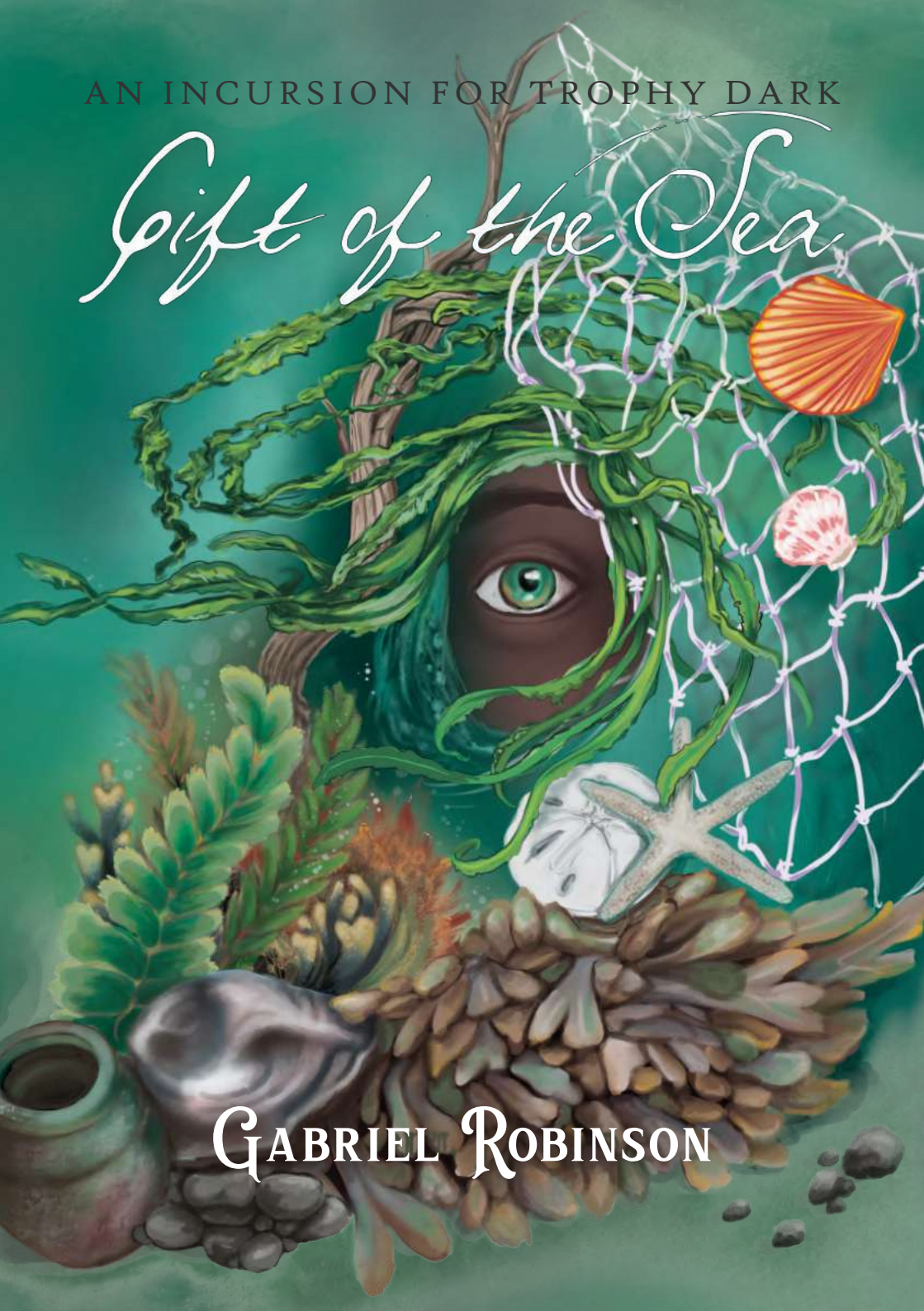


AN INCURSION FOR TROPHY DARK

Gift of the Sea

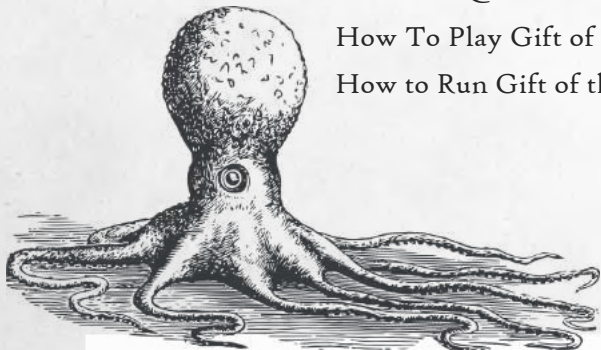


GABRIEL ROBINSON

Gift of the Sea

CONTENTS

Moments	2
Conditions	3
Movement of the tides	4
Ring 1	4
Ring 2	6
Ring 3	8
Ring 4	9
Ring 5	10
The Tide Will Have Its Due	12
The Tide Queen's Chosen	14
How To Play Gift of the Sea	16
How to Run Gift of the Sea	18



CONTENT WARNING

This incursion contains themes of drowning, body horror and human sacrifice. Before the game starts, please make sure to discuss these subjects with players and establish lines and veils to support a safe and fun experience for everyone.

