

Well, look who just washed up on shore!

Welcome to Greater Marrow; a small fishing town located in the middle of a vast and unforgiving sea. There's not much to do or see here; most of the boats that stop by leave quickly- or at least, they never return.

You're here to stay, though. After all, you're the town's new fisherman.

The mayor has kindly provided you with a new sailboat. It's small, cramped, and it's yours to own- after you pay off a small loan, of course. The local shipwright can help you upgrade it make it a little more presentable once you have more money. Aside from her, you'll be doing most of your dealings with the fishmonger. He'll give you a good price on any fish you bring in; and particularly those with… abnormalities.

Before you go, there are a few things you should know about the archipelago Greater Marrow lies within. Lately, a mysterious and thick fog has been sweeping in with the coming of night. Those who venture out into the sea in spite of the danger have come back ranting about strange lights, maddening whispers heard in the darkness, sightings of bizarre creatures, and the ever-present feeling of being watched. If they come back at all.

The other islands in the archipelago have fared little better, each having its own problems to deal with in addition to the encroaching fog. The fury of the sea may be the least of your worries compared to what lurks beneath the waves.

But if you can handle the maddening fog, mysterious robed hermits, and the smell of fish you might just have a good time here. You might even dredge up some long forgotten treasures from the various ship-wrecks that have accumulated here over the years. Just hope that your vessel doesn't wind up among them…

Choice Points? Must have lost them in the water. You'll have to earn your upgrades and expertise the old fashioned way, I'm afraid. **(You have +0 Doubloons.)**

Rules

1. This is a Gauntlet, which means that everything you'd ordinarily take with you between worlds- your powers, your items, your Warehouse or equivalents, etc.- has been sealed off for the duration of your time here. Only your Body Mod (or equivalent) remains.

2. However, in exchange death will not end your Chain. You will not be allowed to keep anything you gained here, but you will not be sent home- instead going to the next world. If you manage to complete your Pursuit(s) here you will gain additional rewards, though.

3. If you'd prefer not to deal with these additional rules than you may choose to treat this world like an ordinary Jump; both of the above rules will no longer apply and you will gain +1000 Doubloons to spend, like normal. The rewards you could have earned for completing the Pursuits presented below may still exist within the world, and may be utilized here if you track them down- though whether they will work in future worlds is uncertain.

Pursuits

Assuming that you have chosen the Gauntlet route, you must choose at least one of the following Pursuits to attempt during your time here. You can take more or even all of them if you'd like, though. Otherwise, ignore this section.

A Collector's Pursuit- Soon after your arrival a strangely familiar Collector- bearing an even stranger book- will contact you with a job, bidding you to come to their manor on nearby Blackstone Isle. Their request: finding valuable items that once belonged to them, and have now been lost. The tides of fate have scattered each artifact across the archipelago, with one ending up in each 'region'. The items, and where they ended up, are listed below:

-An Ornate Key, located somewhere in the Marrows where your voyage begins. The Marrows are relatively straightforward once you learn the area, though not without their dangers at night. Watch out for rocks and lights in the fog in particular.

-A Music Box, located in the Gale Cliffs. The Gale Cliffs have been wracked with tremors recently, supposedly due to the burrowing of a large sea snake. Falling rocks, twisting passages, and stone barricades will complicate your explorations here.

-A Shimmering Necklace, located in the Twisted Strand. The Twisted Strand is a mysterious jungle where the trees seem to move and shift before your very eyes. Strange creatures haunt the waters, and within the silty swamp volatile mushrooms with infectious spores grow.

-A Jewel Encrusted Band, located in the Stellar Basin. Home to many strange deep sea fish, the Stellar Basin is home to a gargantuan creature that is quick to lash out at intruders. Explosive jellyfish further mar the beauty of this otherwise scenic locale.

-A Pocket Watch, located in the Devil's Spine. The Devil's Spine was once home to an ancient civilization, but was wiped out by a dormant volcano that erupted amid strange circumstances. It is by far the most dangerous region of the archipelago; aggressive and giant fish, superheated gases from underwater vents, and the ruins themselves have spelled many an end for treasure hunters seeking the riches and artifacts of the sunken kingdom.

Once you have returned each artifact to the Collector, they will have one final task for you. You may refuse their request; either way, your final reward will be the **Book of the Deep**.

