

♁ Captain



O Captain

In *O Captain*, you play a captain wandering the sea with nothing but the stars to guide you. The dice you roll represent those stars, as well as your resources, obstacles, and hard-won experience. This game is about adventure, survival, longing, and resource management. The object of the game is to accomplish as much as you can and tell a good story. What you're accomplishing and what story you're telling, however, is up to you and the stars.

The only setting rule is that you are at sea. You can establish the setting beforehand or build it as you go. Your world can have magic, deities, supernatural beings, and otherworldly things, or it can have none of those things.

This game is inspired by stories such as *Sunless Sea*, the *Odyssey*, and *The Rime of the Ancient Mariner*. Consider drawing inspiration from your favorite sea stories to help you chart your story.

DESIGNERS

Leon Barillaro, Scott Bullock

EDITOR

Sadie Lowry

LAYOUT DESIGN

Anja Svare

COVER AND CONSTELLATION ART

El Segal

PLAY SAMPLE GRAPHICS

Willy Abeel

PLAYTESTERS

Allison B, Asher Silverman, Blu del Barrio, Molly, Rozolen, Smogles, Spencer Hibnick, Willy

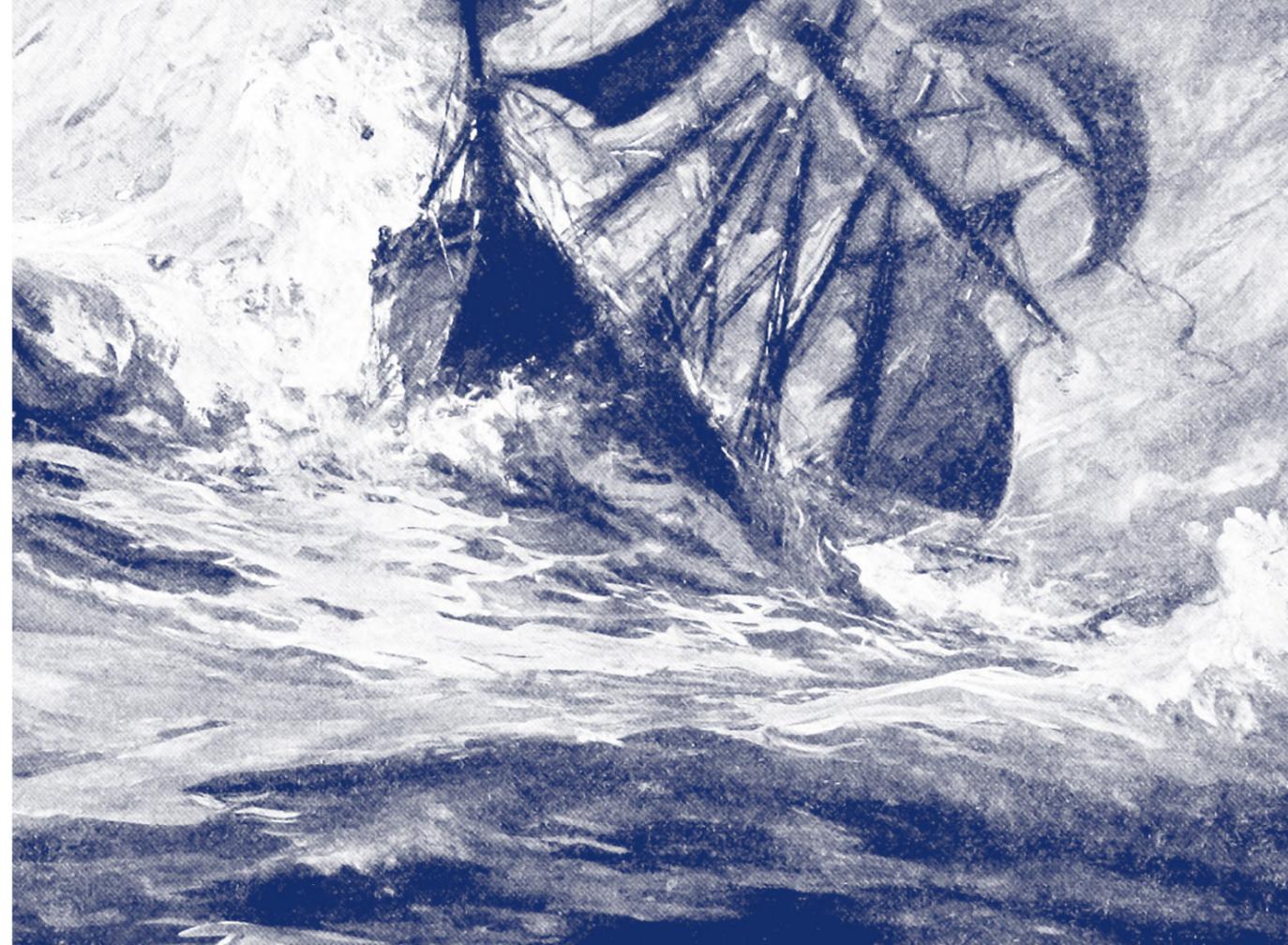


Table of Contents

What Kind of Game Is This?	4	Sample of Play	11
		Building Clusters	11
What's in This Preview?	4	Assets and Setbacks	12
		Building Constellations	13
Beginning the Game	5	Clusters	18
Your Captain's Log	5	The Knife	19
The Voyage	6	The Crate	20
Types of Events	6	The Companion	21
The Dice	7	The Resupply	22
Building a Constellation or Cluster	8	Constellations	23
Interpreting a Cluster	8	Dori's Spear	23
Interpreting a Constellation	9	Paerun Tower	26
Ending the Game	10	Eternity's Mill	29

What Kind of Game Is This?

O Captain is a story-focused journaling game. Traditionally, these kinds of games are played solo. The player navigates the game by answering prompts and building their story according to the game's rules.

Scott and Leon have the most fun playing these games together. Bouncing ideas off of someone else can help you see them from a different perspective and develop them further. Also, one of the biggest strengths of tabletop gaming (in their opinion) is sharing the experience with others.

In *O Captain*, your character is the captain of a ship. Everything that happens to them, how they respond, and how it shakes out is up to both you and the dice. You also control your character's personality, ship, friends, and enemies—every part of the story. The rules will tell you which parts you're responsible for, and which parts are determined by the dice.

You tell this story through answering prompts, which are determined by the dice you roll. Each prompt initiates an event and provides questions to help you flesh it out. Even if something bad happens to your captain, it is up to you to find meaning in the event and fit it into the larger story you and the dice are telling.

Some people prefer to play games like this by just rolling the dice and seeing what comes of it. Other players prefer to calculate their chance of success before they try anything risky. You can have a good experience playing both ways!

There is a third fun and equally valid way to play. It's called cheating. If you rolled the dice and got a prompt you've already answered a million times, just don't answer it. Roll until you get something you want. Hell, forget the dice and answer the prompts you like. While this game has rules, your play is not beholden to them.

What's in This Preview?

This preview contains everything you need to play a 1-2 hour session of *O Captain*. It contains the basic rules, plus prompts for three clusters and three constellations. We hope you have a lot of fun with them!

The full game will include new core rules for building and customizing your captain, as well as many more clusters and constellations. If you enjoyed this preview and would like to see the full game come to life, please consider backing us on Crowdfunder or sharing this project with your friends.

Beginning the Game

Every captain needs three things:

- ✦ A name
- ✦ A ship
- ✦ A reason

A Name

Literally, what is your name? But also, does your reputation precede you? Do you come from wealth and status, or is this where your legacy begins? Who are you, and how does your name reflect that?

A Ship

A sailboat? A skiff? A kayak? A barge? A submarine? How big is your crew, and what are the challenges of taking on the open sea in your vessel, specifically? Does she have a name?

A Reason

Why are you out at sea, anyway? Are you running from something, or chasing it? Is it adventure that motivates you, or cold hard profit?

For a streamlined experience, choose a constellation (see "Constellations" later in this book) as your reason. When you complete the constellation, you can go home satisfied—unless your journey gives you another reason to sail toward the next horizon.

Your Captain's Log

A captain should keep a log to preserve their adventures and discoveries for posterity. When the game text asks a question, it is prompting you to make a note of the answer in your log. Keep your log however you like: a .txt document, leather-bound journal, pieces of parchment rolled up and stuffed into corked bottles.

