

Remnant Years

TALES OF A RUINED LAND

For the future of all sentient life



ADVENTURE GUIDE



INTRODUCTION

ABOUT THE ADVENTURE



Before you read any further, you should know that this document is intended for Chroniclers' eyes only! If you do not want the mysteries of the world revealed to you, turn back now!

This adventure is meant to be an easy introduction to the world and mechanics of Remnant Years. The world of Remnant Years is Earth in the far future. Thousands of years and dozens of worldwide upheavals (caused by the aloof and mysterious elves), have rendered the world basically unrecognizable. In modern times technology has evolved and blurred into magic and the inhabitants of earth have drastically changed.

The latest cataclysm, the Creeping Green, occurred more than 300 years ago and left this part of the world a verdant savanna of hostile carnivorous plants. The included adventure begins early in the onset of the Creeping Green cataclysm, and functions as a short prequel to the story at large. We find it helpful to describe the initial setting as a sort of generic fantasy world, with wizards and dragons and so on. The eventual reveal, which happens in the beginning of part two, is that most of this adventure happened hundreds of years in the past from the point of view of the main setting.



Anything you see in a box like this is meant to be read out loud to the players, whenever appropriate:

This adventure takes place in the country of Ursing, a mostly rural country with an agrarian economy. The two neighboring countries to the south are nearly always at war, and mercenaries frequently travel through these lands looking for adventure and opportunities to practice their skills during lulls in combat. There is magic in this world and some basic medieval level technology, but occasionally ruins are found with ancient wonders and strange mechanisms, hinting at more advanced civilizations that flourished in the past.


ABOUT THE SYSTEM

As for the mechanics, the intent with this adventure is to emphasize one of the core ideas of the game: player storytelling is central. Meaning that the game's mechanics should support the stories the players and you want to tell together.

Each player should take the character sheet for the character they are going to be playing. We suggest going over each of the sections on the sheet and explaining what the terms and numbers mean, in case any of them did not read, or had trouble understanding, the Player Guide.

When starting the adventure, players should only be introduced to the following **fundamental** abilities: *Catch Breath*, *Dodge*, *Grab*, *Short Step*, *Stabilize*, and *Walk*.

Throughout the adventure, you should encourage players to explain what they would like their characters to attempt, based on the description of their pregenerated character. When a player describes an action that matches one of the abilities granted by their class, background, or species, reveal that ability to the player. Be flexible and reward the player for making interesting choices.

For instance, a player might want their character, **Davis Hilton** the *Initiate* , to blast someone with magic. The player might not exactly describe how **Davis Hilton** canonically uses his magic, but the Chronicler should still reveal the *Mind Blast* ability to demonstrate how a magical attack can work. Usually the first ability to be learned is **Grace Smiff's Practiced Summoner** ability; whenever any player asks about **Grace's** pet, you should show **Grace's** player that ability and let them know they can have any small animal as a familiar.



Some of the mechanical elements of Remnant Years could be overwhelming if presented all at the same time, especially for people who are new to tabletop roleplaying games. Gradually presenting the abilities keeps the new rules manageable, and it also encourages a spirit of discovery, which will be very helpful to players when they are devising solutions to obstacles.

Most character abilities should be revealed by the end of part one of the adventure (the closing of the vault), so if players have been slow to discover abilities, prompt them with hints or reminders about their characters' descriptions. Ideally, each character ability should have a chance to shine. Abilities introduced in combat are a great opportunity to explain relevant rules such as: range, threat, and types of actions. Consider revealing a new ability to each player when a combat begins.



As this is an intro adventure, we want to provide some hopefully useful tips and advice, as well as information about the various NPCs and obstacles the group will encounter.

In the adventure description Important Terms will be capitalized; **Obstacles** and **Class Names** will be bolded and italicized; *Ability Names* and *types of resources* will be italicized; and **NPCs**, **ability keywords**, **CREATURE TYPES** and **EXPERTISE TYPES**, and **CONDITIONS** will be bolded.



This adventure is meant to be run in 2 parts. During playtesting both parts together lasted around 4 hours total. Part 1 tends to be longer and Part 2 can actually be quite short, depending on how long the dragon encounter takes.

Part 1 takes place just as the Creeping Green cataclysm begins in Plaaza; the players encounter one of the ancient vaults, and must determine if and how many people they want to try to save, as well as how to get the vault to close.

