



# THE LAST VOYAGE OF THE ALECTO

OR *“AND I ALONE SURVIVED  
TO TELL THE TALE”*

AN RPG BY NICK WEDIG

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This game's mechanics owe a lot to the RPGs *Swords Without Master* by Epidiah Ravachol, *Facing the Titan* by Gulix and *For the Queen* by Alex Roberts. The cover painting is *Shipwreck in a Storm* by Jean Pillement, 1782. Other art is from [Pexels.com](http://Pexels.com), [Unsplash.com](http://Unsplash.com) and the **British Library's digital collection**, used under permission.

Take turns reading these cards out loud (both sides) and following the instructions.

A ship sets out from port. The crew don't know it, but the vessel is inevitably doomed by hubris and bad fortune. The Captain has chosen each of us to be in charge of the crew. The Captain is confident in our ability to safely guide the ship. The Captain is wrong.

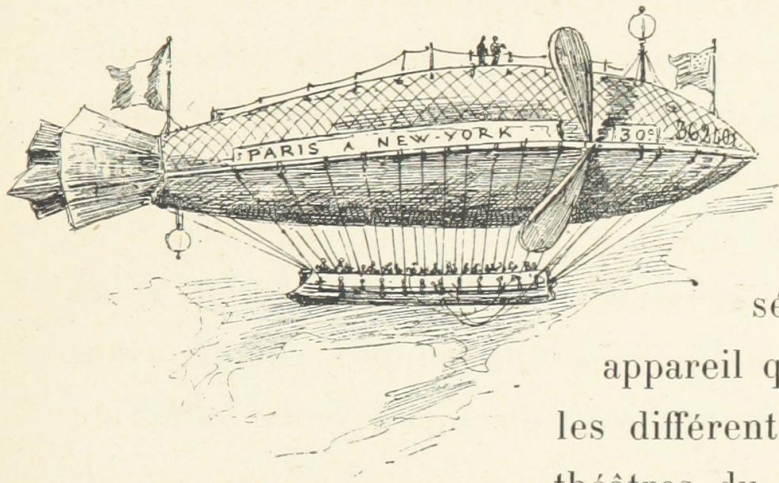
Despite our best efforts, the Alecto will never return to port. The Captain and most of the crew will perish along with the ship.

## PREPARATION

As a group, choose one of the ship images to be what the Alecto looks like. Or use another image instead, anything that inspires you.

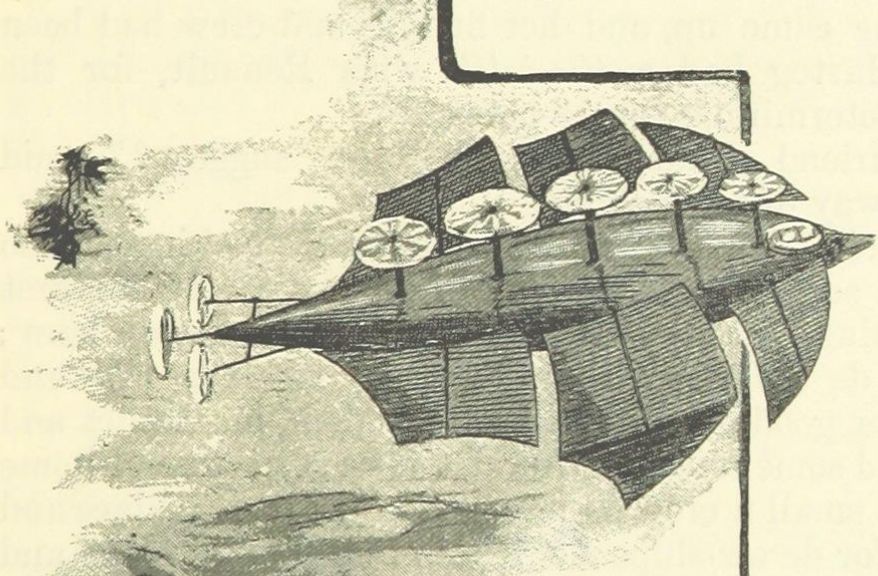
Take the 5 Act cards and place them face up in a stack with Act 1 on top and 5 on the bottom. Place the Tribulation cards somewhere everyone can reach them. Gather together 4 coins, some way to take notes, and two six-sided dice. One die must be light in color and the other dark. Place two coins on Act 1.





