

TALE OF NAVRI



BOOKLET OF SECRETS

This Booklet of Secrets is a companion to the game [Tale of Narvi](#) by Kyle Willey, which can be found on [his site](#).

Using this Booklet of Secrets is simple; it allows you to simply skip from page to page and only reveal the information you need to continue through the game. It is recommended to use this booklet on a digital device in order to avoid spoiling the next page for yourself, or print it out in a version that has a blank side on each page so that only one event outcome set shows for each action, though care is taken to place secrets in such a manner that accidentally looking from one page to another won't ruin the next (for instance, all the success/failure results are on facing pages, and conversations with a success/failure result have their success/failure results elsewhere so you don't accidentally spoil later parts of a conversation for yourself).

Rolls are listed on the page for a given Situation, these are the same as the ones given in the game's core book.

Dialog is listed with the page number appropriate for following the line of discussion in parentheses after the question or statement you make. You may also confront Captain Tyret and Keeton with Secrets to change their relationships with you and reach the various endings at the end of the game.

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You scour the area around the captain's wheel, looking for anything suspicious.

The Situation requires the following roll: (Handiness; Magic/Stealth, 15)

If you succeed, follow the results on page 23, if not follow the results on page 24.

You sneak up on Kulo as he is snoring happily away, and reach into his pocket.

The Situation requires the following roll: (Handiness; Stealth, 12)

If you succeed, follow the results on page 25, if not follow the results on page 26.

Your knowledge tells you that you could try to scare Keeton by draining the magical energy from the sigils in the exact opposite way that the magi on the crew add external magical power.

The Situation requires the following roll: (Magic; Handiness, 16)

If you succeed, follow the results on page 27, if not follow the results on page 28.

You search around Keeton's chamber looking for any signs of something out of place, searching for anything that could help you leverage either Keeton or the Captain.

This Situation requires the following roll: (Magic; Handiness, 16)

If you succeed, follow the results on page 29, if not follow the results on page 30.

You come to a hatch leading to the Cargo Deck, but it is locked. If you are coming up from below, you cannot raise the lift, and as such you can only pass if you have acquired Secret 2

This Situation requires the following roll: (Stealth; Handiness, 12)
Alternatively, Secret 2 allows you to bypass this situation.

If you succeed, follow the results on page 31, if not follow the results on page 32.

You come to a locked door preventing you from getting to the ladder to the Cargo Deck. If you are coming from below, you cannot attempt to pick the lock because the lock of the door is on the other side only, and can only pass if you have acquired Secret 3.

This Situation requires the following roll: (Stealth; Handiness, 12)
Alternatively, Secret 3 allows you to bypass this situation.

If you succeed, follow the results on page 33, if not follow the results on page 34.

You search for things of interest in the Healers' chamber, looking for anything that could give you an edge in reasoning with Keeton or Captain Tyret.

This Situation requires the following roll: (Handiness; Stealth 12)

If you succeed, follow the results on page 35, if not follow the results on page 36.

You search around the cargo bay for anything out of the usual that could be of interest.

This Situation requires the following roll: (Handiness; Magic/Stealth 14)

If you succeed, follow the results on page 37, if not follow the results on page 38.

You approach Kulo and wake him up.

1. Are you supposed to be sleeping? (page 43)
2. Do you know why the captain would threaten Keeton? (page 44)
3. Where should I go if I'm looking for help talking Keeton down? (page 45)
4. Do you know anything about any of the passengers or crew that could cause issues with Keeton? (page 46)
5. Farewell. (continue exploring the skyship)

Captain Tyret looks at you with a look of disdain.

“When are you going to help me solve my problem with the ship? That is, after all, your job.”

1. Why is Keeton so afraid of you? (page 49)
2. Have you noticed anything odd with any of the crew? (page 50)
3. I've found some Secrets I think could explain what's going on. (page 51)
4. Farewell. (continue exploring the ship)

Keeton's "face" rotates towards you; it glows softly with magical energy.

