



My Sea

SNEAK PEEK

A WORLD OF ENDLESS WATER...

No one knows how many years have passed since the Great Flood swept the ancients and their sprawling kingdoms beneath the waves. Those who survived, clinging to their battered ships and floating debris, lashed their makeshift vessels to one another to create the first of the atolls, the lone remaining bastions of society upon the endless waters of the Wyld Sea.

Dry land remains an enticing myth, a story kept alive by deep sea traders driven mad by the merciless sun or those with a fragmented knowing of the past. Remnants of the ancients' technology can be found everywhere. Some of it even works, but most of these treasures are broken, malfunctioning, or completely inscrutable. Relics once fashioned for the land find new uses at sea, recycled and repurposed by a new generation of tinkerers and survivors.



Great elemental power seeps through the sea floor to permeate the Wyld Sea with energy. Those who possess the talent for it call upon the wyld currents to bend reality to their will. The same force has twisted and changed the creatures of the sea, allowing some to grow to impossible sizes or develop unnatural abilities. Ancient artifacts surge to life when infused with wyld energy, granting unimaginable power to whoever possesses them.

Dotting the sea's vast expanse are the atolls, artificial islands of what passes for civilization. The people living there sustain themselves on fishing and precious gardens cultivated from the time of their ancestors. Merchants, raiders, and restless wanderers venture out from the atolls in a motley assortment of vessels. Some ships are powered by the wind, while others utilize ancient engines driven by the sun, corroding power cells, or black fuel pumped up from the sea floor.

Beyond the sight of the atolls, pirates rule the waves. They roam the Wyld Sea in murderous, ravaging packs, falling upon the weak and the vulnerable. But even the pirates keep clear of the great galleys of the sea traders, impossibly large vessels that have circled the globe longer than anyone living can remember. They keep goods moving between the atolls and bring news of events from thousands of leagues away.

Living apart from the surface world, far beneath the crashing waves are the mer-folk. At home in the depths and able to breathe water as easily as air, they make their homes in the drowned ruins on the sea floor. On rare occasions, they venture to the surface to barter away remarkable artifacts from the watery tomb of a lost civilization. But no one makes a deal with the mer-folk lightly. Though they may appear to ask for little in return for their rare finds, the bargain always seems to work out in their favor.

Most people are content to live and die in the same place where they were born, the same as their parents before them and their parents before them. But something about you is different. You yearn to feel the wind upon your face as your ship races across open water, to experience the rush of fear when the storm's waves threaten to swallow you whole, to hear the thunder of cannon fire and the clashing of steel as you sail into battle.

The time has come to leave the comfort and safety of your home and test your worth against the might and mystery of the Wyld Sea.



CHARACTER ROLES

The core of every *Wyld Sea* character is their Role, which provides a rough outline of their profession and capabilities. Characters might come to their Role from a variety of origins, but broadly speaking each Role fulfills a specific function in on a typical ship crew.

Mariner

Daring explorers and fearless adventurers, Mariners seek their fortunes upon the high seas. Play a Mariner if you want to want to man the rigging or engines of your ship to do battle against the elements.

Purser

Part financier, part craftsmen, Pursers keep goods in the hold and the ship in top sailing condition. Play a Purser if you want to barter and negotiate for the best deals while working to repair and improve your vessel.

Rakehell

Rogues, scoundrels, and opportunists, Rakehells relish the joy of the moment and the thrill of the long con. Play a Rakehell if you want to steal and seduce your way to wealth, fame, and political power.

Reaver

Vicious warriors of the high seas, Reavers take what they want and give no quarter. Play a Reaver if you want hear the roar of cannons and turn the sea red with the blood of your enemies.

Surgeon

Doctors, counselors, and naturalists, Surgeons look to the crew's physical health and mental wellbeing. Play a Surgeon if you want to face down mankind's oldest enemy, death, while pushing the boundaries of scientific knowledge.