The Book of the Deep is a strange, leather-bound grimoire filled with esoteric symbols, rituals, and incantations relating to the deep sea, and that which swims in its fathomless depths. Spells to hasten your ship's travel or which call entire schools of fish to leap into your nets are the least of what can be found within its pages. With this Book even the dead may be brought back to life- though one should take care when doing so. A ritual to wake the dead may be heard by more than its intended target, after all…

An Angler's Pursuit- You were given a job, and by all the gods known and unknown you're going to see it done. With this Pursuit your goal is to catch at least one member of each species of fish that lives within the archipelago, as well as at least one example of any… aberrations. Doing this will be difficult and time consuming, and nearly as dangerous as dredging up artifacts is. Thankfully, you won't have to worry about catching anything that your standard rod, net, or crab pot couldn't handle. Succeed, and you will gain an **Eldritch Fish Tank**.

The strange contours and dimensions of this large aquarium make it the perfect home for aberrant fish of all types and sizes. It even comes with a little sunken city! More importantly, any ordinary fish that you store in here will become changed by their environment- becoming aberrations like the ones you've caught. While eating these tainted fish is an incredibly bad idea, studying them and their strange, monstrous anatomy might grant you additional insights into their eldritch nature… and how they can be utilized to your benefit.

A Dredger's Pursuit- For someone with the right equipment the shipwrecks and ruins dotted across the isles offer a veritable gold-mine of wealth. Rings, earrings, and amulets studded with precious gems, chests laden with gold doubloons… even just the ordinary scrap metal salvaged from the wrecks, to say nothing of the historical artifacts one might find! There are lost treasures and sunken ships scattered all throughout this great sea; your task with this Pursuit is to make a fortune off of taking their booty for yourself. Whether you do this by going after the greatest treasures, or by raiding every boat you possibly can, is irrelevant- all you have to do is make at least $3000 dollars solely by selling the treasures you find.

If you can pull that off, your reward will be the **Corrupted Compass**. Made of an otherworldly black metal, the Corrupted Compass is inlaid with strange symbols and depictions of fish-like beings. When held, it points in the direction of the nearest undiscovered wreck or ruin. Whether you'll find treasure or merely bleached bones is uncertain, but finding out should make for an interesting story either way.

A Survivor's Pursuit- The simplest goal, but perhaps the most challenging and time-consuming. Choose this pursuit and your only goal will be to survive for a year, here in the archipelago. You'll probably have to take to fishing in order to make a living, but in theory there's nothing stopping you from simply hanging around the Marrows. Don't try to venture too far out to sea, however; trying to leave will attract... unwanted attention.

Do this, and your long days out at sea will cause your vessel to absorb some of the arcane power that swirls in the deep- becoming a **Living Ship**. Tendons and viscera will sprout from within, and the engine will take on the rhythmic beating of a heart. Your ship's maw will catch fish on its own- using some of the catch to feed itself in place of oil. It reacts to your commands like a well-trained crew, and seems to respond well to being petted or spoken to.

Drawbacks

Take as many as you'd like, but Red Drawbacks can only be taken as part of a Gauntlet.

What Do You Do With A Drunken Sailor? (+100 D)- It seems you just can't help yourself. A bottle of liquid courage might help to stave off panic- but alcohol is a commodity, and your drinking habits will cut into any profits you make. And piloting a boat competently enough to avoid rocks in the fog is a lot harder when you're drunk, so keep that in mind too.

Mirages at Sea (+100 D)- It seems your time at sea has affected your perception of reality; and now, you will see things that aren't there- particularly at night, when your mind is liable to play tricks on you anyways. Phantom ships, the lights of distant cities, terrifying creatures- well, that last one might not be a hallucination. It could be, though. And therein lies the danger of not being able to trust what your eyes are telling you.

Sea-Legs (+100 D)- If land-lubbers have a hard time adjusting to life out on the open sea, you have the opposite problem: a chronic inability to handle solid ground. Once you step off of a boat you can hardly put one foot in front of the other without stumbling. You'll probably spend most of your time at sea anyways, but it's pretty embarrassing and inconvenient.

Thick Fog (+100 D)- The fog that descends upon the archipelago at night is already more than enough to make visibility past a few dozen feet all but impossible with your standard ship lights. Now, it's even worse; without upgrading your lamps you'll barely be able to cut ten feet through the fog, making it incredibly difficult to see where you're going. The chances of dashing your boat against a rock are much higher- worse, you're far more likely to encounter patches of miasma as well. Sailing through this red fog will directly assault your mind with maddening whispers, driving you into a panic within minutes of exposure.

