

# RIPE Playtest

RIPE is a GM-less tabletop role-playing game for 2-5 players.  
You'll need at least two 20-sided dice and RIPE character sheets (pg 2).  
You are an Elder. Your Harvester is coming. You can't do this alone.

**This game is still being developed.** Please address questions or suggestions to  
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## Inspirations:

- Index Card RPG for giving everything HP and ditching turn order.
- Yazeba's Bed and Breakfast for the adventure structure.
- Blades in the Dark for the base upgrades and mental health mechanics.
- Terminator: Dark Fate, The Change, and Blackcollar for stories about badass old folks.
- Night's Watch from Song of Ice and Fire for the outcast stronghold.
- My dad, who's strength, discipline, and drive is a constant inspiration to me.

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## Create Your Elder

**Your Elder has 10 Mental Slots.** Slots are a list of things your Elder is thinking about or using **right now**. They are probably carrying a bunch of other things that aren't currently listed.

1. In your first Slot, write down an **Achievement**. Achievements are notable accomplishments from your past.
2. In your second Slot, roll up a random **Fragment** and add it to your Slots. Fragments represent bits of scavenged technology that your Elder is studying and using.
3. In your third Slot, write down a **Burden** you can't stop thinking about. Burdens take up a Slot but are never useful for rolls.
4. Write down 2-4 other **Items** your Elder considers useful: tools, weapons, provisions, and knickknacks. You can also roll up some random items.
5. For every empty Slot you gain 2 **Energy**. After you roll you can spend Energy to improve your roll.
6. **Upgrade** a Roll Result of your choice by checking its box. Upgrades represent your growth as an Elder.

## Example Elder:

Adam creates their Elder and names him "Forest". He's an old monk who is mostly bald, wears a faded green tunic, and loves to whittle branches into small statues. Forest has 5 Slots filled with stuff:

1. Achievement: Carved the Dancing Lady in his old town square. People still admire it to this day.
2. A fragment named "Flying Storm". It looks like a frisbee with electricity arcing through it.
3. A Burden, "Never as good as Dancing Lady". Nothing he makes is as good as that famous carving.
4. An item, a set of sharp knives
5. An item, small bag of dried fruit and nuts

Adam's Elder starts with 10 Energy and chooses to Upgrade Roll Result 15.

# RIPE Character Sheet

Elder Name: \_\_\_\_\_

## To Work on a Task

Describe your actions and roll:

If you have **One** useful slot: Roll one d20.

If **Multiple** useful slots: Roll two d20s, pick one.

**No** useful slots: Roll two d20s, use lower.

Energy: \_\_\_\_\_

Spend energy **after** you roll. Spend up to 3 energy to add up to +3 to the roll result.

## Mental Slots

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

## Roll Results

**20** Make 10 Progress on this Task.  
...and make another 10 Progress on this Task.

**19** Make 9 Progress on this Task.  
...and make 3 Progress on one of your Burdens.

**18** Make 8 Progress on this Task.  
...and grant 2 Energy to each ally.

**17** Make 7 Progress on this Task.  
...and you may empty a Burden from your Slots without completing it.

**16** Make 6 Progress on this Task.  
...and you may gain an Achievement.

**15** Make 5 Progress on this Task.  
...and increase this Task's Roll Limit by 2.

**14** Make 4 Progress on this Task.  
...and you may gain an Item.

**13** Make 3 Progress on this Task.  
...and regain all Energy you spent on this Roll.

**12** Make 2 Progress on this Task.  
...and you may gain a positive Burden.

**11** Make 1 Progress on this Task.  
...and make another 2 Progress on this Task.

**10** Make 0 Progress on this Task.  
...and increase this Task's Roll Limit by 1.

**9** Empty an Item from your Slots, if possible.  
...and you gain 3 Energy after removing it.

**8** Empty an Achievement from Slots, if possible.  
...and you gain 3 Energy after removing it.

**7** A Burden of yours requires 5 more Progress.  
...and make 3 Progress on any other Burden.

**6** You must gain a mental health Burden.  
...and it is a little easier (7 Progress required).

**5** You must gain a physical health Burden.  
...and it is a little easier (7 Progress required).

**4** You must gain a Burden related to your past.  
...and it is a little easier (7 Progress required).

**3** **Permanently** destroy one of your Slots. Whatever it contains is also destroyed.

**2** **Permanently** cross out one of the Roll Results above 10. It now makes 0 Progress. Any marked upgrades still apply, however.