WHO KNOWS WHAT SECRETS DWELL BENEATH THE OCEAN VAST AND WIDE
OR WHAT BECAME OF THOSE WHO TRIED TO FIGHT THE TURNING TIDE
THE NIGHT IS DARK. THE STORM IS FIERCE. BUT NOTHING SHOULD WE FEAR
COME ROUND AND LIGHT THE CANDLES BRIGHT. FOR SPRING IS ALMOST HERE

WE BIND THE SAPLINGS. WREATHED IN GREEN. AS FOLK DID LONG BEFORE
WE CROWN A MAIDEN AS OUR QUEEN. AND CAST HER FROM THE SHORE
FOR AS THE LAND GIVES GIFTS TO THOSE WHO SOW AND REAP THE GRAIN
THE SEA IN TURN MUST HAVE ITS DUE. WHEN GREENTIDE COMES AGAIN

OH MOTHER OF THE ENDLESS TIDES. OH QUEEN OF DEPTHS UNSEEN.
ACCEPT THESE HUMBLE GIFTS WE BRING. UPON YOUR MANTLE GREEN
FILL UP OUR NETS WITH GLEAMING FISH. AND SPARE OUR SAILORS BRAVE
FOR ALL THE REST. TAKE WHAT YOU MUST. BENEATH THE ROLLING WAVES

Beyond the forest lies a jagged rocky coast, where a small seaside village has observed the rites of Greentide for generations. Each spring as the first green shoots emerge, the village elders weave an effigy from sapling branches and seaweed, crafting the likeness of a young woman. The sculpture filled with gifts before it is cast into the waves as an offering to the Queen of Tides, along with prayers for a bountiful catch for their nets and protection from storms. This ancient tradition harks back to an age when the ancestors would crown a young woman as the Tide Queen and offer her to the sea in sacrifice. Chieftains and princes would travel far to attend the ceremony, pledging gold, jewels and the finest crafts of their settlements. To this day, local fisherman never leave shore without paying her their respects — for the tide, they say, must have its due.

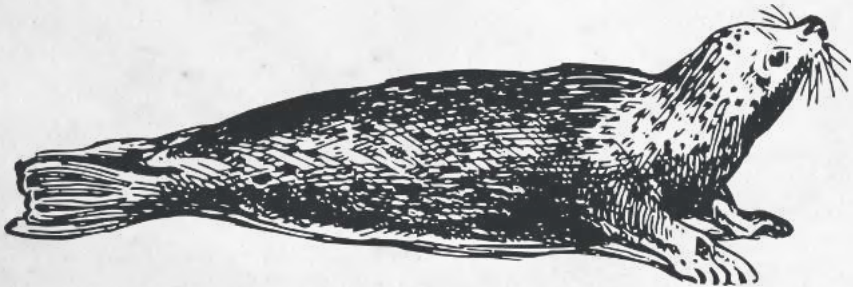
Strange as the customs of an isolated village may be, it has not escaped the notice of keen treasure hunters that centuries of offerings and shipwrecks have left a great hoard of untouched riches beneath the waves. You know of the island offshore, where the offerings are tipped overboard. You have heard rumors of a deep cove there, just visible at low tide. Superstitious villagers avoid it, but you know better than to believe their tales.

Will you emerge with treasures long kept hidden by the sea? Or will you become another offering and join the court of the Queen Below the Waves?

THEME: TIDE

MOMENTS

- Fog rolls over the land and sea, bringing with it a chill and dead silence
- Sea shanties echo on the salty air, tragic tales and dire warnings
- A flooded field, tall grasses and crops slowly waving underwater
- A gathering storm on the horizon approaches with unnatural speed
- A beached whale, fins and tail tangled in seaweed
- A small, abandoned cottage overlooks the sea — empty but for a single rocking chair
- A submerged skull, overgrown with seaweed which gives the appearance of long, waving hair
- Scraps of clothing and stolen tools woven into huge osprey nest
- A greedy pelican, its gullet overflowing with fish, suddenly dragged under the waves by a shark
- The glint of colorful shells and semi-precious stones at the bottom of a tide-pool
- The full moon, silver light reflecting over the waves, calling you onward
- A pair of old boots, overgrown with barnacles and bound to a boulder with old rope
- A gnarled octopus locked in a death struggle with a giant purple crab
- The keening song of whales beneath the waves, mournful and haunting
- A lone seal watches you from offshore, vanishing under the waves and surfacing again