"What are you doing here? Have you done anything about Captain Tyret? He is terrifying."

1. Why does Tyret scare you so much? (page 64)
2. What do you know about the crew? (page 65)
3. Have you noticed anything about the passengers or cargo? (page 66)
4. I've found some Secrets I think could explain what's going on. (page 67)
5. I'll be back later. (continue exploring the ship)

Andreas looks up from his arcane workshop to greet you.

“I trust that things with Keeton are going along well. What are you visiting about?”

1. Did you notice anything odd about Tyret recently? (page 82)
2. Have you heard anything about Keeton I should know? (page 83)
3. Farewell. (continue exploring the ship)

Azet keeps stirring the pot containing tonight's meal while you talk to him.

1. How are things going around here? (page 84)
2. Do you know anything that could help me with Keeton? (page 85)
3. Farewell. (continue exploring the ship)

You approach Martin, but he motions for you to stay back. His arcane experiment flares and wanes.

“I'm working on a way to siphon magic in the same way we can add it to the energy field. It has wonderful applications for weapons and sudden releases of magical power.”

He demonstrates shortly, and you think you could try to drain the ship's power yourself. You gain Secret 1.

He goes back to his research.

“Sorry to be so rude, but I hope to have this done before we land, so I'm going to have to focus on it exclusively.”

You decide it's just as well to leave him to his studies.

Azein looks a little frightened of you.

“It's dangerous for us to be seen together. Tyret doesn't trust you, and if he sees me with you it could be troublesome for both of us.”

She walks away, and you cannot chase her without causing a fuss, so you decide to just let her walk off.

Olen greets you with a smile on his face.

“There's my friend! How are things going with Keeton?”

1. Not so well, do you know anything that could help? (page 87)
2. I'm fine, but I'm more interested in Captain Tyret. (page 88)
3. I've actually got to go work on that right now. (continue exploring the ship)

Merle is standing in the center of the room looking into space. His vision is going off into space, and he seems to be in some sort of magical trance. His bags are laid neatly on the floor beside him. He ignores you regardless of how close you get or how much noise you make (though part of this is due to Luc's intervention should you come close to breaking Merle's trance).

Gwen is sitting on her bunk, going over her supplies again. When you approach she looks up to you and greets you politely.

“I can't believe I forgot my mortar and pestle; I hope the concoctions we brought will be enough for the village.”

1. You're worried about the village? (page 89)
2. Is there anything I could help you with? (page 90)
3. Goodbye. (continue exploring the ship)

Luc greets you with a grunt.

“Fine work, this, sitting in the air with nothing to do.”

He shrugs.

“At least I don't have to kill anyone who doesn't deserve it.”

1. That's an odd sentiment for a mercenary. (page 91)
2. Have you heard anything unusual? (page 92)
3. Farewell. (continue exploring the ship)

You scour the area using your wits and skill to look everywhere there could be something hidden, and find a bloody dagger.

Regain 1 Resolve

Check off Secret 4 on your Character Sheet, then return to exploring the skyship.

You look around for several minutes, but can't find anything out of the ordinary, so you return to exploring empty-handed.

You pull a key from Kulo's pocket. It's not labeled, but you think you can figure it out.

Regain 1 Resolve.

Check off Secret 3 on your Character Sheet, then return to exploring the skyship.

Page 26:

Kulo wakes up while your hand is in his pocket, and he gets pretty angry.

This Situation requires a (Charisma/Combat; Stealth, 14) roll.

If you try to use Charisma, go to page 39 if you succeed and 40 if you fail, and if you try to use Combat go to page 41 if you succeed and 42 if you fail.

You siphon off energy from the sigils and runes, and they start to dim. The ship noticeably buckles beneath the weight of the vessel, and you hear Captain Tyret and Keeton both screaming down below. You are, however, careful not to take so much that you send the skyship plummeting to the ground.

Gain 2 points of Threat for both Captain Tyret and Keeton, and regain 1 point of Resolve.