Something Slithers Into Your Cargo Hold (+100 D)- Your vessel might be small, but the smallest of intruders can still spoil your entire catch. Now, your boat seems to frequently attract strange vermin- vermin that contaminate your fish with disease before slinking off back into the sea. This infection will spread across the dead fish, causing irremovable purple growths to fester on their surface. Although they prevent your fish from rotting, the growths look and taste disgusting, and will dramatically lower the value of an infected fish. Thus, you will often have to make the choice between discarding an infected fish- or keeping it, and giving it the opportunity to infect your entire cargo.

Scarcity (+100 D)- The resources sold by merchants are in short supply these days. No longer will you be able to simply purchase refined metal and technological gizmos at the local shipwright, or count on being rewarded with those things for helping others; instead, you'll have to rely on good old fashioned scavenging from those even less fortunate than you. In their place, these merchants now sell common sailcloth, scrap metal, and driftwood… which they have scavenged from the most obvious wreckages, depriving you of the opportunity to do so yourself. Upgrading your boat will be costly, time-consuming, or both.

Gulls, Crows, Swifts (+200 D)- The black sea birds one can find here are notorious for stealing fish right off the decks of any sailing vessel that dares to sail beneath their wings. Normally, they'd only be attracted to the smell of panicked desperation, and even then only in the day- now, these unusually-intelligent scavengers will harass your vessel regardless of the time or your emotional state. Furthermore, these winged ruffians won't be content to just steal fish- they'll even enter your cabin, ransacking it for anything that gleams or glitters.

Panic (+200 D)- The horrors found here may seem laughable to those accustomed to combating the monsters of other worlds. But when you actually go out into the waters, you'll see things as the people of this world do. The dark, the fog, and your encounters with the supernatural will sap your psyche, pushing you to panic, desperation- madness. And madness attracts monsters like blood does sharks. Only resting on shore will heal your mind then.

Starvation (+200 D)- As if the mutations weren't bad enough, the problems plaguing the archipelago have caused massive die-offs in the local fish population. Due to the existing scarcity, it has become much easier to deplete local populations. Although only a few hundred people live in the archipelago at most, this has made things rather dire for larger communities like the ones found in the Marrows or Gale Cliffs. While a hold full of fish may fetch a good price, you should take care to ensure that your catches aren't stolen by hungry townsfolk- and that you don't go hungry yourself. Should the situation worsen returning to port with a hold full of fish may be the only thing keeping you off the menu…

Temperamental Vessel (+200 D)- Your new ship is damnably hard to keep afloat. Not only do you have to keep her oil reserves filled before heading out to sea, but any necessary repairs will cost a pretty penny too. Now, to make matters worse, you'll find that sometimes your boat's various components will just… stop working like they should. Lights that won't turn on, a foghorn that won't shut off, random leaks or engine fires… It's nothing you can't fix yourself with a little elbow grease, but it can be problematic if it happens at the wrong time, and even a skilled mechanic or a total overhaul won't ever fix the problem entirely.

Merchant Misfortune (+200 D)- There was a traveling merchant who would ordinarily set up shop at various pontoons scattered throughout the archipelago. Ordinarily a canny sailor with a fair number of tricks up her sleeve, it seems she's met her fate out on the open waters. A tragedy to be sure; especially since you will now have to sail all the way back to the Marrows if you want to buy or sell, or upgrade and repair your ship. Being forced to sell stale fish is one thing; having to sail that distance with a dying engine and a leaking hull is another.

Night Angler (+200 D)- In the Marrows, late at night, deep within the fog, one might occasionally spot the tell-tale lights of a fellow fisherman. Signaling them is unwise, though, as their approach will quickly reveal the ship to be a monstrous angler fish; insidiously taking on the profile of a fellow vessel. Normally, it would only haunt the Marrows- but it seems the Night Angler has it out for you, now, and it will follow your scent into other areas of the archipelago as well. Perhaps the thing has even managed to reproduce…

Fractured Reflection (+400 D)- The human mind is fragile- and yours? Has been broken into two. You will find messages written in your handwriting that you have no memory of penning; people will greet you or spit curses at you that you have no recollection of ever even seeing before. Your possessions may go missing, replaced with something else. When you look in the mirror, your reflection might speak to you. Listen to what they have to say at your own peril. Any help this… thing has to offer you will ultimately bear a horrific price in return.

