



FELIX ISAACS

THE WILDSEA

EXPANSION

SHIP-GARDENS





You can't tame the wilds.

This was something she'd been taught since before she could remember, one of the core principles of life on the waves. You could co-exist with the verdant world, you could reap the advantages and opportunities it offered. You could even conquer, or at least convince yourself that you'd conquered, some elements of the rampant waves of branch and blossom for a time, before they were inevitably reclaimed.

But to truly tame something so irrefutably free was a fool's errand, an impossible task.

And yet the ironjaw olives in her garden were succulent, and could be eaten straight from the bush. The slaughtermelons in her cairn-garden had never grown spikes. Even the seeds in her hand, pulled from wagon-wyrs mere moments ago, sat on her palm with barely a tingle of crezzerin to them.

It's common wisdom, then, that one can never tame the wilds.

But wisdom is what you make of it.

Kleine's world had shrunk in his hours away from the ship. The expanse of the wilds at once too close and too distant, every minute among the branches one of blood, sweat, and pollen.

But he was out here for a reason, and he was good at what he did.

With every machete swing he carved chunks of spined rind away from the needlegranate cluster he'd strapped himself to, stopping only to check his surroundings from time to time and wipe the sweat from his brow with the back of a heavily gloved hand.

Blood, sweat, and pollen. All three in abundance.

But seeds as well, dribbling from the ruined fruit's core and into jars roped below. They'd need treatment, de-crezzing, but...

He stroked them reverentially before fastening his pack and stretching tired limbs.

No rest yet, though. There was planting to do.

Bounty on Deck

In the earliest days of treetop sailing, crews stocked their cargo holds with port-grown provisions. There were fruits and berries on the waves as far as the eye could see, but the effects of crezzerin were as horrific as they were poorly understood – no first-generation wildsailor would risk surviving on plucked vegetables and stolen mushrooms when there were safer, less mutative meals to be eaten.

But times changed for the better. Before long, it was commonplace to hunt and gather as part of a journey, eager chars and portside butcheries learning the most effective ways of removing or countering crezzerin, mites, spores, and a whole host of waveborne toxins. Galleys were stocked with only the bare essentials, and most crews relied on the generosity of the thrash to bulk out what little they packed.

Ship-gardens were the natural next step – removing chance from the equation, and lessening the danger. Why head out over the rail time and time again to feed a crew when you could do it once, treat the seeds of whatever you found, and grow more of it within the safety of the ship? Why force steeps and chars to contend with crezzerin-soaked ingredients when (after some careful cultivation and a few cycles of sowing and reaping) you could produce foodstuffs with wild variety and pre-V safety?

And as the popularity of deck-based gardening increased, the technologies that made it possible continued to advance. From clay pots to algae farms, from leaky buckets to engine-driven irrigation systems, from dust-like stolen soils to thriving centimulch and purpose-grown ironsprigs... Just as every wildsailor is unique in their own way, every ship-garden is an ecosystem unique to the deck (or cabin roof, or towed barge) it grows upon.

What To Grow?

Just as ship-gardens take on different forms for different crews in terms of their construction, the plants they contain are often chosen based on what benefits they can bring. Because whatever the ship, whatever the purpose of the crew, there's a bounty from the wilds that might make life easier. When out at sea, a crew might come across...

- ☞ A dredger's longjaw with pots of ironjaw olives or jetlings hanging around the engine room, ready to be picked and slipped into the engine for a boost of power when hauling oversized salvage.
- ☞ Long-haul cargo traders growing aestivians and crewcumbers in the space behind the prow, delicious bases for their chars to turn into stews and soups even when passing through barren areas.
- ☞ A hunting barque with an anchored crew, their masts wreathed in hexnettles (ready to be chewed throughout stakeouts or overnight pursuits to keep the crew awake and alert).
- ☞ The sailors on a winter strider, a ship designed to keep trade moving throughout the most bitter months of brittle branch and broken leaf, sharing their decks with the purple hues of quava bushes, delicious berries budding even in the harshest snows.
- ☞ The foredeck of a medical ship dominated by a willowpede tree, gloved surgeons harvesting the unsettlingly mobile branches for poultice ingredients and curative agents.
- ☞ An airship passing overhead, its belly scarred with barnacle-like growths of scum-cherries and flowering cactez.
- ☞ A massive ektus glass-ship groaning under the weight of an entire grove of ironsprigs, each one of them acting as the base for chomato vines and sat in waterlogged vats of wild rice.
- ☞ A submersible breaking the surface of the thrash near an isolated port, conning tower doors thrown open in relief after so long in the depths of the wilds, submariners carrying out box after box of mushrooms to the cheers of stevedores and waiting marketeers.

Starting a Ship-Garden

There are three important elements to every ship garden, three things that a crew needs to start their journey into a bright, agricultural future; plots, mediums, and seeds.

Plots

An area of a ship that's dedicated specifically to growing things is referred to as a plot. This could be as simple as a set of painted boards, or as complex as an amberglass container for focusing sunlight.

Mediums

Once a crew has worked out where on the ship is appropriate for growing things, they need a medium to grow those things in. Plants on the wildsea, even those isolated from the ironroots and the constant dose of crezzerin from the waves, are adaptable and fast-growing – a huge variety of mediums are appropriate, but some are more effective than others.

Seeds

The paradox of ship-gardening is that, when you get down to it, it starts out on the waves. Hackers, hunters, and agronauts trawl the thrash for healthy specimens of fruit and vegetables, splitting them for seeds to take back to their ships.

Sourcing Materials

Most wildsailing crews are more than capable of stringing together whatever salvage and oddities they find into useful tools, but safe and effective gardening is a tricky art to master. Good equipment makes gardens far easier to manage, and there are a few specific places crews can visit to pick up useful resources.

Portside Workshops

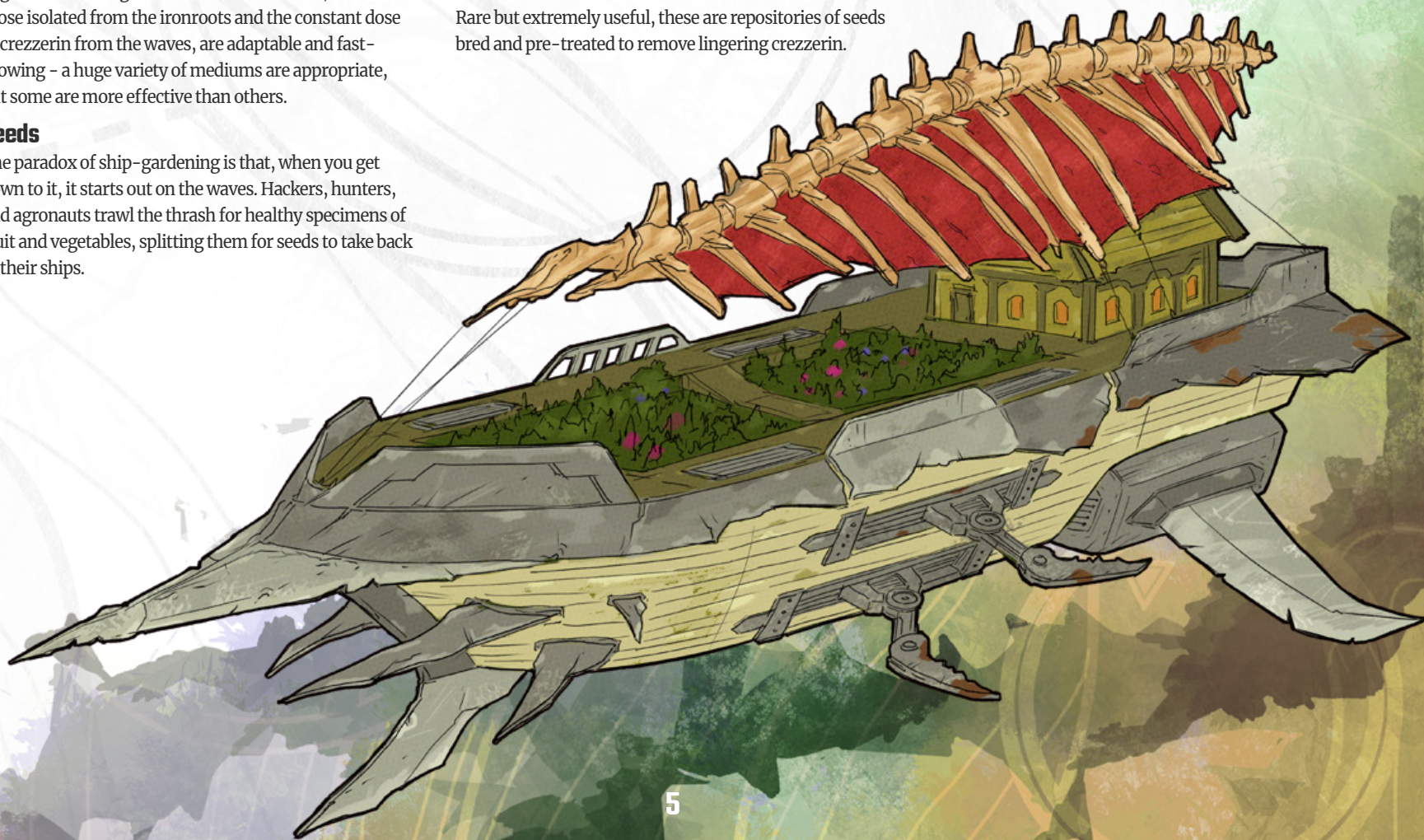
Just as there are workshops specializing in weapons and ship defences, some institutions focus on the development of agricultural tools that can survive the harsh conditions of a wildsailing ship.

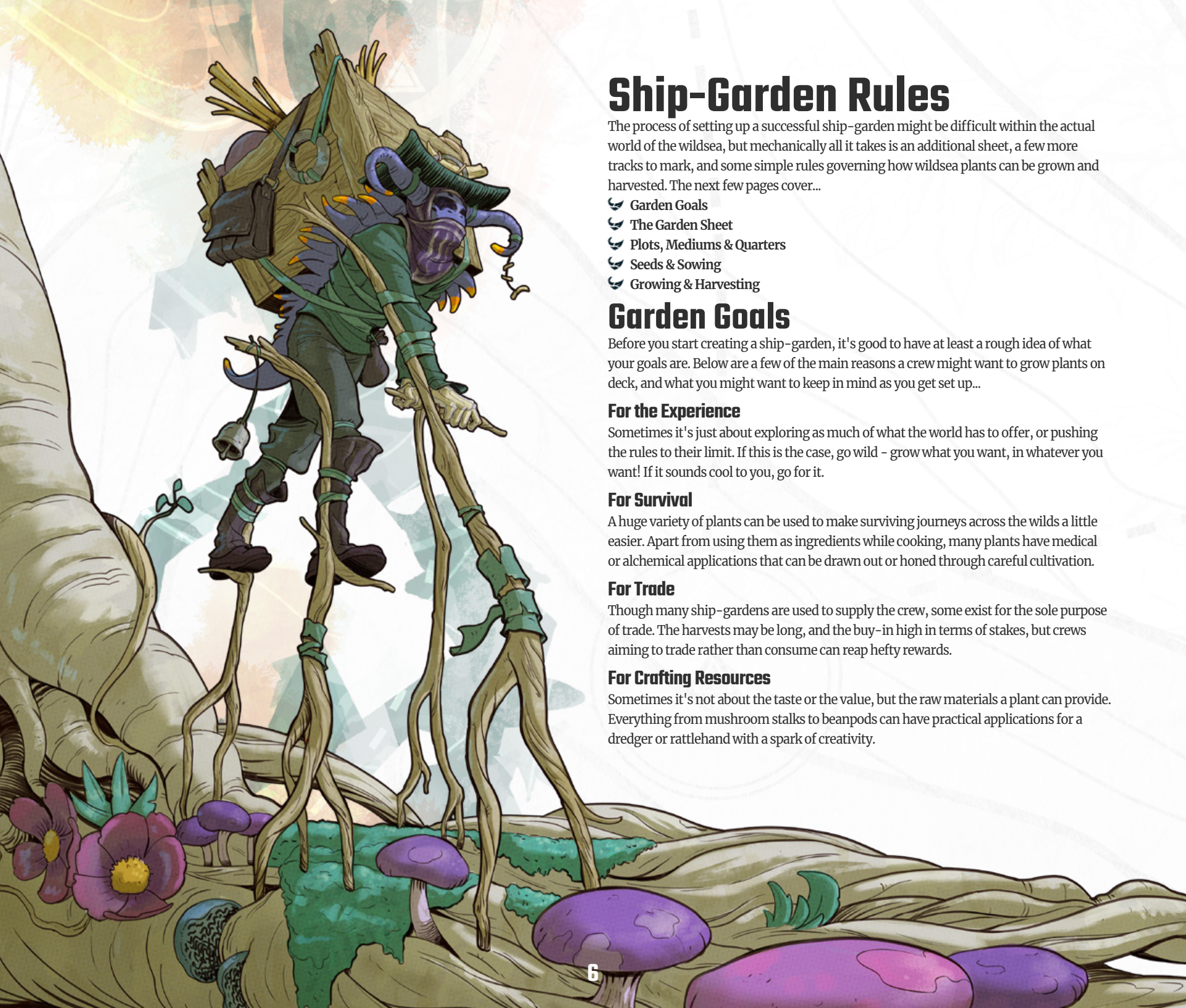
Seed Stocks

Rare but extremely useful, these are repositories of seeds bred and pre-treated to remove lingering crezzerin.

Parasite Farms

Most ship-gardens manage to make enough food for their crew, with maybe a little left over for trade in passing ports. Larger settlements tend to have dedicated farmlands around them, growing parasite plants from the branches of the thrash for reliable (if still reasonably dangerous) harvests. Agricultural centres like these usually have equipment and resources they can be convinced to part with for the right kind of trade goods.





Ship-Garden Rules

The process of setting up a successful ship-garden might be difficult within the actual world of the wildsea, but mechanically all it takes is an additional sheet, a few more tracks to mark, and some simple rules governing how wildsea plants can be grown and harvested. The next few pages cover...

- 🪄 Garden Goals
- 🪄 The Garden Sheet
- 🪄 Plots, Mediums & Quarters
- 🪄 Seeds & Sowing
- 🪄 Growing & Harvesting

Garden Goals

Before you start creating a ship-garden, it's good to have at least a rough idea of what your goals are. Below are a few of the main reasons a crew might want to grow plants on deck, and what you might want to keep in mind as you get set up...

For the Experience

Sometimes it's just about exploring as much of what the world has to offer, or pushing the rules to their limit. If this is the case, go wild - grow what you want, in whatever you want! If it sounds cool to you, go for it.

For Survival

A huge variety of plants can be used to make surviving journeys across the wilds a little easier. Apart from using them as ingredients while cooking, many plants have medical or alchemical applications that can be drawn out or honed through careful cultivation.

For Trade

Though many ship-gardens are used to supply the crew, some exist for the sole purpose of trade. The harvests may be long, and the buy-in high in terms of stakes, but crews aiming to trade rather than consume can reap hefty rewards.

For Crafting Resources

Sometimes it's not about the taste or the value, but the raw materials a plant can provide. Everything from mushroom stalks to beanpods can have practical applications for a dredger or rattlehand with a spark of creativity.

The Garden Sheet

The sheet to the right is a simple one – it has a space for notes, and several boxes devoted to **plots**. Each one of these plots can have **up to four different plants** growing within them, and is divided into **quarters**. We'll break down the sheet as a whole on this page, and then delve into the specifics over the next few pages.

1. Notes

As well as space to write down any random notes that might be useful, this box is long enough to easily contain Project tracks that might come into play for crews that want to *make* their own ship-gardens (using time, scrap, and resources rather than purchased parts).

2. Numbered Plots

Each sheet has space for four plots, the areas in which you'll end up growing plants. While there's technically no limit to the number of plots you can have on a ship, try to keep the fictional positioning of those plots on your ship in mind (it may come into play during combats and other dramatic events that take place during a journey).

3. Plot Type and Medium

Each of the plots you start using for gardening will have a plot type (showing what the area physically is, such as a collection of clay pots or a windowbox) and a medium (describing what those plots are filled with, the material that feeds seeds as they grow). There's also a space beneath to record any mechanical bonuses or drawbacks the combination of plot type and medium offer.

4. Quarters

Each plot has four quarters, different spaces that can hold different types of plant or seed (these quarters are numbered from 1/4 to 4/4). Growth in a ship-garden is tracked plant by plant, so each quarter has a track of its own for marking different stages of growth.

THE WILDSEA

OFFICIAL GARDEN SHEET

NOTES

1

PLOT ONE

2

PLOT TYPE

MEDIUM

PLANT TYPE	1/4
TAGS	
DETAILS	

PLANT TYPE	2/4
TAGS	
DETAILS	

PLANT TYPE	3/4
TAGS	
DETAILS	

PLANT TYPE	4/4
TAGS	
DETAILS	

PLOT THREE

3

PLOT TYPE

MEDIUM

PLANT TYPE	1/4
TAGS	
DETAILS	

PLANT TYPE	2/4
TAGS	
DETAILS	

PLANT TYPE	3/4
TAGS	
DETAILS	

PLANT TYPE	4/4
TAGS	
DETAILS	

PLOT TWO

PLOT TYPE

MEDIUM

PLANT TYPE	1/4
TAGS	
DETAILS	

PLANT TYPE	2/4
TAGS	
DETAILS	

PLANT TYPE	3/4
TAGS	
DETAILS	

PLANT TYPE	4/4
TAGS	
DETAILS	

PLOT FOUR

PLOT TYPE

MEDIUM

PLANT TYPE	1/4
TAGS	
DETAILS	

PLANT TYPE	2/4
TAGS	
DETAILS	

PLANT TYPE	3/4
TAGS	
DETAILS	

PLANT TYPE	4/4
TAGS	
DETAILS	

Plots, Mediums & Quarters

Although information regarding the ship-garden is recorded on a separate sheet, it is (unsurprisingly) a part of your ship. And, like every other part of your ship, the basics for a ship garden – **plots** and **mediums** – are purchased with **stakes**.