**1** **Your Harvester arrives!** Use the online generator at [technicalgrimoire.com/ripe](http://technicalgrimoire.com/ripe)

## How To Play

Players create **Tasks** for their Elders to take turns working on. Whenever the group wants to accomplish something difficult or dangerous, follow these steps to create a Task:

1. Review the current situation. Mention any threats, opportunities, and weird details.
2. Discuss your goals as a group. Decide what you want to do next.
3. Create a Task from everyone's ideas. Describe the goal and hint at potential consequences of failure. If you can't think of any consequences then your Elders just do it, no Task required.
4. Assign the Task a **Progress Cost** and a **Roll Limit**:
  - Low Stakes Tasks require 5 Progress, and must be completed using 2 Rolls or fewer.
  - Medium Stakes Tasks require 10 Progress, and must be completed using 3 Rolls or fewer.
  - High Stakes Tasks require 20 Progress, and must be completed using 5 Rolls or fewer.

### Example Tasks:

- Recover the medicine before the building burns down. (10 Progress, 3 Rolls)
- Reach the city in time for the council meeting. (5 Progress, 2 Rolls)
- Enter the forest and find the missing child before nightfall. (20 Progress, 5 Rolls)

## Work on Tasks

Elders may take turns working on the Task in any order, as long as it makes sense.

To work on a Task, describe how your Elder is contributing to this task and then make a roll:

1. If **One of your Slots** would be useful, roll one d20 and use that result.  
If you have **Multiple** useful Slots, roll two d20s and choose one result to use.  
If **None** of your Slots would be useful, then roll two d20s and use the lower result.
2. You may then spend 0, 1, 2, or 3 Energy to improve your Roll Result by 0, +1, +2, or +3 respectively.
3. Consult the Roll Results chart to see how much progress you made, if any.  
If the Result is Upgraded with a checked box, then it may have additional effects.  
Rolls below 10 have various negative results that only impact your Elder.

**The group succeeds or fails Tasks together.** If the Elders make enough Progress before they run out of Rolls, the Task is successfully completed! Otherwise the Task is failed and the group suffers the consequences together. Consequences affect the entire group and can include setbacks, rising threats, loss of opportunities, and much more.

**Example of Working on a Task:** Recover the medicine before the building burns down. (10 Progress, 3 Rolls).

Lucy: My Elder has a bucket with them; she will fill that with water from the lake nearby and then start dousing the flames. Only one Slot would help, so I roll a d20. I got a 13, making 3 Progress! My Elder put out some of the flames on the outside. Only 7 Progress left in this Task. Who is next?

Adam: My Elder doesn't have any Slots to help, but I think he would care a lot about this and try to rush in and grab the medicine. I roll a 15 and a 9, but I gotta use the 9. I'll spend 3 Energy to turn that 9 into a 12, making 2 Progress. I guess my Elder cleared a path into the building before being forced to retreat. 5 Progress left, only one roll remaining. Do you want to use our last roll, Lucy? Since you have the bucket?

Lucy: I'm completely out of energy. It's too risky. Sarah, can you help?

Sarah: Actually, yes! My Elder was a nurse AND has some thick leather armor to protect her. She could identify the medication and grab it quickly. I roll a 13 and a 7, and I get to use the 13. I will spend 2 Energy to turn that 13 into a 15, making the last 5 Progress we need. Task Complete! She grabs the medicine and returns it to the crying mother.

## Abide to Rest and Recover

**Abide** with your fellow Elders to recover Energy and work on Burdens. Abiding could mean taking a quick nap or it could mean spending a week relaxing. Elders must make 5 Progress to prepare a safe place to Abide. There is no Roll Limit. Then each Elder follows these steps:

1. **Work on a Burden.** Spend all of your remaining Energy to make that much Progress on any Burden, even another Elder's Burden (with their consent).
2. **Clear Your Mind.** You may empty as many non-Burden Slots as you like.
3. Choose one of the following:
  - Pack.** Gain an item. Write one yourself or roll a random item. Tell the group about it.
  - Recall.** Gain an Achievement. Write one yourself or roll a random one. Tell the group about it.
  - Study.** Reroll the Adjective or Noun of one of your Fragments. Did your Fragment break?
4. **Rest.** Gain 2 Energy for each empty Slot.

