



FELIX ISAACS

THE WILDSEA

SCENARIO ONE-ARMED SCISSOR



... which brings us onto perhaps the most unusual element of the beast's habitual behaviour, an attraction to the written word. While some seek ancient texts for the thrill of discovery, the prestige of owning a fragment of pre-V information, or the potential advancement that access to such knowledge might bring, the librico cares not for progress or plaudits.

It merely hungers.

**A clank of chains.
A turning of pages.
The sigh of the wind through the
branches above.
Had we found it, after all this time?
So close to where we'd sailed for a
hundred years, a secret of the ages
revealed by the churn of
distant roots.
The Hanging Manor, collapsing
and glorious.**

Overview

A library ship, *The One-Armed Scissor*, is a month overdue for docking at the spit of Three Masks.

It's probably nothing, the residents tell themselves. Ships are delayed all the time by the unknowns of the rustling waves. Except... there was that rootquake, a while back, that shifted the old established trade routes. And the reports from other sailors of marauders at large, and pinwolves on the rise. And a cache of recently delivered books, their leather bindings ruined and their words run rampant and whispering.

Perhaps there's reason to worry.

And, perhaps, an opportunity for an enterprising crew...

Pre-Game Suggestions

Have players build their characters as Young Guns (with 3 background choices, 8 ranks to spend on skills and languages, 4 aspects, 4 resources, 3 drives, and 3 mires).

There's a sample ship, *The Skeleton Key*, that the crew can use if you don't have the time to make one as a group. If you do, however, we recommend the following options (these aren't necessary, but may come in particularly useful as the adventure unfolds)...

- ☞ **A Crane:** For retrieving large things, or towing another vessel.
- ☞ **A Galley or Workshop:** To act as an interesting meeting place for the crew when they're at sea.
- ☞ **Some Kind of Deck Weapon:** To make the most of the different levels of impact in a ship-based combat.

Sample Unsetting Questions

Before the beginning of a Wildsea session, we recommend asking the group a small number of 'unsettling questions', focusing on what rumours or ideas the characters might have about their world. Perhaps some of the answers they give will turn out to be true – perhaps none will. *The important thing is to get the group into the right headspace for a creative, narrative-first game. You might ask...*

- ☞ "One of the local insects is a particular delicacy. What's the insect, and how is it prepared?"
- ☞ "The spit of Three Masks is famous for a literary festival. How do they celebrate?"
- ☞ "The crew have heard rumours of an ancient structure nearby. What have they heard?"

Core Truths

Rather than set out a complete story to follow (because player plans often make a hash of that within minutes), we've listed a collection of information that a crew might learn as they explore and engage NPCs, as well as potential big plot-based reveals to hinge important moments on. These are organised into four core truths about the adventure.

The One-Armed Scissor Is Missing

Info to Collect: The One-Armed Scissor is a library ship that scavenges old ruins for books and scrolls, before trading them to settlements in the region. It's famous locally, visiting each spit and port in a set route every year, so the fact that it hasn't turned up at Three Masks is extremely worrying for the inhabitants – especially since some may have received word that it did dock at another island in the region about five weeks before, and all seemed fine.

The Big Reveal: The One-Armed Scissor found a newly uncovered repository of literature that had long been rumoured to exist in the region (The Hanging Manor), and moored themselves nearby to investigate. The fate that befell them inside is a choice the Firefly can make based on the rest of the adventure, depending on what the crew engage with.

The Local Waves Are Scattered With Literature

Investigation Reveals: This has always been the case, with some people theorising that a vast complex of libraries or an ancient, well-read city sits in the Under-Eaves below. Books are found in the forks of branches, scrolls tangled in vines, appendices torn free of their bindings and used as nesting material by gulls. Because hunting down these materials is a dangerous task, islands rely on scavenging library ships like the Scissor to make the most of their unusual local bounty.

The Big Reveal: There are many oddities on the rustling waves, and some of them remain mysteries long after a session ends. If the crew want an explanation for the book-choked branches, it could be anything from the machinations of a secretive librarian cult to the leavings of that aforementioned vast complex.

There Was a Rootquake a Month Ago

Investigation Reveals: Rootquakes shift the topography of the waves, bringing hidden and ancient things to the surface. This recent quake was a particularly violent one, and there's been increased activity from treasure seekers and dredgers over the last month as people comb through the canopy for secrets and resources. Some think the rootquake may have revealed a local legend, the Hanging Manor, long-thought to hold an untouched cache of literature. What it has definitely done is signalled a resurgence in raids by the Jackalbone Marauders, a local pirate gang that target trading ships and smaller islands.

The Big Reveal: The Hanging Manor was barely ever hidden, merely out of the way of local trade routes and scavenging patches, cosseted by the branches of the tangle. The rootquake caused one of the ironroots to splinter and fall, exposing the chain-caught structure to the skies for the first time in hundreds of years.

The Waves Are Dangerous For Travellers

Investigation Reveals: This is true across the waves, of course, but islands report increased activity by both pinwolves and pirates in the month since the quake. The pinwolves are merely hungry and exploring, searching for new hunting opportunities after the disturbance to the local ecosystem. The pirates are, people think, merely exploiting the increase in trade and travel after the quake. They may be right.

The Big Reveal: ... And they may not. It's entirely possible that the marauders have been using the Hanging Manor as a base for years, and now that it's revealed, they're acting aggressively to hopefully ensure explorers stay away from it. Or perhaps the manor has always been empty, or is a new den for pinwolves, or contains a librico ray – all of these options are explored starting on page 10.

Adventure Framework

Adventures on the wildsea are driven and directed by the crew's actions and interests – it's impossible to 'plan out' a full adventure path for players to follow, because the very nature of a narrative-first system means that any plans made will often fall apart within minutes.

Instead, we have a framework of events, NPCs, and locations, with hints and suggestions of how you might use them. We'll let you put the rest together on the fly as you play, in response to the crew's exploits and whatever plotlines they choose to pursue.

So before we delve in, here's a quick overview of that framework; colour-coded locations, in the order they'll likely be visited in, and what you might want to offer as hooks for the players while they're there.

Three Masks

A small spitside port with a literary theme. A good place for the crew to find out about a missing ship, to meet a smuggler, to learn about pinwolves and local marauders, and to take on passengers with their own goals.

The Surrounding Waves

An expanse of the wildsea surrounding Three Masks. A good place for the crew to explore using the journey mechanics, search for an ancient ruin, encounter pirates and wild beasts, and loot pre-V literature.

The One-Armed Scissor

A lost ship that the crew will likely have been asked to search for. A good place to pick up clues, engage with NPC storylines, and maybe even claim a new vessel.

The Hanging Manor

An ancient ruin full of pre-verdant books and unexpected dangers. A good place to have a climactic end to the campaign with a fight against marauders, pinwolves, or a unique and terrifying scavenger.

Port Fyzeo

An optional area for post-campaign play. A good place to rest, relax, and trade books with unusual sorts.

Three Masks

A quiet spitside port of a hundred or so people, Three Masks relies on trading ships and passing wildsailors for survival. Though they have a good amount of local food, in the form of splineapples gathered from the local ironroots and mushrooms from a dingy farm that runs the length of the spit's underside, their real passion is literature – and the ruins of the surrounding waves seem to provide it in abundance. The west end of town houses the docks, and the south side is dominated by the skull of a long-dead leviathan badger that's been used as the base for an impressive building.

The locals are a good mix of the various wildsea bloodlines, but ardent, ironbound, and tzelicrae are the most commonly found. When the crew arrive, they'll be greeted with pleasantries by some and suspicion from others, due to the port's current situation: one of their regular trading ships, The One-Armed Scissor, is a month late. As several members of the Scissor's crew have family and business contacts in Three Masks, people are understandably worried.

When the Crew Arrive, You Might...

- 👉 **Challenge** them as they enter port, with a 'random' check on cargo, searching specifically for books.
- 👉 **Suggest** that the crew explore the town and surrounding spit after arriving, or talk to some of the worried locals.
- 👉 **Introduce** a sense of unease in the usually pleasant little spit, caused by worry over the Scissor's delay.
- 👉 **Hook** them as they arrive, with Makhis meeting them at the dock to ask if they've seen a library ship on their travels.
- 👉 **Confront** them with a distrustful local, who thinks they might be marauders or book-thieves.

Describing Three Masks

It's important to paint a strong visual picture of Three Masks and the surrounding waves to help new players get used to the setting.

- 👉 **Sights:** Waves of branch and leaf, rustling in the wind. Ships in the port with huge saws at their prows. Low buildings of scavenged materials – ship hulls, rough-sawn planks, stretched canvas – made colourful with painted murals. Ardent, tzelicrae, and ironbound citizens going about their business. A titanic badger skull marking one end of town, with wisps of thin smoke escaping from eyesockets the size of houses.
- 👉 **Sounds:** Conversations in Low Sour, Chthonic, and Knock. Hawkers crying out to attract or greet neighbours and potential customers. Branches scratching against the scrap-metal docks. The ever-present rustle of the waves.
- 👉 **Smells:** Mushrooms roasting on chemical hot-plates. The sharp citrus tang of splineapples. Old wood and fresh air. Hints of oil from passing ironbound.
- 👉 **Tastes:** The local delicacy is a roast mushroom kabob served with spline dipping sauce, freshened with imported spices. Ale served at Polaski's is inky, bitter, and stains the teeth after a few swigs.

Notable Places

While not a large settlement by any means, several locations within Three Masks are narratively useful to have the crew find as they explore or ask about the town.

Polaski's (Junction)

Essentials: A pub/tavern/post office/library combination near the docks, frequented by a mix of hushed locals and visiting wildsailors in search of a drink

Suggested Resources: [Sp] Slow-Brewed Mushroom Tea, [Sp] Ink-Black Ale, [Sa] Chipped Amber Mugs, [Wh] Librarian Leavings, [Ch] Map of Three Masks, [Ca] Box of Well-Read Books

Points of Interest: A display of axes hanging above the bar, bookshelves lining the walls (far more than outsiders would expect), patrons drinking and reading

Polaski's is the best place on the spit to get drunk, but locals rarely do; instead, they gather here to chat over tea and read in between shifts at the docks or mushroom farm. The books at Polaski's are communal, and borrowing notes are pinned to one of the walls. *There's a sense of peace around the junction, tinged with worry whenever patrons look over at a set of newly built but still-empty bookshelves... They'd prepared for The One-Armed Scissor's yearly visit, but it's over a month late.*

The Shattered Socket (Smokehouse)

Essentials: A well-furnished local smokehouse, a flame-proofed building made for indulging in tobacco products

Suggested Resources: [Sp] Citrus Cheroot, [Sa] Acid-Pipe, [Wh] Rootquake Rumours, [Wh] Words in Bone

Points of Interest: Amber-glass cabinets with a variety of traded tobaccos, a group of dirt-covered farmers discussing the recent rootquake and overdue ship, a finely dressed tzelicrae lounging slightly apart from the other patrons

The Three Masks smokehouse is built in and around the skull of a nameless leviathan badger that hangs over the south edge of town. The yellowing bone interior may be slightly macabre to those coming from larger, more urban wildsea settlements, but out here on the wider waves it's just a good use of resources. *The smokehouse is empty for the majority of the day save for a few dockers, but fills up in the afternoons and evenings as mushroom farmers finish their shifts.*

Overlook House (Cartoika)

Essentials: Dead centre of town surrounded by a small garden of parasite fruit trees, home to all of the maps and charts Three Masks has collected from surveys and visitors over the years

Suggested Resources: [Sp] Parasite Wormapple, [Sa] Broken Spyglass, [Sa] Printing Equipment, [Ch] Map of Local Trade Routes, [Ch] Weather-Scarred Chart, [Ch] Annotated Map, [Ch] Ancient Library Index Cards

Points of Interest: Shelves of charts in meticulous order, Old-Spar Lizbeth (the local cartographer) at her huge desk, a noticeboard of new book shipments, fruit free for picking in the surrounding garden

Locals have little need of the cartoika, as for many, the closest they get to the waves is working in the heavily fortified mushroom farms on the town's underside. But still, the building is lovingly looked after, a repository of traded information on the surrounding waves. *Old-Spar Lizbeth is a calm and reassuring presence, eager to make it clear that the town is usually more cheerful.*

Snapshots & Story Threads

Players have a habit of going straight for the unexpected, and you can't plan for that. But what you can plan for in advance are a few likely paths they'll take, related to the Points of Interest you present them. With that in mind...

