CONFLAGURATION

Map labels:
AMBERED IRONS · KREMICH SURGE · SURROUNDING WAVES · ICTERINE · INTERREGNUM · FOXLOFT

Calcic Vent · Grind · Bitter Massing · The Cradle · The Dredge · Spiteharbor · Bridge of Iron · Gyrecrest · Cranial Ridge · Three Masks · Sorrow Peak · Baskar · The Dawnstones · Jora's Beard? · ??? · Port Tyzeo · The Brass Roads · Abdicant · Bloomfields · The Mazoro Line · Marrow · Heavy Heart · Wither · Tall Mauzer · (Old) Lamp Docks · Spitskill Mesa · Highcross

تبليس ولايتي

Legend:
PORTS · LOCATIONS · IRON ROOTS · TRADE ROUTES · "SAFE" PATHS · FRINGES

COMMON KNOWLEDGE

▶ The Treetops are a Sea
▶ Land is Scarce & Valuable
▶ Plant Growth is Rampant
▶ Flames are Forbidden
▶ Crezzerin Corrupts
▶ Economy is Barter-Based
▶ It's a Weird, Weird World

COMMON TERMS

Pre-Verdant: Tech and materials from before the rampant nature growth.

Ironroots: Titanic trees whose branches make up the wavetops.

Tallshanks: The biggest Ironroots.

Spit: Small landmass.

Reef: Collection of wrecks and junk trapped among the wavetops.

Rift: A gaping hole in the treetops that leads down to Under-Eaves.

Crezzerin: A mutative toxin that drives the unnatural growth of animals and plants (and sometimes people).

THE LAYERS OF THE SEA

▶ The Skies
▶ The Thrash
▶ The Tangle
▶ The Sink
▶ The Drown
▶ The Under-Eaves

EDGES

GRACE
Elegance, precision, agility

IRON
Force, determination, willpower

INSTINCT
Sense, intuition, reaction

SHARPS
Logic, wit, planning

TEETH
Savagery, passion, destruction

TIDES
Exploration, learning, lore

VEILS
Shadows, ciphers, secrecy

SKILLS

Young Gun: 8 Points (max 2) **Old Dog:** 15 Points (Max 3)

Brace: Defend, determination, immobility.

Break: Break, smash, demolish.

Concoct: Chemical reactions, essence extraction, crezzerin.

Cook: Spices, sustenance, meats, fruits, heat.

Delve: Explore ruins, bypass locks/traps, identify the past.

Flourish: Showmanship, performance, art.

Hack: Chop, identify unknown plant hazards, spin tales.

Harvest: Forage, identify plants, nurture plants and insects.

Hunt: Observe, track, shoot, render specimens.

Outwit: Sneak, infiltrate, deceive.

Rattle: Mend, maintain, invent.

Scavenge: Locate, collect, identify properties and value.

Sense: Detect, intuit, react.

Study: Discover, record, interpret, decipher, determine patterns and flaws.

Sway: Convince, argue, threaten.

Tend: Heal, calm, communicate with beasts, grow fruits/herbs/spices.

Vault: Climb, leap, dodge, tumble.

Wavewalk: Brachiate, swing, navigate the wilds.

LANGUAGES

Use to make friends, impress others, gain extra info.

Ranks: 1 Smattering, 2 Knowledge, 3 Fluency

Low Sour: Mongrel (common).

Chthonic: Ancient (human).

Saprekk: Thick, rolling (ektus).

Gaudimm: Clicks, twitches, pheromones (gau).

Knock: Hissing, chittering (tzelicrae).

Brasstongue: Clipped, precise (trader).

Raka Spit: Rapid patter (hunters, levianthaneers).

Lyre-Bite: Lilting (poets, songwriters).

Old Hand: Sign language.

Signalling: Flags, flares, signal lamps (code).

Highvin: Primarily written (pre-verdant ruins).

Young Gun:
4 Aspects
4 Resources
3 Drives
3 Mires

Old Dog:
6 Aspects
6 Resources
3 Drives
3 Mires

Use a Focus Tracker to ensure all players get a chance to have an impact on the game.

CUT

A Cut removes results after the roll, starting with the highest. Used for...

Cut for Difficulty: Firefly lets you know if a roll is particularly difficult.

Cut for Precision: Cut 1 result to aim at a location/part. Declare before roll.

Cut for Impact: Cut for extra Impact. Declare intent before rolling.

IMPACT

Low: Action is weaker/has less effect, marks less boxes, downgrades power.

Normal: Most actions. Marks one box.