There is also something to be said for building your space and setting intentions before a journaling game. To create the best experience, consider setting up your space accordingly. Write by candlelight. Put on some ocean sounds. Craft entries as though you have something important to pass on to someone you care about before the sea consumes you. It very well might before the session is done.

The Voyage

During your voyage, you'll roll a pool of d6s, build clusters and constellations from them, and follow the corresponding prompts. In these rules, a "voyage" is defined as the period of time between rolling your first cluster and completing a constellation.

The typical cycle of gameplay looks like this:

1. Roll your pool of dice.
2. Build a constellation or cluster with your roll.
3. Interpret the constellation or cluster, respond to the prompts, and mark the resulting effects.
4. Rinse and repeat until your captain dies or you're satisfied.

If a value can only be used "once per voyage," that value refreshes after you complete (and survive) a constellation.

Types of Events

Each roll results in an event: smaller **cluster** events and larger **constellation** events. While many constellations require a significant number of Stars, the simplest cluster (the Knife) can always be made with three.

Clusters represent small happenings at sea, which allow you to accrue more resources before you take on a constellation. When rolling a cluster event, you can earn Assets, Stars, and Setbacks. You'll probably need to roll several clusters at the start of your game to build up enough resources for a constellation event. Use the prompts to establish how your captain and crew manage the challenges of the sea.

Constellations are large story arcs broken into clusters, where each cluster tells a part of the story. It is possible (and highly likely) to lose a large number of resources during a constellation event, so make sure you're well prepared before you roll one.

You do not need to declare which constellation or cluster you are trying to roll before you roll it, but you *must* make a constellation or cluster with your pool once it has been rolled.

It's up to you when to make clusters or full constellations; you're limited only by the number of Stars in your pool. But there are a few reasons to make a constellation besides story. Completing constellations is the only way to earn Titles, which can grant you extra abilities. Additionally, some cluster events may place limitations on you that can only be cleared by completing a constellation.

The Dice

The dice used to play this game are:

- ✧ Stars, or d6s
- ✧ Setbacks, or d4s
- ✧ Assets, or d8s
- ✧ Titles, or d10s

You start the game with a pool of four Stars.

Stars — d6

Stars are standard dice used to build clusters and constellations. You'll need a lot of d6s to play this game, but you can get by with eight. You should always roll all the Stars in your pool. You can gain or lose Stars at any point in the game. **If you ever roll your dice pool and cannot make a cluster out of it, you become lost at sea, and your journey ends.**

From a narrative perspective, gaining or losing Stars represents the fickle whims of fate leading you down their intended path: the acquisition of a map, learning of a dangerous new foe, or making memories with your crew.

Setbacks — d4

Setbacks are subtracted from a cluster total. Unless otherwise stated, they disappear after you use them. You typically gain Setbacks from events where something goes wrong for your captain.

You can use Setbacks to modify the total of a Cluster or Finale Roll.

You choose when to roll a Setback, but **if you ever hold more than your Setback Threshold at a time, you become lost at sea, and your journey ends.** Your Setback Threshold starts at 8, but it can increase or decrease when navigating the larger story arcs within constellations.

From a narrative perspective, Setbacks are things that make your journey harder: a plague of rats in your storeroom, a faulty cannon, broken trust.

Assets — d8

Assets are added to a cluster total. You can choose when to use them, and they disappear after one use. You typically gain Assets from events where something good happens to your captain.

You can use Assets to modify the total of a Cluster or Finale Roll.

There is no limit to how many Assets you can hold.

From a narrative perspective, Assets are things that improve your seafaring journey: a durable engine, an uncovered treasure, the approval of a patron.

Titles — d10

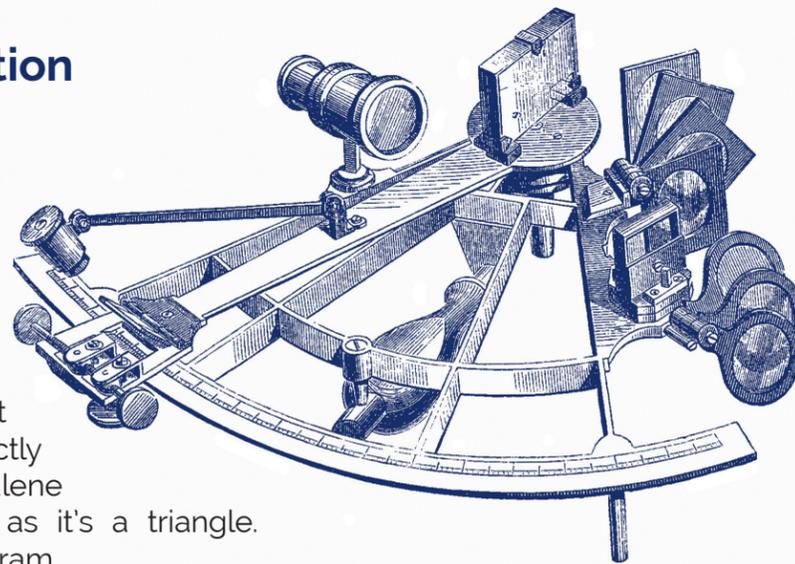
A title is the experience you gain from completing a constellation. You can roll and use them as you would an Asset. If you have a Title, you can expend it once per voyage.

From a narrative perspective, your Titles are your reputation, which often precedes you: Kraken Slayer, Mist-trodden, Daughter of Thunder.

Building a Constellation or Cluster

Each round begins by rolling your pool of Stars, as well as any Assets, Setbacks, or Titles you wish to add to the roll.

Then refer to the map to see which constellations or clusters you can build. Don't worry if the angles aren't exactly perfect. The Knife can be a scalene or isosceles triangle, as long as it's a triangle. The Crate can be any parallelogram.



**We built a game, not a cop! If a shape looks right to you, it's right.
If it doesn't, you can modify its position.
Engage with the game however you want!**

Modifying Position

If your Stars don't line up with a cluster or constellation, you can move them into the proper place. To move a Star, shift the value on the die down. The number you shift down by increases by 1 each time you move a Star within a pool (to a minimum value of 1).

For example, if you wanted to modify the position of four Stars with the values [5, 4, 2, 6], the value of the first Star would shift down by 1 to 4, the value of the second Star would shift down by 2 to 2, the value of the third Star would shift down by 3 to 1 (the minimum value), and the value of the fourth Star would shift down by 4 to 2, resulting in these new values: [4, 2, 1, 2].

The more dice you shift in a pool, the more the constellation's value falls, so it's best to not do this often.

Interpreting a Cluster

A cluster represents a singular event, which you determine by finding the cluster's total value and reading the prompt that corresponds to the value.

The Cluster Total

Find the cluster total with these steps:

1. Add up the value on every Star in the cluster.
2. Add the value on every Asset die rolled.
3. Subtract the value on every Setback die rolled.

You can choose to roll a Title anytime, even after you've rolled your pool. Add the value rolled like you would an Asset.

Interpreting a Constellation

A constellation is a full saga. Each constellation is made of several clusters that correspond to acts in that saga, which are labeled under the constellation's name. To navigate the constellation, calculate each cluster total in the order shown and answer the prompts.

When you build a constellation, you attach the Setbacks and Assets you rolled to the clusters in the constellation. You don't have to put all of your Setbacks and Assets on a single cluster, but you can only use each Setback or Asset once. For example, if you rolled a 2 on a Setback die and a 4 on an Asset die, you can choose to subtract 2 from the first cluster and add 4 to the second cluster.

Losing Stars

As you navigate a constellation, you may be told to lose Stars. These adjustments apply to rolls after you complete the current constellation's Finale. You never have to remove Stars from the current constellation.

Making a Choice

Some prompts may allow you to choose what resources you gain or lose. You must have something to lose it. If a prompt says, for example, "Lose a Star or a Setback" and you don't have a Setback, you must lose a Star.

Finale Roll

After you encounter all clusters, you make a Finale Roll to determine your outcome. Your Finale Roll is a pool made of these dice:

- ✦ You must roll any Setbacks you have.
- ✦ You can choose to roll any Assets or Titles you have.