If the crew drink at Polaski's: Locals might question them about the missing library ship. This is a good place to gain information on The One-Armed Scissor, and maybe even pick up the task of searching for it as a bounty. *Twists on related actions might reveal a drinker with a family member on the ship, or who knows the direction it usually approaches from (potentially reducing a future Journey track).*

If the crew visit the mushroom farm: They'll probably find Carshaw, who will (upon realising they're wildsailors and not goods traders) beg them to seek out The One-Armed Scissor. *Twists on related actions might result in Carshaw accompanying them, on a pinwolf attack on the farm while he's distracted by the crew, or possibly on the crew finding specific information about a hidden space in the interior of the ship.*

If the crew try to leave without offering their help: Carshaw will have stowed away on their vessel, desperate to convince them to help his sister. *Twists on related actions might involve the possibility of a reward, or an attack by pinwolves or pirates mid-situation (which Carshaw will help fend off as best he can).*

If the crew search for as much information on The One-Armed Scissor as they can: They'll be able to discover the names of some of the crew, the fact that the ship's visits have been extremely regular for years, the purpose and layout of the vessel, and stories related to the books it's previously brought to the spit. *Twists on related actions might reveal hidden information on non-book smuggling by one of the Scissor's crew, on secret spaces within the ship, on the Jackalbone Marauders, a local pirate group that have harassed both the island and the library ship in the past, and on the potential of the recent localized rootquake to have unearthed a hidden cache of literature that might have delayed them (though likely not for an entire month).*

Notable Locals

Three Masks has a hundred or so people living there full-time, and a number of wildsailors and traders passing through, but the following four individuals will be most useful to the visiting crew.

Makhis Ahman (Dock Overseer)

Essentials: He/Him, elderly ardent, likely found drinking at Polaski's or working at the docks as the crew arrives

Specialties: Knows a lot about books, local trade routes, and The One-Armed Scissor's past, can speak Chthonic

Attitude: Gruff, worldly and well-read, concerned

Appearance: Bristling beard, kind eyes, scarred hands

Before working his way up to an overseer position in the local docks, Makhis was once a travelling librarian-scavenger himself, forced to retire from the crew of The One-Armed Scissor many years ago after an injury he refuses to go into detail about. *Those in the know might be able to identify the marks on his hands as healed burns - what flame-related disaster caused his departure from the lost ship?*

Old-Spar Lizbeth (Cartographer)

Essentials: She/Her, massive ironbound, rarely ever leaves the cartoika - can she even fit through the door?

Specialties: Knows the history of the region, and dispenses useful maps and charts when traded interesting specimens, offers advice freely

Attitude: Cheerful, but ponderously slow

Appearance: Pulley-rope muscles and a skin of hull planks nailed together, flickering spark of soul

The cartoika isn't an overly large building, and Old-Spar's size means she can't help but affect a permanent, well-intentioned loom. She doesn't concern herself much with the locals, who have little need for maps, but is happy to trade knowledge and goods with outsiders. *Lizbeth might know more than she thinks if prompted with information about the recent rootquake, and Tzerik's smuggled goods. She may not even have heard about the Scissor's disappearance... But if it's all laid out for her, she can help the crew piece together the location of the Hanging Manor.*

Tzerik Tochiaska (Smuggler & Purveyor of Gossip)

Essentials: They/Them, tzelicrae, found in a haze of acid-pipe tobacco in the smokehouse

Specialties: Knows about dangerous areas nearby, prefers speaking Knock

Attitude: Arrogant, aloof until befriended, loves spreading rumours to those that make a good audience

Appearance: Silk-skinned and many-limbed, wears a voluminous, multi-layered jacket, long-stemmed pipe

Tzerik isn't one for supporting the actions of do-gooders, but what they do like is a good bit of gossip, especially if they get some information in return without it interrupting the stories they spin. The Three Masks locals know of Tzerik's smuggling ways, and turn a blind eye as long as they bring in useful goods... But they might not if they knew that they have friendly relations with the Jackalbone, who have helped them smuggle goods in the past. *Tzerik saw an increase in old masonry and pre-Verdant furniture after a recent rootquake - something from the depths must have been thrust to the surface.*

Carshaw (Mushroom Farm Guard)

Essentials: He/Him, tzelicrae, mans a bolt launcher platform within the mushroom farm below Three Masks

Specialties: Has a family member aboard The One-Armed Scissor and has visited the ship before, knows a hell of a lot about mushrooms, good with a deck weapon

Attitude: Desperate and worried, willing to go out of his way if the crew are willing to help

Appearance: Skin made from canvas and sack-cloth, a bulbous head area that wriggles and shifts occasionally

The mushroom farm guards each sit upon a platform hanging from the spit, just above the farm itself. Carshaw will hail the crew upon arrival, establishing whether they're friend or foe, but will leave his platform to talk with them if he senses they may be able to help with locating the ship. *Carshaw's sister, another tzelicrae hive-mind that he once shared a skin with known as Techevez, is an engineer on The One-Armed Scissor - he'll do just about anything to make sure she's safe.*

"Got one!"

The quartermaster pulled back on her fishing pole, impassive cactoid face still managing to display something akin to a grin of excitement.

Whatever she'd hooked gave some fight, but vegetable muscles won out in the end - with a rustle of leaves, a creak of bending branches, and a grunt of exertion, she landed her catch on the deck in front of the gawping undercrew.

"It's a... Hmm... An almanac of some kind. Old Chthonic, I think. I'll add it to the pile."

She laid it gently down with the collection of other tomes at her side.

"That's four novels, two instruction manuals, some kind of dictionary from gods-know-what-to-who-knows-where, and a guide to... vegetation, maybe?"

She re-set the hooks, cast her line.

"No point stopping now!"

The Surrounding Waves

Whether it's to go hunting for The One-Armed Scissor or not, at some point the crew will almost definitely take their ship out onto the rustling waves that surround Three Masks. *Leaving the relative safety of port and striking out for the unknown is a great opportunity to ask players how their characters feel about the wildsea, and about any particular experiences they've had while sailing or cutting it.*

Describing the Surrounding Waves

These are as important to describe well as the port itself, as the sooner players grasp the sheer immensity and variety of the world-forest, the quicker they'll be thinking in terms that will help them engage with the setting. With this in mind...

- 👉 **Sights:** The docks behind the ship receding, the horizon opening up. A trail of torn up branches slowly re-knitting themselves behind the ship. Treetops pressing in around the hull, shifting in the wind. Insects and birds in a predatory dance. Spores and leaves caught in passing gusts. The wide rough green of the lignin tide. Rises and falls in the canopy, with a tree's crown standing taller than the others around it, offering shade or mooring beneath large, thick branches.
- 👉 **Sounds:** The roar of a ship's engine, and the splintering of branches. Rustling leaves, omnipresent. Birds calling and distant howls. The undercrew joking and shouting as they go about their tasks.
- 👉 **Smells:** Leaf pulp and rough, earthy bark. Sharp chemical tinges every now and then as a pocket of intensely crezzerin'd greenery gets churned up by the ship's bite. Wolf dung and new leaves.
- 👉 **Tastes:** Spores on the tongue, unpleasantly lively. Splineapple citrus on the breeze. Ham from some unknown porcine beast, in a rye-seed sandwich, shared by one of the undercrew.

Handling a Journey, Handling a Search

As the crew set out, the Firefly should set a **Journey track**, filled by taking actions that move the ship toward its chosen destination (for most crews this will likely be the direction from which The One-Armed Scissor would have approached Three Masks). For those that delved into the NPC options, they might have narrowed down a potential location for the Hanging Manor (even if they don't yet know whether it exists or not). They might even be heading to an area of pirate activity, intending on parlaying with a Jackalbone Marauder band for more information.

The length of the track should depend on how much guidance and foreknowledge they have of their destination, and of the area they're travelling through. Here are a few examples...

Finding The One-Armed Scissor ○○○○○○+

A six-box track, with a break after the fifth box, representing a crew that have a rough idea of where the Scissor might be. The first five boxes can be marked by progressing normally, the sixth only by exploring the area and using their skills or ship ratings to successfully hunt down the lost ship.

Heading for the Manor ○○○○

A four-box track, representing a short, straight journey to the Hanging Manor (the potential location of which may have been supplied by Old-Spar Lizbeth).

Narrowing The Options ○○○+○○○+○○○

A nine-box track with a break after every three boxes. Every time the crew reach a break, they've found a potential location for the Scissor, but it's down to a d6 fortune roll to see if it's there. 6 it is, 4 or 5 they find a trace, 3, 2, or 1 there's nothing there. If they make it to the end of the track, they will find the lost ship without a roll.

Watch Results (Peace)

- 6: A treetop wound through with printed canvas scrolls in a script none of the crew recognise.
- 5: Distant drums, definitely beating out a Jackalbone rhythm, but they're receding – no threat.
- 4: An uninhabited tallshank with its bark daubed with the same murals as Three Masks.
- 3: One of the undercrew comes forward, offering up a local chart from the bottom of their pack.
- 2: A trading ship crosses your path, laden with pinwolf pelts and stewing bones.
- 1: The distant glint of light on metal – could this be what you're searching for?

Watch Results (Order)

- 6: A small ektus-owned library ship that focuses on collecting and trading for charts of distant regions.
- 5: A huge cache of ancient books, partially crated, but abandoned to the waves.
- 4: A tiny spit, suitable only for ten or twelve inhabitants, but the house built onto it stands cold and empty.
- 3: A set of ancient chains winding through the treetops, perfect for tangling a ship's bite.
- 2: Approaching drums.
- 1: A wrecked vessel, cargo missing – possibly the work of the Jackalbone.

Watch Results (Nature)

- 6: Brightly coloured birds begin to roost on the railings of the ship, singing pleasantly.
- 5: The remains of a tzelicrae bound with silk to a protruding branch – were they left here as punishment, or was this some sort of voluntary act?
- 4: A grove of parasite wormapple trees with signs of a recent battle scarred into their trunks.
- 3: A Jackalbone Marauder ship bursts out of the nearby canopy, followed by a pack of howling pinwolves.
- 2: A distant tallshank with branches hung with chains, swinging ominously in the wind.
- 1: A rumble from below – a late aftershock from last month's rootquake, or early warnings of an entirely new seismic shift?



Snapshots & Story Threads

Journeys are a true window into the unplanned nature of the wildsea from the player's side, but as a Firefly you can plan out certain events or challenges that a crew will likely run into (based on the locale they're moving through). With that in mind...

If the crew find resources: They might grab [Sp] Fresh Splineapples, [Sp] Muralfruit Bundles, [Sa] Ancient Literature, [Sa] Leather Twists, [Sa] Binding Glue, [Wh] The Open Waves, [Wh] Words on the Wind, [Ch] A Bark Carving. *Twists might add the Pre-V or Heirloom tag to found resources.*

If the crew encounter pinwolves: They'll have the chance to engage them or try to sail on by, but pinwolves love to hunt – even if they ignore the potential encounter, the beasts may track them down later in the session. *Twists on related actions might identify a pinwolf alpha, which can be defeated to have the rest of the pack turn tail and run.*

If the crew encounter the Jackalbone Marauders: They'll probably have a fight on their hands, but not necessarily. Approaching with gifts or tribute, or simply seeming like they're not worth engaging, can both lead to a peaceful encounter with the pirates. *Twists on related actions might have the marauders offer information on The One-Armed Scissor, or even the Hanging Manor (if you aren't using it as their base of operations). Alternatively, defeating the marauders may allow the crew to loot one of their ships, which could contain post-rootquake charts of the surrounding waves.*

If the crew can't seem to find the Hanging Manor or One-Armed Scissor: They might run across a trading ship from one of the other nearby islands, that may have glimpsed one of those two points of interest in their travels (or heard a rumour of someone that has). *Twists on related actions might have a survivor of the Scissor's crew as a passenger on board with the traders, or even have the crew come across the corpse of one of the library ship's crew – perhaps even Carshaw's sister, depending on the tone of the game – which acts as a marker that they're getting close.*

"Found the bastard."

A long, sleek ship was lodged in the canopy before them, guttering firefly lanterns partially illuminating a deck strewn with books, crates, cranes, and alchemical equipment.

The wind sighed softly, fluttering the pages of abandoned tomes. Somewhere inside the ship something clanked, dully.

"Is it me," Oslo half-turned to the hacker beside him, "or does that thing look like the kind of place we really, really don't want to explore?"

Blythe, the hacker, checked his gagserry's teeth as he answered.

"It's a ship, mate. Quiet, yeah. Abandoned, maybe. But it's still just a ship. It ain't gone mireful, it ain't gone hungry. It's like any other ship you've stepped on."

Oslo looked back at the Scissor and shivered.

"If you say so, brother. Let's get this over with."

The One-Armed Scissor

Referred to by most as simply 'the Scissor', the library ship is a monument to once-lost literature. Framed pages hang from the galley walls, the deck is strewn with a mix of industrial lifting equipment and alchemical preservative vats, and the cargo hold brims with crates and shelves designed to hold thousands of books at a time.

