

# Equipment

Equipment	Effect	Cost
• Bio-lantern	Lamp with bio luminescent eels (30' radius/12 turns).	5gp
• Leather Pack	Resistant one side bag. Holds up to 8 objects.	8gp
• Air Cylinder	Needed to explore outside the vessel (2 turns).	50gp
• Diver Suit	Victorian style, leather and tin (AC 14 / HP 5).	500gp
• Diver Dress	Studded leather and bronze (AC 5 / HP 8).	1000gp
• Air Hose	Connects into an air machine in the vessel (10).	10gp
• Flee Bag	Used to carry up to 3 objects, and breath (2 turns).	30gp
• Speaker	Small mechanic device used to communicate with the vessel (needs one receiver and one sender).	100gp
• Trident	Good to check debris, and natural formation (ldb).	25gp
• Speeder	Belt that drive individuals at their normal speed rate.	90gp
• Hyper Jar	A jar that handles great pressure. Holds 1 specimen.	10gp
• Imprinter	Scroll that copies all information of the surface it touches.	50gp
• Air Machine	Used inside vessels to generate air. It has a handle that must be turned for 1 whole turn in order to create 1 day of air.	3,000gp
• Net	Used to capture or imprison targets.	10gp
• Hook	4' long haste with a hook on its edge (ldb).	5gp
• Bio Bomb	Bio luminescent bomb. All enemies within 40' lose their focus for 1d4 rounds.	40gp
• Mechanic Tool Set	Pack with tools to open doors of fix mechanical structures.	100gp



Gustavo Tertoleone's

# SUNLESS DEPTHS

*Sure exploration of the fields, mountains and forests is cool for PCs, those classic settings are filled with foes, treasures and ruins to be raided. But what about the depths of the seas, though? New tech that just arrived at your favorite game made those journeys available for the bravest of the adventurers who feel ready to explore the darkest places of the world.*

*This pamphlet has several rules for your game campaigns underwater, exploration with amphibian vessels, amphibian suits, weapons, and much more.*



Pitch Black Lair Games

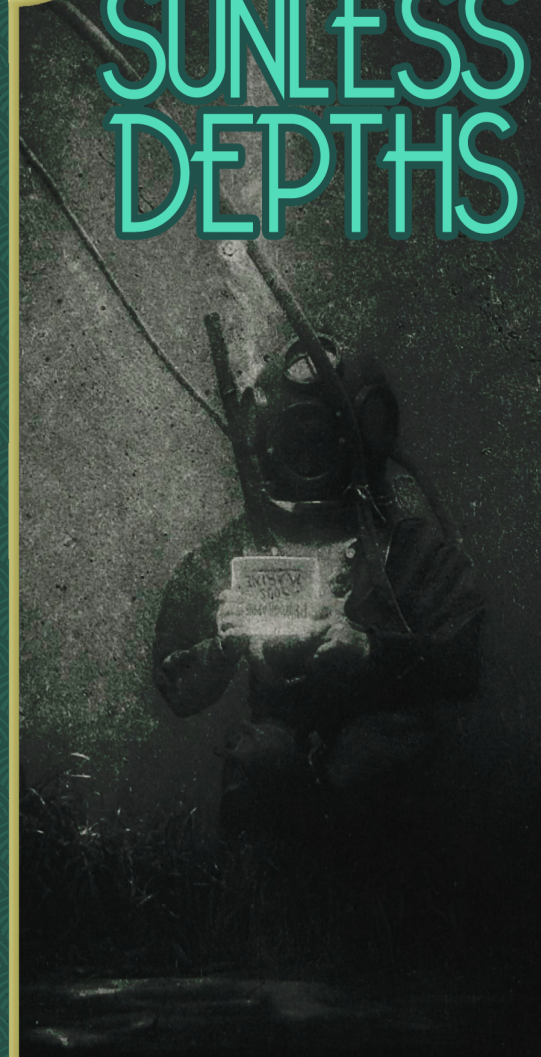
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# SUNLESS DEPTHS



# Rules

compatible with  
Old-school Essentials

# Story

Every sorcerer that could be found was approached by the richer ones, just like they have approached famous engineers and inventors. Soon, many amphibian creations were being produced in order to be able to explore the deep seas. However, all this information is more of a secret than a widely spread reality, and in pubs and tavern one might hear about rumors related to the construction of weird sea vessels that behave oddly once they are navigating.