... Or found. Or made!

When you have your ship-garden established, growth in a plot is tracked plant by plant, as some grow at wildly different speeds or rely on different conditions. Sow seeds in a **quarter** (or several quarters at once, for some plants), tend to them as you travel and give them a bit of time to grow, and you'll end up with a fully grown plant ready for harvest.

Plots

A plot can be anything from a boarded bed to a hanging pot, a chalk outline on the deck to a rooftop allotment. Most plots come with a benefit (or drawback) that affects every plant growing in their four quarters.

Example: The crew of the Curious Cat want to start dabbling in gardening, and they have a few stakes to spend to get themselves started. They know they need both a plot and a medium before they can start sowing seeds, so they don't jump in at the deep end – they spend a single stake to grab a Zealous Hive from a portside workshop, a plot that reduces the Grow tracks of all plants growing within it, but that makes harvest time more difficult (and likely more painful).

You can obtain plots in a few different ways...

- ☞ **Purchase them with stakes** from a portside workshop or parasite farm. Purchasing a plot in this way is quick and easy, but you'll likely be choosing from a limited selection.
- ☞ **Loot them from wrecks** that you find while exploring the waves. This is also quick, and doesn't cost anything other than effort, but you're at the mercy of whatever the wreck had installed. There may also be other downsides, such as damage to the plot that reduces effectiveness or locks off some of the quarters until it's repaired.
- ☞ **Put them together yourself** from the crew's resources. Treat this as a project, with three boxes on the track for every stake the plot would normally cost. You can fill this Project track like any other, with resources and good rolls, and if you have a rattlehand on the crew, this might be the cheapest and most effective way of getting started.

Mediums

While the plot contains whatever you're trying to grow, the medium is what actually lets it grow – something full of nutrients, a place for plants to take root. Some mediums are simple and easy to find, like mutamulch (a combination of sap and leaves that's loaded with crezzerin and can probably be gathered with ease from a ship's wake). Others are rarer and more expensive in terms of stakes, like ironsprigs (miniature ironroots that allow other plants to grow on them like leaves).

You can only have one medium per plot, and it fills all four of the quarters. Like plots, most mediums come with a benefit (or drawback) that affects every plant growing within it.

Example: The crew of the Curious Cat have their plot installed, and now they need a medium to fill it with. They decide to save their stakes and head out into the wilds to find something to use, and after a bit of searching, manage to get their hands on some monument soil. They shovel it into Zealous Hives and then they're ready to go – the soil will help any legumes and vegetables they sow grow faster.

You can obtain mediums in a few different ways...

- ☞ **Purchase them with stakes** from a seed stock or parasite farm. Purchasing a medium in this way is quick and easy, but you'll likely be choosing from a limited selection.
- ☞ **Pluck them from the waves**, using the natural resources of the wilds to fill your plot. While this is still quick and easy, there's only a limited selection on mediums that can be taken from the rustling waves. Mediums acquired in this way might also need treatment and processing by a thorn, alchemist, or agronaut before they can be used to full effect, which may come in the form of a two or three-track project.

Quarters

Below is a breakdown of a single quarter from a Garden sheet's plot, filled in to represent the plant described in the example to the right. It contains...

1. Plant Name

A space to write in the name of the plant growing in this particular quarter. If a plant takes up more than one quarter, you can put all of the details in one and then write 'more _____' (More Ironjaw Olives, for example) in other quarters that a plant takes up. Each plant entry throughout this book has the number of quarters it takes up when sown just after its name. *You can write the name of a plant in this space as soon as the seed is sown - that way, even without marking any boxes (or if the boxes on the plant's Grow track get cleared), you know what's in each quarter of a plot.*

2. Type

A space to add the type of the plant being grown (vegetable, for example, or herb). *Plants have one type by default, but there is the option of hybridization...*

3. The Grow Track

These are a special kind of Project track, filled when time passes or plants are tended. The length of a Grow track depends mostly on the plant, though it can be affected by type of plot and the medium used to fill it (but we'll delve more into that a little later on). When a Grow track is full, a plant is ready for harvest. *In our example on the right, the end of the track is marked with a burn.*

4. Tags

When a growing plant gains a tag, whether positive or negative, add it to this section and the final harvested plants will gain those tags too. *For example, a growing slaughtermelon gains the Withered tag after a few days in scorching sunlight, and the Sweet tag thanks to an agronaut's ministrations. When harvested, the resource gained will be a Sweet Withered Slaughtermelon.*

There are several extremely common tags that will always turn up in this space, based on the quality of the seeds that get sown (such as **Wild**, **Parasite**, and **Heirloom**). The meanings of these important tags are described over the next few pages.

5. Details

This is a space for additional details that might be pertinent while a plant is growing, but that don't create a tag. This might be a note for posterity on how the plant was acquired, a reminder of what it's been earmarked for when fully grown, or something making clear a danger inherent in harvesting or eating whatever's in the quarter. *If you're running ship-gardens as part of a culinary-focused game, this is a perfect place to put down finer details based around taste or how something can be cooked.*

The garden sheet, just like the ship sheet, is a shared resource - you can also record the name of a plant's owner if there are multiple green-fingered sailors in a crew that jealously guard their produce.

6. Quarter Marker

A number already added to the sheet, showing which quarter of a plot the box represents. The top left box is the first quarter, top right is second quarter, bottom left (as in the example here) is third quarter, and bottom right is fourth quarter. *There are no benefits associated with quarters, but if a plot is damaged, one or more quarters might be destroyed and the plants within them lost.*

Plots & Mediums in Play

- Vic:** That's the last of it - are we ready to leave?
- Inge:** Whoa whoa whoa, not quite! I picked up an ironsprig in the markets here, that's a ship-garden growing medium. And, with Temba's beast skull he's been lugging around since that wreck we turned over...
- Temba:** Hell yeah, that's a plot! It's time to get these fingers green, people!
- Firefly:** Well, with a plot and medium to hand you can set up a garden somewhere on deck. I know the ship is technically a theatre of the mind, but you've described it pretty well the last few sessions... Where's the garden going?
- Inge:** Right behind the engine, I think, on the foredeck. Can I set it all up as we leave?
- Firefly:** Most definitely. That's a Hollow Beast Skull with an Ironsprig inside it, four quarters ready for planting. Note that on your garden sheet, and keep an eye out for seeds!

1	PLANT	Sawnanas	6	3/4
2	TYPE	Fruit		
3				
4	TAGS	Heirloom, Sharpened		
5	DETAILS	Seeds from Kartzar Port, deliver bunch to Ro Clara		

The journey from Alfa to Port Can-Be-Seen had been a particularly gruelling one. The crew of the Maxir had crept through a field of rifts, torn through the sticky strands of a tzelicrae marauder web-snare, and fought off three or four different incursions of wilds-changed predators (most of which had ended well enough for them, though hard won). It wasn't the kind of journey they made as a matter of course, and with autumn winging its way through the waves, it wasn't one they'd be making again soon.

But as the glittering amber roof of the seed bank caught the setting sun, the cheer from the crew was all that the Maxir's captain needed to know that they'd made the right call.

Seeds & Sowing

So you have a plot laid out, and a medium to fill it. Four open quarters ready for production. But... What are you going to grow?

Nothing, without getting your hands on some seeds.

There are no seeds listed in this book, but there *are* a lot of plants. All of the plants listed between pages 20 and 30 can be acquired in seed form (or spore form, for the mushrooms) as you play. You might not be able to find them all *easily*, and they by no means represent every possibility, but they're an excellent place to start.

Finding Seeds

There are a few ways to reliably get your hands on seeds, some of which are easier than others. You might...

- ☞ **Purchase them from a seed bank:** For common seeds, or seeds with negative tags attached to them, this will likely only be a trade of resources. For rarer seeds, or seeds with positive tags, you might be asked to trade several resources at a time or even a piece or two of cargo.
- ☞ **Find them on...** **Less fortunate sailors:** Just as wrecks might have their own plots for you to salvage, you might be able to find seeds buried within them, or in a closed case nearby, or on the corpse of an agronaut, hacker, or thorn.
- ☞ **Gather them from the waves themselves:** This is a reliable way of finding wild seeds (and you'll find more about the different types of seeds very soon), but gathering them is a tricky business. **Whenever you harvest (or otherwise obtain) a specimen that might contain viable seeds, like a fruit or vegetable, you can instead choose to consume the specimen and be left with a set of seeds as a specimen instead.**

Seed Types

When you gain seeds for the plants in this section, they'll have a specific **tag** based on the source they were acquired from (as will resources gathered from them). *Twists on gathering rolls might improve the tag.*

+ Wild

Wild seeds are taken from areas suffused with crezzerin (such as the rustling waves themselves), and the plants they produce are similarly chemically altered. *Edibles harvested from Wild plants usually deal Toxin damage when consumed due to the crezzerin content (unless prepared correctly by an experienced char or steep).*

+ Rampant

These seeds are echoes of the old verdant explosion, the plants they produce dripping with chemicals and eager to spread. *Plants with the Rampant tag take up one more quarter than usual as they grow, but the overload of crezzerin is contained enough by stem and leaves that the specimens they produce are safe to eat. If the Rampant tag would increase the number of quarters a plant requires to five, it can still be sown as if it took four quarters but will damage the plot as it grows, necessitating repairs.*

+ Parasite

Seeds taken from parasite farms, grown from plants carefully anchored to ironroot branches, with a much lower dose of crezzerin. *Plants with the Parasite tag have one extra box on their Grow track, but are safe to eat raw straight after harvesting.*

+ Medicinal

Often the product of alchemical tinkering, rarely picked up outside of labs (though some plants are naturally medicinal no matter their origin). *Plants with the Medicinal tag have two extra boxes on their Grow track, and clear an extra mark when their produce is used to heal damage to an aspect track, or an injury.*

+ Heirloom

Heirloom seeds are rare, either the product of decades of careful modification or of uncorrupted pre-V seed banks. *Plants with the Heirloom tag have three extra boxes on their Grow track, but the resulting produce is extremely valuable.*

Sowing Seeds

Once you have a set of seeds in hand, you can **add them to your garden by using a task!** When adding a seed, look at the corresponding plant entry between pages 20 and 30. These entries give you the most important information, namely the **number of quarters** the seed needs to grow, the **type of plant**, the **length of the Grow track**, and what you can **harvest** once the plant is fully grown.

Quarters and type we'll deal with below, whereas growing and harvesting have their own section on the page to the right. We'll use the slaughtermelon, detailed here, as an example throughout this section.

Slaughtermelons ^{3/4} 5-Track Fruit

With unrelentingly sharp spikes on their outer rind and a bitter, unpleasant taste to their flesh, the tales of slaughtermelons gaining sustenance from the souls of dead wildsailors are all too believable.

Harvest for: Slaughtermelons, Spiked Rind, Bitter Souls

Number of Quarters Needed

Found on the right of the plant name in smaller text (an amount from 1/4 to 4/4), the left-hand number here tells you how much of a plot the plant will take up as it grows.

In the slaughtermelon example, planting slaughtermelon seeds takes up three quarters of a plot. You can still add a plant that only takes up 1/4 to the remaining space, but those first 3/4 are used as soon as the seeds are sown, even before the plant has started visibly growing.

Type of Plant

Types (such as legume or herb) are found to the right of a plant's name. Some plants grow better in certain mediums than others, and this is usually down to type. Sowing a vegetable in monument soil allows you to mark the first box of its Grow track straight away, for example.

The slaughtermelon counts as a fruit, so sowing it in ornery bark marks the plant's grow track early.

Finding Seeds in Play

- Temba:** If I've ever seen parasite fruit ripe for the picking, it's that orange right there.
- Firefly:** It does look pretty good. It's about a stone's throw from the ship if you stay where you are right now. How confident a wavewalker are you, Temba? Can you handle a parasite farm?
- Vic:** Oh, he's not half bad.
- Temba:** Damn right! I throw myself over the edge of the rails and hit the waves running, using what boughs and branches I can to make my way toward the fruit before those pirates catch up. Better we loot than them!
- Firefly:** No problem, roll for it! No cut, you're in your element.
- Temba:** That's Grace, two for Wavewalk, and I think my boots help me out here as well... 1, 2, 3, and 5. That's a conflict!
- Firefly:** Could definitely be worse. You make your way over to the hanging fruit without a problem, but when you get there, you hit a snag - the ictoranges you pull up by are known for their rapid souring after they hit ripeness, so if you want a good specimen, you're going to have to be quick.
- Vic:** Temba! Don't worry about the fruit, get the seeds! He rolls for that the same way, right?
- Firefly:** That's right, it's just the specimen you get that changes. Are you after the seeds, Temba?
- Temba:** Seems a safer bet. I'll use Grace, Gather, and my shears to pry them open... 1, 6, and 6! A triumph with a twist! Can I improve the tag?
- Firefly:** Of course! Sour juices rain down as you make short work of the fruit. Add Ictorange Seeds as a specimen, with the usual Parasite tag replaced with the Medicinal tag instead. These are some damn fine seeds!

Sowing Seeds in Play

- Vic:** ... And that's a six, Peace. Ooh, can we take it as a montage while we travel, get those ictorange seeds planted? If that works for everyone else, obviously...
- Inge:** I'm happy to do some planting, of course!
- Temba:** I've got some gear to repair, so that works for me - might as well do it out here in the sun to keep Inge company.
- Firefly:** No objections here, you make the most of the journey! While the ship crawls through this more peaceful area of the thrash, we drop into a montage. Temba, you can roll for those repairs if you want. Inge, it takes a task to plant the seeds if you're game. Vic?
- Vic:** I didn't think past getting the garden going, to be honest. Can I, like, help them grow or something as soon as they're planted?
- Firefly:** Definitely, it's your task to use. Inge, do you know how this works?
- Inge:** Pretty sure, yeah. I use my task to set those seeds into little recesses and knots around the ironsprig's branches, and I'll note that down on the sheet too. Ictoranges take... Two quarters, and these were Medicinal, right?
- Firefly:** That's right. Put the info in the first quarter and stick a note in the second one, 'more ictoranges'. What's the track length?
- Temba:** I know that one. Ictoranges grow pretty quickly so they start as a two-track, but the Medicinal tag adds another two boxes. So, a four-track?
- Firefly:** That's right. And with the seeds planted, you just need to watch them grow! Or help them along a little, which I think brings us to you, Vic...?

Growing & Harvesting

Once a seed is sown, the plant begins to grow – and on the wildsea, even disconnected from the ironroots, that process is a fast one. To work out how long a plant takes to grow, you'll need to check the plant's innate Grow track, found just to the left of its type.

Slaughtermelons have a 5-box Grow track, meaning you need to fill 5 boxes before the seeds have grown into a full-fledged plant that's ready for harvest.

Length of the Grow Track

This Grow track can be lengthened, or shortened, by various factors. Both plot and medium might influence this, as might the skill of the agronaut (or other crew member) that sows them, and the type of seeds being used. Environmental factors can also play a part, though this is left up to the Firefly and the group as a whole to decide. Trying to grow a plant throughout the dead of winter or in the entirely wrong climate might be impossible, add boxes to the Grow track that need filling, or have no effect at all. It all depends on the kind of gardening experience the crew are after.

Growing Plants

There are two main forces that turn seed to plant – **time**, and **attention**. These aren't the only factors that can mark a Grow track, but they're the most common ones by far.

Time

An inevitable march, but in this case one that's entirely beneficial. Whenever a significant chunk of time has passed, all ship garden plants have a box marked on their Grow track.

What's a significant chunk of time? You could measure it in days if you wanted to add a layer of additional granularity, but we try to avoid that kind of tracking in the Wildsea. Instead, we recommend marking every Grow track...

☞ When a ship completes a journey

☞ When the crew spends enough time in port that they undertake one or two montages.

Attention

While plants on the wildsea tend to be hardy enough that all they require is time in order to fully flourish, attention from the crew can speed that process considerably. An agronaut might have an advantage in this area, but any member of the crew can grab a watering can or a knife for weed-pulling and start marking additional boxes.

Unlike passing time, attention doesn't mark all plants on a ship. Instead, **a member of the crew can use a task to mark the Grow track of every plant within a single plot by one.** This represents the general activities of watering, pruning, and weeding that can help keep plants healthy.

An individual can also use a skill (usually **Tend**) to make a **Gardening Roll**, focusing on a single particular plant, by using a task and rolling on the table to the right. More risk, but also the possibility of greener rewards.

Gardening Roll Results

6

Triumph

Mark two boxes on a single plant's Grow track.

5

Conflict

Mark one box on a single plant's Grow track.

4

Disaster

Clear a mark from a single plant's Grow track.

3

Twist

Add a tag to the plant you're working on, decided by another member of the crew or the Firefly (this tag can be positive or negative, and might relate to how the plant was tended to).

2

1

Doubles

Growing Plants in Play

Vic: Okay! So... What are my options? I'm an enthusiastic amateur here, help me out!

