

Leaving Levaer

Introduction

People always said that it's never easy to leave home. You believed them your whole life, not willing to take that leap into the unknown. Despite the reward of seeing what's beyond the horizon. Despite the wealth and wonders that you can find out there. Beyond the docks, far away from the Island of Levaer is an entire world willing to be explored and a full life to be experienced. For years you've listened to stories of adventure from drunk crewmembers on shore leave, fantasizing about what it would be like to leave your life of drudgery behind.

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On a day not unlike any other, something changes within you. There's only so much fantasizing you can do and broken promises you can make to yourself. Only so much justification for why you don't deserve to live the life you want to live. There's not one big reason why you decide to make the leap now. Just small reasons that build up over time. You decide it's finally time for change.

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You find yourself in a long queue at the docks, waiting to get your passport. It doesn't take long for you to fill out the application form. Waiting around, you notice crewmembers returning from a long voyage, embracing their friends and family, barely able to contain their excitement. They begin to share tales of adventure as they jovially walk towards the dock exit.

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As another airship docks, you notice something quite out of the ordinary. A group of medics run towards the airship and begin to lower the gangplank. The lifting cell has multiple punctures, and there are scorch marks all along the hull. Some of the crew disembark, badly injured with a grim look across their face. One of them glances at you, a man much older than you are. While he is clearly trying to keep himself well composed, his eyes betray a sense of regret and loss. You look away,

evading his gaze.

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You feel your stomach turn as dark thoughts cloud your mind. You wonder if you're making a mistake. Maybe it really is better to stay here, safe from harm? Although, you've already told everyone that you're doing this. Turning back now would be soul destroying. You decide to show some conviction, and stay in the queue. A few minutes pass, and you find yourself at the threshold before the passport officer's desk.

[[Approach the Desk|CharGen1]]

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CharGen1

The passport officer wastes no time with friendly introductions.

"Application form?"

You hand the application form over and he snatches it from you. His eyes read through it quickly, unblinking. With his free hand, he taps on his computer's touchscreen, presumably inputting the data that you had to write down with a pen. You ask yourself what the point of a paper form even is, if it ends up digitized anyway?

<<continueblock>>He gives out a sigh and begins to speak without even looking at you.

"This is all... acceptable. I just need to confirm your ID."

From behind his desk, he picks up a Biometric Scanner and places it on the counter. You press your hand flat onto the acrylic. The machine beeps, and you immediately lift your hand away. Looking at the display, it asks you to state your name.


```
<label><b>What is your name?</b><br><<textbox "_name" "Sam">></label>
```

```
<<button "Confirm Name">><<script>>
```

```
const _v = State.variables;
```

```
const _name = State.temporary.name;
```

```
const _length = _name.length;
```

```
if (_length == 0)
```

```
{
```

```
    Dialog.setup("Biometric Scanner");
```

```
    Dialog.wiki("You say nothing. The machine prompts you once again for your  
name...");
```

```
    Dialog.open();
```

```
}
```

```
else
```

```
{
```

```
    _v.chargen.nameSelected = true;
```

```
    _v.player.name = _name;
```

```
    Engine.play("CharGen2");
```

```
}
```

```
<</script>><</button>>
```

```
</span>
```

```
<</continueblock>>
```

CharGen2

```
"Identity Confirmed: $player.name"
```

The man picks up the machine and places it back on his desk. He taps on the terminal a few more times before turning around to a machine behind him. A whirring sound comes from it, and then a loud clunking sound. The man picks up something from the machine and then hands it to you. It's your own personal Levaer Passport!

The man gives you directions to the main area of the port, and you continue on your way.

```
[[Enter the Docks|MainDeck]]
```

StoryCaption

```
<<if $chargen.nameSelected == true>>  
<b>Name:</b> $player.name  
<</if>>
```

PassageHeader

```
<<script>>  
const _v = State.variables;  
if (_v.init === false)  
{  
    const passage = State.active;  
  
    if (["Introduction", "CharGen1"].includes(passage.title) === false)  
    {  
        _v.player.name = "Sam DeBugg";  
        _v.chargen.nameSelected = true;  
    }  
    _v.init = true;  
}  
<</script>>
```

MainDeck

You're standing on the B Deck of the Port. Two airships are currently docked.