But the ship now sits empty on the waves, the dedicated crew nowhere to be found and the outriders missing. Where have they gone? Are they ever coming back? Could they, even if they wanted to?

When the Crew Arrive, You Might...

- ☞ **Point Out** that multiple elements on the ship – tools left out, food on plates, doors unsecured, stacks of half-catalogued books – speak to an unexpected or hasty exit, or at least to the idea that wherever the crew went, they intended to return.
- ☞ **Suggest** that the crew use a montage to explore the ship effectively, each taking a different location within it.
- ☞ **Pull Focus** onto Carshaw (if he's travelling with the crew) leaping aboard to look for his sister.
- ☞ **Inform** the most experienced wildsailor among the crew that they sense that something is deeply wrong, even if they can't put their finger on exactly what is giving them this feeling of unease.
- ☞ **Challenge** them with an immediate hazard – perhaps a small pack of scavenging pinwolves, or a couple of Jackalbone Marauders picking over the ship's remaining valuables.

Describing The Scissor

As one of the focal locations of the adventure, The One-Armed Scissor should be described with some attention to detail and a bit of a flourish.

- ☞ **Sights:** A long, flat-decked ship with a longjaw running the length of the hull and sides bristling with grapples and cranes. Alchemical and industrial equipment in various states of disrepair. Stacks of books, some mid-way through being re-bound or repaired, others in tilting stacks. Scrolls, charts, and book pages framed or nailed to the walls. Inky handprints and smudges on almost every surface. Shelves of old tomes in pressure-sealed siderooms, some catalogued, some still in piles.
- ☞ **Sounds:** The rustle of the surrounding waves. An eerie silence on deck. The creaking of metal and wood in the cargo bay. Pages turning in the wind.
- ☞ **Smells:** Metal and old wood. Ink and bookbinding glue. Sharp acrid chemicals from overturned vats. Machine oil. Wood pulp. The scent of paper, some fresh, some cloying and musty.
- ☞ **Tastes:** Stale food in the galley. Wrinkled wormapples in open barrels. Sour water from flasks in the crew quarters. A cache of splineapple wine, corked. Spices tinged with ink.

Where Is The Scissor?

The location of the Scissor is important to the narrative, and it may turn up in a few different places depending on how the crew's choices, actions, and interests have had the story unfold. *A ship sheet for The One-Armed Scissor is found at the end of this document, along with a ship sheet for the pre-made crew vessel, The Skeleton Key.*

Lost in the Waves

Either adrift or moored to a particularly sturdy branch of the canopy – this location suits crews that are searching for The One-Armed Scissor, but don't yet know the location of the Hanging Manor, or those that appreciate a fight and might want to stumble across pinwolves or marauders. *When searching the ship, the crew should find charts that make the location of the Hanging Manor clear.*

Anchored at the Manor

Attached via grapples or anchor to the trunk of the rootquake-revealed tallshank that holds the Hanging Manor – this location suits crews that learned about the manor before they left Three Masks, and who will most probably search the ship in a more cursory way before heading up to the manor itself. *When searching the ship, the crew might find evidence of the libricon ray's presence.*

Possible Survivor

Depending on the tone of your game and the fondness of your group for NPCs, you might want to include...

Techevez (Lone Survivor, Carshaw's Sister)

Essentials: She/Her, tzelicrae, found hiding in the engine room or cargo bay (whichever suits the narrative)

Specialties: Has been with the Scissor for a while and knows the ship, has possibly visited the Hanging Manor

Attitude: Injured and scared, relieved to see her brother (if Carshaw is travelling with the crew)

Appearance: Similar to Carshaw, her skin is canvas and sack cloth, and she has at least three arms

Techevez is possibly the last surviving member of the Scissor's current crew – she's hungry, injured, and nervous, but she also has a good idea of what happened to the ship and crew. *She might have been hiding from marauders, from a pinwolf attack, or even from a book-scavenging attack by the manor's librico ray.*

Notable Places

The Scissor isn't a huge ship, but if the crew choose to explore it, they'll likely find...

The Main Deck

Essentials: A place for hauling and processing cargo

Suggested Resources: [Sa] Acid Flasks, [Sa] Alchemical Globules, [Sa] Ancient Text, [Ch] Branch Observations

Points of Interest: Chemical vats, stacks of looted books, half-loaded cranes

With hatches that lead down into the cargo bay and doors to the crew quarters and captain's cabin, the main deck is the perfect place to start a montage. *It's also a good place for a fight, or for spotting an approaching vessel.*

The Crew Quarters

Essentials: Where the Scissor's crew slept and relaxed

Suggested Resources: [Sp] Half-Drunk Ale, [Sa] Page-Stuffed Pillow, [Ch] Crewmate's Diary

Points of Interest: Crew bunks, literary decoration

A tight, bunk-filled space with firefly lanterns on the walls. *This would be a good place to loot the personal effects of the absent crew, but some characters might find this distasteful (especially if they're with Carshaw or Techevez).*

The Captain's Cabin

Essentials: A lavish room that holds the captain's bed and sink, cupboards full of charts and the ship's controls

Suggested Resources: [Sa] Stack of Charts, [Sa] Portrait of Makhis, [Sa] Portrait of Hove Haruman, [Wh] Far-Reaching, [Wh] We Do This For The Words, [Ch] Captain's Annotated Log, [Ch] Directions to Fyzeo

Points of Interest: Framed pictures of previous captains and high-ranking crew (including Makhis Ahman), the captain's table, dashboard, and wheel

The cabin doesn't only hold the banks of switches and levers that act as the Scissor's controls, but the personal space of the current(?) captain, Hove Haruman. *This is the best place to pick up information on the Scissor's movements, as well as their plans for the future and past achievements.*

The Cargo Bay

Essentials: An expanded space that takes up almost the entirety of the area below the deck, with a set of huge hatches open to the waves

Suggested Resources: [Sp] Librico Slime, [Ca] Crate of Books, [Ca] Stack of Tomes, [Ca] Rack of Scrolls

Points of Interest: Wild-bay doors, empty outrider housing, stacks and crates of ancient books

Once well-lit with hanging firefly lanterns, this vast space is now a sea of leather and yellowing paper. The entire area smells almost impossibly musty, thanks to the wild-bay doors at the front of the ship (one either side of the longjaw's teeth) being left open for what looks like the last few weeks. *The librico ray may be hiding in one of the drifts of books, depending on the flow of your game.*

The Engine Room & Galley

Essentials: Connected rooms, the galley's stoves working off of the heat generated by the chemical engine below

Suggested Resources: [Sp] Dried Fruit Rations, [Sa] Rusting Cookware, [Ca] Barrels of Chemical Fuel

Points of Interest: Chemical stoves, hatch in the floor, the chemical engine

Long tables and wooden benches crowd the galley, sitting eerily empty. The hatch in the floor leads down to the engine room, similarly quiet. *The engine needs a little repair, but with some TLC it can still run the ship.*

Snapshots & Story Threads

By this point in the adventure, the crew might be exploring (or ignoring) various potential story threads. The location of the ship, and the fate of the Scissor's crew, can make big changes here. With that in mind...

If the Scissor's Crew Disappeared into the Manor: Then a search of the ship might lead to charts showing the location, or characters might even be able to track the regrown wake of the missing outriders. *Twists on related actions might reveal information on the Hanging Manor in the form of half-made maps, if the crew managed to make at least one return trip, or might conjure the librico ray (which may have tracked them back to the Scissor via the books they took).*

If the Scissor's Crew Were Lost Fighting Jackalbone Marauders: There'll be signs of a fight in evidence, especially in the cargo bay and on the deck. The crew's bodies might be found barricaded in the galley and engine room, and some marauders may even remain, picking over the corpses. *Twists on related actions might allow the crew to catch a marauder by surprise, to find details on the marauder's home location (perhaps even the manor itself), to loot marauder weapons or even to find a marauder outrider lodged in the side of the cargo bay.*

If the Scissor's Crew Were Lost Fighting Pinwolves: There'll be holes punched in walls, floors, and ceilings from their limbs, and blood and fur left in the common areas. *Twists on related actions might have the crew taken by surprise by an alpha pinwolf, or find a corpse still good for rendering and looting, or be able to track the pinwolves back to their nest.*

If the Scissor is Moored at the Hanging Manor's Tallshank: They'll have set up some kind of crane or lift arrangement for easier access from the deck up to the manor itself, and the deck will be brimming with books and preservative materials. *Twists on related actions might allow the crew to find signs of the librico ray early, catch a glimpse of the ray itself, or perhaps be able to map out the manor from their vantage point below.*

The Hanging Manor

Chained to the branches of a tallshank revealed by the canopy shift after the last rootquake, the Hanging Manor is a sprawling, crumbling complex that was once (in pre-verdant times) the estate of a noted bibliophile. Who chained it to the branches? Unknown, though it has obviously been close enough to the surface in the past few hundred years that wildsea denizens have visited it before (and that surrounding spits and settlements have a legend or two about the manor's existence). White walls and red roof slates contain literary secrets that would sate the surrounding waves for a century, but the buildings house far more dangerous things than books...

The Manor Is Definitely...

- ☞ A repository of impressive pre-verdant literature
- ☞ The final resting place of most of the crew from The One-Armed Scissor
- ☞ The nesting ground of the librico ray

The Manor Might Be...

- ☞ A base of operations for the Jackalbone Marauders
- ☞ A nesting site for a pinwolf pack
- ☞ Unstable enough after the rootquake that it might come crashing down at any moment

When the Crew Arrive, You Might...

- ☞ Impress upon them the size of the manor, which is really an entire complex of buildings hanging at odd angles
- ☞ Suggest that the crew stick together once they're inside, due to the unstable nature of the buildings and chains
- ☞ Show that the crew of the Scissor have been here by pointing out a small campsite or the remains of equipment
- ☞ Challenge them with finding a safe way up into the manor itself (see *Entering the Manor*, on the right)

Entering the Manor

The first challenge for a lot of crews will be finding a way to access the Hanging Manor itself, as it's suspended from the branches of a nameless tallshank a good few hundred feet above the canopy. Depending on the narrative so far, and the capabilities of the crew, they might be able to...

- ☞ Take a route established by the crew of the Scissor, incorporating the cranes and grapples of their ship, or a hanging chain from the manor above.
- ☞ Climb the bark of the tallshank, perhaps aided by a set of hand and footholds carved into the trunk, or by pin-limb holes punched by predators.
- ☞ Use an elevator cage or a winding staircase built into the shank's trunk by the Jackalbone Marauders, possibly accessed through a wave-level dock for their raiding ships.
- ☞ Construct some kind of lift, temporary balloon, or ladder, if the crew are particularly adept at turning random scrap into functioning mechanisms.

Generating Rooms

If you'd like a truly random experience when it comes to exploring the Hanging Manor, you can use a 3d6 roll and the boxes below to create a series of random rooms for the crew to explore. This isn't designed to map out the entire manor, but can be quickly used to generate areas of the building for the characters to explore. *When the crew are moving from room to room, roll 3d6 and read the numbers off in order from left to right (for example 4, 1, 2). Use those numbers to read the corresponding fragments from each box below, again from left to right, to create a quick description of the impending room. The first result describes the general area, the second a characteristic of it, and the third a potential challenge or POI. If the rolled area really doesn't match the previous one, we've provided additional, more generic A and B options that you can substitute for any of the results of the roll.*

- 1: A crumbling, attic-like roof space...
 - 2: A large room with a vaulted ceiling, walls crumbling and furniture broken...
 - 3: A reading room with desks overturned...
 - 4: A small but beautiful walled garden filled with pre-verdant fruit trees...
 - 5: A reception hall, floor buckled and split thanks to a massive chain that runs up into the roof above...
 - 6: A balcony or mezzanine overlooking a room full of glass bookcases below, filled with rare volumes...
- A: A long corridor...
- B: A large room...

- 1: ... dotted with empty shelves and looted cupboards...
 - 2: ... with a broken staircase in the corner, leading up to a roof space or down into a basement...
 - 3: ... with a corpse, once one of the Scissor's crew...
 - 4: ... with a massive hole in one of the walls, perhaps made by the movements of the librico ray...
 - 5: ... with broad glass windows, offering a view of the sprawling manor around you and waves below...
 - 6: ... with footprints and drag marks in the dust...
- A: ... lined with bookshelves...
- B: ... with a creaking, unstable floor...

- 1: ... and librico slime smeared over the flooring.
 - 2: ... and drifts of tallshank leaves mingling with torn paper and scraps of old leather.
 - 3: ... and evidence of a Jackalbone campsite.
 - 4: ... and broken roofing, leaving it open to the sky.
 - 5: ... that's completely overgrown, thanks to branches pushing in from the tallshank above.
 - 6: ... and a pack of sleeping pinwolves, easily roused.
- A: ... and a hastily constructed barricade at the far end.
- B: ... and stacks of pre-V books in the corners.

