

THE DRAGONFLY SHEET

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Whispers

Use the whispers below to inspire your adventures. After one is used, remove it and replace it with a whisper based on the previous scene.

6	Uncertain Freedom Shown
	Tide Shrivelled
5 4	In Shadows, Patiently
	Bloom and Ripple
3 2 1	Light, Bending
	Colour Sprayed on Walls

Notes

Focus

Tracks

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The Weather Of wind and rain, ice and grit

The Setting Sheets

Any wildsailor worth their salt knows that the weather is not to be ignored. It can be your best friend, and a bitter enemy. While the wildsea holds many mysteries, the weather is fundamentally chaotic. Fundamentally unknowable. The Weather represents a force of nature which can both help and hinder.

Use this sheet to: Create atmosphere, impose a threat, make the weather the focal point of a scene.

Winds of Change ○○○○

On good days the wind is at your back, on bad ones in your face. Change the direction or the strength of the wind.

Storm's a' Brewin' ○○○○

There are many different kinds of storms, and almost all of them are bad news when you're on the sea. A storm is coming. Start a track. When it is full, a storm arrives. Mark this aspect to have it appear immediately.

Lost to Time ○○○○

Where time buries things from the past, nature has a way of dredging things back up. Use the Weather to uncover something ancient, or to cover it back up.

Reprieve ○○○○

There are times when nature creates something beautiful. Mark to create a wondrous weather phenomenon. Players can remove a mark of mire.

Hidden by Fog ○○○○

While weather elements are often dangerous on their own, sometimes they also hide something worse. Create a track – when it is full, something hidden due to weather makes itself known. Mark to have it appear immediately.

Spectral Maelstrom ○○○○

Violent spectral interference has created a vortex-like phenomenon. Create a track. When it is full, something important is drawn into, or expelled from the maelstrom. Mark this track to have it happen immediately.

Hooks

- ☞ A weather anomaly threatens something important.
- ☞ A storm washes something ashore in an unfamiliar place.

The Sea Itself Rippling tide of leaves

The Setting Sheets

Whether you're a wildsailor or not, everybody contends with the Wildsea in one way or another. Sailors who prefer to remain alive learn to read the lignin waves quickly. A source of food and resources, it is also a dangerous foe.

Use this sheet to: Demonstrate the perils of the Wildsea, show beauty amidst chaos, force people out of comfort.

From the Deep ○○○○

The depths of the wildsea hide many dangers and many treasures. Something is springing up from the deep. Start a track – When it is full, the thing appears. Mark this aspect to have the thing be beneficial. Mark this aspect to make this thing less dangerous.

Rootquake ○○○○

The trees of the sea buckle and snap. The canopy roils, as roots left from the ground. A rootquake threatens the area you are in. Start a track – when it is full, the rootquake hits. Mark this aspect to have it hit immediately.

Rift ○○○○

The sea drops away and in its place there is just empty space lined with trees. There may or may not be something of interest within the rift.

Bloomtide ○○○○

The trees begin to bloom and blossom. The air is filled with the scent of flowers. Start a track. When the track is full, bloomtide carries away anything sitting on top of it, and threatens anything below the surface. Mark this aspect to have it arrive immediately.

Dangerous Waves ○○○○

Describe a feature of this part of the sea that makes it difficult to sail. Progress is halted until a solution can be found. Start a track. When it is full, you have found a way to deal with the feature.

Strange Flora ○○○○

This part of the sea is made of something other than trees (e.g. mushrooms, flowers, etc). Describe this plantlife, and how it affects the area.

Hooks

- ☞ A ship is drifting in the currents. There are signs of life, and flames.
- ☞ The fireflies of the sea gather in view. Fireflies point the way to something. What that something is remains to be seen.

The Spectral Realm Echoes, spirits, and the unknown

The Setting Sheets

What little is known about the Spectral Realm comes through rumours, fables, and eyewitness accounts of varying reliability. The home of many answers, and even more questions, it is a place that has piqued the curiosity of more than one wildsailor.

Use this sheet to: Create mysteries, reimagine other elements, add more weird to the world.

Revealed Memories ○○○

Something from the Spectral Realm remembers what happened here. Introduce what happened, or the thing that remembers.

Spectral Sieve ○○○

This is a place that allows the spectral realm to leak into the material realm. Introduce something from the Spectral Realm. Conversely, indicate that something mundane is missing and has entered the Spectral Realm.

Rend Reality ○○○

Interference from the spectral realm has had an effect on this place. Take a setting element and turn it on its head.

Messages from Beyond ○○○○

Something from the Spectral Realm is communicating with the Material Realm, through speech, writing, or other means. Describe the message. Optionally: start a track – when the track is full, the source of the message makes itself known.

