

“You didn’t have to do that.”

Veris sighed, turning her back on the cabin as it began to smoulder.

“Yes.” Her expression was unreadable. “I did.”

Romanoska watched her as she trudged back to the ship. Clenched fists, deliberate steps. He’d seen their corsair cut down pirates by the dozen, laugh as mothryn harpoons rained down on the deck around her, tear the jaws of a snapperpillar from her own leg with nothing more than a grunt of effort & a wild smile.

But that shack, outwardly no different from any of the others? Whatever she’d seen in there, to drive her to flame as a recourse...

Romanoska shivered despite the heat of the growing blaze.

Whatever she’d seen in there, maybe it was better that it burned.

Mires

The wildsea takes its toll on those that sail it, bringing out more of their insecurities, phobias, and savage tendencies the longer they stray from port. These are your mires, the things that drag you down.

Mire Tracks

Every character has a set of three mires, chosen during character creation, and each of these mires has a special two-box track. Here’s an example...

- ○ Your trigger finger itches uncontrollably
- ○ Metal around you sparks and crackles
- ○ The sky is too distant – it calls to you

When to Mark Mire

Your Firefly will usually tell you to mark mire in response to an event you’re caught up in, something you’re forced to do against your better judgement or as a consequence of discovering or witnessing something truly disturbing. Here are a few examples...

- ☞ You witness the death of a member of the undercrew
- ☞ You’re forced to eat or drink something beyond description to survive
- ☞ You see one of the horrors of the waves
- ☞ You step foot in a place not intended for visitors, a place that you know doesn’t want you there
- ☞ Your journey extends past its expected length due to damage or delays
- ☞ You’re betrayed by an individual you’d come to trust
- ☞ You suffer a particularly savage attack from a beast, especially unexpectedly
- ☞ You turn to cannibalism without prior agreement
- ☞ A choice you make leads directly to the death or injury of a passenger or friend

Essentially, whenever your character experiences the horrors of the sea or turns to savagery where civility would do, you mark a box of mire.

The Effects of Mire

As soon as one of your mire boxes is marked, it’ll start having an effect on your character. Some of these are mechanical, tangible, defined – some of them are left more up to your interpretation.

Narrative Effects

If **one box of a mire is marked**, let hints of the condition bleed through into your roleplay. Perhaps you shy away from choices that would usually be easy, or bring the effects of the mire into a description of a related action.

If **both boxes of a mire are marked**, the mire should be at the forefront of your roleplay when possible, informing your choice of words and actions. Things you’d usually be able to do might be impossible, you may not be able to quell fears or vices, and the way you describe your actions to the other players should make it clear that your character is suffering.

Mechanical Effects

The effects of mire aren’t merely narrative either. Whenever you try to act in a way that **contradicts** a mire, you **automatically cut a number of dice equal to the amount of marks on that mire track** (such as trying to balance on a high branch with a mire marked that relates to instability or vertigo).

Clearing Mire

While the easiest way to remove a mark of mire is by playing to your **drives** (see the page on the right for details), it’s not the only way. You will also be able to clear mire by...

- ☞ Encountering an unexpected wonder while travelling the rustling waves (will clear one or two marks depending on whether you merely see the wonder or have a chance to interact with it)
- ☞ Setting time aside at port for rest or relaxation (though it’ll likely cost you some resources)
- ☞ If your ship has a surgeon, they may also be able to help in more extreme cases, through the application of soporific drugs or amateur psychotherapy