

The Layers of the Sea

There are **six distinct layers** to the forest that ate the world, with only the upper three commonly considered safe enough for travel and habitation. They are...

The Skies

A broad blue expanse above, the skies are home to insects, birds, and the occasional airship (though strong winds and frequent storms make reliable air travel impossible). Most that settle the skies base themselves on mesas, mountainsides, or floating cities.

The Thrash

The topmost layer of the great iron-rooted trees that make up the wildsea, the thrash is a place of life and trade, a forest canopy studded with mountaintops, reefs of wreckage, and ramshackle cities. What remains of civilization is mostly centred on these last spits of land, and ships sail the leafy seas surrounding them.

The Tangle

Though the thrash is thick enough to sail, it's the tangle that most large ships rest their hulls on, where the branches of the sea begin to thickly intertwine. Insect and animal life thrives in the half-dark heat, and it can be moved through in relative safety with enough preparation and skill.

The Sink

Where wrecks often lodge themselves and the largest creatures of the wildsea rule. As thick as the tangle but far more dangerous, the sink is named for the treacherous properties of its branches – whether through natural or unnatural means, most vessels that make their way down to the sink find it almost impossible to reclaim the surface.

The Drown

The point of no return, the drown is where branches thin and light dies. The trunks of the ironroots loom in the darkness, some hundreds of feet across. There are huge areas of the drown that have never seen the sun, and others where the gulf between ironroot trunks defies mere distance.

The Darkness-Under-Eaves

The roots of the sea and the bones of the old world.

The less said about this place, the better.