Check off Secret 7 on your Character Sheet.

You lack the necessary power to interact with the sigils and runes, and all you do is tire yourself out. To be fair, it was an astronomically difficult endeavor.

You lose 3 points of Resolve.

Continue exploring the skyship as you will.

As you search through Keeton's chamber, you notice that his Lantern of Life is glowing strongly at a certain point, leading to a crate that had been left in the center of the room. You find a dried pool of blood beneath the crate.

Regain 1 point of Resolve.

Check off Secret 5 on the Character Sheet, and continue exploring throughout the skyship.

You can't find anything in Keeton's chamber, so you give up and decide to go look elsewhere.

Lose 1 point of Resolve.

Continue exploring the skyship elsewhere.

You manage to bypass the lock either by unlocking it or having already opened it.

Travel to your destination and continue exploring.

You fail to pick the lock and don't have the key, or you haven't unlocked it yet and you're trying to come at it from below.

Lose 1 Resolve.

Continue exploring elsewhere.

You manage to bypass the locked door either by unlocking it or having already opened it.

Travel to your destination and continue exploring.

You fail to pick the lock on the door and don't have the key, or you're coming at it from the wrong side..

Lose 1 Resolve.

Continue exploring elsewhere.

You look around the room for a while and find a hidden crawlspace. Sneaking through it, you listen to what the crew's saying.

You overhear Azein commenting on how Tyret scares her, then Azet warns her that he's attacked people for less.

Gain Secret 9 and regain 1 Resolve.

Continue exploring the skyship.

You look around for a while, but Brother Olen eventually stops you and tells you to stop wasting your time digging around like a madman and do something constructive instead.

Lose 2 Resolve.

Continue exploring the skyship.

You look around the cargo bay for a while, then you find a stash of what seems to be highly illegal poisons that paralyze their victim hidden in a secret compartment in the corner.

Gain 1 Resolve, and gain Secret 10.

Continue exploring the skyship.

You search and search the cargo hold but you can't find anything out of place.

Lose 2 Resolve, then go back to exploring.

You talk Kulo out of attacking you, but he eyes you warily. Check off Secret 6 if you have not already, and either talk to him or continue exploring elsewhere.

You fail to stop Kulo from attacking you, and he punches you hard, driving you back a few feet. Lose 2 Resolve.

This Situation requires the following roll: (Combat; Stealth, 14)

Go to page 41 if you succeed and 42 if you fail.

You fight with Kulo for a few seconds, then deal him a fatal blow. He collapses to the ground crying out in pain, but his shouts are muffled by the wind.

Regain 3 Resolve and check off Secret 8.

You continue exploring the ship after hiding his body by tossing it over the edge of the Lookout.

You wrestle with Kulo but he is definitely winning this fight. He lands a few harmful blows, causing minor injuries and seriously tiring you out.

Lose 4 Resolve and 1 Health when you fail.

This Situation requires the following roll: (Combat; Stealth, 14)

If you succeed, go to page 41 and follow its result; if you fail you repeat this page.

Kulo gets a little upset with you for asking this, but he quickly swallows his pride.

“We're not in a place where bandits usually come, and even if they did come with Keeton hogging the controls we wouldn't be able to do much about it other than have the magi come up and fight, which we can do even when I'm catching up on some rest”.

1. Do you know why the captain would threaten Keeton? (page 44)
2. Where should I go if I'm looking for help talking down Keeton? (Page 45)
3. Do you know anything about any of the passengers or crew that could cause issues with Keeton? (page 46)
4. Farewell. (continue exploring the skyship)

Kulo yawns and shrugs.

“No clue, other than Tyret's winning personality. He threatens everyone, but this time Keeton seemed to think he'd follow through.”

1. Where should I go if I'm looking for help talking down Keeton? (Page 45)
2. Do you know anything about any of the passengers or crew that could cause issues with Keeton? (page 46)
3. Farewell. (continue exploring the skyship)

Kulo looks at you for a second.