Describing The Hanging Manor

The last location in the adventure, the Hanging Manor is too big (and too architecturally dangerous) for a crew to explore fully, but even the places they have access to should be described in an impressive and immersive way.

- 👉 **Sights (Outside):** An ancient set of buildings, crumbling and moss-stained, but still essentially breathtaking. Thick chains in their hundreds stretching up from rooftops, statues, chunks of displaced earth. A dappling of light under the spread of the tallshank's branches. Windows, some broken but some still remarkably intact, of old-world glass.
- 👉 **Sights (Inside):** Once-grand paintings and mouldering carpets. Bookshelves, display cases, and glass-fronted cupboards full of tomes and scrolls. Holes in the walls and floor, some showing the canopy hundreds of feet below, some the branches of the tallshank above. Thick coatings of dust, some with furrows suggesting footprints or objects being dragged. Spots or smears of ink-like slime.
- 👉 **Sounds:** A hush, as of a library, underpinned by the clank of distant chains and creak of branches. A wet, slick sound from behind a wall or door. Soft footsteps that your companions swear don't belong to them.
- 👉 **Smells:** Old paper, a smell both musty and comforting. Dust and mould. The scent of leaves and citrus on the wind.
- 👉 **Tastes:** Ink and dust and ancient words.

Snapshots & Story Threads

The Hanging Manor, as the final location of the adventure, is where all of the story threads get tied together. Which threads those might be depend on how you've run the adventure, which opportunities you've offered the players, and which plotlines the crew have engaged with. With that in mind...

If the crew's goal was to find the crew of the Scissor: They'll likely find them barricaded in an old library area, probably dead... but possibly alive! *Twists on related actions might allow them to find a survivor, to find a log of the crew's last days, to find a half-made map of the manor revealing secret rooms of immensely important pre-V equipment (such as a working printing press) or even to have found an alliance between the Scissor's crew and the Jackalbone in the face of the pinwolves or librico ray.*

If the crew face the librico ray: It'll be a tough fight, and a less than straightforward one. *Twists on related actions might show ways to distract the ray by flinging books from the crumbling complex, or find Carshaw's sister in the ray's nest - either as a prisoner, hiding out, or even having befriended it.*

If the crew face a pinwolf horde or the marauders: Then the fight might push them to less stable parts of the manor. *Twists on related actions might involve destabilizing the structure even more, or even purposefully severing the chains holding up an entire section to drop their foes down to the canopy.*



The rustle of the waves was muted this high above the canopy, but it was still there - a whisper at the edge of hearing, a constant underpinning the world.

But there were other whispers too.

She traced a finger through the tar-like substance smeared over the walls, and she felt stories in their death throes. The written word, chewed up, pulped, digested, excreted, but still hanging on.

Tales in languages she didn't know, could never have hoped to have read. Of a sister facing down a man in a wide-brimmed hat, a revolver heavy on her hip. Of a destitute, a layabout, reading a diary that would change the way he looked at the world forever. Of a young man in an endless labyrinth, who spoke to statues.

These were stories that wanted to survive. To be read. That never would again.

She wept for their passing.

Skinning the Manor

Depending on the elements of the adventure the crew have engaged with, the manor might be a huge complex empty of everything apart from loot and corpses, a den of pinwolves, a staging ground for Jackalbone Marauders or the nest of the librico ray, raised from the lower levels by the previous month's rootquake.

The random room generator table on the previous page should help with general exploration, but here are a few example rooms that you can use wholesale, themed around the various presentations of the manor that you might use - standard, ray nest, pinwolf den or Jackalbone hideout.

Echoing Hallways (Standard)

Essentials: Long corridors that connect larger rooms, each wide enough for two carts to pass simultaneously

Suggested Resources: [Sp] Roof-Roots, [Sp] Wallpaper Fungus, [Wh] To And Fro, [Wh] Right Back at You

Points of Interest: Fading wallpaper in spiral patterns, the roots of parasite trees pushing down through the roof and opening the hallways to the sky

Empty and echoing, the corridors of the manor speak to a rich and vibrant past lost to the darkness below the canopy. The wallpaper in particular is obviously a remnant of a once-grand design, now yellowing and pocked with scars and fungal growth. *The echoes born of these spaces seem to grow stranger the more time that's spent there, to the point where sailors might swear the words they heard were not a repetition of their own but a taunt, or an answer. This might cause mire, or even persist between areas in the form of a track for unusual spectral activity.*

Chain Crossing (Standard)

Essentials: A twist of interlinking chains that can just about be walked across, if you're careful, linking two sections of the Hanging Manor

Suggested Resources: [Sa] Rusting Iron Scrap, [Wh] Chain Sweet Chain

Points of Interest: A broken link, a section too rusted to walk on

Moving from one of the manor's groupings of stolen buildings to another can sometimes be done with a dizzying leap from rooftop to rooftop, or from one part of a ragged, raised garden to a tilted ornate fountain... But sometimes, the only way to make progress is to walk out on some of the chains that hold the edifice together. No matter how experienced a character is with heights, this is dangerous - a shanking might not mark mire for crossing an unstable surface barely wider than their own feet suspended half a mile above the canopy, but most other sailors would.

Observatory Room (Standard)

Essentials: The stars tell stories of their own - what avid collector could resist an observatory?

Suggested Resources: [Sa] Broken Lens, [Sa] Iron Telescope, [Wh] Astral Tale, [Ch] Ancient Starchart, [Ch] Speculative Map of the Planets

Points of Interest: An orrery of unknown planets, shelves of starcharts, a glass dome roof (miraculously mostly intact), a huge pre-V telescope

Found somewhere near the top of one of the manor's structures, accessed by using a winding staircase that's particularly dangerous. *The denizens of the wildsea know little about the realms beyond the night sky - might their unverdant predecessors have known more?*

Hoard of Restless Words (Ray Nest)

Essentials: The librico ray's nest (and feeding chamber)

Suggested Resources: [Sp] Librico Slime, [Sp] Pulsing Egg, [Sa] Slime-Stained Book, [Sa] Leather Binding Scraps, [Wh] Spinning a Sentence, [Wh] Belly of the Beast, [Ch] Smudged Historical Scraps

Points of Interest: Broken walls and sagging ceilings, piles of half-digested books, a clutch of eggs in a nest of ink-leaking pages

Every surface of the ray's hoard is covered in an inky slime, a byproduct of the creature's literary-focused digestive juices. Wildsailors that slog through the morass find themselves in danger not only from the ray, but from the lost fragments of stories that escaped the beast's stomach – the entire space is subject to a silent, muttering din. *Perhaps these lost words fear never being read, or pine for their missing cousins that have already been eaten. The dark substance that coats all surfaces ripples in disturbing ways, seeming to move towards the encroaching crew. If the ray hasn't been encountered yet, it will likely be here, feasting (or guarding eggs).*

Ruined Roof-Space (Pinwolf Den)

Essentials: An attic area that the pinwolf pack has been using as a lair, every surface covered in gouges and holes

Suggested Resources: [Sp] Pinwolf Fur, [Sp] Gnawed Bones, [Wh] This Is Where They Sleep

Points of Interest: Scarred beams, pile of broken tiles, hole leading into the manor proper

Pinwolves tend to sleep upside down, their pin-limbs anchoring them to a surface that they can drop from at a moment's notice. In the roof space of the manor, the wolves have taken to sleeping among the beams and joists below the tiles – the crew, if they arrive while the pack is sleeping, might be able to sneak through without alerting them. *When one pinwolf wakes, there's a good chance they all wake. This would be a good opportunity to set a hidden track that's marked whenever the crew make a noise whilst moving through (or even near) the area. That way they'll know the track is there, and when it gets marked, but not how much leeway they have as they explore.*

Converted Port (Jackalbone Hideout)

Essentials: A basement and wine cellar area that's missing a floor, open to the seas far below

Suggested Resources: [Sa] Coil of Rope, [Sa] Winch Equipment, [Sa] Abandoned Drum, [Wh] Staging Area, [Ch] Map Of Where We Hit Them, [Ca] Barrel of Wine

Points of Interest: A Jackalbone ship held in lifting apparatus, stacks of loot half-sorted into crates, a makeshift bar stocked with stolen liquor

If the marauders are using the Hanging Manor as their base of operations, the sudden rise of the structure from tangle to skies would have come as quite a shock. But marauders, akin to the wildsailors they likely once were, are adaptable sorts – the wine cellar they converted into a low-port has been converted once again, outfitted with cranes and winches to lower their ships to the waves when it's time to raid. *The docked ship in this room can be a massive boon or a hideous danger, as the deck weapons (dealing massive damage) might be turned against the crew in the event of a fight... Or claimed for their own use!*

The Crescendo!

The adventure, no matter what form it has taken, will almost definitely end in the Hanging Manor. This calls for a big, impactful scene, a crescendo to leave the crew with a real sense of achievement. You might consider offering the chance to...

- End on a climactic battle against the pinwolves, the marauders, or the librico ray... or maybe a three-way fight involving two of the above! If it ends with a fight, remember to make it as dynamic as possible.
- Have whatever the crew do in the manor destabilize the place, leading to a dash for safety as the entire structure begins to come loose from the tallshank and topple toward the wavetops.
- Have the characters discover one or more of the missing crew from The One-Armed Scissor, miraculously and unexpectedly still alive somewhere in the manor. They'll return to Three Masks as heroes if this is the case, no matter what else might have happened.

When the Dust Settles...

The story is done – the crew have found the missing ship, possibly even a member or two of the crew, and explored the Hanging Manor (putting paid to marauders, pinwolves, or a librico ray in the process). So... What happens next?

This might be the end of the adventure, and if so there's nothing wrong with that as long as everyone had fun. It might be the start of an entirely new arc in a new place, with the same characters exploring more of the rustling waves using the core book. It might even be a continuation of the same story – are there other problems to solve in Three Masks? Can they take their stacks of looted literature to a distant port for trade? Will Techevez join them, eager to see more of the waves? Will they become a library ship themselves, perhaps? Have they woken something in that ancient structure, something they missed? These are questions your group can answer on their own, but if the adventure does become a campaign, consider offering one or more of the aspects below as a reward for surviving the manor...

Librico Guts 3-Track Trait

You've learned the inky ways of the ray, and can eat paper, glue, and wood pulp without ill effects. Consume a chart to learn a secret of the surrounding waves.

Weighty Scissor-Satchel 4-Track Gear

Burn to produce an ancient book from your pack that's pertinent to your current situation in some way.

Ascendant Chain 2-Track Gear

A length of iron chain, strong despite years of rust. Deals CQ or LR Blunt damage, with increased impact against beasts and marauders.

Pinwolf Pup 3-Track Companion

Not dangerous yet... but one day it will be. Can already climb as easily as it can walk.

Things had changed aboard The One-Armed Scissor over the last few months at sea.

The biggest change, as one might expect, was the crew - empty rooms now full of talk and laughter, the captain's cabin used for meetings and dinners and card games once more.

But there were other changes too. A broken amber-glass window repaired. The engine fully serviced, an ominous rattle that had hung around for years removed. The cargo hold still home to books but now holding so much more, from wormapples to wolf furs, tar planks to medicines.

The crew had made the lost ship their own, and the Scissor sailed the rustling waves once more.

How long would it last? How long until the next disaster, until a new crew takes over, or until the ship is finally swallowed by the depths?

A simple answer; long enough.

The Manor Resurgent

If the events of **One-Armed Scissor** lead into (or feature as part of) a campaign, there's always the option to bring elements of it back into the narrative weeks or months after the crew deals with the initial problem. These pages highlight a few ways you can bring the events of the Hanging Manor back into focus, depending on the elements that your game focused on during the adventure. *Or turn the page to find **Port Fyzeo**, an additional optional location for crews that have truly fallen in love with literature.*

- ☞ If the crew engaged with Makhis while in Three Masks, and decided to take the Scissor as their own ship (or incorporate elements of the Scissor into their own ship), you might be able to further that story using **The Ghost of a Flame**.
- ☞ If the crew enjoyed spending time with Old-Spar Lizbeth, you might be able to give them more of what they like using **New Spar, New Horizons**.
- ☞ If the crew never actually *found* The One-Armed Scissor, or if they did, but left it to rot on the waves rather than taking it back to a port, they might end up regretting their actions thanks to **Snip-Snap Maw**.
- ☞ If the crew engaged heavily with the Jackalbone Marauders, especially if they drove them out of their base or bested many of them in combat, they might feel the sting of being **Marked For Revenge**.
- ☞ And if one of the players takes elements of the spellographer (found on page 26) for their character, they might find themselves pursued by an old enemy in **Words That Can't Be Ignored**.

