

The Altar of SHREDDED MEMORIES

*Some answers are more important
than their questions.*

1. **Print out the 2nd page.** Tear it into a dozen or so scraps. These scraps represent learned information and secrets.
2. **Use the Troika! rules** with one big change: all of a character's skills become Memories. 4-Swimming becomes 4 individual Memories of swimming. Whenever memories are lost, the player chooses which ones to lose. Memories can still be added to the main Skill stat and used for rolls.
3. **Every character gains 10 Memories** related to a question they seek an answer to. If anyone loses all their Memories, they cannot leave the Altar.

d66 Random Memories. For 61-66, reward a Memory that helps answer their Question.

11 Puppet Repair	25 Acting	43 Map Making
12 Origami	26 Stage Crew	44 Engineering
13 Climbing	31 Gravedigging	45 Translation
14 Swimming	32 Parenting	46 Coin Flipping
15 Egg Poaching	33 Marriage	51 Cooking
16 Frog Wrestling	34 Altar History	52 Psychology
21 Negotiation	35 Void Creatures	53 Counseling
22 Coin Minting	36 Hypnosis	54 Carving
23 Magnetism	41 Lying	55 Surveying
24 Plumbing	42 Dictation	56 Dice Rolling

ENTRANCE

Archway [faded sigils] **Warnings**["Do Not Lose History!"] **Magical Barrier** [cloudy ripples of water]

Whoever crosses the barrier loses 3 Memories. Past the entrance, at the bottom of the stairway is a faded journal. Give out 2 Scraps of the torn map.

- > WEST - back upstairs. If they cross the barrier they'll have to pay the price again on return.
- > EAST - down the stairs to the Tepid Fountain.

TEPID FOUNTAIN

Fountain [algae, tepid] **Giant Frog** [fat, lazy, hungry, 6 Skill, 20 Stamina, 3 Initiative] **Slimy Floor** [clumps of clear football sized eggs]

It's difficult to evade the frog's roaming tongue in such a slippery room. If grabbed, characters have one more chance to escape before being eaten, losing 4 Memories, and then being spit back out.

Swallowing an egg grants a random Memory. There are dozens of eggs, but the frog is very hungry.

- > WEST - back to the stairway.
- > EAST - Hallway to Puppet Theater.

PUPPET THEATER

Stage [dozens of seats] **3 Puppets** [life-size, limp, painted wood, 4 Skill, 10 Stamina, 2 Initiative]

If anyone sits in the auditorium seats, the puppets come to life and act out a play. Give out 2 Scraps.

Interfering with the play causes Puppets to attack. When a puppet lands a hit, they steal 2 Memories. When slain, the victor gains 3 random Memories.

- > NORTH - hallway back to Tepid Fountain
- > SOUTH - door to Hollow King
- > BACKSTAGE - crawlspace to Wishing Well

WISHING WELL

Well [rippling water, shimmering coins] **11 Coins** [moving images play on their surface] **Origami Boats** [multi-colored paper]

Anyone who takes a coin gains a random Memory, but leaves behind two Memory coins of their own. Examining all the Origami boats rewards 2 Scraps.

- > WEST - crawlspace to Puppet Theater

HOLLOW KING

Throne [rusted, tarnished gems] **Hollow King** [waits expectantly, old beyond reason, skin like paper, dusty faded clothes, 4 Skill, 2 Stamina, 1 Initiative] **Paper Pile** [folded into origami]

He answers any question the players pose with a disappointing lie. If confronted, he breaks down; "I don't recall why I entered this place! Try the Well!"

If the cranes are examined, give out 2 Scraps.

- > SOUTH - door to Puppet Theater

PIPE ROOM

All pipes flow into the Pipe room. Character can safely enter and ride any pipe to its destination.

From inside the Pipe room, Characters can change the direction that each pipe flows, or they can disable a pipe and empty it entirely. Characters can find 2 Scraps if they explore the entire room.

Pipes lead to every room but the Hollow King; this adventure leaves it to the GM how those pipe entrances are hidden and how they are accessed.

MOUNTAIN

Huge Room [miles long, ceiling can't be seen] **Tall Mountain** [stretches up 4 miles into the air, made of uniform stones and cut paths]

It may take weeks to scale the top. At the top is a simple grave, littered with tiny origami notes. Examining the origami grants 2 Scraps.