spec  
c'e  
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m  
les f  
sées, c  
appareil qui re  
les différentes se  
théâtres du mond









京都名所  
淀川



秋  
重  
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印





**EVERGREEN**

Port of Baltimore USA

Port of Baltimore USA

Port of Baltimore USA

EVERGREEN

COSCO

CHINA SHIPPING

CHINA SHIPPING

COSCO

COSCO

EVERGREEN

EVERGREEN

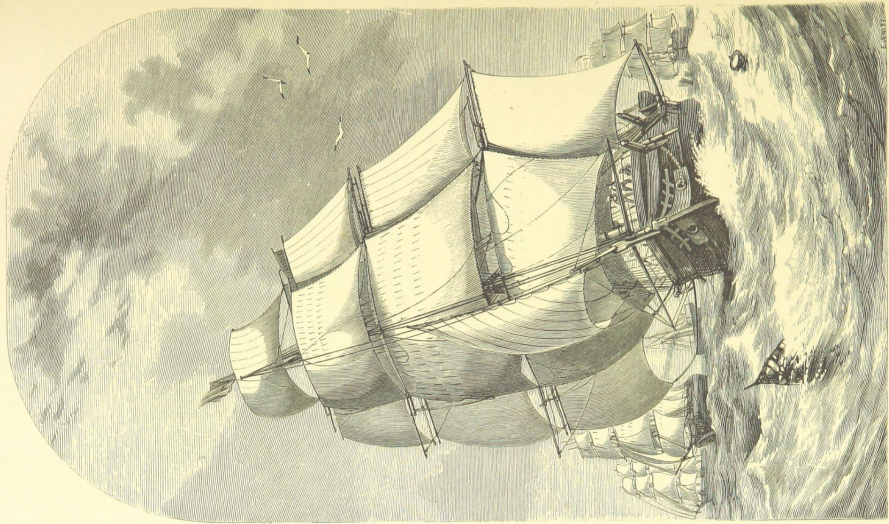
EVERGREEN

EVERGREEN

EVERGREEN

EVERGREEN

EVERGREEN



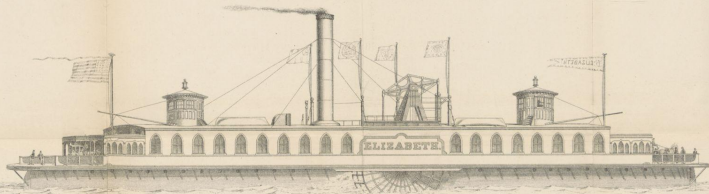
MERCHANT-MARINE, MAKING FOR PORT.

L. 8017

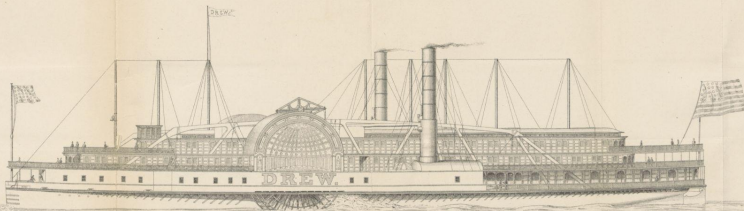


FRYKEN  
LUTHERSAND

FERRY-BOAT OU BAC A VAPEUR DE L'HUDSON



STEAM-BOAT DE LA LIGNE DE NEW-YORK A ALBANY



















MARINER OF THE SEAS  
MASSAU

MASSAU



## THE X-CARD

Let's place this card in the center of the table, with the X side visible and accessible to all of us. If one of us doesn't want to include some fictional content in the story, they just touch the X card or point at it or say "I'm going to X card that". That content is removed from the game, like it never happened. The X-Card is an optional tool (created by John Stavropoulos) that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. To learn more, visit: <http://tinyurl.com/x-card-rpg>

If one of us doesn't want to include some fictional content in the story, they just touch the X card or point at it or say "I'm going to X card that". That content is removed from the game, like it never happened.