Drymann

Wielding the primal forces of creation, Drymenn are both valued and feared for their sorcerous power. Play a Drymann if you want to channel the untamed energy of the Wyld Sea and bend the elements to your will.



CHARACTER ORIGINS

Every character has a defined origin that indicates what they know about the world and informs their view of it.

Nexus

The largest known atoll, Nexus is anchored at the center of the known world. Comprised of dozens of smaller settlements that tied themselves together centuries ago, Nexus is a massive, sprawling riot of culture and commerce. All charts and maps base their directions and coordinates in relation to the location of Nexus. Defended by a fleet of militia ships, the grand atoll is said to be impenetrable by hostile forces.

Ramshackle

As the most infamous of the Wyld Sea's pirate atolls, Ramshackle is a freefloating collection of ships that is constantly changing as raiders come and go. No one knows who is in charge or who decides where the atoll will go next. It is a raucous, lawless place where any vice can be had for the right price.



Shell

A stationary atoll built inside an ancient, domed structure tethered to the sea floor by dozens of steel cables. Untrusting of outsiders, Shell contains more intact relics and technology from the ancients than any other settlement. Powerful weaponry protects the atoll from attack, and few residents ever venture beyond the safety of its great dome.

Emporia

While not nearly as large as Nexus, Emporia is almost as important as a center of trade, commerce, and culture. A series of mighty engines allow the atoll to travel quickly from one end of the Wyld Sea to the other. The sight of Emporia coming over the horizon is often the most exciting thing that happens for several years in many isolated atolls. Merchant ships dispatched from Emporia are given special tracking devices that allow them to find the atoll no matter where it's located.

Armada

A great fleet of metal warships, Armada typically travels as a singular unit, breaking individual ships off to perform various tasks or carry out attacks. When the time comes, however, the atoll can separate into its component parts to overwhelm its enemies. Aggressive and militaristic, the Grand Admirals of Armada are determined to impose law and order upon the disparate settlements of the Wyld Sea.

Atoll

Hundreds of small atolls are scattered across the vast expanse of the Wyld Sea. Some are large settlements of hundreds or even thousands of people. Others consist of no more than a few families and a cluster of ships that are no longer seaworthy on their own. People from isolated atolls have seen very little of the world and may not even be aware that other communities exist.

Shipborn

In addition to atollers, there are some people who live and thrive upon the sea, far from the relative stability and comfort of permanent settlements. The shipborn were born and raised at sea, perhaps aboard a sea trader galley or on a raider vessel. They are uncomfortable on the solid ground of an atoll and often lack basic social skills.



Character Backgrounds

Wyld Sea assumes that characters practiced a trade or occupied a specific role in their respective societies prior to their new life as an adventurer. While Role determines what they do as a member of the crew, their Background informs their history and training. Each Role has three possible Backgrounds players may choose from.

Laborer

The majority of atoll residents are manual laborers of some sort. Some laborers are formally trained craftsmen, but others have little education beyond first-hand experience. Generally poor and place-bound, laborers are both the backbone of the *Wyld Sea*'s economy and its most politically powerless class. Most laborers work themselves to death to sustain a borderline subsistence existence. The brave few that walk away from that life sometimes find greater freedom and prosperity, but the decision most often leads to a life of poverty, crime, and death.

Merchant

The Wyld Sea is a place of opportunity unlike any other. Vast fortunes have been won, and lost, by daring tradesmen willing to take risks. Merchants have come to dominate the maritime economy, transporting goods from one atoll to another and stockpiling materials to manufacture new products. Some merchants are independent, operating a handful of ships or tradehouses, while others have joined together to form powerful trade companies that can handle the increasingly ravenous atoll demand for raw materials.

Mystic

Spirituality remains a prominent aspect of society and politics in the wake of the Great Flood. A diverse array of mystics serve as the primary religious figures in atolls and ships across the world. Some claim to commune with spirits of the sea and the sky while others look to the ancients and their broken relics for guidance. Mystics are often highly attuned to the powerful energies of the Wyld Sea, allowing them to experience visions or even speak with the dead. Although generally admired by atoll residents, influential mystics often pose an implicit threat to the legitimacy and power of local political authorities.