“Well, homunculi aren't that much different from normal people, so if you're able to charm them he should be pretty similar. Keeton's usually been pretty fond of music, though, so if you can bring him something musical that should be good.”

1. Do you know why the captain would threaten Keeton? (page 44)
2. Do you know anything about any of the passengers or crew that could cause issues with Keeton? (page 46)
3. Where would I get something like that? (page 47)
4. Farewell. (continue exploring the skyship)

Kulo just shakes his head.

“Keeton doesn't even know most of the crew exist except for them coming and going when we're unloading and picking stuff up. It's been hard on him recently after the loss of the previous captain.”

1. Do you know why the captain would threaten Keeton? (page 44)
2. Where should I go if I'm looking for help talking down Keeton? (Page 45)
3. The loss of the previous captain? (Page 48)
4. Farewell. (continue exploring the skyship)

If you have Secret 6, Kulo refuses to talk to you.

If you have Secret 12, Kulo reminds you he's already helped you with this.

If you do not have Secret 6, Kulo hands you a magical stone disc.

“Run your finger around the edge of this and it will play any music you are thinking of.”

Gain Secret 12 after Kulo talks to you.

1. Do you know why the captain would threaten Keeton? (page 44)
3. Do you know anything about any of the passengers or crew that could cause issues with Keeton? (page 46)
4. Goodbye. (continue exploring the skyship)

Kulo looks off into the distance.

“One day all of the crew were at work unloading stuff and loading on cargo for a new trip, and the captain went missing. Few days later, Narvi brings in Tyret and Azein; apparently Tyret was in town and heard Narvi needed a new captain, and he had the credentials.”

“I'd seen him hanging around the ship before, too, but he was a friend of Captain Pai's so I didn't think much of it.”

1. Do you know why the captain would threaten Keeton? (page 44)
2. Where should I go if I'm looking for help talking down Keeton? (page 45)
3. Do you know anything about any of the passengers or crew that could cause issues with Keeton? (page 46)
4. Farewell. (continue exploring the skyship)

Tyret glares at you and yells loudly.

“The damned homunculus is acting up! How should I know what it wants? Narvi had you come along to make sure stuff like this didn't keep us held up!”

1. He can probably hear you shouting in his chamber. (page 52)
2. Have you noticed anything odd with any of the crew? (page 50)
3. I've found some Secrets I think could explain what's going on. (page 51)
4. Farewell. (continue exploring the ship)

“The crew are all too busy worrying about the ship and we're at a standstill. There's nothing they can do, and you sure aren't doing anything!”

1. Why is Keeton so afraid of you? (page 49)
2. I've found some Secrets I think could explain what's going on. (page 51)
3. Farewell. (continue exploring the ship)

Tyret looks at you with disdain.

“What, are you saying I'm responsible for this mess? It's all Keeton's fault, if he'd act right we'd be on solid ground right now!”

1. No, I was wrong. Farewell. (continue exploring the ship)
2. Reveal Secret 4 (page 53)
3. Reveal Secret 5 (page 54)
4. Reveal Secret 7 (page 55)
5. Reveal Secret 8 (page 56)
6. Reveal Secret 9 (page 57)
7. Reveal Secret 10 (page 58)
8. Reveal Secret 13 (page 59)
9. I'm going to kill you. (attack Tyret, go to page 60)

Tyret gets even more furious.

“Get out! I'm tired of you looking at me like I'm the problem here! Come back when you've done your job!”

You think it may be best to leave for a while, so you go to explore other parts of the ship.

“So you found a bloody dagger? How do you even know it was mine? It was probably used to repel a boarder rather than any untoward purpose, even if it were mine.”

Add 1 to your threat rating with Tyret. Should you reach a total threat rating of 10, go to page 60, otherwise reveal more secrets (page 51) or wander elsewhere.

“So you think Keeton got another infusion of life force recently? What if a rat crawled in there and died? You seem mighty keen to pin this on me.”