### Example of Abiding

Adam: My Elder is exhausted and probably a bit singed from that fire. Can we Abide to rest? I'll start off using my pots and pans to cook us a nice meal. I rolled a 17, making 7 Progress, more than enough! I kinda wish I had saved that roll for a more important task. But now we can all Abide.

Lucy: I've got no energy left, so I don't get to work on any Burdens.

Sarah: I've got 4 Energy left, and I'll use them on my Burden "Embarrassed about my age". Helping those folks get their medicine makes my Elder feel a lot better about herself. I make 4 Progress on my Burden.

Adam: I've only got 2 Energy left, but I will also spend it on your Burden, Sarah. I encourage your Elder that they did a great job and are a spark of light in a dark world.

Sarah: Awww! Thanks, Adam. I only have 4 Progress left on this Burden. We can finish it the next time we Abide together.

Adam, Lucy, and Sarah empty some of their Slots, and each chooses to add something related to fighting fires. The Harvester they are hunting is still in the area, and might set more things on fire tomorrow.

Adam adds a thick green cloak to his Slots. His Elder always wears it, but now it could help protect against burns since it's in his Slots.

Lucy adds some rope to her Slots for climbing or hoisting her water bucket.

Sarah studies a Fragment, re-rolling the Noun. She ends up with "Frozen Fate". It would be a useful Fragment, but because both words start with the same letter the Fragment breaks permanently.

They all take a nap and gain some Energy, ready to stop the Harvester tomorrow.

## Burden Safety

Burdens represent very real issues and struggles that people of all ages deal with. Run all Burdens past your group, even the ones included in this playtest. If anyone is uncomfortable with a Burden, change it to something else, no questions asked.

Burdens are the core of RIPE, and they should be a safe way to explore very real themes of pain and loss. Use them with caution and always prioritize the desires of your fellow players over what your Elder might want/need.

# Achievements

Achievements are notable accomplishments from your past. Achievements must be specific, but their applications may be broad. Roll 2d20 for a random Achievement below:

2. Spied for all 3 kingdoms during the Debt Wars.
3. Champion of the Starborn Games.
4. Invented the 7-lens Telescope.
5. Sailed the 5 Oceans.
6. Defeated their father's Harvester.
7. Married to Six Kings.
8. Survived the Red Storm.
9. Mined the last piece of Veridian Ore.
10. Cultivated and Consumed a Death Pepper.
11. Defended the Unspoken in a hostile courtroom.
12. Served as High Jester in the Fane Court.
13. Broke out of the Coral Prison. Twice.
14. Brought laughter to a troubled village.
15. Courted the Last Mermaid.
16. Stood atop the Twisted Peaks for 3 days.
17. Raised 12 children.
18. Composed the Ageless Song.
19. Dove from the Sky Spire into the Shallow Sea.
20. Translated the lost history of the Silver Keep.
21. Bartender at the Magic Tavern.
22. Out-riddled the Dying Inquisitor.
23. Tamed and rode the Nailed Beast.
24. Head Nurse with over 200 saved.
25. Chief of your village for 20 years.
26. Forged the first Gravity Compass.
27. Famous merchant of the Silver Caravan.
28. Performed for 3 days straight.
29. Successfully evaded the Violet Brigade.
30. Lived as someone else for 30 years.
31. Built a dozen houses, each one beautiful.
32. Trained the Battle Heralds.
33. Lived without name nor coin.
34. First to glide on metal wings.
35. Stole from the Emperor's bathroom.
36. Painted the Starsight Mural.
37. Excavated a dead Harvester frozen in ice.
38. Ended the famine of Frostmarch.
39. Apprehended Moon Fang, a notorious killer.
40. Write an achievement inspired by a real-life Elder you admire.

## Example Achievements & Uses

**Sailed the 5 Oceans** - Could be used for navigation, ship repair, predicting the weather, or knowledge of distant ports.

**Married to Six Kings** - Could be used for social cunning, forming alliances, impressing the nobility, or spreading helpful rumors.

**Head Bartender at the Magic Tavern** - Could be used for alcohol alchemy, reading a rowdy room, offering sage advice, or winning brawls.

**Out-riddled the Dying Jester** - Could be used for telling beautiful lies, entertaining a crowd, or winning a difficult argument.

## 2d20 Items

Items are any physical objects that your Elder is thinking about. Your Elder packed everything they would need for their adventures but they only consider the things they're using right now.