Leviathan (+400 D)- This archipelago has a guardian; a creature that takes note of those who profane these waters, and passes judgement upon them. This colossal creature has taken umbrage with you, and seeks to send you to the abyssal depths of the sea. Spend too much time out in the open ocean and it will find you; from there, you can only pray that you reach shallower waters before it swallows you and your vessel whole in a single gulp. Escaping the archipelago is all but impossible, unless you already have the ability to battle such a thing.

With Strange Aeons (+400 D)- Someone like yourself might be tempted to simply shrug their shoulders and break out the harpoon- or perhaps you have access to larger weapons? They will avail you not, for the creatures of this place have now been strengthened greatly by otherworldly powers. They're no faster, no stronger- they just simply refuse to die as they should. Shoot them, blow them up, ram them with your boat- it doesn't leave a scratch and ultimately just makes them even angrier than they already are. It should be noted that this only applies to marine life for the most part, meaning that certain swamp creatures can still be killed under the right circumstances.

Sea's Not Big Enough for the Both of Us (+400 D)- Under ordinary circumstances, you would be taking the place of the nameless Fisherman that washed ashore in Greater Marrow; now, you and he exist at the same time, and have found yourself under similar circumstances. These circumstances will conspire to set the both of you against each other as rivals, with little to no possibility of collaboration. Whether it's seeking out the same relics or ending up in an impromptu fishing contest while you both try to land the same catch, you'll find he's often hot on your heels- if not ahead of you. Only time will tell who the greater angler is…

Yo-Ho-Ho! (+400 D)- Although there usually wouldn't be all that many ships out on the open sea, the increasingly desperate situation here in the archipelago has led some of the honest whaling folk from the Gale Cliffs to turn to piracy. Now, pirate ships can be found in every region, and even on the open sea if you're unlucky. Their explosives and weaponry may be antiquated- but they're still more than capable of sending your ship to the bottom of the sea floor. Furthermore, some ships are crewed by robed figures instead. While the pirates might be satisfied if you hand over your hard-earned cash and other valuables, these twisted cultists won't be satiated with anything less than devouring your still-beating heart.

Time Limit (+400 D)- Ordinarily, you'd have an unlimited amount of time to complete your Pursuits. Now, you have just six months- 180 days. A generous time-limit if you spend your time and money wisely, though dawdling and playing things safe may see your time running out faster than expected. If you've taken A Survivor's Pursuit in addition to any Pursuits then you will have to complete those other Pursuits within this time-frame, while still having to survive for the rest of the year afterwards.

Perks

You're already getting your boat and equipment for free; you'll need to spend for anything else. You get four discounts; two for 200 D Perks, two for 400 D Perks.

Fisherman (Free)- Okay, fine, you might need a little more help getting started. Take this and you'll learn everything you need to know to run a successful fishing boat; including how to operate the dredging equipment needed to raise treasures from the deep sea. You won't be a master angler, sailor, or treasure hunter with this alone- but you'll be a competent novice. You'll still have a lot to learn if you want to sail THESE waters, though.

Master Angler (100 D)- Huh… guess you're pretty good at this whole fishing thing after all. Yes, it seems you've caught a little bit of everything, and your expertise has given you the ability to easily catch even the trickiest of fish species like sharks or octopuses with ease. You might not have as much experience with the monstrous, reality-defying fish that swim in these waters- but at the end of the day they're still just bloody fish, innat right?

Perfect Packing (100 D)- Fish take up a surprising amount of space in transit, especially on a little skipper like the one you've been provided with. Unless you want to be constantly returning to port you'll learn how to pack them in nice and tight so that you aren't wasting any space. You're pretty good at that, and while you won't create extra space from nowhere it'll sure seem like you are when you enter the fish market with the fruits of your labor.

Cash for Gold (100 D)- There aren't any fixed prices out here in the deep blue sea; just you, and the man or woman you're selling to. Haggling and bartering is just part of doing business out here- and while they'll ultimately decide on what they're willing to pay, you're more than capable of squeezing a few extra dollars out of them. And this goes both ways, so negotiating for discounts will make it even easier to upgrade your ship or buy supplies.