Firefly: Ha, okay. So you can use a task to add one box to every plant in the plot – right now that's just the ictoranges, and you wouldn't have to roll. But you can also focus on a single plant and make a Gardening Roll if you like. The Tend skill would be really useful there.

Vic: I've got a rank in Tend. I'll go for it – can I get an advantage from my Waterskin resource?

Firefly: Definitely, but if you screw the roll...

Vic: I'll risk the Waterskin, no problem. That's... Hell yeah, a 4, a 4, and a 5! Conflict with a twist. One box on the Grow track marked!

Temba: And the twist adds a new tag, right? Can I decide that? Maybe being watered so early makes the growing oranges Vibrant, or something? Really colourful?

Growing Plants cont.

Firefly: ... And with the last of the pirates dealt with and their beasts set free to roam, it's a clear path to Jawsburg!

Vic: And that festival, too. I've got my sun hat ready, and my lightning rods too.

Temba: What was this festival celebrating again?

Inge: Wait! As we pull into port, that's the end of our journey, right? That's a pretty big moment for the ship-garden!

Firefly: That's right, it is! Because your ictoranges – sorry, your Vibrant Ictoranges – are growing around an ironsprig, finishing a journey marks two boxes on their Grow track.

Vic: Three down, one to go... And we're going to be here in port for at least a week, so maybe they'll be ready for harvest when we're done?

Harvesting Plants

When a plant's Grow track is full, it's time for harvest, the process of stripping a plant for fruits and other useful parts that can be gained either as resources (usually specimens to be used by the crew) or as cargo (an excellent way to gain stakes used for further upgrading a ship, if you trade them in port). The character harvesting should decide the kind of specimen they're most interested in gaining, perhaps with help from the Firefly.

Harvesting can be a tricky business, as it's not merely the act of plucking fruit from a generous branch so often as it is hunting through a garden for the best specimens while contending with insects, thorns, and lashing vines. Some harvests just... don't go well. When a plant's Grow track is full, **a member of the crew can use a task to make a roll on the table to the right.** *If it suits the tone of your game, it might also be possible to avoid a harvesting roll altogether, picking a single ripe fruit as an action while on deck and then resetting a Grow track.*

Regrowth or Re-Seeding?

Harvesting a plant usually resets its Grow track, **but you don't have to sow new seeds.** The plant will grow repeatedly, letting you harvest it again and again for specimens, cargo, and seeds as time passes.

But that doesn't mean you can't start over if you wish. At any time you can use a task to rip a plant out by the roots, emptying the quarters it was taking up and letting you try something new.

Plot Harvesting Results

Triumph

You gain either...

- ☞ A specimen based on any fully grown plant within the plot, **and** a set of seeds related to that plant. *Reset that plant's Grow track.*
- ☞ A piece of cargo based on any fully grown plant within the plot. *Reset that plant's Grow track.*

Conflict

You gain either...

- ☞ A specimen based on any fully grown plant within the plot. *Reset that plant's Grow track.*
- ☞ A set of seeds from any fully grown plant within that plot. *Reset that plant's Grow track.*

Disaster

You spoil the plant you're trying to harvest, gaining no resources. *Reset that plant's Grow track.*

Twist

The specimen, seeds, or cargo you obtain gains a positive tag, provided by you or another player at the table. With a disaster you still gain nothing, but you **don't** reset the plant's Grow track.

6

5
4

3
2
1

Doubles

Harvesting Plants in Play

- Firefly:** With the festival done, you make your way back to the ship. Even before you're onboard you can smell something new, sour citrus.
- Temba:** Our ictoranges! Did the festival week let them grow enough to ripen?
- Firefly:** That it did. There are clusters hanging down from the ironspig's branches, shimmering in numerous shades of orange and gold. You can use a task to harvest them if you like.
- Inge:** Right on it! That's... a 2, a 3, a 5, and a 6!
- Firefly:** With a triumph you can choose to get either a piece of cargo, or a fruit specimen and a seed specimen. Clear the grow track either way.
- Vic:** If we go for cargo we can use that as a stake in port, right, to buy more stuff for the ship?
- Temba:** Or to expand the garden a little! I just kind of want a plot of my own. I have big plans...
- Inge:** Cargo it is, then! A crate of... Vibrant Medicinal Ictoranges! I can already think of someone in Roja Harbour who'll love these...

Rot, Wreckage, & Reclamation [Optional Rules]

The ship-garden rules set is quite a meaty one, offering a lot of options to choose from, an additional sheet to manage, and additional tables to roll on for specific activities. This is by design - the cultivation of a ship-garden should feel like a mini-game the crew can engage with as and when they like. But, if you want it to integrate more into the flow of time within a story and increase the urgency of interacting with produce as it grows, you can include **rot** as a factor by using the following special rule.

When a plant's Grow track is fully marked, begin to burn boxes on the track for every completed scene the specimens remain unharvested. When the plant is harvested, the Firefly makes an additional d6 roll. If the result of this roll is equal to or less than the number of burned boxes on a plant's track, any specimens taken from it gain the Rotten tag. This burn is cleared along with any marks when the harvest is completed, it doesn't persist like burn usually does.

But you can also include more flexibility as you play - a ship-garden plot is a point of interest like any other in the world, after all. Materials can be gathered from it if it's damaged, or if a plant is ruined by external hazards. You might not get a nicely-shaped slaughtermelon after a weevil infestation, for example, but you might still be able to gather Weevil Shells, Sloughed Spikes, Melon-Husks, Spoiled Earth... Whatever makes sense for the plots and mediums you're using.

Adapting the Ship

There are those that mock the concept of a ship-garden, of a deck laden down with the very same fruits and spices found wild in the waves. *Why bother going to all the effort of growing these things yourself, such landbound individuals ask, when you can pluck them straight from the branch as you pass?*

... And why indeed? For that matter, why visit a shadowspring when you can stand in the rain, or carve yourself a jagserry when a salvaged pipe does the job? Why bother with an engine for a ship that could be painstakingly inched from place to place with hooks on poles, surely that would suffice in terms of travel? Heads are shaken, knowing looks exchanged, and harvests and seed sowing continues.

Ship-Based Options

Wildsailors that catch the gardening bug will often end up spending large amounts of time, and even larger amounts of stakes, perfecting their craft. While a lot of this time, effort, and resource-spend goes toward maintaining the gardens themselves, the most devoted take it to the next level by adding more than just plots to their ships. This page lists a few options for devoted gardening crews, from additions to rooms, which can be purchased with stakes. The average workshop or drydock would have no idea how to install these, but a farming community would be able to as a matter of course. *These choices have their category listed on the right of their stake cost.*

Husk-Scale 2 Stake Hull

A flexible, organic hull material made from alchemically altered fruits and mushrooms.

☞ **Seals +1**

☞ Damage to a ship's Armour and Seals ratings can be repaired using garden-grown specimens, rather than the usual salvage required.

Parasite Planking 3 Stake Hull

Wood carefully cut from long-used parasite farm branches, treated to resist incoming damage but natural enough that plants can still take root.

☞ **Armour +1**

☞ Gain two plots on your ship named 'planking rootbeds'. Parasite seeds sown within these plots don't gain the usual extra box on their Grow tracks.

Threshing Combine 2 Stake Bite

Rotating blades at the front of the ship, with netting and gathering equipment at their rear.

☞ **Saws +1**

☞ Whenever you Cut a Path, roll a d6. On a 6, you gain a Wild or Rampant seed specimen appropriate for the waves you're passing through.

Press Piping 1 Stake Engine

Hardly the most powerful engine around, but one that's extremely easy to fuel for a diligent crew.

☞ **Tilt +1**

☞ **Speed +1**

☞ **Saws -1**

☞ Fuelled with fruit rinds and vegetable skins.

Irrigation Array 1 Stake Addition

The observant might suggest that this is little more than a series of buckets and pipes jumbled together with leaf-rubber seals. And they'd be right.

☞ Arid conditions don't negatively affect plant growth within the ship-garden (unless they last for multiple journeys in a row without access to water).

Windvane Rabir 2 Stake Addition

Tailor-made to spin with the winds, producing a musical drone that keeps all but the most unusual garden pests at bay.

☞ All plants within your plots have a resistance to insect predation and insect-borne diseases.

Deckside Shed 1 Stake Room

Even more cluttered than the average workshop, sheds come stocked with a variety of simple tools used for the maintenance and preparation of ship-garden plots.

Internal Seed Bank 2 Stake Room

A room not only dedicated to safely storing seeds, but to leeching them of crezzerin contamination through painfully slow but reliable methods used by generations of parasite farmers.

☞ At the beginning of a journey, choose a single set of seeds with the Wild or Rampant tag. At the end of the journey, those seeds lose their original tag and gain the Parasite tag instead.

Crezzercannon 2 Stake Armament

Trying to grow things the old fashioned way? May as well get some use out of all that excess crezzerin...

☞ **Deals massive LR Toxin damage**

Howling Scarecrow [3-Track] 2 Stake Officer

It's amazing what you can do with old clothes, a stick, and some stuffing. And terrifying what you can achieve by adding a hungry whisper to the mix.

☞ All of your plots have resistance to predation from beasts.

Greenthumbs [3-Track] 2 Stake Gang

Apprentice agronauts taking their first steps on a journey of ship-based farming. They're not quite ready for more advanced methods, but they're a dab hand at planting.

☞ Adding seeds to a ship-garden plot doesn't use a task.

Golden Ladybugs [3-Track] 2 Stake Pack

Many years of trial and error have taught these hungry little things to target new-grown weeds above all else.

☞ All of your plots have resistance to weeds.

Kleptothermic Dromats [3-Track] 2 Stake Pack

A horde of thumb-sized bats with incredible control over their own body temperature, and the ability to store and expel water to keep their environment suitably stable for their young. Trained to nest within plots.

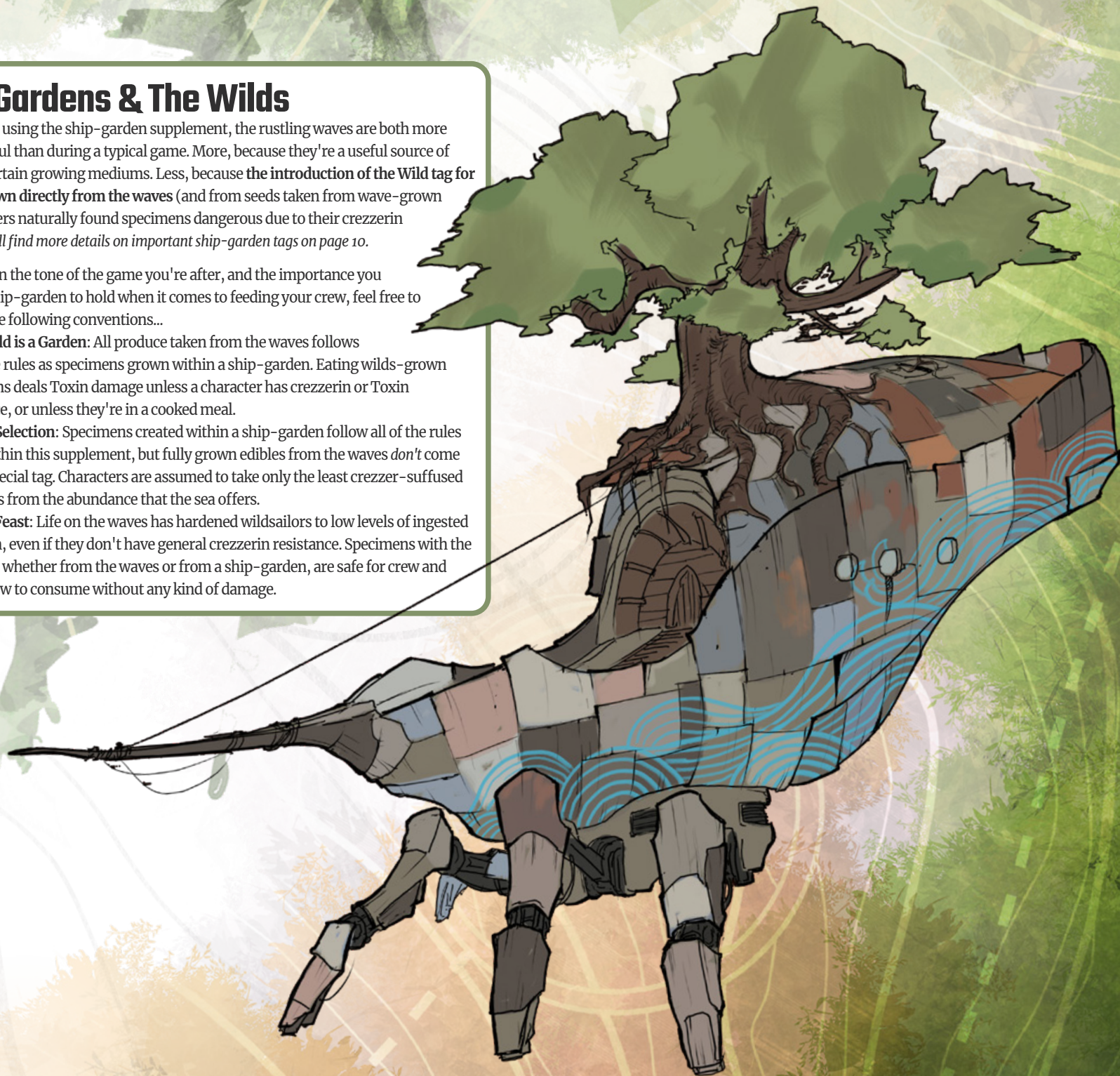
☞ All of your plots have resistance to weather hazards.

Ship-Gardens & The Wilds

When you're using the ship-garden supplement, the rustling waves are both more and less useful than during a typical game. More, because they're a useful source of seeds and certain growing mediums. Less, because **the introduction of the Wild tag for produce grown directly from the waves** (and from seeds taken from wave-grown plants) renders naturally found specimens dangerous due to their crezzerin content. *You'll find more details on important ship-garden tags on page 10.*

Depending on the tone of the game you're after, and the importance you want your ship-garden to hold when it comes to feeding your crew, feel free to use one of the following conventions...

- ☞ **The World is a Garden:** All produce taken from the waves follows the same rules as specimens grown within a ship-garden. Eating wilds-grown specimens deals Toxin damage unless a character has crezzerin or Toxin resistance, or unless they're in a cooked meal.
- ☞ **Natural Selection:** Specimens created within a ship-garden follow all of the rules listed within this supplement, but fully grown edibles from the waves *don't* come with a special tag. Characters are assumed to take only the least crezzer-suffused resources from the abundance that the sea offers.
- ☞ **Free To Feast:** Life on the waves has hardened wildsailors to low levels of ingested crezzerin, even if they don't have general crezzerin resistance. Specimens with the Wild tag, whether from the waves or from a ship-garden, are safe for crew and undercrew to consume without any kind of damage.



It used to be so easy, Kalchak thought to themselves as they took a seat at the scarred table dominating the galley. Rennie would take down some slaving beast intent on dragging the crew to a thorny grave, Tze Mokwin would render the remains, Garam would cook with the meats and Weatherby would have the bones or exoskeleton as materials for the workshop. There might have been a few steps to follow, but they were all *easy steps*.

But now there was the blasted garden to think about. Tze rendered just fine, but Garam and Weatherby would tear each other apart over whether the skull should be used as a paudron or a plant pot, or if the meats would be better as the base of a stew or of some fertilizer mulch.

It would be intolerable if the harvest didn't taste so damn good.

Plots [Required]

The first step of setting up a successful ship-garden is to section off part of the deck you're going to use to grow food. This sectioned-off area is referred to as a **plot**, and each plot is divided up into **quarters**. Most things you grow will take up a single quarter of a plot (shown here in the rules as $\frac{1}{4}$), but some particularly greedy greens may take up $\frac{2}{4}$, $\frac{3}{4}$, or even $\frac{4}{4}$ by themselves.

But a plot is more than just a bit of decking with a chalk outline (or at least, it really should be). Below and to the right are a selection of available plots, each one with their own small unique benefit (or drawback).

When you choose a plot and purchase it with stakes, note it down on your garden sheet, as well as any special rules it follows. You can purchase multiple plots if you wish, but must take at least one to begin a ship-garden.

Chalk Outline **Zero Stakes**

For the enthusiastic yet entirely unprepared gardener.

- ☞ Any storm, rough travel, or damage to the ship has a chance of damaging or destroying the plot entirely. Roll a d6 - on a 6 it's fine, on a 5 or 4 the plants within are damaged, on a 3, 2 or 1 the entire plot is destroyed.

Rough-Drilled Deck **Zero Stakes**

Not the healthiest option for the ship's integrity, but unquestionably effective when it comes to having plants take root on deck.

- ☞ When you create a Rough-Drilled Deck plot, reduce your Armour or Seals rating by one box.

Porthole Windowbox **Zero Stakes**

Perhaps, for some reason, the deck is off-limits to you. But, as an enthusiastic gardener, you're pretty sure you can grow things just about anywhere.

- ☞ Whenever your ship travels deeper than the thrash, your plot is at risk. Roll a d6 - on a 6 it's fine, on a 5 or 4 the plants within are damaged, on a 3, 2 or 1 the entire plot is destroyed.

Scrap-Mound **Zero Stakes**

To the uninitiated eye it might look like a mound of scrap metal with a growing medium poured over the top of it... And that's because it is.

- ☞ Cut 1 when attempting to harvest plants from this plot.

Ceramic Pots **1 Stake**

Who would have guessed that crezzer-baked clay would provide such a bounty of wonders?

- ☞ Specimens harvested from ceramic pots gain an additional positive tag at time of harvesting (supplied by the Firefly).