VOID DRAGON

Cavern Pool [huge pile of shimmering coins under the water] **Sleeping Void Dragon** [stream of bubbles rising to surface, 7 Skill, 30 Stamina, 4 Initiative]

If the water is disturbed the Void Dragon awakens and covers the exits. "Normally I would kill you for the intrusion, but I grow bored of my current hoard. You may exchange some of these Memories with some of your own." Then let players look at the list of Memories and pick one, or they can choose a Memory that answers their Question.

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I'M OLD ENOUGH NOW TO MAKE MY OWN DECISIONS. IT'S BEEN YEARS, AND THEY STILL HAVEN'T RETURNED. TIME FOR ME TO FOLLOW IN HIS (AND HER) FOOTSTEPS.

Day 9 - I watched the show over and over again for hours. How did they know about us? Do they know where she went? I wanna grab the puppets and scream WHERE IS MY LOVE?

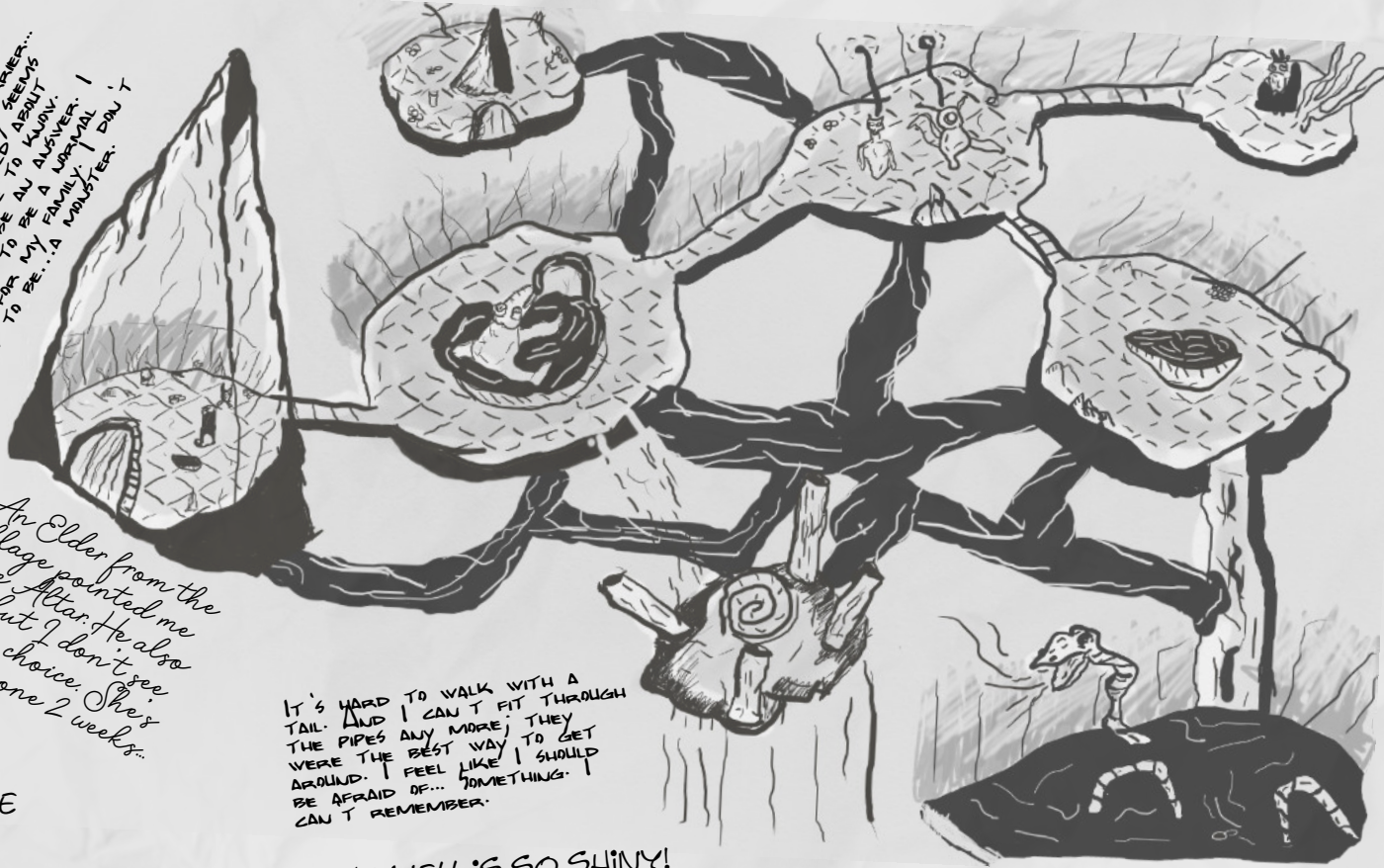
SOMEONE HAS ENTERED MY DOMAIN; A HUMAN. HE BETTER LEAVE SOON, OR HE LL END UP A SNACK. WHAT A FOOL.

