

Drunksail's Dicey Deals

Captain Mortimer Drunksail, a seasoned sailor and lover of both **rum and risk**, offers players the chance to gamble a **Calcified Time** in exchange for special **missions**. Completing these missions rewards players with **upgrade to dice system**, which can be used to **re-roll** various choices during a run.

Drunksail may not believe in the **time loop**, but he *definitely* believes in **luck!**

- How it works?
- Progression

How it works?

- Players wager a **permanent resource** to accept a mission.
- Missions include challenges like:
 - **Complete 5 zones without getting hit.**
 - **Defeat 50 enemies.**
 - **Clear an encounter within a time limit.**
- **Dices** can be used to:
 - **Re-roll the type of reward behind a door.**
 - **Re-roll power choices when selecting a new ability.**

Progression

Each completed mission can:

- increases the **maximum dice capacity** by **1** (up to **10**).
- grant **bonus starting dice** (up to **3** at the beginning of a run).

Additional dices can be found as **rewards during runs**.