High: More effect/power. Marks an extra box.

Massive: Hugely potent, e.g. ship-scale armament. Marks all boxes in a track.

MIRES

Marked in response to events caught in, something forced to do against judgement, or in truly disturbing encounters.

Acting contrary to a Mire automatically Cuts dice equal to the marks on its track.

DRIVES

Advancing or satisfying a Drive gives a choice of one of...

◊ Gain a Whisper
◊ Clear a mark of Mire
◊ Gain a minor Milestone (once per session only)
◊ Gain a major Milestone, remove and replace it (once per session only)

Injuries

Caused by hazards (such as monsters), disease, large amounts of damage, etc. They might:

◊ Force a Cut on some actions.
◊ Take away a Skill or sense.
◊ Add negative effects to actions.

Track Length Guidance

Default: 3-track. Unlikely filled by single action/roll. Short enough that a couple actions will finish it.

Reminder: 1 or 2-track. Likely filled with a single roll/action. An immediate, short term goal/effect.

Challenge: 4+ track. Dominates narrative/focus. Can be difficult or longer term.

Damage Types

Blunt	Crushing – stun and break
Keen	Cutting – slice and bleed
Spike	Piercing – penetrate and impale
Hewing	Chopping – split and break
Serrated	Sawing – rip and tear
Toxin	Poison – sicken and confuse
Acid	Corrosive – melt and sear
Blast	Explosive – stun and shatter
Volt	Electrical – shock and paralyze
Frost	Cold – slow and freeze
Salt	Crystalline – dry and banish
Flame	Burning – melt and inspire fear

Resistance

Reduces damage by one mark. Can reduce or eliminate injury.

Immunity

Is full protection.

Weakness

Increases damage by one mark. Injuries may be more detrimental or last longer.

Stacking

◊ Two **Resistances** to a certain type of damage, count as an **Immunity**.
◊ **Immunity** and **Weakness** combine as **Resistance**.
◊ **Weakness** and **Resistance** cancel each other out.

Kindness Rule:

Sailors suffer –2 or +2 damage depending on Resistance and Weakness.

Hazards suffer –1 or +1 instead.

Resource Types & Tags

SPECIMEN	**Pure/Medicinal:** Heals extra mark. **Heirloom:** Has far more worth. **Rotten:** Makes you sick if you eat it.
SALVAGE	**Sturdy:** Repairs extra damage mark. **Ornate:** Has far more worth **Broken:** Almost useless.
WHISPER	**Echoing:** Use twice before fading. **Hungry:** Removes an element of the world, rather than adding one.
CHART	**Faded:** Almost impossible to read.
ANY	**Pre-Verdant:** Ancient.

ACTION ROLLS

	EDGE	SKILL/LANGUAGE	ADVANTAGE	Pieces of the environment, resources, aspects, favourable situations, and helpful assistance.
	1d6	up to **3d6**	up to **2d6**	**Reading the Dice** — Use the highest single die and note if you have Doubles. Triples or above only count as Doubles.
		If you have nothing to draw from, roll 1d6 and count Triumph results as Conflicts instead.		**Helping Hands** — Two crewmembers working together on the same task choose which provides the edges, advantages, or skill ranks. Both are affected by any negatives that result.

	6 Triumph	**5 or 4** Conflict	**3, 2 or 1** Disaster	**DOUBLES**
ACTION RESULTS	Complete success, no drawbacks. Mark/clear a box on a track.	Success with a drawback. Usually marks/clears a box.	Failure and narrative complication or drawback. Usually doesn't mark/clear a box.	**House Rule:** Only Highest Doubles add Twist — Adds a small, potentially useful twist, suggested by any player. Firefly has final say.
ATTACK	Does damage plus possible effect.	Does damage plus maybe effect. Also suffers some damage, an effect, loses a resource, or ends in worse position.	Misses/does no damage. Also suffers downside like Conflict results.	Critical hit which increases impact.
DEFENSE	Avoids threat completely.	Avoids the worst. Also suffers downside like Attack above.	Takes damage plus likely downside as per Conflict results.	Counter does mark of damage to foe (if in range).
ACQUISITION	Gain solid untainted resource.	Gain resource with a negative tag.	Resource not found/ruined during collection.	Gain resource with unique/positive tag.
CREATION	Recipient gains temporary related benefit.	Provides temp. 2-track aspect with downsides or one with no downside that doesn't quite work as intended.	Creation has no benefits but might be ornament/culinary curiosity.	Has an additional small, unexpected benefit.
RECOVERY	Heal two marks of aspect, ship rating, injury track, mire.	Heal one mark of aspect, ship rating, injury track, mire.	**House Rule:** No Effect (aside from resources consumed during roll)	Don't consume resource used for the recovery.
RATINGS	Bypass obstacle safely.	Bypass obstacle but mark 1 Rating damage.	Fail to bypass obstacle and mark 1 Rating damage.	Unexpected event.
WATCH	**PEACE** Montage, Meeting, Tall Tale (gain a Whisper), Tree Shanty, Undercrew Issue, Reflection (heal Mire).	**ORDER** Nearby Ship, Outpost, Survivor Needing Rescue, Wreck or Ruin, Cache of Cargo/Supplies, Conspiracy.	**NATURE** Weather, Natural Feature, Wonder (heal Mire), Horror, Unsettled Landfall, True Wilds.	
WEATHER-WATCHING	**CLEAR SKIES** Weather clears.	**CONTINUATION** Weather continues as it is.	**A CHANGE FOR THE WORSE** Driving rain/hail (lowers visibility), blazing sunshine (potential heath-stroke), living storm or bizarre weather phenomenon.	

