



## Spoilers for Return of the Obra Dinn

Hello Inspector. Sorry to call you in like this but it seems something unprecedented has occurred... the **Obra Dinn** has returned.

Five years ago, tragedy befell this vessel and, as insurance inspector acting on behalf of the East India Company, you must discover what exactly that tragedy was. Specifically, you must match the names, faces, and fates of the 60 people aboard the vessel. You will not have access to any Perks, Powers, or Items which would help you investigate during this expedition. You can keep the ones that aren't helpful to the investigation though (it doesn't matter if you have laser eyes while you walk about the Obra Dinn). Once you see all the memories available on board and solve 42 of their fates then you leave the Jump with all you've gained here. You have all the time you'll need, and you can give up at any time. You obviously have no memory of the game during your time here. You'll be allowed to look up the answers if you give up, are still curious, and don't already know the answers (we're not that cruel).

You get +0 CP for this Gauntlet, but you do get two Items:

## The Pocket Watch

This Pocket Watch is your main tool in investigating the events of this mysterious vessel. Adorned with a skull insignia, this watch will always tell perfect time no matter where and/or when you are, although this is the least of its usefulness. Its main ability is to grant you a vision of the moment of someone's death.

Specifically, when near a corpse (or part of a corpse) from a creature as large or larger than a field mouse, the Watch will vibrate lightly to show that it can be activated. When activated, your mind will be projected into the vision. First, you will hear the last 10-60 seconds of the target's life. You will get subtitles for these seconds. If the language is one you do not understand, you will get subtitles in the language in question as well as a translated subtitle in a language you do understand.

Then, at the moment of their actual death, you will be able to explore and view (but not interact with) a small area around their death. If the environment requires it (for example, if the environment is too small to fit you, or there is not a reasonable surface to stand on) you will be granted the power to pass through certain objects and/or the ability to walk on non-solid surfaces (including air if necessary). The area in which you can explore can be as small as five meters in each direction and as large as two floors of the Obra Dinn.

You can explore these visions for as long as you'd like before exiting via a magical door accessible nearby in the vision. Going through this door will end the vision, with no time having passed since you started the vision. You can activate the power of the Pocket Watch again on a corpse (or part of a corpse) within the vision. This will end the vision and place a projection of that corpse in the real world that only the owner of the Pocket Watch can see. You can then interact with it using the Pocket Watch in the same way as a normal corpse. You can

dismiss these phantom corpses at will, although there is no real reason to do that during this Gauntlet.

Doors and other passageways which were open in visions will be unlocked in real life for you if you will it. Any ranges (most notably the audio length and vision range) for the abilities of the Pocket Watch are decided by the Pocket Watch depending on what it senses is relevant to you. You can upgrade the abilities of the Pocket Watch in a later section.

## **Inspector's Notebook**

Much less magical than the Pocket Watch, but equally useful during your time here. This book was gifted to you along with the Watch by Henry Evans. This is where you will be inputting all of the fates of the crew. This notebook helpfully works exactly like in the game, allowing you to input and swap names and fates by selecting them from a menu. You can also navigate the book with shortcuts and by squinting at people in visions (bringing you to their face on the crew map).

This book is mostly useless Post-Jump except as a keepsake, but it's helpful here and it's free so no complaints outta you.

# Chapter 1: Drawbacks and Benefits

Drawbacks and Benefits are modifiers to the difficulty of your investigation which will only apply to this Gauntlet.

## Completionist [+100 each]

Technically, you are only required to solve 42 fates to leave the Jump, but that's for babies who can't solve puzzles. For **+100** CP each, you increase the amount of fates you must solve to finish the jump by 2. The final stack of this Drawback requires that (after solving the 58th fate) you go back to the mainland via your boatman, whereupon you will be handed the monkey's paw necessary to solve the final two fates. It is expected, but by no means required, that you take the full version of this Drawback.