CONDITIONS

- Your body feels weightless, your movements become buoyant as if submerged in water
- All sounds are muted, as if you are underwater
- The recurring sensation of drowning, even when on firm ground, followed by coughing up seawater
- You understand the speech of gulls and other sea birds, but soon realize they are all mocking you and making predictions on your tragic fate
- Barnacles and seaweed grow on your skin
- When others speak, you only hear the shrieking of seagulls
- You are mesmerized by the constant ebb and flow of the sea, distracted by its endless patterns and soothing waves
- You feel anxious at the thought of being out of the water
- Your hand moves of its own accord, snatching at any small creatures within reach as if it were a hungry predator
- Small crabs and other scavenging creatures are drawn to you, picking at your flesh as if you were already a corpse
- Your flesh begins to unravel in delicate strands, as if you were a woven basket
- Strange webbing forms between your fingers and toes. Your hands and feet begin to feel stiff, like fins
- An insatiable hunger, the urge to catch and consume live prey
- Your teeth begin to fall out, pushed from your jaw by rows of sharp new ones which are hooked or pointed
- The deepening suspicion that your companions plan to sacrifice you at the end of the journey
- The compulsion to craft an effigy of objects from the sea, for good fortune

MOVEMENT OF THE TIDES

This incursion aims to convey the presence of the sea as a living, powerful entity. Consider this rhythm throughout the journey of the treasure hunters as they pass through each Ring. As the tide comes in, waves pound savagely against jagged rocks, flooding tidepools and underwater caves. As the tide retreats, lost secrets and new paths are revealed. Make the characters feel this urgency, as if the tides could shift at any time and reverse their fortunes.

RING I

THE TIDE IS LOW. WAITING TO RISE AND MEET THE SHORE

TERRORS

The treasure hunters have all heard tales of the horrors at sea which await those who cross it carelessly. Roll from the table below or ask them what stories they have heard:

- The spirits of cursed sailors, trapped in the form of hungry sharks, circling endlessly
- An ancient sea serpent sleeps under the rocks, causing whirlpools when it wakes
- A group of merfolk wait to lure you beneath the waves with their mesmerizing songs
- A hungry forest of kelp grasps and devours anything it can reach
- A vengeful sea witch dwells on the island, calling storms upon those who wronged her
- A sunken watchtower, once luring ships to their ruin, now traps the spirits of the drowned

Why do you suspect there is some truth to these tales?

An old fisherman knows the location of the hidden cove, from his past as a smuggler. With a sly wink, he tells the treasure hunters that they are not the first to seek the riches of the sea. He is willing to trade information if the group offers something valuable. If they reject his offer, he threatens to report the group to the village elders and demands a bribe to keep his silence. Despite his belligerent manner, he is no threat physically due to old injuries.

How do you respond to his proposition or threat?

What will you do to triumph, where others have failed?

TEMPTATIONS

The village is in full revelry for the Greentide festival. On the shore, the elders are crafting the effigy of a tall woman, her features taking form as seaweed and reeds are woven over a crude driftwood skeleton. Songs are shared and offerings placed inside the effigy, as flowers and ribbons are woven into her hair of kelp. The ritual is strangely mesmerizing to watch; the final result equally beautiful and unsettling. Each member of the village comes forward to make an offering, speaking their prayers aloud. As guests of the festival, the party is encouraged to join the proceedings.

What offering do you leave? What do you ask for?

What feature of the Tide Queen effigy makes you uneasy?

Give each treasure-hunter a moment to describe how they engage with the ritual, recalling their drives when they make any offerings and prayers. Any closer examination of the effigy prompts a Ruin roll.

If they choose not to participate, how do the villagers treat them differently?



RING 2

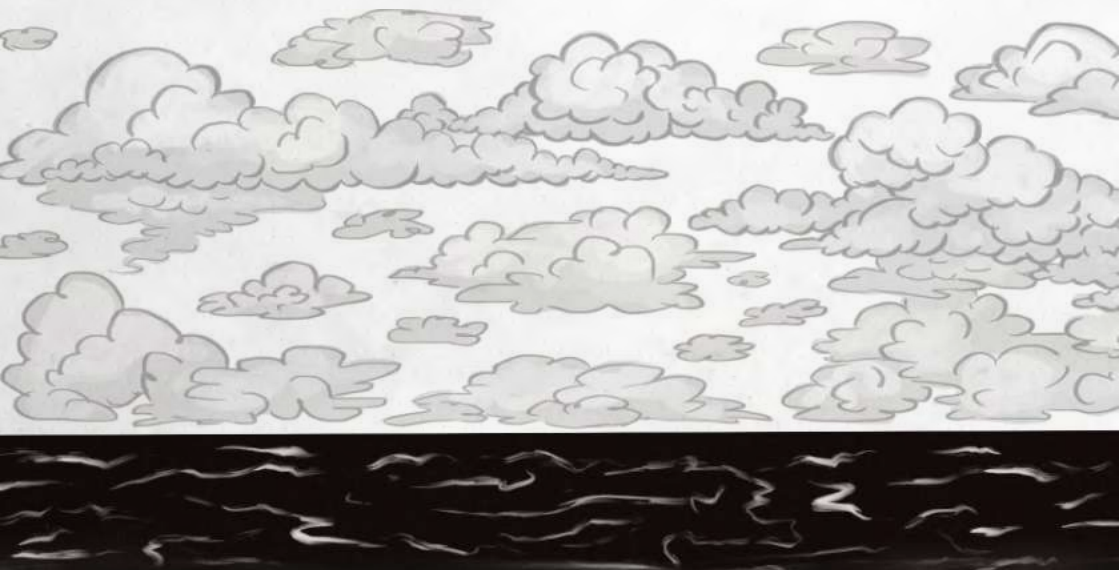
THE TIDE COMES IN, BEARING THE OCEAN'S BOUNTY.