Check the value of the Finale Roll against the Finale Roll Table listed with the constellation, respond to the prompt, and apply any listed mechanical effects.

Gaining a Title

Most Finale results that don't end in abject failure, destitution, or death involve gaining a Title. This Title represents lessons learned and experience gained when you successfully sail under the guidance of a constellation—when you receive a Title, choose a name as evocative and robust as the adventure that granted it to you.

Ending the Game

There are three reasons your adventures as a captain at sea may come to an end:

- ✦ You have had enough of the sea life and have chosen to retire.
- ✦ Your pursuit of a goal meets a sudden, likely violent fate when you are prompted that your journey has come to an end.
- ✦ You succumb to any number of seaborne perils when the number of Setbacks you possess meets or exceeds your Setback Threshold (see Setbacks).

Whatever the case, there are a few things you should do to close out your captain's log:

1. Respond to the final prompt of your journey.

- ✦ If you have chosen to retire, respond to the following prompt:

You have seen enough of the sea and have chosen to settle down. What made you realize now was the time? What will you do with your life now? What will become of your ship and crew?

- ✦ If your journey ended due to a prompt, answer the prompt and continue to your epilogue.

- ✦ If your journey ended due to exceeding your Setback Threshold, respond to the following prompt:

You find yourself beset by the weight of your failures, adversaries, and just plain bad luck. What is the straw that broke the camel's back? How does your journey at sea end? What will become of your ship? Your crew?

2. Write a brief epilogue to your tale. Respond to the following prompt:

With the end of your journey, your story becomes legend, then fades into myth as fate marches on. Who remembers you after you have gone? What did you leave behind at sea? What are the last words your captain speaks before darkness takes them?

3. Write your captain's epitaph, a short phrase that they either would want to be remembered by or that someone might use to sum up their life, that will appear on your captain's headstone. This is the final word on their life. Perhaps another captain will gain inspiration from these words?

Sample of Play

For this example, we'll follow the misadventures of the arachnid pirate Cap'n Legs and his cutthroat crew aboard the dread ship Queen Charlotte's Revenge as they seek plunder and infamy at sea. He starts with his four Stars and rolls them to see what happens first on his journey!

Building Clusters

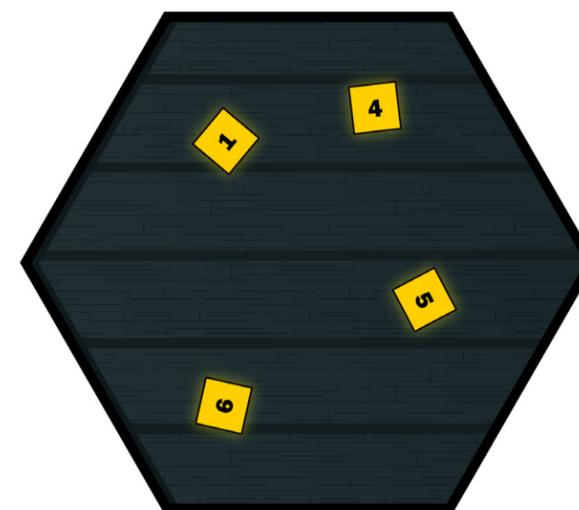


Figure 1

Here you can see the dice that Cap'n Legs rolled (*fig. 1*). Cap'n Legs' player looks through the available clusters and constellations and interprets this roll as a Knife cluster.

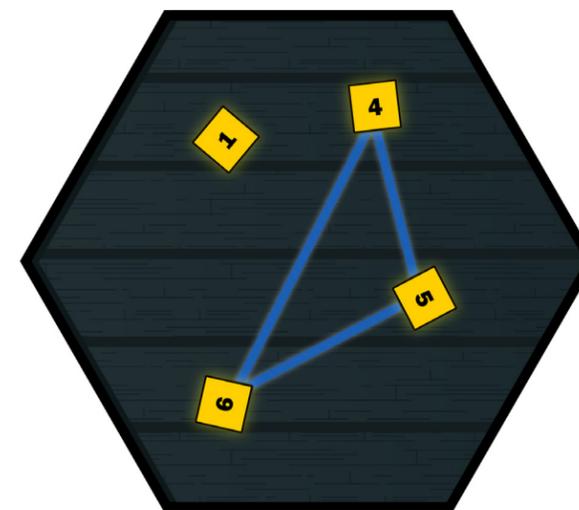


Figure 2

After choosing which dice he will use in his Knife, Cap'n Legs totals the value of the dice that make up the cluster and gets 15 (*fig. 2*).

Captain Legs then checks his result against the Knife's prompt table and writes a response about his crew pinning up a picture of the Dread Pirate Limbs, Cap'n Legs' dreaded rival, inside the Cap'n's closet. Everyone had a good laugh about it while swabbing the deck after. This adds two more Stars to Cap'n Legs' pool of Stars, and on his next roll he rolls six dice instead of four.

Assets and Setbacks

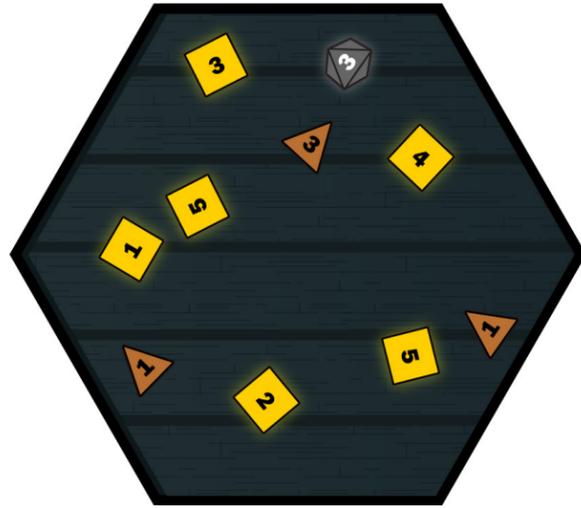


Figure 3

After rolling a few more clusters, Cap'n Legs has accrued three Setbacks and an Asset, in addition to the 2 additional stars from earlier. He decides that, since one of his results forces him to take on an additional Setback for every cluster he builds, he is going to get rid of a few of them. To counteract these negative forces, he will also use his Asset on the same roll. He rolls all of his Stars, Setbacks, and Assets at once (fig. 3).

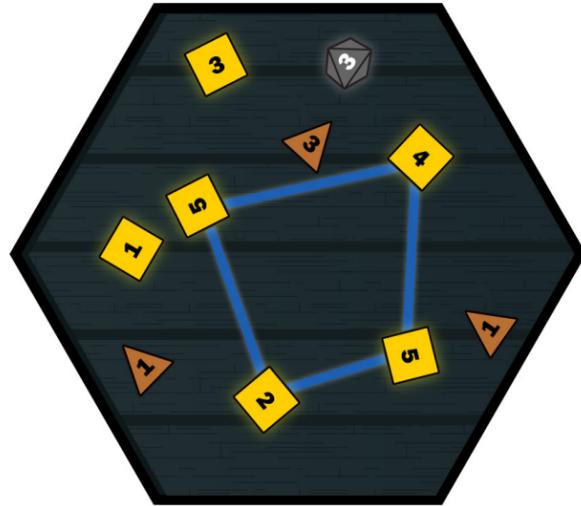


Figure 4

The good Cap'n consults his options and, though the angles aren't perfect, decides they are close enough to interpret this roll as a Crate (fig. 4).

Cap'n Legs first totals the Stars that make up his cluster (16), then adds the value of his Asset (3), and finally subtracts the total value of his Setbacks (5) for a total of 14. He checks this value against the Crate's prompt table.

After writing a response detailing Cap'n Legs' recurring dream about spider-crabs and sunken ships, he follows the instructions and gains both another Star (bringing him to a total of seven) and a Setback. As he is still forced to take an additional Setback per roll from a previous prompt, this brings him back up to two Setbacks.

Building Constellations



Figure 5

After a few more rolls, Cap'n Legs has nine Stars, three Setbacks, and two Assets. He decides he will use two of his Setbacks and one of his Assets, and rolls (fig. 5).