THE PUPPET SHOW WAS FUN! I LOVE THEIR COSTUMES. BUT HOW DID THEY KNOW ABOUT OUR FAMILY? ONE OF THEM LOOKS LIKE DAD, AND ONE LOOKS LIKE MOM. DID THEY MEET THEM AND LEARN THEIR STORY?

Day 23 - The throne is the only place I feel safe. But I get bored; and re-folding the origami is wearing the paper away to nothing. I saw a claw print this morning. I fear the worst.

THESE DAMN PUPPETS. IF I'M STUCK HERE MUCH LONGER I LL BE ABLE TO BURN THEM TO A CRISP WITH MY BREATH. I CAN'T FORGET ABOUT MY FAMILY. OH MY DEAR SON. I'VE BEEN GONE TOO LONG...

I MADE IT PAST THE BARRIER... FUZZY THINK. MY PAST MEMORY SEEMS VAGUE. BUT I MUST HAVE TO KNOW JUSTE WANT TO BE AN ANSWER. I WANT TO BE... A MONSTER. YOU T



I FOUND DAD. HE'S BEEN... GONE FOR A LONG TIME. I ALWAYS KNEW THEY WERE DONE, BUT I DIDN'T KNOW FOR SURE. GONE. FOREVER. HE DESERVES A BETTER GRAVE. WHERE IS MOM?

I failed. I failed her, I failed our boy, I failed. I'm so sorry. So so sorry. If you ever find this, just escape this terrible place and live a good life. Take care of your mother, if you can.

I NEED TO BE DEEP. DARK. COINS. SLEEP. LOVE. YOU. GOODBYE.

Day 3 - An Elder from the nearby village pointed me towards the Altar. He also warned me, but I don't see how I have a choice. She's already been gone 2 weeks..

IT'S HARD TO WALK WITH A TAIL. AND I CAN'T FIT THROUGH THE PIPES ANY MORE; THEY WERE THE BEST WAY TO GET AROUND. I FEEL LIKE I SHOULD BE AFRAID OF... SOMETHING. I CAN'T REMEMBER.

I DID NOT LIKE THAT FROG. GROSS.

THE WELL IS SO SHINY! AND HOLDING THE COINS MAKES ME FEEL BETTER SMARTER. BUT I'M ALSO REALLY TIRED. I THINK THESE COINS ARE... TAKING SOMETHING FROM ME? OR THE WELL?

MAYBE IT'S THE BEAST INSIDE ME, BUT I LOVE THESE COINS. I THINK I CAN TAKE A FEW MORE WITHOUT LOSING TOO MUCH. I ALMOST FORGOT ABOUT MY LOVE TODAY. I ALMOST FORGOT ABOUT HIM... I'M SCARED.

Day 5 - I ventured back into the frog room. I didn't want to, but after I ate one of the eggs I felt... new? Like I learned something?

THIS THRONE WAS MADE FOR ME, I CAN FEEL IT. IT JUST... FITS ME. I WAS LOOKING FOR SOMETHING... BUT IT MUST BE THIS THRONE. OR THE PUPPETS. I LIKE THOSE TOO.

Day 41 - I have tracked her down to this mountain. I don't think she remembers me; her transformation is total. And I don't think I can reverse it. She always said she'd rather die than complete her transformation. I hope my son forgives me.