Experiences
Damage: None	5. Hungry for Food
	6. Amenable but Clingy

## Bawitius , *Bawitius bartheli*

Not content with camouflage scales, powerful fins, and their massive size; Bichir have evolved to breathe air and walk on land. No prey is safe from their hunger. Wizards have an ongoing bet as to what the next evolutionary leap might be for these creatures (most agree that laser eyes are likely).

- **Drywalk.** Can strike from below the water or from above the surface. Its camouflage scales make it undetectable until it moves.

### Mien

Skill 6	1. Hunting
Stamina 9	2. Hunting You
Initiative 3	3. Eating Dangerous Prey
Armour 0	4. Contemplating Deep Time
Damage as Sword	5. Offering a Sporting Headstart
	6. Attacking Immediately



## Blade Eel, *Nemichthys scolopaceus*

Created by the Necromancer "as a living pun," these creatures can stiffen their bodies into bladed weapons. They like to imagine themselves as skilled duelists, but their attacks are more of a flailing stabbing motion. This does not make them any less dangerous, only less impressive.

### Mien

Skill 5

1. Practicing Swordplay

Stamina 5

2. Practicing Pacifism (Poorly)

Initiative 1

3. Swordfighting (Angry)

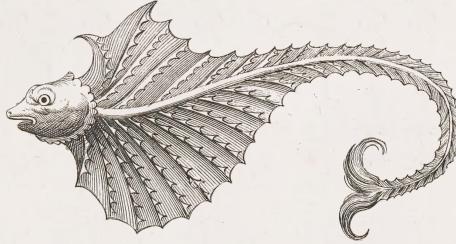
Armour 0

4. Swordfighting (Mating)

Damage as Sword

5. Swordfighting (You)

6. "You talkin' to me!?"



## Bloody Belly Comb Jelly, *Lampocteis cruentiventer*

The most unremarkable creature in the depths. They taste terrible, have neither beauty nor grace, and aren't particularly scary. Their true value is a tightly guarded skeleton secret. The Bloody Belly Comb Jelly emits a strong reddish light that only skeletons can see. Most bloody bellies are happy to see a skeleton, if only so they can be appreciated for a short while.

### Mien

Skill 3

1. Chatty (Knows Area)

Stamina 4

2. Chatty (Entirely Banal)

Initiative 1

3. Eager to Please

Armour 0

4. "What are we doing today?"

Damage: None

5. Oblivious

6. Depressed

## Bobbit Worm, *Eunice aphroditois*

Bobbit worms extend out of their burrow lightning fast, biting with two sharp, venomous jaws. Their jaws are of a bioorganic metal (lined with zinc and manganese), one of the sharpest and strongest natural materials on the planet. They drag any captured prey into their den to be consumed. Despite evidence to the contrary, no wizards were involved in the evolution of this bio-organic killing machine.

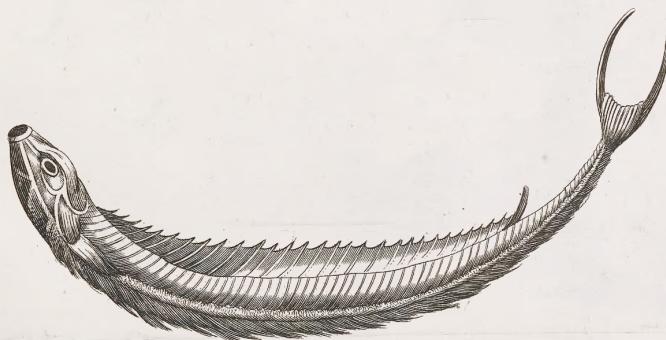
- **Ambush.** Strikes from its lair. If successful, it Drags.
- **Drag.** Drags target into its lair. If successful, it Consumes.
- **Consume.** Damage as Gigantic Beast. If successful, find something else to Ambush.

### Mien

Skill 5	1. <i>Ambush!</i>
Stamina 17	2. <i>Well-Hidden Ambush!</i>
Initiative 2	3. <i>Very Well-hidden Ambush!</i>
Armour 0	4. <i>Obvious Ambush!</i>
Damage as Maul	5. Contemplatively Rearranging Treasures
	6. Mating Swarm ( <i>Run!</i> )

### Den Treasure

1. The Everflow Pearl. While held, you can stop or strengthen ocean currents.
2. Soggy spellbook (containing one [random Spell](#)).
3. [Random creature](#), kept as a pet.
4. Bobbit Jaw (Damage as Spear +1).
5. [Hatched skeleton](#) of a previous victim.
6. 4 flares.



## CamoRay, *Dasyatidae urogymnus*

A well-meaning Witch named them “Devil Fish” long ago and they’ve been trying to live up to that name ever since. Working with the Necromancer has certainly helped solidify their reputation as terrifying hunters. The invisibility cloak on their back doesn’t hurt either.

- **Enwrap.** The CamoRay pretends to be a carpet, section of wall, or a painting. When something gets close, it envelops them, turns invisible, and darts away with its prize.
- **Grapple Bite.** After Enwrapping and escaping, it bites with bone-crushing force (Damage as Modest Beast).