Add 1 to your threat rating with Tyret. Should you reach a total threat rating of 10, go to page 60, otherwise reveal more secrets (page 51) or wander elsewhere.

“What did you do? No, I heard you right the first time. Why would you do that? You're a fool! Do you want to kill us all?”

Add 3 to your threat rating with Tyret. Should you reach a total threat rating of 10, go to page 60, otherwise reveal more secrets (page 51) or wander elsewhere.

“Kulo was a good man, and you killed him? I'm going to drop you where you stand!”

Go to page 60.

“So you heard that I have a bad reputation? That doesn't prove anything. You're just a nosy pain and you don't want to do your real job so you're trying to slander me for an excuse!”

Add 3 to your threat rating with Tyret. Should you reach a total threat rating of 10, go to page 60, otherwise reveal more secrets (page 51) or wander elsewhere.

“A hidden stash of poison? Not mine. Why do you assume I'm responsible for everything going on here? It was probably Pai's hidden stash, for Jutil's sake!”

Add 1 to your threat rating with Tyret. Should you reach a total threat rating of 10, go to page 60, otherwise reveal more secrets (page 51) or wander elsewhere.

“Keeton's paranoid! Why would you trust his word if he's cowering in fear from me?”

Add 1 to your threat rating with Tyret. Should you reach a total threat rating of 10, go to page 60, otherwise reveal more secrets (page 51) or wander elsewhere.

“So it has come to this! Prepare yourself, because I'm going to kill you right now!”

Tyret flies into a rage and attacks you viciously regardless of onlookers and collateral damage.

Each turn you may choose a number of actions based on how you want to fight Tyret. Your options are:

1. Fight (page 61)
2. Escape to another room (page 62)
3. Seek Aid (page 63)

Place 5 marks on Tyret's friend rating meter to represent his health the first time you select this option. There is no way to gain a friend rating with Tyret through dialogue, so this will give him consistent starting health.

Each turn you may make a roll at (Combat; Magic/Handiness, 12) to try to remove one of Tyret's marks of health. Should you succeed you remove one mark of his health, and if you fail you lose one Health and two Resolve.

After each turn of fighting, you may return to page 60, unless you beat Tyret by removing his last mark of health, in which case you go to the Endings section at page 91 and choose ending 2.

Fighting with Tyret starts in his quarters (Area 4), but it is possible to move to any adjacent area in search of assistance or to attempt to evade Tyret. You may move to another area on your current deck each turn, with transitions between the Lantern Deck and the Bridge Deck counting as moving within the current deck. It is also possible to drop down the ladder in Area 7.

You must roll at (Combat; Stealth, 10) in order to change areas without being injured, otherwise you must go through the steps on page 61 but forfeit your trait bonuses.

Once this is done, you may continue fighting with Tyret per the rules on page 60.

You can attempt to bring in another NPC to help you fight Tyret. Only three of the NPC's, however, are useful in a fight, so only Kulo, Luc, and Azek will respond to your pleas for aid.

In order to get help, you must make a successful (Combat; Charisma, 10) roll to avoid being injured and a (Combat; Charisma, 12) roll to get the NPC to help you. Kulo will not help you if you have Secret 6 or 8, making him angry at you or dead respectively, but will not stand with Captain Tyret against you. All NPCs remove two marks of Tyret's health, and will only respond if you are in the same area as them.

If you fail to avoid being injured you lose 1 Health and 2 Resolve, but if you fail to get the NPC to help you the roll can be retried next turn and you do not lose Resolve.

When you are done, return to page 60.

Keeton looks at you with no paucity of fear.

“Captain Tyret is a terror with no restraint; he's murderous and violent and I think he meant what he said about dismantling my body.”

1. Do you have anything solid against Tyret? (page 68)
2. What do you know about the crew? (page 65)
3. Have you noticed anything about the passengers or cargo? (page 66)
4. I've found some Secrets I think could explain what's going on. (page 67)
5. I'll be back later. (continue exploring the ship)

Keeton relaxes a little.