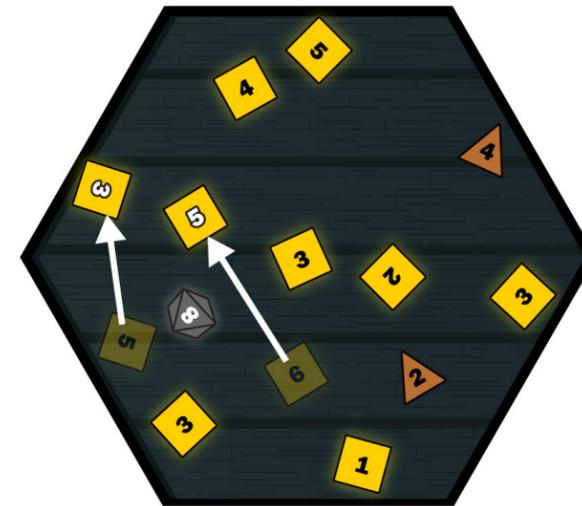


Figure 6

After some inspection, Cap'n Legs believes that this is close enough to Dori's Spear that with just a few adjustments, he'll be ready to conquer the Giant Angry Crab that stole his treasure. He moves a 6 and a 5 into position, lowering their respective values by 1 for the first and 2 for the second (fig. 6 and 7).

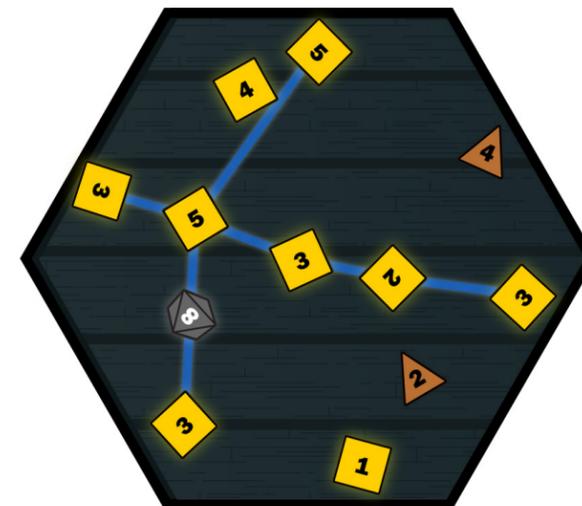


Figure 7



Figure 8

With the shape of Dori's Spear now close enough by his estimation, he checks the three clusters that make up his constellation and moves his two Setbacks and Asset into place next to those clusters, applying them to their totals (*fig. 8*). Totaling up the three acts of the constellation, he finds that the first act (orange) totals 16, the second act (blue) totals 11, and act 3 (white) totals 7. If he had rolled any more Assets or Setbacks, he would have to have attached those to the clusters as well.

He now responds to his prompts in order. In the first act, his navigator Hurd Gurd spots signs of a passing giant crab, which leads them to the creature's lair. He awards Hurd Gurd the right to strike the first blow when the time comes, and he gains an Asset.

In the second act, another crewman spots a weak point in the creature's shell, and Cap'n Legs shares this information with the able Hurd. Cap'n Legs chooses to lose his remaining Setback.

In the final act, as the ship stealthily approaches the lair of the Giant Angry Crab, it turns and pounces! It knew they were there and lured them into a trap! Cap'n Legs loses a Star (bringing his pool to eight), gains a Setback (going back to one), and chooses to lose another three Stars (now to a total of five: almost back to where he started!)

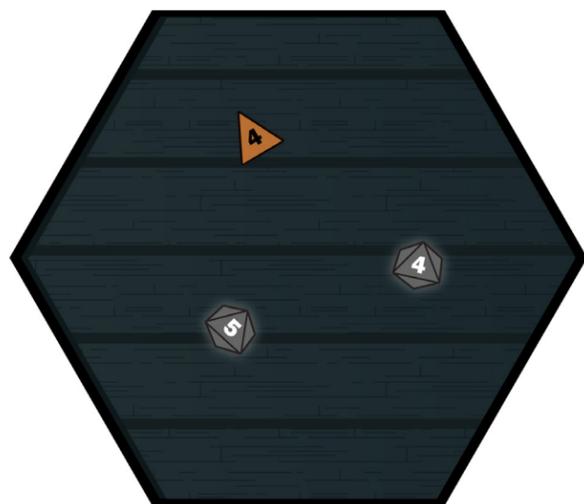
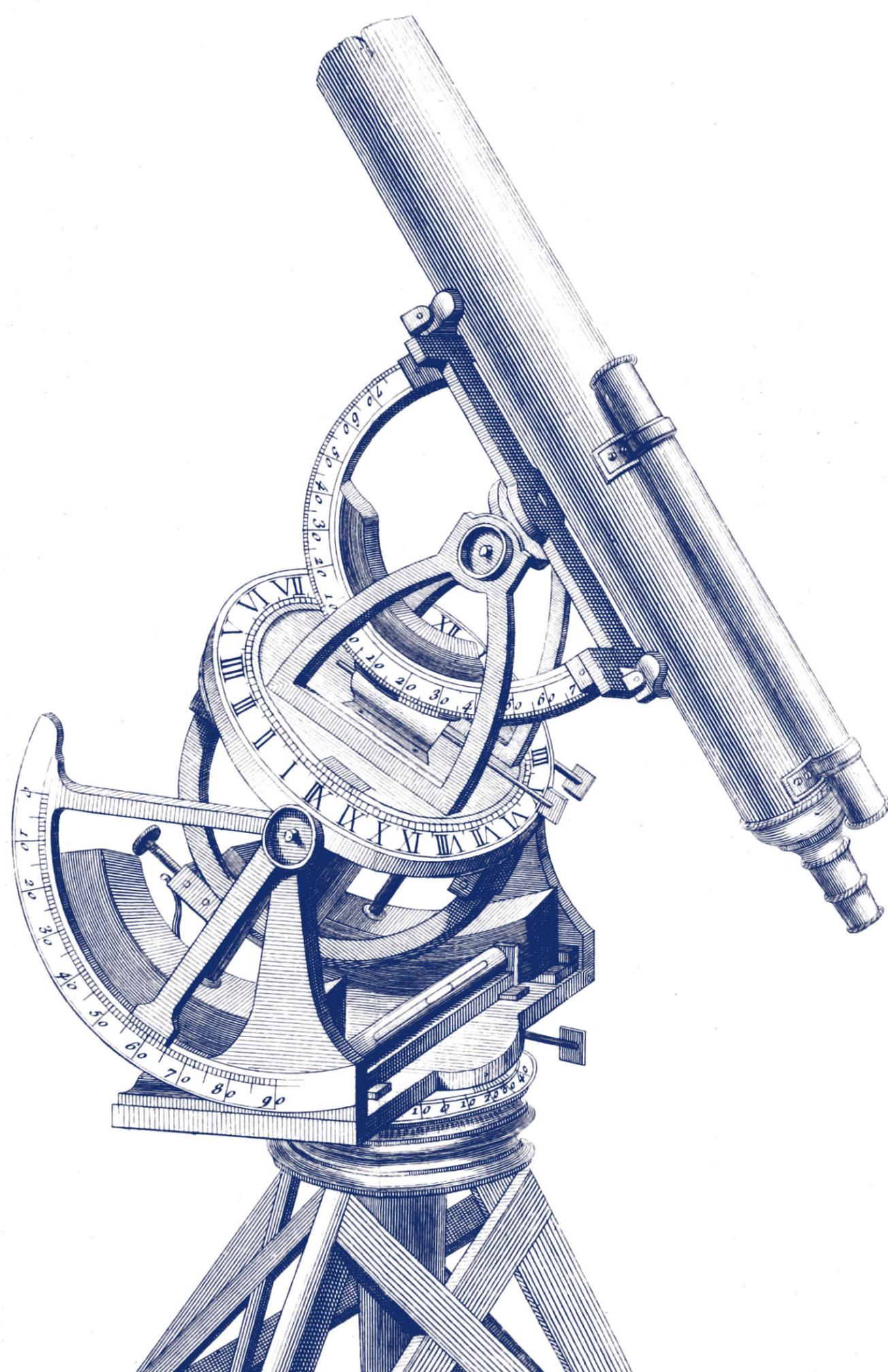


Figure 9

Finally, he rolls his Finale Roll. He must roll all of his remaining Setbacks (only one... this time) and as many Assets as he likes (he has two, and chooses to roll both of them). He could also choose to roll any Titles he had (if he had any, that is). He makes his roll and gets... a 5 (*fig. 9*)!