TERRORS

At dawn, the party may join the procession of fishing boats as they head for the island to complete the ceremony. Everyone is wearing bright colors and the boats themselves are decked with ribbons, bells and the first flowers of spring. The sky is grey and overcast in stark contrast to this vibrant display. On reaching their destination, a rousing song is joined and the effigy is tipped overboard. Anyone who looks directly upon the Tide Queen as she plunges under the waves must make a Ruin roll as they glimpse a very human and anguished expression on her face.

Almost immediately the sea begins to roil and churn, forming a whirlpool which threatens to fling the boat of the treasure-hunters against the rocks, like rows of jagged teeth. The ocean itself seems to surge with angry intent, separating the party from the other boats. Their only chance is to scramble ashore or risk being pulled under.

How do you survive the sudden wrath of the ocean?

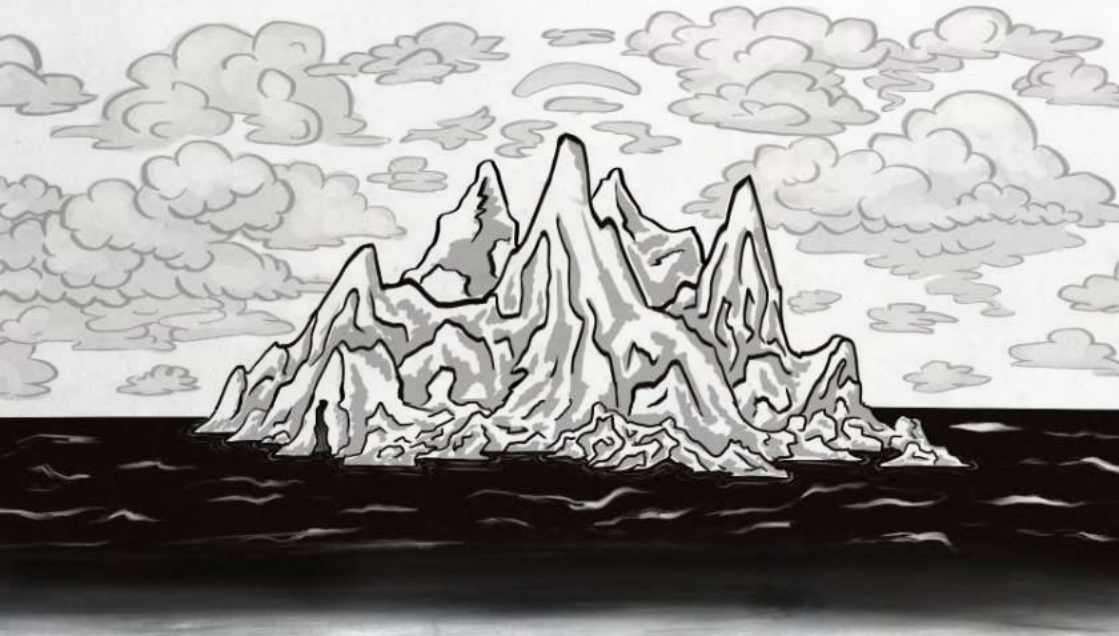


TEMPTATIONS

Those who manage to scramble ashore are soon driven to seek shelter as a storm gathers over the island. Scattered across the rocky slopes are a few coins, fragments of ornate pottery, waterlogged books — evidence of recent shipwrecks and more treasures waiting to be claimed nearby. A shattered rowboat holds an oilskin satchel containing supplies from a previous explorer: hooks, diving fins and rope, but also a small bottle of wine, a wedge of cheese and dried fish.

What comforts do you miss from home, in this wild place?

What luxuries will you spend your gold on, when this journey is over?



RING 3

THE TIDE EBBS LOW. REVEALING SECRETS KEPT BENEATH THE WAVES.

TERRORS

The island is little more than a great barren rock, inhabited only by cackling sea birds — yet on the wind the treasure hunters hear snatches of old sea shanties, recalling the tales of tragedy from earlier. Those who manage to sleep receive a vision of the Tide Queen, now resting beneath the waves. Her woven figure is very much alive. She spreads her arms wide to embrace the dreamer, wrapping them in fronds of seaweed and tangled netting. At least one other character dreams of being drowned by their companions.

Upon waking, one treasure-hunter discovers the same item they offered in the ritual — now corroded and covered in barnacles. Was it rejected? Another finds a small bottle at their feet containing a scroll with cryptic warning — addressing them by name. These moments should easily provoke Ruin rolls all around.