## No Dilly Dallying [+100/+200/+400/+600]

Now you have an actual time limit to your adventure. You will fail the Gauntlet if you do not solve all required fates within 15 hours (from your perspective). Now this is actually a really reasonable amount of time considering you won't have to eat or drink or sleep while you are here and most players can 100% the game in about 11 hours. Still, it means you can't just mess around. Instead, for **+200** CP, you must complete the Gauntlet within 10 hours. Not unreasonable at all if you're clever and/or put some extra effort in. For **+400** CP, you must complete it in 7 hours. This is perfectly within your abilities, but it's going to require significant skill and effort. For **+600** CP you've got 5 hours to complete the Gauntlet. You better have some good perks to complete it this fast.

## Two Fates a Pop [-300, Incompatible with Slow Typesetting]

You are not told whether the fates, faces, and names you input into your notebook together are correct or not, until you have three correct answers, after which point, the fates will be typeset into your notebook. These confirmations are helpful in an obvious way, but also tell you that every answer that didn't get confirmed was inaccurate in some way. It can also be used cleverly if you are confident in two of the fates you've written, to test other guesses you aren't as confident in. No matter what you choose here, having 58 correct fates will typeset all of them (for example, when you have 57 out of 58 fates typeset, you won't have enough fates to solve in order to typeset again, but once you get the 58th one it will typeset anyways). The same goes for the final two fates.

Anyways, choosing this Benefit will lower the fates you need to be confirmed to two at a time rather than three.

## Slow Typesetting [+100/+200/+400/+600/+800]

The inverse of **Two Fates a Pop**. For **+100** CP, you will need four correct fates at a time to confirm them. This will make the information given to you a bit more sparse and will make using the typesetting strategically a lot more difficult. For **+200** CP, you will need six correct fates. This will make it a lot harder to figure out the fates of those who disappeared since you really can't strategize around timing the typesetting. For **+400** CP, you will need *ten* correct fates per typesetting. This means you'll only get them 6 times throughout the game. This will make the endgame insufferable. For **+600** CP you better have some good Perks to help you solve the mystery because you'll only get typeset for every 20 fates that you solve. This means you

only get typeset three times counting the end of the Gauntlet. For **+800** CP you do not get things typeset until you get all 58 fates correct.

## **Scribble in the Margins [-100]**

This is all a lot to keep track of, even with the magic bookmarks and pictures in that notebook of yours. Now you can write down some notes of your own though. There is a new page at the end of your notebook where you can write/draw/scribble whatever you'd like. You can erase it without any issue or trace left behind and if you run out of space on your page, you can have another one appear at the end. Your notebook maintains this ability in future Jumps.

## **Show Your Work [+500, Requires Scribble in the Margins]**

Oh dear, it seems you're going to have to play this one properly. After each soul whose fate must be written in the book there will now be a blank page much like your notes page. You may input your guesses as normal but now if you want it to count as a guess in the eyes of the typesetting mechanic, then you have to write down the reason you believe that specific fate is correct on the blank page next to it. It doesn't have to be a good reason, it just has to be a reason you actually believe. This means that you can't guess blindly anymore, at worst you can guesstimate, if you have any actual reasoning. Honestly though, most of the CP for this Drawback comes from the fact this is a tedious process to do for several dozen men several times each. Seriously, what a pain.

## **Left the Bookmarks at the Dock [+100]**

The notebook has the ability to bookmark and scroll through all the memories you've seen of certain characters. Or at least, it normally does. Now you will have to just kind of figure out which memories any

given character is in. To be clear, this gets rid of the book's ability to tell you where specific characters have been just by looking at the character's page. You can still check each memory for which characters are in it.

## **Just a Notebook (+200)**

Okay not quite as bad as just being a normal notebook, but specifically the part where you input fates and names has been removed. This means that you'll have to write in your guesses for names and fates manually with your pencil rather than choosing from a list like the game. It won't be too cruel to not accept your guesses if they have typos or aren't quite worded in the same way but it's still annoying to erase and rewrite them each time. It'll leave eraser shavings everywhere and there will be remnants of what you wrote the first time, just generally very messy and annoying to deal with. At least it will be much cleaner once it typesets.