Part 2 takes place shortly before the events of "The Plaazan Domesday Book", which begins 316 years after the first part of the adventure. In the second part, the players are sent out to the recently discovered vault (the contents of which depend on the choices made in the first session).

This adventure should sufficiently introduce players and the Chronicler to the setting, while also serving as a sampling of the game-play experience that we are aiming for: team-oriented problem solving with measurable and visible consequences in the game world.

It is recommended that the players use the prepared pregens for the Part 1 of this adventure, since many of the species (shaffler, shagob, rakhasa, valleduin, moon-lily, and kodama) do not even exist at this point in history. For Part 2, the players will play alternate versions of whichever pregen they choose for the first part.





PART 1

FOR THE FUTURE OF ALL SENTIENT LIFE

PART 1.1 *South Falls*

Part 1 begins in a small town in Ursing named South Falls. Ursing borders two countries that are often at war, and the land was ravaged by a horde of traveling monsters about 50 years ago. The only city of note is Laughing Hill which has a very hands-off approach to governing; this makes Ursing a great country for would-be adventurers, sellswords, and mercenaries to make their way.

South Falls is a small village with a few dozen buildings, most of them simple houses. The only real building of note is the smithy which doubles as a general store and whose front porch is the closest thing to a town square South Falls has.

You look at the flyer in your hand... "Are you an aspiring hero looking for an entry-level job* that could one day lead to better changes for the future of all sentient life? Head to South Falls, ask for Redmaw, I will be hanging out at the blacksmith awaiting you future legends! *pay for this job is appropriate for entry-level adventurers only, veterans with high prices need not apply".

Seems questionable...but as a struggling, out of work sellsword in Ursing, it's the first job that you'd seen in months that didn't require years of adventuring experience and multiple references from powerful guilds. So here you are...

Redmaw is sitting on the porch of the blacksmith reading over his notes. His goal is to get the group to find the local vault, while making it appear as though he is just a foolish scholar that has stumbled on its location by accident. He has been brought up to believe that getting people to go into the vault is not as important as keeping his knowledge of it secret. Even if everyone in this area has to die to make sure no one learns that the tengu know about the vaults, it is a price worth paying—the future of all other creatures on the planet depends on it.

Redmaw's current plan is to pretend that he thinks the vault is some old ruins that contain magical farming tools, specifically magical food preservation mechanisms. He claims that the magic there could change farming across the world, thus the "for the future of all sentient life" part of his ad. Whenever the characters get his attention he goes into the following speech.

"Ah, you, adventurers! Good morning! Did you perchance see my flyer? I left it up in a few places, oh my, I am still quite unprepared for this! So yes, yes, I am a renowned scholar of antiquated agricultural practices of the late Minosan Empire, perhaps you read my treatise on the...crop rotation methods...of the...Hmm I'm losing you...I suppose you must not have...Um, well yes, you are here to work for me, and I have a quest of sorts; for you to retrieve—well, to secure, really—to secure a nearby cave of ancient wonders! Treasure! Possibly traps? Hopefully no monsters or evil spirits?! Or perhaps you wish for combat, who am I to judge, as long as you don't damage the relics held therein!"

Q/A with Redmaw



What exactly are we looking for?

"I am not entirely sure what this dungeon or cave complex holds. I do know, according to my research...I mean, these books—scrolls—well, pages of parchment...If you look here it is clear that there are relics that could vastly improve modern farming. Ancient knowledge that could benefit all sentient life! Maybe pottery, or pottery machinery, or magical bags that make food stay preserved? The possibilities are endless!"

Why are you doing this by yourself?

"I applied for a grant from the Chassian Wizard University, but then I learned that they are currently embroiled in an investigation by the Chassian Special Investigations Unit, and honestly I would rather not have my research get caught up in all that. I mean, these advancements could improve peoples' lives now! Why spend years and years doing submissions and revisions with the university system (which is apparently caught up in some sort of limb smuggling kerfuffle!) when I can just go and hire some adventurers myself?!"

What do you hope to gain from doing this?

"The betterment of all sentient life is reason enough!"

Really?

"It is...possible...that my theories are not "recognized" by "Reputable Academia". But, when I show up at the Varsa Salon with these relics in tow, hah! I will be able to poke my feathers right in Horgrace Jullin'm'pecks dumb little face and um, yes, yes. Well, suffice it to say, I could stand to have my name be respected a bit more in certain circles. But of course, you, my intrepid research team, you will be alongside me, eating the fancy cakes and honeys and enjoying the accolades!"