In Bay B12 is the damaged ship you saw while queueing for your passport. Further down is Bay B14, which is currently hosting a Cruise Ship.

```
<<if $damagedShipCaptain.isOffended === false>>\n[[Check out the Damaged Ship|DamagedShip]]
```

```
<<else>>\
==Check out the Damaged Ship== ~~You offended Captain $damagedShipCaptain.name~~
<</if>>\
<<if $cruiseShipCaptain.isOffended === false>>\
[[Check out the Cruise Ship|CruiseShip]]
<<else>>\
==Check out the Cruise Ship== ~~You offended Captain $cruiseShipCaptain.name~~
<</if>>\
```

```
<<if $shipsVisited eq 2>>\
[[Give up?|GoHome]]
<</if>>\
```

DamagedShip

```
<<if visited() == 1>>\
<<include "DamagedShipFirstVisit">>\
<<else>>\
<<include "DamagedShipSubsequentVisit">>\
<</if>>
```

CruiseShip

```
<<if visited() == 1>>\
<<include "CruiseShipFirstVisit">>\
<<else>>\
<<include "CruiseShipSubsequentVisit">>\
<</if>>
```

GoHome

You wonder if you should just give up? You promised yourself that you'd join a crew today. Leaving now would just be another broken promise. Even attempting to delay this further will just end up with you never leaving.

[[Pick a crew|MainDeck]]

[[Go home and never leave|GoHomeEnding]]

DamagedShipFirstVisit

Deciding to check out the damaged ship you saw from the queue, you tentatively walk across the deck, onto Bay B12. From your current position you notice that a triage tent has been set up outside of the airship. Cranes have been setup to support the weight of the ship as engineers begin to disengage the damaged lifting cell.

<<continueblock>>\

As you get closer to the gangplank, the extent of the ship's damage becomes even clearer to you. Not only are there scorch marks along the hull, but there is a large hole along the bottom of the hull, clearly exposing the internals of the ship. You look around for the ship's name, but you realise that it must have been printed where that hole now is.

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You stare at the carnage and wonder if you're making a mistake. Sure, a lot of people do well for themselves out there in the skies, but are you lucky enough to be one of them? Will this whole endeavour just end with you badly hurt, or even worse? Your mind begins to race, asking too many questions. More than you can answer.

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You feel someone tap you on the shoulder mid-rumination, and you turn around.

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You find yourself face-to-face with the man you saw earlier from the queue. You get a better look at him now. He has a white, scratchy beard and long unkempt hair. He has a scar along his left cheek from his eye to somewhere under his beard.

The man glares at you a little longer...

[[Introduce yourself|DamagedShipCaptainIntroduction]]

[[Say nothing|DamagedShipCaptainSayNothing]]

<</continueblock>>\

<<set \$shipsVisited += 1>>\

DamagedShipSubsequentVisit

You look around Bay B12 and eventually find Captain \$damagedShipCaptain.name smoking by the gangplank. He sees you, and beckons you over.

[[Continue...|DamagedShipCaptainQuestions]]

DamagedShipTalkToCaptain

<<if \$shipsVisited < 2>>\

"Huh, you want to join my crew?"

He ponders for a few seconds, scratching his beard and furrowing his brow.

"I'll think about it. You just got your passport, so you're pretty wet behind the ears when it comes to sailing the skies. I wouldn't be much of a good captain if I put you in a situation you can't handle."

He casts his eye over at the medics tending to his injured crew.

"Tell you what. There's bound to be other crews you can join around here, safer ones. Talk to them first, and if you're completely sure you want to join my crew, come back to me, and I'll have an answer."