Hollow Beast Skull **1 Stake**

Taken from an unfortunate wildsea denizen with a head that was just the right size.

- ☞ All plants grown within a beast skull are immune to predation from beasts (but not insects).

Wicker Baskets **1 Stake**

Free-swinging containers that always seem to survive whatever might damage the rest of the ship.

- ☞ All plants grown within the wicker baskets are immune to damage taken by the wider ship (but can still suffer negative effects aimed directly at them).

Zealous Hive **1 Stake**

A combination of beehive and micro-garden, the pollenating activity of the bees speeds growth but impedes harvesting.

- ☞ Reduce the Grow track of all plants within this plot by one box, but cut 1 when attempting to harvest them.

Winding Trellis 2 Stakes

A great space-saver that allows plants to grow taller than usual, perhaps offering more than they otherwise might.

- ☞ When harvesting from a trellis, a twist gives the usual resources but only clears half of the marks on a Grow track.

Boarded Bed 2 Stakes

Sturdy reef-iron boards protect this part of the deck from errant feet while leaving the plot open for easy access.

- ☞ If you roll to harvest plants growing within the boarded bed, treat Disasters as Conflicts instead.

Rooftop Allotment 2 Stakes

Removed from the clutter of the deck, these small allotments are usually placed atop cabins or galleys.

- ☞ Reduce the Grow track length of plants sown in a rooftop allotment by 1 box.

Drag Barge 2 Stakes

No space on the ship? No problem! Drag barges are pulled in the ship's wake, attached by chains or couplings.

- ☞ A barge's distance from the main ship means that hazards or adverse conditions affecting the deck don't necessarily affect the barge, and vice versa.

Amber Hothouse 2 Stakes

Fragile compared to other plots, but these do a fantastic job of focusing the sun's light on whatever they hold.

- ☞ Once per journey, roll a d6. On a 6, all plants within the plot gain a rare tag, 'Flourishing'. On a 5 or 4, mark a box on the Grow track of all plants within the plot. On a 3, 2, or 1, the plot has no additional effect.

Hydroponics Nook 2 Stakes

Delicate glassware best secured in a sheltered corner, the pumped water and filtered unguents of this plot serve to energize whatever other medium is placed within it.

- ☞ When you sow a plant in a hydroponics nook, mark the first box on its track immediately.

Portoise 3 Stakes

A slow, stolid creature with a concave shell that works wonderfully as a mobile planting area. Portois are rare and highly prized, but they'll never let you down.

- ☞ The portoise can move slowly around the ship, avoiding bad growing conditions (such as adverse weather) by heading belowdecks. If it is caught up in a fight, it can negate one instance of damage to a nearby crewmember once per scene.



Mediums [Required]

Once you have a plot in place, you need to fill it with something that'll encourage whatever you sow there to grow – a **medium**.

Now, this is the wildsea – plants tend to grow at a vastly accelerated rate, even without a direct connection to the ironroots or the crezzerin-tinged sap they carry. But, even so, some kind of growing medium is necessary for almost every kind of plant.

Spending stakes on a medium gives you enough of the stuff to fill an entire plot, meaning that every plant growing within the plot's quarters benefits from whatever special rules the medium confers.

When you choose a medium and purchase it with stakes, note it down on your garden sheet as well as which plot you've filled with it, in addition to any special rules it follows. You can purchase multiple mediums if you wish, but must take at least one to begin a ship-garden. A plot can only have one type of medium in it at a time.

Barrens Zero Stakes

The only printable name for the poor quality mixture of dirt, stone, and dust used by the most impoverished ship-farmers (though there are many more terms for the stuff used colloquially).

- ☞ When you sow a plant in barrens, add three extra boxes to the plant's track.

Mutamulch Zero Stakes

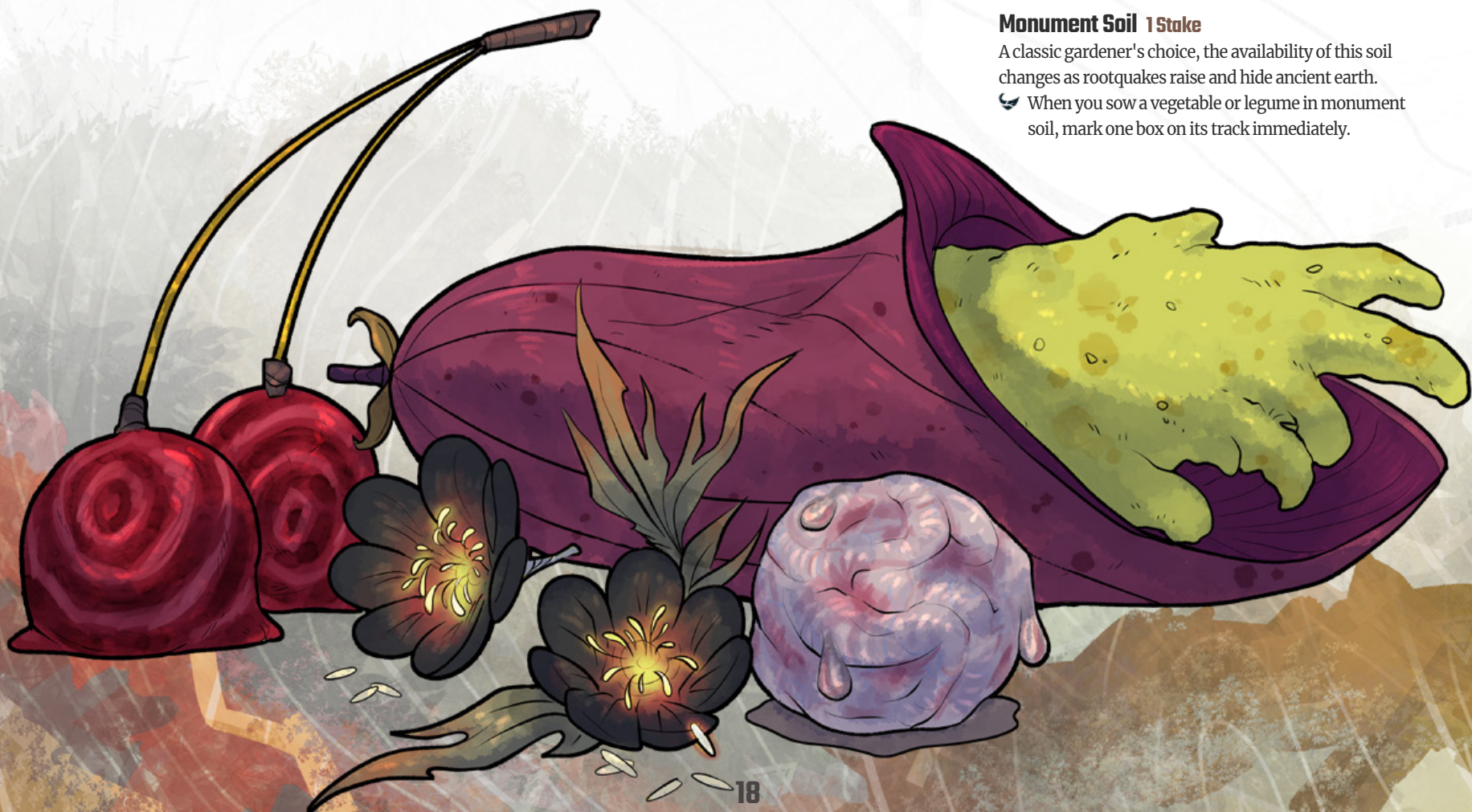
Fertilized, yes, but not exactly in the safest of ways – a combination of crezzerin'd sap and ironroot leaves.

- ☞ Specimens grown in mutamulch gain an additional negative tag at time of harvesting (supplied by the Firefly).

Monument Soil 1 Stake

A classic gardener's choice, the availability of this soil changes as rootquakes raise and hide ancient earth.

- ☞ When you sow a vegetable or legume in monument soil, mark one box on its track immediately.



Ornery Bark 1 Stake

Cut from ironroot shanks and ground down into chips.

- ☞ When you sow a fruit, berry, or moss in ornery bark, mark one box on its track immediately.

Icteric Shale 1 Stake

A mix of sand and stone from the Eaten Desert, warm to the touch even on the coldest days.

- ☞ When you sow a herb, spice, or succulent in icteric shale, mark one box on its track immediately.

Centimulch 1 Stake

Unpleasant to work with without gloves, food refuse with a garnish of writhing, many-legged insects.

- ☞ When you sow a mushroom, moss, or predatory plant in centimulch, mark one box on its track immediately.

Chitinous Mix 1 Stake

A combination of crushed shells and fertilized soil.

- ☞ When you sow a flower, grass, or wheat in a chitinous mix, mark one box on its track immediately.

Chopper's Offal 1 Stake

Most often supplied by hunters, chars, and shady chop-station attendants, it's not the most pleasant smelling growing medium on hot days.

- ☞ When you sow a nut or narcotic in chopper's offal, mark one box on its track immediately.

Temple Fragments 2 Stakes

Chipped from sites of pre-V importance, presumably.

- ☞ Plants with the Rampant tag don't take up an extra quarter when sown in temple fragments.

Ironsprig 2 Stakes

A miniature ironroot onto which other plants are grafted, but the crezzerin in its tiny leaves makes fingers tingle.

- ☞ Finishing a journey marks two boxes on plants grafted to an ironsprig (rather than the usual one).

Steep-Water 2 Stakes

A bath of carefully measured chemicals that slow growth but increase potency.

- ☞ When you sow plants in steep-water, they don't gain a mark upon finishing a journey. However, all specimens gained from plants grown this way gain the 'Delicious' tag.

Ground Whispers 2 Stakes

What is this, an empty pot? Then why does it feel so...?

- ☞ When any member of the crew furthers or satisfies a drive, mark the tracks of all plants sown in ground whispers. That is the only way to mark the tracks of such plants.

Anchored Blossom-Scatter 3 Stakes

Each bloom pins a fragment of an ancient gardener (or so dockside traders will tell you), swirling in drifts around the plants they nourish absent of any wind.

- ☞ When you harvest a plant grown in anchored blossom-scatter, roll a d6. On a 6, the resulting specimen gains the 'Pre-Verdant' tag. On a 5 or 4, the resulting specimen gains the 'Spirited' tag. On a 3, 2 or 1 the specimen gains the 'Mournful' tag.

Full Solutions [Optional]

For some impatient ship-gardeners, the process of deciding which plot to mix with which medium takes away from the true spirit of the art - the growing. For such individuals, pre-made combinations are often the way to go, allowing them to get right to the business of sowing seeds and reaping vegetative monstrosities. *Instead of combining a **plot** from the previous page and a **medium** from this one, you can add a **Full Solution** to your garden sheet if you're lucky enough to find one for your ship. These options still cost stakes, and still offer 4 quarters of plot space each.*

Bilgecroft 2 Stakes

What could be more natural than linking a ship's sewage systems to its food production systems? There's a lot to be said for recycling, after all.

- ☞ Reduce the Grow tracks of plants in this plot by one box. Anyone attempting to harvest a plant from the bilgecroft takes two marks of Toxin damage.

Memorial Cairn-Garden 2 Stakes

Gravedirt is rare in a world of sea-burials, but some hew to ways older than the waves.

- ☞ Increase the track length of plants in the cairn-garden by two boxes. The first time a plant growing or harvested from the cairn-garden would gain a negative tag, ignore it (once per journey).

Algae Farm 3 Stakes

Though difficult to maintain, algae farms offer an unprecedented opportunity for tailors and ravellers alike.

- ☞ Increase the Grow tracks of plants in this plot by two boxes. Whenever you harvest a plant from an algae farm, gain an additional specimen of coloured dye related to the plant.

Plants [Required]

Though greenery is the defining motif of the rustling waves, nothing can beat home-grown produce. Or ship-grown produce, as that's the closest most wildsailors get to an actual home. This section has a massive selection of plants for you to use in your ship-gardens, split into multiple categories depending on their type. Some of them are trees, some vines, some bushes, some flowers, but all of them can be harvested when fully grown for useful or delicious materials.

Fruits

Most fruit grows from a plant or tree, which needs to mature before it can be harvested. *Fruits tend to grow quickly, but are rapidly affected by inclement weather.*

Wormapples ^{2/4} 4-Track Fruit

The fruit of these trees (if it can really be called that) has a hard, chitinous outer shell and a sweet apple-like interior. It also wriggles occasionally - this is normal.

Harvest for: Fresh Wormapples, Apple Shells

Tarnana ^{1/4} 5-Track Fruit

The crisp blue-white exterior gives way to a soft, vanilla-flavoured black mush of a fruit on the inside. Prized for delicate desserts.

Harvest for: Tarnana Bunch

Crab Claw Papaya ^{1/4} 4-Track Fruit

Named for their pincer-like shape, you'll know a crab claw papaya is ripe when it snaps suddenly shut.

Harvest for: Crab Claw Papaya

Jackdown Fruit ^{1/4} 4-Track Fruit

Spiked like a brawler's iron knuckle, the sun-coloured flesh of these fruits makes for an excellent meat substitute in a pinch.

Harvest for: Jackdown Cluster

Rutkin Limes ^{1/4} 3-Track Fruit

Famed for the speed at which they grow rather than their taste, which is too bitter for most palettes to handle. The leaves, on the other hand...

Harvest for: Rutkin Limes, Rutkin Leaves

Crow Grapes ^{2/4} 4-Track Fruit

Disturbing gelatinous clusters, beloved by manticrows and vintners alike.

Harvest for: Crow Grape Bunch, Woody Vine

Saint's-Hand ^{1/4} 4-Track Fruit

A gentle lemon taste that pervades throughout flesh and rind, found growing in finger-like bundles half hidden by sleeve-shaped leaves.

Harvest for: Citric Fingers

Mogwills ^{1/4} 6-Track Fruit

A dense collection of whisker-like hairs hides an oddly cuboid fruit at their centre. The hairs act as a rind or peel, but removing them to get at the flesh of the fruit inside is a time-consuming process.

Harvest for: Whisker Clumps, Cuboid Mog

Delve Candles ^{2/4} 6-Track Fruit

Only found growing naturally in places untouched by the sun, the flowers of the delve candle are a natural light source. The flesh of the fruit growing beneath them is almost entirely transparent, with a strong mint flavour.

Harvest for: Glowing Flower, Glass-Candle Fruit

Persimian ^{1/4} 5-Track Fruit

Though the rind is a bright, beguiling orange, the segments it holds are poisonous to almost every bloodline save the ardent and ketra.

Harvest for: Persimian Segments

Eel Fruit ^{3/4} 5-Track Fruit

Best grown in 'nests' within the inner wood of the ironroots. Eel fruit shy away from those that would pick them, and writhe unpleasantly for days after harvest.

Harvest for: Writhing Eel Fruit

Root Knuckles ^{4/4} 4-Track Fruit

Amateur gardeners have been known to strip away layer after layer of a root-knuckles' woody exterior in order to find some soft fruit within, unaware that there isn't one - the very layers they remove are the edible portion, ideally shaved or shredded and then eaten the same way jerky would be.

Harvest for: Root Knuckle

Slaughtermelons ^{3/4} 5-Track Fruit

With unrelentingly sharp spikes on their outer rind and a bitter, unpleasant taste to their flesh, the tales of slaughtermelons gaining sustenance from the souls of dead wildsailors are all too believable.

Harvest for: Slaughtermelons, Spiked Rind, Bitter Souls

Sapo ^{2/4} 3-Track Fruit

Insides the colour of crushed dreams.

Harvest for: Sapo Cluster

Coconest ^{2/4} 4-Track Fruit

Fibrous outer shells hide a swarm of crawling seed-pods inside, each bursting between the teeth like a little bubble of sour milk.

Harvest for: Coconest Husk, Crawling Seeds

Maned Kiwis ^{2/4} 4-Track Fruit

The plants hiding these deliciously tart fruit are covered in hair-like bristles that irritate the skin, making the act of picking them a nightmare for fleshier wildsailors.

Harvest for: Unmaned Kiwis, Irritating Bristles

Eldestberries ^{1/4} 4-Track Fruit

Said to herald from an ancient Pre-V garden that was brought to the surface via rootquake, seeds remarkably intact despite years among the roots. Makes top-notch cordials and very fine jams.

Harvest for: Eldestberry Cluster

Avocargo ^{4/4} 7-Track Fruit

Richly flavoured, overwhelmingly immense, the inner stone alone weighs as much as the average ardent.

Harvest for: Avocargo Slices, Crushing Stone

Needlegranate ^{1/4} 3-Track Fruit

Full of labyrinthine rind and pockets of slim, sharp-edged seeds. Not for the faint of tongue.

Harvest for: Needlegranates

Coiled Drakes ^{2/4} 4-Track Fruit

Segmented fruit with a distinctively spicy aftertaste, the webbed rind around them is poisonous to most.

Harvest for: Drake Segments, Poison Rind

The Miragong ^{2/4} **3-Track Fruit**

The miragong tree produces only a single fruit every time it blooms, a blue-skinned plum with a woody flavour.

Harvest for: Single Miragong

Shatter-Pears ^{1/4} **5-Track Fruit**

Crunchy fruit the colour of sunset, split into impossible fragments slowly orbiting a glassy central core.

Harvest for: Shatter-Pears, Jade-Amber Core

Ictoranges ^{2/4} **2-Track Fruit**

Known for bursting from their branches almost immediately, but equally quickly becoming too sour to eat after ripening.

Harvest for: Ictorange Segments

Monument Strawberries ^{4/4} **5-Track Fruit**

A classic survivor that thrives at certain portsides, curiously difficult to coax into readiness within a ship garden (but all the more delicious for the effort required).

