

It took a few seconds for the engine to kick into gear, but when it did the entire village knew it; a lion-like roar of combusting chemicals and steam-driven pistons drowning out the rustle of the waves.

Locals shouted back and forth as they loaded crates, struggling to be heard over the noise. Gau sporelings skipped stones off the side of the dock, trying to bounce them off of branches and up onto the deck. Ships were a rarity here - the crew pretended not to notice the clattering as they checked their charts and marked out routes.

The territory wasn't a particularly harsh one, but that wasn't the point - every trip across the waves was a journey into the unknown, a flirtation with danger.

Elders looked on, silent, from their porches. The ship would return, those crates full of fresh herbs and foreign medicines.

... Or it wouldn't.

Traversing the Waves

Journeys move you from one place to another, usually by means of a ship. They also allow you to discover new locations and opportunities as you travel, and to define some truths about the wildsea itself.

It Starts With a Ship

The game tends to assume that you own a ship of your own in some form, but just in case you don't (or if attaining one is part of your personal story) we've added some information on how you might do that over the next few pages, as well as a quick primer on some of the elements of your ship that will naturally come up during a journey. *For a deeper explanation of the ship's features and mechanics, as well as the rules on how to create your own, head to page 162.*

Sequence of Play

Journeys tend to follow a particular sequence of events, laid out below and explained in more detail throughout the rest of this chapter.

Departure

Readyng your ship to set sail as the Firefly creates Journey tracks for you to fill. This is a time for your crew to pick up cargo and passengers, hire undercrew to work for you, and choose where on the ship you'll station yourself for the duration of the journey.

Progress & Encounters

The choices you make as you travel allow your ship to progress through a journey, and may end up in you coming across encounters too - moments of tension or oddity that might require something as simple as a choice or as complex as a scene to deal with. This sequence of making progress and dealing with encounters repeats as your Journey track fills.

Arrival

Once the Journey track is full you sight your destination, then decide how to approach and what to do when you arrive. Ports are usually well-equipped to deal with a wildsailor's troubles, and arriving at one is a great opportunity to deal with any damage your ship (or crew) might have taken out on the waves.

Journey Examples

Before we delve into the specifics of crossing the sea, here are a few narrative examples of what you might find yourself doing out on the waves...

- ⌚ Racing to make a trade meeting with the impatient captain of a merchant vessel
- ⌚ Cutting your way through a particularly thorny patch of the tangle, beady-eyed squirrels watching as you struggle
- ⌚ Hunting the famed Whitecollar Snare, a leviathan fox too beautiful to live
- ⌚ Exchanging fire with a marauder submersible, unexpectedly risen next to you as you rested at anchor
- ⌚ Churning and listing as ironspine cactus-spikes gouge at your hull
- ⌚ Competing in a race against other ships, your hull and engines screaming at the strain
- ⌚ Dredging up the wreckage of a pre-verdant vessel, pushed into the thrash by a recent rootquake
- ⌚ Searching for a particular bounty-head, the eyes of your crew straining for a glimpse of their distinctive airship
- ⌚ Smashing through a poorly erected pirate barricade, deck guns firing and chainsaw prow roaring
- ⌚ Resting at anchor in the shade of a tallshank's crown, waiting for a storm to pass

Before You Depart...

... You're going to need a ship. Most traditional games of the Wildsea assume your crew starts with a ship of their own (which is made using the ship creation rules on page 166), but this might not always be the case. Your characters might be...

- ⦿ Meeting for the first time and purchasing a ship of their own (as part of the story of the first session)
- ⦿ Recovering from the loss of their previous ship, trying to work whatever jobs they can to barter for or construct a new vessel
- ⦿ The crew on someone else's ship, likely an NPC captain
- ⦿ Completely unprepared to sail the rustling waves, thrust into the business of wildsailing by unexpected events

But regardless of the specifics, finding a ship to call home will likely be your first priority if you start without one. The Wildsea is a game of travel and stories, after all, and your characters are referred to as the crew throughout these rules for a reason.