## **Who Brings a Pen to a Puzzle? (+300/+400, Requires Just a Notebook)**

Oh no inspector, why would you do this? You didn't bring a pencil, you brought a pen. This means you won't be able to erase anything that you write down. Thankfully, there's enough space on each person page in the book to write multiple guesses but only about three. If you run out of space for guesses, you won't be able to solve that person's fate, and if this happens to enough people you could be completely softlocked. This gives **+100** more CP with **Show Your Work**.



## Edward Nickels [+100, Requires Just a Notebook]

Now the book is going to be a bit stricter with how you write your guesses. If there is a typo, it will not count as a valid guess for the purpose of typesetting and fates solved. Make sure to double check you spelled everything correctly before deducing that a guess is incorrect or you may find yourself down the wrong track.

## Unique Artstyle [+0/+200]

By default, your adventures on the Obra Dinn will be rendered in full color and look like real life. You can toggle this now to enable the iconic artstyle of the game, although it will still look realistic. It'll just be colored distinctively in that sharp black and white ("black and white"). You will still be able to tell the skin color of passengers by looking at them so this provides you no disadvantage over not toggling it on. For **+200** CP though, this may be slightly problematic as not only do you lose this little ability to identify people's color at a glance, but the world now looks *exactly* like the game. This means it'll be a lot harder to tell who's who by face alone (you can still stare at them intensely to see who they match up with in the book if you are close enough). This also means certain particle effects and objects will be hard to identify at a glance.

## The Soundtrack's Good Too [+0/+100/+200]

The soundtrack in Return of the Obra Dinn is good. Anyways, by default, you can have the soundtrack play as it would in the game, and integrate it into other soundtrack Perks you have. This is Free and you can keep it for future Jumps. For **+100** CP, there is no music. You just have to sit there on the ocean in relative silence. At least there are the sounds of the waves to soothe you. Unless you take this for **+200** CP in



which case there will be almost no sound besides the creaking of the floorboards under your feet and the audio portion of the Watch visions.

## **The Watch Works On Animals Too [+200/+400]**

The Pocket Watch has been shown to work on animals as well, so don't you think it's a little unfair that you're only solving the fates of the *people* aboard the ship? Well now to leave, you must solve all required fates *plus* the fates of all 20 animals aboard the vessel. There will be interactable animal corpses added both to visions and around the ship. They are a bit easier to solve than the people since you don't need to identify their names, although they also don't give you clues by speaking. Just like the main game, there are guaranteed to be enough clues that you don't have to guess any (hypothetically). If taken with **No Dilly Dallying**, this gives **+400** CP and you get an extra hour to solve fates (this is not quite enough to make up for the added work, but it does make it possible).

## **Booted Out [+200]**

Whenever there is a corpse within a vision, your Watch will react and you'll be able to summon an illusory corpse in real life from which to enter another vision. By default, your Watch's reaction will be nondisruptive, and will stop with a click so that you can focus on the vision and activate it when you are ready. With this Drawback, after about 30 seconds it will very loudly play a ding dong sound (interrupting the soundtrack if you have it) until you locate the corpse and use the Pocket Watch. You will not be able to leave the vision until you do so. This will make going one at a time or even just processing all the information in a vision incredibly difficult and agitating.

## **Peckish [+100/+200]**

By default, you are not required to eat or drink while you are here. Now, you *are* required to eat and drink. The food will be provided for you in the form of kinda bad 1800s sailor's rations. They will be provided by the boatman who brought you to the ship at regular intervals. This is worth **+200 CP** instead if taken with **No Dilly Dallying**, although it's important to note that you will be guaranteed to be hungry enough for a meal before the end of the Jump.

## **Sealegs [+200/+300]**

You haven't quite gotten used to being on the open water. Every 10 minutes in the real world (so not counting time spent in visions), the water will become more unsteady, moving the boat back and forth more than usual for 5 minutes. In that time, you will come to know exactly how seasick you can get. As long as you don't move around too much, you won't feel the worst of the effects before the water calms, but it'll still be at least *mildly* nauseating. This will slow down the investigation, either because you won't be able to move as quickly, or because you'll be hurling over the side of the ship. Grants an additional **+100 CP** with **No Dilly Dallying**.

