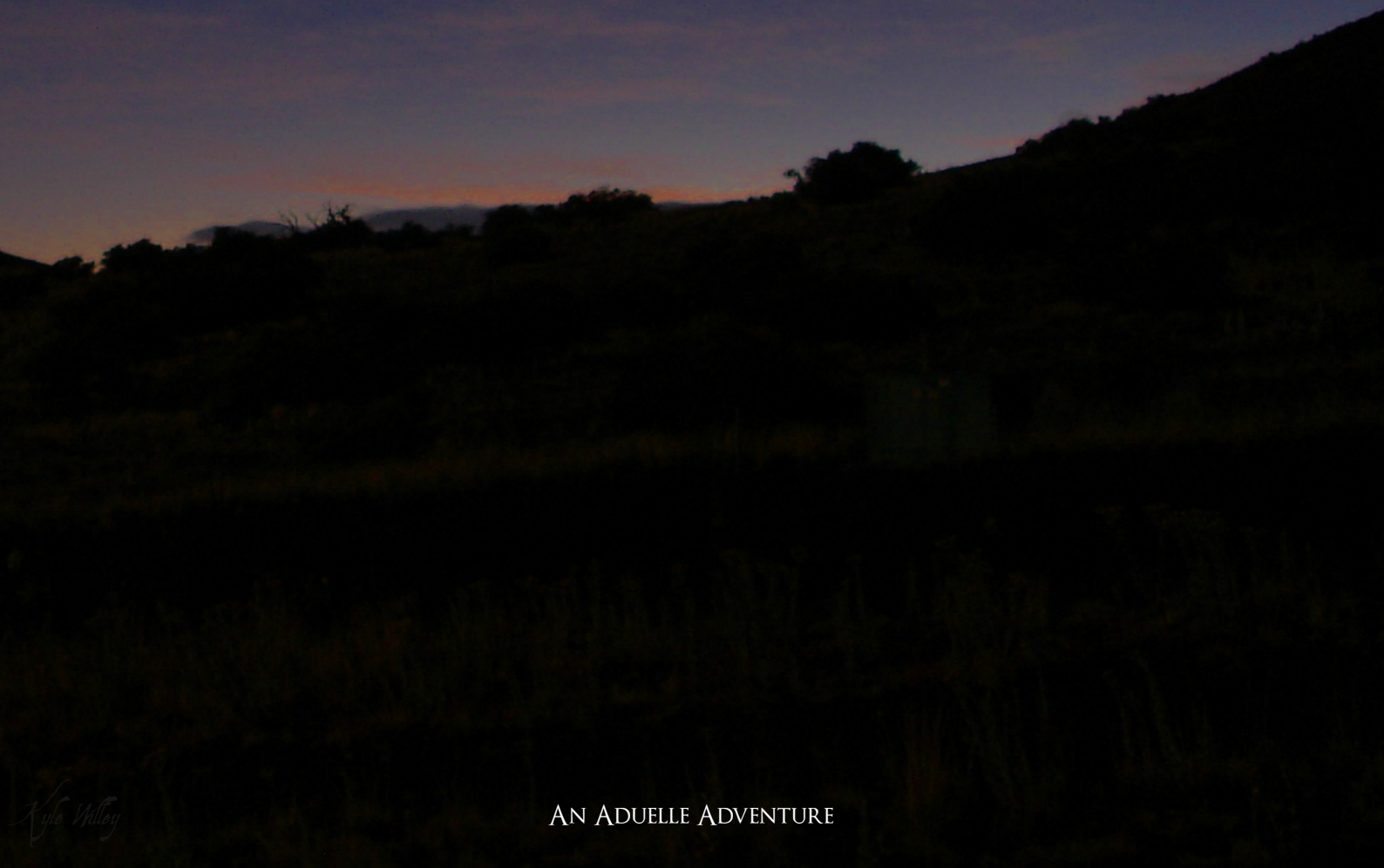


TALE OF NAVRI



This game was made for 1km1kt's 24 hour Little Spaces RPG competition, and this version is the original made for that competition.

The creation of this game started at 11:30 AM May 5th (Arizona time) and ended at 5:07 AM May 6th.