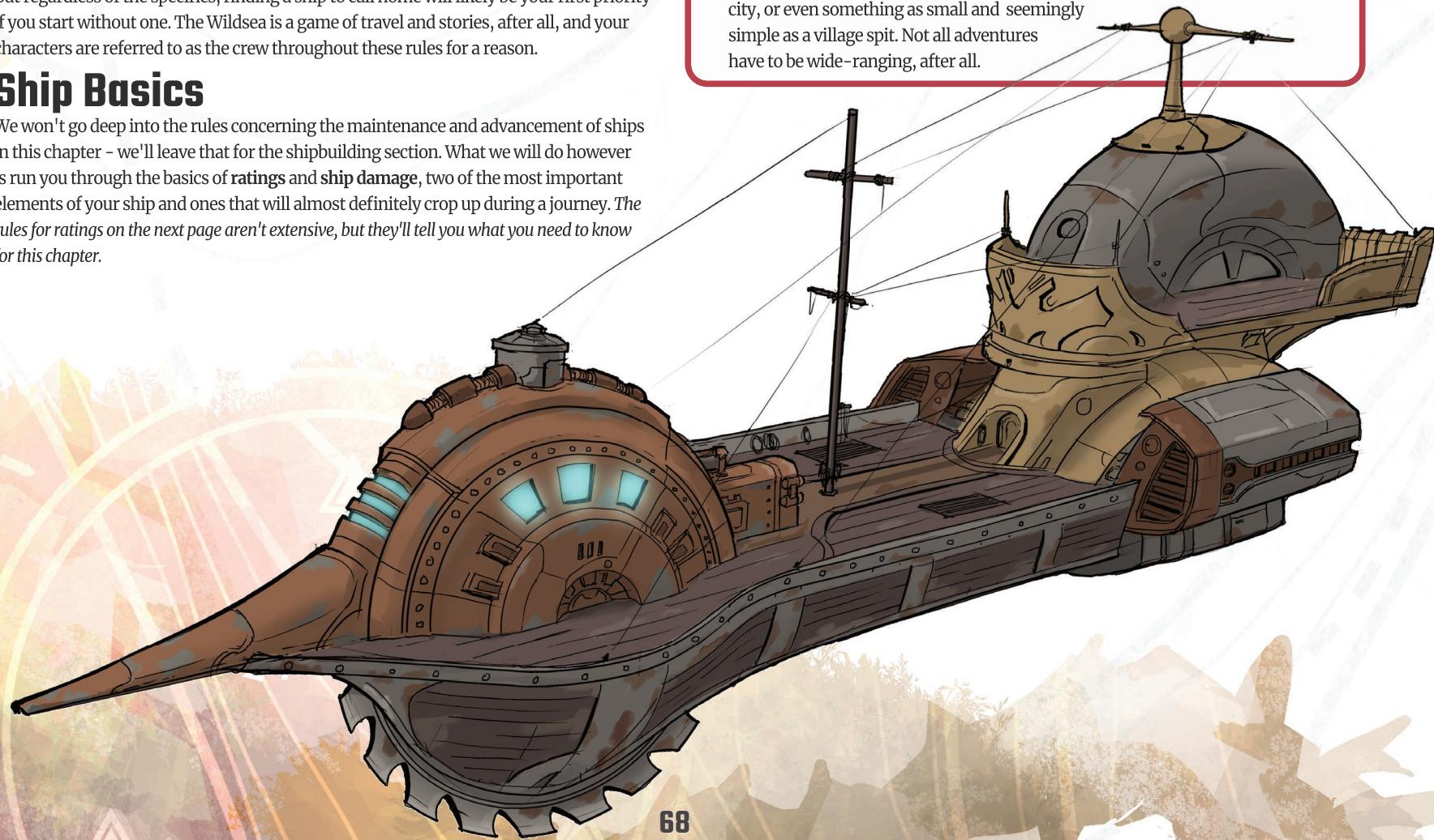
Ship Basics

We won't go deep into the rules concerning the maintenance and advancement of ships in this chapter - we'll leave that for the shipbuilding section. What we will do however is run you through the basics of **ratings** and **ship damage**, two of the most important elements of your ship and ones that will almost definitely crop up during a journey. *The rules for ratings on the next page aren't extensive, but they'll tell you what you need to know for this chapter.*

No Hull, No Deck, No Leading Edge [Option]

As mentioned to the left the Wildsea is a game of travel, novelty, and the bonds and growth of a crew. But it's also a game about stories, and if your group's story never takes you near a ship of your own... Well, we say good luck with it! But even if you decide to play without a ship, that doesn't mean you're not allowed to get out there and travel. You might consider...

- ⦿ Hopping aboard or buying passage on other ships, acting as passengers yourself as you cross the waves in directions dictated by wants and whims outside of your own
- ⦿ Taking advantage of vast inter-spit train networks built on rumbling platforms running through the waves (do these exist? They do if you need them!)
- ⦿ Ignoring the waves and focusing on a single location - a range of mountains and the colonies atop them, or the innards of a bustling port-city, or even something as small and seemingly simple as a village spit. Not all adventures have to be wide-ranging, after all.