Relaxed Mind (100 D)- A calm eye and a steady hand are essential for any good angler; but both can be sadly hard to maintain out on the water. Surrounded by God knows what out there in the dark and the fog, being forced to listen to dreadful whispers over the sound of the crashing waves- all the while feeling the prickling sensation of eyes on your back… It's enough to drive a man mad. But you're more resistant to such things- not entirely unflappable, but it'll take a lot more to unnerve you and make you lose your head, now, than it did before.

Feeling Prepared (100 D)- It takes a surprising amount of planning for efficient fishing. It's not like grabbing a rod and spending an afternoon at the local lake; you gotta manage your boat, make sure you know where all the good spots are, avoid over-fishing so that they have a chance to reproduce while still making sure you have enough to recoup your losses- and oh yeah, you need to make sure you get back before nightfall unless you fancy testing your luck against monsters, jagged rocks, and low-visibility piloting conditions. Not to mention planning your route if you need to leave the area! Thankfully, you're quite good at planning and accounting for stuff like that. Stay informed, and you'll be prepared for almost anything!

Careful Harvester (100 D)- This era might not be known for its environmental conscientiousness; but you've learned a thing or two about minimizing your impact. It's more important than you might think; overfishing might give you a surplus of cash now, but it'll deprive you of work later on. You have an instinctive notion for matters of the environment like that, so listening to your gut will let you know when you're pushing things too far. This applies not just to fishing, but to any natural resource, as well as issues like pollution.

Nautical Engineering (200 D)- Maybe you don't want to rely on other people for ship upgrades; maybe you just want to have the ability to repair your ship 'out in the field' if the worst comes to pass. Either way, you've got a fair mastery of nautical engineering- both the practical applications that allow you to do day-to-day repairs, and the more theoretical sciences that could potentially allow you to create more effective and efficient engines, lamps, trawlers, or even fishing rods and crab pots on the low-tech side side of things.

Savage Salvager (200 D)- There's plenty of useful ship-building materials just lying around- in the form of the wreckages and flotsam from less fortunate vessels. You have a knack for harvesting such things, salvaging every last bit of scrap in record time. Not only that, but oftentimes the components you find will be higher quality as well- the wood sturdier, the cloth less torn, the metal less rusty- even if it's been lying there for ages.

Trophy Catch (200 D)- Bigger fish bring more value when sold at market- and the biggest, rarest fish are the most valuable ones. Of course, it's not the biggest fish that gets the bait, but the fastest… usually. Now, for whatever reason, you're far more likely to catch the largest fish first. You'll be breaking records all over the place- furthermore, unusual fish will be drawn to your rod in general, including the aberrant fish that have been popping up recently.

Expert Sailor (200 D)- Did I say you were a novice? My apologies, my captain, O my captain. You're not a novice at all- but an expert pilot. The sort of person who can thread the needle between jagged rocks, evade torpedoes, and elude even the swiftest of icebergs. In these waters, your evasive maneuvers could see you dodging lashing tentacles, collisions with massive beasts, or even mundane obstacles that materialized out of thin air.

Haste (200 D)- One of the spells of the Book of the Deep; Haste fills the engine of your vehicle with otherworldly power, granting it the ability to move much quicker… However, it cannot be sustained for long. After just a few seconds of use the engine will heat up; and within ten seconds it will damage any mundane engine, potentially stranding you out at sea. In essence, this spell isn't meant for prolonged travel- it's a last-ditch effort to avoid a pursuer or evade an attack. Careful use might speed up long voyages, though, and perhaps a sturdier engine- or one made with supernatural principals- will be able to handle the strain.

Atrophy (200 D)- One of the spells of the Book of the Deep; Atrophy allows one to strike dead an entire school of fish- or other small creatures, like rats or insects- in an instant, allowing for easy harvesting. The catch, of course, is that doing this wreaks havoc on the local population since… you just killed a bunch of them in one go. Furthermore, while this eldritch power can make aberrations out of some of the fish you've killed, it also tends to drastically increase the rate at which they begin to rot. It lets you harvest them much faster- but if you don't sell them just as quick, the only thing you'll be left with is a hold full of rot.

