

~~file~~

~~Molan Locke's~~

~~Equisite Corpse~~

~~sample~~

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The Sailor's Psalm

Psalm 495

blessed mother of the sea hear me,
for though i made berth upon your
realm, i am wretched and lost now.

your walls of waves crash upon my
vessel, and your biting wind gnaws at my
bones and my soul.

the fathomkeeper lights a lantern for
me, and i fear to answer her call, for
i am weak and afraid of death.

the deep things lurk below the waves
beyond my sight and light of the broken
moon.

lift me from darkness and dread in this,
my most desperate hour, and i shall
honor and glorify your name to those
you spare.

let your storms be quelled; tame their
snaking lightning.

let your waves be calm again; send
them back to the winds.

let your sharks be sated; spare my
flesh and my soul.

Save

the ending hour is known only to
you, and i beg you keep it still; for
i shall do your will and your good
for others while the world is yet to
drown again.

lend me your mercy, so that i may
weather your storms, i beg you,
mother of the sea.

keep me from the fathom and give me
light to find my way beyond starless
nights and through howling hurricanes.

glide my derelict vessel from the
lightless shores and unto the lands
spared of your wrath and chosen by
your grace.

i am but flesh, mortal, and filled with
dread.

you are boundless, eternal, and dreadful.

spare me and mine, mother.

for i fear my ending hour has come.

amen.

~~Sample~~ The Nine Sins

A sailor knows their due, for down in the dark, the dead are cleansed of their sins. They'll be no lying to The Fathomkeeper.

Weiroads forces hard choices on folks, and they are bound to find sin after making those choices.

~~Sample~~

~~9. Prophecy~~

~~8. Devil sight~~

~~7. Betrayal~~

~~6. Foolishness~~

~~5. False tongue~~

~~4. Greed~~

~~3. Profligacy~~

~~2.heedlessness~~

~~1. wanderlust~~

~~So~~ ⁸Devilsight

9. Prophecy

Call me Nolan Locke... ~~the~~

...it's the name in my Pay-books anyway, but my mind is cloudy now. Might be I murdered this nolan locke, stole his ship, and washed up in great luseq with no memory of him or me or even the deep things.

no...no

they're all i can remember now.

the rest of it...

the years at sea and the myriad faces i've
known out there are...

5 See with all eyes the de hazy now.

they come to me like shadows in the waves
and sing me their songs. they sailed great ships
over nameless seas to find where the maps
end. they tell me where to find their bones and
treasures best left buried beneath the sand and
sea. some of them i know and others i feign to
remember.



but some...

~~fire~~

some can be only the tricks

of madness...

the lies from the depths where the deep things
dwell.

might be you'll know better where i come
from after reading this. might be i go mad before
you can - i know this only:

the sea is alive with dead gods.

and if i might be i've lived long enough to

sail back to weird roads

to warn you...

ill make an exquisite corpse.

~~Save~~

What this book is

Nolan Locke's Exquisite Corpse is a toolkit built for you to design RPG stories. This book is written to work for any game you play — if you're a dungeon master, game master, or keeper of arcane lore, **you are a story designer.**

This book is an exquisite corpse: that's a writing style where one person writes a line and another person writes the next line. Together, they write a complex story full of twists and surprises no one sees coming.

That's the good news.

The bad news...

Nolan Locke is your writing partner, and he is a lunatic possessed by dead gods.

This is his journal. You will find his mind wandering and decaying on the page as you read further. He is not to be trusted or believed.

Designer's Note: You'll find these sections scattered throughout this book. They're written to give you insights into Nolan Locke's ramblings and more context about our design decisions.

Using this book to design **RPG stories**

This book illustrates techniques for **RPG story design**.

You will start by customizing **the setting: a flooded world called Weiroads**. Then, you will use **story components** like scenes, hazards, and climactic battles to build a complete narrative within the setting. Finally, you will develop your story using **story elements** that include unique and customizable facets of the setting like characters, relics, and ships.

The stories you design represent Nolan Locke's memories and delusions. You can stitch them together any way you want to build a gritty tale of black powder battles or tell the same story another way after he finds a better, truer memory.

Sample

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