### Mien

Skill 6	1. Impatient
Stamina 14	2. On Necromancer Business
Initiative 2	3. Childishly Mean
Armour 0	4. “Boo! HAHAHA!!”
Damage as Small Beast	5. On a Coordinated Ambush
	6. Talking Trash

## Cornish Jack, *Mormyrops anguilloides*

Over 12’ long, Cornish Jack travel in hunting packs. They use concussive attacks and disorienting electrical blasts to batter their prey to death. Even in total darkness, they can coordinate their attacks through pulses of subtle energy. The echoing clicks of their approach is the last thing victims hear.

- **Electric Blast:** Oh hit, target has -2 Base Skill. If hit again, target cannot act. Wears off after 2 turns.

### Mien

Skill 4	1. Munching Bones
Stamina 6	2. Hunting
Initiative 1	3. Posturing to Intimidate
Armour 0	4. Resting
Damage as Small Beast	5. Congratulating Each Other
	6. FRENZY!

**Croc, *Crocodylus niloticus*****Gator, *Alligator mississippiensis***

Crocodiles usually prefer saltwater, while alligators prefer freshwater. Both of them are in dire need of dental care.

The massive force of their bite allows them to hold onto any prey. Thick scutes in their hide provide adequate protection from most physical attacks.

- **Tail Swipe.** After successfully attacking a target, all other nearby creatures are knocked back 10'.
- **Twisting Bite.** If the Croc or Gator successfully strikes the same target twice in one round, it twists around with them between its jaws, dealing additional Damage as Modest Beast.

**Mien**

Skill 6

1. Chilling

Stamina 12

2. Vibing

Initiative 2

3. Lazing

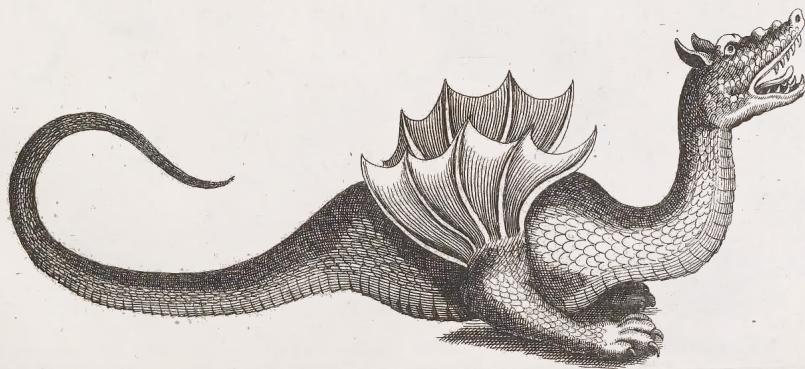
Armour 2

4. Hungry!

Damage as Large Beast

5. Mad (Can't Find Toothbrush)

6. Crocodile Tears



## Deadly Swarm

While each creature is unique, when you're caught in the middle of a swarm, they blend together into one gigantic crushing, biting organism. Use this "creature" for any kind of dense, aggressive group of creatures.

- **Inherit.** The Swarm gains access to any and all abilities of creatures who make up the Swarm.

**Special:** After the Deadly Swarm deals damage, decrease its Skill and Initiative by 1. When its Skill, Initiative, or Stamina reaches zero, the swarm disperses.

### Mien

Skill 8	1. Growing
Stamina 60	2. Dissipating
Initiative 8	3. Leaving
Armour 0	4. Approaching
Damage as Large Beast	5. Defensive
	6. Relentless

## Dolphin, *Tursiops truncatus*

An ally of the Crab Cabal, rumors maintain that the dolphins will be the next species to achieve sentience (assuming the cephalopods aren't already sentient). In groups, they are a match for a pod of orca, making up for their lack of speed and strength with ingenious weapons and devices. Some dolphins can even cast Spells.

- **Ingenuity.** Once per round, a Dolphin may do something unexpected (e.g. invisibility, teleportation, laser beam).

### Mien

Skill 8	1. Playful
Stamina 13	2. <i>Balloon Puffer Toss!</i>
Initiative 2	3. Being Huge Bullies
Armour 0	4. Spitting Cuttle Bones
Damage as Large Beast	5. Being Helpful and Kind
	6. Mourning

# The Crab Cabal

Since they achieved sentience millions of years ago, the Crab Cabal's influence has spread quickly throughout the ocean. They are the middlemen of the sea: traders, merchants, diplomats, travelers, or any other occupation that might put you in their debt.

Crabs come in all shapes and sizes, but they share a common drive: to acquire power through favors and promises. In fact the only true currency in Bones Deep is the Crab Credit.

Credits have no physical form and can only be traded to and from crabs. Credit balances are tracked and shared between all crabs instantaneously. How they share this knowledge is a popular topic of debate among drunk wizards.

Crabs entice potential customers with “free” goods and services, but in truth they’re tracking what they are owed.

