

MARÉ NOX, THE INKY DEPTHS MOON

IMPULSE:

*To submerge,
inumbrate,
drown,
and crush.*

Maré Nox is entirely covered by one great ocean. The surface can be eerily calm but storms are sudden and violent. Waves the size of mountains encircle the moon, titans with no shores to block their way.

Beneath the surface it's calm and dark. The bottom is a flat plane of mud broken by the occasional rocky outcropping, abyssal trench, or ancient ruin. Most of its denizens are harmless—fish that gorge on mats of seaweed, worms that never leave their burrows, crabs no larger than your palm—but the many-tentacled cephalopods are cunning and mischievous, and it's said that leviathans slumber in the deep. But those are just yarns for newcomers.

The humans that live there, drawn by the promise of mysteries to be solved or fortunes to be made, live in undersea installations or on ships that never put in to port. One missed inspection or loose hatch can be the difference between life and instantaneous implosive death, so there's no tolerance for unreliability.

The discovery of Maré Nox's crystals is lost to memory. Since they grow on the ocean's abyssal floor, insulated from the mystical influence of the Moons of Realis, they're next to useless for most kinds of magic but indispensable for esoteric applications requiring insulators, sinks, or voids. Miners and prospectors comb the perilous depths in submersibles and pressure suits, hoping to strike it rich.

Most fail. But not all.

People Sentences

- + 0 Workers on Maré Nox are always keen and steady.
- + 1 Until they've earned enough to go home, the workers of Maré Nox can always smell an opportunity.
- + 1 When concealed by darkness, the black cephalopods of Maré Nox always move undetected.

Place Sentences

- + 0 The depths of Maré Nox always hide surprises.
- + 0 The crystals of Maré Nox are invaluable for making machines, instruments, and weapons.
- + 1 The sea of Maré Nox can drown anything if it catches it unaware.