## **Spacing Out [+200, Requires Peckish or Sealegs]**

**No Dilly Dallying** already counts subjective time occurring in visions, but both **Peckish** and **Sealegs** only apply when you are in the real world, since no time passes while you are in the visions. Now time *does* pass while you are in the visions and you will feel what your body in the real world feels as that body appears to completely zone out while looking at a corpse like a weirdo.

# Chapter 2: Perks

You get to keep all Perks you buy during this Gauntlet with you if you complete it successfully.

## **John Hancock [Free]**

You are going to do a lot of writing (or well, not really, unless you took certain Drawbacks) so you may as well do it well. You have amazing handwriting, and it feels exactly like your style. You can either have it be very recognizable so people can always tell that you wrote it, or not.

## **You Can Win Without Guessing [000]**

Any mystery that you ever come across will never be unsolvable. You will always be able to (with some investigative skill and some time) figure out any events which have taken place in the past. They still may be incredibly difficult to figure out (like the harder fates on the Obra Dinn) but never impossible unless you deliberately destroy the necessary evidence.

## **Crushed By Falling Cargo [000/400]**

Some deaths aboard this vessel were more... dignified than others. Whether that be smacked by a mermaid tail, killed by a kraken while shitting, or being crushed by falling cargo. Now, you have a special form of luck which stops you from dying in any way that would be entirely embarrassing. This takes effect in one of two ways (depending on the threat): it can prevent any threat which could be considered just kind of unlucky (such as a mermaid flailing around at just the wrong time to

instantly KO you or the harness on some heavy cargo happening to fail while you are under it). It can also delay more active threats until you're no longer in a compromising position. This can stall a threat longer if you are unaware of the threat and (conversely) barely stalls at all if you are trying to use this Perk on purpose to be safer.

For **400 CP**, you can also have a general plot armor effect. If there is a good chance that you survive any given event, you will survive it (although this doesn't protect you from taking significant damage, imprisonment, or losing something important to you). This also protects against identity death in the same way.

## **Recollection [300]**

This Perk improves your memory slightly. Mostly though, it helps you to recall things that would be relevant to your circumstances or whatever you are trying to solve at the time.

## **Unknown Officer [400]**

You now have all the knowledge of a seasoned sailor. This means you have experience in the positions of everyone who worked aboard the Obra Dinn. Not only will this help you out in figuring out who works as what on the ship, but it will also help you navigate and understand what people are saying when they talk about parts of the ship. Plus, you can do sailor things. Yar har and all that.

## **You Bastards May Take... Exactly What I Give You! [300]**

The Captain of the Obra Dinn may have made some mistakes, but no one can deny, he was quite the badass. Your combat skills are increased enough that you could beat up a group of fit men relatively easily. Your pain tolerance is enhanced much more prominently though,

allowing you to keep fighting even if you've been stabbed, and turn things back around without even flinching. You won't be able to beat a superhuman but anything under that is pretty fair game. You're also slightly better at saying cool lines.

## **Unholy Altforms [000/200/400]**

You can become a crab spider creature for **100** CP, a mermaid creature for **200** CP, and/or a kraken for **400** CP. Unlike other Perks, these altforms are not available during the Gauntlet (not that they'd be helpful anyways). See the **Soldiers of The Sea** Item to read about the capabilities of each creature. Can be purchased once per additional form.

## **Memento Mori [600]**

The Pocket Watch has found its true master in you. You have absorbed the power of the Pocket Watch and can now use its abilities directly. Specifically, you can sense the location of any corpses or parts of corpses within 50 meters. You can also activate the vision of the Pocket Watch directly and end the vision at will. The **Pocket Watch Upgrades** in the Item section apply to you and you get **+300** CP to spend on those upgrades. You will also have a mild affinity towards both retrocognitive abilities and supernatural things related to death.

# Chapter 3: Items

You get to keep all Items you buy during this Gauntlet with you if you complete it successfully, but you will not have access to most of the Items purchasable here until after the Gauntlet (unless specified otherwise). Items (including **The Pocket Watch** and **Inspector's Notebook**) are repaired/replenished after a week of being damaged/used up/lost unless specified otherwise.