At some point, the crabs will come to collect their due. If any skeletons wish to pay their debts early, they may find a number of crabs who hang out in the [Bottom of the Barrel](#) willing to accept payment.

Crab Offerings	Cost
Crabs will buy items for 1 less Credit than the listed value.	
A random Spell.	2 Credits
A random creature.	1 Credit
Study under a trainer to learn an Advanced Skill. Discover their location for an additional Credit.	2 Credits
Useful hints, information, quest hooks.	1 Credit
Detailed location report (let players look at the location and see what's there).	3 Credits
A random <a href="#">gadget</a> or magical item.	2 Credits
Hire a <a href="#">Spider Crab</a> to join you for your next battle.	1 Credit

A random Spell.	2 Credits
A random creature.	1 Credit
Study under a trainer to learn an Advanced Skill. Discover their location for an additional Credit.	2 Credits
Useful hints, information, quest hooks.	1 Credit
Detailed location report (let players look at the location and see what's there).	3 Credits
A random <a href="#">gadget</a> or magical item.	2 Credits
Hire a <a href="#">Spider Crab</a> to join you for your next battle.	1 Credit

Information to blackmail a wizard.	5 Credits
Contact with a cephalopod defector. It can only communicate through miming. Intel is limited.	4 Credits
Current whereabouts of the Hull Crab.	2 Credit
The whereabouts of a wandering <a href="#">skeleton</a> .	1 Credit
A gem to command the <a href="#">Sleeping Guardian</a> .	5 Credits
Egg of a <a href="#">Spinster Squid</a> or <a href="#">Enteroctopus</a> .	3 Credits
Orca Emblem allowing safe passage in the <a href="#">Bergs</a> .	2 Credits
The Puppetmaster's weakness.	7 Credits

## Time to Pay Up

*Roll 1d6 plus the number of Credits owed.*

2. Just a friendly hello! A [Pistol Shrimp](#) happily engages in conversation, offers services, and are you sure you don't need anything else? Not even this fancy [spellbook](#)?
3. A wandering [skeleton](#) approaches, looking nervous. "Are there any crabs about? I'm in way too deep. Hide me!"
4. A [spider crab](#) arrives, making threatening gestures. If not paid immediately and in full, they announce that your current debt to the Crab Cabal is doubled, and rest assured they won't be so polite next time.
5. A limited time offer to pay off all credits owed, if you just "take care of a small problem" for them.
6. The Cabal cuts you off. "No more favors or services until you pay what you already owe!"
7. The cabal kidnaps a friendly NPC, or steals a valuable trinket from you. "If you want to see it again, pay up!"
8. 6 [spider crabs](#) show up and demand payment. If you can't pay, they take everything you have, and rough you up a little, but your debt to the Cabal is cleared.
9. (or more) One of the [four wizards](#) shows up. "It's nothing personal. But when the crabs come to collect, everyone pays." The wizard teleports you to the moon.

# Wizards

Wizards are more common than you might think. They search for rare materials and lost secrets, and they hoard knowledge more fiercely than a dragon hoards gold. They sometimes enlist help for minor errands.

**The Green Wizard** has taken up residence in the [Silt River](#). He hopes the glowing motes will absorb enough light to grant him some semblance of a normal life.

- **Curse.** He is slowly turning into a plant: ivy leaf hair, tree trunk limbs, flower petal eyes. Requires regular doses of sunlight to stay healthy and hale.
- **Drive.** To get advice from the Red Wizard (specifically about how to avoid self-immolation from the motes).

**The Blue Wizard** froze herself in an iceberg in [The Bergs](#). She hoped the ice held the secret to eternal life—turns out, it just traps you forever in a frigid cage.

- **Curse.** She ages rapidly while not frozen, and appears as a petrified corpse just one breath from death.
- **Drive.** To confess her love for the Red Wizard.

**The Red Wizard** wanders the [Sulfur Spires](#). She wants to tap into the infinite energy of the planet's core.

- **Curse.** Her body temperature is dangerously low. She must remain forever among the spires or freeze to death.
- **Drive.** To continue her studies. She is content otherwise.

**The Purple Wizard** is a ghost in the [Haunted Library](#)—he seeks escape. He betrayed the other three wizards, cursing them.

- **Curse.** Trapped as a ghost in the Library. He cannot leave, and must obey the rules and commands of the Library.
- **Drive.** To make amends, if at all possible. His curses were intended to motivate his fellow wizards, but were fueled by jealousy rather than love.

There's also the **Necromancer** who lives in the [Sunken Barge](#), but he rarely interacts with other Wizards.