Ratings

Every ship has a set of **ratings**, tracks that describe a vessel's strengths and weaknesses. The six ratings are **Armour**, **Seals**, **Speed**, **Saws**, **Stealth** and **Tilt**. You'll find more detailed information on these in chapter 8.

Ratings Rolls

When the ship is in danger or trying to overcome an **obstacle**, the Firefly will often call for a **ratings roll** to determine the outcome of any manoeuvres.

Making these rolls under particularly difficult circumstances leads to a high likelihood of cut, especially if you're travelling at speed. You're also far more likely to cut when the ship is in a naturally hazardous area, such as deeper in the tangle than usual (or below).

To make a **ratings roll**, roll dice equal to the unmarked boxes of the rating in question and check the result on the table below. No edges, no skills, no advantages – it's all up to the ship and how you built it.

Example: The Justice Without's lookout informs the rest of the crew there's an obstruction ahead, some kind of venom-dripping flowers. They could give them a wide berth, but they're in a hurry – they rely on their Saws rating to see them through, rolling dice equal to the unmarked boxes on their saws track (4d6, in this case).

Ratings Roll Results

6 Triumph

You bypass the obstacle safely.

5 Conflict

You bypass the obstacle, but take a mark of damage to the rating.

4 Disaster

You fail to bypass the obstacle and also take damage to the rating.

3 Twist

An unexpected event in addition to the usual result that might involve the ship, the crew or the environment you're travelling in.

Doubles

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Ship Damage

Failing a ratings roll, moving through a particularly hazardous area of the waves, or simply being in the wrong place at the wrong time can lead to your ship becoming damaged. There are a few ways this can be represented mechanically, and when damage occurs the Firefly will let the crew know the unfortunate outcome they'll need to deal with.

Rating Damage

The most common form of damage treats the ship's ratings just like an aspect track; damage is marked off of the most appropriate rating (if you're rolling, likely the one you rolled with).

Example: The Justice Without is cutting through a bank of venomous spine-lilies as part of its journey. Its Saws roll comes up a conflict – it cuts through the obstruction, but not without cost. The Firefly rules that the venom of the lilies has reacted with the finish on its sawtooth prow, corroding the teeth and the chains that run them. The crew mark a point of damage to the Saws rating – next time they roll it they'll be rolling one fewer die than usual (3d6 as opposed to their usual 4d6).

Ratings can be repaired while out at sea, but it'll often be difficult and resource-intensive. It's far more cost-effective to have your ship repaired in port if possible.

Structural Damage

Just as a character can take injuries, ships can take structural damage. This will likely render a room, armament, or fitting of the ship inoperable until it's fixed.

Example: The Justice Without is struck by a falling shard of something nacreous and unknown that lodges itself in the deck, piercing through the ceiling of the engine room. Tools are scattered and workbenches split – the room is impossible to use until the shard is removed.

Structural damage is harder to fix than damage to the ratings, and if your ship takes it the Firefly will set a **Repair track** for you to fill. In the case above the Firefly might set a 3-box track to be filled as various repairs are made, which could come in the form of replacing tools, removing the shard or even remodelling the room around it.

Cargo Damage

By far the most terrifying outcome for the mercantile, damage taken out on a journey might well leave the vessel unscathed while ruining some of the cargo it holds.

Example: The Justice Without spends a leg of its journey in the clutches of a petulant living storm, pelted with a constant downpour. The ship survives without a scratch but a leak in the hold means that one of the pieces of cargo, a stack of pressed pre-V paper, is ruined.

Broken cargo is usually impossible to repair (and deliveries of damaged merchandise are frowned upon), but a canny wildsailor might gather several resources from the remnants.

"Bloomtide!"

**A drawn-out cry of elation & fear
that set the crew scrambling for
purchase wherever they could find
it - at the railings, the tightly coiled
anchor chains, the hulking arch of
the central cannon. Only the captain
stayed firm, pitching the ship
around & holding tight at the wheel.**

**It hit moments later, a surge of
blossom like a tidal wave, an
elemental storm of petals & pollen
lifting them up, carrying them on its
crest. One league, two. Three.
Joyous throats turned hoarse
before they came to rest.**

Departure

The departure phase allows both players and Firefly to prepare for the journey ahead.

When getting ready to depart on a journey you should set your destination, make any preparations you might need and have each member of the crew choose their station. While you do this, the Firefly will create a set of Journey tracks.