## Soldiers of The Sea (200/300/600)

For **200** CP, you get a small squadron of six loyal crab riding creatures who are superhumanly strong and coordinated. They can crunch people's throats with their crab's claws, and produce spears to throw. They are also terrifyingly fast for their size.

For **300** CP, you can instead get six of the mermaids. These are not peaceful or beautiful mermaids, but terrifyingly effective killing machines, with superhuman strength, claws that can tear through steel, and titties out. They even have a tail-based ranged spike attack.

For **600** CP, you get the Kraken. Ignoring the obvious advantages, the Kraken also has scarily fast regenerative abilities, making it a persistent foe.

This can be purchased multiple times for multiple creatures or many of the same kind of creatures (except the Kraken). With Perks/Items/Abilities from other Jumps you can likely reproduce these creatures. Clones/offspring of the creatures will also be fiatbacked and loyal to you, although the creatures will not be able to reproduce naturally.

## The Obra Dinn [300]

You get the Obra Dinn herself, fully repaired of course. You get a small port Warehouse extension where she is kept each Jump until you'd like to place her into an applicable patch of water. She'll then be teleported to that designated place for you. If you upgrade her with your fancy technology such that she operates on land or in the air or in space, then she can be imported to those places as well.

## The Monkey, Paw [300]

You gain a Monkey named Paw. He is very cute and loyal. He also has a superpower! He has the ability to teleport anywhere and *anywhen* in the whole Jump (wow!!!)! There's only a couple teeny tiny problems with this power. One, when he teleports, he actually leaves his severed hand behind. Two, when he teleports, as soon as he arrives in the location in spacetime, he will instantly die and be erased from existence, having literally no effect on the timeline or interacting with anything before he dies no matter what. Unfortunate... but handy (heh) for you! You can use the paw together with the Watch to see the moment of his death, allowing you to remotely view the time and place of wherever you sent the little guy, for up to the maximum range of both audio and visual portions of the vision. Paw respawns a year after his death. The death is painless and non-traumatizing so he doesn't mind being used this way.

## Heart of the Sea [400]

This conch shell is valuable to anyone. Literally anyone. Imagine how much one thousand USD would be worth to someone with no money. That is how much it is worth to anyone you offer it to. Not enough to abandon all their values/do something awful. Not enough to give away something of incredible sentimental importance to them. But



it is enough for a huge thing in return, perhaps a favor. From especially powerful folk, you could obtain especially good things in return. After all, what \$1000 is to a poor person is several million to a billionaire (not to mention what those with supernatural powers could offer you). This effect tapers off slightly on nigh omnipotent beings. *Actually* omnipotent beings will treat it as enough for a small favor (which can still be a lot compared to a normal person but don't expect your own galaxy or something). A new Heart of the Sea will appear in your Warehouse after ten years/at the start of the next Jump, whichever comes first. No one will ever think to steal or coerce it from you.

## **The Death Notebook (2000)**

This can be either a separate, similar looking book, or an ability added to your normal Notebook. Your goal in this Jump is to write the fates of all the people aboard into your notebook. Now you've gained a notebook whose purpose is similar, although inverted. When you think of a person's face, write their true name into the book, and then write their fate down in much the same way you might write it for the passengers of the Obra Dinn, that person will befall that fate. There are several rules for this of course and they are as follows:

- The face you think of must be what they consider to be their true form, if they consider themselves to have a true form. So if they had a disguise on or were shapeshifted then it won't work. Makeup or equivalents does not count as a fake form.
  - If they do not have a face/true form you can ignore this step altogether.
- The fate can only be one of the preset types of death (crushed by, shot by, exploded by, etc) from the game although it can also be an unspecified "killed by".
  - You cannot write the "is alive in \_\_\_\_" fate.