He checks the Finale Roll table and responds to the prompt. Hurd Gurd nimbly scampers up the mast and, dropping from a great height wielding a harpoon, hits the Giant Angry Crab's weak spot for massive damage, killing it instantly. When they search the lair, they discover a giant chest full of gold and jewels! Cap'n Legs gains the Title "Richest Spider on the 8 Seas," and notes on his character sheet that all his rolled Assets now have a minimum value of 2. He sails off into the sunset, looking for his next adventure!



Star Chart

Dori's Spear p23



Clusters



The Crate p20



The Companion p21



The Knife p19



Paerun Tower p26



Eternity's Mill p29

Constellations

Clusters

Answering Cluster Event Prompts

You may get the same event prompt more than once. The full version of the game will tie the majority of these events to new constellations, and each will have several prompts to reflect that. But if your dice are giving you the same numbers over and over again, here are some options for you:

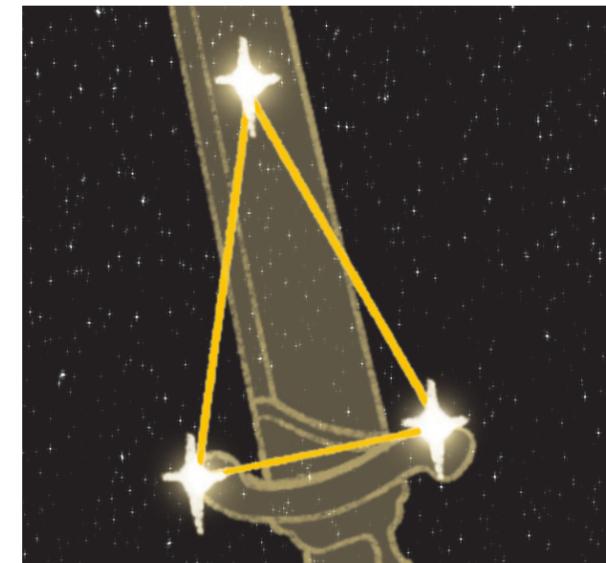
- ✦ **Continue the Story.** These prompts are meant to introduce a new idea or story beat into your captain's life. If you roll the same prompt a second time, consider adding on to that story thread. For example, rolling the "conflict with another ship" prompt in the Knife cluster multiple times may indicate that you now have a rivalry with the crew of that ship, which keeps returning to harry you.
- ✦ **Modify the Cluster.** If you look at your cluster and notice you're getting a prompt you'd rather not answer, you can always modify the cluster by moving a die. This may get you a prompt with a lower score, but at least it's not the same one!
- ✦ **Modify the Prompt.** If you don't want to answer a prompt, change it! Use the event's results to guide your writing. For example, if an event says that you "gain one Star," you can decide this means you've learned a new secret from a crewmate.



The Knife

Shape: Three Stars, a triangle

The Knife is always visible in the sky, a three-sided constellation that reminds those at sea of ever-present conflict. While trouble cannot always be avoided, what truly matters is how one responds to it.

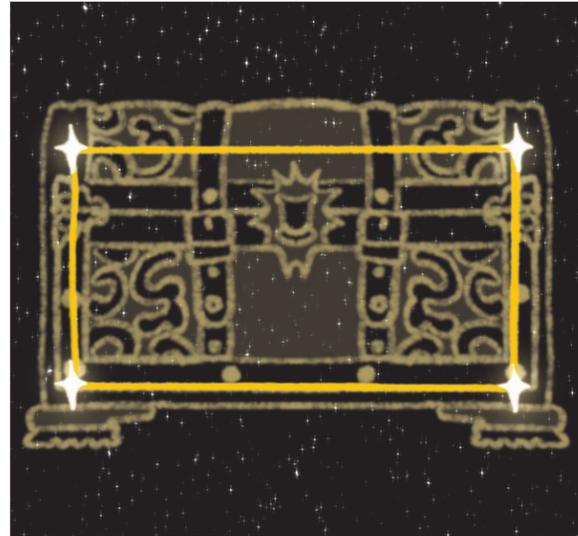


RESULT	PROMPT
< 3	A surprise attack! Why didn't you see it coming, and what was the cost? Lose a Star, gain two Setbacks.
3-6	Your crew is unsatisfied, and the conflict comes to a head. How did this happen, and who did you lose? Gain two Setbacks.
7-8	Something is following you, unnerving your crew. What is it, and how long do you have until it strikes? Gain a Star. Gain one Setback now and every time you roll a cluster event until you complete the Dori's Spear constellation.
9-10	A conflict with another ship ends in victory, but not without costs. Who was this opponent, and what were the spoils? Gain either a Star or an Asset and a Setback.
11-13	You find yourself in unfamiliar waters belonging to people you've never met. Who are they, and what do you sacrifice to earn their trust? Gain a Star. Choose a constellation. Gain one Setback now and every time you roll a cluster event until you complete that constellation.
≥ 14	Your crew unites over a bit of good-natured mischief. What was it, and how does it affect your crew going forward? Gain two Stars.

The Crate

Shape: Four Stars, a quadrangle

The Crate represents acquisition. Those who look to the Crate hope to find something that may help them on their journey. But not every gift is a welcome one—some are detrimental.



RESULT PROMPT

< 4	Your ship is carrying too much. What do you jettison to keep the voyage moving? Lose a Star, gain two Setbacks.
4-6	Something unwelcome finds its way aboard, spreading at a fast pace. What is the danger to your crew, and how do you stamp it out? Gain a Setback.
7-9	You find something that could be useful to your voyage, but it needs work. How is it broken, and why do you bother? Gain an Asset and a Setback.
10-12	You find the wreckage of another ship, its crew long gone. Do you uncover the sinister cause of this wreck, or do you discover a treasure long abandoned? Gain a Star and a Setback or an Asset.
13-14	A dream grants you insight. Is it a prophecy, or a warning? Gain a Star and a Setback or an Asset.
15-16	Something mysterious floats in the water past your ship. Why do you pull it up? Gain a Star or an Asset.
17-18	You receive a reward for your hard work. Who are you beholden to, and what expectations are they setting upon you? Gain two Stars. Choose a constellation. Gain a Setback now and every time you roll a cluster event until you complete that constellation.
19-22	You make a discovery! Who needs to hear about this, and how urgent is it that they know? Gain two Stars or a Star and an Asset.
≥ 23	The sea has granted you a splendid gift. What do you do to thank her? Gain two Stars and an Asset.

The Companion

Shape: Four Stars, a feather

Lonely sailors look to the twinkling plumage of the Companion for guidance. No sailor can survive in isolation, but too much connection can lead to destructive entanglement.



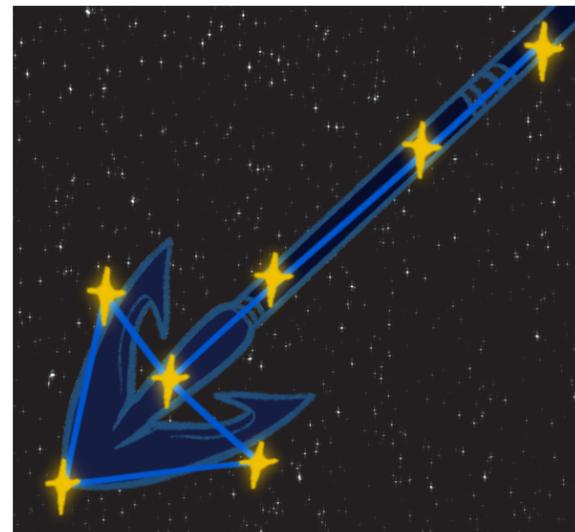
RESULT PROMPT

< 4	The night is dark, and it fills you with regret. Who are you missing, and why can't you go to them now? Lose a Star, gain two Setbacks.
4-6	You have met and become enchanted by someone. What is it about them that enchants you, and how do you finally pry yourself away from them? Gain a Star. Choose a constellation. Gain a Setback now and every time you roll a cluster event until you complete that constellation.
7-9	You turn a stranger into a friend while getting into trouble in port. Whose fault was it? Will you stay in touch? Gain a Star and a Setback.
10-11	Your crew shares a tradition with you. How do you make the stars brighter for each other? Gain a Star or an Asset.
12-13	A member of your crew leaves amicably. How will they remember you? What do they take with them? Gain a Star and a Setback.
14-15	Your crew adopts a(nother) ship's mascot. How do you two get along, and who ends up having to take care of it? Gain two Stars and a Setback.
16-18	Someone from your past returns. Why weren't you expecting to see them, and what do they bring? Gain two Stars and a Setback.
19-22	You make a powerful ally. How do you get their attention, and what do they promise you? Gain two Stars and an Asset.
≥ 23	Divine providence wills you to move ever forward. What manner of favor have you received, and did you desire it? Gain three Stars. Gain three stars. Gain a Setback now and every time you roll a cluster event until you complete the Eternity's Mill constellation.