Destination

Nobody heads out onto the wildsea without a very good reason. Your first point or order should be to set a destination that will mark the end of your journey, usually a port or settlement of some kind, but occasionally a creature you're hunting or a ship you're aiming to meet.

Setting a destination is as easy as stating your intentions out loud and agreeing on them as a group. For example...

- ⦿ "We're heading to Kyther, up North - there's an old steep there that owes us a favour."
- ⦿ "We need pinwolf staccatonygdala to help Tzal cure the slowsight plague, probably a decent number of them. Time to find a pack of the bastards."
- ⦿ "The priest-captain of the Dated Summit wants to meet us somewhere in Jawbone Straight, says we'll know the place when we see it."

Changing Destinations

Not every journey goes as planned. Some would say that very few journeys go as planned, in fact. If your crew decide to change their destination for any reason, tell the Firefly so that they can make a new set of Journey tracks for you (more on those on the right).

Preparations

There are a few other things you might want to consider before leaving port. Some groups may want to treat this stage of departure as a montage, others as a scene, others as a simple checklist.

- ⦿ Hiring extra gangs or officers for your undercrew
- ⦿ Taking on passengers
- ⦿ Picking up some cargo
- ⦿ Picking up extra information on the surrounding waves, often from junctions, cartoikas, smokehouses, and shadow-springs
- ⦿ Planning a route, usually to include or exclude certain areas

Undercrew & Passengers

Most ports will give you the opportunity to hire on new undercrew (usually at the cost of an initial payment of salvage and a nominal share of future earnings) or pick up a passenger or two (who will often pay their fare half up-front, half on delivery). Junctions and noticeboards are good places to pick up both.

Cargo & Information

Both usually cost, but can be invaluable in the right circumstances. Larger trade goods should be bought cheap for export and sold to places willing to pay top scratch. Information comes at a premium, but may translate into useful knowledge on hazards that might be faced or areas to avoid.

Route Planning

Only available if you have local knowledge at hand (such as from a local captain or a cartoika) and a chart to consume, planning your route in advance will give you a shorter, safer journey with a number of options (supplied by the Firefly) of where you might avoid or drop by. For example...

The crew of the Sokoliov find a cartoika, a map-house full of information on the local waves. By consuming a chart of their own they plan their route, the Firefly informing them of a wondrous tallshank, the common routes of some mothryn assassins, a floating bazaar, and a roach-river. They can choose to encounter or avoid these for sure.

Stations

For optimal operation of a ship, certain stations have to be manned, but there are other positions a crewmember can keep that allow them particular options or opportunities during a journey. We'll keep the details brief here and delve into them when relevant over the next few pages, but before the ship leaves port, your crew should decide if anyone is...

At the Helm **Essential**

When at the helm, you control the ship's speed and direction.

On Watch **Essential**

When on watch, you roll to see what the ship is about to encounter as the journey progresses.

Tending the Engine **Optional**

When tending the engine, you have the option of overloading it with fuel for a burst of speed if necessary.

Cartographising **Optional**

When cartographising, you keep a look out for landmarks and distinctive places, using them to sketch out a new chart.

Watching the Weather **Optional**

When watching the weather, you gain some idea of what future weather conditions will be like based on your meteorological and environmental assessments.

Crewmembers not at a particular station are assumed to be busying themselves with other small tasks around the ship.

Journey Tracks

As you prepare to depart the Firefly will set a number of hidden tracks for your journey – always a Progress track, but sometimes a few others too. *Advice on track lengths for Fireflies is found on page 196.*

Progress

The essential journey-related track, **marked every time the ship makes progress toward their goal**. Once the last box on the progress track is marked, you've reached your destination. The length of a Progress track is decided by the Firefly based on your proposed route – taking a direct path will make it shorter, swinging out of your way to avoid dangers or make extra stops will make it longer.

Risk

Set when you're travelling through particularly dangerous territory, even for the wildsea. Risk tracks are marked differently depending on the nature of the threat; a powerful oncoming storm might get marked when you drop anchor, for example, whereas a period of stillness and quiet might be just what you need to clear a box when pursued by a predator or pirate band.

Pathfinding

Only used if someone is cartographising during the journey, a Pathfinding track fills every time a significant landmark is sighted (the cartographer should point out when they're noting a landmark down). When it's complete, the crewmember acting as cartographer is rewarded with a chart relevant to the area they're travelling through.