## 2d6 Ways a Wizard Breathes Underwater

2. **Gills.** A lot of their magic involves shapeshifting. Perhaps you'd like to learn?
3. **A single-person submarine.** They will trade technology for technology.
4. **They're a lich.** With the right magics, a wizard can retain their skeleton and flesh beyond the doors of death. The smell does tend to attract predators—do you know of a perfume or cologne that might help?
5. **Magic bubble.** Large enough to contain their entire body—they roll around like a hamster in a ball. If the bubble is popped, they will probably die.
6. **Tube leading up to their hat.** Their hat contains a special oxygen-producing plant. The plant is dying, and the wizard needs help keeping it alive. A witch might know how, but don't tell them a wizard sent you!
7. **Canister of ultra-compressed oxygen.** If shaken too much, the canister explodes like an atomic bomb. The wizard seeks better housing to keep it safe. Maybe a crab shell, or a fortified skull?
8. **They don't know.** They can't breathe air any more, so they're stuck down here. Any ideas on how to reverse it?
9. **Tentacle in their nose.** It leads to a mutated squid in the wizard's skull that secretly controls them. They're curious about the Crab Cabal. They're curious about you, too.
10. **Force of will.** As long as the wizard remains utterly calm and focused in their meditation, they can bend reality. They'd appreciate it if you kept them safe for a few days while they ascend to a higher plane.
11. **Frozen tunnel.** Like a miner who digs a shaft, this wizard freezes all the water around them and digs through it, staying dry and safe as they travel. Actually, there is a bit of a leak a ways back—would you mind patching it up?
12. **They're merely a projection.** The real wizard is miles away, safe in their tower. Sadly, they have trouble interacting with physical objects. Could you help finish this ritual?

# Jungle River

**10'-60' under the surface**, well-lit even in moonlight. A strong current carries you towards the ocean.

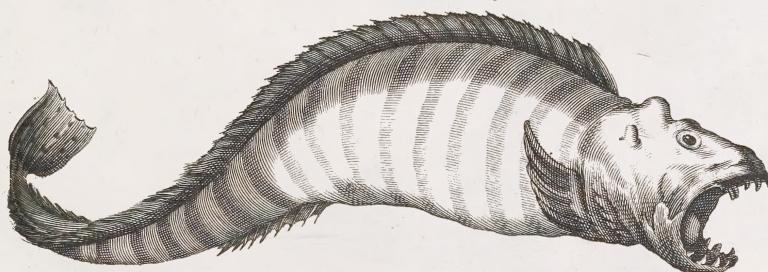
The most common gateway to the sea runs through a coastal jungle, a luscious tropical rainforest. Beneath the river lies a sun-washed riverbed roughly 60' deep. Many animals make their homes among the grasses and rhizome plants that cling to sunken logs and forgotten ruins there.

Here is where land and water mix and mingle. Birds divebomb the surface to hunt, alligators emerge from the waters to crawl upon land, and a wandering skeleton may find themselves trapped between the treasures and dangers of both worlds.

Skeletons who are used to traveling on land can use this opportunity to grow accustomed to their new environment.

## 2d6 Things Being Washed Downriver

2. A group of several *Bawitius Bichir* unexpectedly descend from above the surface to snatch a bone or object from the skeletons before fleeing.
3. An injured *Goliath Tigerfish* drifts on the surface. The thin trail of blood behind it attracts a *Gator*.
4. A group of *Paddlefish* dart about, making their way downriver.
5. A *Goliath Tigerfish* rushes past, dragging a screaming skeleton behind it.



6. A group of 3 **Gators** battle a **Hippopotamus**. It's a fury of sound and splashing—getting too close to the melee might draw you into it.
7. A **Red-Legged Cormorant** dives into the water and snatches something shiny before returning to the air.
8. Several **Cornish Jack** attack a **Balloon Puffer** without much success. The puffer glows slightly—it swallowed a mote from the Silt River.
9. You see a satchel snagged on a root along the riverbed. It's dry—sealed with some sort of spell. It only opens with the assistance of a **wizard**. The satchel contains a book of 3 random Spells and a detailed map of two random locations.
10. An **Arapaima** is blundering about in the swift current. Test your Luck or it slams into you (Damage as Modest Beast).
11. A troupe of Black Scylla crabs ask if anyone has seen a rogue Octopus wandering the banks. They offer a reward of 1 Credit in exchange for useful info. These crabs are happy to explain more about the Crab Cabal, and offer their services as scouts.
12. A corpse, recently killed. Its **skeleton** is hatching.

## Nearby Locations

- Let the current carry you down towards the **Silt River**.
- Climb overland to the **Shoreline**.
- Follow the faint trail of crabs down to the **Bottom of the Barrel**.

# Silt River

**60'-100' under the surface.** Light still penetrates the upper layers, but in the depths, a layer of silt obscures vision and diffuses any light source. At night, glowing motes shine dimly through the silt connected by occasional flashes of underwater lightning.

Currents and eddies are calmer down here. After walking along the bottom of the Jungle River for several miles, it grows wide and deep enough to reveal a second river, made chiefly of silt, in the Jungle River's bed.

A sharp halocline delineates the clear water of the Jungle River from the dark and murky depths of the Silt River—up to 100' in some places. At many points, trees long-dead and petrified pierce the surface of the murk, creating a subsurface forest. Vision is limited, and dangerous creatures lie in wait amidst the heavy, silted waters.