- |                     |                        |                    |
|---------------------|------------------------|--------------------|
| 2. Bucket of Grease | 15. Lantern + Oil      | 28. Rope           |
| 3. Waterskin        | 16. Axe                | 29. Sneak suit     |
| 4. Fishing Net      | 17. Winter coat        | 30. Makeup         |
| 5. Chain            | 18. Fancy garb         | 31. Bag of Marbles |
| 6. Cooking Pot      | 19. Grappling Hook     | 32. Torch          |
| 7. Lock Picks       | 20. Bear trap          | 33. Weighted dice  |
| 8. Shovel           | 21. Spear              | 34. Plate mail     |
| 9. Padlock + Key    | 22. Bucket of Glue     | 35. Plain clothes  |
| 10. Waterskin       | 23. Incense            | 36. Hand Mirror    |
| 11. Writing Satchel | 24. Outrageous costume | 37. Fake jewels    |
| 12. Staff           | 25. Fishing Rod        | 38. Hammer         |
| 13. Metal File      | 26. Torch              | 39. Tinderbox      |
| 14. Spyglass        | 27. Hammer             | 40. Shield         |

# Fragments

Fragments represent bits of scavenged technology that your Elder is studying and using. Fragments are named in an “Adjective Noun” format. They can be used to do anything related to their name.

Roll on the tables below to generate a Fragment’s name (2d20 for an Adjective then 2d20 for a Noun). If the Adjective and Noun ever begin with the same letter then the Fragment breaks **permanently!** Remove the broken Fragment from your Slots.

## 2d20 Fragment Adjectives

- |              |               |               |
|--------------|---------------|---------------|
| 2. ANGRY     | 15. GROWING   | 28. PALE      |
| 3. BURNT     | 16. HAUNTED   | 29. PRISMATIC |
| 4. BLEEDING  | 17. HONORABLE | 30. QUIET     |
| 5. CHAOTIC   | 18. HOWLING   | 31. RAGING    |
| 6. CRYING    | 19. INFECTED  | 32. SORROWFUL |
| 7. DEFENDING | 20. JAGGED    | 33. SCARLET   |
| 8. DYING     | 21. KNOWING   | 34. TWISTED   |
| 9. ELDER     | 22. LOST      | 35. TRAPPED   |
| 10. EMPTY    | 23. LIVING    | 36. VITAL     |
| 11. FALSE    | 24. METAL     | 37. WANDERING |
| 12. FLYING   | 25. MOLTEN    | 38. WITHERED  |
| 13. FROZEN   | 26. NEGATIVE  | 39. YOUTHFUL  |
| 14. GLARING  | 27. OBEDIENT  | 40. ZERO      |

## 2d20 Fragment Nouns

- |            |              |               |
|------------|--------------|---------------|
| 2. ALLY    | 15. GRAVE    | 28. QUESTION  |
| 3. BANE    | 16. GROWTH   | 29. RIVER     |
| 4. BEAST   | 17. HILLSIDE | 30. REVENGE   |
| 5. BLOSSOM | 18. INK      | 31. SANCTUARY |
| 6. CLAW    | 19. JUSTICE  | 32. SOUND     |
| 7. CLOUD   | 20. KNIGHT   | 33. STORM     |
| 8. DREAM   | 21. LIGHT    | 34. TIME      |
| 9. DUNES   | 22. MOON     | 35. TOOTH     |
| 10. EDGE   | 23. MOUNTAIN | 36. TRICK     |
| 11. ELDER  | 24. NAIL     | 37. VEIL      |
| 12. EYE    | 25. OCEAN    | 38. WIND      |
| 13. FATE   | 26. OIL      | 39. YOLK      |
| 14. GALE   | 27. PAIN     | 40. ZONE      |

## Example Fragments & Uses

**Angry Growth** - A metal orb that generates mutated plant seeds. Twisting the orb changes what kinds of seeds it generates.

It could be used to tangle foes, infest an area with deadly ivy, secrete an enraging poison, breed flowers that only bloom on the battlefield.

**Howling Moon** - A patch of your skin glows with gray moonlight no matter the time of day. When activated it consumes and transforms your body for a short time.

It could be used to turn into a wolf, emit a piercing howl, ask the moon a question, hear the stars, scream loud enough to be heard for miles.

# Burdens

Burdens are anything your Elder can't stop thinking about. They aren't necessarily physical items (but they could be). Burdens take up a Slot and are never useful for rolls. If your Slots are full when you gain a Burden you must clear an Item or Achievement or Fragment from your Slots to make room.