You'd never guess what happened the other day; I had a shipment going from Azekal City to a small farming town, and the captain apparently caused the skyship to get upset and go rogue.
-Narvi Windrider

The Tale of Narvi is set in the Aduelle universe, a realm of high magic fantasy with darker undertones created by Jutil the Worldbringer. More specifically, it is a game/adventure hybrid for one player that takes place on a trade airship belonging to Narvi Windrider, a prominent Azekali merchant, carrying medicine to a town dealing with an epidemic that requires powerful magical concoctions to cure.

Setting

Aduelle is a fantasy world filled to the brim with adventure and danger; it is built around the strong magic powers that Jutil imbued it with when the world was created, and all major societies are built around a strong magical tradition.

Cosmology:

The important players in Aduelle are Jutil and his avatars and the homunculi, who come from the Depth, which is the source of magic Jutil used to create Aduelle.

Jutil exists beyond Aduelle, but is actively involved in affairs there, especially if one considers his avatars to be direct extensions of himself. Jutil is far from omnipotent, but barring rare occasions where he is stripped of his powers (the last known one being his moonlighting as Doctor Azazael during his confrontation with Coyote) he is by far the most powerful being in the cosmos.

Homunculi, on the other hand, come from the

Depth. They are not capable of entering Aduelle uninvited, and must have a ready host; they are incapable of possessing living targets and as such require a prepared physical vessel. The skyship the players are stuck on is commanded by a homunculus going by the name of Keeton.

Technology:

While most of Aduelle is built around magic, it is used systematically and consistently. For the sake of punctuality, most of the detail in the Tale of Narvi will focus on Azekali technology, since it takes place on one of Narvi's skyships.

Azekali technology is built almost entirely around magical crafting; while some other cultures choose to build using mundane methods then enchant their objects, most craftsmen in Azekal rely entirely upon magic to build their products. In addition, almost all Azekali technology is powered directly by magic, with few or no moving parts.

Skyships are an Azekali engineering masterwork; while they are not exclusive to the traders of Azekal, the skyships used by the likes of Narvi are capable of flying using runes and glyphs as magical batteries; while magic is usually plentiful on the ground, it gets patchy in the skies above Aduelle, and as such it is often necessary to store the magical energy in order to keep the skyship flying between hotspots of magical activity; while most ships' batteries hold about 200 hours worth of magical power, it is still standard operating procedure to keep a couple powerful magi on board to keep the runes refreshed just in case.

Gliderships are also Azekali, and are unique to them due to the difficulties inherent in purely magical flight. They are light, small crafts capable of gliding through thermals and magical patches, and either function with the passenger in an enclosed compartment or strapped to the bottom, akin to gliders in our world. They always rise in the presence of magic, due to their design, so when they are kept tethered to a heavy object when not in

use; like when being kept in a skyship for emergency purposes.

Azekali Society:

Azekali society is built around a weak monarchy with many powerful merchant houses.

The king is limited by a constitution that states that he can have no more than a thousand soldiers on hand in times of peace as well as a personal retinue of two-hundred and fifty battlemages. Needless to say, this was an impressive number millennia ago when the Great King gave the people of Azekal basic rights, but now that Azekal is a booming trading civilization with plenty of immigration due to its lax citizenship-by-sponsorship and powerful merchant families competing for power, the several hundred thousand Azekali citizens are no longer heavily influenced by King Azalak.

On the other hand, the merchant houses do a moderate job of keeping order. While they may be somewhat unruly in their personal conflicts, the merchant lords want no disruption to the normal function of Azekali society, especially given the fact that many of them are mere sponsored immigrants rather than native Azekali, like Narvi himself, and would attract a lot of unwanted attention if they got in trouble. As such the houses try to keep their feuding to minimal levels to avoid hurting themselves and their allies by attracting the scrutiny of the king or the populace.

Narvi himself is a mid-ranking merchant lord with the Windrider family; he hails from the northern lands, though he often gives out different nationalities to different people, so his exact origin is unknown. You are on his ship to ensure that nothing goes wrong, and that means the mess that Captain Tyret caused is now your problem.

The Scenario

You were hired as a watchman for Captain

Tyret's trip; it wasn't far, not even leaving Azekal, so you figured it was easy cash, honest work, and a good chance to see some sights.

Then you met Captain Tyret. At first glance, he's an ordinary, well-known captain, but he has a devilish temper. The ship was moving slower than he would have liked, so he chewed out the homunculus in charge of actually flying the ship and managing all the critical details, Keeton. Tyret being the man he is, threats started flying around and he swore to dismantle Keeton when the ship lands. And now Keeton's keeping the ship up in the sky. You have to get it down, one way or another.