Harvest for: Monument Strawberries

Ironjaw Olives ^{2/4} **3-Track Fruit**

Also known as spark-olives, these grow almost exclusively on trees that have been struck by lightning.

Harvest for: Spark-Olives

Karamacao ^{2/4} **4-Track Fruit**

The mashed flesh and seeds of the karamacao result in a golden substance that's almost, but not quite, chocolate.

Harvest for: Karamacao Pulp

Sawnanas ^{2/4} **5-Track Fruit**

A famous yellow fruit that works wonders as part of morning meals, spoiled slightly by the care needed to avoid injuring yourself on the circular saw-like growths at the base of the peel.

Harvest for: Sawnana Bunch, Serrated Peels

Hao Hara ^{1/4} **4-Track Fruit**

An anchor-shaped fruit with insides similar to that of a pomegranate, used as much for decoration as it is as a foodstuff.

Harvest for: Hao Hara Fruit

Jetlings ^{2/4} **5-Track Fruit**

Carbuncle clusters the colour of wet rust. Though some might eat or juice them, most snap them open to feed into chemical engines for a welcome boost.

Harvest for: Jetling Clusters

Chapel Indigoes ^{2/4} **3-Track Fruit**

Slightly translucent skins hide worm-ridden innards; these fruit are rotten from the moment they begin to grow.

Harvest for: Rotten Chapel Indigoes

Drift-Kites ^{3/4} **4-Track Fruit**

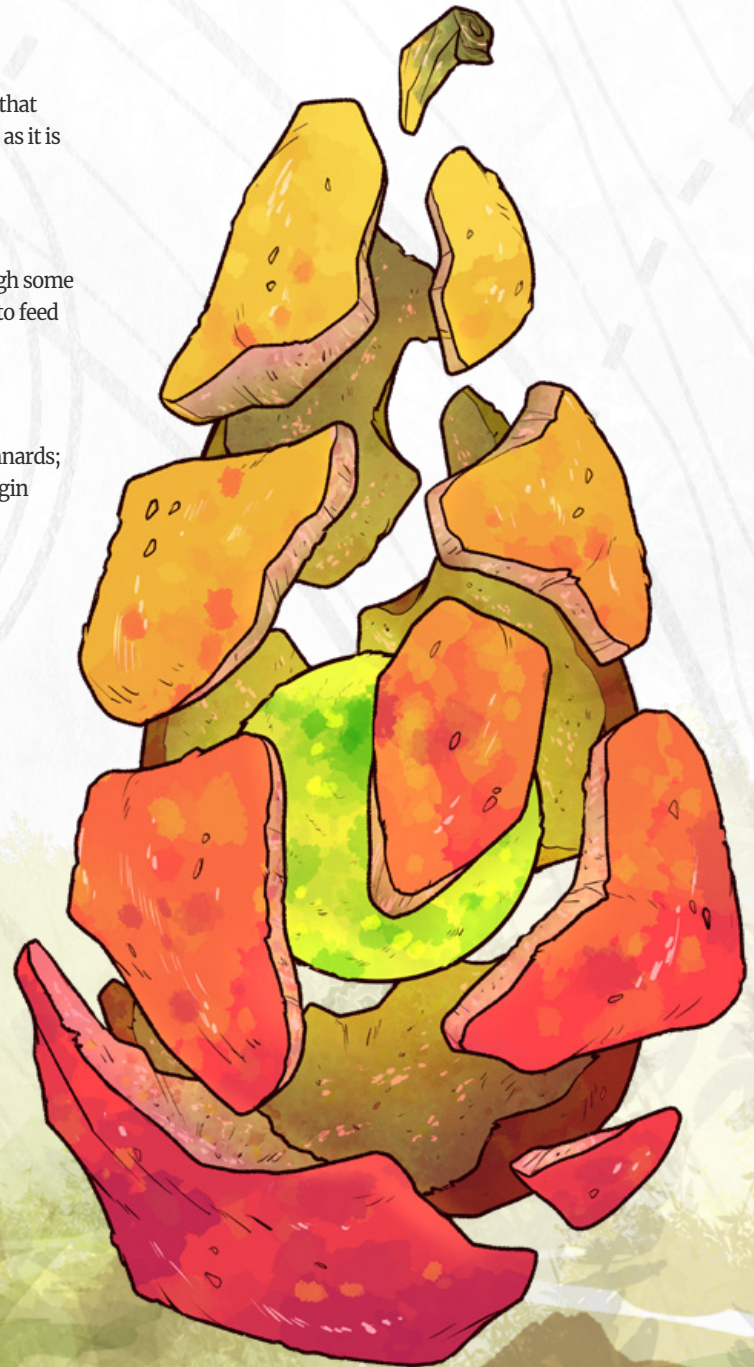
Lighter than air, tethered to the ground by the slimmest of stems.

Harvest for: Drift-Kites

Crewcumbers ^{1/4} **3-Track Fruit**

Brook no argument, end no day at odds.

Harvest for: Crewcumbers



Vegetables

Traditionally grown in some kind of soil, but advances in alchemical understanding have vastly expanded the environments in which vegetables can thrive. *Vegetables are usually better when cooked – as a rule of thumb, add a positive tag to any hot meal made with a vegetable grown within a ship-garden.*

Flexile Garlic ^{1/4} **5-Track Vegetable**

Each bulb is a slightly different colour than its neighbours, and a slightly different taste.

Harvest for: Flexile Garlic Bulbs

Broccolito ^{2/4} **4-Track Vegetable**

Thumb-sized broccoli bulbs, grown in patches more akin to mushrooms than true vegetables.

Harvest for: Broccolito Florets

Carcharnrips ^{2/4} **3-Track Vegetable**

Pulling a carcharnrip up by its leafy stem reveals a bulb resembling a bloodstained tooth. Has a pleasantly earthy taste, though.

Harvest for: Carcharnrips

Oil-In-Quarters ^{1/4} **6-Track Vegetable**

Slow to grow, but can be pulped and squeezed for an excellent cooking oil.

Harvest for: Quarter Bulbs

Carota ^{2/4} **3-Track Vegetable**

Crunchy, orange, a great food for pets and companions as well as an accompaniment to salads.

Harvest for: Carotas

Sourcorn ^{2/4} **4-Track Vegetable**

It's in the name!

Harvest for: Sourcorn Cobs

Mantisbarbs ^{1/4} **5-Track Vegetable**

Disgusting unless sugared during cooking, mantisbarb is named as much for the shape of the leaves as their tendency to snap small insects out of the air.

Harvest for: Mantisbarb Claw-Stems

Parasite Peppers ^{1/4} **6-Track Vegetable**

Some people insist that they're actually berries, but the parasitic bees that live within their internal honeycomb structure rarely have the patience for such insolent taxonomic specificity.

Harvest for: Peppercomb, Parasite Bees

Ribbon-Greens ^{3/4} **3-Track Vegetable**

Long, curling stems fringed with broad leaves. Boiling them brings out a potent bitterness that tastes almost medicinal, but roasting or frying them is the preferred method where possible.

Harvest for: Ribbon Leaves, Curling Stems

Hexnettles ^{1/4} **3-Track Vegetable**

Taste like old paper and impotent curses, but make fantastic throat-tingling soups that fill an individual with unexpected energy.

Harvest for: Hexnettle Bunch

Bottle Okra ^{2/4} **5-Track Vegetable**

Shaped like awkward turnips and grown best under a cover of soil, the bottle okra reveals its true worth only when fried at extremely high heats.

Harvest for: Bottle Okra Bulb

Night-Kale ^{2/4} **4-Track Vegetable**

Leafy, cruciferous, notable for the bands of purple and black running along the leaves.

Harvest for: Night-Kale Leaves

Spunach ^{1/4} **5-Track Vegetable**

A leafy vegetable that induces vertigo the first time someone consumes it.

Harvest for: Spunach Leaves

Tzyams ^{1/4} **3-Track Vegetable**

Hollow, potato-like vegetables that never quite satisfy one's hunger no matter how they're prepared.

Harvest for: Tzyams

Soi Sava ^{1/4} **5-Track Vegetable**

Quivering leaves that are entirely inedible to most cluster at the tip of a woody, licorice-flavoured stem.

Harvest for: Woody Stem, Tasteless Leaves

Cloud Onions ^{1/4} **3-Track Vegetable**

Tart and crisp, layered and phosphorescent.

Harvest for: Cloud Onions

Axehead Celery ^{2/4} **4-Track Vegetable**

The stalks have little in the way of taste, but each is tipped with a crescent-shaped burst of fibrous flavour.

Harvest for: Axehead Stalks, Celery Crescents

Rattlecress ^{4/4} **2-Track Vegetable**

Leafy and fast-growing, rattlecress sharpens the mind if eaten fresh (or so grinning rattlehands assure you).

Harvest for: Rattlecress Thatch

Aestivians ^{1/4} **4-Track Vegetable**

Root vegetables that taste of unexpected spears of light on overcast days, popular when fried at festivals.

Harvest for: Aestivian Bulbs

Hiss-Ridge Lettuce ^{2/4} **3-Track Vegetable**

Developed by dedicated gardeners at Hiss Ridge, a sailing stone covered in tilled banks of soil.

Harvest for: Hiss-Ridge Lettuce Leaves



Nuts

Rarely the main component of a meal, nuts (and edible seeds) are used most often as snacks and garnishes.

Nuts and seeds are often collected in jars or packets for easy consumption.

Forgeflower Seeds ^{2/4} 3-Track Seeds

Small, grey, and surrounded with ash-like particulate.

Harvest for: Forgeflower Seeds

Makadrill Nuts ^{2/4} 3-Track Nuts

Slightly toxic if eaten in large quantities, they're still a common pocket food across a multitude of reaches.

Harvest for: Makadrill Nuts

Coryozel ^{2/4} 4-Track Nuts

Harvested from parasite hazels in the wild, these unassuming nuts can be roasted, crushed, and soaked to produce a passable imitation of milk if necessary.

Harvest for: Coryozel Nuts

Kargill's Frondlings ^{2/4} 4-Track Seeds

When these dark green fronds unfurl, the bright orange seeds within (used by the plant to attract insects) can be carefully scraped out for later consumption.

Harvest for: Kargill Seeds

Crashews ^{2/4} 5-Track Nuts

Need a liberal application of force before being eaten to free them from their lumpy shells. The nuts themselves pop open a handful of seconds after being exposed to the air, like tiny grenades.

Harvest for: Crashews, Shell Fragments

Storm's Promise ^{2/4} 5-Track Nuts

The shells soften in water, sloughing off to reveal several small nuts within.

Harvest for: Promise Nuts

Chthonic Acorns ^{2/4} 3-Track Nuts

Adapted from a much larger variety once harvested from old temple oaks, dedicated growers do their best to pattern them with actual chthonic lettering... With mixed results.

Harvest for: Chthonic Acorns

Legumes

Grown in pods, sometimes the subject of intense botanical discussion. *Legumes used in the preparation of food, drink, or concoctions are consumed as normal, but leave a seed pod behind as a new specimen.*

Guillotine Beanpods ^{2/4} 3-Track Legume

Delicately flavoured beans within a sharp-edged outer pod, said to pair well with fresh meats.

Harvest for: Guillotine Beans, Blade Husks

Mawberries ^{2/4} 4-Track Legume

Not actually berries, despite the name, these are found growing wild along rift-sides and have a sweet, slightly rotten taste to them.

Harvest for: Mawberry Beans, Rift-Pods

Kamaroka ^{2/4} 3-Track Legume

The nodules within this stone-skinned pod are tough on the teeth, but have an unusually peppery brackishness once they're opened.

Harvest for: Kamaroka Peas, Stone Shell

Mouse-Needles ^{2/4} 4-Track Legume

Named for their inherent toxicity, lethal to small beasts but harmless to larger creatures, and for the purple tail-like fronds that hang from the pods.

Harvest for: Mouse-Needle Beans, Tailpod

Tzoma Peanuts ^{2/4} 3-Track Legume

The crunch comes from the chitin, but it's no less satisfying for it.

Harvest for: Tzoma Peanuts, Silken Shell

Mesmiri Beans ^{2/4} 3-Track Legume

The beans are unremarkable, if filling. The pods they grow in, however, are beautifully complex geometric shapes, like folded map-paper.

Harvest for: Mesmiri Beans, Crease-Paper Pods

Chomatoes ^{2/4} 3-Track Legume

Growing on hooded vines, the chomato answers an age-old question... Though not to anybody's satisfaction.

Harvest for: Chomatoes, Chomato Hoods



Grasses & Wheats

Often dried and ground into paste to turn into baked goods, but there are more uses for grass and wheat than you might expect. *Often more difficult to find than other plants due to the lack of available land to propagate them effectively.*

Zephyr-Grass ^{3/4} **4-Track Grass**

A tall, flexible herb-grass with a mild flavour reminiscent of coconut. Attracts the most delicious insects, used in fantastically flavoured dishes.

Harvest for: Dried Zephyr Stems, Insect Husks

Gastropus ^{2/4} **4-Track Grass**

Purple-tipped grass that tastes of bile when eaten raw, and *really potent* bile when cooked.

Harvest for: Gastropus Stems

Brickbreaker ^{4/4} **4-Track Wheat**

Adapted over years of alchemical tinkering to grow effectively out of stone if needs be.

Harvest for: Brickbreaker Ears

Red Sorghum ^{4/4} **6-Track Grass**

A remarkably versatile crop that requires a decent amount of space to grow, red sorghum can be refined in a huge variety of ways once harvested (with a competent alchemist being able to turn it into chemical fuel, a steep into a sweetener, and a char into a massive amount of cereal-based treats).

Harvest for: Sorghum

Treeweed ^{2/4} **4-Track Grass**

Throughout most of its growing cycle, treeweed appears dead and desiccated. It only really seems healthy during periods of watering, or intense rainfall.

Harvest for: Treeweed Polyps

Scramboo ^{4/4} **3-Track Grass**

Sharp-tipped grass renowned for fast and steady growth, treated in some reaches as a durable building material, in others the basis for wind instruments, and in others as a culinary delicacy.

Harvest for: Scramboo Spears

Cobra Zest ^{2/4} **6-Track Grass**

Unique grass with a unique taste, the stems aren't nearly as highly prized as the cowl-like tips.

Harvest for: Cobra Zest Cows

Shrine Wheat ^{4/4} **5-Track Wheat**

Topped with squarish ears that are difficult to grind, particularly popular with ekstus chars.

Harvest for: Shrine Wheat Ears

Periphere ^{2/4} **6-Track Grass**

Naturally mildly mutagenic, chewing the stalks for extended periods of time grants an increase in the range of an individual's peripheral vision... as long as they see through some sort of pupil.

Harvest for: Periphere Grass

Wild Rice ^{2/4} **4-Track Grass**

There's something pure, something simple, about ship-grown wild rice. The grasses that produce it may need a lot of maintenance and an ungodly amount of water, but the results are both healthy and filling when cooked.

Harvest for: Rice Grains

Tagra's Call ^{4/4} **8-Track Wheat**

These tall stalks sway wildly back and forth at all hours, as if caught in a titanic storm. The wheat they produce tastes faintly of ozone.

Harvest for: Thunder-Flavoured Wheat

Chewbarb Stalks ^{2/4} **4-Track Grass**

Tart and versatile, though more often grown in spitside vegetable gardens than on the decks of ships.

Harvest for: Chewbarb

Camber-Gauge Wheat ^{2/4} **5-Track Wheat**

The concentric rings around the stem of a camber-gauge occur at such regularity that they're better suited for an accurate measuring device than as a cooking ingredient. Those that do taste them often report feelings of slight light-headedness in the hours that follow, and the occasional violent stomach cramp.

Harvest for: Camber-Gauge Stems

Mosses

One of the less common focuses for agronauts and amateur gardeners, cultivating mosses is better done within a vessel than up on deck. *Increase the Grow track of a moss by two boxes if it's sown in an area exposed to sun and wind. Reduce it by two boxes if it's sown somewhere cooler and darker.*

Candlemoss ^{2/4} **5-Track Moss**

Glowes with a dim blue light in the darkness, a quality which spreads to whoever consumes it as well (though the effects are thankfully temporary).

Harvest for: Glowing Candlemoss Patch

Tiny-Grand Capper ^{2/4} **6-Track Moss**

Growing in clumps that cling tenaciously to their medium, the process of harvesting a capper is more a test of stamina than skill or precision.

Harvest for: Tiny-Grand Clump

Ancestor's Murmur ^{3/4} **4-Track Moss**

Carpets of green and brown that make for extremely comfortable natural seats. Sleeping on a growing bed of ancestor's murmur is said to bring dreams of a distant, cozy past.

Harvest for: Murmuring Patch

Foxfur ^{2/4} **5-Track Moss**

With patterns and colouring that puts one in mind of the vulpine, and a smell that's oddly animal to boot.

Harvest for: Foxfur Patch

Hydroose Clustermoss ^{4/4} **6-Track Moss**

Named after the fearsome-yet-diminutive multi-necked goose of some minor fame. Clumps of clustermoss grow up like sinuous necks, their tops capped with yellowish bulbs that taste of stale water. Inexperienced agronauts often complain that clustermoss clumps seem to shy away from their hands when harvest time comes, though the truth of this is up for dispute.