Over time your Elder can work on a Burden to complete it. Burdens require 10 Progress and can only be worked on while Abiding. After a Burden is completed, remove the Burden and Upgrade a Roll Result.

## 4d20 Random Burdens

### d20 Physical Burdens

1. A ringing in your ears ruins quiet moments.
2. A sprained joint slows you.
3. Backaches prevent you from resting.
4. Blurry vision gives you a headache.
5. Painful migraines distract your focus.
6. Cold sweats ruin clothes and prevent rest.
7. Shortness of breath reduces endurance.
8. Upset stomach ruins meals.
9. Dizziness forces you to move slowly.
10. A torn muscle limits mobility.
11. Painful bruises force caution.
12. Numb fingers make you drop things.
13. Tremors or Shivers require assistance.
14. Lack of appetite is affecting your health.
15. Seasonal allergies just will not stop.
16. Uncommon cold you can't shake off.
17. Infected wound that's getting worse.
18. Distracting sores prevent rest.
19. A halting stutter ruins conversations.
20. A nasty cough keeps everyone awake.

### d20+20 Mental Burdens

21. Difficulty sleeping while others sleep.
22. A lie you know isn't true but still believe.
23. Homesick for better days.
24. Familiar fear that causes you to freeze up.
25. Difficult relationship that might turn sour.
26. Depressing mood smothers your hope.
27. Racing thoughts distract and exhaust you.
28. Annoyed with everything.
29. Frustration about things you can't change.
30. Overplanning but still caught unprepared.
31. Bad habit you just can't quit.
32. Paranoia in the back of your mind.
33. Existential crisis. Why do anything?.
34. Lonely, especially among groups of people.
35. Anxiety attacks cripple your plans.
36. Self-doubt seeps into every thought.
37. Completely burned out, but resting feels fake.
38. Bored with life. Is this all there is?
39. Half-empty vial. You need more.
40. Thoughts move slowly, frustratingly.

### d20+40 Past Burdens

41. A letter you received but refuse to read.
42. Reminded of a tragedy. Will this be different?
43. Missing a friend. How did you fail them?
44. Wish you had been a better partner.
45. Haven't accomplished enough. Is it too late?
46. Missed a romantic opportunity.
47. You weren't honest with yourself.
48. Disappointed by a child.
49. An old enemy you still haven't defeated.
50. A place you wanted to visit but never did.
51. Should have taken better care of yourself.
52. Abandoned an old passion.
53. You always felt like a stranger to yourself.
54. Didn't leave much of a legacy behind you.
55. So many wasted years.
56. You wish your life has been easier.
57. A treasured item that recently broke.
58. Still ashamed of a terrible mistake.
59. Missed an opportunity to improve yourself.
60. You've never been able to explain it.

### d20+60 Positive Burdens

61. Half-Finished Carving
62. Learning an Instrument
63. Learning a Language
64. Maddening Riddle
65. Last Line of a Poem
66. A Small Creature
67. Forgotten Tale
68. Improve an Old Recipe
69. Unfinished Scarf
70. New Comedy Routine
71. Juggling
72. Puzzle Box
73. Mastering a Difficult Game
74. Train for Competition
75. Small Plant
76. Birdwatching
77. A Challenging Novel
78. Brand New Sketchbook
79. Stargazing
80. Meditation

# Harvesters

Harvesters descend from the sky in a rainbow trail of light and smoke. They make landfall with an earth-shaking crash and emerge from the smoking crater with one goal: Capture their Target.

Each Harvester is unique, from many-legged bug-like creatures to shifting globs of metallic ooze. Harvesters are mostly technological, with strange details or useless additions. Some working parts can be scavenged from dead harvesters. These are the Fragments that Elders study and use.

When a Harvester finds their target an epic battle ensues. If the Harvester is not defeated quickly enough it incapacitates the target and vanishes. No one knows where folks are taken to, but theories range from “heaven” to “the bottom of the ocean”.

Harvesters always target Elders. Younger folks say that’s because Elders are always messing with Fragments, so obviously the Harvesters are attracted to strange technology. However, Elder records indicate that Harvesters started targeting Elders first, forcing Elders to adopt Fragments in defense against the Harvesters.

## Clankers

Clankers are a catch-all term for any metallic creatures that don’t hunt humans. Instead they can be found digging in old ruins, eating specific plants, growing strange crystals, or swimming in the oceans. Some clankers even have Fragments that can be scavenged. Most folks leave them alone in case they turn out to be a Harvester.