Your goal is to convince Keeton to set the skyship down at its destination, and you are allowed to do whatever pops into your head to get it done.

The Skyship:

Narvi's not particularly creative with his skyship design, making it barely more than a flying brick (since Azekali ships don't operate using lift or mundane thrust, and rely on magical levitation operating outside the physical realms, they are seldom engineered to be graceful and sleek). It has an open deck with a hatch in the center to remove cargo from, as well as two elevated platforms; one for the captain to stand on in case of battle and manually direct the craft, and another for lookouts. The lookout's elevated platform also has a catwalk leading out beyond the ship's glyphs' magical bubble, allowing a master mage to replenish the glyphs with outside magical power.

The captain's chamber is at the rear of the ship, at the same height as the cargo hatch. It holds his private chambers as well as a small armory. On the opposite side of the ship is Keeton's chamber. His homunculus form is bound to a giant Lantern of Life suspended in this room, and though the homunculus is actually part of the entire vessel the Lantern of Life ensures that he can survive any damage to the ship. It would be necessary to destroy both objects to

“kill” Keeton and send him back to the Depth.

Below the deck there are some passenger compartments holding the various passengers (see The Passengers for more detail), and even lower in the ship is the massive cargo bay, secured in a metal vault that reaches through the passenger level to allow easier unloading. At the very bottom of the ship is a small deck that holds gliders to allow people to safely leave the ship in the case of an emergency.

How to Play

Characters in Tale of Narvi are created using a light ruleset built to quickly and easily determine outcomes of events. Characters have five Traits: Combat, Stealth, Magic, Charisma, and Handiness. These are given a rating between zero and four which is then added onto all skill rolls, which simply use two eight-sided dice (or d8) to determine a result (dice rollers are available on the internet should a pair of physical d8's be unavailable).

Combat focuses on brute strength and fighting, in addition to the agile movements required to land devastating blows.

Stealth focuses on getting around opponents and their deterrents, larceny, and even primitive forms of forensics and investigation.

Magic is the trait that focuses on the usage, channeling, and disruption of magical energies for one purpose or another.

Charisma measures a character's looks and ability to get through social situations without causing offense and assure another party of their honesty.

Handiness focuses on all things not strictly falling under other skills, such as a character's skill at their profession, their lore of Aduelle, and such things as awareness, persistence, and luck.

Making a Character:

Your character is a watchman, but that doesn't necessarily mean that they're a combat monster or archmagus. Your main job is to smooth out problems, and every skill you have can be used to work through the issues around you.

You gain ten points to spend on your traits, which you can spend in any way you like, so long as no trait exceeds a rating 4.

Example: Jim wants to make a character who can beat any taker in a straight fight, sneak past any observer, and sling some mojo around. He doesn't so much care about his character getting along with others, so he decides to put 4 points in Combat, 3 in Stealth, 3 in Magic, and leave Charisma and Handiness at a rating of 0.

Recording Your Character:

There is a character sheet available in a [separate PDF](#) that you can print or modify in your PDF reader to allow you to tally your character's ratings, as well as track your progress through the scenario. It is important to note that your character starts with 5 Health and 20 Resolve, which may be lost throughout the course of your adventure, and that there is also a section for Secrets, which should be left blank until you are instructed to mark some secrets down. There are also two scales on which to measure your influence with both Keeton and Captain Tyret both as a Friend and as a Threat, which will determine the ending.

Wandering the Skyship:

The skyship is divided up into several different areas (See the Map of the Skyship at the very end of this book) each of which has its own unique encounters. You as a player may choose to investigate these in any order, remembering that some areas will require you to pass a Situation to move through them; you should not move into an area without checking that the pathway there is clear. You may interact with any character you have access to, though some

will require you to have acquired a certain Secret. The player should be assumed to start in their quarters, Area 10.

“Calming” Situations:

Of course, your Trait ratings don't just sit there and look pretty, you will run into Situations that require an immediate reaction or response. When this happens, you roll two eight sided dice and add on your trait modifiers.

Each situation will have a notation like the following: (Trait; Trait, 10). This means that you will add both the listed traits to the result of your dice to determine your final result. If your result is higher or equal to the target number, you would win, while if your result is lower you would lose. After you finish this situation, you may then consult the appropriate page in the [Booklet of Secrets](#) to determine what exactly happened.