The Ghost of a Flame

The One-Armed Scissor is a ship with a long history. It's scavenged for lost words, carried literature for leagues, fought off marauders and, on its final voyage under the previous crew, discovered the fabled Hanging Manor. But that story hasn't ended, as it sets off across the waves with a new crew (and perhaps an entirely new purpose).

And stories without an end have a way of slipping into new chapters.

There was a time when Makhis Ahman, the ardent docker now living in Three Masks, was a member of the Scissor's crew. He left long before they found the manor, but he was present for another pivotal event in the ship's history - the loss of a cargo of books to flame, a disaster that he caused himself. And though the flame was extinguished, and the younger Makhis reprimanded and put off the ship, the echoes of that event carry on into the present to affect the new crew as they travel the rustling waves.

The crew might discover...

- ☞ A hidden compartment within the Scissor's cargo bay, heavily fortified as if it were never meant to be opened again, the interior wood scarred by old flame and the floor choked with ash. Was this left here as a reminder, perhaps, of what carelessness might bring? As a memorial? As a warning?
- ☞ Librarian-style records of the books brought onto the ship to be catalogued and transported have been altered, a page torn out or entries scrubbed through with red ink. A fingerprint, in old ash, marks the rear of the book.
- ☞ A haunting on the Scissor - a ghost picked out in spectral flame wanders the corridors for brief moments, or re-enacts their final moments of trying to save a long-lost set of tomes in the cargo hold. The flame they bring is potentially deadly, but they mean no harm. Can they be freed from whatever object they're anchored to, or perhaps brought into a less disastrous afterlife experience without banishing them for the sake of safety?

New Spar, New Horizons

Unbeknownst to the crew, Old-Spar Lizbeth saw something in them when they visited her cartoika for advice. Perhaps it was in their manner, or their enthusiasm, or their willingness to help. Maybe it was just that they were in the right place at the right time. But, whatever the cause, they awoke something in her that she thought she'd lost a long time ago – a hunger for the world outside of her cartoika's walls.

The crew might discover...

- ☞ A wordbearer pulling up alongside the ship on their battered old outrider, triumphantly holding a message in a bottle out to the crew. Within it is a missive from Lizbeth, asking them to swing by Three Masks again when they have a moment. She's making preparations to leave, and damn the destination! For the first time in a long time, she's willing to let the chips fall where they may.
- ☞ A fragment of her ironbound body, detached from the whole but still tenuously linked to Three Masks, that she must have had smuggled aboard before the crew left port. It asks, as best it can, for help in becoming more. It wants to see the world for itself. It wants, if possible, to become a wildsailor.
- ☞ Lizbeth herself, sailing the rustling waves. Perhaps she's on a ship. Perhaps she is a ship. But she remembers the crew, and owes them a debt of gratitude.

Snip-Snap Maw

Time on the wilds leads to unpredictable changes, as much in worked wood and hammered iron as it does in flesh and bone. The One-Armed Scissor, once a proud and noble vessel used to deliver knowledge, has fallen far. Left in the waves, abandoned to the uncaring predation of termites and the changes that crezzerin brings, the ship has gone the way of all wrecks when left alone for long enough.

It's gained a hunger for crew. And it remembers the boots that walked its decking.

The crew might discover...

- ☞ Refugees from the now-fallen port of Three Masks, torn to pieces by the mawship Scissor as it searched for Makhis. Perhaps it found him, or he willingly rejoined to stop the destruction, and it now sails the rustling waves with him as an unhappy captive, haunted by memory.
- ☞ A new rumour of danger in the junctions they stop at, whispers of a living ship that's as hungry for paper as it is for crew. That ship may even seem to be searching, those rumour-mongers say, for something specific. Maybe something that was taken from it, or for those that might have saved it from its current predicament.
- ☞ The wreck of the Scissor in an entirely new place, hull opened by gunfire, amber-glass shattered, engine wheezing.

Marked For Revenge

There's no fraternity amongst marauders, no sorority of piracy, no family of wavetop theft. But word gets around, and while the crew were harsh in their dealings with the Jackalbone, they weren't harsh enough that nobody lived to tell the tale.

Now there's a bounty on the ship they sail on, or even on a particular member of the crew. And if one thing's for sure, it's that someone or other will come to collect...

The crew might discover...

- ☞ A poorly written wanted poster nailed to the wall of a disreputable junction, or plastered to a port-post. The Jackalbone Marauders (or what's left of them) are offering a sizeable reward of salvage for whoever can bring them proof that the deed is done.
- ☞ A ship tailing them across the rustling waves as they travel. Maybe it's sleek and secretive, delving beneath the thrash whenever they turn to face it or a change in the waves threatens to reveal its presence too obviously. Maybe it's brazen, steaming toward them at full speed with horns blaring and deck-weapons ready to fire. Or maybe the owner just wants to... talk?
- ☞ A Jackalbone ship moored at a port they visit. And while they've never heard of the occupants, the occupants have certainly heard of them!

Words That Can't Be Ignored

It's almost an insult, to unhome a hoarder of words and then become one yourself. Whether the librico ray was chased away, destroyed, or otherwise dealt with, it casts a shadow over the crew as they continue their travels across the leafy sea. Sometimes literally, if they drop their guard at the wrong moment.

The crew might discover...

- ☞ Tiny librico eggs laid in the bindings of books they've taken from the Hanging Manor, slowly eating their way through ink and stories as the rays inside mature. It'll take a long time for them to hatch, but it will happen eventually.
- ☞ A series of attacks upon nearby ports have been reported, with cartoika emptied of ink-stained charts and even dockside customs houses torn apart for their logs. The librico ray, or a cousin of it, has come to the surface and started to hunt for anything it might use to build a new nest. While the location of this potential nest is unknown, assumptions can be made and trails followed; the hunt for the eater of words can begin anew!
- ☞ The librico ray, massive and vengeful, chasing the crew and their ship across the waves. With the manor ruined or fallen, and the creature now bereft of home and food source, it's left with a singular purpose – revenge.

Port Fyzeo

'Port' is an interesting word on the waves. A port might be a jetty attached to a mountaintop island, or a series of platforms built into the gaping mouth of a leviathan's skull, or a cluster of boats lashed together and anchored to the surrounding treetops, never to move again.

But even with the variety of ports on offer, Fyzeo is notable for its singularity.

Port Fyzeo is a massive balloon hanging a stone's throw above the thrash, a mass of reinforced canvas and corrugated metal fed by a groaning chemical engine that constantly feeds the entire edifice with lighter-than-air gas. It's barely enough to keep the thing afloat, not only due to the balloon's size but to the settlement constructed around it; a series of curving scrap-metal streets spiralling up canvas flanks, docking cranes spread out like spider-legs to pluck willing ships from the waves below.

But even that, as unusual as it is in terms of a living situation, isn't the strangest thing about the port.

That would be the noise.

Because Fyzeo is a market port, and the local limitations on advertising are lax, to say the least. Stall-holders and enterprising marketeers set up personal amplification devices, some technological and others arcane, to blast out enthusiastic descriptions of whatever they're trying to sell. The air around the port is awash with voices, tinny and booming, in every language common to the waves – they speak of the meat trade, of the reliability of locally-made weapons, of the underhanded deals that their competitors no doubt engage in.

But most of all, they speak of books.

When the Crew Arrive, You Might...

- ☞ **Ease** them into relaxation – Fyzeo is busy, noisy, and seemingly constantly on the brink of crashing back into the waves below, but the locals are cheerful and there's very little crime. There's also almost no threat from the surrounding seas, as few hazards can bridge the gap between the treetops below and the port's raised docking area.
- ☞ **Hoist** their ship aloft on one of the docking cranes, a free service that keeps their vessel safe as they explore.
- ☞ **Barrage** them with advertisements and opportunities, chances to trade old resources for interesting goods.
- ☞ **Point out** that although there's a huge variety of trading commodities on offer, the literature-based stalls seem to have the loudest hailers and the most vibrant customers. Fyzeo's proximity to Three Masks and the surrounding waves have given them a healthy trade in readables.
- ☞ **Celebrate** their arrival with gifts and glad tidings from NPCs, *especially* if they come riding the One-Armed Scissor (a ship that many denizens of the port would instantly recognize).

Describing Port Fyzeo

Port Fyzeo is only a week or so of travel away from Three Masks, but despite the proximity and a few notable similarities in how they value literature, the two places couldn't be more different.

- ☞ **Sights:** A balloon of a size that just *shouldn't* be possible, exterior furred with a layer of streets, houses, and amberglass-fronted businesses. A tangled web of pipes and valves at the balloon's open base, the air above the contraption discoloured and roiling. Loudspeakers, animal jaws, and speaking tubes clustering on poles at every corner and intersection. Merchants in fine clothes, suits and furs cut asymmetrically in a distinct local style.
- ☞ **Sounds:** A raucous din of sniping and glorifying, boasting and advertising. The chatter of locals and visitors as they browse and buy. The clatter of boots on metal streets.
- ☞ **Smells:** A mingling of unusual chemicals washing up through the port when the wind changes, a byproduct of the engine's constant processing.
- ☞ **Tastes:** Rich, nutty beers brewed from local ingredients winched up from the branches below the port. Porskina, a hog-based local delicacy marinated in pitcher acids.

Notable Events

By dint of its unusual construction, there are a couple of rituals the locals engage in with regularity. The most important of these is...

The Chemical Tax (Festival)

Essentials: A weekly ritual, where trading ceases from sunset to sunrise in order for local merchants to total their takings and pay what's owed

Suggested Resources: [Ca] Barrel of Takings

Points of Interest: Scowls and grumbings, stalls offering free drinks

Nobody likes the chemical tax, but even the meanest local merchant knows how important it is. After a week of healthy trading, all sellers are mandated to set aside a portion of their takings (usually several barrels of material goods) and deliver them to the base of the balloon that the settlement is built around. The contents of these barrels are poured into open hoppers that lead to the port's engine, fuelling the balloon's flight for another week. It's not all bad, though. Junctions and brewers, both exempt from the chemical tax, have taken to offering free drinks to merchants for the duration of the taxing process, a slight soothe for those giving up large amounts of otherwise pure profit. *Visitors aren't required to provide materials for the tax, but those that choose to are offered the same free drinks as the locals and generally looked upon as good sorts.*

Notable Places

Detailing the stores available for visitors to Fyzeo would take more pages than we have to offer – as a Firefly, you should create opportunities on the fly based on the kind of goods the crew are looking to trade or obtain. That said, there are a couple of places that stand out among the crowd...

The Argument (Cartoika & Bookstore)

Essentials: The largest repository of literature and charts for miles around (if you conveniently forget the existence of Three Masks), with a business model that focuses on obtaining pre-V tomes and trading away examples of fresh post-verdant literature

Suggested Resources: [Sa] Fresh and Empty Tome, [Sa] Processed Ink, [Sp] Fresh Fireflies, [Ch] Map of Pitcher Hotspots, [Ch] Sealed Log of Maraduer Activity, [Ca] Amateur Printing Press

For additional goods The Argument carries for trade, see the 'Words of a Verdant World' box on the right of this page

Points of Interest: Towering shelves, well-stocked reading room, visitors coffee-bar

A maze of shelves and counters taking up almost a half-mile of the balloon's western side, this combination of traditional cartoika and cutting-edge literature trading post is heavily frequented by visitors and locals alike. It's estimated that a good ten percent of the Fyzeo citizens work in or for The Argument in some way, whether that comes in the form of roving distant ports in search of newly-written books or guarding the shelves from sticky-fingered visitors.

Such Great Heights (Junction)

Essentials: A junction on the very top of the balloon, wobbling slightly with every breeze

Suggested Resources: [Sp] Chilled Muralfruit Coffee, [Sp] Bowl of Porskinea, [Sp] Bitterbracht Seasoning

Points of Interest: A hole in the roof, comfortable reclining chairs, spitted hogs over chemical burners

Such Great heights is one of the only places within town that's allowed to draw fuel from the inside of Fyzeo's balloon, which they use as part of the poskinea cooking process. *The house special, a muralfruit coffee, is wind-chilled by raising bottles of it out of a hole in ceiling.*

Notable Locals

Three Masks has a hundred or so people living there full-time, and a number of wildsailors and traders passing through, but the following four individuals will be most useful to the visiting crew.