## Harvester Generator

When someone’s Harvester arrives, use the online generator to create a custom Harvester just for them!

[technicalgrimoire.com/ripe](https://technicalgrimoire.com/ripe)

Harvester attacks are broken up into 4 stages:

1. **Arrival.** The Harvester will land some distance away; potentially destroying a town during its approach. The Elder may or may not know that their Harvester has arrived.
2. **Engagement.** Defeating a Harvester is a Task that requires 30 Progress with a 6 Roll Limit. If a Harvester is defeated it corrupts the land around it, like a permanent scar in reality. A defeated Harvester also drops one of its two Fragments which can be recovered and studied.
3. **Capture.** After 3 rolls the targeted Elder is trapped. They can take no more actions until the Harvester is defeated, but their allies may continue the fight.
4. **Escape.** After 6 rolls the Harvester escapes with the target Elder in their grasp. That Elder will never be seen again.

## Death and Retirement

The only sure way for an Elder to die is to be taken by their Harvester. (Even then, see the VINTAGE campaign).

Otherwise a player may play as their Elder as long as they like. But as an Elder gets overloaded with Burdens, loses access to Slots, and sees Roll Results get crossed out, they may wish to retire.

When a player retires an Elder, they describe what their retirement looks like at the Silver Keep and then rolls up a new Elder to play going forward.



# Playtest Adventure: SNARE

## Structure

This is a starting adventure for RIPE. It should take one or two sessions to complete and will introduce players to many of the concepts of RIPE; especially the Harvester threat.

The Tasks in this adventure are suggestions; adapt them to whatever your group decides.

## The Letter

The players receive a letter from their old friend, Greydon:

“I’m sorry for my sudden disappearance all those years ago. Despite our checkered past I have not forgotten what you taught me; both about alchemy and about the Harvesters. In fact you’d be proud of what I’ve accomplished.

I have found a solution to the Harvester problem! Come to my lab on the Tempered Coast. I’ve taken up residence in an old observatory. Don’t tell the Silver Keep Council; they’re not ready to handle my discovery.”

- Greydon

## Travel to the Observatory

**STARTING TASK:** Catch the next boat to the Tempered Coast before it leaves. (10 Progress, 3 Rolls).

Success: You book passage on a rickety vessel named “Copen”. Captain Dresden wears a dirty blue blazer and greets you with a brusque manner. His hair is just starting to gray, but he’s hardly an Elder. “Don’t wander the ship, stay in your cabins, and don’t get in the way! If I see any hint of a Harvester I will throw you overboard without hesitation.” The crew is quiet and tense, cringing whenever the captain yells at them. **Go to Paragraph “A”.**

Failure: The ship is already gone. You need to find an overland route. **Go to Paragraph “B”.**

- A)** Over the course of the voyage you chat with some members of the crew and detect a growing resentment. A few days before your arrival you awaken to shouts. 1/3 of the crew has launched a mutiny and the ship is in chaos. If you support the mutineers then not only will things be more difficult but you’ll have to help manage the ship afterwards.

**TASK:** Support the Mutineers and help them man the ship. (10 Progress, 3 Rolls)

Success: Captain Dresden and his followers are dropped off at a small port town and the rest of the crew manages to get you to the Tempered Coast. **You approach the Observatory.**

Failure: Captain Dresden squashes the mutiny, and puts you all adrift in rowboats. The coming storm does not bode well. **Go to Paragraph “C”.**

**TASK:** Support Captain Dresden to retain control. (5 Progress, 2 Rolls)

Success: The mutiny is quickly squashed. The mutineers are set adrift in row boats. Despite a terrible storm you arrive at the Tempered Coast in a timely manner. **You approach the Observatory.**

Failure: In the chaos a few lanterns are broken and the ship is set aflame. The crew fights over rowboats. You manage to snag one for yourselves and hope the oncoming storm won't doom you. **Go to Paragraph "C".**

- B)** The only caravan heading that way is a rich group of merchants. They are short on guards, but still hesitate to bring Elders along with them. Their leader, Boltwer, looks down on you from the top of his wagon, eyes fearful and judgemental at the same time.