# X





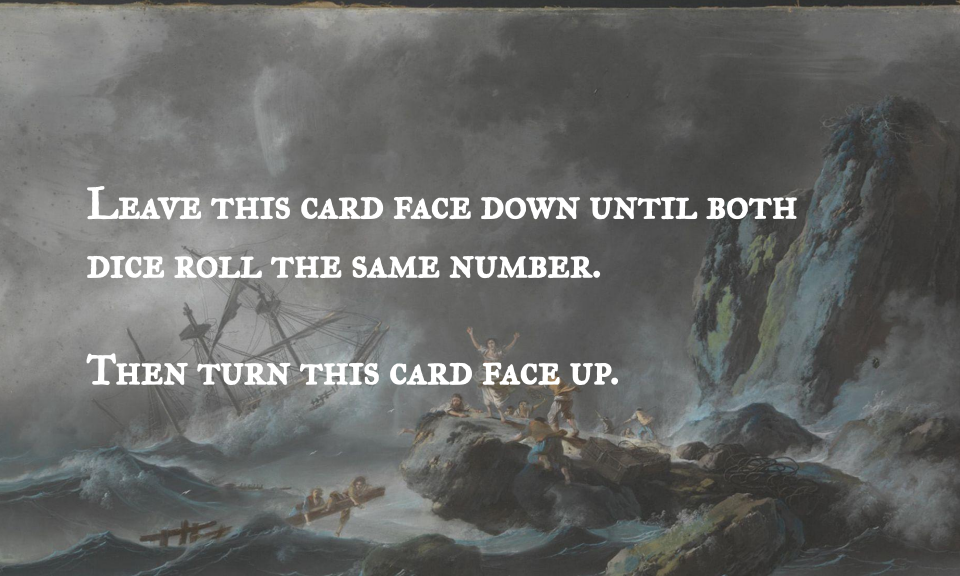
## ROLLING THE BONES

The game consists of answering questions, about you character, you actions, the ship or the voyage. The first question each act appears on the Act's card. After the first, players create questions to explore aspects of the story they find interesting.

To answer a question, take the dice and roll them to determine the Tone of your answer. A Tone is just a style or mood. Each Act has two Tones described on its card, for the **light die** and **the dark die**. Answer using the Tone of the die that rolled higher, building on the fiction already established about the voyage, ship and characters.

When you answer a question according to the dice, other players are encouraged to provide suggestions, roleplay snippets of character interaction, ask for more detail and imagine the world as described. But the player who rolled the dice has the final say on the truth.

Once you are satisfied with your answer, hand the dice to another player. Ask that player a new question, about their character and what they do in this Act, anything you're interested in. This could be a specific demand: "*How do you rescue the imprisoned prophet?*" or it could be more general: "*What do you see on the horizon?*" The other player then rolls the dice and answers using the high Tone.



**LEAVE THIS CARD FACE DOWN UNTIL BOTH  
DICE ROLL THE SAME NUMBER.**

**THEN TURN THIS CARD FACE UP.**

When you roll the same number on both dice you don't answer the question you were asked. Instead, a Tribulation prevents your action.

**If there are any coins on the current Act**

Take one coin. Then choose or randomly draw one Tribulation card. Each Tribulation is an ongoing misfortune that befalls the crew. Tell us how that trouble begins. Then ask another mariner a question, about how they respond to this new Tribulation.

**Or if there are any heads-up coins on any Tribulation**

Take the coin off the Tribulation and add a detail to one Tribulation. Explain how the Tribulation interferes with the situation.

A dramatic painting depicting a shipwreck in a stormy sea. A large, multi-masted sailing ship is partially submerged and tilted in the dark, turbulent water. In the foreground, several people are gathered on a large, dark rock formation. One person stands with arms raised in a gesture of triumph or despair. Other figures are seen in various states of activity, some appearing to be struggling or working. The sky is dark and filled with heavy, swirling clouds, suggesting a violent storm. The overall mood is one of intense drama and peril.