Constellations

Dori's Spear



Shape: Eight Stars, shaped like a spear or harpoon

"... and the whole earth seethed and the long waves raged about the feet of the deathless beast. The sons of Dori thundered hard and angrily and seized their weapons: mighty arms gleaming spears of lightning cast, and where they struck no scale or chiton resisted, and Tectora shuddered and grew still."

- Pinda's Prose Theoga



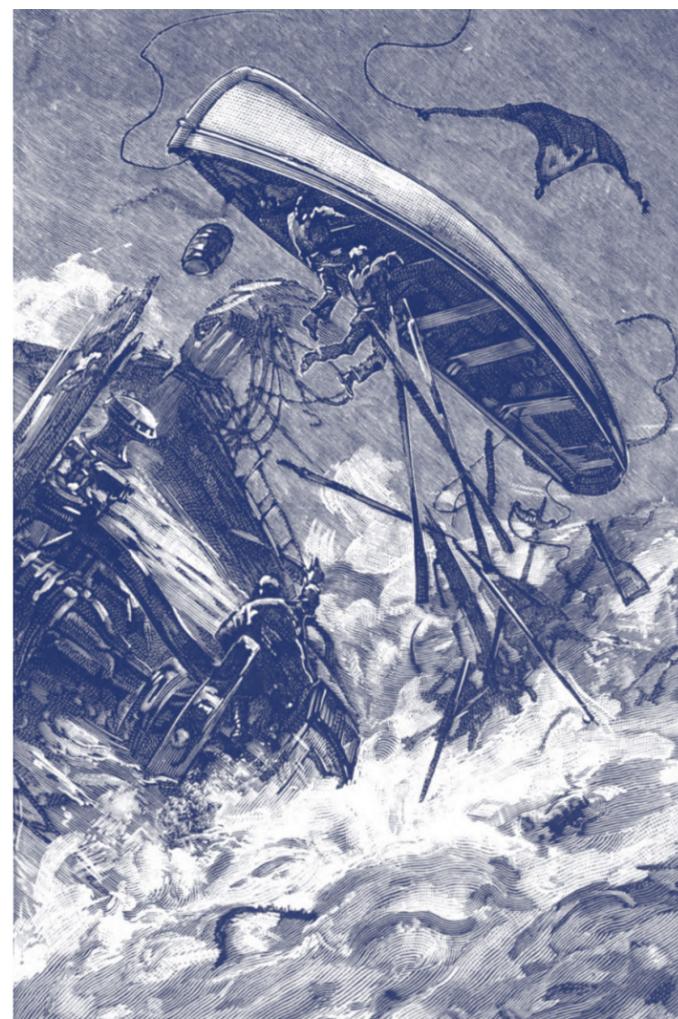
The Resupply

While not an actual cluster, the **Resupply** grants captains ensconced in adversity a shred of hope. You may use three Stars to bring your ship back home, or to another place that is safe for you. You lose these three Stars, as well as your Assets and Setbacks. Choose one of the following prompts to guide this entry in your captain's log:

A Close Call. Something nearly claimed you at sea. How badly is your ship damaged when it pulls into harbor, and why do you even want to fix it and go back out there?

A Grand Getaway. If you're going to be beached, you may as well enjoy it. What does this revelry look like, and how painful is the bill at the end of your stay?

A Risky Gambit. Every moment of your stay is a gamble. What are you racing against, and how does the shadow of this threat affect your precious time of rest?



The favored weapon of the thunder-god, that which slew the primordial beasts when the world was young. Many tales tell of mortals and demigods seeking out one of Dori's fallen spears to fight monsters of their own.

This constellation is favored by monster slayers and mighty hunters. Following the path lit by these stars will surely lead you into conflict with something monstrous—perhaps even a great primordial sea beast.

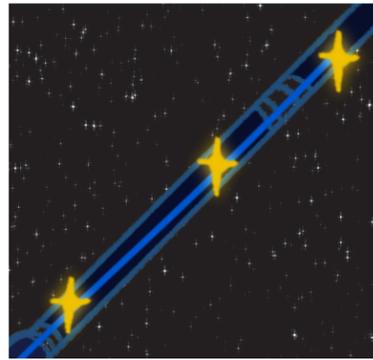
What is the nature of the beast you seek?

Why do you pursue it: glory, reward, revenge?

Act I — Encounter

RESULT PROMPT

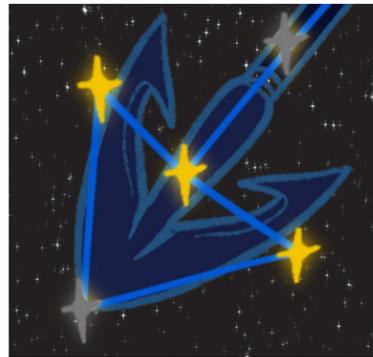
- ≤8
The creature attacks before you even know it's there! Why didn't you notice it? What's the damage, and what is lost in the attack?
Gain a Setback and lose a Star.
AND
Lose three Stars or lose an Asset.
- 9-10
From somewhere it sees you: now you are the hunted. How do you know it's hunting you, and how does the fear affect your crew?
Lose a Star.
AND
Lose two Stars or gain a Setback.
- 11-12
You find its trail and pursue. What signs of its passing do you find, and how do you track it?
Lose a Setback or increase the total of your Finale Roll by 2.
- ≥ 13
An able spotter spies the creature! How do you approach without being noticed? How will you reward the spotter?
Gain an Asset.



Act II — Clash

RESULT PROMPT

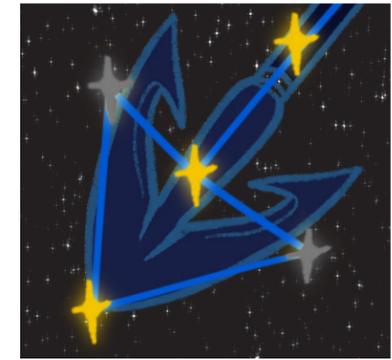
- ≤8
It has dealt a vicious blow! How did it gain the advantage? Why didn't it finish you off?
Gain a Setback and lose a Star.
AND
Lose three Stars or lose an Asset
- 9-10
It's learning, becoming wise to your tricks. What did you try, and how did it fail? What has the creature learned about you?
Lose a Star.
AND
Lose two Stars or gain a Setback.
- 11-12
You learn a secret that will aid your hunt! What do you learn, and who else do you tell?
Lose a Setback or increase the total of your Finale Roll by 2.
- ≥ 13
You have weakened the creature! What sort of blow did you strike, and how did the creature react?
Gain an Asset.



Act III — Showdown

RESULT PROMPT

- ≤8
It's lured you into a trap! Why did you let your guard down, and what were you tricked into doing?
Gain a Setback and lose a Star.
AND
Lose three Stars or lose an Asset.
- 9-10
It attacks relentlessly! What damage does it do, and where do you focus your defense: yourself, your ship, or your crew?
Lose a Star.
AND
Lose two Stars or gain a Setback.
- 11-12
You trade blow for blow! What does your titanic battle look like? How does the crew react?
Lose a Setback or increase the total of your Finale Roll by 2.
- ≥ 13
The advantage is yours! How did you gain the upper hand, and why does the creature fear you?
Gain an Asset.