- You can specify where the target fell from in the “fell \_\_\_\_” fate, although you only have up to four words to specify.
- You cannot elaborate/specify further than the above descriptions, besides specifying who dealt out the fate (ie “John Smith was clubbed by Jane Doe”).
- You must specify who the killer was if you choose a method of death which would require a killer to be input in the game.
- When specifying a killer you must think of their face and identify their true name in the same way as the original target.
- The fate written into the book must be something within the capability of the book to achieve. If it is not within the capability of the book, the writing will instantly fade away when you finish writing it so that you know it didn’t work.
  - The book cannot alter a person's mind, only influence their actions.
    - The book cannot cause people to do things that they do not believe they would do.
    - The only other thing that the book can influence is causing illnesses to worsen slightly (in order to complete the “succumbed to illness” fates) and to kill any person old enough to die of old age within 10 years (to complete the “expired from old age” fates).
  - The book cannot cause impossible things to happen.
  - The book cannot influence anything or anyone who isn’t directly involved with the written fate (so the victim and the killer if there is one).
  - The death will occur at the earliest possible time within one week or it will fail.

- The book can only be used ten times. Your uses replenish back to ten once per 10 years/once per Jump, whichever comes first.
  - You can purchase five more uses per Jump/10 years for **100** CP each.
  - It takes five uses instead of one when you specify yourself or an ally as the killer.

## Pocket Watch Upgrades

These are upgrades to your Pocket Watch so you get these during the Jump, unlike other Items here. The following upgrades can be purchased:

**Watch History [100]:** Your Pocket Watch now has a history function, allowing you to revisit any previously viewed vision at any time.

**Corpseption Made Easy [50]:** When you find a corpse within a vision, you no longer have to go out and find the illusory corpse in the real world to see their vision. You can now access the second vision directly from within the first vision. You can still summon the illusory corpse if you'd like. Combos well with **Watch History**.

**Death is an Open Door [Free for this Jump, 50 to keep]:** Whenever you see a door (or container etc) in a vision, you will gain the ability to open that door magically at will. This also applies if you see a vision in a location you don't have access to. You will be able to open a door only if that door would be the only thing blocking you from getting to that location (so if there were two doors, you could only magically open the second one since the first one is not your only obstacle).

**Sounds Like Trouble [50 each]:** Extends the maximum duration for the audio portion of the vision (default 60 seconds). Doubles for each purchase. The Pocket Watch still decides what is relevant within the minimum and maximum.

**Range Extension [50 each]:** Extends the maximum range for the visual portion of the vision. Doubles for each purchase. The Pocket Watch still decides what is relevant within the minimum and maximum.

**Date and Time [50]:** Not as useful as you'd think in this Jump but this will obviously be helpful in solving actual murders in the future. You know the exact date and time (in whatever format would be most comprehensible) of death for whoever you use the Pocket Watch on.

**The Full Experience [100]:** You can now see and explore the range of the vision during the audio portion. In addition, the visual portion will be in motion, meaning you can truly view the final moments before someone's death.

**Playback [50]:** You can now rewind, pause, slow down, and speed up the audio portion of the vision. With **The Full Experience**, you can do the same to the equivalent portion of the vision.

**Closed Captions [50]:** The subtitles are now enhanced into full closed captions which can tell you what (most) sounds in a vision come from. It will also provide a caption which explains which language is being translated when necessary.

**According To My Will [50]:** By default, the Pocket Watch will make sure not to exclude any crucial information within the ranges for the vision. Still, you may want a more full understanding, so now it will instead decide the best length and range of the vision according to what you would want.

# Chapter 4: The End

You have succeeded aboard the Obra Dinn. Along with a sheet which tells you the results your assessments on the estates of the Obra Dinn passengers/crew, you get the following Perk (assuming you didn't give up obviously):

## Investigative Prowess

Your investigative abilities have been raised to the point that if you played Return of the Obra Dinn for the first time again, you could beat it within 5 hours without too much difficulty.

Anyways, time for you to decide what to do next.

## Stay

Stay? You know there are easier ways to live a quiet life in the 1800s in Jumpchain right? Well, your choice. You get to assume the life of a quite well-off, optionally married, and devilishly clever insurance agent for the rest of your days. And hey, you've already encountered two magical artifacts here, maybe with a longer stay, you could discover more?

## Go Home

Fair enough, you go home with all you've taken here and everything from previous Jumps as well. You can keep the monkey paw which will allow you to browse all of the Obra Dinn visions as if you had the **Watch History** Pocket Watch upgrade.

## Continue On

You continue on your Chain, with the spirits of Obra Dinn waving you good luck on your adventure.