Can you pay us more?

"I would prefer not to, unless, was my fee too low? My apologies, this is my first time working with professionals such as you. What would be a more appropriate fee?"

He will agree to pay up to 75% of what they ask, as he wants to appear eager and gullible but not suspiciously so.

Where is the cave?

"Based on this line here in Begrnot's 'Late Minoan Weaving Patterns of the Hacteng School', I am pretty sure that there is a cave behind a nearby waterfall that the locals call 'Devil's Pool'. Evidently, it used to be some sort of great warehouse for agricultural equipment. I would give you directions myself, but it might be better to get directions from someone else in town."

Why aren't you coming with us?

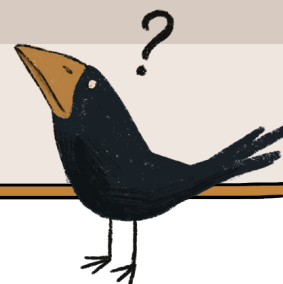
"Okay, ugh. I was hoping you wouldn't ask me that. Is that standard practice? For the researcher to come along? I'm sorry, it's just that a couple colleagues of mine told me about hiring adventurers to clear out ruins for them, and they said that they weren't expected to come along. It's just...well, to be honest, I don't think anything terrible will happen there, but if something did, shouldn't I stay here so that I can hire more adventurers to retrieve your corpses? For resurrection of course. I was under the impression that was standard."


Ok really why aren't you coming with us?

"To be quite frank, I figure if you all die, I can use that as evidence that there is something worthwhile there, and maybe hire someone from one of the reputable guilds. I was sort of...laughed out of the two that I tried to hire already. But, maybe if they know a group of hardy individuals—such as you all—perished, someone else would want to come down and be a hero?"

We don't want to do this obvious trap.

"Very well, good morning to you! I shall await a more courageous group that desires to gain glory in your stead!"




If pressured, **Redmaw** will admit that he has been laughed out of various scholarly organizations and that he has decided to build his own “field research team”. He says that although he cannot offer them a lot right now (he offers 500 gold  each), he hopes once they find “the mechanisms” that all sorts of grant money will be coming in. **Redmaw** has not gone to the vault himself because he needs a team of adventurers to make sure it is safe first; if he and the adventurers were to all die, then the knowledge would be lost and his good name would remain tarnished forever. Characters with **COMMERCE EXPERTISE** will know that if there is a valid discovery here the characters could become quite rich.



Redmaw is trying to be friendly but also hopes the group will ask other people around town for advice. He hopes they think he is just a bumbling idiot, so play that up if you like.


If the players are stuck at all, you could have Harry Smith recognize Ted Lopa as a fellow blacksmith, or anyone in the town just start chatting up Joa Jiro since she is so friendly. Maybe someone even recognizes Messha since they are so famous for that dog rescue they did!


IF THEY DON'T AGREE TO GO, nothing of note happens in town until the arrival of the messenger from Laughing Hill a few hours later. If they are still around when **Turgid Palo** arrives, they get to see **Redmaw** flee from town in fear. He hopes to make it to the tengu vault before it closes. His fear is real now, he had planned on leaving as soon as the adventurers were hired, and he knows that the roads grow more dangerous by the hour. In this case, you should proceed directly to Part 1.3: A Hasty Messenger on page 14.

IF THE CHARACTERS AGREE TO GO, **Redmaw** gives them vague directions to the vault “Down the road and to the left I think”; and buys them each 2 pieces of *basic gear*  from the blacksmith. **Harry Smith** can give them directions to Devil's Pool (“About half an hour down the road, a path on the left leads into a valley”), but does not have much useful information other than that. The locals do not know about the vault—it only opened two days ago—but they do know the valley where it is located, and say it is possible there might be a cave near the waterfall that no one discovered, as no one has tried mining in that area.



Part 1.1 is mostly meant to encourage social roleplay. The people in town are friendly, as long as the characters are not being overly aggressive; they are used to adventurers passing through on their way to the war-torn lands to the west and south. If the characters do not think to ask the blacksmith for directions, anyone else in town can do so in his place.

If the characters try to leave without getting the initial *basic gear*  payment, **Redmaw** should flag them down and offer to pay for basic adventuring supplies.