The Booklet of Secrets may draw you into another Situation, in which case continue with situations until the Booklet tells you you are free to explore the ship again. If the Booklet of Secrets tells you to check off a Secret on your character sheet, do so.

You may not attempt to try the same Situation twice, unless you are explicitly told by the Book of Secrets that it is permissible.

Example:

Jim's character gets into a fight with a mugger. The challenge is (Combat; Magic|Stealth, 14), and Jim rolls a 7. He consults his trait ratings, and adds 7 for combat and 3 for his Magic (he had 3 Stealth also, but he could only use one or the other). His final result is 14, a success so he checks to see what the page he should consult in the Booklet of Secrets is, then looks to see what happens should he have succeeded.

The Booklet tells him he restores some Resolve (he hadn't lost any, so he doesn't need to worry), and that he is free to continue on his way, so he chooses a place to go next.

Ending the Game:

If at any time you convince Keeton to land you should go to the “Ending” portion of the Booklet of Secrets (page 91), which will then direct you to your appropriate ending. In addition, some incredibly disastrous events may lead to your death or those of everyone aboard (including Keeton, potentially), in which case the Situation's result in the Book of Secrets will mention that the game ends.

Finally, if you ever run out of health, the game ends with you failing at whatever you were trying to do and becoming a lifeless corpse. Go to page 99 in the Book of Secrets should you die in combat. If you run out of Resolve, you automatically fail the next roll if you are in combat or lose the ability to apply trait modifiers to your next non-combat roll, but regain 10 Resolve after recovering.

Some ideas for how to get Keeton to land:

Convince him that you can stop Captain Tyret from hurting him.

Have Captain Tyret killed, incapacitated, or imprisoned.

Scare Keeton so much that he feels it is better to take his chances with Tyret than you.

Persuade him to take a risk for the sake of those in the village who are sick and dying.

Areas

Bridge Deck

The Bridge Deck is where the captain would be controlling the ship in a dangerous situation, since Keeton is not aware of things happening outside the ship unless he can hear them from his chamber. There are two separate areas here; the Bridge at the rear of the skyship and the Lookout and Catwalk at its front, both of which lead directly to the Lantern Deck.

1. Bridge

The captain's wheel is here, but it is unused since Keeton has taken over manual control of the craft. Nothing can be done here but look around.

Stairs here lead down to the Lantern Deck.

(Handiness; Magic/Stealth, 15): Search around for hidden items, go to Page 3 of the Booklet of Secrets

2. Lookout

This is the lookout where a crewman would usually be looking out for bandits in a dangerous region. Since the region is so quiet, the crewman here is sleeping despite being on duty.

Stairs here lead down to the Lantern Deck, and you can walk out onto the Catwalk.

Characters here:

Kulo the Watchman

(Handiness; Stealth, 12): Pickpocket Kulo. go to Page 4 of the Booklet of Secrets

3. Catwalk

This is where a mage occasionally comes out to recharge the sigils and runes that serve to provide magical power to the airship when it is in a zone of low magical activity. There is nobody here right now, and you're not sure if there's anything to do here.

You can walk back to the Lookout from here.

Secret 1: Go to page 5 of the Booklet of Secrets

Lantern Deck

The Lantern Deck has an open area with stairs leading up to both the Bridge and the Lookout on the Bridge Deck. It also has two rooms to visit, plus two hatches leading down further into the skyship.

4. Captain

Captain Tyret is here, as is his stuff. He has what could be considered a small arsenal here, as well as various baubles, captain's gear, and

luxuries to make the traveling he does easier. It looks like he just moved in. He is paying attention to the door, and notices you when you enter.

Characters here:

Captain Tyret

5. Keeton

Keeton's Lantern of Life is here, as is his "face", a collection of magical devices that allow him to speak and listen to those inside. From here Keeton has magical connections to all the parts of the ship, allowing him to direct the skyship to anywhere with only a few directions and basically do what a small army of magi would have had to do if there were no homunculus available.

Characters here: Keeton

(Magic; Handiness, 16): Examine Keeton's Lantern of Life and general vicinity for anything of interest, go to page 6 of the Booklet of Secrets

6. Cargo Hatch

This hatch leads down into the Cargo Deck; it's locked tightly. A winch here would allow you to operate the lift below if the hatch were open.

(Stealth; Handiness, 12): Pick the lock on the hatch, go to page 7 of the Booklet of Secrets
Secret 2: Consult Book of Secrets page 7

7. Ladder Down

This ladder will allow you to go to the Berth Deck.