After their equipment was made throughout the last decade, powerful people started looking for the right type of mercenaries to journey through the deep waters. Adventurers who are willing to run great risks in order to find the most precious kinds of treasures started to get hired. Many of those died horribly, but the few ones who have returned ended up spreading rumors about how they've got incredibly rich performing tasks in the most far regions of the oceans, exploring underwater caves and dungeons. Those rumors enlarged the number of adventurers and bounty hunters looking for jobs in the "amphibian vessels" of the rich and powerful.

All this started thanks to Laura Geyzel the II, the baroness of a small, but rich, region in the east. Laura, while diving and swimming in a great lake of her country found ancient ruins of people who used to live there millennia ago. She organized an expedition and they could be able to recover thousands of treasures from there. She then spread the news among aristocrats and royal families, and soon everybody was eager to explore unknown regions looking for treasures, primarily the regions known through legends to be ancient locations of mythic cities, or sunken ship places.



# Vessels

There are three kinds of amphibian vessels. The description of them are very generic, and it is up to you the GM to make them more interesting for the PCs.

## TADPOLES - 10.000GP

Hold up to 3 people as crew. Do not have defense mechanisms. Needs at least one pilot. Has space for one single air machine and equipment for only 2 divers. It is very small and packed. Roll a d4, that's the number of days it's able to be under water, then it must return to the surface.



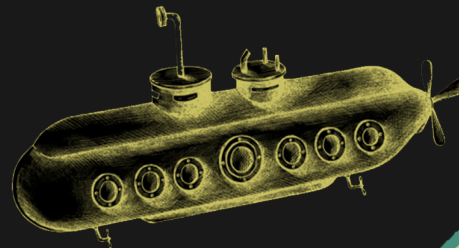
## ANUROS - 30.000GP

Hold up to 6 people as crew. Projects an EMP as defense system (2d6), that takes 1d12 hours to recharge. Needs at least 2 pilots. Has space for 2 air machines and a set of equipment for 4 divers. Spacious with a chamber to rest, a machine room, toilette and the pilot room. Roll 2d6, that's the number of days it's able to be under water, then it must return to the surface.



## CAUDATUS - 60.000GP

Hold up to 10 people as crew. Projects an EMP as defense system (2d6), that takes 1d12 hours to recharge. It also has two mechanical arms to move rocks and debris (up to 1 ton in weight, but it moves very slowly). Has space for 3 air machines and a set of equipment for 8 divers. Spacious with single resting chambers, 2 toilets, a pilot room, a lab, and a storage room (100.000 coins). Roll 3d8, that's the number of days it's able to be under water, then it must return to the surface.



# General

## DIVER'S SUIT

Used to get out of the vessel and to explore. Supports an oxygen cylinder attached to it, or an air hose which must be connected to an air machine within the vessel. It also concedes the PC's AC once it is impossible to wear a set of armor. Successful slicing or piercing attacks against the PC will cause 1 point of damage on the suit. If it gets the maximum amount of damage it can receive, the PC is vulnerable to the atmosphere, and weather, and won't be able to breath well, therefore they must swiftly get back to the vessel before it is too late. A Diver Suit supports up to 5 points of damage, and a Diver Dress up to 10 points of damage.

## ATMOSPHERE

The atmosphere underwater in deep sea regions can be crushing for those who are not adapted to live in there. Those without a diver suit or diver dress suffer 1d6 points of ATM per round.

## WEATHER

The Deep Waters are very cold. Although the atmosphere itself is pretty dangerous for those without an adequate suit, the weather can represent a danger even for those well equipped. Being out of an amphibian vessel cause 1 point of damage per hour (6 turns).

## DARKNESS

The Depths are dark, very, very dark. Without a source of light it is only possible to see bio luminescence light from the life living in there. Not knowing where to go or where you came from can be terrifying in such environment. For those in such situation, roll a Fear check (equivalent to Saving Throw vs Magic). If you fail, the control over your PC is lost, and they will wander into a random direction for 2d4 rounds at maximum speed. Following check in the same day will have advantage (roll 2 dice, grab the best score).

## SPEED

Walking or acting underwater can be very difficult. For terrestrial beings halve their move rate per round and turn, and any attack roll gets a disadvantage (roll 2 dice, grab the worse score). This will cause encounters to be very difficult, so it is important to be very cautious.