Basic gear  uses a mechanic the players might not have encountered before, and we find it is best to explain it early on. In case you are unsure how it works, *basic gear* is a resource we use to describe formless, vague supplies that come into focus whenever a character declares the *basic gear* to be something. In doing so, the players roleplay a flashback which should explain why or how they have that particular item. *Basic gear* can be anything non-magical that makes sense for the location in which they claim to have found it. For example, if they need a ladder for something, they could spend a *basic gear* and say they bought this ladder a few days ago because their granny used to talk about her trusty adventuring ladder. Or they could say a *basic gear* is a trombone, and of course they have always had a trombone with them. In our experience, *basic gear* helps people get a better idea of their character by building background and also establishing the character's usual problem-solving and planning process.



RELEVANT NPCs

Redmaw

Redmaw is a member of the tengu sect that have devoted themselves to the preservation of sentient, non-elven life on the planet for thousands of years. Based on recent world events, the sect believes (rightly) that the elves plan on doing one of their periodic “Purges” where they unleash powerful plagues and monsters on the world to get rid of anyone that might be a threat to their way of life. Redmaw knows that what he is doing is incredibly dangerous, and that by being here he might not make it back to the safety of the Tengu Vault, but he thinks that if he can save just a dozen or more people that his sacrifice is worth it. However, he also knows that if the elves ever find out that his sect is responsible for keeping people alive that millions of lives could be lost. He is in a tough spot, especially if the characters are not willing to do this job, so he is willing to say just about anything to get them to find it.

APPEARANCE: Redmaw has a vaguely ostrich-like look about him, with a long neck, short wide beak, and gray-to-white feathers. He wears large, thick-rimmed glasses, and ink-stained scholarly robes.

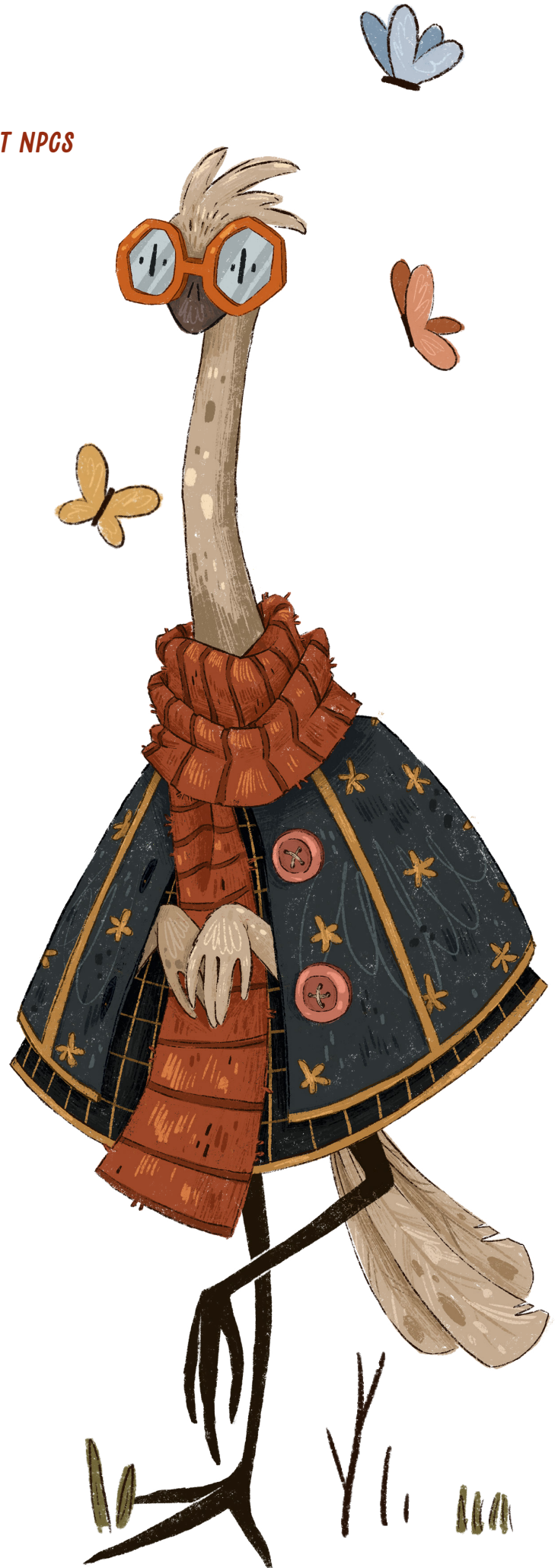
GOALS: Redmaw is trying to get the characters to find the vault, without making it obvious that he knows what is there. He is willing to put his life on the line, but if it becomes obvious the characters are too foolish to survive he will abandon them.