Ironhaven Engineer (400 D)- Are you a graduate of that famed academy, or merely a brilliant mind on par with their graduates? It makes no difference; your brilliance need not be recognized by others for it to work wonders of science. Your scientific principals astound, and while you may still require rigorous testing and experimentation to get your devices just right they will be unmatched in their ability. With time and enough raw materials you could create devices on par with the Repulsion Machine, capable of making large creatures retreat back into their dens with its sonic frequencies. Or even fishing cranes, mountable on a simple steamboat, capable of reaching down to the oceanic trenches of the Hadal zone…

Initiate of the Fathomless Flame (400 D)- The sea is more mysterious than we could ever imagine. Who knows what lurks beneath the surface? What prophet could tell you of the dread things that lie sleeping beneath the waves? Perhaps you could; for you have learned some of the occult secrets of this world. Although you are no more resistant to madness than you were before, your understanding allows you to see things as they really are- allowing glimpses of the past and future in certain areas of arcane significance. You have learned complex arcane rituals that allow you to light unquenchable flames; to sleep the sleep of the dead; to bring panic to the minds of mortal men, altering their perception of the world. Perhaps you could learn even more, while you are here…

Treasure Hunter (400 D)- Although fishing is steady work the allure of treasure is something that all can agree on. Nothing can compare to the elation one feels when plundering a forgotten pirate ship, or dredging up a treasure chest from the deep. You seem to have a knack for finding treasures like this- somehow spotting the glint of precious metals and gemstones even amid the ruins of sunken ships. You'll even find such things in the unlikeliest of places; like the guts of the fish you just caught. Not all the time of course, that would be absurd- but often enough to supplement your usual profits nicely.

Soldier of the Sea (400 D)- Some say that these things can't be killed; that trying is a fool's errand. You disagree. With grit, determination, and human ingenuity- and perhaps some explosives- these creatures CAN be felled; they CAN be beaten. Like a certain hermit who lives in the Twisted Strand you have a great deal of survival experience, and are capable of rigging up traps capable of ensnaring large, boat-sized creatures. You're also a fair hand with explosives- and while attaching a cannon or mortar to your ship might be out of the question, if you've come this far there's little stopping you from simply tossing your makeshift bomb into the beast's maw and blowing it to kingdom come yourself!

Manifest (400 D)- One of the spells of the Book of the Deep; Manifest is a powerful spell for captains that need to move fast, but one that places significant strain on the mind. When it is cast, it allows the captain to return 'home'- or at least, home waters or the closest equivalent. It appears to work by disassembling the user, as well as the vessel they're standing on, and then transporting their 'parts' in a huge gust of wind over vast distances. Then, they're reassembled near their destination- appearing a short distance away, so as to leave space for their ship. Aside from the mental strain, the spell also places considerable strain on the body- preventing it from being used more than once a day for most people.

Banish (400 D)- One of the spells of the Book of the Deep; Banish is a powerful protective spell that wards against monsters and unnatural phenomenon. It appears like a red flare in the sky above you when cast; and although the light only lasts for about a dozen seconds, its powerful glare is capable of banishing some otherworldly creatures back to whence they came. Most everything else will also be driven away for the duration, unable to stand the fierce light. Only incredibly vast or powerful creatures- or ones that are unable to see- can withstand the flame. Like Manifest, this spell can only be used once per day by most.

Items

You get two discounts on 200 D Items, and two discounts on 400 D Items.

Steamboat (Free)- This steamboat is yours to own now- well, after it's paid off, it is. She's not much to look at, but she'll get you where you're going… so long as it's nearby, the engine caps out at 14 knots per hour at the moment. Honestly, you'll have to put a lot of work into this boat if you want to leave the Marrows. It's cramped, there's hardly any room for storing fish and supplies, and to top it off it doesn't even have a spotlight so fishing at night can only be done with the lanterns on deck. It does, however, come with a working foghorn, a spyglass, a basic fishing rod, a trawler net, and a crab pot… so at least that's something.

Encyclopedia (Free)- This encyclopedia catalogs all the fish that can be found in the archipelago… in theory. It seems like all the pages have been damaged beyond repair, leaving only vague outlines of the fish they once pictured. Bizarrely, if you capture a fish its page in the encyclopedia will be restored; telling you all sorts of information about it, including where it can be found and how many you've caught before. Even weirder is the fact that this applies to aberrant fish too… Just what is this thing?