At night, flashes of lightning arc between glowing motes suspended in the halocline. Faint heat and the hum of magical power emanates from the flashes.

## Explore the Silt

*Roll 1d6 during the day, or 2d6 at night.*

1. A [Red-Legged Cormorant](#) enters the water with a splash, stirring up silt and obscuring vision for hundreds of feet in every direction.
2. A hatchet buried in the muck—the last relic of one who loved a mermaid, but could never be with them. It absorbs memories, and releases them into the wielder. Kept and carried through 6 different locations, you absorb enough memories to gain Mermaid Dances as an Advanced Skill at rank 1.
3. A school of [Paddlefish](#) feed on grasses below the waterline. If approached, they turn to feed on the latent magic of the skeletons.
4. Scraps of half-finished letters, preserved with a Protection from Rain Spell. They're from the [Green Wizard](#), and give hints about the other wizards.

5. A flurry of butterflyfish alerts you of an incoming [swarm](#) of [Cornish Jack](#).
6. A boat's hull lingers on the surface, and fishing lines drop into the water. In retaliation, an [Arapaima](#) slams against the hull of the boat, threatening to sink it.
7. 2d6 glowing motes, each about as bright as the end of a lit cigarette. They absorb sunlight and glow for weeks after only a few minutes in the sun.
8. A mote trap. Built by the [Green Wizard](#), this trap detonates any motes the skeletons are carrying—each deals Damage as Small Beast to any nearby.
9. A particularly clever [Cornish Jack](#) uses its electric pulse to avoid the heat lightning, dashing in and out of the Silt River to grab motes.
10. Underwater lightning strikes! Damage as Small Beast to all skeletons in the Silt River. It arcs between the motes.
11. A terrified [Bawitius Bichir](#) launches itself out of the glowing halocline directly towards you! It is charged with electricity, and uncontrollably casts Jolt each Round.
12. The [Green Wizard](#) has made a home here to study the glowing motes. He offers more glowing motes in exchange for delivering a letter to the Red Wizard in the Sulfur Spires requesting help.

## Nearby Locations

- Head to the [Shoreline](#), and follow it toward the true ocean.
- Fight the current and make your way upstream to the [Jungle River](#).
- Stay near the surface until you enter the canopy of the [Kelp Forest](#).

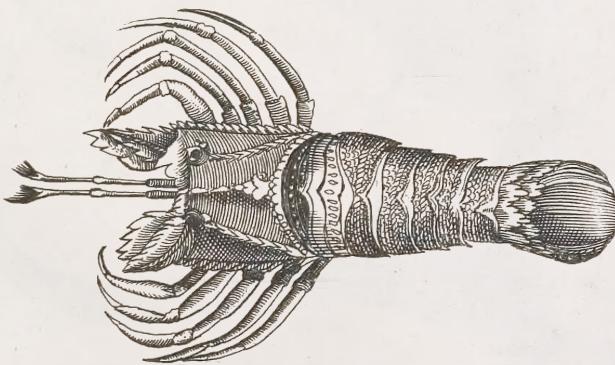
# Shoreline

**5'-100' under the surface.** The waves crash above, and rip currents pull in various directions. Sunlight shines brightly, making the depths below seem even darker.

The ground slopes down for a mile before dropping off like a cliff. The true ocean bottom lies hundreds of feet below, barely visible through the dark sea waters. It will take some time to descend down to the true depths.

## Climb Carefully Down

1. A [Ripsaw Catfish](#) chases a small crab into a crevice. The crab calls for help with a furious stream of bubbles.
2. A group of [Balloon Puffers](#) drift past. Grab on for a ride?
3. An inquisitive lobster approaches, wanting to know about the skeletons, and happy to talk about the [Crab Cabal](#).
4. A [Goliath Tigerfish](#) attacks a vulnerable player.
5. A [Paddlefish](#) follows along, snacking on nearby detritus loosened from the cliff face.
6. A sunken clipper ship dangles down along the rocky wall, its sails and lines tangled on outcroppings. The ship contains several boxes of fragile treasures, but watch out—if jostled, the entire ship crashes onto the ocean floor far below.