Harvest for: Clustermoss Clump, Hydroose Moss-Necks

Berries

Commonly found growing on parasitic bushes rather than trees, berries are actually curiously rare in such a verdant world. *Berries are more often used for drinks and desserts than they are main meals, but a good char shouldn't let such things as convention restrain their creativity.*

Clasphands ^{2/4} **3-Track Berry**

These shrubs tend to tangle around unprepared harvesters, squeezing tighter and tighter over time.

Harvest for: Clasphand Berries

Pugilist Dlora ^{2/4} **5-Track Berry**

Each dlora bush only produces a few berries for every harvest, but they pack a lot of flavour into a tiny punch.

Harvest for: Dlora Berries

Of Stone's Song ^{3/4} **4-Track Berry**

The flesh and skin of the stone's song berries are nothing to write home about, but the stones at their core are riddled with holes – an experienced musician can play the exposed core like a naturally occurring ocarina.

Harvest for: Stone's Flesh, Song-Core

Drownberries ^{2/4} **3-Track Berry**

Grow happily in complete darkness, and glow with a faint light in such situations.

Harvest for: Drownberry Clusters

Grandmother's Best Teeth ^{1/4} **6-Track Berry**

Named for the genuinely uncanny resemblance the berries have to ardent molars and premolars, even down to the consistency of their outer skin.

Harvest for: Berry Jaws

Red Capsa ^{2/4} **3-Track Berry**

Distinguished in the wild by its bright red leaves, the chillis harvested from a red capsa come in a variety of shapes, colours, and strengths.

Harvest for: Capsa Chillis

Cryptling Greys ^{2/4} **5-Track Berry**

These shrivelled little things taste of dust and secrets, and are often crushed in the hands of mystics as they prognosticate.

Harvest for: Cryptling Greys

Buoysenberries ^{2/4} **4-Track Berry**

Unbelievably juicy, but very easy to bruise and spoil once picked. Perfect for eating straight from the basket.

Harvest for: Buoysenberries

Djellik's Coats ^{1/4} **3-Track Berry**

Each berry is surrounded by a thick, nut-like husk that must be broken during harvest. Ironically, the berries themselves aren't really worth the trouble for most denizens of the waves, but something about their chemical composition makes them almost innately delicious to the ketra.

Harvest for: Shorn Djellik

Mnasta ^{3/4} **4-Track Berry**

Coloured like wasps and shining in the sunlight, these thumb-sized berries are naturally spicy.

Harvest for: Mnasta Berries

Wagon-Wyrs ^{2/4} **3-Track Berry**

Gardeners debate over the most unusual property of the wagon-wyr. Is it that they seem only to grow in wheel-like clusters? That they're avoided by insects but beloved by beasts? Or that once a single berry is plucked from the group, the rest of them wither immediately?

Harvest for: Wagon-Wyr Wheel

Quava ^{4/4} **8-Track Berry**

Unlike the majority of wildsea vegetation, the quava-berry bush sprouts naturally in the depths of winter (though can be coaxed into shorter cycles via cultivation). The berries themselves are pinkish, with a taste somewhat similar to strawberry and wonderfully reminiscent of summer.

Harvest for: Quava Bunches

Hollowheads ^{2/4} **2-Track Berry**

Often mistaken for small insects, these bitter morsels are all skin and no soul – they must be harvested with extreme care, for the slightest touch will crumple them.

Harvest for: Hollowhead Berries

Saltberries ^{2/4} **3-Track Berry**

Not everything has to be complex.

Harvest for: Saltberry Bunches

Mushrooms

Grow better in darkness than in light, but will grow anywhere that's sufficiently damp. *Mushrooms reproduce via spores, and will often give a small amount of spores when harvested.*

Angler Shrooms ^{1/4} **2-Track Mushroom**

Glow with an unearthly light, but the spores are nearly impossible to catch.

Harvest for: Glowing Shroomcap

Ragskirts ^{1/4} **2-Track Mushroom**

Found growing in the guttering of spit-side towns, they're known for emanating a lasting, musky aroma after even the lightest rains.

Harvest for: Ragskirt Fringe

Crystal Tubules ^{2/4} **5-Track Mushroom**

Soft and springy throughout most of their growing cycle, the perfect moment for harvesting tubules is on the day they harden... Just before they shatter into spores, lost to the winds.

Harvest for: Shattered Tubule Spores, Intact Tubule

Calico Truffles ^{2/4} **7-Track Mushroom**

Partially spectral, oddly patterned, difficult to grow even under the best circumstances.

Harvest for: Calico Truffle

Staggershrooms ^{4/4} **4-Track Mushroom**

Mobile and mold-flavoured and melt-in-your-mouth good, valued by experienced steepers.

Harvest for: Staggershroom Cap, Tottering Spores

Brachorcini ^{1/4} **4-Track Mushroom**

Claw-shaped shrooms that snap at the fingers of anyone that tries to pick them. An excellent accompaniment to dishes where insects provide the main protein.

Harvest for: Brachorcini Claw-Caps

Old Underbells ^{2/4} 3-Track Mushroom

Ring softly when picked, but go forever silent as soon as they're sliced.

Harvest for: Underbell Cluster, Underbell Spores

Enokiwi ^{2/4} 3-Track Mushroom

Delicious shrooms, sweet and tart.

Harvest for: Sweet Kiwi Shroomcaps

Bellowports ^{1/4} 4-Track Mushroom

Named not for their close proximity to ports, but actually for their distance from them - no bellowport mushroom has been found in the wild within earshot of a working port, though abandoned ports are often rife with them.

Harvest for: Bellowport Mushrooms

Manticrow Tails ^{2/4} 4-Track Mushroom

Shelf-like fungal growths with rings of purple and black, preferring worked wood as a habitat above all else.

Harvest for: Manticrow Tail Shelf

Morelay ^{2/4} 3-Track Mushroom

Tall stems and tiny dotted caps, these mushrooms writhe and twist aimlessly when there's water nearby.

Harvest for: Winding Morelay, Morelay Spores

Junker's Mushrooms ^{1/4} 6-Track Mushroom

The underside of each cap is ridged with small iron deposits that need to be removed before eating (for most diners, anyway).

Harvest for: Junker's Mushroom Bundle, Iron-Spores

Parasite Chaga ^{2/4} 6-Track Mushroom

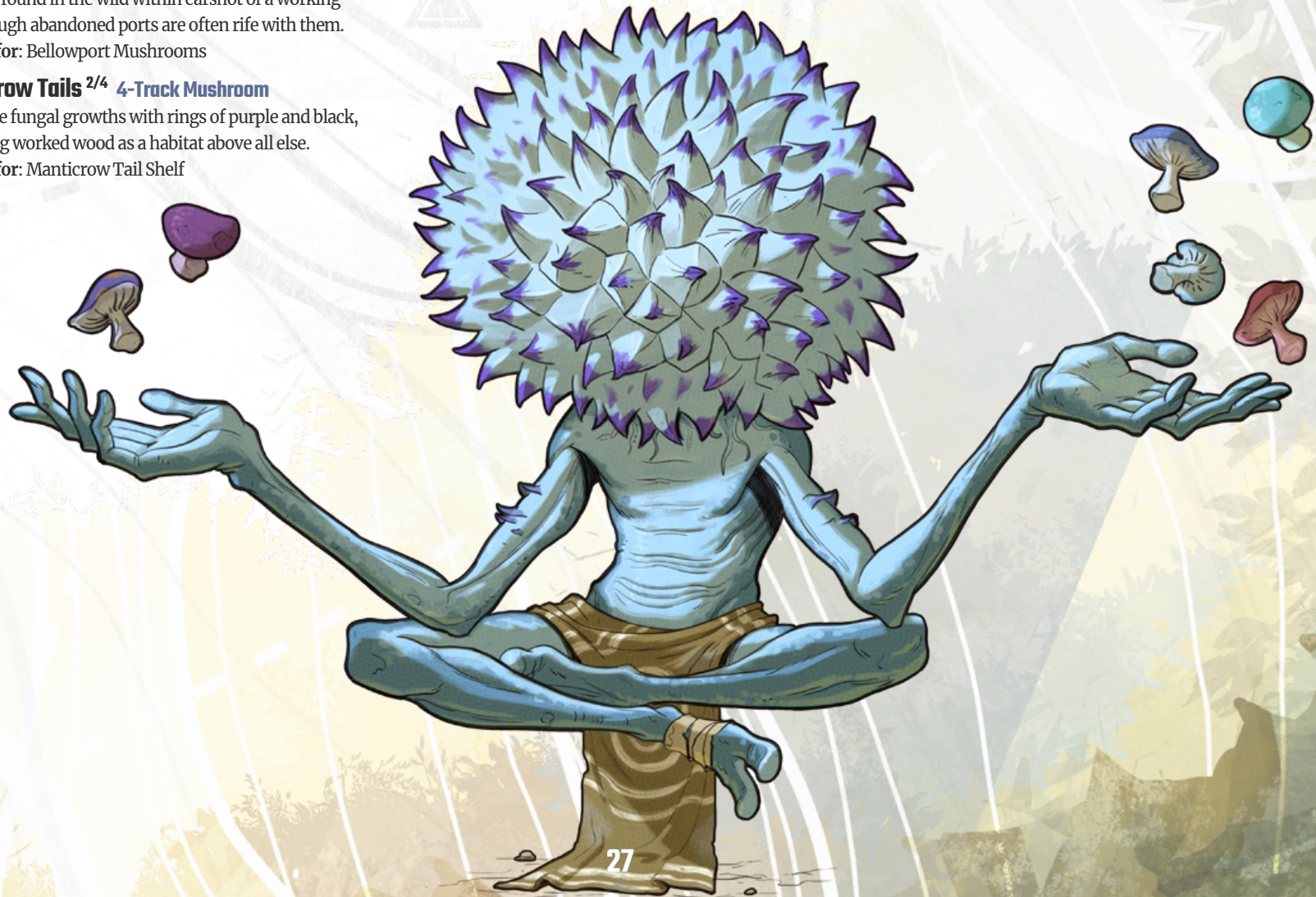
A crumbly, charcoal-coloured fungus that only seems to grow on the tiny trunks of ironsprigs.

Harvest for: Medicinal Chaga-Pulp

Scissor-Wine Cordyceps ^{4/4} 4-Track Mushroom

Gau don't talk about this one, but enterprising vintners go crazy for it.

Harvest for: Scissor-Wine Ganglia



Herbs

Usually the leaves or seeds of otherwise inedible plants, herbs add a dash of pizzazz to meals and help in bringing out complex flavours from other ingredients. *Herbs are highly prized by merchants and travelling sales-types.*

Anchor-Chain ^{1/4} **4-Track Herb**

Growing best in areas with ferrous metal to leech from, these barnacle-like flowers can be shredded and dried into an earthy-flavoured herb with a hint of rust.

Harvest for: Anchor Links

Strapling ^{2/4} **3-Track Herb**

The leaves are harvested, dried, and used for their strong aromatic presence, but are usually removed before a meal is eaten.

Harvest for: Strapling Leaves

Archipelegano ^{1/4} **2-Track Herb**

Pink, minty flower-clusters that grow extremely quickly across island chains and well-maintained ships.

Harvest for: Archipelegano

Leviathan Sage Shrub ^{2/4} **7-Track Herb**

Needs careful harvesting thanks to the concentration of crezzerin in the greyish branches of this over-large shrub. The pale blue blooms work well paired with meats.

Harvest for: Leviathan Sage, Crezzerbranches

Curry Snappers ^{2/4} **5-Track Herb**

One of the enduringly popular herbs across multiple reaches, the predatory heads of a curry snapper, when mashed and dried, bring a pleasant warmth to any dish.

Harvest for: Curry Snapper Powder

True Lavender ^{2/4} **4-Track Herb**

Gentle, fragrant, the colour of a healing bruise.

Harvest for: True Lavender

Kuretzzi Gourd ^{1/4} **5-Track Herb**

A leathery seedpod studded with dull spikes. The seeds are useless, but grating the exterior spikes and pod produces oil-tinged shreadings with an olive-like taste.

Harvest for: Gourd Shreadings

Rue-of-the-Day ^{1/4} **5-Track Herb**

The blooms (while attractive) are tasteless, but the leaves make a great base for incense.

Harvest for: Rue Leaves

Basil ^{1/4} **4-Track Herb**

A true and timeless classic suitable for any ship-garden, different varieties of basil err more on the side of pepper or mint in terms of flavour.

Harvest for: Basil Leaves

Spices

Much like herbs in that they need to be picked and prepared (often through grinding or shredding), spices add something special to whatever meals are made with them. *Some of the most valuable resources, by weight.*

Metik's Jaw ^{1/4} **3-Track Spice**

A red-leafed plant, the roots (when pulled from the ground) gnash the air reflexively. These roots are dried and ground before use.

Harvest for: Jawpowder

Pikingdale Mustard Plants ^{1/4} **3-Track Spice**

Hardy little bastards, grown on the otherwise barren ridgeback slopes of Pikingdale Island.

Harvest for: Mustard Seeds

Slim-Neck Pitcher ^{1/4} **6-Track Spice**

Pulled from the inside of a pitcher plant, sweet and piquant once dried out and grated.

Harvest for: Pitcher Heart

Haskabri Peaches ^{2/4} **5-Track Spice**

Grown naturally along the mucoid strands of the haska network, the fruit is spoiled before it's even ripe but the pits can be ground into a cloying, aromatic powder.

Harvest for: Peach Pit Powder

Vanilla Orchids ^{1/4} **4-Track Spice**

The pods of these plants, when dried, are a taste to die for. *Many wildsailors have.*

Harvest for: Vanilla Pods

Flowering Cactez ^{1/4} **4-Track Spice**

Grind the petals of this cactus-flower into a sandy powder for a taste of the Eaten Desert's winds.

Harvest for: Cactez Sandcorns

Pinnamon Stalks ^{2/4} **3-Track Spice**

Growing in clusters that resemble a pinwolf's limbs, these stalks have a strong aromatic presence that isn't for everyone.

Harvest for: Pinnamon

Dragonfly Lilies ^{1/4} **4-Track Spice**

The tiny seed pods of these otherwise unassuming lilies are far spicier than they have any right to be, and tend to dye food cooked with them an emerald-green hue.

Harvest for: Dragonfly Spice

Purple Croakers ^{1/4} **4-Track Spice**

Renowned for the warning sounds their petals emit when the plants are harvested, which causes other croakers in the area to retract their thread-like stigmas.

Harvest for: Saffron

Narcotics

Often traded or gifted to smoke-houses and weary travellers in need of an escape from the mire and misery of an unfortunate stint in the wilds. *Narcotics aren't perfect for every game, so make sure that the rest of the crew are on board with your growing decisions before you introduce these to your plots.*

Long Tabac ^{1/4} 3-Track Narcotic

Tabac leaves are dried and shredded in large amounts, one of the main draws of smoke-houses across the rustling waves.

Harvest for: Long Tobacco

Octopolygonatum ^{2/4} 6-Track Narcotic

Blue-ringed leaves curl over bell-shaped flowers, which can be dissolved in acid to release a heady, lingering inhalant.

Harvest for: Octobells

Willowpede Tree ^{3/4} 6-Track Narcotic

The hanging fronds of the willowpede are hungry and many-legged, far less docile than their distant wormapple cousins, but the bark of the tree, when boiled, numbs pain and slows thoughts.

Harvest for: Willowpede Bark

Scum-Cherries ^{2/4} 4-Track Narcotic

Unpleasantly tangy when eaten, but rub the juice of them into your eyes (or whatever sensory organs you have that pass for eyes) and the dirt is washed from the world, leaving everything around you gleaming and rose-gold.

Harvest for: Scum-Cherries

Karabet's Claws ^{2/4} 7-Track Narcotic

Named for a long-lost ektus captain, the flowers of this purple-tinged cactus have as many thorns as the plant's barrel does, if not more. Sink the petals into skin to remember lost moments from your past.