The party's boat, if they managed to secure it during the storm, has been damaged beyond repair and shows clear signs of sabotage. Food and supplies are missing. There is no sign of any other inhabitants on the tiny island.

Who among you cannot be trusted?

TEMPTATIONS

Low tide reveals the entrance to the cove — a tall, narrow cleft in the rock. The water rises and falls gently, inviting easy passage for the party to wade deeper. The cave walls are lined with brilliant starfish and bright-shelled snails. Beneath the water, anemones of vibrant purple and green wave gently as iridescent fish flit among their fronds like tiny jewels. The majesty of the sea is on display, hinting at greater treasures waiting below the surface.

What treasure do you spot before anyone else?

RING 4

THE TIDE FLOODS IN. RECLAIMING ITS DOMAIN

TERRORS

Deep inside the cove floats a group of bloated corpses, piled upon one another in an apparent struggle over a rotting wooden chest. Tiny fish and crabs nibble at their flesh as they sway gently in the current. The features of each corpse are still clearly recognizable as those of the treasure-hunters themselves. Within the chest are items personally meaningful to each member of the group — but rusted and decayed as if left under the sea for a very long time. Any treasure-hunter identifying their corpse makes a Ruin roll.

The rocks underfoot are slick with algae. Strands of seaweed tangle the limbs of the treasure hunters, as if pulling them deeper into some gaping maw. Jagged coral and stone slice their skin, tinging the water crimson. The incoming tide surges without warning, flooding the entrance behind the treasure hunters completely. From the sea, something approaches, drawn by the scent of blood.

Recall any horrors of the deep that the party previously heard tales of. Make them tangible now. Reveal them to be far worse than they imagined.

TEMPTATIONS

The walls of the cove become smoother, forming ridges like stairs, or the inside of a great shell spiraling downward. The rock walls now appear as carefully arranged stones, hinting at the structure of an old sunken tower. A soft glow emanates from below, illuminating the passage downward... or upward. The tide floods the tunnel, reversing all orientation of up and down. As the treasure hunters are pulled deeper through the passage, pieces of the Greentide effigy swirl in the current — loose branches, coins and gifts. They are close now, if they can endure the current and hold their breath a little longer...

RING 5

THE TIDE TAKES WHAT IS DUE

TERRORS

The curving steps open into a submerged chamber, like the pinnacle of a lighthouse. At its center, the form of a tall woman rests upon a nest of bones and the splintered timbers of ships. Here sits the true Queen of the Depths in all her power. Her body undulates with the current, constantly forming and reforming in beautiful patterns of coral, shells and fish scales. Her hair is bright seaweed of purple and green, her eyes luminous pearls. Spectral jellyfish circle her head, pulsating like small moons. She is attended by eels, sharks and other hungry things of the deep — monstrous writhing creatures with whip-like tentacles and distended, toothy jaws. As she turns to look upon the group, they creep forward to consume and devour everything the treasure hunters have left.

As the fibers of your mind and body unravel, what is left? What are they worth, in the end?

TEMPTATIONS

Pouring from the ribs of the Queen are bright gems, pure gold and priceless treasures seemingly untouched by the elements. Her voice murmurs softly through the water. Her words are melancholy as she tells the group that since the beginning, every gift sent to her came with another demand; every woven effigy an empty husk as pitiful as the prayers that came with it. She has consumed everything sent to her, all the hopes and fears of those above, and it has made her powerful — but no less hungry.

With a hollow body that overflows with riches, she holds up the offerings of the treasure hunters mockingly. Do they not understand that the sea gives and takes in equal measure?

Her words become stern as the water churns violently within the chamber. Why have they come here? Will they at last bring her something to satisfy the hunger of a hundred lifetimes?

Perhaps she will allow free passage to the one who pleases her the most. Perhaps she will grant them a gift.

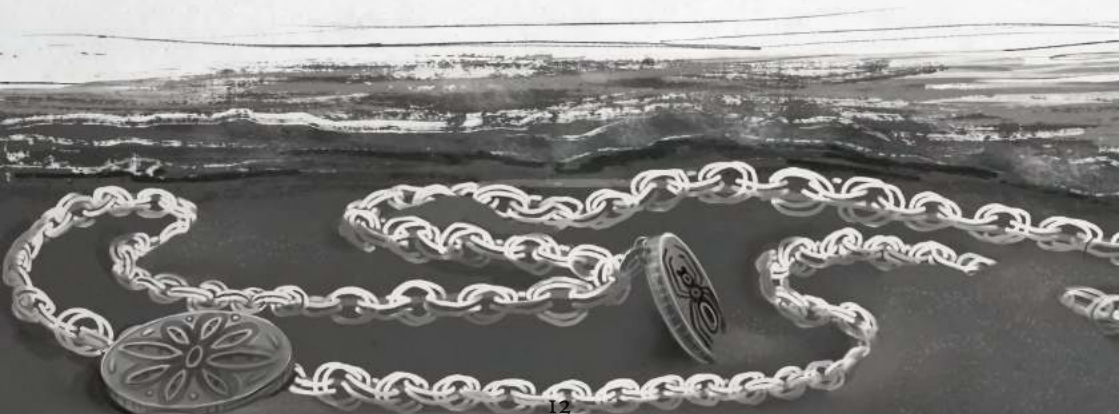
The Queen demands a sacrifice — will you prove yourself worthy? Or will your hollow shell remain, to sing the glory of the Queen Below the Waves?