MONTAGES

Acquisition
*Acquires Resources in appropriate areas with three approaches. Use the **Acquisition Results** table.*

Scavenging: Salvage.

Hunting: Specimens.

Gathering: Specimens.

> **Work on a Project**
> May cost additional resources, time, rolls, or special quests.

Recovery
*Each option requires a Resource or appropriate environment (the Resource can be spent and automatically take the Conflict result if desired). Uses the **Recovery** table.*

Healing: Requires an appropriate Specimen. Clears marks from Traits or animals.

Repairing: Requires appropriate Salvage. Clears marks from Gear or mechanicals.

Relaxing: Requires an appropriate Whisper. Clears marks from Mires.

Creation
*Combines Resources to create temporary Aspects. Each temporary Aspect has a name, track, useful ability, and is used up forever when filled. Uses the **Creation Roll Results** table.*

Concocting: Requires 2 Resources of any type. Makes a related potion.

Cooking: Requires 2 Specimens. Makes a full meal with related property.

Crafting: Requires 2 Salvage. Makes a piece of useful temporary Gear.

SHIP RATINGS

Armour	How well it resists damage
Seals	How well it keeps the Wildsea out
Speed	How fast it is
Saws	How it cuts and rams
Stealth	How well it avoids notice
Tilt	How well it maneuvers

JOURNEYS

I. Departure
Set destination. *Choose an option to run:*
- ◊ Montage
- ◊ Scene
- ◊ Checklist of preparations.

II. Progress & Encounters
Crewmembers can take turns **At the Helm** and **On Watch**.

Boxes marked on Firefly's secret tracks for **Progress, Risk, Pathfinding** (if someone is Cartographizing) and **Riot** (if poor leadership, treatment, or danger risks mutiny).

- ◊ Filling **Progress** track ends journey.
- ◊ Filling **Risk** track means encountering powerful foe/threat.
- ◊ Filling **Pathfinding** track provides the cartographer with relevant Chart.
- ◊ Filling **Riot** track results in potential mutiny.

III. Arrival
Arrival at the final destination when the Progress track is complete.

> **House Rule:**
> Charts can be used to make 1 or 2 Progress on a Journey.

At the Helm
Choose an option:

Cut a Path: Travel at decent speed, safely. Mark a single Progress box. When Watch Roll is made, choose to Encounter or steer clear easily.

Forge Ahead: Swift but rough passage. Mark 2 Progress boxes. When Watch Roll is made, ship usually blunders into encounter or avoids it with damage.

Drop Anchor: Stop to rest, no Progress, little fear of interruption. Undercrew take watch, crew can take a Montage.

Challenging Terrain: Can force a Ratings Roll to progress.

On Watch
Choose an option:

Make a Discovery: Choose a Chart, add a Whisper, interpret. Both are then lost.

Make a random roll on Watch Roll Results.

Threat
Firefly secretly rolls 1d6 (2d6, take highest if crew has Chart of area) to determine Threat level of Encounters:
- ◊ **6:** danger-free opportunity;
- ◊ **5 or 4:** hazardous encounter with useful pay-off;
- ◊ **3, 2 or 1:** immediate danger with little pay-off.

Firefly usually gives clues to the level of any threat.

Tending the Engine
Choose an option:

Tend to the Engine: Immediately hijack focus if there are any problems relating to the engine to attempt an instant fix/bypass.