Riot

A track used to measure the discomfort and mutinous feelings of the undercrew, passengers on board, and sometimes even companions. Hardly ever necessary unless they're being taken into extreme danger, suffer heavy losses or disagree with the crew's moral stances and the actions they're expected to perform.

Departure in Play

Firefly: The engineers weren't lying – your ship looks almost as good as new, the gouges across the hull firmly patched and painted.

Freya: I think that's our cue to leave then. Does that work for everyone?

Todd: Hell yes, it's time to move on. We've got a hold full of cargo we can't shift here, so it's time to find somewhere we can.

Firefly: A journey it is then! Departure phase first, people.

Kyllian: I think we'll head back to Rao Ze. It's a rough place, but we'll be able to trade just about anything if we get to Marrow.

Laura: Solid plan, I'm with it. I'm going to take a cursory look around the dock as well, see if there's any passengers we could pick up who want to head that way.

Freya: And I'm going to burn a whisper, see if I can get a good idea of the weather for the next few days.

Firefly: Fair enough. Anything you want to hit or avoid on the way to Marrow?

Kyllian: Yeah, that parasitic fungal area we bypassed on the way in. I think if we go straight through it this time –

Todd: Come on, really?

Kyllian: Hear me out! I could pick up some specimens that might help me make better medicines, and we'll get to Marrow faster.

Laura: Okay... I guess we're ready then.

Firefly: And your tracks are too, Progress and Risk. I'm ready when you are.



Progress

Once you're out on the waves, the narrative relies on your choices and dice rolls to progress. Each member of the crew will take turns at the helm and **on watch** (you can determine the order yourself).

At the Helm

When you take the helm you have direct control over the ship, and can choose one of the following three options - **Cut a Path**, **Forge Ahead**, or **Drop Anchor**. Each choice has both narrative and mechanical consequences.

CUT A PATH

- ↳ **Narrative:** You travel at a decent speed while keeping the ship and crew as safe as possible, and give whoever is **on watch** a good chance of spotting oddities early.
- ↳ **Mechanical:** You mark a single box on your Progress track. When the **watch roll** is made you can usually choose to encounter whatever is sighted, or steer clear of it without any problems.

FORGE AHEAD

- ↳ **Narrative:** Your passage across the waves is rough but swift, the roar of engines and cracking of branches heralding your arrival. Watch is almost a formality - you have little chance of coming within visual range of anything without being spotted yourself.
- ↳ **Mechanical:** You can mark two boxes on your Progress track. When a **watch roll** is made, you'll usually blunder straight into whatever encounter is rolled, or damage your ship trying to avoid it.

DROP ANCHOR

- ↳ **Narrative:** The ship stops so everyone on board can rest with minimal fear of interruption. The undercrew take over **watch** duties, keeping their eyes out for dangers to the ship. This is the safest way to spend the night-time hours, and a great opportunity to work on personal projects and ship repairs.
- ↳ **Mechanical:** You and your crew have time to take a montage while the ship is at rest. The undercrew **keep watch** for danger, and no other watch is rolled.

Challenging Terrain

Some areas of the wildsea are more difficult to traverse than others, especially for certain types of ship. A vessel that relies on a chainsaw-type prow might find a thicket of iron-hard vines almost impossible to traverse, whereas one with centipedal legs could pick its way across with no problem at all, for example.

When cutting a path or forging ahead in challenging terrain, the character at the helm may have to make an additional **ratings roll** to determine whether they manage to make any progress. More information on these rolls can be found in the encounters section of this chapter.

On Watch

As one player is deciding which option to pick at the helm, another should be putting their character **on watch**. When it's your watch, you decide whether you're going to spend some of your resources to make a **discovery**, or to leave things up to chance and make a **watch roll**.

Watch Rolls & Threat

If you decide to make a **watch roll**, roll a single d6 and check the result against the table below to determine what your character has spotted. The result of your roll is open for everyone to see, but you won't know the specifics of the encounter until it's introduced by the Firefly (check the table below for the result of this roll).

While the player on **watch** explains their discovery or rolls to determine what the crew encounter, the Firefly also rolls 1d6 to determine the level of potential threat. A result of 6 represents a danger-free opportunity, a 5 or 4 gives a hazardous encounter with a useful payoff, and a 3, 2 or 1 indicates that there's an immediate danger to the crew with little payoff. The result of the Firefly's threat roll is **hidden**, but owning a chart of the area you're travelling through makes travel a little safer - in these circumstances, the Firefly rolls 2d6 and takes the higher result.