“Kulo's really nice. The rest of them I don't know so well, since they never pay me visits, except for the magi who come to poke around at my tendrils every once in a while.”

His “eyes” dart to the cables that allow him to control all the ship's magical energy seamlessly.

1. Why does Tyret scare you so much? (page 64)
3. Have you noticed anything about the passengers or cargo? (page 66)
4. I've found some Secrets I think could explain what's going on. (page 67)
5. I'll be back later. (continue exploring the ship)

Keeton's eyes light up a little.

“Oh yeah, that! I've told Kulo, Tyret, and the magi, but none of them believe me. I swear I saw someone loading up some things the night before Pai... disappeared.”

1. Why does Tyret scare you so much? (page 64)
2. What do you know about the crew? (page 65)
3. Disappeared? (page 69)
4. I've found some Secrets I think could explain what's going on. (page 67)
5. I'll be back later. (continue exploring the ship)

Keeton waits for you to reveal your knowledge.

1. "Actually, I didn't really find anything." (page 13)
2. Reveal Secret 4 (page 74)
3. Reveal Secret 5 (page 75)
4. Reveal Secret 6 (page 76)
5. Reveal Secret 7 (page 77)
6. Reveal Secret 8 (page 79)
7. Reveal Secret 9 (page 80)
10. Reveal Secret 10 (page 81)
11. Reveal Secret 12 (page 82)
12. "You need to put this ship down now." (page 71)

Keeton waits a while, saying nothing.

“Not very much, no.”

1. “Nevermind then.”

2. If your friend rating with Keeton is more than five. “I’m a friend, you can tell me” (page 70)

Keeton looks like he's said too much.

“It's time for you to leave, for your own sake.”

You think you should probably go look for more before continuing this discussion.

Keeton looks a little pensive, but then launches into a story.

“The night of Pai's murder, I got a massive boost of energy. My face was being restored to its current state, so I couldn't see anything, but I felt the energy surging into me. That crate over there appeared while my vision was out, and Tyret's never moved it since, despite claiming it as his own. In addition, Tyret started acting much different, more paranoid, and oddly flighty. I think he killed Pai.”

You gain Secret 5 if you did not have it already, and two points of friend rating with Keeton.

Keeton says no more, and you think it's probably a good time to go for a while.

Keeton looks at you.

“Why should I land if it would mean my death?”

1. It won't mean your death. (If friend rating is 7+, go to page 72, otherwise go to page 64)

2. I will fight off Captain Tyret if he causes trouble. (Charisma; Combat, 15)

Go to page 72 if successful, otherwise go to page 64. Keeton interjects: “You're not strong enough!”

3. The people in the village will die without their medical supplies. (Charisma; Handiness, 14)

This option requires Secret 14, if it fails stay on page 71. Keeton states: “So I should die?”

If you succeed, go to page 72.

4. If you don't land, I'll dismantle you up here! (page 73)

5. I can't think of a good reason. (leave and search the ship more thoroughly)

You convince Keeton that he should set the ship down, but Tyret attempts to make good on his promise to destroy Keeton. You may either leave, heading straight to the Ending section on page 93 and choosing Ending 1, or you may go to page 60 and fight Tyret.

You begin attacking Keeton's Lantern of Life and his control lines. The skyship begins to veer out of control.

Each turn you attempt this, you gain 1 point of threat rating with Keeton, but roll an eight-sided die. Should the die come up a 1, Keeton loses control of the skyship entirely and the vessel crashes to the ground, killing all of the passengers and crew, not to mention yourself, giving you Ending 4. If your threat rating with Keeton reaches 10, he lands and you get ending 1 from page 93.

Keeton looks interested.

“I bet that's Captain Tyret's. I have my reasons.”

Gain 1 friend rating with Keeton. Return to page 67.

Keeton barely looks surprised.

“I think that's where Tyret murdered Captain Pai, his predecessor, but I have no proof. I need you to help me.”