**TASK:** Convince the caravan to take you with them. (10 Progress, 3 Rolls).

Success: Reluctantly, Boltwer accepts your offer. You are excluded from caravan meals, made to walk at the back of the wagon train, and the only one to speak to you is a balding man named Tural. He explains he'll be an Elder in a few years and has LOTS of questions about the Silver Keep. **Go to Paragraph "D".**

Failure: Boltwer accepts your offer with a knowing smirk. The first night of the journey he offers you soup. After enjoying the simple meal you start to feel sick. Gain the burden "Poisoned Soup". Surprised by your survival, Boltwer reluctantly allows you to continue. **Go to Paragraph "D".**

- C)** The storm approaches, and these flimsy rowboats may not protect you.

**TASK:** Stay afloat during the storm. (20 Progress, 5 Rolls)

Success: Due to a combination of luck and skill you ride out the storm. When the dawn breaks you are surprisingly close to shore, and the Observatory is only a day or two away. **You approach the Observatory.**

Failure: The boats lasted longer than you expected, but eventually you are tossed into the waves. Slammed back and forth, shoved under the surface, and struggling to breathe; it's one of the worse nights of your long life. Gain the Burden "Waterlogged and Shipwrecked". You wash up on the shore of the Tempered Coast, surprised to be alive. **You approach the Observatory.**

- D)** A few days before you arrive your caravan is raided by a group of bandits. The guards are nearly overwhelmed, but you might be able to step in and turn the tide of the battle. Or you could slip away and make your own path.

**TASK:** Defend the caravan from the bandits. (10 Progress, 3 Rolls)

Success: The bandits are turned away and the caravan only suffered some minor damage. One or two guardsmen were severely injured, but everyone is alive. Boltwer suffered an arrow in the shoulder, and is too relieved to remember his past prejudice. The caravan offers you some valuables from their stock (fine silk, beautiful jewelry, rare spices, or steel weapons). After a few more days of travel you leave the caravan and

## approach the Observatory.

Failure: The caravan is over-run. The bandits keep everyone corralled while they take the wagons and horses. What remains of the caravan struggles forward, barely reaching the Tempered Shores. You gain the Burden “Exhausted and Hungry”. You make your own way and **approach the Observatory**.

**TASK:** Slip away from the caravan, making your own way. (5 Progress, 2 Rolls)

Success: Amidst the chaos you abandon the caravan, stealing a few supplies and making your own way. A few days later you **approach the Observatory**.

Failure: The bandits catch you trying to sneak away with supplies and drag you back to the others. The bandits keep everyone corralled while they take the wagons and horses. What remains of the caravan struggles forward, barely reaching the Tempered Shores. You gain the Burden “Exhausted and Hungry”. You make your own way and **approach the Observatory**.

## The Observatory

Map here: <https://dysonlogos.blog/2022/04/09/under-the-observatory/>

The Observatory looks like it was hit with a meteor...because it was. Something clipped the roof as it flew over the cliffs and into the sea. Luckily, most of Greydon's work happened in the underground lab anyway.

There are 3 entrances to choose from:

- **The Front Door.** TASK: Get past the front door (10 Progress, 3 Rolls). It is sealed behind a time-lock as evidenced by the utterly still butterfly on the handle.  
Failure: , the closest Elder is frozen in time; they cannot take any action and will not age while frozen. It requires 10 Progress, no Roll Limit to unfreeze them. A well-made counter spell, the right alchemical formula, or careful application of force can unfreeze a target.
- **Broken Roof.** TASK: Scale the walls and enter through the broken roof on the 3rd floor without causing a collapse. (10 Progress, 3 Rolls)  
Failure: the top two floors are destroyed, but the first floor remains sturdy.
- **The Well.** TASK: Swim through the well and enter the laboratory from a drainage pipe. (10 Progress, 3 Rolls).  
Failure: The water is simply too high after a recent storm. You'll need to find another way through.

## Observatory Areas

**First Floor.** A large, complex model of the solar system takes up most of the first floor. Several lines of multi-colored thread trace complex paths between the planets. A hatch in the floor leads to the laboratory and a ladder leads up to the second story.

- TASK: Open the hatch to the laboratory without alerting the clanker waiting just below (10 Progress, 3 Rolls).  
Failure: The clanker

- **TASK:** Repair the model without breaking it. (5 Progress, 2 Rolls)  
If they succeed, they can tell that the Harvesters are all coming from the same place; somewhere in the center of the solar system. They might be able to replicate this model for the council as proof.  
If they fail, the clatter of model parts draws the attention of a clanker from the laboratory.
- The storage closets contain a few notebooks written in cypher, outdated or broken alchemical equipment, and a few empty cages.