Harry Smith

Harry's smithy also operates as the South Falls general store, and Harry is a sort of unofficial Mayor. Harry is fine with adventurers coming through, they bring business to town and usually get rid of whatever nuisance monsters are in the locale, so he will try to be as helpful to the characters as reasonably possible. He has been to Devil's Pool (where the vault is located) many times, as it is the local swimming spot, but he has never seen a cave there. That being said, if a new cave popped up it most likely means monsters or fey, which should be dealt with by professionals.

APPEARANCE: Harry Smith is a hairy, burly, balding man. He normally wears his blacksmith apron over a threadbare soot-stained shirt.

GOALS: Harry wants to keep his family and community happy, safe, and comfortable. He wants to be welcoming to outsiders, as they bring commerce to the village.



PART 1.2 The Vault

Devil's Pool seems rather unremarkable. A rural swimming spot, much like any other you have seen: a short waterfall into a deep blue hole, lined with graffiti-covered rocks. The yawning dark cave nearby does seem to set it apart at the very least.

The vault is pretty easy to find once the group goes to the valley. The recently opened vault tore the earth open, and anyone can tell that the opening is pretty new. Characters with **NATURE EXPERTISE** can tell that it opened two days ago, that it was opened from the inside, and that it was not created by any sort of creature, but rather an explosion.

As your eyes adjust to the darkness around you, the first thing you notice are blinking lights and whirring noises coming from the small creatures that seem to be approaching you. You have barely a moment to register the cavernous room, with row upon row of rectangular black stone slabs that march on into the shadows. And then the creatures are nearly at you, their small metal appendages swinging wildly as their clear crystal bodies aggressively approach.

The vault itself is only lit from whatever daylight filters through the entrance. It holds 600 stone sarcophagi, from cat-sized all the way up to horse-sized. To the characters, they will appear as just stone blocks, although they do have a glass panel on their side with a button and some writing in Waiduin; pressing the buttons opens the sarcophagi and changes their lids from stone to glass.

Characters with **LANGUAGE EXPERTISE** will recognize the writing as an offshoot of Elven (which implies that it could be dangerous) and will also be able to operate the buttons with barely any effort. Inside each sarcophagus is a simple bed/pillow.

If a character lies inside a sarcophagus and the button is pressed: the lid closes, they go into stasis, and the counter audibly clicks up. Time does not pass for the person inside, and they will not even realize they were “asleep”.

Inside the vault there are a number of **Vault HELPR** robots equal to the player count +1. The **HELPRs** are there to carry

preservable food, gear, and books into the storage area in the back of the vault. The access doors to the storage area are just big enough for the **HELPRs** to go through; if characters can squeeze through this space they find that there are rows of jars on shelves in the storage area. The **HELPRs** will go up to the character, beep, and then point into their jars, flashing red or green depending on what is placed inside (red for something that cannot be stored and green for something that can). Any time an object is placed that characters want to store, the **HELPR** will take it to the back and swap their jar for an empty one.


If the characters are standing around not sure what to do, a **HELPR** will try to lead them to a sarcophagus and point out the buttons on the side, and then mime laying down. If the character lies down, the **HELPR** will press the button to close the sarcophagus and then go to the next closest character and try to get them to lie down.



These Vault HELPRs really want to be as helpful as possible. They will ride around on peoples' shoulders, make cute beeping noises, light up, all sorta cutesy robot things. You might need to remind everyone that these creatures are unlike anything they have ever seen before. They can't really communicate clearly, but it can still be fun talking about the little guys tuggin' on peoples' shoes and begging for food. Like strange glass dogs, with a wheel instead of legs.

Whenever the characters are leaving the vault, they will notice a sign above the door with “000/600” (unless a number of living creatures are in sarcophagi, in which case the number reflects that) and a timer counting down until a time 2 days from now. The number counts how many sarcophagi contain living creatures, and will audibly click up whenever at least one living creature that is at least as large as a mouse is sealed inside. Creatures can double up inside the sarcophagi, but that sarcophagi still only counts once. Characters with **ARCANE EXPERTISE** will immediately recognize what the numbers mean, and how the sarcophagi function.