Watch Roll Results

Peace

An entire watch passing without a sighting of anything out of the ordinary. You might experience...

- ⌚ A watch so uneventful you have time to take a **montage**. Useful for healing and repairing.
- ⌚ A meeting called by one of the crew or undercrew, a time to exchange information and make plans.
- ⌚ A chance for one of the crew to tell a **tall tale**, allowing another crewmate to gain a whisper.
- ⌚ A stretch of calm, ripe for the breaking - create a **tree-shanty** to lift spirits and learn about the world.
- ⌚ A problem or event concerning the **undercrew**, such as a fight, a sickness, or a personal discovery.
- ⌚ A time for **reflection**, confronting and coming to terms with your actions. Usually heals mire.

Order

An encounter with one of the various cultures living across the wildsea. You might experience...

- ⌚ A ship passing within hailing distance, anything from a trading ship to bug-fishers to pirates.
- ⌚ The discovery of an **outpost**, usually supplying a nearby port (such as a drilling rig, farm or refinery).
- ⌚ A **survivor** of some terrible disaster, stranded and waiting to be rescued.
- ⌚ A wreck or **ruin**, a remnant of past expansion, now abandoned and ripe for salvaging.
- ⌚ A cache of cargo or supplies, left by those trying to make the sea a little safer... or by smugglers.
- ⌚ A sign of **conspiracy**, perhaps pointing to an impressive secret or shadowed truth.

Nature

An encounter with something born of the wild unknown, or a feature of the sea. You might experience...

- ⌚ A change in the **weather**, affecting the sky above, the branches below, or both.
- ⌚ A natural **feature** of the rustling waves. Useful for orientation when pathfinding and mapmaking.
- ⌚ A wonder of the waves, a sight that fills the crew with hope. Heals mire.
- ⌚ A horror of the wilds, an experience that leaves a lasting scar. Marks mire.
- ⌚ An unsettled place, sturdy enough to moor your ship - **landfall**. Useful for finding resources.
- ⌚ A sighting of (or tussle with) the **true wilds**, in the form of a plant, creature, or force of nature.

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Progress in Play

Firefly: You pull out of the port, squirrel-gulls and dragonflies scattering in your path. Who's at the helm and who's on watch?

Todd: I'll take the helm first, I think. And Kyllian...?

Kyllian: Yep, I'll take watch. We want to make the best time possible, right? At least until we've reached that fungal stretch.

Todd: Yeah, but we don't know these waves like the one back home. We'll Cut a Path for now.

Firefly: Got it! The engine roars and the sawprow kicks up a spray of broken branches and torn leaves around you. I'm marking a box on your Progress track.

Kyllian: Okay, and for my watch roll I get... a 3. That's nature, right?

Firefly: It is indeed. And let me roll the threat... Okay, gotcha.

Laura: You don't tell us that, right?

Firefly: That's right. What I can tell you is that after a few hours of swift progress, Kyllian, you spot something - a dash of red among the waves ahead. You're moving fast, but not so fast that you can't warn Todd.

Kyllian: Yep, I raise a hand and let him know there's something close by. What is it?

Firefly: It's a pitcher plant, a huge one... You can only see the curling lips of its mouth, but from the size of it you reckon the chamber it leads to could hold your ship several times over.

Discoveries

Choosing to make a **discovery** while on watch allows you some creative input into a newly discovered location. As long as the location is something that might be recorded on a map or chart, it's viable as a discovery.

When you make a discovery, the Firefly still makes a **threat roll**. You may have narrative agency over what the location contains, but you still don't know what condition you'll find it in.

Making a Discovery

To make a discovery, first choose one of your charts. This will give you some information about the locale, and possibly the kinds of resources you'll find there (using a 'Salt-Stained Chart', for example, might imply the discovery is near a saltwater waterfall).

Once you've chosen a chart, the next step is to add one of your whispers. It's these wild words that breathe life into the discovery - they allow you to describe an event, a cultural facet, or a happening in the location you've discovered. The whisper 'A Welcoming Fleet', for example, might imply there's a rootless family moored in the area, or a naval battle in progress with one side looking for help).

Both the chart and whisper are lost during this process.

Discovery Examples

A Bronze Inscription + Toothstorm might lead to...

- ☛ An ancient metal temple with a rowdy tooth-selling bazaar
- ☛ A huge copper-coloured plant with a ravenous maw
- ☛ A living storm chained to an ancient obelisk

A Tattered Map + Howls on the Wind might lead to...