Harvest for: Clawflower

Tarmouth Bush ^{2/4} 4-Track Narcotic

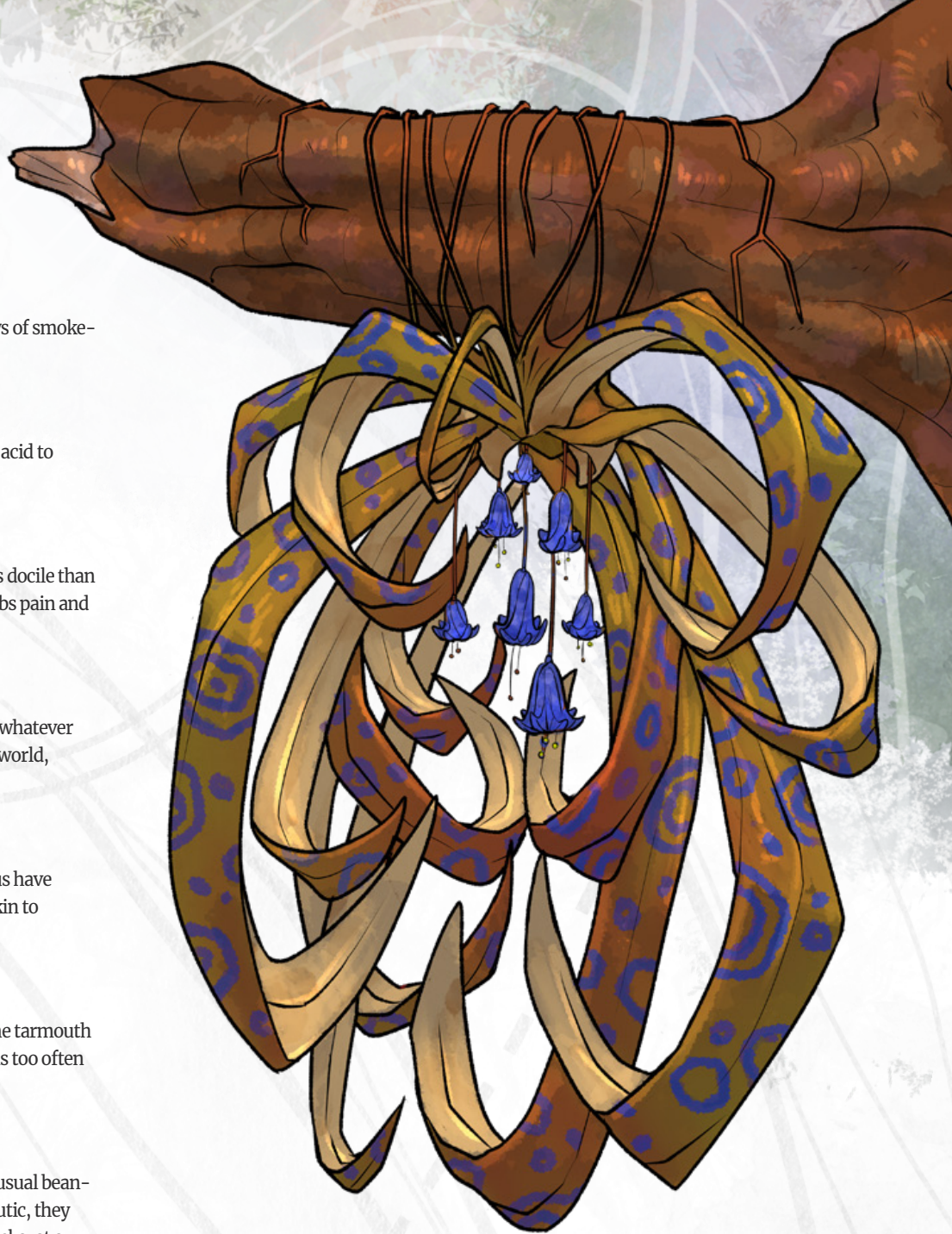
Boiled to make a full-bodied coffee with notes of chocolate, the 'beans' of the tarmouth bush can also be chewed for a quick burst of alertness (though relying on this too often tends to turn a sailor's teeth pitch black).

Harvest for: Tarmouth Coffee Beans

Limina Beanstalk ^{2/4} 6-Track Narcotic

While tarmouth beans are known for waking sailors up when boiled, the unusual bean-like seedpods of the limina are far more esoteric in effect - naturally arconautic, they induce a state of absurd semi-wakefulness that can last for days, or even weeks, at a time. This daze is reportedly relaxing... at first.

Harvest for: Liminal Coffee Beans



Flowers

Technically a vast majority of the petals found on wildsea flowers and blooms are edible, but these are commonly grown within deck-gardens due to the uniqueness of their flavour or use. *Flowers are fragile, taking a long time to grow to maturity, but very little space.*

Starburst ^{1/4} 6-Track Flower

The stems aren't notable, but the petals that grow from them are patterned to resemble the shifting stars of the night sky.

Harvest for: Starburst Petals

Serriman's Chartflower ^{1/4} 7-Track Flower

What kind of fool would follow a map found growing in the wild, a set of unnatural co-ordinates and topographical lines picked out by the random growth of a wildsea flower? What kind of fool, or what kind of horizon-hungering soul, would think that such a flower might lead them to somewhere distant and beautiful and new? Serriman did once, or so people say.

Harvest for: Chartflower

Pepperstack ^{1/4} 6-Track Flower

Red-petalled flowers that are edible without any kind of preparation, the crezzerin inherent to wildsea foliage gathered in their leaves. Have a deliciously peppery taste.

Harvest for: Pepperstack Petals

Milk-Nettles ^{1/4} 7-Track Flower

Neither milk nor nettle in form, but very much a blend of both in taste.

Harvest for: Milk-Nettle Stamen

Calenduliers ^{1/4} 7-Track Flower

The burnt orange rounds of concentric petals droop like a pre-V chandelier, their central bud flavoured like honey and wine. Highly prized by steeps, they make a sweet-yet-delicate tea when brewed correctly.

Harvest for: Calendulier Petals

Flowering Dhaji ^{2/4} 6-Track Flower

Though often mistaken for a fruiting cactus, these plants have more in common with old world roses. Their fruit is inedible, but their petals taste of sweet watermelon flesh.

Harvest for: Dhaji Petals, Inedible Dhaji Runt-Fruit

Succulents

True non-sapient cacti (or cactuses, if you want to get technical) are rare outside the Eaten Deserts of the Icterine, but some flourish in warmer climates. *All succulents can be harvested for their flowers or fruits safely, but a sailor can also take two marks of Spike damage to harvest the needles of spinier cacti in addition to its normal bounty.*

Pango's Tail ^{2/4} 4-Track Succulent

The overlapping buds of this succulent slot together like the scales of a pangopod's rear, though luckily have none of the motile force. Grows bright red flowers that put some in mind of tiny iris blossoms, leading to a widespread belief that offering them to an ektus as part of a meal is the height of rudeness.

Harvest for: Pango Scale-Buds

Ji ^{1/4} 4-Track Succulent

As perfunctory, stout, and forgettable as their name might suggest.

Harvest for: Ji Petals

Broker's Barrel Cactus ^{2/4} 3-Track Succulent

Their flesh is wormy and fibrous, their spines overly sharp, their flowers look wilted from the day they bloom and the water they hold tastes off-puttingly of dog. Yet still people grow them. Fascinating, really.

Harvest for: Dog Water, Wilted Blooms, Vicious Spines

Ghost Compass ^{1/4} 5-Track Succulent

A pale cactus far taller than it is wide, the 'spines' little more than a mass of hair-like filaments. Still unexpectedly sharp, though.

Harvest for: Ghost Compass Flesh, Compass Filaments

Spiralling Truth ^{2/4} 4-Track Succulent

The jelly that drips from a cut leaf may be bitter, but generations of growers and herbalists have sworn by its curative properties.

Harvest for: Veracity Pulp, Bitter Gold Jelly

Chen's Bloody Piercer ^{2/4} 6-Track Succulent

A real bastard of a cactus.

Harvest for: Chen Flower, Chen Needles

Predatory Plants

There are a wide variety of plants across the waves that rely on insects and smaller beasts (or sometimes larger beasts, or ships) to help them thrive. The ones chosen for ship-garden cultivation are smaller and more tame than most. *Predatory plants all have a secondary type relating to one of the other plant types, and can benefit from being planted in mediums suitable for either. In addition, all predatory plants are immune to predation from the beasts and insects of the wild outside of rare and unusual circumstances...*

Excluding, of course, longnecks. They'll eat anything.

Badgerapple ^{2/4} 5-Track Predatory Fruit

Appearing as nothing more than an unusually striped wormapple at first glance, this living fruit can open its shell and snap closed on anything from insects to other fruit (and it has a fondness for other apples in particular).

Harvest for: Badgerapple Flesh, Badgerapple Shell

Red-Tongued Flytrap ^{2/4} 3-Track Predatory Herb

Noted for their quick reflexes and the naturally salty taste of their flowers.

Harvest for: Salty Snapper-Petals

Tuberous Pitcher ^{2/4} 4-Track Predatory Vegetable

This is a vegetable designed to eat, rather than be eaten. With most of its body hidden within whatever medium it takes root in, only a set of sticky leaves protrude.

Harvest for: Acidic Tubers, Sticky Leaves

Axfleur Stand ^{4/4} 5-Track Predatory Spice

A slim standing stalk topped with a wicked axe-like husk that drops savagely to execute beasts snuffling nearby. If the plant is successful in this endeavour, the husk splits into burrowing seeds that use the corpse as a secondary source of sustenance.

Harvest for: Axfleur Husk, Hungry Seedlings

Sundew Squidling ^{1/4} 3-Track Predatory Succulent

Far smaller and less mobile than its octodew cousin, which is probably for the best when you really think about it. The dew is both sticky and intensely sweet.

Harvest for: Squidling Dew-Drops

... Stones

What, you've never wanted a rockery? *Stones don't grow or produce specimens, but they do take up a certain number of quarters. Most of them also grant special properties to the plants growing around them, unique to each stone.*

Stone With Hole ^{1/4} Zero-Track Stone

Might have been used as a form of currency in ages long before even the pre-V, but more likely sat next to some plants somewhere. In that, at least, time leaves this stone blessedly unchanged.

Special Properties: None

Hiving Stone ^{1/4} Zero-Track Stone

Oddly hexagonal and inhabited by lazy bees.

Special Properties: Whenever you harvest a plant from the same plot as the Hiving Stone, gain *Stone Honey* as an additional specimen.

Mossbreaker ^{1/4} Zero-Track Stone

An overhanging rock riddled with cracks and fractures, excellent at providing shade and retaining water.

Special Properties: Moss grown in a plot with a Mossbreaker grows just as well in sunlight and open air as it would below decks.

Split Rock ^{2/4} Zero-Track Stone

Cracked by some ghastly, unknown force. Or a spade.

Special Properties: Treat disasters as conflicts when harvesting plants from the same plot as a split rock.

Sailing Pebbles ^{1/4} Zero-Track Stone

Chipped from a sailing stone and still possessed of unusual aeronautic properties, these pebbles tenaciously orbit the plants in their plot.

Special Properties: Add the tag *Stone-Ringed* to any plant harvested from a plot with sailing pebbles.

Pre-Verdant Fossil ^{2/4} Zero-Track Stone

Something about these fossilized bones feels impossibly weighty, as if they hold the memories of ages long past and eras that will never be spoken of.

Special Properties: Heirloom seeds grown in a plot with a pre-V slab only gain two track boxes rather than the usual three.

Using What You Grow

It would be wonderful to believe that the toil and tribulations of ship-gardening are a reward in themselves, but we know that's just not true. In all likelihood, you're in it for the specimens, for the fruits and spices and weird little offcuts that a ship-garden provides in abundance. But what can you use them for? This section covers how to get the most out of your new resources.

Taste, Tags, & Form

Whether a crewmember is making a meal, a brew, or some kind of alchemical concoction, it's likely going to confer some sort of **temporary aspect**. While this usually comes in the form of a trait, a lot of produce can even be used to create temporary gear (especially if you have a rattlehand with the **Wolf-Skin Gloves** aspect, found on page 149 of the core book). The qualities and benefits of these temporary aspects are specifically left to a conversation between creator, table, and Firefly to decide, but we have a bit of extra guidance here; when including specimens from your ship-garden and deciding what benefits they might give, pay attention to **taste**, **tags**, and **form**.

Taste

While there are some easy touchstones here (spicy things creating heat, minty things cold, chewy things a measure of elasticity), don't be afraid to think outside the box. Perhaps something with a sour or bitter taste might offer a trait that adds impact to insulting speech, that keeps insects at bay, or that makes liquids rot or curdle in your vicinity.

Tags

Perhaps the easiest quality to work with, many tags confer quite self-explanatory benefits. An Heirloom or Pre-Verdant tag could give a measure of age, the Rampant or Wild tag a burst of growth or unpredictability, the Medical tag a potent healing effect. You can still get weird with them though – a rum spiced with some Heirloom-tagged produce might cause drinkers to forget their natural languages, but allow them to communicate in an ancient chthonic dialect for a time, or slow the world around them to a crawl the closer they draw to monument stonework.

Form

Just as important as taste or tags, especially given the mutative properties of crezzerin. Think beyond the basics of shape and into texture, connectedness, and malleability; perhaps something segmented and stringy might bifurcate a tongue or fingers, allow for a companion to split itself into pieces temporarily, add peculiar internal organs, or forge intangible bonds between unconnected objects.

Temporary Aspect Examples

A Drift-Kite Fruit might aid in creating...

- ☞ An alchemical concoction that leaves drinkers lighter than air for a time
- ☞ Some cobbled-together gear that allows one greater impact on slides, cartwheels, or other acrobatic feats
- ☞ A stew of stems and rind that animates in the stomach, moving through the body to lend vegetative spring to a consumer's muscles
- ☞ A sweet tea that causes spoken falsehoods to drift soundlessly away, leaving only heavy and hidden truths of great import

Ears of Brickbreaker Wheat might aid in creating...

- ☞ Baked bread that feels light on the stomach, but causes cobbles to shatter beneath the footsteps of a sailor that eats it
- ☞ A gatling-style cannon that fires bursts of grain-like bullets at foes
- ☞ An alchemical draught that allows one to root and unroot themselves from surfaces at will, aiding in climbing and bracing against attacks
- ☞ A wine that partially paralyzes the drinker, turning their whispers to stone when they're spoken

Hybridization [Optional]

It's amazing what can be created by an open mind and a view of two dissimilar things in close proximity. Fully fledged agronomists and amateurs alike often dream of fusing together the plants of the rustling waves, creating unusual hybrids with unique flavours or replacing the worst qualities of one plant with the best of another.

And with a bit of preparation, they absolutely can.

Hybrid Plots

If you want to delve into the realm of hybridization, the first thing you need is a **dedicated hybrid plot**. This plot can **only** be used for growing hybrid plants, and works alongside other normal plots on your ship to do so. You'll find a list of hybrid plots below, which can be created through projects if you have the right kind of materials or purchased with stakes, just like any other plot. *The hybrid plots listed here are technically Full Solutions, like those found on page 19 - they cover both the plot and the medium within it in one purchase. These options still offer 4 quarters of plot space each.*

Labyrinth of Twine 3 Stakes

A high-sided plot consisting of angled grow beds, notched metal poles, alchemically treated soil, and an absolute morass of interlinked strings. Gardeners use these to closely entwine growing plants of different types, encouraging symbiotic development.

☞ Duplicate hybridization roll results are discarded, having no effect on the plant.

Crezzimenea 4 Stakes

Bulbous constructions of metal and clay with stovepipe tops and multiple hatches, filled with crezzier-soaked mulch and specially bred beetles.

☞ Duplicate hybridization roll results add a new tag to the plant, copied from any existing resource on any member of the crew.

Graft Engine 4 Stakes

A complicated piece of machinery with many amberglass chambers, filled with alchemical growing solutions pumped from place to place through leaf-rubber tubing.

☞ Duplicate hybridization roll results each fill a box on the resulting plant's Grow track, kickstarting its journey towards harvesting.

Setting a Base Plant

Hybridization plots **don't just use seeds**, like other plots. Instead, when a plant from any other plot is fully grown and ready to harvest, you can **add it to the hybrid plot rather than choosing to gather resources normally** (this removes it from the original plot entirely, seeds and all, rather than simply clearing its track).

This sets the **base plant** for your hybrid - the name, the type, the tags, the length of the grow track, the amount of quarters it takes up and, most importantly, any descriptions of flavour or usefulness all start off identical to those of the base plant. Here's an example using a medicinal slaughtermelon as a base...

PLANT	Base Slaughtermelon	3/4
TYPE	Fruit	
TAGS	Medicinal	
DETAILS	Bitter, unpleasant taste - Souls of dead sailors? Spiked rind on outside. Takes up 3/4.	

Adding a base plant to a hybrid plot requires the use of a single task.

Adding a Secondary Plant

Once the base plant is there with the track set, it doesn't begin to grow - it needs to have a **secondary plant** added to it first.

Much like the base plant, the secondary plant is taken from another plot once fully grown rather than being harvested normally. **Adding a secondary plant to a hybrid plot requires the use of a single task.**

Hybridization Rolls

As soon as the secondary plant is added, the **gardener makes a hybridization roll** to find out which features of the base plant are altered during the process. The number of dice rolled depend on the tags of both the base and secondary plant - a Wild or Rampant plant adds **three dice** to the roll, a Medicinal or Parasite plant adds **two dice**, and an Heirloom plant adds only a **single die**. *For example, combining a Parasite plant with a Rampant plant would give the hybridization roll 5 dice.*

Each die result changes the properties of the base plant, as shown on the table to the right. Each result of the roll can only take effect once - **duplicate results instead have an effect on the plant as defined by the hybrid plot it grows in**, as seen to the left.

Below is an example of what might result from adding a Wild Metik's Jaw to our Medicinal Slaughtermelon, using a Graft Engine as the plot.

PLANT	Hybrid Slaughtermelon / Metik's Jaw	3/4
TYPE	Fruit / Spice	
TAGS	Medicinal	
DETAILS	Bitter, unpleasant taste - Souls of dead sailors? Shaped like tooth-filled jaw. Takes up 3/4.	

In this example the hybridization roll resulted in 5 (track change), a 4 (adding the Spice type), a 3 (tag addition, ignored because there were no special tags), a 2 (form change), and a 2 (duplicate result converted to a mark).

Hybridization Roll Results

6

Quarter Change

Reduce the number of quarters the base plant takes up by one, if the secondary plant takes up fewer than the base plant.

5

Track Change

Reduce the length of the base plant's Grow track by one box, if the secondary plant's track is shorter.

4

Type Change

Add to or replace the base plant's type with the secondary plant's type.

3

Tag Addition

Add a tag from the secondary plant to the base plant (fundamental tags like Rampant or Parasite can't be added in this way, but more incidental tags like Luminous can).

2

Taste/Form Change

Change an element of the base plant's taste or form to resemble one from the secondary plant.

1

Unexpected Mutation

The Firefly changes *any* element of the plant - this is kept secret until the plant is harvested.

Harvest

When your hybrid's Grow track is full, you can harvest it just like any other plant. *Unlike* other plants, however, the **hybrid plot is emptied completely upon harvesting**. A new plant won't grow there unless you repeat the process of adding a base and secondary plant.