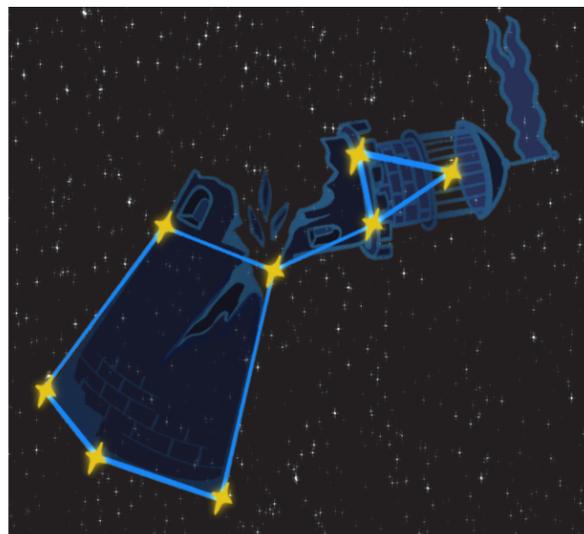


Finale Roll

RESULT PROMPT

- ≤0
The creature comes upon you, and you meet your fate. How does the creature defeat you? What happens to your ship? Your crew? You?
Your journey has come to an end.
- 1-2
You fight the creature to a standstill, but before a final blow is struck, the creature flees. What lets the creature escape? How do you react to its flight? Do you swear vengeance upon the creature?
Lose three Stars and any remaining Assets. You do not count as having completed this constellation and you do not gain a Title. If you swear to continue hunting the creature, you can rearrange any number of Stars without any adjustments to their values when creating this constellation.
- 3-4
You slay the creature, but at great cost. You barely survive the encounter, and you leave this hunt scarred. What damage did the creature deal? What hurts will you carry with you? Lose three Stars.
Gain a Title. You always roll an additional Setback when you build a Cluster.
- 5-6
You strike the creature down and reap the rewards! From where does the wealth come, and what do you gain?
Gain a Title. An Asset roll of 1 counts as a 2.
- ≥ 7
With flashing eye and mighty arm, you dash your enemy upon the rocks of fate. In the mouths of gods and mortals, your name becomes synonymous with "hunter." Who witnesses your achievement, and how does your legend spread?
Gain a Title. You may spend any Titles to add 6 to a Cluster's total.

Paerun Tower



Shape: Seven Stars, in the shape of a crumbling spire

Many legends surround the ruins of Paerun Tower, but all of them agree the unquiet ghosts of those slain in the disaster haunt it still. It is said that for a sailor to enter the ruins is to court death, as the ghost of Queen Maer holds particular hatred for the seabound.

This constellation influences those beset by curses, the unquiet dead, and pasts they cannot let go of. Under these stars, old wounds open and fears are given form.

*And when he saw the sky alight
Black sails, black sails he flew
His tower red and burning bright
Black sails he flew
He turned and hid his grey crown'd head
Black sails, black sails he flew
For then he knew his love was dead
Black sails he flew*
- *His Seven Sails, author unknown*



What haunts you?

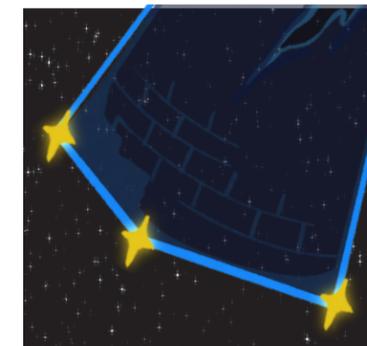
What did you do to earn your curse?

What weighs heavy on your soul?



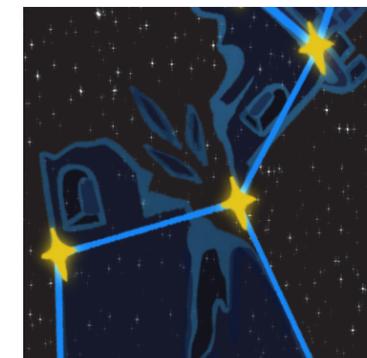
Act I — Manifestation

RESULT	PROMPT
≤ 8	The curse comes upon you suddenly. Why was there no warning, and what does the curse ruin? Gain a Setback and lose a Star. AND Lose three Stars or lose an Asset
9-10	The curse stalks you, and with it come ill winds. What poor luck does the curse afflict you with? What bad tidings are brought upon your ship? Lose a Star. AND Lose two Stars or gain a Setback.
11-12	You sense the coming of the curse. What warns you of the curse's manifestation? What emergency actions do you take? Lose a Setback or increase the total of your Finale Roll by 2.
≥ 13	You are prepared for the curse. Who forewarned you of it? What were you told of its nature? Gain an Asset.



Act II — Desperation

RESULT	PROMPT
≤ 8	The curse runs rampant. What overcomes the spirits of your crew? What drastic, ill-advised action do they take? Gain a Setback and lose a Star. AND Lose three Stars or lose an Asset.
9-10	Dread takes root within you. What fear has beset you? How are your health and demeanor impacted? Lose a Star. AND Lose two Stars or gain a Setback.
11-12	You manage to avoid the curse. How do you steer clear of the worst of the curse's effects, and what do you do with the time you've bought yourself? Lose a Setback or increase the total of your Finale Roll by 2.
≥ 13	You build a ward against the curse. What helps shield you from the curse? Where did you learn of it? Gain an Asset.



Act III — Confrontation

RESULT PROMPT

≤ 8
The curse blankets your ship. How does the curse manifest so that any other ship may see it? Who flees the ship?

**Gain a Setback and lose a Star.
AND
Lose three Stars or lose an Asset.**

9-10
The curse takes root in your crew. Who turns against you, and how do they undermine you?

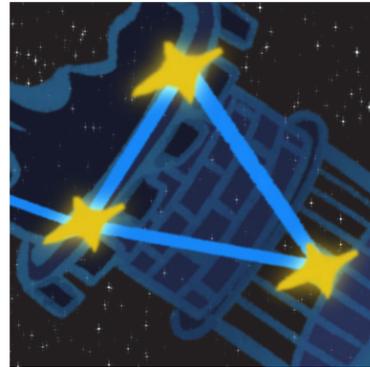
**Lose a Star.
AND
Lose two Stars, or gain a Setback.**

11-12
You stand fast against the curse. What memory or thought girds you against it? What do you take solace in?

Lose a Setback or increase the total of your Finale Roll by 2.

≥ 13
You stare the curse in the eye, and it blinks first. How do you challenge your curse? What drives your unflinching courage?

Gain an Asset.



Finale Roll

RESULT PROMPT

≤ 0
Darkness surrounds you, and dreadful claws grip your heart as you succumb to your curse. How does the curse triumph? What happens to the rest of the crew?

Your journey has come to an end.

1-2
You have found a way to live with the curse, but you are not truly free of its grasp. What lasting burden do you carry? What balance have you found with your curse? What mutterings about your soul stir among the crew?

Lose three Stars and any remaining Assets. You do not count as having completed this constellation and you do not gain a Title. Gain a permanent Setback until you complete this constellation.

3-4
You have overcome the curse, but the dread has left its mark upon your soul. What broke the curse? What fear will you carry with you forever? Who knows of your fear?

Gain a Title. Lose three Stars. Permanently decrease your Setback Threshold by 1.

5-6
You banish the curse. How did you cast out the dreadful spirit, and how do you know it will never return?

Gain a Title. Permanently increase your Setback Threshold by 1.

≥ 7
You annihilate the curse, and through strife your soul has been forged. In you now burns an unbreakable will. What can no longer harm you? What effect does your presence have on those who meet you?

Gain a Title. You may spend this Title to lose three Setbacks.

Eternity's Mill



Shape: Six Stars, five in a circle with one in the center

Thousand Jack: What providence is this? If it were acted in a play I would call it forced.