Smoke and Mirrors ○○○○

Something about this place is not as it seems. Until more is understood, life is going to be more difficult. Start a track. While the track is being filled, add cut to rolls. When the track is filled, the mystery reveals itself.

Did You See That? ○○○○

Somebody sees a subtle spectral phenomenon. Start a track. Mark the track to have the phenomenon happen again. When it is full, the source is revealed. Mark this aspect to reveal the source immediately.

Hooks

- ☞ A phenomenon from the spectral realm changes some people's mood or feelings.
- ☞ You have detailed memories relating to this place. You have never been here before.

Beasts & Leviathans A world teeming with life

The Setting Sheets

The Verdancy brought with it a host of strange, new creatures. Life in the wildsea means contending with these creatures as threats and sources of essential materials and goods. Docile fireflies to ancient leviathans punctuate life.

Use this sheet to: Find new fauna, add threats, expand the world.

Wounded Danger ○○○

A dangerous creature appears, but it is injured.

Imminent Danger ○○○○

A creature poses an imminent danger.

A Rush of Life ○○○

An overwhelming number of creatures approach the area. Start a track. When the track is filled, the creatures arrive. Mark to have them arrive immediately.

It Lurks ○○○○○

A leviathan lurks unseen in the area. Start a track and mark the first box. Each time a box is marked, describe a detail that demonstrates that the leviathan is nearby. When the track is full, it appears. Mark this aspect to have it appear immediately.

Facade ○○○○

An appearance of a creature you are interacting with is a facade. Start a track – When it is full, the creature's true form is revealed. Mark this aspect to reveal it immediately.

From Death Springs New Life ○○○○

Something that ought to be dead, isn't. Start a track. When it is full, this thing makes itself known. Mark this track to have entity act immediately.

Hooks

- ☞ Something unusual is growing from a corpse
- ☞ On one hand, you are in a warm place with lots of food. On the other hand, that place is in the belly of a leviathan, and you are the food.

People & Cultures Connected at root - ektus proverb

The Setting Sheets

The Wildsea is full of people, all with their own beliefs and customs. Success as a wildsailor means learning how to navigate these differences, whether through charm, subtly, or through more extreme measures. People and Cultures represent what life looks like now, and the manifold ways people have adapted.

Use this sheet to: Fill the world with interesting people, demonstrate cultures and customs, create interpersonal drama.

Peanut Gallery ○○○○

Whatever it is you're trying to do, others keep getting in the way.

A Keeper of Many Things ○○○○

A collector makes their way by finding the interesting, esoteric, and unusual. Mark to declare one useful resource that this person has access to. Mark to declare a mysterious item this person has in their possession.

Cultures and Fractures ○○○○

A group of people in this place have customs that are unfamiliar to you. Describe one way this affects day-to-day life here.

Junction House Blues ○○○

Rumours fly wild in junction houses. Describe one such rumour. Mark this track to have it be mostly reliable.

A Place to Call Home ○○○○

You come upon a place where people have settled. Each player describes one element of this settlement. Optionally: start a track - when it is full, someone, or something in this place takes particular notice of your presence here.

Old Building, New Purpose ○○○○

A nearby building has fallen into disrepair. Someone or something has repurposed it. Mark this track to reveal the new purpose immediately.

Hooks

- ☞ A familiar face threatens to make your life miserable... again.
- ☞ A dredger has found the score of a lifetime, but has no way to reach it alone.

Ships, Sailors & Pirates Life on the Horizon

The Setting Sheets

There are almost as many reasons to be out on the rustling waves as there are wildsailors. Some of these folk are just hoping to explore, others have more nefarious aims. No excursion into the wildsea is complete without running into other sailors of some variety.

Use this sheet to: Show the culture of the waves, make travel exciting, demonstrate you need not be a creature to be a monster.

Trade Winds ○○○

A trade ship passes by with goods they may be willing to barter with.

Foreboding Flags ○○○

At least one ship is coming your way. It is flying a flag that gives you reasons to be worried.

Derelict ○○○○

A piece of a ship pokes out from somewhere unusual. There are signs of what happened to the ship.

Friend or Foe ○○○○

A mysterious ship passes you. They are not flying a flag, and their motivations are entirely unknown.

Familiar Sails ○○○

A ship you have encountered before crosses your path. The crew of the other ship remember your previous encounter vividly.

Signs of a Threat ○○○

You can see evidence that a notorious group has eyes in this part of the sea. Describe the group. Start a track. When it is full, the group has taken notice of your presence. Mark this aspect to have them notice you immediately.

Hooks

- ☞ A distress flare can be seen in the distance.
- ☞ Two opposing groups are fighting one another. The sound has attracted other company as well.