THE TIDE WILL HAVE ITS DUE

(36 ITEMS OFFERED OR CAST AWAY)

- A locket containing an image of your mother
- A lucky silver coin
- A bronze compass
- ❖ A promise ring from a lost lover
- ❖ A fine comb made of of turtle shell
- ❖ A small woodland animal carved from gemstone
- A pouch of seeds from your childhood garden
- A love poem written but never delivered
- The wool cap of a lost child
- ❖ A flask containing the last sip of your favorite liquor
- ❖ A broken dagger, hilt carved from a deep purple wood
- ❖ A tiny prayer scroll sealed in a glass vial
- A broken iron manacle
- A lock of hair from your beloved
- Your grandmother's favorite soup spoon
- ❖ The arrowhead that almost killed you
- ❖ A round wooden box containing the bones of a small bird
- ❖ A cracked crystal prism



- ❖❑ The battle-worn gauntlet of your mentor
- ❖❑ A tarnished silver mirror
- ❖❑ A strand of rigging from your lost ship, tied in three knots
- ❖❑ A bronze armband, engraved with the form of a wolf
- ❖❑ A wooden sea-lion carved by your grandfather
- ❖❑ A whalebone with a ship etching, given to you by a lost sailor
- ❖❑ A faded contract, parchment stained with blood
- ❖❑ A glass orb of gold-flecked aquamarine
- ❖❑ A small box of dark wood, locked
- ❖❑ A pinch of black salt from the waters of your homeland
- ❖❑ A small urn containing the ashes of your father
- ❖❑ A piece of deer antler inlaid with gold
- ❖❑ A bottle of rich, dark brew which grants renewed vigor
- ❖❑ A set of bone gambler's dice
- ❖❑ An empty leather map case
- ❖❑ A fine clay pipe carved in the shape of a dragon
- ❖❑ A flawless smooth stone with a hole in the center
- ❖❑ Dried mushrooms harvested from the grave of a martyr



THE TIDE QUEEN'S CHOSEN

CREATING YOUR TREASURE HUNTER

To create your treasure hunter, choose your **Name**, **Occupation**, and **Background**. Your **Occupation** is the role you serve in the party now, and the place where you focus your attention and skills. Your **Background** is what you used to do. Often, there is a reason you no longer do it. When you choose your Background, think about what made you leave that profession and why you can't ever go back to it.

Next, choose your **Drive**. Your Drive is the reason you took up this task and you must complete the task to fulfill it.

Next, choose your **Rituals**, if any. Rituals are dangerous spells you can cast to perform miraculous feats. All villagers can learn and use rituals, regardless of Background or Occupation. You can start with up to 3 rituals, but you must increase your starting Ruin by 1 for each Ritual you know.

Finally, set your starting **Ruin**: your Ruin starts at 1 and increases by 1 for each Ritual you know.

NAMES

- Anu
- Eydis
- Iman
- Kadija
- Mansur
- Nakula
- Niara
- Oona
- Rajan
- Ria
- Sindu
- Varda



OCCUPATIONS

- Fisherman (skilled in weather, boating, lures)
- Weaver (skilled in mending, traps, prophecy)
- Diver (skilled in swimming, fortitude, discovery)
- Lighthouse Keeper (skilled in observation, warning, signals)

BACKGROUNDS

- Retired Smuggler (skilled in concealment)
- Dying Elder (skilled in sacrifice)
- Shipwrecked Traveller (skilled in survival)
- False Oracle (skilled in omens)

DRIVES

- Make peace with the spirit of your drowned twin
- Recover a relic from the wreck of the Maiden's Promise
- Cast away your cursed family heirloom for good
- Learn the fate of your missing crewmates

RITUALS

- Lure (draw the attention of anything nearby towards a chosen object)
- Rust (erode an object with the ravages of time)
- Drown (flood the inside a creature or space with seawater)
- Gills (breathe underwater, but drown in open air)

RUIN

This number shows how much the world has dug its claws into you, including the physical and mental harm you've suffered.

It starts at 1, but is increased for each Ritual you know at the start of the game.

HOW TO PLAY GIFT OF THE SEA

If you are already familiar with the rules of *Trophy Dark* by Jesse Ross, you already know how to play this game and can skip right to playing. If not, the basic rules are presented here for your convenience.

Play To Lose. Your treasure-hunter is doomed. This involvement in Greentide is not going to go well. If they survive to reach their goal, they will be unavoidably changed by this experience, probably in a really horrible way. As you adventure, try to make the story of your failure an interesting story.

RISK ROLL

When your character attempts a risky task, say what you hope will happen and ask the GM and the other players what could possibly go wrong. Then gather 6-sided dice.