The resources you gain during a harvest will be up to the conversation, with players and Firefly working together to establish how the specimens usually offered by the base plant are changed by the introduction of the secondary plant.

If you gain seeds from the harvest, they can be planted and grown in a normal plot. They'll keep all of the mutations and hybridization results, essentially acting as a new species of plant that's unique to your ship.

Iteration

Congratulations! You successfully hybridized wildsea plants...

But we know that's probably not enough for you.

Many hybrid gardeners aim for iterative improvements, nurturing their hybrid seeds in other plots and then transferring them back to a hybrid plot as a base or secondary plant. A few generations of plants down the line and you may end up with something truly singular...

PLANT TYPE	Metika Jawflowers	3/4
	Spice / Flower	
TAGS		
DETAILS	Medicinal, Mobile Have souls of their own. Spicy, sweet. Petals like teeth. Snap at questing fingers. Take up 2/4.	

Growing Your Hybrid

Once the base and secondary plant have been added, you can begin to grow your hybrid! This works exactly the same way it does for other plants, with a combination of time and attention filling the boxes on the Grow track. The new features resulting from the hybridization roll will begin to show as the plant develops, but any unexpected mutations might only become apparent once it's time to harvest.

You should also think of a new **name** for your hybrid plant as it grows - never the easiest process, but we recommend a blend of the names of the base and secondary plant in some way (it's quicker, easier, and helps you remember what you used down the line).

Hybridization in Play

Firefly: So I know you've been waiting to do this for a while - with the ictoranges already in your hybrid plot as a base, and your guillotine beanpods fully grown...

Temba: Yes! Let's get some hybridization going!

Firefly: Ha, alright. So the ictoranges are Parasite, and the beanpods Heirloom. That's a 3d6 hybridization roll. Every result matters, remember, and duplicates become new tags thanks to the crezzimenea.

Inge: Are you going to roll it, Temba?

Temba: Damn right I am! That's a... 6, a 4, and a 2.

Vic: The 6 is a quarter change... The ictoranges already take up fewer quarters than the beanpods, what happens then?

Firefly: No change, I'm afraid. But the 4 is good, that's a type change.

Temba: Yeah, I'm going to replace it - our oranges are going to be legumes now! And that 2 is a form change. How about... Ooh, I want every segment of the ictoranges to be as sharp as the beanpods!

Inge: ... Have you basically just made orange-flavoured caltrops?

Temba: Yes, Inge. Yes, I have. And I love them.

Garden Hazards

What fate more cruel for a plant in infancy to be torn up by the roots to feed a champing maw, or strangled by fast-growing weeds, or nibbled into nothing by the crawling masses?

Hazards specific to ship-gardens are broken down into four main categories; **Weather**, **Weeds**, **Insects**, and **Beasts**. Not all of them can be tackled the same a regular hazard might be, but there are solutions to be found for all unfortunate events.

Most of the specific garden hazards listed here are more of a threat to the contents of a ship's plots than to the ship itself, but any creature of the rustling waves could conceivably enter a ship-garden looking for a meal. Crews might find themselves defending their tobacco crop from a hungry axehead sloth, or fighting off wave after wave of rachnida drawn by some complex hybridized sweetness of an experimental bloom.

Dry Spells Weather

There are quite a few ways to gather potable water out among the wild branches, but if the sky stops giving for long enough, conditions may become desperate. Dry spells that extend for more than a few days of travel are liable to stop Grow tracks from gaining marks unless a plant is kept hydrated by some artificial means.

Shock Frosts Weather

An unseasonal bite in the air that takes a serious toll on more delicate gardens. Larger plants can weather the cold somewhat, but those taking up only one or two quarters of a plot will wither and crumble before too long.

Rampant Breeze Weather

A wind carrying aerosolized extract of crezzerin tends to wreak havoc on gardens filled to the brim. Any plot with all four quarters filled by growing plants is damaged to the point of needing repair, as the roots and shoots it holds push beyond their normal bounds.

Mutable Mists Weather

Damp, low-hanging clouds that hold little threat for crewmembers, but greatly affect plants. *Moving through a mutable mist adds an Unexpected Mutation from the hybridization results on page 33 to all growing plants.*

Stranglegrass Weeds

Fast-growing weeds that spread via wind-carried seedlings, renowned for their ability to take over a plot and muscle out all other growing plants. Stranglegrass takes root in a single empty quarter of a plot. While it grows, it can only be removed with a Triumph on a Tend roll (with a cut on the roll equal to the number of quarters it occupies). Any failure to remove it allows it to spread to an additional quarter, and if there's already a plant inhabiting that quarter, the unfortunate plant withers and dies. When stranglegrass grows to cover all four quarters of a plot, it bursts into new seedlings and can be easily removed with a task.

Vesperia Weeds

Flowering weeds with yellow and black petals, known to viciously attack crew that come near. Vesperia takes root in a single empty quarter of a plot. While it grows, it can only be removed with a Triumph on a Tend roll (with a cut on the roll equal to the number of quarters it occupies). Attempting to tend to or harvest any other plant in a plot occupied by Vesperia deals two marks of Spike damage to an individual, whether the attempt is successful or not. Attempting and failing to remove a Vesperia weed deals 4 marks of Spike damage (succeeding on a roll to remove it leaves the gardener unharmed).

Cuckoo-Fruit Weeds

If a plant could ever be called sly, it would be the cuckoo-fruit. They grow to mimic the plants around them, perfect recreations in form but bland in taste and frail in construction. When cuckoo-fruit seeds threaten a ship-garden, all plants within every plot gain the Cuckoo tag. Rolls to tend to or harvest these plants suffer an additional cut of one. A triumph when harvesting a plant with Cuckoo tag removes the tag, but a conflict ensures the tag remains on any seeds or produce gathered. Any creations made using resources with the Cuckoo tag have one fewer box on their track than usual, or operate with reduced impact.

Chew Chew Insects

Though these caterpillars have a far more complex and official name, gardeners across the waves refer to them almost exclusively as chew chew. It takes little imagination to work out why. Chew chew hide among the growing medium of a plot, coming out when the decks are quiet to gorge themselves on plants within it. This action clears multiple boxes on a plant's Grow track at a time.

Cathedral Hornets Insects

These pests hollow out growing fruit to make miniature nests, bursting from their homes if an unwitting gardener tries to harvest them. Cathedral hornets will swarm a crew if their homes are disturbed. Plants infested by cathedral hornets gain the Hollow tag.

Rhago Swarms Insects

Clouds of flies attracted to growing fruit and berries more than anything else. Not only do they eat plants as they develop, clearing marks from Grow tracks, but the noise and colour of the swarms is likely to draw larger, insectivorous predators to the ship.

Gulper Gulls Beasts

Somewhere between frog and bird, gulper gulls are wide-mouthed predators that divebomb garden plots and make off with fully grown produce. Gulper gulls have an annoying habit of coming in to feed just as a crew begin their harvest, forcing a desperate fight over who ends up with a ship-garden's resources.

Squirrelnakes Beasts

Exactly what they sound like. Squirrelnakes will dig out freshly planted seeds to feast on, but are drawn to nuts more than anything else. Can deal CQ Toxin damage in surprising amounts when they lash out.

Wild Raccoons Beasts

Much like the rarely-encountered panther, raccoons are one of the few pre-V species that found they were naturally adapted for life within the rustling waves. Wild raccoons will steal fruit from ship-garden plots, but may also steal personal effects and unguarded resources from the crew while making their escape.

Laughing Longnecks

(Large/Huge Beast) The Terrors of the Allotment

There is no more voracious or opportunistic predator than the laughing longneck... At least, that's the impression you'll likely get when asking an agronaut about the dangers of the waves.

A perfect midpoint between the giraffe and the hyena, laughing longnecks take the worst qualities of both (in terms of gardening safety, anyway) – they're cunning, versatile in their approach to stealing fresh-grown produce, and more than willing to fight a crew over their stolen bounty if caught in the act. There's also, worryingly, no upper limit to their size – the older a longneck gets, the larger it becomes, as they grow slowly but continually throughout all stages of their life. *Use a laughing longneck if you want the crew's growers to face their biggest challenge – a beast perfectly evolved to snaffle from their beloved plots.*

Drives

Spice Up The Diet: Laughing longnecks have crezzer-resistance to an incredible degree, and can eat just about anything natural found growing upon the waves. But despite this remarkable adaptation, the beasts (possibly through spite, possibly because they find it amusing) will go to great lengths to consume fruit, herbs, and other growables that carry a low level of crezzerin contamination. This leads to their favourite locations to raid being parasite groves... And ship-gardens.

Presence

Sight: A rustle in the foliage. A maned, sinuous neck. An empty plot where your prized slaughtermelon once lay.

Sound: Rasping laughter and wet lip-smacking.

Taste: Longneck meat seems naturally spiced and seasoned by whatever they've been eating, but also invariably holds near-lethal doses of crezzerin in even the smallest morsel.

Resources

Specimens: Longneck Mane, Tufted Ossicone, Vegetable Remnants, Longneck Steak

Whispers: That's Mine!, Hated by the Connoisseur

Aspects

Shovel-Jaw: The bearded lower jaw of the longneck acts as a natural shovel, allowing it to dip its head down into ship-garden plots and scoop out entire plants in a pinch. When a longneck targets the ship-garden, the plot's owner should roll a d6: On a 6 their preparations and defences hold, and the longneck gains nothing. On a 5 or 4 the beast is able to strip a plant of all grown elements, clearing every mark on that plant's Grow track. On a 3, 2, or 1, the longneck takes it all, erasing the track, eating the seeds, and leaving the plot's quarter empty of everything except regret and frustration.

It's In The Name: Though a longneck can bite (dealing CQ Spike damage), it much prefers to slam its entire neck into attackers with force, or scratch at them with its paws if they get too close. The paws deal CQ Keen damage, but the necks are far more powerful – they deal high-impact Blunt damage at CQ or LR, and if the creature's bristling mane hits right as part of this movement, that can be treated as additional Serrated damage.

There's Just Something About That Laugh: Longnecks have a rasping, laugh-like call that inspires fury in those that hear it. All actions taken to keep composure or speak peacefully take cut in the presence of a longneck.

Quirks

Bristling Fur: The bristling fur that covers the bodies of elderly longnecks offers resistance against Blunt, Keen, Hewing, and Toxin damage. In addition, even lightly touching the bristles of an elderly longneck will leave crezzer-drenched spines behind.





AGRONAUT POST

Bearers of seed and shovel, tillers of ship-bound soil.

There's a constant struggle on the rustling waves, between those possessed of sentience and those driven by a crezzler-tinged impulse to grow without boundary. The agronaut walks the fine line between both sides of this battlefield, and they do so by choice. They take what the wilds give and reshape it, nurture it, adapt it to suit what might be called the natural enemy of the wilds themselves – wildsailors.

For an agronaut, a ship's deck isn't merely a place of refuge from the untamed wilderness around them, but a space in which to build a future. A future of tended gardens, of crezzlerless crops in organised rows, and of herbs, salts, and spices that make them the darling of any char, steep, or alchemist.

Seeking Soil

Perhaps more than any other post, the agronaut requires their ship to change to suit their needs. To make the most of their training and abilities, they need a place to call their own – a corner of the deck, or a sun-lamp-lit room, or perhaps even (in the most meagre of cases), a roped-off area of the cargo hold, beset constantly by falling crates and clumsy haulers. But more than space they need a medium, something in which to work their own particular brand of magic. And with fertile soil so rare, some of them have been forced to get... creative.

None Worth More Than Seeds

But even with space, and soil, nothing is certain until a seed sprouts. The levels of crezzerin inherent in almost all growing things, from fruit to fungus, from vegetables to vines, are a (constant and almost impossible to avoid) danger. But the inability to avoid does not mean an inability to mitigate, and most agronauts begin their careers by learning the very basics; how to harvest the best seeds, the least tainted, and grow them into something worthwhile.

Questions to Consider

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

- ☛ Do you maintain a ship-garden, or are you limited by portable grow beds and companion-based soil?
- ☛ What's your preferred method of growing? Tending a parasite farm, pruning the branches of weirdfruit trees, or perhaps even stealing and repurposing from the wilds around you?
- ☛ What mistakes have you made throughout your plant-tending career, and what scars do you have to show for them?

Alternate Presentations

The agronaut fills the role of a roving farmer more than anything else, but many of the following aspects might also suit a researcher or theoretical botanist type.

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.

Dawn to Dusk to Dawn 2-Track Trait

Immediately mark the first box on the Grow track of anything you plant under sunlight or moonlight (choose one when you take this trait).

Constant Gardener 3-Track Trait

When a plot would be damaged or destroyed (or otherwise negatively affected by the environment), burn to avoid this effect.

Perfectly Ripe 2-Track Trait

Crewmates treat disasters as conflicts when using specimens you've grown as part of a creation.

Soothing Harvester 3-Track Trait

Plants grown aboard your ship (or body) are immune to blight and sickness. Mark to improve the rarity of any plant-based specimen you acquire from plots.

Delicate Step 2-Track Trait

You disturb no leaves and leave no footprints. You gain resistance to the hazardous effects of crezzerin, and increase impact on actions taken to move through densely forested areas.

Green Mile 3-Track Trait

Once per journey, replace the results of a watch roll with the Peace outcome. If you finish a journey without using this option, remove a negative tag from any one plant growing on your ship.

Paradox Slug-Box 3-Track Gear

These slugs exude crezzer-neutralizing slime and resist all forms of alchemical experimentation. All plots you own are resistant to crezzerin-based damage or effects. Use a task to create a resource, *Paradox Slime*.

Sumptuous Seed-Bag 3-Track Gear

For a combination of hard graft and showing off. Use a task to create a seed-based specimen based on any plant currently growing within a plot (on your ship or person).

Misting Coppercan 2-Track Gear

You are almost impossible to detect for predatory plants of all kinds. In addition, whenever you would gain a plant specimen with a negative tag, you may mark mire to remove that tag entirely.

Vespine Almanac 4-Track Gear

Filled with scrawlings on wildfruit theories and hazardous farming techniques. Consume a whisper to add a positive tag to a growing plant, or voluntarily clear three boxes on a Grow track to gain a related whisper.

Portable Plot 3-Track Gear

You just have too many ideas for one deck to handle. You gain an extra plot, always attached to you, with $\frac{4}{4}$ spaces for growing plants. *You must add a growing medium to this plot for it to be effective.*

Brute-Shovel 2-Track Gear

Deals CQ Hewing damage, and allows you to treat conflicts as triumphs when gathering plant-based specimens.

Ireful Pitchfork 2-Track Gear

Deals CQ Spike damage, and increases impact on actions taken to defend against or fend off hazards that would threaten the integrity of ship-borne plants.

Sabre-Nosed Bat 2-Track Companion

A voracious leather-winged protector, eager to defend your growing-plots. Deals LR Keen damage, and all plots you own are resistant to insect-based damage or effects.

Amblecotta Pot 2-Track Companion

A tottering, stylized pot filled with simple soil. You gain an extra plot, always nearby to you, with $\frac{4}{4}$ spaces for growing plants. *This companion counts as a full solution, both plot and medium combined.*

QUICKSTART KIT

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

Edge (Choose 1)

Instinct, Sharps, Tides

Skills & Languages (Choose 5)

Skills: Concoct, Delve, Hack, Harvest, Study, Tend, Wavewalk

Languages: Chthonic, Signalling, Brasstongue

Resources (Choose 2)

Salvage: Coil of Wire, Rusted Hand-Trowel, Fresh-Spun Twine

Specimens: Twisted Bulbs, Bottle of Mixed Seeds

Whispers: Not Just The Thumb, Row Upon Row

Charts: An Ancient Set of Instructions, Crumpled Fruit Wrappings

Drive (Choose 1)

To truly move beyond subsistence farming

To have a plant named in your honour

Mire (Choose 1)

Weevils – in your clothes, your shoes, your root-systems

An urge to rip it all up and start again

"... And then I told him, get off my lawn!"

- Alphonse Albrectus, ardent agronaut

THE WILDSEA

OFFICIAL GARDEN SHEET

NOTES

PLOT ONE

PLOT TYPE

MEDIUM

PLANT TYPE 1/4

TAGS DETAILS

PLANT TYPE 2/4

TAGS DETAILS

PLANT TYPE 3/4

TAGS DETAILS

PLANT TYPE 4/4

TAGS DETAILS

PLOT TWO

PLOT TYPE

MEDIUM

PLANT TYPE 1/4

TAGS DETAILS

PLANT TYPE 2/4

TAGS DETAILS

PLANT TYPE 3/4

TAGS DETAILS

PLANT TYPE 4/4

TAGS DETAILS

PLOT THREE

PLOT TYPE

MEDIUM

PLANT TYPE 1/4

TAGS DETAILS

PLANT TYPE 2/4

TAGS DETAILS

PLANT TYPE 3/4

TAGS DETAILS

PLANT TYPE 4/4

TAGS DETAILS

PLOT FOUR

PLOT TYPE

MEDIUM

PLANT TYPE 1/4

TAGS DETAILS

PLANT TYPE 2/4

TAGS DETAILS

PLANT TYPE 3/4

TAGS DETAILS

PLANT TYPE 4/4

TAGS DETAILS

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helped make this expansion a reality, and let me make
a hundred weird plants for their characters to look at
quizzically before they shrug and chow down.

You're all stars. Sail safe.



Written & Designed by

Felix Isaacs

Illustrations by

**Omercan Cirit, Shmeckerel, BlueTwoDays,
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THE WILDSEA: SHIP-GARDENS SUPPLEMENT

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