If the characters with the relevant **expertise**  are not present (**Davis Hilton** for **LANGUAGE** and **Grace Smiff** for **ARCANE**), they should still be able to figure out how the sarcophagi work through trial and error or with **Discern Properties**. Treat the sarcophagi as tier 1 objects if the characters take that route.

IF THE CHARACTERS DECIDE to remain in the vault for more than one day or they decide to go into stasis, proceed to Part 1.4: The Fate of the Vault on page 17.

WHENEVER THE CHARACTERS HEAD BACK TO TOWN, they are attacked en route by a number of **Feral Strangling Vines** equal to the player count +1. The vines are not much of a threat, the characters can run away whenever they want. If time is low (or the characters just want to run), the characters may attempt to **Destroy Feral Strangling Vines** instead of a combat. Whenever combat is over, the characters may notice that the vines are coming out of the corpses of a pack of deer, almost like their insides had turned into plants.

When the characters return to town, **Redmaw** is gone and the messenger from Laughing Hill is on the blacksmith's porch, with a crowd gathered around.

The Vault

While not sentient in any way, the vault does have some simple programs that allow it to make decisions to maximize the amount of survivors inside. Its only defense mechanism is an array of magical destruction beams which surround the entrance. It will use those beams to annihilate anything blocking more people from entering the vault, until the last countdown is resolved, so that stragglers have a chance to get in. The vault can only discern between elf and non-elf, so it will most likely not be helpful in defense.



IMPORTANT NPCs

Vault HELPR

The HELPR robots are small and easy-going robots. They were built by the tengu to aid survivors as much as possible, and the robots don't mind being destroyed in the process. The HELPRs will allow the characters to carry them out of the vault and will do whatever they can to encourage characters to put food and other items that must be preserved into their jars.

APPEARANCE: This thing, evidently a creature based on its mobility, is composed of metal and glass. It reaches out to you with tiny pincers and a series of lights appear on its body. The lights form a shape resembling a child's drawing of a smiling face and it beeps at you excitedly.

GOALS: The HELPRs want to store perishable supplies in the back room. They will do anything short of harming living creatures to attain this task.

TACTICS: The HELPRs will use each of their actions to move away until they cannot go any further, and then *Flashing Light* against the closest enemy.

MORALE: The HELPRs will try to retreat to the back room if attacked. If cornered they will fight to the death.

DEFEAT: The HELPRs have no treasure.



The encounter with the **HELPRs** is meant to be a fake out; the characters are from a feudal society with very low technological capabilities, so seeing robots should seem scary to them at first. We suggest having the characters roll for initiative, but to have the **HELPR** robots do nothing on their turn except to tug at the characters' clothes and point into their jars. If a character tries to sneak in, the **HELPRs** will notice them with *Powerful Senses*, which means the encounter with the **HELPRs** should happen as long as characters enter the vault.

	VAULT HELPR (COMMON HELPR)	Speed: 5 Initiative: 0
<i>Small</i>		
Level: 1, Manafold: 1		
Defense: 12, Protection: +1, Comfort: +1		
Accuracy: +1, Threat: 1		
Damage: Mental: 9, Physical: 9		
LIFELESS		
Talent, Curse You have RESIST PHYSICAL . You cannot gain LUCKY or TENACIOUS . Creatures may learn this ability for free.		
POWERFUL SENSES		
Talent, Detection You may ignore the effects of Foggy and Darkened terrain. You may ignore HIDDEN on creatures within a number of spaces equal to your manafold.		
FLASHING LIGHT		
Maneuver, Terrain, Mental Attack, Single-Target Ranged 5, Standard Action If the target fails their comfort roll they gain <i>Injured Eye</i> . The space they are in gains <i>Spotlighted</i> until the start of your next turn. Remove any <i>injuries</i> caused by this action at the start of your next turn.		



Feral Strangling Vines

These creatures are feral and attack anyone that comes near. If appropriate, you might describe the grisly remains of the animals they just burst out of. The characters can avoid them or attack them from a distance if they choose; if they do, treat this as an obstacle roll instead (*Destroy the Feral Strangling Vines*, page 13).


APPEARANCE: The vines' menacing smiles taunts you as they ready themselves for murder. The blood that drips from their roots is fresh and speaks to some recent horror.



GOALS: The strangling vines want to murder everything that moves.