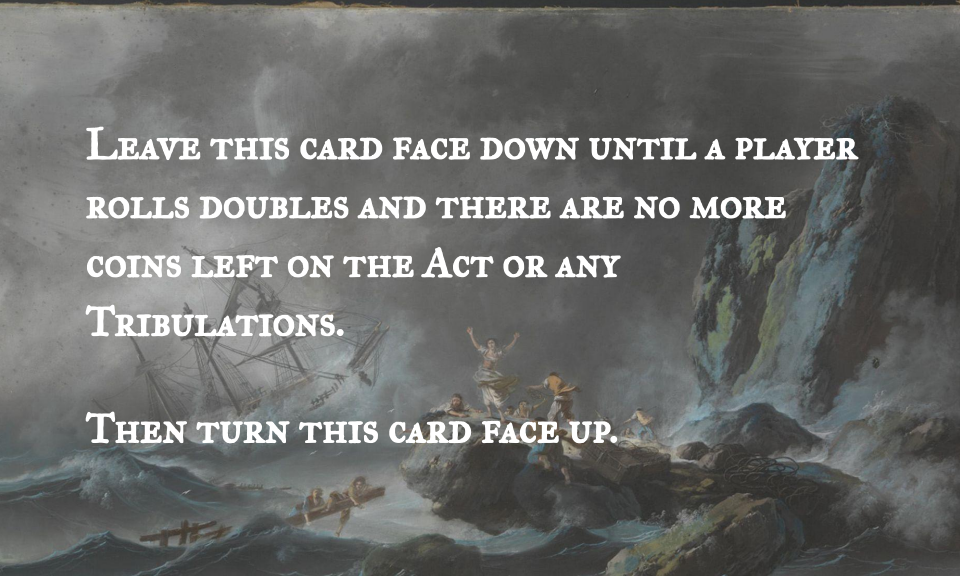
**LEAVE THIS CARD FACE DOWN UNTIL SOMEONE  
TAKES A COIN.**

**THEN TURN THIS CARD FACE UP.**

## COINS

Whenever you roll the dice, you can spend a coin to reroll one or both dice before answering. Place the coin tails-up on an ongoing Tribulation of your choice.

You can spend multiple coins to reroll repeatedly on the same roll, if you have multiple coins to spend.

A dramatic painting depicting a shipwreck scene. In the background, a large, multi-masted sailing ship is partially submerged in a dark, stormy sea. In the foreground, several people are on a rocky outcrop. One woman stands with her arms raised in a gesture of triumph or prayer. Other figures are seen in various states of distress or activity. The overall atmosphere is one of intense drama and peril.

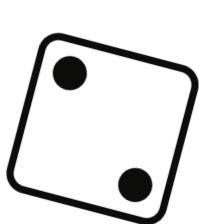
LEAVE THIS CARD FACE DOWN UNTIL A PLAYER  
ROLLS DOUBLES AND THERE ARE NO MORE  
COINS LEFT ON THE ACT OR ANY  
TRIBULATIONS.

THEN TURN THIS CARD FACE UP.

When someone rolls doubles and cannot claim a coin, it is time to end the Act. The active player chooses one ongoing Tribulation. They describe how that issue is resolved, for good or for ill for the crew. That Tribulation will no longer be an issue in this story. Other players can provide suggestions and ask questions about how the Tribulation ends, but the remaining player has final say. If there are any coins on the Tribulation, they are removed from the game.

Flip all tails-up coins on the remaining Tribulations to heads-up. The player hands the dice to another player, whichever one was least prominent in the previous Act. That player draws the next Act card. They roll the dice to answer the question at the top of the card.





**NAIVE OPTIMISM**

**OMINOUS FOREBODING**

*Where do you set off from, and what is the purpose of your voyage?*

Place 2 coins on this Act.

**ACT ONE ~ SETTING OFF**

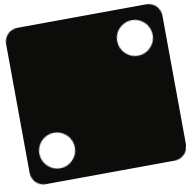
# ACT I



**PARANOIA AND  
SUPERSTITION**



**THE FREEDOM  
OF THE SEA**



*What is making the ship's crew unhappy?*

Place 1 coin on this Act.