Overload the Engine: Uses a resource suitable for fuel. Increase impact on a roll to take advantage of the ship's temporary power/speed, or mark additional box on journey track.

Muffle the Engine: Uses a soft, muffling resource. Increase impact on a roll taking advantage of the ship's quieter profile or stealthily leave an area without making a roll (if not already spotted).

Cartographizing
Slowly create chart of the area being travelled – mark the Firefly's Pathfinding track every time an important landmark is found. When the track is fully marked, gain a chart.

Engaging an Encounter
Choice: The crew chooses from options provided by the Firefly.

Challenge: A threat to the ship. Player At the Helm may need to make Ratings Rolls.

Scene Encounter: Usually when the players leave the ship.

Watching the Weather
Roll 1d6 on Weather-Watching Results.

Embercrowns (Faction)

Crezzerin Percentage Remaining: 87%
Motivation: Reduce that percentage to 0.

Wildsailors have spent their lives growing accustomed to the crezzerin that infects everything. It is a deadly poison, a disease without a cure, and an unavoidable part of pre-verdent life. But the Embercrowns don't see it that way. They see crezzerin as a temporary plague for which the cure is very simple: fire.

Embercrowns care little for social taboos and superstitions. They will not allow small-minded fears to dissuade them from applying their cures. Their "rift burns" can turn an ironroot to ash in a matter of hours, leave massive charred holes in the verdent sea. So far none of their rift burns have spread beyond their control.

To counter the flames and the fear, Embercrowns set up Balm Centers where they offer free medical supplies, fire suppression technology, and, most importantly, a cure for crezzerin exposure. Their crezzerin treatment has an 80% success rate, capable of reversing even the most advanced infections...assuming the patient survives.

While some welcome their aid and resources, most see the Embercrowns as a disaster waiting to happen. A spark only needs a clear sky and strong winds, and sometimes the balm cannot make up for the burn.

Embercrown Dispatch (Hazard)

A team of Embercrowns equipped to both burn and suppress. They arrive on a sleek ship with jet-fire engines. Their amber armor is resistant to any weapons, creatures, or hazards that are tainted with crezzerin.

DRIVE: Complete their intended burn, suppress any unwanted flames, and provide aid to anyone caught in the blaze.

PRESENCE: Orange visors allow them to identify even the smallest crezzerin infestation. Amber armor glows with a pulsing energy. Their voices are amplified with a warble, and can be heard above roaring flames or packed crowds.

MEMBERS: Each dispatch is made of three kinds of Embercrowns:

▶ **Burners** have massive backpacks filled with their combustion chemicals. They can spray it from Long Range, but without much accuracy.

▶ **Suppressors** carry a metal canister in one hand and a spout in the other. Their foamy spray puts out any flames and quickly hardens to trap anyone covered in the stuff.

▶ **Balmers** carry medical supplies. In a pinch they can fire an injector with crezzerin treatment at whatever is threatening them. The treatment is painful, incapacitating patients while the crezzerin is cleansed from their system.

Station 17 (Port)

The most recent Balm Center established by the Embercrowns. There are a few tiers of aid being offered:

▶ **Basic supplies are freely offered**, one crate per ship that contains: [Sp] Artificial Aloe, [Sp] Cleansing Gauze, [Sa] Fireproof Canvas, [Sa] Crezzerin Test Kit, [Wh] Burning Rift, [Wh] A Spark Neglected, [Ch] Balm Center Maps, [Ch] Riftburn Charts

▶ **More advanced medical treatments** will require a crezzerin inspection of both ship and crew. Any infected items will be treated (50% change of being destroyed) and infected crewmembers will not be allowed unless they accept crezzerin treatment.

▶ **Embercrowns will offer a free "Riftburn Retrofit"** if the ship and crew are crezzerin free and looking for work. They will equip the ship and crew to both start and extinguish their own controlled burns. Each successful burn is rewarded with more supplies and equipment.

Future of Humanity (Festival)

A massive outpouring of food packets, medical supplies, and educational entertainment. All are invited, even those who refuse treatment. Embercrown puppet shows teach fire safety. Scientists demonstrate the dangers of crezzerin exposure. A petting zoo of creatures who survived the crezzerin treatments. The culmination of the festival will be a controlled burn of the surrounding waves to reveal their latest "Safe Leaf" technology: a fire suppression compound that hardens into a safe route for ships to sale over. Unfortunately a heavy rain will dissolve the compound, stranding festival goers among a sea of charred branches.

Principles

▶ The remnants of humanity and emerging peoples are victims of crezzerin exposure. They treat almost everyone with a condescending kindness; a sense of pity for a terminal patient.