- ☛ A pinwolf graveyard
- ☛ A pre-verdant library settled by a strange cult
- ☛ A trade channel with a constant noisy gale

A Hasty Starchart + Never Alone Again might lead to...

- ☛ An abandoned mountaintop island with an eerily silent monastery
- ☛ A deep rift filled with phosphorescent fungal constellations
- ☛ A floating city-port with a warm, welcoming atmosphere



And, While You Make Progress...

Taking the helm and going on watch are essential, but there are other stations that crewmembers might fill - they're not strictly necessary to the running of the ship, but they can make a journey much easier than it would otherwise be.

Tending the Engine

When you're stationed at the engine you have three choices that you can make, usually in conjunction with whoever is **at the helm**. The first is to make minor adjustments in the engine room, the second to give your ship a burst of speed and the third to run more quietly than usual.

TEND TO THE ENGINE

- ⦿ **Narrative:** A quick fix here, an adjustment of valves there. You're not really *doing* much, but you're poised to act in case anything goes wrong.
- ⦿ **Mechanical:** Doesn't use a resource or give any additional benefits as you travel, but allows you to immediately hijack focus if there are any problems or issues relating to the engine to attempt an instant fix or bypass.

OVERLOAD THE ENGINE

- ⦿ **Narrative:** You shovel extra fuel into the engine, probably much past its technical capacity. The burst of power it gives you is impressive, but unsustainable.
- ⦿ **Mechanical:** Uses a resource suitable for fuel. Either **increase impact** on a roll made to take advantage of the ship's temporary power or speed, or mark an additional box on the Journey track while moving.

MUFFLE THE ENGINE

- ⦿ **Narrative:** You surround the engine with bedding and whatever else is to hand - it's not perfect, and it doesn't reduce the noise of the bite, but it means you'll be able to travel quieter than your usual.
- ⦿ **Mechanical:** Uses a soft, muffling resource. Either **increase impact** on a roll made to take advantage on the ship's new quieter profile or stealthily leave an area without making a roll (only if you haven't yet been spotted).

Cartographising

Cartographising allows you to slowly create a chart of the area you're travelling through - the Firefly sets a Pathfinding track, and every time you find a particularly important landmark (such as an island, a spit, a horror, or a wonder) that track gets marked. When the track is fully marked you gain a chart - add it to your resources and name it after the area you're passing through, or something related to one of the landmarks (a Chart of the Rustling Wastes, for example, or Map of the Reften Surrounds).

Watching the Weather

Just as important as watching the waves, watching the skies clues you in to weather changes before they happen, allowing you to plan for or avoid dangerous weather. When you're watching the weather, roll 1d6 just as if you were on a normal watch, but use the table on the right to read your results...

Weather-Watching Results

Clear Skies

Whatever the weather was doing before, it clears. For the next part of your journey, you might have...

- ⦿ A period of comfortable sunshine that brings easy-to-hunt creatures to the surface.
- ⦿ A light rain followed by a blossoming of flowers and ripening of fruits.
- ⦿ A strong but pleasant wind that clears away sporeclouds and mists and increases distance visibility.

Continuation

The weather continues as it is, for good or ill - storms rage, periods of uncomfortable warmth drag on or, if you're lucky, perfect sailing conditions persist.

A Change for the Worse

The weather is about to turn against you. For the next part of your journey, you might have...

- ⦿ Driving rain or hail that lowers visibility and makes it harder to perform actions out on deck.
- ⦿ Blazing sunshine that threatens heatstroke, evaporates liquids, and brings out hordes of stinging insects.
- ⦿ A living storm or other bizarre weather phenomenon bearing down on you, hateful and hankering.

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Encounters

Once your watch roll is made, the Firefly will describe a potential encounter. It's up to you as a crew to decide whether you engage with the encounter or not.

Avoiding an Encounter

If you don't like the look of what your watcher spotted, or have more pressing matters to attend to, you can try to avoid the encounter. In some cases, this is as easy as steering well clear of whatever it is - giving a newly discovered island a wide berth, for example. Your journey continues and you choose a new pilot and watcher, no harm done.

In others you might have more trouble. You may need to make a **ratings roll** to escape a pursuing ship, or sacrifice a specimen to distract a predator. Avoiding an encounter is far harder when **Forging Ahead**, as your speed will usually carry you right into the middle of it and swing the focus of play onto the encounter itself.

Engaging with an Encounter

Engaging with encounters can be both lucrative and dangerous. The Firefly will likely give clues as to the relative threat of an encounter, as they introduce it, but you'll never know for sure until you engage. If you do decide to engage with the encounter it'll usually take the form of a choice, a challenge, or a scene.