[[Continue...|DamagedShipCaptainQuestions]]

<<else>>\

"You've looked around, and you're completely sure you want to join my crew? If you're committed to this, it'll be tough work. I always try to keep my crew safe,

but as you can already surmise, my best intentions aren't enough to keep you safe from an Owlcat attack."

[[I'm sure!|DamagedShipJoinCrew]]

[[Let me think about this a bit more...|MainDeck]]

<</if>>\

CruiseShipFirstVisit

Intrigued by the Cruise Ship moored at Bay B14, you decide to walk down and check it out. As you approach you realise that this is the "LS Endeavour", a new Cruise Ship that was built to fly rich holidaymakers from Levaer to the Gelar Archipelago.

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Observing the state-of-the-art vessel, you notice that not only has it got a slick and sophisticated design, but it is also heavily armed to protect against pirate raids. There are two gunboats moored to the Cruise Ship, alongside multiple lifeboats.

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You recall a news report covering the vessel. Apparently it cost an exorbitant amount to build and stock up the ship. You also recall that while there were a lot of rich tourists willing to pay for the privilege to go on a cruise, the Captain had trouble getting enough people to sign up on the crew.

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You decide that this could be a great opportunity to join a crew as you walk towards the gangplank. You see multiple aircrew loading the vessel with crates and barrels containing an assortment of resources. From barrels of wine to crates of railgun shells.

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You manage to catch the eye of one of the workers and you explain that you're considering signing up to work on the ship. You're swiftly escorted onto the ship, making your way to the Bridge.

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The ship deck is even more impressive, with a small swimming pool and bar in the center. There are even mirrors setup to redirect sunlight towards the pool, since the lifting cell is so large that it blocks the sun.

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You finally find yourself at the Bridge, where the Captain is looking over some documents. She beckons you in silently and you sit down.

[[Introduce yourself|CruiseShipCaptainIntroduction]]

[[Say nothing|CruiseShipCaptainSayNothing]]

<</continueblock>>\

<<set \$shipsVisited += 1>>\

CruiseShipSubsequentVisit

You greet the aircrew working on loading the LS Endeavour as you make your way up the gangplank. Before long you're once again in the presence of Captain \$cruiseShipCaptain.name.

[[Continue...|CruiseShipCaptainQuestions]]

CruiseShipTalkToCaptain

<<if visited() == 1>>\

She looks up at you again, and sighs as she stands up.

"I assume you've heard about our crew shortage? I won't lie, we're pretty desperate to get enough people on the crew so we can perform our maiden voyage next week."

She stands at the front of the Bridge, overlooking the deck of the ship as the existing crew scrambles to get all of the supplies on board for the upcoming journey.

"I don't care how experienced you are, we can start you off cleaning the deck and go from there. Interested?"

[[I'll join!|CruiseShipJoinCrew]]

[[Let me think about this a bit more...|CruiseShipCaptainQuestions]]

<<else>>\

"Have you reconsidered? Once again, you'll be scrubbing the deck for this journey. Maybe you'll have other duties, but I can't guarantee it."

[[I'll join!|CruiseShipJoinCrew]]

[[Let me think about this a bit more...|CruiseShipCaptainQuestions]]

<</if>>\

CruiseShipJoinCrew

Captain \$cruiseShipCaptain.name walks around the table and shakes your hand.

"Welcome aboard, you can start immediately. You can start by helping load the vessel, then you can start cleaning the deck afterwards."

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You make your way back down to the gangplank and start helping the rest of the crew load the vessel. It doesn't take long before you're all joking and building rapport. For a while, it almost doesn't feel like too much work.

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A week later, the airship is loaded with passengers. You find yourself excited to begin your journey to the Gelar Archipelago as your friends and family wave you off. They're excited for you, and any anxiety they had for your safety is gone once they see the extent of the security on the ship.

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However, since you're so busy you don't even realise that you've left port until much later. Once you walk up onto the deck you find yourself in the middle of the sky, with white clouds extending in all directions towards the horizon.