**ACT TWO ~ THINGS GET WORSE**

# ACT 2



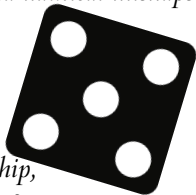
## THE DEVIL

*Humanity's worst impulses*



## THE DEEP BLUE SEA

*Foul luck and nautical mishaps*



*What cataclysmic event has befallen the ship,  
that will lead inevitably to its destruction?*

Place 1 coin on this Act.

# ACT THREE ~ THE CATASTROPHE

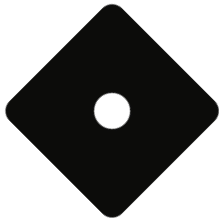
# ACT 3





**CHAOS**

**Special:** In this Act, each player rolls the dice only once. When they do so, they must describe their character's horrible death as part of their narration unless they roll doubles. The first player to roll doubles also resolves the final Tribulation.



**DESPAIR**

*How does your character die?*

## ACT FOUR ~ DESTRUCTION

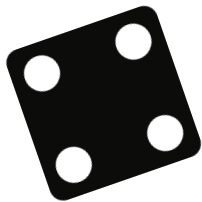
# ACT 4







**Special:** In this Act, each player rolls the dice only once. Questions for deceased characters are about their memories or legacies, about who mourns their passing and how they are recorded in the history books.



# DEVASTATION

# REGRET

*How will history remember your part in this doomed voyage?*

## ACT FIVE ~ AFTERMATH

# ACT 5





## **THE HAUNTING**

The sailors say there is a mysterious figure that walks the decks late at night. But when you go to shine a light, she vanishes. They say the ship is haunted, that we must act to appease the unquiet spirit of the dead.

***AMBIGUOUS***

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***TRIBULATION***

A dramatic painting depicting a shipwreck in a stormy sea. The scene is viewed from an elevated perspective. In the foreground, a large, dark, jagged rock formation is partially submerged in the churning, dark blue-green water. Several figures are clinging to the rock, some appearing to be in distress. In the middle ground, a large, multi-masted sailing ship is partially submerged, its masts and rigging visible above the water. The ship's hull is dark, and its sails are tattered. The sea is turbulent, with white-capped waves crashing against the ship and the rocks. The sky is a heavy, greyish-blue, suggesting a storm. The overall mood is one of peril and tragedy.

# TRIBULATION



# THE CUSTOM OF THE SEA

The food supplies are running low, perhaps because food has been lost, damaged or rotten. The crew's hunger is growing day by day. If no food is found, sooner or later lots will be thrown and one of the crew butchered and eaten.

***MUNDANE***  

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***TRIBULATION***



# TRIBULATION



# THE BLEAK AND STINGING COLD

The ship has sailed into frozen waters. The decks and rigging are lined with frost, the supplies in the hold frozen solid. Ice blocks your passage. If nothing is done soon, the ship may be trapped in the ice until the springtime thaw.

*MUNDANE*  

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*TRIBULATION*



# TRIBULATION





## **BROKEN OATHS**

The captain made many promises to his crew. Now some of sailors feel these oaths have been forgotten or unfulfilled. The unhappiness among the crew is growing, eventually it could become a mutiny.

***MUNDANE***  

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***TRIBULATION***



# TRIBULATION



# THE HYENA

Sailing these same waters is Captain Reeves's pirate ship, the Hyena. It has sighted the *Alecto* and begun pursuit. The pirates are intent on murdering and pillaging our vessel. The Hyena is heavily armed, but slow. The pirates are bloodthirsty, greedy and short-sighted. You can outrun her for a time, but sooner or later the pirates will catch up with the *Alecto*, and a battle will be had.

*MUNDANE*  

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*TRIBULATION*



# TRIBULATION



## **WAR AT SEA**

You thought that this far from land, you could escape the political squabbles that occupy the nations back home. But it was not so. The land that you call home is in open warfare against another nation, one whose ships sail these waters. If they find you, you'll be in for bloody battle. You can sail all the way around the globe, but you can't escape the shadow of war.

***MUNDANE***  

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***TRIBULATION***



# TRIBULATION



# THE WASTING ILLNESS

Some unfamiliar disease is spreading through the crew of the ship. None know where the sickness comes from, nor how to spread it, nor how to treat it. One by one, the crew succumbs to the disease's painful agonies.