Berth Deck:

This deck has the lift to the Cargo Hold running through it; it has been blocked off with metal walls that look shoddy and haphazard but are resilient enough to deter theft. There are quarters in the general area, plus a ladder up to

the Lantern Deck and a locked room with a ladder leading down to the Cargo Deck.

8. Ladder Up

This ladder will allow you to go to the Lantern Deck.

9. Ladder Down

This ladder would let you go down to the Cargo Deck, but it is behind a door that is currently locked tight by Captain Tyret.

(Stealth; Handiness, 12): Pick the lock, go to page 8 of the Booklet of Secrets
Secret 3: Consult Book of Secrets page 8

10. Your Room

This is your room. You can do whatever you want in here, but you probably won't be doing much good here, since you don't have anything fancier than a bed and an empty bookshelf to go with whatever you brought with you on the trip. You can pretty much just go out into the general area of the Berth Deck from here.

11. Crew Room

The crew of the skyship reside here; everyone from the magi that recharge the ship while it is in flight to allow lengthy journeys to the cook and the indentured woman whose job it is to clean up the mess. It's clear that the crew is getting tired of being up in the air.

Archmagus- Andreas Bucer
Cook- Azet
Magus- Martin Karlstadt
Servant- Azein

12. Healers

The healers have their own quarters on the skyship; their chambers are second best next to the captain, but they are obviously weary and worried about the delays. They have a hired guard who looks remarkably more benevolent than most mercenaries you've ever encountered.

Healer- Brother Olen the Gentle
Healer- Father Merle the Forgiving
Healer- Sister Gwen the Kind
Mercenary- Luc Broadsword

(Handiness; Stealth 12): Look for things of interest, go to page 9 in the Booklet of Secrets

Cargo Deck:

The Cargo Deck is littered with a variety of medical supplies and miscellaneous goods destined for the village down below; there is a ladder up to the Berth Deck and a lift that will take you straight to the Lantern Deck, should the appropriate hatch be unlocked first.

13. Cargo Lift

If you've unlocked the Cargo Hatch above, you may return to the Lantern Deck using the lift here.

Secret 2: Consult Booklet of Secrets Page 7

14. Cargo Hold

There are various crates and several loose items in this hold; they've been somewhat jostled around during the flight so if you're looking for something specific you'll have to search for it.

(Handiness; Magic/Stealth 14): Consult Booklet of Secrets Page 10

15. Ladder Up

If you unlocked the door above, you can return through it, but if you haven't then you are foiled by the padlock here.

Secret 3: Consult Booklet of Secrets Page 8

16. Ladder Down

This ladder leads to the Glider Deck, but you cannot leave without Captain Tyret giving Keeton the order to open up the glider launch bays, making going down here moot.

Characters:

Kulo the Watchman

Kulo is a tired-looking man with a grim face. He's a long veteran of skyship travels, and the current predicament is getting him a little angry at the captain. He was just transferred here, and knows little about the ship's history or its captain, but he chats with you freely and loosely.

Consult Booklet of Secrets Page 11

Captain Tyret

Captain Tyret stares at you as soon as you enter his quarters; he is an angry man who is near the point of breaking into a rage at the delay that is ruining his reputation and his employer's likelihood to pay him. He's not terribly friendly.

Consult Booklet of Secrets Page 12

Keeton

Keeton is a homunculus, so you have a little bit of trouble trying to penetrate the mysteries his mind contains, but he's friendly and amicable enough. He does, however, seem to fear Tyret, and is staying airborne to prevent any misconduct on the captain's part.

Consult Booklet of Secrets Page 13

Andreas Bucer

Andreas is a powerful magus dressed in some of the fanciest robes you've ever seen. He greets you cordially, and seems to be not terribly bothered by the situation. He's got a foreign look and speaks with a Western accent just like Martin, who appears to be his brother or pupil. He looks young, but his speech and eyes indicate a deep wisdom and knowledge.

Consult Booklet of Secrets Page 14

Azet

Azet is a strong looking man and wears an apron over his simple clothes. He offers you some of his latest cooking, figuring that if he's going to be up in the skies for a while he may as well make the most of it and befriend some people. He's not indentured, but he's obviously not a terribly highly valued member of the group, so he probably is looking to move elsewhere.