Take one light-colored die if the task is something your character would be able to do because of one of their Skills.

Take another light die for accepting a Devil's Bargain from another player or the GM. Devil's Bargains are described in the following section.

Add a dark-colored die if you are willing to risk your character's mind or body in order to succeed. You must include this die whenever your character performs a Ritual.

Roll the dice. If your highest die is a:

- **1 - 3:** Your character fails, and things get worse. The GM describes how. The GM may also allow your character to succeed, but things will get worse in some other way.
- **4 - 5:** Your character succeeds, but there's some kind of complication. The GM describes the complication, then you describe how your character succeeds.
- **6:** Your character succeeds. Describe how.

If you included a dark die and it rolled equal to or higher than your highest light die, it counts as a Ruin Roll as described under Ruin Roll.

If you are unhappy with your roll, you may add an additional dark die to your dice and re-roll. You can keep adding more dark dice and re-rolling. You cannot re-roll when a dark die is the highest die in your roll.

If you use a Risk Roll to try to defeat a monster in hand-to-hand combat, you will die. Instead, roll to hide, roll to escape, or roll to use a Ritual against it. If you fight something that is not monstrous or if you fight a monster but not to defeat it (for example, to fight your way past it), be clear about what you want from the fight, then roll normally.

DEVIL'S BARGAINS

The GM or any other player can offer you a bonus light die if you accept a Devil's Bargain. Common Devil's Bargains include:

- Your character causes collateral damage or unintended harm.
- Your character gets lost or separated from their companions.
- Your character sacrifices an important item.
- Your character betrays a companion.
- Your character attracts unwanted attention.

The Devil's Bargain occurs regardless of the outcome of the roll. You make the deal, pay the price, and get the bonus die.

The Devil's Bargain is always a free choice. If you don't like one, just reject it (or suggest how to alter it so you might consider taking it). You can always just risk your character's mind or body and take a dark die instead.

Anyone may veto or suggest alterations to a proposed Devil's Bargain, especially if it would also impact their character.

RUIN ROLL

Your Ruin shows how much physical and mental harm your character has suffered. It starts at 1.

When your character witnesses or undergoes something disturbing,

make a Ruin Roll by rolling one dark die. If you've made a Risk Roll which includes a dark die, and that die is equal to or higher than your highest light die in that roll, your dark die is automatically considered a Ruin Roll.

If your dark die rolled higher than your current Ruin, add 1 to your Ruin and work with the GM to describe the decline of your character's mind and body.

REDUCTION ROLL

When your Ruin reaches 5, you may now reduce it when your character attempts subtle acts of sabotage against their companions.

Each time your character does this, roll one light die. If you get less than your current Ruin, your character succeeds at their task and you decrease your Ruin by 1. You may continue reducing your Ruin in this way when your Ruin is below 5.

LOSING YOUR CHARACTER

When your Ruin reaches 6, your character is lost. This is an important moment: Everyone focuses on your character's last flashes of lucidity before they run away or turn against their companions. Hand your character over to the GM to control, and either create a new character or exit the game.

HOW TO RUN GIFT OF THE SEA

If you're familiar with *Trophy Dark* by Jesse Ross, you already know how to play this game. If not, the instructions are included here.

The “Win” condition is having fun.

The characters might hope to get home and be lauded as heroes, but you and the players know better: they are all going to die horrible deaths (probably).

But this is a good thing.

It lets you off the hook of having to play “smart”, and lets you focus on making things interesting.

You, the GM, have to be the biggest fan of the story. You have to give the players all the rope they need to tie their own characters into horrible, horrible knots. Fortunately, you aren't set on your own, adrift, with no help. *Gift of the Sea* is written to give you a structure and the tools you need to make that possible.

THE RING STRUCTURE

Gift of the Sea is a *Trophy Dark* incursion and uses the 5 ring structure of drawing closer and closer to the center. Putting the characters in the bullseye, as it were.

You will play through them in a linear order, and you should tell the players when they enter a new ring. If you need to take a break, in-between rings is where you want to

do that. Each ring is its own set of experiences that — while it is part of the entire adventure — also represents its own complete portion.

Each ring is intended to evoke different types of pressure on the characters.

Ring 1 is about making the characters feel heroic by overcoming a fairly easy challenge, and beckon them deeper into the incursion.

Ring 2 is about the characters confronting an unfriendly landscape, to signify that the world itself is opposing them.

Ring 3 brings the characters back to their own drives, their own selfish desires, and sowing the seeds of distrust between characters.

Ring 4 confronts the characters with a horrific beast that they can do nothing but run from. However, it does push them into the conclusion of the adventure, basically cutting off any possibility of retreat.

Ring 5 is the ultimate end of the incursion where those who have survived can reach out and grab the treasure, but in order to do so, they have to sacrifice something important to themselves or, perhaps, their humanity itself.

When playing through them, first the characters will need to confront the terrors and overcome the

difficulties they encounter, and then address the temptations.

