

Spirits of Nibel

by Gary Bailey

Based on the Ori games by Moon Studios

SETTING

Welcome to the verdant forest of Nibel, home of the Spirits! Here you will find various weird and wonderful creatures and places. Notable locations include the Hollow Grove, home to the enormous Spirit Tree, the Thornfelt Swamp, towered over by the Ginso Tree, the volcanic Mount Horu, and the mysterious, magical Forlorn Ruins.

Time-wise, this is set in between the events of the two Ori games: after Ori restores the Light to Nibel, but before Ori and Ku set off to Niwen.

GAMEPLAY

Players can use their Skill at any time outside of combat. Using a Skill always costs 1 energy. Energy is only recovered at specific points specified by the GM.

In combat, players take turns in order of who has the greatest total Life and Energy at the start. On their turn, each player can move and take 1 action. Moving includes jumping, swimming, and other acrobatics. Actions include using a Skill and doing anything else non-trivial, such as attacking.

The outcome of using your Skill depends on the scenario you use it in and the Skill itself. Any time you use a Skill, you are asked to describe *in detail* how you intend it to occur and what effects it has. Try to think outside the box, creativity is rewarded! At the GM's discretion, this either succeeds automatically, or the player has to roll 1d6 to determine success, with a difficulty class set depending on the scenario (higher rolls are better). A failure doesn't mean that nothing happens, but that something goes wrong and/or weird.

Attacks come in two varieties: normal and strong. Normal attacks deal 1d6 damage and include basic attacks that the Spirits are all capable of, such as simple kicking and punching, or whatever else you want to do in that vein. Strong attacks deal 2d6 damage and include some special attacks done by Skills. Attack success depends on the scenario, just like skills. Players roll 1d6 to avoid enemy attacks, with the difficulty class depending on the enemy.

PLAYER CHARACTERS

All players play as Spirits, the children of the Spirit Tree: small, glowing white creatures with ambiguous powers. While some spirits (such as Ori) are extremely powerful and possess many unique abilities, most (meaning you) only have one main ability they can use.

Come up with one ability (your "Skill") that can be used to complete tasks in an interesting way. Some examples from the games include:

- vault off of an object or creature in any direction
- gain a long burst of speed
- smash the ground really hard
- change momentum in midair

Please don't use any ability that actually appears in the games: be creative! Don't worry about giving your Skill a name or trying to balance it (just don't go *too* crazy with it). Silliness here is welcome and encouraged. Some more examples that aren't from the games:

- summon a gigantic hammer to smash things
- shape the ground around you
- turn something to solid ice

Base abilities that all Spirits have include jumping very high, running, swimming, and doing simple attacks.

Names

Spirit names are almost always a single short word, 1 or 2 syllables long. Examples from the games include Fil, Ano, Reem, Nir, Eki, and of course Ori.

Appearance

Spirits come in all shapes and sizes, from large and muscular to small and spry. They tend to have very large ears and other small horns on their heads. Their bodies are glowing white and their eyes are pure black with white pupils. They are bipedal.

Character "sheet"

- Name
- Skill: See above. Since you are just a simple Spirit, you only get one.
- Life: Roll 2d6+6 to get life total.
- Energy: All players start with 6 Energy.



ADVENTURE: “THE MYSTERIOUS GURGLING”

“The Spirit Tree has called upon you, his highly capable offspring, to go and investigate mysterious noises coming from the sea.”

Standing before the Spirit Tree, the players are told that they must go investigate a mysterious gurgling sound emanating from the sea. The Spirit Tree was alerted of this by a young, scared bird creature named Mack, who has walked here from his home on the coast to ask the Tree for aid, as his parents are too frail to make the trek.

The players set off toward the coast, leaving Mack in the Hollow Grove. Trekking through the Thornfelt Swamp, they pass by the Ginso Tree. Here they encounter an obstacle in the form of a giant freshly-fallen tree, which is too large around to easily climb except using a Skill. However, if they manage to break through the thin bark using Skills, they will find that it is hollow. When they make enough noise, they encounter the Giant Mosquito here (see *Example Monsters*).

Shortly after passing the fallen tree, the players encounter a village filled with a variety of folk, including bird creatures similar to Mack, some Moki, and a salamander. The villagers have heard the mysterious gurgling which Mack reported. If it’s nighttime, the players hear it themselves.

After the village is a thick forest, with the way through marked with stone cairns. After a short trek, there is an enormous, deep gorge with a rushing river running at the bottom. There is a bridge spanning it but it is mostly out. Players need to use their Skills here to cross over. If they fail, have an escape option so that they can recover.

On the other side of the gorge is a small group of trees, and then a sandy beach. Nearby is a hut where Mack’s parents reside. They tell the players about the gurgling, which occurs at night. When night falls, encourage the players to go out onto the beach. There, they are attacked by the Giant Squid (see *Example Monsters*), the origin of the strange gurgling noise.

EXAMPLE MONSTERS

Giant Mosquito (Mini-boss)

Based on the Skeeto monster from Ori and the Will of the Wisps

The mosquito has 20 total Life. On each turn, it will choose a player to attack by ramming with its sharp proboscis. Depending on the situation, this may deal either 1d6 or 2d6 damage. Players must succeed a DC 3 check to dodge getting hit by the proboscis.

Giant Squid (Boss)

The squid has 50 total Life.

The battle begins on the beach, with the players bounded on one side by the woods, one side by the water, and two sides by tentacles. The tentacles will attack the players at 1d6 for 3 turns.

On the squid’s 4th turn, players must succeed a DC 6 check or be swiped into the water by a tentacle.

On the squid’s 5th turn, it will begin spinning and whip the water up into a maelstrom, with the squid at the center. All players caught in the maelstrom will have all DCs on their checks increased by 1 (if wanted).

On the squid’s 6th turn onward, it will begin attacking one player per turn at 2d6, by whipping its tentacles at them as they spin in the maelstrom.