1. I will help you with this. (Gain 2 friend rating, return to page 67).

2. I bet you were responsible. (Gain 1 threat rating, lose 1 friend rating, return to page 67)

Keeton just looks a little disappointed.

“I thought you were a different sort of person than that. I guess I was wrong.”

Gain 1 threat rating, lose 2 friend rating. Return to page 67.

Page 77:

“You can't do that! You're going to kill us all if you keep that up!”

Gain 3 threat rating. Return to page 67.

Keeton looks genuinely anguished.

“You killed Kulo? He was a great man and a true friend. I'm not going to ever forgive you for that.”

Gain 2 threat rating, lose all friend rating with Keeton and cannot gain friend rating with Keeton in the future. Return to page 67.

Keeton looks unsurprised.

“Everyone knows Captain Tyret's on the wild side, they just don't think he's capable of murdering people. What do you think?”

1. Captain Tyret is a menace. (gain 2 friend rating)
2. Captain Tyret is misunderstood. (gain 1 friend rating, 1 threat rating)

Return to page 67.

Keeton looks at you thoughtfully.

“Captain Tyret could never have taken on Captain Pai in a fair fight; it's likely the poison would have been necessary if he were to fight him. I've told you my theories, right?”

Gain 1 friend rating, go to page 70.

Keeton hears the music and smiles.

“Kulo gave you that, didn't he? If he trusts you, then I do too.”

Gain 2 friend rating, go to page 67.

Andreas looks at you a little nervously.

“Why? Do you suspect him of something? If so, I'd like to hear about it, but I don't have anything to help.”

1. Have you heard anything about Keeton I should know? (page 83)
2. Farewell. (continue exploring the ship)

Andreas just shrugs.

“Nothing out of the ordinary. Keeton's often a little on edge, especially since Tyret took over as captain.”

1. Did you notice anything odd about Tyret recently? (page 82)
2. Farewell. (continue exploring the ship)

Azet shudders a little.

“Tyret is somewhat violent and harsh; he's pretty quick to fly off the handle at the slightest things. He's not all bad though, since he did bring her along.”

Azet takes a furtive lover's glance at Azein.

1. You like Azein, don't you? (page 86)
2. Do you know anything that could help me with Keeton? (page 85)
3. Farewell. (continue exploring the ship)

Azet looks a little blank.

“I'm the cook. I'm not exactly the dumbest knife in the drawer, but I don't bother myself with homunculi often enough to know how they tick.”

1. How are things going around here? (page 84)
2. Farewell. (continue exploring the ship)

Azet blushes.

“Yeah, a lot, and we have plans for our future. Too bad she owes Tyret so much money that she's indentured to him. Apparently her family couldn't pay for water in the Eastern deserts, but Tyret came along and offered to take her instead.”

He shudders a little at the thought. He seems genuinely concerned.

“I shouldn't be discussing this with you.”

He walks off, leaving you to investigate other leads further.

Olen takes you aside conspiratorially.

“I've heard that homunculi can often absorb the emotions and memories of humans just through proximity; it's entirely possible that Keeton picked up part of someone who was absolutely terrified of Captain Tyret. That means that Keeton got set off by Tyret's later threats because of the memories he had absorbed.”

1. I'm fine, but I'm more interested in Captain Tyret. (page 88)
2. I've actually got to go work on that right now. (continue exploring the ship)

Olen looks around for a couple seconds then starts whispering.

“Captain Tyret is a horror to be around. He's violent and rants all the time. You've seen him yourself, you know how he gets. To be honest, I'm not so sure all his threats are hollow. Have you seen how Azein looks when he's around? She's positively paralyzed when he glares at her.”

Olen punctuates the whisper with a fake laugh, making it seem like he told a joke he had to whisper because of the polite company around him.

1. Things with Keeton aren't so well, do you know anything that could help? (page 87)
2. I've actually got to go work on that right now. (continue exploring the ship)

Gwen's face grows compassionate and her eyes fill with sorrow.