Sea Chart (Free)- This is a map of the archipelago, depicting each of the islands in a rough outline, including the locations of certain known points of interest- existing structures and the location of merchant pontoons, mainly. It comes with a handy set of pins that you can use to mark further points of interests, like the suspected location of treasures or anywhere else you might want to return to. Nothing special; but invaluable for a sailor.

Hydraulic Rod (100 D)- This large device allows you to catch fish out in the depths of the ocean. It takes up a good deal of space and isn't much use in shallower water, but it allows you to catch more valuable fish like sharks or manta rays.

Flexible Fishing Pole (100 D)- Although it might not look like much, this fishing pole's hybrid design allows for fishing in both costal waters and the shallows near the shore-line. A good, compact all-rounder for beginners just starting out.

Bottomless Lines (100 D)- Similar to the Hydraulic Rod, while this specialized piece of fishing equipment isn't truly bottomless it DOES reach into the deepest abysses of the ocean- all the way down to the Hadal zone. Even in the archipelago there are few trenches that go that deep, but the fish found there are usually very valuable.

Jet Drive Engine (100 D)- At nine knots per hour, what this small engine lacks in speed it makes up for with lack of size, enabling it to be used alongside larger engines for a speed-boost and extra maneuverability. A nice boost that'll stay relevant, even with larger engines.

Cloudy Lens (100 D)- This spotlight isn't too special- but seeing as your boat doesn't come equipped with one at all right now it's better than nothing. At just 750 lumens it makes a decent effort of cutting through fog and the gloom of night.

Mixed Bait (100 D)- Fish eating fish eating fish; what has the world come to? This mixed-up bait smells hellish, but fish can't get enough of the stuff- in fact, even normally nocturnal fish will come out when you drop it into the water. It's a matter of luck when it comes to what you'll catch, but if you're having a hard time finding a certain fish this might help. Your bucket seems to replenish daily, which is good- you wouldn't want to keep it any longer.

Versatile Rod (200 D)- This robust fishing rod comes equipped with several different lines and lures, suitable for a variety of environments including the silty waters of the Twisted Strand, the boiling expanse of the Devil's Spine, as well as a shallow, coastal, and oceanic waters. All of its gear does take up space compared to other rods, though, keep that in mind.

Harvesting Platform (200 D)- This beauty is on the cutting-edge of fishing technology available today. Capable of operating in shallow water as well as in coastal or oceanic regions, it can haul the largest fish from the depths with commendable speed.

Fathomless Winch (200 D)- A built-in hydraulics system allows this instrument to pull fish from deep beneath the surface. The line is long enough to work almost anywhere in the deep ocean, and is capable of reaching the Hadal zone like the Bottomless Line.

Twin Prop Engine (200 D)- This large engine takes up a good bit of space in your cargo bay, but it offers a dual propeller system that enables your boat to reach speeds of 35 knots per hour- nearly three times as fast as your baseline engine.

Halogen Spotlight (200 D)- A basic, but long-range and decently bright light. It takes up a bit more space than a simple lens would, but it offers two to three times the luminosity at 1800 lumens. Basic navigation at night should be relatively simple with this.

Packed Explosives (200 D)- These explosives are a specialty of the whalers of Ingfell, who use them for the grisly task of making their bounties easier to drag onto their boats. Although it might be tempting to use them on the marine life you encounter, these explosives might be best utilized with clearing debris. Shipwrecks, collapsed ruins, and even solid stone can be easily blown apart with strategic use of these explosives- they're practically a necessity in some of the less open regions of the archipelago. You have a supply of ten, conveniently packed into hollowed out whale-teeth, which will replenish on a monthly basis.

Encrusted Talisman (400 D)- This strange stone relic has been emblazoned with a fisherman's hook. When it is mounted on your vessel, it drastically increases the rate at which you reel in fish. It will almost seem as if they're throwing themselves into your boat! Even your nets and crab pots will fill themselves much faster, giving you plenty of extra income. The only problem is that it's so big you'll essentially have to leave behind your specialist equipment- that or you'll have to mount it on a much larger boat.

Engine Stack (400 D)- This is the most technologically advanced engine available now, featuring dual propellers capable of reaching speeds of up to 64 knots per hour. Its hulking mass will take up significant space in your cargo hold- but if you want to sail between different regions of the archipelago without being caught out at night, accept no substitutes.