Official

Atoll life and inter-settlement trade would not be possible without the legions of people working behind the scenes to record the flow of wealth and the passage of law. Even the simple matter of setting sail from a port requires a great deal of preparation: supplies must be purchased, sailors paid, future earnings divided, rations apportioned, and so forth. It is the official's job to know the ins and outs of financial ledgers, understand the local laws at various ports of call, and even serve as a diplomat/negotiator for his employers. Officials are concentrated in atolls as they are generally employed by the state and wealthy merchants, but any well-run ship will undoubtedly have one aboard as well.

Performer

Life at sea is rarely romantic and exciting. While sailors do what they can to alleviate their prolonged stretches of boredom, most of them spend their time looking forward to the entertainment available at their next port of call. Professional performers help sailors to forget their hardships with boisterous songs and captivating tales of adventure. Skilled in song, dance, and theater, performers usually band together in a troupe, but some travel from port to port, often paying for their passage by putting on a show for a ship's crew. Life at sea is hard and often short; a good performer can keep a crew's spirits high in the face of the dangers they face on a daily basis. Ship captains also find that their social skills make them an asset to negotiations. Once a crew develops an affection for a performer, they will be loath to set sail without them aboard.

Rogue

Some people just don't like being told what to do. When they break the rules too many times or keep finding other ways to get into trouble, rogues must strike out on their own and find a way to survive. Rogues come from all walks of life and can be found in every port and in the hold of every ship. Many sail under the black flag of piracy, but all are bound together by a shared contempt for the powerful interests that seek to control the sea through rule of law and trade. Most rogues were once merchant sailors or impressed militia members who chose to sail for their own profit and interests. They live on the fringe of atoll society, carefully avoiding the authorities that would see them shackled and hanged. In some cases, however, rogues find ways to make themselves useful to those same authorities.

Seahand

Although some atolls are self-sufficient, many of them depend upon extensive trading networks to keep a steady supply of food and other essential materials. Seahands are the men and women who brave the dangers of the Wyld Sea to keep those networks connected. Recruited at a young age, seahands have an intuitive, almost spiritual connection to the sea. They can sense a storm approaching or catch a current when speed is of the essence. Although most seahands sail under the flag of an atoll, others spend their entire lives at sea, either aboard the great sea galleys that circle the globe or in the company of raiders who never stay in one place for long.

Seeker

Who were the ancients? What was the purpose of their relics? Why did the Great Flood happen? Is dry land truly a myth? The seeker has spent their whole life asking these questions. They are the first to ask sailors about their travels and spend countless hours scrutinizing the few records and artifacts their atoll possesses. Often well-versed in long forgotten languages, seekers are quick to discern how ancient technology functions and build new tools and machinery out of seemingly useless scrap. Their obsession with the past sometimes gets them in trouble with atoll authorities who don't appreciate their incessant curiosity.

Soldier

Whether they served in a poorly organized atoll militia or in the highly trained ranks of the Armada fleet, soldiers have little trouble finding work in a world where the threat of violence is so prevalent. Atoll militias are filled with soldiers, but that's hardly the only place where they can be found. Merchant ships regularly hire mercenaries to help protect their cargo from pirates, many of whom may share a similar martial background. For more solidary soldiers, bounty hunting can be a lucrative profession. Their training may not always be extensive, but they have enough experience to handle multiple types of weapons and know how to handle themselves in a fight.



Ships of the Wyld Sea

No two ships upon the Wyld Sea are identical. Ships typically fall into one of two basic categories. They are either heavily modified and centuries old relics that have changed hands countless times since the Great Flood or recently fashioned hodge-podges of scrap that is somehow seaworthy. In very rare instances, a well-preserved ship of the ancients might be encountered, but most such vessels are dismissed as rumors and folk tales.