▶ Supplies are cheap. Embercrowns want for nothing, everything they need is provided for them by their prosperous sattelite city.

▶ Recruit more people to the cause. They are eager to equip sailors and crews to head out and join the campaign to elimintate crezzerin. Surely no one would abuse their technology in light of such an important mission as theirs.

▶ Professional Firefighters. Embercrowns address one another by their ranks and stations. Names and families remain at home; while they're down here they're focused on their mission.

Quick NPCs

▶ **Fifth Marshal (Ardent):** She wears her burns like badges of honor. They love to talk about sacrifice and dedication. Avoids the rain because it washes off her fake burn makeup.

▶ **Lead Tanker (Ardent):** Always covered in a thin layer of suppression dust, Tanker oversees all ship retrofits and technology installation. Constantly re-explains how everything works, dumbing it down more and more each time.

▶ **Secion C Nurse (Pre-V Human):** One of the few Embercrowns who were brought out of stasis. She has recently begun to have doubts about their mission, and wishes Embercrowns would focus more on giving aid and less on riftburns.

▶ **Secondary Water Main (Ardent):** They hide a secret crezzerin infection from their fellow Embercrowns, confident that it may have some benefits that the others refuse to acknowledge. Secondary hopes to join a crew and let the crezzerin do its work.

Story Hooks

▶ A recent riftburn has drawn a leviathan up from the depths. Soon it will emerge to haunt ships and communities in the area.

▶ A group of pirates have been using Embercrown technology to torch and terrorize trading routes. Embercrowns refuse to take responsibility, but will reward anyone who takes them down.

▶ Radicals have been starting fires and trying to blame them on the Embercrowns, with limited success.

THE WILDSEA
OFFICIAL CHARACTER SHEET

HOW TO PLAY

TO ROLL
EDGE	(1d6)
SKILL	(UP TO 3d6)
ADVANTAGE	(UP TO 2d6)

RESULTS
TRIUMPH	[6]
CONFLICT	[5/4]
DISASTER	[3/2/1]
TWIST	[DOUBLES]

BACKGROUND

NAME:_____ OTHER NOTES:

PLAYER:_____

BLOODLINE:_____

ORIGIN:_____

POST:_____

MILESTONES

MAJOR

MINOR

DRIVES

MIRES

EDGES
GRACE ○	IRON ○	INSTINCT ○
SHARPS ○	TEETH ○	TIDES ○
VEILS ○	○	○

SKILLS
BRACE ○○○	HACK ○○○	SENSE ○○○
BREAK ○○○	HARVEST ○○○	STUDY ○○○
CONCOCT ○○○	HUNT ○○○	SWAY ○○○
COOK ○○○	OUTWIT ○○○	TEND ○○○
DELVE ○○○	RATTLE ○○○	VAULT ○○○
FLOURISH ○○○	SCAVENGE ○○○	WAVEWALK ○○○

LANGUAGES
LOW SOUR ○○○	RAKA SPIT ○○○	
CHTHONIC ○○○	LYRE-BITE ○○○	
SAPREKK ○○○	OLD HAND ○○○	
GAUDIMM ○○○	SIGNALLING ○○○	
KNOCK ○○○	HIGHVIN ○○○	
BRASSTONGUE ○○○		

RESOURCES

SALVAGE

SPECIMENS

WHISPERS

CHARTS

ASPECTS

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

NAME	Trait/Gear/Companion
Details ▸	○—○—○—○—○

TEMPORARY TRACKS

NAME	Benefit/Injury/Track
Details ▸	○—○—○—○—○

NAME	Benefit/Injury/Track
Details ▸	○—○—○—○

NAME	Benefit/Injury/Track
Details ▸	○—○—○—○

THE WILDSEA
OFFICIAL SHIP SHEET

CONDITIONS

STAKES
USED / TOTAL

REPUTATION

NAME

RATINGS
- ARMOUR
- SEALS
- SPEED
- SAWS
- STEALTH
- TILT

DESIGN
SIZE
FRAME
HULL
BITE
ENGINE

FITTINGS
MOTIFS/ADDITIONS/ROOMS

ARMAMENTS

OUTRIDERS

UNDERCREW

NAME — Officer/Gang/Pack
Details ·

NAME — Officer/Gang/Pack
Details ·

NAME — Officer/Gang/Pack
Details ·

NAME — Officer/Gang/Pack
Details ·

NAME
Details ·

CARGO AND PASSENGERS

NOTES