ASK QUESTIONS AND BUILD UPON THE ANSWERS

The adventure doesn't lay out a lot of backstory or history. Ideally, it provides only what you absolutely require. The rest of the empty spaces in the story are intended to be filled in by you and the players as you play.

What do their backgrounds mean to them? Why does their drive push them so obsessively? Heck, ask them to fill in bits of the world, too. This invests them in a story that they are helping to construct. It also lets you embed that character's experiences into the world which you can then turn on them, or rip away from them.

USING MOMENTS

Moments aren't encounters in the way terrors and temptations are, they are small bits of set dressing you can pull into your descriptions as needed. They can also be useful for transitional moments, to give a sense of montage as the characters travel from one ring to another.

USING CONDITIONS

When characters fail risk or ruin rolls, you can give characters conditions and the adventure provides a list for you to use or take inspiration from. Each characters is

fairly likely to get a condition or two within the first couple of rings.

As characters fail further on, you might choose to give them a new condition, or you might think about how a condition they currently have can get worse.

Once a character has a condition, be sure to take it into consideration when describing or judging the fictional narrative around future actions. Conditions are less about "rules", and more about the fiction taking place, so be sure to use them and keep them in mind.



Gift of the Sea

NAME

- _____
- ANU • MANSUR • RAJAN
- EYDIS • NAKULA • RIA
- IMAN • NIARA • SINDU
- KADIJA • OONA • VARDA

RUIN

1	2	3
4	5	6

OCCUPATIONS (CHOOSE 1)

- FISHERMAN (skilled in weather, boating, lures)
- WEAVER (skilled in mending, traps, prophecy)
- DIVER (skilled in swimming, fortitude, discovery)
- LIGHTHOUSE KEEPER (skilled in observation, warning, signals)
- _____

BACKGROUNDS (CHOOSE 1)

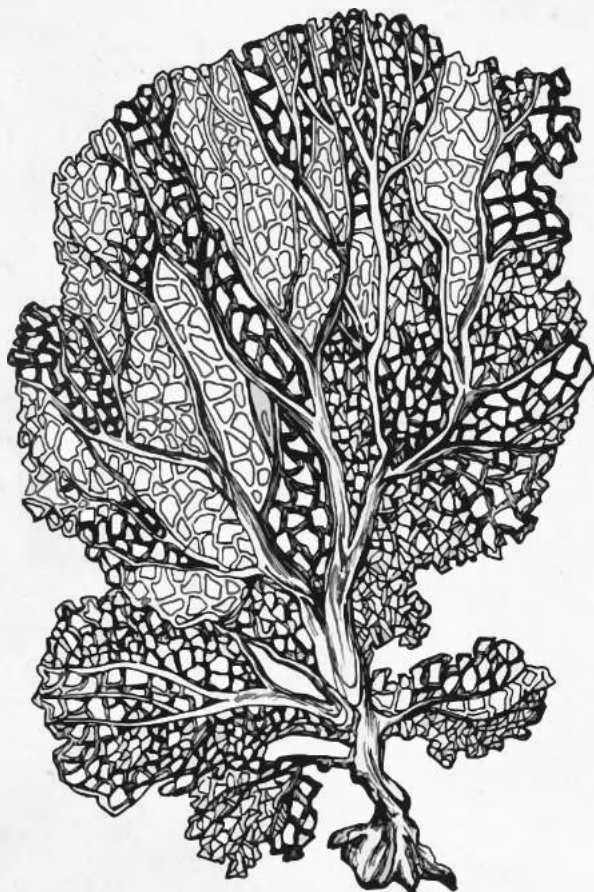
- RETIRED SMUGGLER (skilled in concealment)
- DYING ELDER (skilled in sacrifice)
- SHIPWRECKED TRAVELLER (skilled in survival)
- FALSE ORACLE (skilled in omens)
- _____

DRIVES (CHOOSE 1)

- MAKE PEACE WITH THE spirit of your drowned twin
- RECOVER A RELIC FROM the wreck of the Maiden's Promise
- CAST AWAY YOUR CURSED family heirloom for good
- LEARN THE FATE OF your missing crewmates
- _____

RITUALS (INCREASE STARTING RUIN BY 1 FOR EACH CHOSEN)

- LURE (draw the attention of anything nearby towards a chosen object)
- RUST (erode an object with the ravages of time)
- DROWN (flood the inside a creature or space with seawater)
- GILLS (breathe underwater, but drown in open air)
- _____



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Art on Cover, 5, 6, 7, 11, 12, 13, 14 by Madeleine Ember

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THE TIDE WILL HAVE ITS DUE...

For generations, isolated fishing villages have observed the rites of Greentide through offerings to the Tide Queen. Some say these customs are mere superstition. Others say they have seen the true face of the ocean and count themselves blessed to still breathe on land. One thing is certain — centuries of precious offerings lie unclaimed in a deep cove off the coast, where none but the most bold treasure hunters dare venture.

Will you claim the long-lost treasures of the sea?

Or will you become another offering, to join the court of the Queen Beneath the Waves?



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