Consult Booklet of Secrets Page 15

Martin Karlstadt

Martin's more easily agitated than Andreas, and he is obviously upset by this delay. He's not unfriendly, but you can tell he's packing up to go somewhere as soon as the skyship lands, and he'd rather focus on that than on talking to you.

Consult Booklet of Secrets Page 16

Azein

Azein moves away from you slowly, hiding her face from you. She's a little older than Azet, and you can tell by her wristband that she's indentured to Captain Tyret. If you approach, she's not unfriendly, but she's clearly anxious of talking to you.

Consult Booklet of Secrets Page 17

Brother Olen the Gentle

Olen is a soft, slightly overweight man with a booming laugh, which you were able to hear from the hallway outside his quarters. He's been double-checking his stuff before the ship lands; it's clearly apparent that he's somewhat put off by the delay, but his jovial nature prevents him from becoming too upset over it.

Consult Booklet of Secrets Page 18

Father Merle the Forgiving

Merle is tall and thin, but has an air of peace around him that counteracts his somewhat

sharp features. Unlike most of the people onboard, he doesn't seem to be bothered by Keeton's delays at all, and though he is prepared he does not seem to be anxious about what will happen after the landing.

Consult Booklet of Secrets Page 19

Sister Gwen the Kind

Gwen is small and graceful, and is practically buried in her healer's robes. She's got an air of intelligence about her, and she has the same peaceful air as Father Merle. She's waiting to help people, and she chat with Olen and Merle about what to do when they land at the village. She's got an armband that marks her as a trained battlemagus.

Consult Booklet of Secrets Page 20

Luc Broadsword

Luc is big and strong, but also pretty laid back. He seems to recognize there is little he can do about the situation that doesn't involve needless violence, and unlike most mercenaries he is content with that outcome. He's got several particularly painful looking weapons sheathed or slung across various parts of his body, and you're pretty sure he could take down almost anyone on the ship.

Consult Booklet of Secrets Page 21

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BE SURE TO GET THE CHARACTER SHEET AND BOOKLET OF SECRETS FROM THE OFFICIAL WEBSITE.

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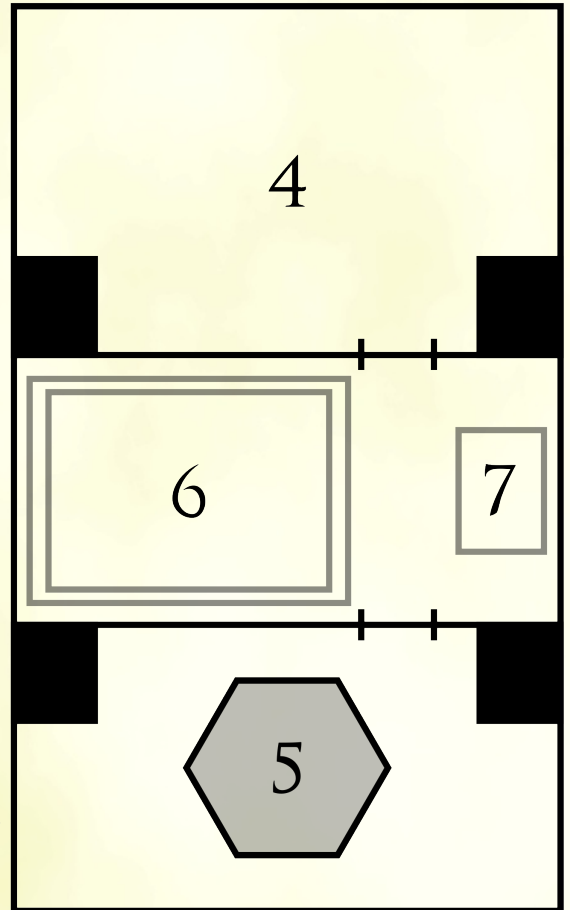
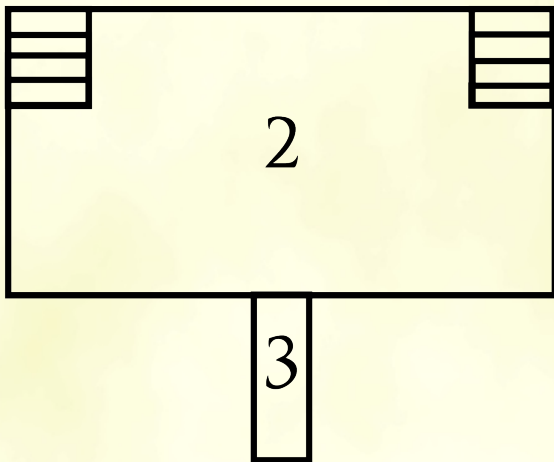
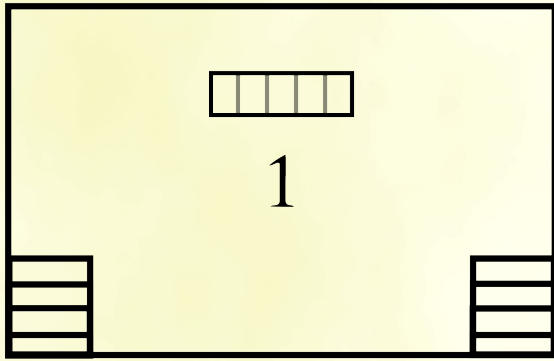
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MAP OF THE SKYSHIP