Zendai Deepes (Crane Operator)

Essentials: She/Her, young mothryn, found lifting ships from the waves to the docks

Specialties: Complex mechanisms, ship construction, local gossip, far-flung recipes

Attitude: Charming and bright-eyed

Appearance: Entirely wingless, never seen without a book in her hand

Zendai has big dreams, dreams that go far beyond the hoisting of vessels into their assigned bays. She wants to be on a ship when it leaves, ideally as a char. It's not her lack of formal training that holds her back, though – it's the fear that, if she repupates, she'll forget her home in Fyzeo entirely. *Zendai's culinary knowledge is remarkable for someone that's never set foot inside any kitchen other than her own, and any crew that signs her on as a passenger will find themselves in possession of a chef to be reckoned with.*

Uageremit Small-Spine (Book-Hunter)

Essentials: He/Him, stocky ektus, currently in the employ of The Argument

Specialties: The wrangling of wayward beasts, pirate etiquette, polyglotism, gunplay

Attitude: Reserved and aloof until you get to know him, then friendly and a very little bit less aloof

Appearance: A well-maintained beard of petals, spines cropped short over almost all of his body save his back, wide-bottomed privateer trousers that went out of fashion decades ago

Some struggle for their entire lives to find a niche in which they can be respected, but Uageremit holds that he was born with a pistol in one hand and a list of names in the other. He's a book-hunter, bringing in new tomes from the wider waves for The Argument to trade, and chasing down those that dare steal from them. *If tested, Uageremit has the skills to back up his haughty manner.*

The Words of a Verdant World

After visiting the manor, the crew will likely be more familiar with Pre-V literature than most. Port Fyzeo is a chance for them to partake in the musings of the post-verdant, obtaining books and scrolls penned or printed in the last few hundred years. They might come across...

1-1: A Treatise on Pinwolf Hunting Techniques

1-2: On Water, and How To Collect It

1-3: The Longjaw: Workhorse of the Waves

1-4: Effective Captaincy

1-5: The Conflagration, or 'How The End Began'

1-6: Gau Physiology and Sporification Drives

2-1: 101 Recipes For The Char On The Go

2-2: The Secrets of Antler: A Mixologist's Take

2-3: Finding Coffee

2-4: Rise, A History of Wild Bread

2-5: The Flavours of the Eaten Desert

2-6: Cooking With Spiders

3-1: Rootquakes, a Study in Darkness

3-2: The Darkening Sky: Living Storms and Their Habits

3-3: The Benefits of Seed-Surfing

3-4: Scroll of Winter's Embrace

3-5: The Liminal Days, or 'Between Quarters'

3-6: Riding the Bloomtide

4-1: Mastering the Jag-Lash In Fourteen Difficult Steps

4-2: Calico Slinks: Menace of Mischief?

4-3: 60 Non-Medicinal Leech Uses

4-4: Silken Prophecies

4-5: How To Train Your Sporehund

4-6: From Scrap To Jagserry, A Worker's Guide

5-1: Composing Brasstongue Poetry

5-2: The Alchemist's Lament

5-3: An Ending Uneared: Visions of an Anchored Future

5-4: Dreams In Golden Sleep

5-5: Raka Spit Rhymes

5-6: Befriending The Abjad

6-1: Captain Basch Versus the Silver Hound Stars

6-2: Over The Final Hill, A Tale of Travel

6-3: Mercury (First Printing)

6-4: What We Could Have Been

6-5: Tales To THRILL On Long-Watch Nights

6-6: Needs Must, or 'Then There Was One'

Hazards & Encounters

Most games of the Wildsea will have one or more encounters with the dangerous elements of the world, often in the form of creatures. These might be fights, but they don't have to be – depending on your group and the kind of game they enjoy, an encounter with a pack of wild pinwolves might be an explosion of blade and blood, a tense wordless negotiation of dominance and territory, a frenetic chase across the waves, or a dangerous puzzle to be solved against a hungry time limit.

There are two main things to remember when challenging a crew with one of the wildsea's hazards: that you need to set it up, and that you need to manage focus.

When Setting Up a Hazard, You Should...

- ☞ **Use the Hazard's Drives** to make it more than just a meaningless encounter. Why is this threat here, and what was it doing before the crew arrived?
- ☞ **Use the Hazard's Presence** to hint at it before it's revealed, allowing the crew to formulate a plan or wonder about the encroaching danger. Has the hazard left signs of its presence, or of what it was doing in the world? Can these signs reveal a way it might be dealt with?
- ☞ **Think About Quirks**, and whether you're going to use them. Adding a quirk to the hazards the crew are facing can dramatically change the flow of the encounter, often making it more difficult or varied and demanding new tactics. Quirks can also make an already-encountered hazard seem fresh – if you're using pinwolves for a second time, for example, adding a *mottled alpha* presents a very different challenge to a standard scavenging pack.
- ☞ **Set Realistic Tracks** based on the flow of the adventure so far. The ones presented over the next few pages are guidelines – make a track shorter to make an encounter brief and punchy, or longer if the crew want a proper fight. Add breaks if you want a good signpost of when to change a hazard's behaviour or the location of a fight, and remove them if you want a more standard experience.

When Managing Focus In An Encounter, You Should...

- ☞ **Make a Focus track** so you know which players have acted and which need more spotlighting. Remember, hazards *can* feature on a Focus track but they don't *need* to, as a hazard taking an action should usually force a reaction from the crew anyway.
- ☞ **Consider Whether You Want the Focus Track Open or Hidden**, as this can change the feeling of play. An open Focus track represents fairness but removes mystery, and is recommended for newer groups and Fireflies.
- ☞ **Don't Use Focus to Punish Players**, use it to empower them. If a particular player hasn't acted for a while, by all means push the focus on them by asking for an action or use an action by whatever hazard they're facing to invite a reaction. And remember, an action doesn't need to be an attack – it just has to give that character a moment to shine.
- ☞ **Never Be Afraid to Give Your Group a Rest**, especially in a longer or more complex encounter. Have the hazard withdraw or change location, and leave it up to them to follow or take a breather without constant pressure.

Librico Ray

(Huge Beast) A Hunger for the Written Word

Rare creatures with an even rarer appetite, librico rays (which are actually a kind of slug rather than anything related to the old salt seas) are on an endless and voracious hunt for the printed word. They glut themselves on books and scrolls, drinking the ink and chewing the paper into nest-building pulp – it's not the physical that they're after, but the nebulous whisper-like potential of words on a page.

The Hanging Manor ray has been dwelling within the old building's dusty halls for fifty years, and was brought up to the surface along with its home in the recent rootquake. It's confused and confounded, attempting to protect its hoarded literature and familiar territory against incursions by book-seeking looters like the crew of The One-Armed Scissor. *Use a librico ray when you want the crew to face an opponent that might be after the same kind of plunder they are, but for a very different reason, or when you want to challenge them with something that's more interested in devouring their store of charts than their companions or undercrew.*

Drives

Hide & Consume: The rays are something approaching an endangered species across the waves, mostly due to the lack of new printed material being produced. They're far more commonly found worming through the passages of old ruins, temples to knowledge and schoolyards, often dredged up into the sink or drown by the shifting of roots far below.

Presence

- Sight:** Ink-like slime on leaves. A pulsing mass of slick, leathery flesh. Discarded book covers.
- Sound:** The spurting of ink. A wet slap of flank.
- Smell:** Dusty, damp, a library with a leaking roof.
- Taste:** Blood bitter like ink, but butter-like hide.

Resources

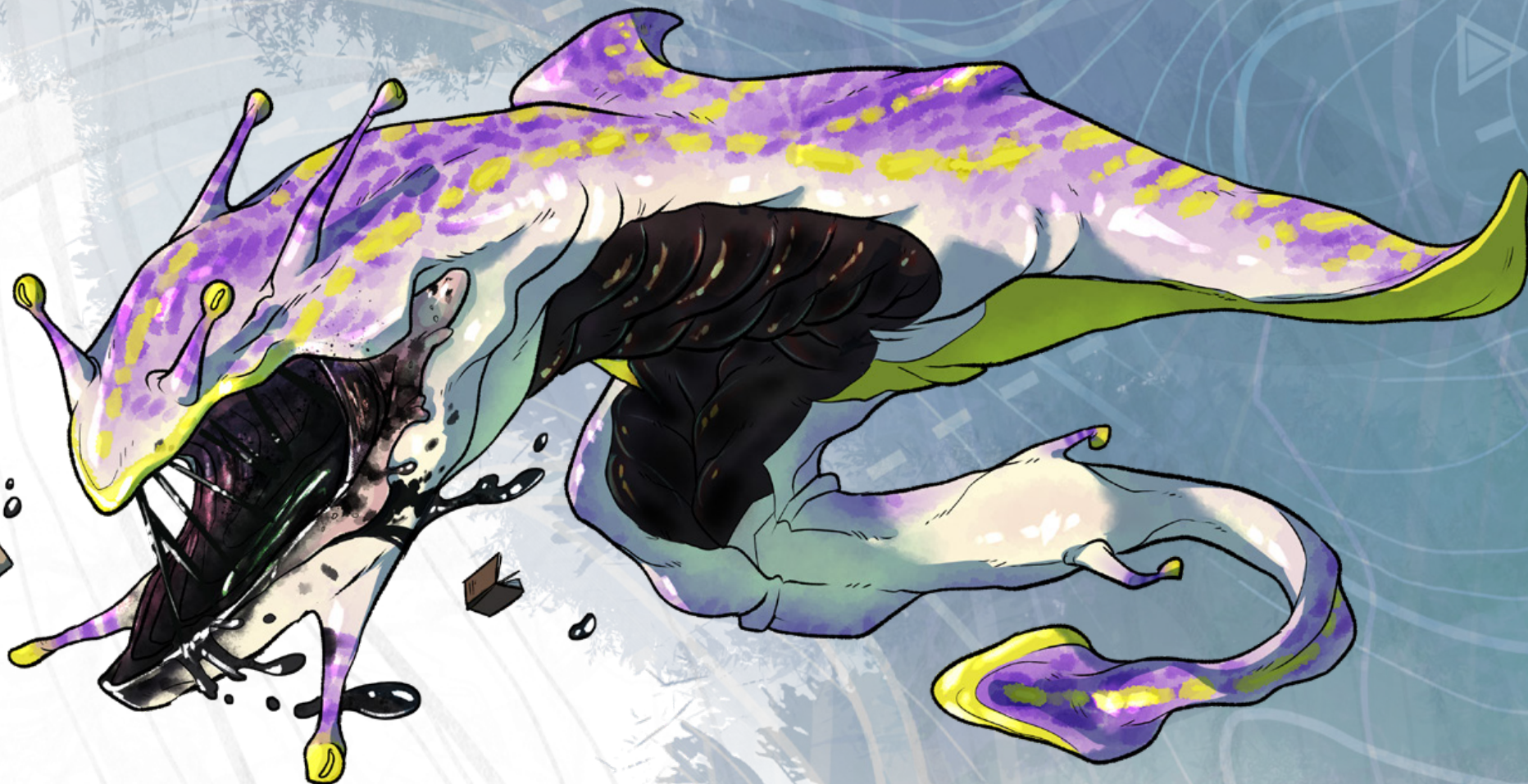
- Salvage:** Mouldering Pre-V Tomes, Binding Glue
- Specimens:** Inkblot Stomach, Ray Fins
- Whispers:** Hunger for Knowledge, Eat to Learn
- Charts:** Library Road Sketch, A Slimy Chart

Aspects

Spineless: But sticky with processed ink and binding glue. Can squeeze through small spaces despite its large size, and leaves slick trails that make it hard to follow. Librico rays are weak to Flame, Salt, and Acid damage, but resistant to Toxin and Spike.

Ray Maw: Toothless, but wide enough to bite and swallow. Deals CQ Blunt damage.

Chart Hunger: Even while defending its territory, the ray's primal instincts are to consume written information – it prefers to target crew that have charts or books on their person, attempting to swallow them whole or encircle them in its gelatinous body (dealing heavy CQ Blunt or Toxin damage and stealing those resources in the process).



Quirks

Fins Like Turning Pages: The libricon ray's fins are highly developed and patterned with word-like glyphs, allowing it to move with incredible speed.

Inkling Lore: Scrawls of Highvin run across some libricohides, telling old secrets if they can be read beneath the thick layer of paper-eating slime.

Navigator Ray: While most rays only consume charts opportunistically, this one has a taste for them. Attacks with the Ray Maw destroy chart resources **before** they deal damage to the crew.

Liquid Hazard: When enraged or backed into a corner, a librico ray might begin spurting ink-like slime into the area around it, making the ground treacherously slippery or uncomfortably sticky. A jet of this substance can deal LR Toxin or Acid damage, and might obscure vision.