Flame of the Sky (400 D)- This strange artifact once rested atop the ancient lighthouse located in the Devil's Spine. It is lit with an undying, shimmering flame, which is then focused through a delicately faceted crystal lens. Frankly, it's impossibly bright for such a compact design, giving off 3500 lumens when allowed to shine- and its small size and weight makes it possible to mount additional lights on your boat, offering even greater illumination.

Repulsion Device (400 D)- This odd contraption was created by one of Ironhaven's very own engineers. When it is powered on, it generates a specially tuned noise that is greatly distressing towards larger creatures while leaving humans and most other forms of life unaffected. This one is compact, making it small enough to fit on your boat- however, there are two big catches to using it. The first is that the device takes up huge amount of cargo space- severely limiting what you can carry. The second is that overuse of the device will enrage these creatures instead, making them lash out at the source- AKA, your boat.

Library (400 D)- You've come into possession of quite a large number of books, covering a range of topics from engineering to fishing to haggling to managing stress- all useful information for a lone sea captain, essentially. Each book is short enough that a few day of casual reading will let you finish it, yet each one is also informative enough that you should see improvement in the related skills when all is said and done. It's a good way to pass the time, if nothing else, seeing as there don't appear to be any working radios or TVs out here.

Storage Locker (400 D)- Even a sea captain can't spend ALL his time at sea. If nothing else you need a place to store things where they won't be at risk of sinking down into the brine, after all. This handy storage locker is perfect for such a task- especially because it's MUCH larger than its outward appearance would suggest, allowing you to store even things like trawler nets or harvesting platforms inside of it. More importantly, it seems to follow you from port to port- anywhere there's other folk, you'll find it waiting for you somewhere. That being said it doesn't prevent the spoilage of fish, so keep that in mind or things'll get messy.

Companions

You can feel free to import Companions in Gauntlet mode, though keep in mind that they'll lose their powers like you and won't be getting their own boats or other free Items- and that they'll either be spending a lot of time ashore or taking up valuable space in your boat's hold.

Companion Creation/Import (100 D)- With each purchase of this, you can import or create two Companions to join you in this world- giving them 500 Doubloons to spend and the same discounts that you have, as well as the Fisherman Perk. You can also recruit two existing people from this world for that same price; they won't gain any Doubloons to spend, but they'll naturally retain their existing expertise.

Endings

Your stay here has come to a close; but how?

Dashed Against the Shore

Like so many others, your ship went down- and you with it. If you choose not to take the Gauntlet, this is the end of your adventure; but as a consolation prize you can keep everything you've gained from this world. If you DID take the Gauntlet, then you lose everything you could've gained here- but you get to go to the next world, no harm no foul.

On Stranger Tides

After being successful in your Pursuits, or surviving in this world for ten years if you didn't take this as a Gauntlet, you are given the chance to continue on to your next adventure- the next world in the Chain. Or perhaps you'd rather head home, to your native world. Either way you will get to keep everything you have earned here.

Notes

-YJ_Anon

-The effects of the 'Panic' drawback essentially subject you to the game's Sanity mechanic. Known Sanity effects include: visual distortion, rocks and other obstacles suddenly appearing where there previously were none, waterspouts appearing that track your movement and cause damage, and attracting Night Anglers, Phantom Sharks, and the Birds. Additional effects based on the current region may also occur, such as vines blocking your passage in areas of the Twisted Strand or octopus tentacles striking at your ship on the open sea.

-Major Story Spoilers for DREDGE Ahead!

-If you do 'A Collector's Pursuit' then you only need to return all five artifacts to the Collector, and don't need to proceed with their next request to complete the Pursuit. If you DO decide to go through with their last request… well, hopefully you've already done everything that you planned on doing here.

-The Collector may or may not look familiar because they're literally you're reflection in the mirror. Unless you've taken the Fractured Reflection drawback; in that case, that's DEFINITELY what they are.

-If you decide to betray the Collector and steal the Book of the Deep at the last moment, the Leviathan will start hunting you down to eat the book and you with it- but also dispelling the fog in the process. If you help the Collector complete the ritual, you'll summon a Dark God that presumably destroys the world. If you simply return all five artifacts and then ignore the Collector without trying to filch the book, nothing happens and you can go on your merry way until you decide to do either of those two things. If you've completed all your other Pursuits, then you can proceed with either of these two endings- saving the archipelago by getting eaten, or summoning the Dark God- freely, without compromising your victory.