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Your breath is taken away from the view and the sense of adventure, but not before your superior officer reprimands you for slacking. You swiftly get back to work scrubbing the decks, while the passengers enjoy themselves.

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You find yourself working hard and taking breaks when you can. The vessel is essentially running on a skeleton crew, and you find yourself exhausted by the time you arrive at the Archipelago.

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Once the passengers are ashore you find yourself with some more time to yourself. You get to spend a bit more time chatting with the rest of the crew and you make a few friends. You even manage to slip out for an hour to explore one of the islands.

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It's not quite what you imagined back in Levaer, but you think it beats your previous life - although you find yourself a lot more fatigued than you used to be. You hope that more crew will join for the next cruise, otherwise you fear that you'll burn out.

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The days begin to blur together as you work scrubbing the deck. A few voyages in, you find yourself with the opportunity to work on other duties, as you become more

experienced. After a few years you find yourself as a superior officer - managing new aircrew. You try to be fair to them, but internal politics make that a difficult task.

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Despite everything, the highs and the lows, you still don't know whether you made the right decision all those years ago. What would have happened if you joined a different crew? Would you be happier now, or would you be worse off than where you were?

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On a day not unlike any other, you find that you stop asking yourself those questions and you try your best to be content with your decisions.

After all, you can't change the past.

''THE END''

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DamagedShipJoinCrew

He grabs your hand and shakes it with vigor.

"Welcome to the Crew, Cadet \$player.name"

"It'll be a few days before the airship gets repaired and I'll have a course mapped for your first voyage, but until then I want you to get familiar with the rest of the crew..."

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You meet the surviving crew and learn of their encounter with an Owlcat. You realise that it's no turning back now - you're committed.

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A few days later you find yourself on the ship, ready to leave Levaer for the first time in your life. Your family and friends wave you off, excited for you but also anxious for your safety.

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The skies are beautiful. You've seen them before from the Upper Decks of Levaer, but being able to twirl around and just see the clouds off to the horizon makes you feel truly free.

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As the days pass and turn into weeks, months and eventually years, you find yourself living a full life of adventure. Although it's not without sacrifice...

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You find yourself working hard during normal cruises, but attacks from sky monsters and pirates put your life in danger multiple times. Many friends die or retire early, unable to put up with the pressure.

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During shore leave, you tell your tales of adventure. Of the time a Sky Serpent almost devoured the airship whole. You tell the story of the time the lifting cell malfunctioned and the ship descended below the cloud layer, almost melting under the acid rains before you could get it repaired. Sometimes you even have younger people fantasizing of leaving too, and making a name for themselves amongst the skies.

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<<continueblock>>\

Despite everything, the highs and the lows, you still don't know whether you made the right decision all those years ago. What would have happened if you joined a

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<</continueblock>>\

<<continueblock>>\

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'THE END'

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StoryAuthor

By Aaron Meaney (@theReccy)

[Website](https://aaronmeaney.com) | [Twitter](https://twitter.com/TheReccy)

DamagedShipCaptainSayNothing

You say nothing, deciding to give the man the opportunity to introduce himself.

You both stare each other down for a few moments longer...

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He finally cracks a wry smile.

"Well, what's the matter? Owlcat got your tongue?"

He offers a handshake.

<<include "DamagedShipCaptainHandshakeOptions">>

<</continueblock>>\

DamagedShipCaptainIntroduction

"The name's \$player.name."

You wait a moment for the man to answer.

"\$damagedShipCaptain.name."

He offers a handshake.

<<include "DamagedShipCaptainHandshakeOptions">>

DamagedShipCaptainHandshake

<<switch \$damagedShipCaptain.handshakeType>>\

<<case "refuse">>\

He slowly lowers his hand back to his side, and his expression changes to one of disgust.

"I barely made it back here. Some of my crew are dead, and my ship is wrecked."

He takes a deep breath.