Difficult Encounter - Home-Turf Advantage

The ray is found in the Hanging Manor, and takes the crew by surprise by dropping from a vaulted ceiling or smashing through a row of bookshelves they're investigating. The ray fights normally until the first break is reached, whereupon it changes location - perhaps to a crumbling tower where the floor is a hazard, perhaps to clinging to the outside of the manor's walls. If the crew give chase and continue the fight, reaching the second break will have the ray retreat to the basements, slithering between piles of half-eaten books in the gloom.

Difficult Encounter - Home-Turf Advantage

The ray is found in the cargo hold of The One-Armed Scissor, perhaps hiding in a nest of pulp and book covers, perhaps entering unexpectedly from the wilds through an open set of underbay doors. The first stage of this encounter is a tough one, with the confined space and thrashing body of the creature allowing it to deal CQ Blunt damage to multiple crew at once in the form of flying books and fin slaps. When the break is reached, the ray might smash through the roof of the cargo bay and take the fight to the deck, destabilising the entire ship and adding an additional Timer track to the encounter before the Scissor slips into the waves, or it might (if the crew haven't found the Hanging Manor) retreat there to its home turf to escape (though it can be tracked across the waves via slime and broken branches).

"Wessen... What are you...?"

She trailed off, not quite able to find the words. Wessen had always been a reliable sort, the kind of sailor you'd turn to in a crisis. Over the past few years she'd seen him tackle wolves with pins for limb without breaking a sweat, clamber up the wreck-shell of a hermit bigger than their own ship, and even broker a kind of peace with a makadrill pack (though that last admittedly only lasted a few minutes, it was still enough time for them to fix their engine and high-tail it out of there).

But the lad staggering toward her wasn't the Wessen she knew - he looked scared, confused, laden down with an armful of the books they'd salvaged from the waves the day before. Every time one of the pile dropped, he cringed; and every time he cringed, more of the precarious stack began to teeter.

"I'm sorry, captain!" He shouted, genuine panic in his voice. "I don't think I can put them down!"

Muralist's Mirage

[Illness] Always Check the Inside Cover

Wildsailors are hardy types, but the threat of illness is always there (especially for the incautious). Muralist's mirage is one of the rarer afflictions a sailor can pick up, with a single vector of infection: muralfruit, the delicious berries growing wild in the waves surrounding Three Masks. Spread by a mite that feasts exclusively on the aforementioned foodstuff, muralist's mirage isn't life-threatening, or even painful, but it can be a serious cause of consternation in the wrong situation - a need for stories close to the skin. *Use muralist's mirage to add an additional layer of complexity to book-based encounters, and to endanger literary resources that a crew is determined to hang on to.*

Presence

Sight: Torn pages and empty bindings. Limbs wreathed in literature. Faces twisted with confusion.
Smell: Sweat and wet paper, the stale aroma of old ink made wet once more.

Resources

Specimens: Muralfruit Mite, Reformed Pages, Ruined Chart
Whispers: Armoured With Stories

Aspects

Muralfruit Mites: Found growing throughout the thrash of Three Masks and the surrounding waves, muralfruit are technically large berries that need to be peeled before eating. If you're willing to expose the crew to the potential of a random danger, each bundle of muralfruit that the crew ingest lets you roll a d6 behind the scenes. On a 1, that bundle contained an active muralfruit mite - a tiny creature that can survive being eaten, and will live in a sufferer's gut for at least a few weeks if left untreated. A scene or two after the muralfruit is ingested, symptoms will begin to appear - that's when you should inform a player that their character has contracted a mild sickness, and add a three or four box injury track to their character sheet. *Ironbound are immune to muralfruit mirage, as are tzelicrae.*

Carapace of Pages: The first symptom of muralist's mirage, sufferers will begin to feel the urge to armour themselves with whatever kinds of literature they have to hand. This might come first as a compulsion to hold books or maps, and manifest as having an affected character mark mire when they don't have a book, scroll, or chart in their hands. The need for skin-on-paper contact grows over the next day or two, leaving sailors unable to sleep or concentrate on complex tasks (represented by cutting one for tiredness when dealing with anything other than writing- or reading-related activities). This cut can be avoided by giving in to a growing urge, the feeling that a sailor needs to tear out pages or shred charts and wrap them around their arms and legs, sometimes holding them in place with sweat, other times repurposed binding glue. making one of these bindings will likely consume a paper-based resource, such as a book or a chart.

All Things Pass: Muralist's mirage can be treated like any other injury, with rest and resource-based healing. Additionally, any night spent sleeping while cradling books (or in a pile of the things, if the crew have one to hand) will also heal a box on the injury track.

Quirks

The Third Symptom: An extremely rare third stage that's more likely to occur in those with a naturally literary bent, such as a horzoneer or spielographer. Afflicted individuals find themselves unable to speak without reading at the same time, forcing them to flick back and forth through pages to find relevant words to use - an extreme impediment, especially for a social individual. This might manifest as needing to roll Low Sour (or whichever kanguage is being spoken) as a skill when using any sentence more complex than a couple of words. *While it might get in the way, the third symptom doesn't last - a couple of scenes of suffering burns the mite out, fully healing the injury track and ending the affliction.*

Fyzean Pitchers

[Huge Plant] The Patient Gullet

Named for the port they seem to mass around, these predatory pitcher plants have adapted their hunting strategies to fish for the tastiest of morsels – travelling merchants and incautious wildsailors laden down with supplies. Why catch smaller prey when you can draw in a cornucopia? *Use fyzean pitchers if you want the crew to face a lurking threat that will draw them in with the promise of salvageable riches before springing into unexpected predatory motion.*

Drives

To Lie In Wait: Fyzean pitchers are capable of movement, swinging their way toward prey that manage to escape their initial snare, but they prefer to conserve their energy. A pitcher's first instinct is to bundle together a mass of interesting wreckage (often plucked from the remains of meals long-past) and wait for passing sailors to take an interest.

Presence

Sight:	An unattended nest of odds and ends. A soft-bodied plant covered in a blanket of camouflaging leaves. A pale flower with drooping petals.
Sound:	A burst of rustling if a sailor takes the bait and draws close enough. The soft bubble of stomach acids.
Smell:	An oddly acidic tang in the air.
Taste:	Fyzean pitcher-leather isn't the tastiest of treats, but it'll fill a stomach in a pinch.

Resources

Salvage:	Sailor's Memento, Rusting Jagserry, Collection of Gleaming Pre-V Coins, Engine Parts, Bolt of Cloth, Oddly-Shaped Stone
Specimens:	Fyzean Stomach Acid, Unlucky Bones, Cloak of Pitcher Leaves, Fyzean Lid-Flower
Whispers:	Quietly Does It, The Patience of the Waves
Charts:	A Singed Map, A Tarnished Brass Chart

Aspects

Yawning Lure: The pitcher sits half-buried in the thrash, the pale flower that acts as a lid to its digestion sac hanging open and heaped with salvage. It's only when sailors draw close enough to the salvage as they investigate that the plant stirs to movement.

Reflexive Motion: Any member of the crew near the pitcher's flower is in danger of being swallowed when it snaps shut (with cut on rolls to avoid this if the crew member is on the flower itself). This can cause light CQ Blunt damage, but the real threat is being deposited into the juices below – a threat dealing CQ Acid damage constantly for as long as a sailor is trapped.

The Lunge: If the pitcher doesn't manage to trap any crew with its sattack, it can lunge forward while leveraging the 'mouth' open and shut, creeting a mobile threat and likely inflicting mire on surprised crew.

Cloak of Camouflage: Actions taken that might detect the pitcher that rely heavily on a visual appraisal of the area treat conflicts as disasters, thanks to a cloak of camouflaging leaves covering the digestive sac.

Quirks

Pitcher-Spill: The pitcher's lurching lunge is accompanied by an overspilling of internal acids, dealing light to medium CQ Acid damage to all nearby sailors.

A True Treasure of the Waves: This pitcher isn't aware of what it has, but it's certainly fed more often than those around it. Add a single piece of extremely desirable piece of salvage to the pitcher's hoard. *You can decide what kind of salvage will best lure the crew based on what they've shown interest in throughout the scenario – it might be anything from a gleaming weapon of intricate design to a curious piece of polished amber.*

Tendrulous Growths: A certain strain of fyzean pitcher has a secondary mode of capturing food, able to lash out and grab with slim vines attached to the underside of its flowering lid. These vines are easy to snap individually, but en masse can deal medium LR Blunt damage to unlucky targets that don't get free in time.

The Broken Jar: Some pitchers are torn open by conflict or accident – still driven to lure prey but unable to digest it, they slowly wither into inactivity.

Easy Encounter – The Bounty In Blooms ○○○○+

A single pitcher lies in wait for the crew to draw close, collection of salvage on display. It'll wait until a member of the crew sets foot on the pale flower, or interacts with the pile of potential rewards, before jolting to life and attempting to trap the individual within its digestive sac. When the pitcher's break point is reached it will attempt to withdraw, moving further down into the tangle and taking any swallowed prey with it.

Jackalbone Marauders

(Medium Pirate Gang) Of Drums and Dishonour

Brought together by family ties and a willingness to bend traditional morals, the Jackalbone are raiders of ships and smugglers of illicit cargo. Though they're willing to kill if they have to, they don't enter fights with that as a goal (unless they've been slighted), and they announce their raids with a distinctive drumbeat to warn targets and allow them to either surrender with no injury or defend themselves with honour. Use the marauders if you want the crew to face an intelligent antagonist that's willing to fight for resources rather than out of bloodlust (and, if you want ship combat, a Jackalbone vessel ship sheet can be found on page 30).

Drives

Loot Trading Ships: Simple and straightforward, the Jackalbone have no qualms about stripping a ship of its cargo and don't mind if there's a fight to win in order to do it.

Presence

Sight: Mulcher-prowed ships careening toward you. Ardent and ironbound pirates, decked out in forest colours, wielding jagserries and sabres.

Sound: Raiding drums on the wind. Shouts to surrender, that no cargo is worth blood.

Resources

Salvage: Bone Jagserry, Ochre Spoiescarf, Jackal-Skin Drums

Whispers: Blood or Cargo, Honour Among Thieves

Charts: Secretive Logbook, Smudged Trade Route Chart

Cargo: Stolen Crates, Pile of Books

Aspects

Rip and Tear: Jackalbone Marauders are always on the move, and are as likely to attack with jagserries (dealing CQ Serrated damage) as they are sabres (dealing CQ Keen damage). Some carry crossbows, dealing LR Keen or Blunt damage depending on the ammunition they're loaded with.

Pincer Movement: Ironbound marauders tend to attack head-on, letting their resistance against Blunt and Keen damage absorb attacker's blows. Ardent marauders, lacking natural defences, move to higher ground to press the attack.

Quirks

Drummer's Flourish: If a group of the Jackalbone lose a member, their drummer might start up a raiding beat to bolster their resolve. While this beat continues, the crew cut while defending against marauder attacks.

Difficult Encounter - Raiding Party ○○○○○○○○○○○○○○○○○○○

A small ship pulls alongside the crew's vessel, and Jackalbone Marauders leap onto the deck, weapons raised. The track covers the entire group - when the break is reached their ship will ram the side of the crew's vessel, chewing into the hull and destabilising the deck.

Easy Encounter - The Captain's Guard ○○○○○○○○○○○○○○○○○○○

A Jackalbone captain flanked by two ironbound crew, who try to step in to take the brunt of any shots levelled at her. When the break is reached one or both of the ironbound fall - the captain offers to surrender, but the crew can keep fighting to fill the strategy track if they wish.



Pinwolves

[Medium Beast] Swift Staccato Predators

The most dangerous aspect of a pinwolf? It's a toss-up between the pointed stiletto limbs, driving corkscrew tongues, and the honed predatory instincts. One of the wildsea's most common yet most feared predators, every sailor will have encountered pinwolves at some point of their career, or at least have heard a hundred tales making clear that they're not to be trifled with.

The pinwolves that hunt near the spit of Three Masks are no more dangerous than their wider-spread brethren, but no less dangerous either. What they are is active, the previous month's rootquake having altered their established hunting patterns by driving prey away, making their actions a little less predictable. *Use pinwolves if you want the crew to face something swift and uncanny, and likely darkly familiar to experienced voyagers of the wild waves.*

Drives

Hunt Incautious Sailors: Of all the beasts of the rustling waves, pinwolves are perhaps the most adept at understanding and exploiting the habits of wildsailors. Pinwolf packs will take up residence around shipping routes and reefs, ready to ambush passing ships.

Presence

- Sight:** Bursts of uncanny movement. Long twitching tongues. Coarse fur and smooth skin underneath.
- Sound:** The sharp impacts of their pin-like limbs. Hissing when they're readying themselves to attack. Scraping and skittering if they move over metal.
- Smell:** Musky - a mixture of sweat and blood.
- Taste:** Pinwolf meat is tough, and tastes bitter unless charred or fried (when it's then surprisingly buttery).