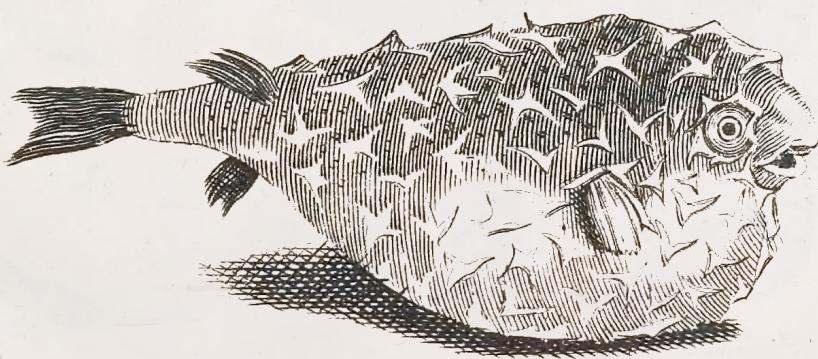


## Take a Wild Leap

1. A mesmerized Hippo charges a skeleton, trying to knock them off the cliff. A small Cuttlefish nearby enrages the hippo with its mesmerizing ability.
2. A blue-metal warhammer floats suspended in the water. While held, it is buoyant enough to lift a skeleton. When dropped, it is twice as heavy as expected.
3. Damage as Small Beast from the fall, and a random inventory item breaks upon landing.
4. A rip current extends their descent. They glimpse a few nearby locations during their fall. Damage as Modest Beast upon landing.
5. Their life flashes before their eyes—they pick up an Advanced Skill from their previous fleshy days, at rank 2.
6. A pod of Balloon Puffers drift nearby—riding them could be a safe way to slowly drift to the bottom.

## Nearby Locations

- Climb your way back up and head to the Silt River.
- Walk over to the soft, welcoming light of the Bottom of the Barrel.
- Follow the musical vibrations towards the caves and coves of the Cradle.



# The Bottom of the Barrel

**500' under the surface.** A meeting place for undersea creatures. This tavern was built by Vert, a skeleton who lost the bottom half of his torso. Vert lives behind the bar now, mounted to a track. The tracks run all around the edges of the tavern so Vert can serve drinks and food.

The Barrel is uniquely constructed to accommodate crabs, fish, wizards, witches, skeletons, and any other kind of creature that may wish to meet in a safe place.

The top half is kept dry in a bubble of air; perfect for tall humanoid surface folk. The bottom half remains wet for underwater denizens.

Chances are you'll find what you're looking for at the Barrel.

## 2d6 Barrel Patrons

2. Vert is the only one here. However, he's heard rumors of a parasite that can regrow bones—there's an infested skeleton near the [Graveyard Lake](#). Vert offers ownership of the bar to anyone who brings him the parasite.
3. A [spider crab](#) laments the loss of their limb. If you bring them a replacement, they reward you with a Credit.
4. A small hermit crab seeks to apprentice under the [Hull Crab](#). They claim the Hull Crab will reward anyone bringing them such a talented apprentice (it won't).
5. A spiny lobster seeks the lost suit of Nemo Armor. They offer a reward of 2 Credits for each piece you bring them.

Helm - [Shipyard](#)

Shield - [Bergs](#)

Gauntlets - [Spire](#)

Boots - [Stormlands](#)

Chestpiece - [Vents](#)

Trident - [Inverted Pyramid](#)

6. Four stone crabs argue with each other. Each one seeks a different [light source](#), arguing the merits of each. Each awards 1 Credit to anyone who provides their preferred light, and if they can all be convinced to agree on a single source, they award 5 Credits total.
7. An enormous lobster barely fits through the door. She wants to eat a [random creature](#).

8. A [Pistol Shrimp](#) says that [crocodile](#) tears can cure any ailment. They offer 7 Credits to anyone who can produce them—but if the tears don't cure their ailment, they won't pay.
9. Two squat lobsters carry a big leatherbound book on their heads. They want to donate the book to the [Haunted Library](#). They offer 2 Credits up front to anyone who agrees to carry it there. The book is hollow and filled with pea crabs hoping to explore the library. When the librarians discover the truth of the book's contents, they'll be cross with whoever delivered it.
10. A nervous candy crab requests memories for their [Dolphin](#) friend. "I think he's ready to... you know... EVOLVE!" the crab says excitedly. After successfully exchanging 12 memories, the dolphin is the first of their kind to achieve sentience.
11. A horseshoe crab wanders inside, and a hushed awe falls over the tavern. She heard rumors of a long-lost royal line wandering the [Graveyard Lake](#). She laments that her fellow crabs are content with trading Credits and acquiring subtle power. They were meant to rule! Perhaps finding this outcast royalty will help her cause. She wants to go there herself, and offers 10 Credits for safe passage and the rescue of her target.
12. An old yeti crab carries with it a tiny stone spiral carving. It offers 2 Credits to anyone who can identify it. The carving is so old that it must be carried for weeks before the memories of its true history can be absorbed.

## Nearby Locations

- After leaving the lights of the Barrel, players see the eerie glow of the [Haunted Library](#).
- Ascend up the [Shoreline](#) towards the sunlight.
- A trail of junk and flotsam leads to the [Sunken Barge](#).

# Reef Roads

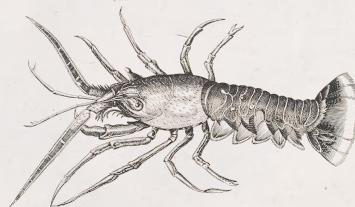
**50'-150' under the surface.** The waters of the Reef Roads are clear and clean. Down in the chasms here, currents are swift and deadly, but near the top things are calmer.

A resource-rich biome filled with dangers and valuables in equal measure. Just because it's well-lit doesn't mean it's safe! While friendly, colorful fish dart about in thick schools, camouflaged predators hide in shipwrecks and coral caves.