The vast majority of ships are fashioned from metal or various types of plastic. These are the only materials that have endured from the time before the Great Flood. While there are a few atolls that cultivate small trees, they can seldom produce enough wood to manufacture an entire ship. Even if they could, the wood would need to be replaced far too quickly due to rot shipworms. Wooden sail masts, however, are reasonably common sights.

One common feature of ships upon the Wyld Sea is their improvised nature. The scarcity of materials means shipwrights have had to be unusually creative

when it comes to making repairs. Two ships of similar basic design will often have quite different characteristics due to modifications made over the centuries. Sometimes, repairs have compromised some aspect of the ship's performance in exchange for keeping it seaworthy. In a world covered by water, keeping a vessel afloat always outweighs all other considerations.

Owning a ship is an important mark of status because it represents freedom and the ability to provide for oneself. Ships are a common sight in the waters surrounding known atolls, but they are expensive and difficult to obtain. Families pass ships down from one generation to the next and word of a ship becoming available for any reason is a major occasion in any settlement. Some of the larger atolls "manufacture" ships, but this work is really more of a complex retrofitting and restoration.



Campaign Types

Players in *Wyld Sea* assume the role of characters venturing beyond the place of their birth to seek their fortune upon dangerous waters of the Wyld Sea. While players have a great deal of freedom when building their characters, they should consider what type of campaign that they would like to run. Agreeing on this topic ahead of time allows players to design characters who compliment one another.

Generally, *Wyld Sea* campaigns begin in one of four categories:

1: Raider Campaign: The characters in a raider campaign are opportunists who prefer to solve their problems with violence. Although they are mainly concerned with survival and accumulating wealth, they tend to spend their ill-gotten gains as quickly as they acquire them and are constantly on the run from bounty hunters and atoll militias (as well as other, more powerful raiders). The life of the raider is fast-paced, exciting, and bloody. Although some raiders will eventually gather enough wealth and power to retire comfortably in some distant atoll or even start their own settlement, most of them will end up dead.

2: Merchant Campaign: Players who want to operate on the right side of the law may favor a merchant campaign. This campaign style assumes that characters have a base of operations at an established atoll and regularly throughout the Wyld Sea in search of new trade opportunities or to transport goods between settlements. If they demonstrate a talent for procuring rare good and negotiating favorable terms, the characters may establish their own merchant venture and expand their influence into new markets in distant ports of call. A typical merchant campaign will focus on acquiring goods from various sources, negotiating contracts with potential buyers, and protecting shipments from merchant attacks at sea.

3: Militia Campaign: The Wyld Sea is a dangerous place. That's why larger atolls maintain small militia fleets to defend their territorial waters. In the militia campaign, players operate as recruits (or conscripts) in these makeshift naval forces. Most of their time will be spent protecting their atoll from harm or sailing the Wyld Sea on special missions to root out potential dangers before

they have an opportunity to pose a threat to their home. In some cases, they may even be called upon to go to war against rival atolls.

4: Exploration Campaign: Perhaps the most open-ended campaign style, exploration campaigns focus on voyages of discovery. Although charts of the Wyld Sea exist, they are fragmented and often inaccurate. There is always a need for brave mariners to seek out distant atolls and identify dangerous waters or currents. Some explorers spend their whole lives searching for dry land, while others are obsessed with dredging up secrets (and riches) from the sea floor. Exploration campaigns are ideal for players wanting to investigate mysterious locales and uncover the truth behind the tales passed along by superstitious sailors.

Although the four campaign styles are quite distinct, there is no reason for players to feel constrained by them. Circumstances change quickly upon the Wyld Sea's tempestuous waters, and characters wanted for piracy one month could find themselves being hired to support a militia fleet the next. A lengthy campaign could easily involve elements of all four styles.



Wyl'd Sea

A roleplaying game of high seas adventure in a world of endless water.

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