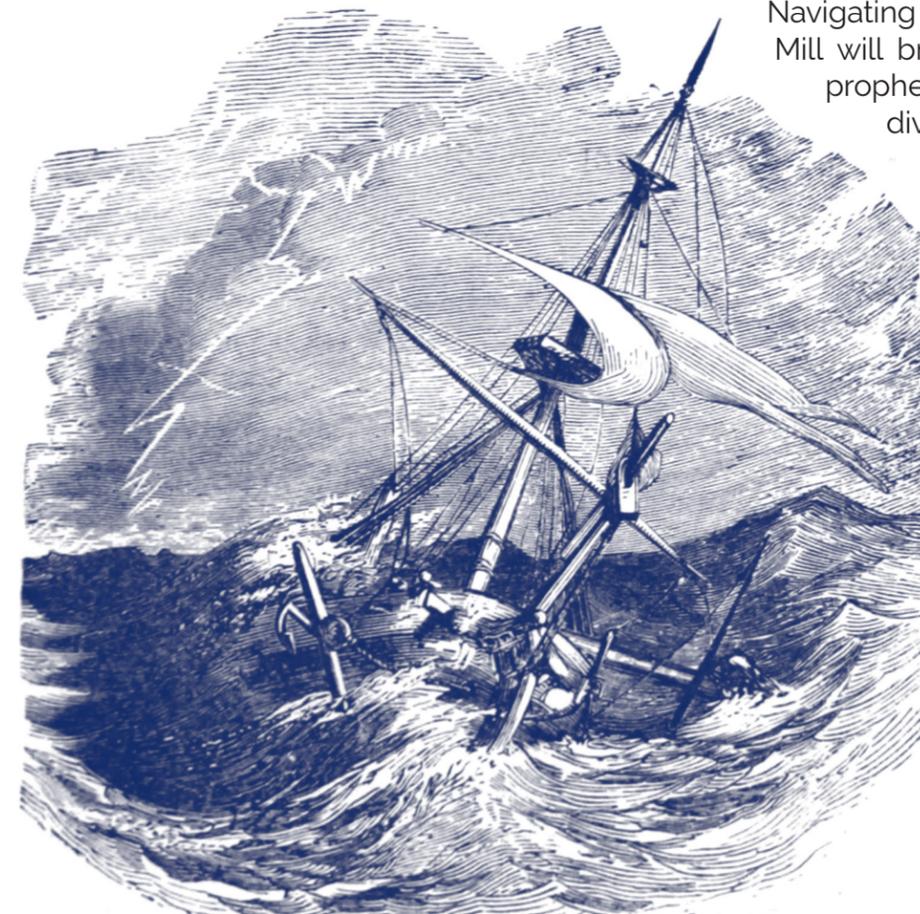
The Oracle: If it were acted in a play t'would be resolved in the day. No, midshipman. It will be over for you when the Maelstrom spews forth and the souls return from the Wailing Winds, when Mack-of-Tears welcomes Old Jen home, and the Mill of Eternity grinds time into Fate no more.

Thousand Jack: Then shall I be done with this tiresome wag?

The Oracle: No, then you shall be permitted to die.

- Don Saletto's *The Thousand Tales of Thousand Jack*, Act I, Scene II

The gift of prophecy is as dangerous as it is desired, and seers who have attended the Great Wheel and seen the fates of men scattered across the world are considered by some to be divine, and by others to be enemies of the state. Those who pursue prophecies are thought by most to be reckless fools, but that does little to dissuade the poets, heroes, and sea captains determined to seize Fate's secrets for themselves.



Navigating under the light of Eternity's Mill will bring you in contact with the prophetic: oracles, fortune-tellers, divinatory tools, and the flow of time. Pursuing it will surely reveal the secrets of your future.

What rumored oracle do you seek?

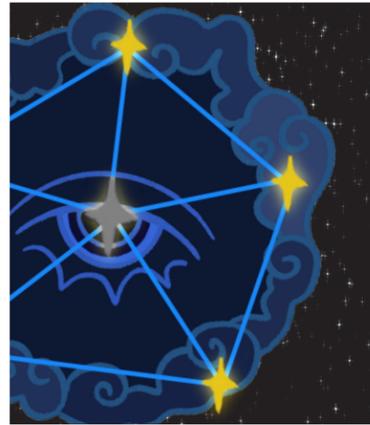
What questions do you have that require the Sight to answer?

Who tried to convince you to abandon this folly?

Act I — Supplication

RESULT PROMPT

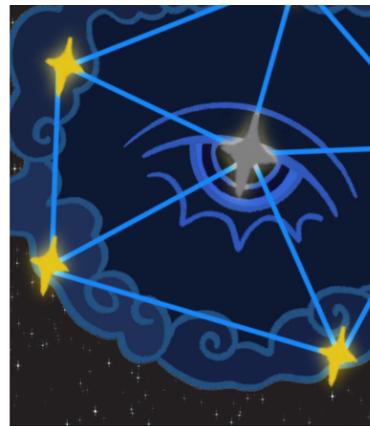
≤ 8	The oracle will not work with you. Why does the oracle refuse you, and what must you do to convince them to help? Gain a Setback and lose a Star. AND Lose three Stars or lose an Asset.
9-10	Your meeting with the oracle is interrupted. What wants to prevent your search for prophecy? What does it do to you? Lose a Star. AND Lose two Stars or gain a Setback.
11-12	You were prepared for the oracle's tests. What manner of tests were they, and how did you learn of them? Lose a Setback or increase the total of your Finale Roll by 2.
≥ 13	The oracle is ready to help you. Why do the powers that be wish to aid you? How does this aid manifest? Gain an Asset.



Act II — Sacrifice

RESULT PROMPT

≤ 8	The oracle demands a soul. Will it be yours, or someone else's? Gain a Setback and lose a Star. AND (CHOOSE ONE): Yours: You give of yourself. What do you lose forever? How are you marked for all to see? Lose three Stars or lose an Asset. OR: Someone else: Another will pay this price. Who do you sacrifice? How is your reputation sullied? How do you handle this stain on your soul? Lose a Star. Decrease your Setback Threshold by 1.
9-10	The oracle demands blood. What blood is offered, and what is the cost of your blood magic? Lose a Star. AND Lose two Stars or gain a Setback.
11-12	The oracle demands a memory. What painful memory do you lose? How do you feel when it is gone? Lose a Setback or increase the total of your Finale Roll by 2.
≥ 13	The oracle demands time. While you are busy with the oracle, what long-put-off work does your crew finish? Gain an Asset.



Act III — Sight

RESULT PROMPT

≤ 8	You witness horrors. What sights that mortals should not see were you exposed to? What dark change is wrought within you? Gain a Setback and lose a Star. AND Lose three Stars or lose an Asset.
9-10	You witness sorrows. What far-flung sadness invades your mind? What do you come to regret about your own life? Lose a Star. AND Lose two Stars or gain a Setback.
11-12	You witness joys. What human triumphs and moments of happiness fill you with hope? What lessons do you learn? Lose a Setback or increase the total of your Finale Roll by 2.
≥ 13	You see beyond. What vast vision is revealed to you? What secret are you now a party to? Gain an Asset.



Finale Roll

RESULT PROMPT

≤ 0	The raw stuff of Fate sweeps through you, and where it touches it scours away what is and leaves only possibilities. What is left of you when the power recedes? Where does the crew go from here? What becomes of the power you channeled into this world? Your journey has come to an end.
1-2	Your sought-after prophecy fails, but something from beyond has now marked you as its own. How does your vision backfire? What is it that stalks you through the unseen? Lose three Stars and any remaining Assets. You do not count as having completed this constellation and do not gain a Title. Gain a permanent Setback until you complete the Paerun Tower constellation.
3-4	You do not receive the answers you sought, but an event in your future is laid out before you! What does the oracle tell you? How do you feel about your future? Lose three Stars. Gain a Title. Roll a d6. You may lose this Title permanently to rearrange any number of Stars without any adjustments to their values when creating that constellation. 1-2: Dori's Spear 3-4: Paerun Tower 5-6: Eternity's Mill (Author's note: There will be more options when we add more constellations.)
5-6	The questions concerning your future are answered. What fate do you seek? How do you use your knowledge of the future to ensure it? Gain a Title. Choose a constellation. You may lose this Title permanently to rearrange any number of Stars without any adjustments to their values when creating that constellation.
≥ 7	Your questions are answered, and the manner of your death is foretold. How do you use this to your advantage? What do you now fear? Gain a Title. If your journey would come to an end, you may lose this Title permanently and ignore the mechanical effects of the prompt that ended your journey.