The coral ridges rise all the way up to the surface, creating deep canyons. These channels form a confusing maze.

## 3d6 Happenings on the Reef Roads

3. You get lost in the Reef Roads for so long that someone loses their Drive. One player either picks a new Drive or makes a new skeleton.
4. A [Croc](#) drifts above some nearby coral. It attacks at any sudden movement.
5. A squad of small [Cuttlefish](#) (Stamina 5) rush out and attempt to mesmerize the skeletons. If they successfully mesmerize half or more of the skeletons, then a [Giant Cuttlefish](#) arrives to reap the spoils.
6. The path forward is lined with fire coral—even the tough frame of a skeleton is susceptible to its melting properties (Damage as Knife).
7. A [Lionfish](#) charges towards the group, fins splayed wide. If anyone flinches or tries to run, it attacks. Otherwise, it rushes past in search of more lively prey.
8. A [swarm](#) of hungry [Ripsaw Catfish](#) shoots past the skeletons—but if anyone in the group is carrying food, the swarm goes into a frenzy.



9. [Earnest](#) the skeleton wanders in search of a heart.
10. A [Ripsaw Catfish](#) is tangled in a metal chain. The chain is enchanted with runes, making it so buoyant that it floats.
11. A lone coral guard crab is trying to contact the [Orca Matriarch](#) to set up a trade agreement. It offers 3 Credits if you can help it get in touch.
12. A small, glowing coral seed. If planted in a skull, it grows into a fierce helmet of coral (+1 Armor).
13. A group of [Spider Crabs](#) are trying to extract a fat hermit crab from its pearl-inlaid shell. If you help, you can keep the shell (worth 2 Credits).
14. An old, cracked compass that always points to the [Haunted Library](#). The back is inscribed: "Sapere Aude."
15. The flickering glow of an [Anglerfish](#) trapped in the tendrils of a [Sleep Jelly](#).
16. A [Blade Eel](#) darting in and out of the coral. It's trying to return to the Necromancer.
17. A [Spider Crab](#) considers itself a wizard rather than a common brute. To prove it, it will teach you a [random Spell](#) in exchange for 1 Credit.
18. A case of dynamite (2d6 sticks). The explosion is violent (as Spell – Explode), but the compression wave is truly deadly (double the Damage of the explosion).

## Nearby Locations

*If the skeletons get lost, roll 1d6 to see where they end up.*

1. The [Final Shipyard](#), at the center of the Reef Roads.
2. The [Stormlands](#), following the eddies and currents.
3. Coral grows paler as they approach the [Bleached Wasteland](#).
4. The [Sargasso Island](#) floats above
5. A well-worn path leads to the [Bottom of the Barrel](#).
6. The [Kelp Forest](#), just visible from the top of the Reef Roads.

# The Final Shipyard

**50' under the surface.** Light reflects off the sunken wrecks in the reef's shallows. The waves crash overhead.

So many ships have run aground here along the winding coastline that their masts and decks poke above the waves. Ships from a dozen different eras lie in pieces: wooden dinghies, iron warships, steel cruisers, plastic pleasure yachts, even the occasional plasma skiff or hydroplane. They all end up here, at the Final Shipyard.

While their sunken treasures lie buried in their holds, time has sealed them shut and hidden them under coral and silt. These twisted wrecks are the perfect hiding place for predators looking to ambush unsuspecting treasure hunters.

This is one of the few locations under the waves that sees regular visits from drylanders—though only the most reckless dare to brave the tangle of dead vessels.

## Search this Wreck

*Roll 2d6. If both dice land on the same number, roll on the Shipyard Encounters table to see what else is nearby.*

2. A simple fishing boat, *The Longest John*. A sealskin pouch holds the sheet music to a catchy sea shanty that [Vert](#) might be interested to hear.
3. An enormous horseshoe crab shell, now turned into a vehicle. The [Cabal](#) will want to know about its location.
4. A one-person mini-sub, *The Mobius*. The dome is cracked, but the rest of the ship appears functional. It is powered by raw life energy—the pilot pays 1d6 Stamina each time they move it to a new location.
5. A transport vessel, *Short Misery*. A [skeleton](#) is trapped within the ship, making a terrible racket.
6. A metal shell with smooth lines, *The Nemo*. The rack for a powerful suit of magical armor lies within. Sadly, only the helmet remains (+1 Armor). Anyone wearing the Nemo Helm can Test their Luck to have it display a topographical map of the entire area.

7. A huge spaceship engine with a saddle on top, *The Rodeo*. When activated, it flies directly to the moon and can't be controlled in any way—it can barely be ridden.
8. A sailing junk, best translated as *The Lost Maru*. A sealed crate in the hold contains a dozen different kabuki masks. Anyone wearing a mask takes on the exaggerated appearance of the character it depicts.
9. Half of an old cargo liner, *The Unsinkable*. A famous wreck, now picked clean. After searching for hours, you might discover a small blue gem on a necklace.
10. A buried medical frigate, *The Anastasis*. Its stores contain medical supplies—surgery knives, balms, pills, ointments.
11. An unknown wreck. Only a small piece remains visible above the muck, hinting at something impossibly large beneath. The dark red petrified wood glows with energy—about as bright as a candle.
12. A ship made of fossilized bones, *Davey's Locker*. Inside, a huge pipe organ can cast any Spell if played properly (no Stamina cost).