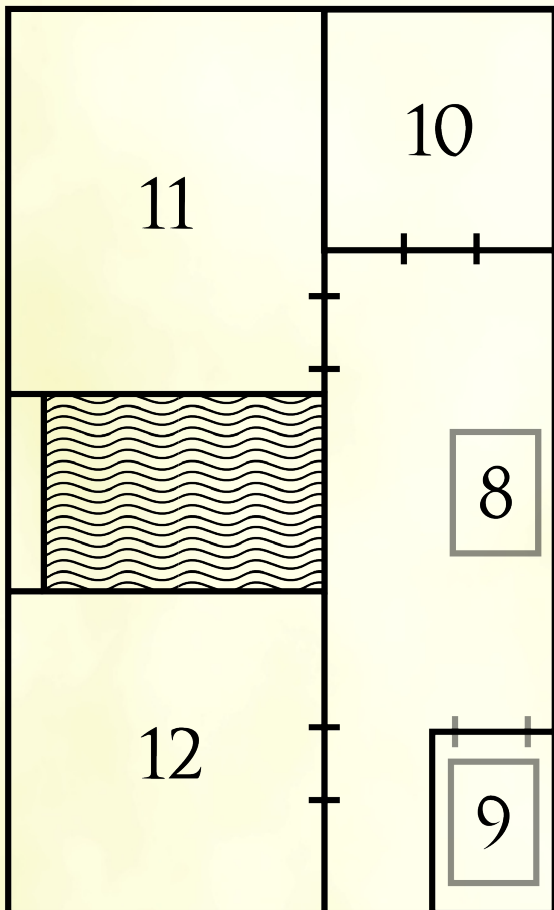
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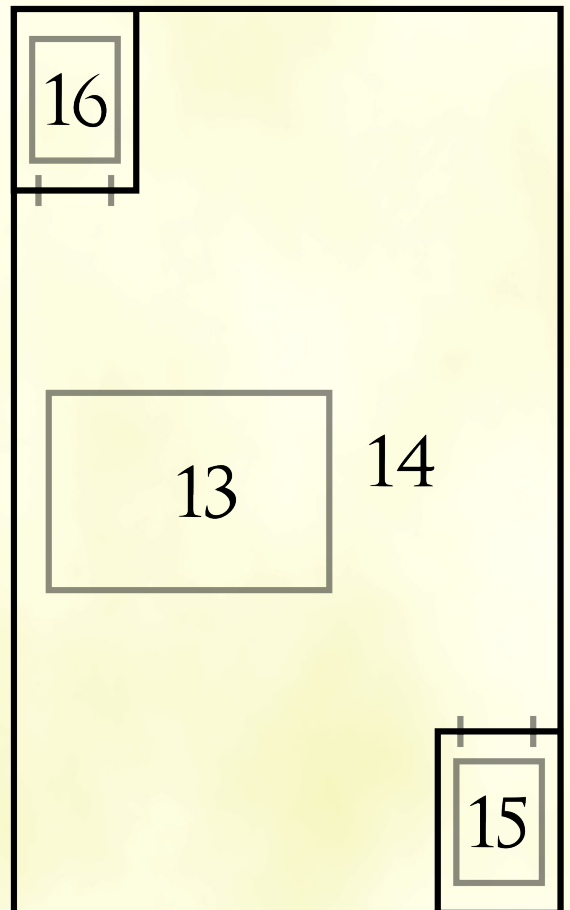
BRIDGE DECK



LANTERN DECK



BERTH DECK



CARGO DECK