

# NOBILITY BENEATH WAVES

Batangis Reef • Galvanus Archipelago • Twilight Meridian

⚠ Dangerous ◆ Acquisition ≈ Deep Sea

## ADVENTURE DESCRIPTION

Citizens of an underwater city have begun abandoning their homes in a trance, drawn toward the otherworldly Batangis Reef. The party must investigate the ancient resting place of an alien creature - and the Asura exploiting its power.

## STARTING THE ADVENTURE

*"Neridians from an underwater city near Batangis Reef have begun acting strangely - glazed eyes, mumbling about a 'ruler rising again' - before abandoning their homes entirely. The Helical Archive has contracted you to investigate, partnered with a local Balladeer versed in the sea's ancient history. After a long voyage, you've arrived at the Archive's marine base: a small island atoll directly above the Reef. You are to be briefed by the respected, though eccentric, marine biologist Larimar."*

As a one-shot, the Citadel is a simple node - but feel free to expand it into a full Adventure Site! For inspiration, "The Lantern of Wyv" by Trilemma Adventures could fit well. You may incorporate Journey mechanics in too but they are hand-waved here for time.

## IMPORTANT CHARACTERS

**Larimar Stonedepth** — Dwarf, Male, 43 (Scholar)

A renowned Helical marine biologist, famed for establishing ties with Neridian and Shimmershell societies across the Shining Sea. *"Even when above water, this boulder of a Dwarf wears a full atmospheric diving suit and is surprisingly deft in it."*

**Foam's Requiem** — Neridian, Female, 25 (Balladeer R4)

A "chosen" born with psychic abilities in the Neridian city of Lemuria. She treasures the sea's ancient stories and fears the strange "pull" that's been drawing her toward the Reef lately. *"Draped in elegant and flowing silks, this young bard's excitement to explore the depths just barely covers up the nervousness underneath."*

**Ophyr the Usurper** — Asura, Female, ??? (Bellzuub)

Former servitor of The Subjugator. Aeons in the sea depths have warped her beyond recognition - no longer resembling anything from the Celestial Order. Her breathing is constant and labored. *"Even if one doesn't consider the wicked crown and blood-extraction tubes embedded directly into her skull, her visage alone is a veritable eldritch sea horror."*

## SOURCES & ADVERSARIES

**Ophyr the Usurper:** Bellzuub with Bladed Hunter, Spinnerets, Fast in Water, and Venomous Strike [Source, pg. 420]

**Foam's Requiem:** Balladeer Rank 4 w/ Glorious Echo and Beast Song ([BREAK!! Blog](#))

**Puppets:** Reflavored Killservants [Source, pg. 388]



## SUGGESTED STORY

Set the scene, have Larimar introduce the marine base, then continue:

### Prep to Descend

- Larimar invites them in, explaining the mission: protect Foam's, investigate the corpse site, and try to rescue any lost folk.
- Foam's arrives and distributes Rebreathers [Source, pg. 173] before leading the party down.

### Out-of-This-World Reef

- Reaching the corpse requires passing through Batangis Reef, which is Harmful Terrain. Each PC must make an Aura Check or become Disoriented.

### Puppets Mining Co

- Four Puppets are excavating crystallized blood from the corpse. Mixed with Asura blood, it can create more Puppets.
- Infusing bloodcrystals with Mana (Foam's can do this reliably) cures the Disoriented condition - and can restore the Puppets to their former selves.
- The Puppets bear The Subjugator's iconography. PCs or Foam's may recognize it; the Subjugator's long-sealed Citadel lies buried nearby.

### Dance with the Divine

- The Citadel's massive doors lie open. The foyer is empty, though signs of mining and redecorating are evident.
- Ophyr the Usurper awaits on a throne in the main chamber with 2 more Puppets. She'll welcome visitors - but quickly grows paranoid they're after her crown and attacks.
- Anyone touching the crown directly must make an Insight Check every 5 minutes or be Wounded from its power.
- Returning the crown to base for containment completes the mission. The party is rewarded, plus an invitation to Lemuria.

## KEY LOCATIONS

### BATANGIS REEF

*"All manner of densely-packed, otherworldly flora and rock formations make up this reef. You continue to catch yourself spacing out in their mesmerizing allure."*

Long before the shattering of the Sun Machine, this reef has grown here, blood nourishment making it a foreigner to this world. Occasional puffs of thick purple mist come out from various flora.

Passing through requires an Aura Check (or Anti-Hazard Suit) or the character becomes Disoriented. Only the creature's bloodcrystals can cure this effect.

### CORPSE OF THE CREATURE

*"A colossal skeletal structure and theoretical physiology unlike anything on the Outer World, which is saying something, only pockets of deep purple rock dot its remains."*

All that's left is a skeleton and the deep purple rock, which is portions of its blood that crystallized.

Mining requires an Insight Check; failure results in a Wound. Success yields 2 Units of **Xeno Bloodcrystals**. Let players understand which Aptitude the Check is.