Resources

- Specimens:** Pin-Limb, Flexible Tongue, Beast Bones, Staccatomygdala, Pinwolf Hide
- Whispers:** Unsettling Movement, Approaching Pack

Aspects

Pin-Limbs: Pinwolves can climb any surface their limbs can punch into, with the strongest able to puncture even metal. These limbs deal light to medium CQ Spike damage, and charges can deal medium Blunt damage.

Staccato Movement: Pinwolves move in swift, unpredictable bursts, making them difficult to evade. Add cut to actions taken to dodge or otherwise escape a pinwolf while it has full freedom of movement.

Corkscrew Tongue: A pinwolf's tongue is also incredibly mobile and well-muscled, usually used to wrap around smaller prey and draw it close to the creature's mandible-like lower jaws. These tongues are also lined with delicate scent receptors, used to taste the air and allow the beasts to accurately track prey they can't see.

Quirks

Armoured Hide: The pinwolf's fur is matted and spiked, giving it resistance to Keen and Blunt damage.

Mottled: The pinwolf's hide shifts and flickers, giving it efficient camouflage against the rustling waves and making it hard to keep track of in a combat or chase.

Hulking: An alpha specimen. Deals increased damage and can bite savagely to inflict Serrated damage.

Ravenous: Driven to desperation by hunger and crezzerin combined, the wolf's tongue, mouth, and gullet are absurdly swollen. Will attempt to swallow prey whole.

Trained: The pinwolf has a collar and barding, marks of civilization and ownership, but it has returned to the wild. Such beasts might be calmed or tamed with a little effort and some appropriate food as a specimen.

Easy Encounter - Scavenging Half-Pack

A good starter encounter for an unprepared crew, or one new to the waves. Three pinwolves, thin with hunger, picking over the ruins of a crashed ship or abandoned settlement. Treat each set of boxes as the health (or willingness to stay and fight) of one of the pinwolves. When a break is reached one pinwolf goes down, and there's a chance the remaining scavengers will turn tail and flee.

Difficult Encounter - True Pinwolf Pack

An alpha pinwolf (with the *hulking* quirk) leading a pack of four or five others. The first six boxes of the Encounter track represent damage to the alpha - for every two marks of damage inflicted the track hits a break, which should represent the alpha hijacking focus to deal a heavily damaging Serrated bite attack to whichever crew member last hit it, with a cut on their defence that increases as the fight goes on. The six boxes on the right represent the rest of the pack, who will dart in for opportunistic attacks but leave most of the big hits to the alpha. Fully marking either side of the track will end the encounter, either with the lone alpha retreating or the pinwolf pack, suddenly leaderless, scattering to the waves.

Difficult Encounter - Gemini Wolves

Two pinwolves that work in tandem, both of which present very different threats. The first track represents a wolf with the *armoured hide*, *hulking*, and *ravenous* quirks, which will attack savagely and relentlessly - reaching the creature's track break will cause a crezzerin mutation giving it an additional brace of limbs, allowing it to attack multiple nearby crew at once. The second track on the right is for a *mottled* pinwolf, which will stay camouflaged until an opportunity presents itself for the creature to try to drag a wildsailor over the edge of whatever they're fighting on and into the waves. Hitting the mottled pinwolf's track break will remove the camouflage effect.



SPIELOGRAPHER POST

You've caught the fever of the written word, and the only treatment is spreading it to others.

Some wildsailors go their entire lives without opening a book. It's not that there aren't any around – dockside monks still pen scrolls, customs officials note down cargo amounts, poets slap words to paper and bind them in wolf leather for distribution – it's that hours snatched from the dangers of the sea are so often filled with maintenance and planning that the joys of a good book tend to fall by the wayside.

But it's a shame, in a way – there are thousands of stories spun into being every day across the rustling waves, tales of survival and heroism and loss and pride. They're passed around from sailor to sailor, or they die with their crews... Words lost to the winds. It's a spielographer's lot to try to change that, one self-penned book at a time. Flood the world with stories, and some of them might catch.

Ink Is Not The Only Weapon, Nor Paper The Only Shield

What is a book, when you get right down to it? A glut of information for others to read, collected in some sort of physical form. And on the wildsea, what a 'book' might consist of goes far beyond the realm of paper, ink, and leather. One spielographer might chisel their stories into monument-stone tablets, another let words flow from six quills at once (each hand producing a different script), yet another thread whispers through tapestry to form sigils that writhe by moonlight.

The Soul of a Story

With such a trove of stories to choose from, how might one narrow down what they're actually going to write about? For some spielographers this is a question that haunts them throughout their entire careers, leaving them drowning in piles of unfinished work and sleepless with the directionless urge to create. For others it's answered in an instant – they see something happen and write it down as best they can. Who can truly say which is more honest, more proper, than the other?

Questions to Consider

When you incorporate elements of the spielographer into your character, consider the following questions...

- ☞ How many books do you have under your belt, and have they ever been seen by eyes other than your own?
- ☞ Do you focus on the realities of the world around you, or more comfortable fictions?
- ☞ Do you write in prose, in poetry, in code, or in something even stranger?

Alternate Presentations

A spielographer could be adapted to a more traditional librarian, a keeper and collector of books, with ease. It could also go in the other direction entirely, blending with the horizoner to carry oral histories onward through the ages and focus on the performance of narrative, rather than the trapping of it.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, **choose 2 aspects** from the list below.

Taming the Word 3-Track Trait

You are immune to arconautic compulsion and confusion from written or spoken words, and resist any damage or effects that would be caused by whispers being released into the world.

Inspiration 3-Track Trait

If a crewmate has worked towards satisfying a drive (or earned a milestone), you gain increased impact on actions or tasks taken to work on a personal project until the end of the next scene.

Rewrite the Ending 2-Track Trait

Whenever a crewmate would mark the final box on one of their tracks, you may consume a whisper. If you do so, that box remains unmarked and you hijack focus.

Writer's Repose 1-Track Trait

Whenever you add a box to a literary project of some kind, or gain a literature-based resource (such as a book or chart), clear a mark of damage from one of your traits.

We Both Know How This Ends 3-Track Trait

Burn to allow a crewmember of your choice to ignore cut while attacking and defending against a hazard you've encountered before (for the duration of a scene).

Type-Hammer Ordinator 4-Track Gear

A clunky machine used for printing script on paper, that jams as often as it works. Deals CQ Blunt damage, and can be marked to remove a negative tag from a chart.

Rose Codex 2-Track Gear

A beautiful stone, scribed in multiple languages. Use a task to study the codex, gaining a temporary rank in two languages of your choice until you use this aspect again. If you mark the codex during this task, your crewmates also gain a temporary rank in one of those languages for the same duration.

The Masterpiece 3-Track Complex Gear

This is more than a journal, more than a book... This is a living history of yourself, your ship, and your crewmates. When you choose the Masterpiece as an aspect, it gains **two benefits** of your choice from the following list...

- 👉 **Notes in the Margin:** You can read (but not speak) all scripts of the rustling waves, as if you had a smattering of every language.
- 👉 **Remember That One:** When you take this trait choose either beasts, plants, insects, constructs, or marauders. You're immune to damage (but not any associated effects) from the first attack made by your chosen source in any given scene.
- 👉 **The Spiel:** You know your stories. Treat **conflicts** as **triumphs** when convincing or befriending an individual by telling a tale of events you were involved in.
- 👉 **Adding Detail to the Tome:** Any time a crewmate gains a whisper, mark the Masterpiece to gain a chart related to that whisper.

Scrap-Paper Notebook 2-Track Gear

Whenever you would use a task, you also gain the resource Hastily Scrawled Notes.

Quillhound 2-Track Companion

A distant cousin of the pinwolf that deals CQ Spike damage. You can use a task to gain a resource, either Hound's Ink, Hound's Quill, or Hound's Binding.

QUICKSTART KIT

When you're making a quickstart character and choose spielographer as your post, you gain the following bonuses...

Edge (Choose 1)

Instinct, Sharps, Tides

Skills & Languages (Choose 5)

Skills: Delve, Rattle, Sense, Study, Sway

Languages: Chthonic, Saprekk, Gaudimm, Knock, Brasstongue, Raka Spit, Lyrebite, Old Hand, Signalling, Highvin

Resources (Choose 2)

Salvage: Sticks of Chalk, Torn Pages

Specimens: Coloured Dye, Chitin Slate

Whispers: One More Word, Stories Never End

Charts: An Annotated List, A Book Cover Showing Directions

Drive (Choose 1)

Finish the masterpiece in a satisfying way

Read a true story of your crew written by a stranger

Mire (Choose 1)

Words swim on the page before you

A tremor in the hand that turns your writing illegible

"Write it down! Write it all down!"

- Clarence T'Mob , ketra spielographer

THE WILDSEA

OFFICIAL SHIP SHEET

NAME

The One-Armed Scissor

RATINGS

ARMOUR 

SEALS 

SPEED 

SAWS 

STEALTH 

TILT 

DESIGN

SIZE

Large (1 stake)

FRAME

Sleek (1 stake)

HULL

Reef-Iron (1 stake)

Broadwood (1 stake)

BITE

Longjaw (2 stakes)

Grappling Array (1 stake)

ENGINE

Chemical Compressor (1 stake)

CONDITIONS

STAKES

USED
18 / 18
TOTAL

REPUTATION

FITTINGS

MOTIFS/ADDITIONS/ROOMS

Anchor System (free)

Firefly Lanterns (1 stake)

Cargo Crane (1 stake)

Galley (1 stake)

Cargo Bay Extension (1 stake)

Wild-Bay Doors (1 stake)

Lens Room (1 stake)

Navigational Suite (1 stake)

UNDERCREW

NAME  Officer/Gang/Pack

Details •

NAME  Officer/Gang/Pack

Details •

NAME  Officer/Gang/Pack

Details •

NAME  Officer/Gang/Pack

Details •

NAME  Officer/Gang/Pack

Details •

CARGO AND PASSENGERS

Stacks of Ancient Books

Charts of Distant Places

(Possible) Directions to the Hanging Manor

NOTES

THE WILDSEA

OFFICIAL SHIP SHEET

NAME

The Southern March
[Jackalbone Marauder Ship]

RATINGS

ARMOUR

SEALS

SPEED

SAWS

STEALTH

TILT

DESIGN

SIZE

Small (1 stake)

FRAME

Light (1 stake)

HULL

Reef-Iron (1 stake)
Leviathan Bone (1 stake)

BITE

Impellers (1 stake)
Mulcher (2 stakes)

ENGINE

Magnetic Coils (2 stakes)

CONDITIONS

STAKES

USED
15 / 15
TOTAL

REPUTATION

FITTINGS

MOTIFS/ADDITIONS/ROOMS

Anchor System (free)
Raiding Motif (2 stakes)
Wrecker's Magnet (1 stake)
Galley (1 stake)

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

Raiding motif gives strong bulkhead doors, fortified deck-rails, and an armoury lockbox containing additional weapons

OUTRIDERS

Legal

A Mythworks Publication
www.myth.works
@mythworkshq

In association with Felix Isaacs, of Quillhound Studios
www.quillhoundstudios.com
@isaacs_felix

The Wildsea: RPG
One-Armed Scissor Adventure Module, First Edition
Copyright 2023 Felix Isaacs
All rights reserved.

First published in 2023 by Mythopoeia, Inc.
116 East Live Oak Avenue, Arcadia California 91006

Mythworks and the Mythworks Logo are trademarks of
Mythopoeia, Inc. All rights reserved.

Quillhound Studios and the Quillhound Studios logo is
owned by Felix Isaacs. All rights reserved.

Mythworks product number: MYTHWILDSEAOAS

Printed in China

No part of this publication may be reproduced, stored in
a retrieval system, or transmitted in any form or by any
means, electronic, mechanical, photocopying, recording,
or otherwise, without the prior express permission of
the publisher.

This book was produced using Adobe Creative Suite.
Typefaces: Merriweather Regular, Teko Semibold

This one is for the community, especially those that
have supported us on Discord, patreon, and the Wildsea
kickstarter page over the last two years.

You're all stars. Sail safe.



Written & Designed by

Felix Isaacs

Illustrations by

**Amercan Cirit, Shmeckerel, BlueTwoDays,
Mon, & Pierre Demet**

Special Thanks to the Wildsea Discord community, especially users Jim Likes Games (who spurred this whole adventure with an offhand comment about bookmobiles), Surrealean, Lady Tabletop, & Colin Chapman (who all provided proofreading and editing advice), and Spinch (for the puns and acerbic support)



THE WILDSEA: ONE-ARMED SCISSOR

DESIGNED BY FELIX ISAACS

**PUBLISHED BY MYTHWORKS
WWW.MYTH.WORKS**