"I saw you queuing up over there earlier, and I know you saw me. You just thought you could come over here to take a look at the wreck? Keep yourself entertained for a few minutes? ...and without the decency to shake my hand. If anything you should be saluting me!"

Before you can even react, he spits at the ground near your feet and he walks back towards the triage tent. A few moments later a security guard comes over and escorts you out of the bay.

Captain \$damagedShipCaptain.name ordered the port security to not let you near him or his ship ever again.

```
[[Continue...|MainDeck]]\
```

```
<<set $damagedShipCaptain.isOffended = true>>\
```

```
<<case "light">>\
```

You shake the man's hand, deciding to keep a light touch. He seems to respect this and he matches the pressure. After a moment, the handshake ends and he begins to speak.

"I see you've taken an interest in my ship."

```
[[Continue...|DamagedShipCaptainQuestions]]
```

```
<<case "strong">>\
```

You shake the man's hand, deciding to deliver a firm handshake. He responds in kind, almost crushing your hand with his strength. It does hurt a bit, but thankfully the handshake ends after a moment.

"I see you've taken an interest in my ship."

```
[[Continue...|DamagedShipCaptainQuestions]]
```

```
<</switch>>\
```

DamagedShipCaptainQuestions

You are facing Captain \$damagedShipCaptain.name.

```
[[Can I join your crew?|DamagedShipTalkToCaptain]]
```

```
[[Return to the Deck|MainDeck]]
```

DamagedShipCaptainHandshakeOptions

```
[[Shake lightly|DamagedShipCaptainHandshake] [$damagedShipCaptain.handshakeType =  
"light"]]
```

```
[[Shake strongly|DamagedShipCaptainHandshake] [$damagedShipCaptain.handshakeType =  
"strong"]]
```

```
[[Refuse to shake|DamagedShipCaptainHandshake] [$damagedShipCaptain.handshakeType =  
"refuse"]]
```

GoHomeEnding

You walk out of the port feeling numb, unable to find a suitable crew to join. You convince yourself that you're not cut out for this sort of work. That joining an aircrew was just a childish fantasy. You at least find that there's some comfort in that, you know that you don't need to try this again.

<<continueblock>>\

You immediately return to your old life and try to put the notion of leaving behind you. It hurts for a long time - listening to the aircrew on shore leave telling their tales of adventure. Stories of long forgotten treasures, journeys far beyond the horizon, of the dramatic fights and victories that occur out on the open skies. Encounters with exotic creatures and monsters, new lands to be discovered.

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However, you also hear the horror stories. Airships losing too much altitude and disappearing below the cloud layer, pirates kidnapping entire crews, and even tyrannical captains working their crew to the bone.

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You try to take some comfort in the horror stories; at least that won't be you. You're safer here in Levaer. The days begin to blur together, until time just starts to slip away.

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Despite everything, the highs and the lows, you still don't know whether you made the right decision all those years ago. What would have happened if you left Levaer? Would you be happier now, or would you be worse off than where you were?

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<<continueblock>>\

On a day not unlike any other, you find that you stop asking yourself those

questions and you try your best to be content with your decisions.

After all, you can't change the past.

'THE END'

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CruiseShipCaptainIntroduction

"The name's \$player.name."

The Captain looks up at you for a moment, before looking back down at her important documents.

"Captain \$cruiseShipCaptain.name. How can I help?"

[[Continue...|CruiseShipCaptainQuestions]]

CruiseShipCaptainSayNothing

You say nothing, deciding to give the woman the opportunity to introduce herself.

She continues to check her manifest for a few moments....

<<continueblock>>\

She finally sighs and glances up at you.

"Do you need something?"

[[Continue...|CruiseShipCaptainQuestions]]

<</continueblock>>\

CruiseShipCaptainQuestions

You are facing Captain \$cruiseShipCaptain.name.

[[Can I join your crew?|CruiseShipTalkToCaptain]]

[[Return to the Deck|MainDeck]]