“They're sick with the Turning, that horrible plague. The afflicted have their muscles tear themselves loose of their bones and crush their organs, leading to a painful death.

She shudders.

“If we don't get down there soon we'll be too late for half of the people.”

Check off Secret 14 on your Character Sheet.

1. Is there anything I could help you with? (page 90)
2. Goodbye. (continue exploring the ship)

“Yeah, get the ship to land.”

Gwen looks a little startled by her own rudeness.

“Sorry about that, I'm a little anxious and weary. I didn't mean to snap like that.”

1. You're worried about the village? (page 89)
2. Goodbye. (continue exploring the ship)

Luc grins.

“Maybe, but I find it good to have a clear conscience. What if Jutil shows up and asks what I'm doing? Far better to say that I'm escorting healers to a village with the Turning than have to confess to being fighting for money. Sure my motive is still money, but I'm conscientious about why I'm making it.”

1. Have you heard anything unusual? (page 92)
2. Farewell. (continue exploring the ship)”

Luc shrugs.

“We have a manic-psychotic captain who constantly rages at everything. Life's normal.”

1. You're pretty noble for a mercenary. (page 91)
2. Farewell. (continue exploring the ship)

Endings

Ending 1 is the result of getting Keeton to land without dealing with Tyret, and is found on pages 95 and 96.

Ending 2 is the result of killing Tyret, and is found on pages 97 and 98.

Ending 3 is the result of being mortally injured, and is found on pages 99 and 100.

Ending 4 comes about as a result of causing Keeton to crash, and is found on pages 101 and 102.

You watch the ground approach slowly as Keeton controls his descent. When he lands, you watch as the healers rush into the village to carry out their lifesaving work. Tyret goes into Keeton's chamber, and you follow him.

Despite your best efforts, Tyret descends on Keeton with an axe, slicing deep into his Lantern of Light. There is a flash of light, and when you look back Keeton's Lantern is dim and Tyret is naught but a pile of ash.

You pack up your bags and prepare to head back to Narvi on foot, recounting the events that unfolded. You can't help but think that if you'd been there you could have saved Keeton. Even the most cynical part of you can't help but dwell on the fact that regardless of your attitudes towards homunculi the loss of Keeton will very much displease Narvi.

The crew come up to see what the commotion is, but you don't catch their responses as you walk off into the night.

Tyret collapses to the ground from his fatal wound. You aren't necessarily proud of what you just did, but it had to be done. You head to the healers' quarters to tend to your wounds, the bruises from your fight with the murderous captain causing you no small amount of pain. You can hear the rain falling all around you, and the new moisture in the air hurts your exhausted lungs.

Keeton lands slowly and tilts slightly to help get some of the last of the rain off the Lantern Deck to allow the healers to disembark without slipping on the slick surface. You climb up above deck, and see them off. The crew look at you as if uncertain about what just happened, then they decide that you made the right choice.

You rise up once again into the sky, the sun shining clearly onto the catwalk upon which the magi are at work recharging the magical stores in the runes along the skyship's sides. You turn back from the lookout, and collapse from your injuries.

You awaken in bed a few weeks later. Whether or not you had evidence when you attacked Tyret, it soon became clear that he was responsible for the murder of the captain before him-the well-respected Captain Pai-and nobody blames you for your actions. You decide there was no other way, and go on living your life.

You fall to the ground, your injuries overwhelming you. As your vision dims you realize that you shouldn't have picked the fight you got in. Narvi will be very upset.

The ship plummets downward with pieces of Keeton's control cable and Lantern of Life streaking behind it. You are flung from Keeton's chamber as the ship continues following at a healthy pace. You feel the magical barrier to prevent people from accidentally falling to their deaths catch you for a split second, then release you as the force becomes too much for it to bear.

The ship continues falling toward the green earth beneath, and creates a sizable crater when it impacts. You, on the other hand, make a rather small but still very fatal crater as you fall into the midst of a grove of trees.

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