**Second Floor.** A comfortable bed, tea set, and romance novels fill this cozy space. A few photos of Greydon and younger versions of the PCs are pinned to the bedframe.

- The tea set is old and well-cared for. A few cracks have been repaired with gold inlay.
- The romance novels all have a few common themes: tragic loneliness, old flames, and bare chests.
- A few pictures stand out:
  - Greydon and another Elder working at a table of alchemical equipment. Who from among the PCs was it?
  - Greydon on a date; both of them look upward towards the sky with a hint of fear in their eyes. Who from among the PCs was Greydon on a date with?
  - Greydon packed up and ready to go. Who from among the PCs was helping him carry his things?
  - Greydon and another Elder studying the corpse of a dead Harvester. Who from among the PCs helped take down this Harvester?
- Greydon's journal is encoded, but written in a sloppier, sleepier hand.

**Third Floor.** The Zoomiscope peers into the night sky. Complex notes and logs have tracked almost a hundred Harvester landings. If the logs are decoded, the Silver Keep leaders would be able to make use of the data.

- **TASK:** Configure and use the Zoomiscope without breaking it (5 Progress, 2 Rolls). The first Elder who looks through a working Zoomiscope will be able to see their own Harvester floating in space; waiting for the right opportunity to land.

## Laboratory

The laboratory is usually kept clean and organized. Signs of a violent struggle have overturned the tables, knocked over cabinets, and broken some of the cages releasing clankers to wander around.

**Well Entrance.** Drainage pipes along the floor have completely flooded. **TASK:** Open the grates and swim up to the well entrance (10 Progress, 3 Rolls).

**Cages.** All but one of the clankers has escaped its cage. Roll a d6 to see which clanker is still trapped inside.

**Lab Tables.** Beakers, equipment, a long table. A clanker is lying on the table, completely frozen in time. It can be unfrozen with 10 Progress, no Roll Limit.

**Dimensional Map.** A detailed map of the area covered in notes and runes. Greydon's notes are coded with his cypher. See "Decoded Notes" for more info.

**The Battle.** Near the back of the lab Greydon is locked in fierce combat with a Harvester. Both are frozen in time; shards of rock and sparks of electricity float in place. You can't unfreeze one without unfreezing the other. Use the online Harvester Generator to determine what Greydon's Harvester is capable of.

If unfrozen, Greydon will aid in the battle (making 5 Progress with one Roll).

## Clankers

As part of his research Greydon captured and experimented on several clankers. Some of them still roam the area, each with their own mission. Few are hostile, but all of them contain valuable fragments that could be extracted.

**TASK:** Extract the Fragment from a clanker safely (10 Progress, 3 Rolls). This task is the same for any of the clankers listed below.

1. A shimmering metallic bird. It has the fragment SHATTERING ECHO. It makes small beeping noises as if searching for something.
2. A bronze deer with a small plant rapidly growing from its back. It has the fragment BLOOMING EARTH. Soon it will be too large to leave the area.
3. This gerbil-sized creature is covered in a toxic purple moss growing from its shell. It has the fragment CREEPING DEATH, and slowly rolls towards the nearest source of heat.
4. A dog-sized crab made of some cracked blue plastic. It has the fragment AZURE DEPTHS. It will make its way towards the ocean.
5. A small sphere that bobs in the air at shoulder-height. It has the fragment SHINING REVELATION. It absorbs energy from the room, glowing brighter and brighter until it releases a wave of overwhelming memories that affect everyone nearby.
6. A long snake-like tube with six glowing eyes. It has the fragment BLEEDING EDGE. It uses a long spike to take blood samples from all nearby creatures. It drains 2 Energy when it does this.

## Saving Greydon

If Greydon's harvester is defeated then he is extremely grateful. With an exhausted slump he requests some tea and a long hug. After he's had some time to rest he explains his most recent breakthrough: The Time Cage.

It's been his latest breakthrough, albeit one with a few remaining problems.

The time cages look like small crystals made of a thin metal. They have a technological component inside that is activated when you crush it in your hand. If used near a Harvester then it activates, trapping the Harvester and anyone nearby in a bubble of frozen time.

Unfortunately there's no way to end the effect from within the bubble. Someone outside has to collapse the bubble, freeing everyone at once.

Still, it's a powerful tool, imagine being able to freeze you and your Harvester until 100 of your closest friends can gather and surround it?

Greydon has 3 Time Cages left, and the plans to make more. "Give these to those stuck up fools in the Silver Keep. Maybe they can make good use of it."