## Shipyard Encounters

1. The [Hull Crab](#) attempts to make this wreck its new home.
2. An [Enteroctopus](#) decides to plant its eggs in this wreck. She is not tolerant of intruders.
3. The moment this wreck is disturbed, the entire thing slowly collapses in on itself, potentially burying the skeletons inside.
4. A [Giant Cuttlefish](#) hides inside.
5. An enormous titan triggerfish known as [The Gravekeeper](#) claims the reef and all of the wrecks there as its territory. It does not like trespassers.
6. Huge shifting shadows, ominous bubbles, and the impression of a terrible monster—a [Dusky Damselfish](#) attempting to intimidate.

## Nearby Locations

- Follow the lines of coral to the central [Reef Roads](#).
- Climb the [Shoreline](#) to the surface.
- Suspended [Flotsam](#) leads to the [Bleached Wasteland](#).
- Follow the trail of debris to the [Sunken Barge](#).

# Stories

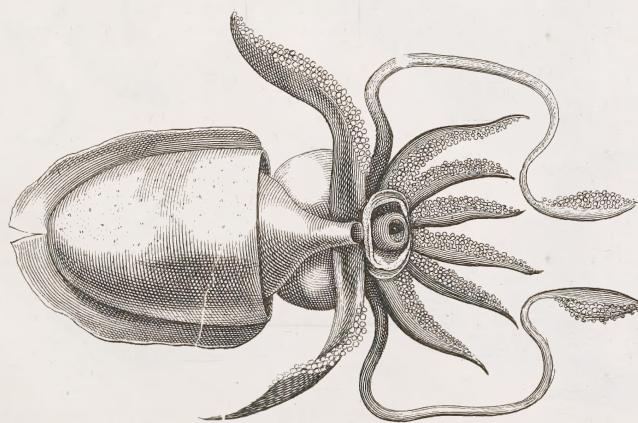
## Cephalopod Invasion

The [Cephalopods](#) have 3 different plans (Plans A, B, and C) to infiltrate the Drylands above the surface. Each plan starts at Stage 1. When players foil one plan, the remaining plans each progress to their next stage.

### Plan A: Zed Landing Craft

The octopuses intend to load up the Inverted Pyramid with eggs and cast the Spell "Zed" on it. They expect that this will transport the Pyramid onto land and mutate the eggs so their children breathe air.

- **Stage 1.** The octopuses move their egg stores into the Inverted Pyramid. Stop this plan by locating two egg caches and destroying them. Cache locations: [Crab Cabal](#), [Inverted Pyramid](#), [Kelp Forest](#), and [Final Shipyard](#).
- **Stage 2.** The octopuses open negotiation with the Crab Cabal, seeking an ancient spell known as Zed. The crabs put the spellbook up for auction. Stop this plan by winning the Zed auction.
- **Stage 3.** The [Inverted Pyramid](#) is nearly finished. Stop them by sabotaging the final construction phase.



## Plan B: Squid Flesh Puppets

The [Puppetmaster](#) is amassing an army of squids, intending to train them to control fleshy creatures. They will capture ships and sailors, spreading from host to host.

- **Stage 1.** A [Blackwater Vent](#) leads to an invisible pool. Anything that immerses itself in this pool can turn invisible, even above the waves. Stop this plan by neutralizing the pool, or closing its entrance, before the squids can make use of its power.
- **Stage 2.** The squids need to learn to breathe air, and the [Witches](#) know how to grow lungs. The squids pretend to be innocent creatures asking for help. Stop this plan by proving to the Ottermother that the squids' motives are nefarious.
- **Stage 3.** The Puppetmaster gathers a host of squid for training. Stop this plan by defeating the Puppetmaster.

## Plan C: Cuttlefish Spies

Acting through third parties, the cuttlefish intend to manipulate the drylander kingdoms into worshiping them.

- **Stage 1.** The cuttlefish work through skeleton go-betweens. Stop this plan by helping three [skeletons](#) find other ways to pursue their Drives (instead of working for the cuttlefish), or by paying off their debts (3 Crab Credits each).
- **Stage 2.** Leveraging their massive accumulated Credits, the cuttlefish coerce dryland crabs into sending messages and doing reconnaissance. Stop this by intercepting crab messengers, or by providing false intelligence to the crabs.
- **Stage 3.** Several of the dryland kingdoms and cults have developed an interest in cuttlefish—kept as pets, worshiped as gods, or something in between. To stop them at this point requires lifelong travels to the drylands, forming competing cults and ideologies. You are now anti-cuttlefish prophets.