*MUNDANE*  

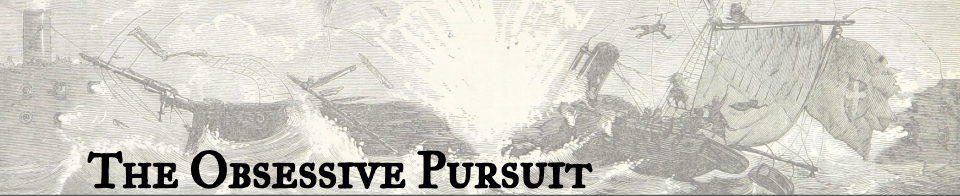
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*TRIBULATION*



# TRIBULATION





# THE OBSESSIVE PURSUIT

The Captain has become obsessed with an unreachable goal, and demands the crew push as hard as possible in pursuit of their mad folly. What unattainable desire do they pursue?

*MUNDANE*  
*TRIBULATION*



# TRIBULATION



## **LOST AT SEA**

The Alecto has wandered off course, and none know which bearing will return the ship to familiar waters. Each day of travel now might be bringing you closer to your destination... or further from it.

***MUNDANE***  

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***TRIBULATION***



# TRIBULATION



# THE FORBIDDEN SEA

An ancient taboo forbids entering these seas. The crew believe that doom will come to those who venture further into these waters, and refuse to follow the captain's orders to do so.

***AMBIGUOUS***  

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***TRIBULATION***



# TRIBULATION



# THE POSEIDON'S WRATH

One of the Mariners has accidentally broken one of the laws of the Sea. The sailors onboard the ship are convinced that violating this taboo has brought the wrath of the ocean spirits upon the ship. Doom will surely follow unless certain ritual deeds are performed to cleanse us of spiritual corruption. Perhaps they are right, or perhaps they are merely superstitious.

***AMBIGUOUS***  

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***TRIBULATION***



# TRIBULATION





# THE BEAST BENEATH THE WAVES

These waters are the home to some vast creature of the deeps, a monstrosity that is now stalking the ship. So far, the crew have only caught glimpses of enormous shadows passing beneath the ship, but we seem to have caught the beast's attention.

*MAGICAL*  

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*TRIBULATION*



# TRIBULATION



# THE MERPEOPLE

The crew have sighted castles and towns beneath the waters, inhabited by mermen and mermaids. Some of the crew have fallen in love with these strange underwater beings, but the king of the merpeople may not be happy to find his people consorting with surface dwellers.

*MAGICAL*

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*TRIBULATION*



# TRIBULATION



# THE STALKING BEAST

Something is onboard the ship, hunting the crew and murdering them. One by one crewmembers go missing. Some are found dismembered, some are never found at all. A monstrous creature is seeking to kill everyone on this ship.

***AMBIGUOUS***  

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***TRIBULATION***



# TRIBULATION



# HALLUCINATORY VOYAGE

These seas are strange, surreal and ambiguous. It becomes difficult to tell what is real and what is in your mind. Mariners see people from their past, numinous spirits, impossible sights and symbolic visions. Perhaps this is all in the mind of the tale-tellers, or perhaps a land of dreams and nightmares.

***AMBIGUOUS***

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***TRIBULATION***

A dramatic painting depicting a shipwreck in a stormy sea. The scene is viewed from an elevated perspective. In the foreground, a large, dark, jagged rock formation is partially submerged in the churning, dark blue water. Several figures are clinging to the rock, some appearing to be in distress. In the middle ground, a large, multi-masted sailing ship is partially submerged, its masts and rigging visible above the water. The ship's hull is dark, and its sails are tattered. The sea is turbulent, with white-capped waves crashing against the ship and the rocks. The sky is a dark, stormy grey. The overall mood is one of peril and tragedy.

# TRIBULATION





# THE NIGHTMARE LIFE-IN-DEATH

In the otherworldly sea you travel in, nothing remains dead for long. Mariners who perish return as a twisted mockery of their former selves. These unliving creatures suffer in agony, even as they seek to destroy the living.

*MAGICAL*  

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*TRIBULATION*



# TRIBULATION