### THE SUBJUGATOR'S CITADEL

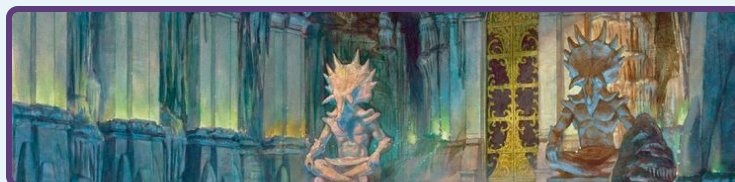
*"Open, massive pearlescent doors welcome you into an imposing structure filled with sculptures and architecture plundered far and wide over ages past."*

For this one-shot, consider the citadel to be primarily a massive long foyer filled with wonders of the past world before leading into a main chamber where Ophyr awaits on a broken throne.

This Citadel contains hidden writings by scholars of eld detailing the crown's cursed history and being forced to work under The Subjugator's reign.

## SECRETS & CLUES

1. The Batangis Reef is said to have formed Aeons ago when an alien creature's fresh corpse dropped from the heavens into the Galvanus Archipelago.
2. Its blood seeped into the soil, altering the ecosystem. Nowhere else in the world can this seaflora be found, and its mind-altering effects are particularly potent.
3. Occasionally people in the nearby Neridian city of Lemuria, even at its distance, will be born with psychic abilities. Many of these "gifted" were the first to leave.
4. Foam's is one such gifted. She's always felt a strange pull toward the corpse site. Recently it's grown stronger, and she fears waiting any longer.
5. During the 2nd Aeon, a benevolent Divine Ruler found this corpse, and taking a liking to it, fashioned a crown and jewelry from its crystallized blood.
6. This Divine Ruler was consumed by its psychic potency and turned mad, seeking to bring all into its hivemind. This ruler was known as The Subjugator, Once-Kind.
7. The Subjugator was banished alongside other Divine Rulers in the 3rd Aeon, the crown falling into obscurity.
8. After 2 Aeons, an Asura formerly under the Subjugator's rule, Ophyr, found the crown, wearing it for herself, and beginning the cycle anew.
9. Ophyr is siphoning citizens from the local city, amassing forces while acclimating to the crown's power - which overwhelms even her. Erratic behavior and talking to nothing are common.
10. Ophyr plans to first conquer Lemuria, then move along weak coastal villages before taking on larger prey. She sees the broken world as ripe for conquest.



## QUEST RESOLUTION

### ✦ Rewards

On successfully taking down Ophyr and recovering the crown:

- 2 Units of Dew Silver (gift from Lemuria)
- 2 Gems (from the Archive)

If Foam's survives, the party gains a Social Bond with her and an invitation to visit Lemuria.

The **Coralweave Piercing** rests on the Citadel's throne.

#### **Coralweave Piercing** [Legendary Artifact]

*Unlike the other jagged pieces of crystallized blood from the corpse, this piece is polished and beautiful. Constellations are always visible in its shimmer.*

- As an Action, you may turn the Artifact into armor for a specific task or Fight.
- The Artifact grows unnaturally fast into a wicked suit of defensive coral.
- It has the following specifications: Superheavy Armor, Rebreather, Mechanical Motion.
- While in water, the wearer's Speed Rating is Average, bypassing Superheavy restrictions.
- The armor lasts until the task it was activated for is completed, or you have been reduced to 0 Hearts.
- You cannot use this Ability again for 24 hours.

**1/2 Slot · 5 Gems**

#### **Xeno Bloodcrystal** [Magical Additive, Eldritch]

Anyone ingesting an Imbued Consumable gains 1 Use of the Dreamer Quirk [Source, pg. 142].

**1 Slot · 1 Gem**

## RANK 9-10 ADVENTURE



# ART VIBEBOARD



"Remains of the Alien Creature"  
Art by Unknown



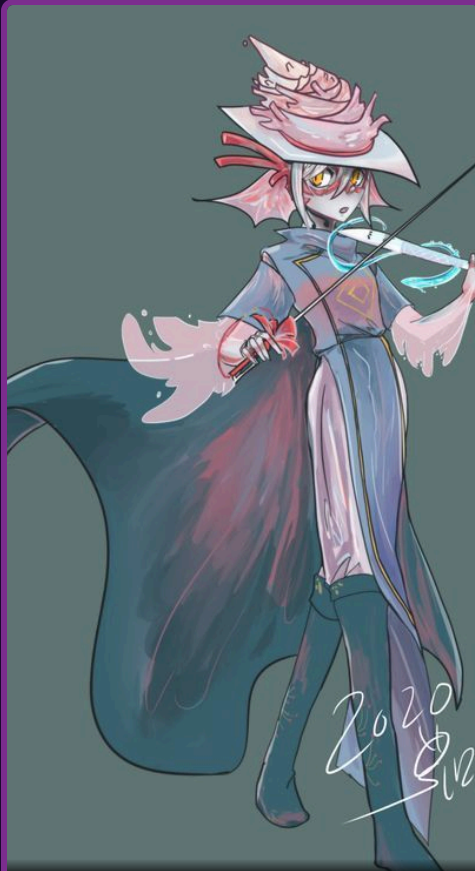
"Ophyr the Usurper"  
Art by Vincent Coviello



"Citadel of the Subjugator"  
Art by Dinotopia



"Marine Base Inspiration"  
Art by Victorin Ripert



"Foam's Requiem, Balladeer"  
Art by Reir



"Batangis Reef"  
Art by Kemineko