Choice Encounters

Brief and simple, the outcome of the encounter will depend on your choice. The Firefly will provide you with options, and it's up to you as a crew to pick your course.

Example: Your travels are interrupted by a flare on the horizon, illuminating the evening sky. Do you investigate, and risk an ambush or trick, or do you sail on by and risk mire, or the ire of your undercrew, as you ignore a potential distress call?

Challenge Encounters

Usually used when there's a threat of some kind to your ship. The Firefly will ask the player at the helm to make a **ratings roll** that best fits the situation, and the outcome will depend on the result of the roll.

Example: A nearby ship launches a salvo at you from their shrapnel cannons. The Firefly asks for a ratings roll to see if it can be avoided, or how badly the ship will be damaged - maybe Speed to avoid the worst of it, or Armour to tank the incoming damage, or Tilt to dive quickly beneath the thrash to avoid the shot.

Scene Encounters

Used most often when an encounter involves leaving your ship, in these cases you'll be plunged into a new scene entirely. Make the most of your time during these scene encounters, as it may be difficult to return once the journey is done.

Example: The wildsailor on watch spies a broken-down tower off to the east, silhouetted drunkenly against the horizon. Drawing closer, you can see signs of habitation there, colourful tents and ropeways fastened to the sloping structure, and a port at thrash-level with a few ships docked. This might be a good place to pick up cargo or information, if you have the time to dock...

Encounters in Play

- Firefly:** The pitcher's maw quivers as you draw closer. What are you intending to do?
- Laura:** I mean, on the one hand there's bound to be some kind of treasure in there. On the other, it'll be from the wrecks of ships just like ours.
- Freya:** Right... And it's not like we don't have cargo already, and places to be.
- Laura:** Still, though...
- Freya:** You want to do it, don't you? You want to investigate the giant ship-eating plant.
- Laura:** I heft my jagsserry up, testing the edge of the blade with my thumb and smile at Freya. Yeah, I definitely do.
- Kyllian:** If this goes wrong, you're going to have to make it up to us somehow.
- Laura:** Only if we survive!
- Freya:** That... doesn't reassure me. But okay, I'm in.
- Todd:** Me too. Let's head as close to this thing as we can without putting ourselves in danger.
- Firefly:** Okay, well, I'm going to ask a ratings roll for that. Stealth, if you could.
- Todd:** We are not the stealthiest ship, but... Okay, that's a 2, a 3 and a 5. Conflict.
- Firefly:** Ha, okay. Well, you manage to quiet your engine enough to get alongside the pitcher without being dragged in and you were right - there are ship hulls down there. But... you don't entirely escape notice. You catch a glimpse of something large and spiderlike in the darkness of the pitcher's gut, which hisses before withdrawing into a sizeable wreck. It knows you're there, and it's waiting.
- Laura:** Fighting spider monsters in the belly of a giant pitcher plant? This is my kind of encounter.

Arrival

When your Progress track is filled, you've reached your destination and the journey ends. The Firefly will describe the port you've arrived at, and you'll be able to disembark safely (hopefully). Whether you pull into port, drop anchor, signal for a ferry-vessel, or clamber over branches toward your destination is up to you.

Portside

Once you're portside you should tend to your needs, unless you have other pressing story-based concerns.

Healing

Few journeys end without the crew suffering some kind of damage. While a ship's surgeon can patch up most injuries and rid your aspects of marks, a portside surgeon (when paid with resources) will likely do a more thorough job, with cleaner facilities, and without requiring a roll.

Relaxation

Mire tends to accrue faster out on the open waves, those dark thoughts sloshing around inside your brainpan, churned up by the constant danger and lack of civilization. Dealing with it in ports is usually a lot easier than dealing with it out on the waves, by seeking out a junction to drink in, a smokehouse to indulge vices or a shadow-spring for a long, hot bath.

Drydock

Repairs, alterations, and additions can be made to your ship at a drydock, though they come at a price. Most drydocks will have certain services or parts they offer in exchange for resources (two or three relevant pieces) or a piece of cargo. Drydock repairs are always successful, and don't require a roll.

Ship Security

Having your ship stolen every time you leave it unattended to engage in portside scenes and exploration would be terribly, terribly dull. In all but the most piratical and morally bankrupt ports, assume that leaving some of your undercrew behind will keep your ship safe from harm. Alternatively, assure your ship is taken care of by the dockworkers by buying their attention with a resource or favour.