TACTICS: Each vine will use *Spread Roots* twice per turn until there are no enemy creatures in range. They will prioritize the furthest creatures that they can affect and try to pull them into an area where all of the vines can attack them. If no enemy creatures are in range they will move 2 spaces per turn towards the closest enemy creature.


MORALE: The strangling vines are berserk and will fight to the death.

DEFEAT: Each strangling vine drops a *basic gear* .



The Strangling Vine encounter is meant to be an introduction to combat mechanics. The vines themselves can be somewhat dangerous to characters with low protection, but the group should be able to outrun them rather easily. Characters will first gain **ENSNARED**  and then **HINDERED**  if they start their turns in a space adjacent to Infused: **ENSNARED**, which cannot be removed while in that space. If that happens, they can use *Grab* to free each other.











FERAL STRANGLING VINES
(COMMON STRANGLING VINES)

Speed: 5
Initiative: 0





Small

Level: 1, Manafold: 1


Defense: 9, Protection: +1, Comfort: +1   




Accuracy: +1, Threat: 1   

Damage: Mental: 9, Physical: 9





NON-SENTIENT    







Talent, Curse

You have **RESIST MENTAL** . You cannot *Catch Breath* or *Stabilize*. Creatures may learn this ability for free.


ROOTED   

Talent

Your speed is 1 and cannot increase or decrease. You cannot gain **PRONE** . You cannot be moved by other creatures' abilities. You may treat each space with Infused: **ENSNARED**  as though you occupied that space when determining threat and the origin point for actions you use. You and your allies that are **PLANT**  creatures may ignore Infused: **ENSNARED** and Infused: **POISONED**  terrain that you create.

SPREAD ROOTS       

Maneuver, Terrain, Physical Attack, Range 5 Multi-Target, Standard Action

The target spaces gain Infused: **ENSNARED** .

MAP OF THE VAULT AREA



RELEVANT OBSTACLES

DESTROY THE FERAL STRANGLING VINES

Feral Strangling Vines are attacking all creatures in the area. The characters may attempt this obstacle instead of combat if they wish.

KEYWORDS: Material, Group Roll, Difficult, Plant, Nature


DIFFICULTY: 11 + Character count

FAVORED TACTIC: Might

UNFAVORED TACTIC: Resolve

CONSEQUENCES

BEST: One of the Strangling Vines has 50 gold  inside it.

GOOD: The character finds a *basic gear*  inside one of the strangling vines.

BAD: The character's vestment or implement gains the prefix Broken.

WORST: The plant monsters left a lasting impression on the character: they gain *Botanophobia*

DISCERN PROPERTIES

Characters can attempt this obstacle to discover how objects function.


KEYWORDS: Research, Solo Roll, Noncombat, Arcane, Science

DIFFICULTY: 10 + tier of object

FAVORED TACTIC: Cunning

UNFAVORED TACTIC: Might

CONSEQUENCES


BEST: The character learns a lot from this interaction and has a burst of insight. They write a book about arcane or science principles that can most likely be sold for hundreds of gold  when they return to Laughing Hill.

GOOD: The character learns a little bit from this object. They gain **ARCANE** or **SCIENCE EXPERTISE** until the rest of the session.

BAD: The character's clumsy handling of the object has slightly damaged it. The object gains the prefix Broken.

WORST: Magical feedback flows through the character. They gain a random lesser jinx.



This is the first mention of the prefix "Broken", which can only affect objects. Objects that are Broken cannot be used for anything, and any benefits they might have provided are removed until the item is fixed. In this adventure, Broken can be removed by spending one *basic gear*  and one day fixing the item.



These obstacles mention a few obstacle keywords that you have not seen before.

- "Group Roll" means every character must attempt it, and the obstacle is not passed until each character succeeds at it.
- "Difficult" means the obstacle requires a number of successes equal to the player count before they can be passed.
- "Solo Roll" means only one character may attempt the obstacle at a time.
- "Noncombat" means the obstacle can only be attempted when combat is not currently happening.



PART 1.3

The Hasty Messenger

South Falls seems much different from before. There is an anxiousness in the air. The villagers are mostly gathered in a throng in front of the smithy, but some others are rushing about with dire expressions on their faces. An exhausted goblin you had not seen in town earlier is standing on a box on the smithy's porch, making some speech to the crowd, who are becoming increasingly restless.

The messenger **Turgid Palo** claims that he has been sent to tell people about the cure for the Creeping Green: a simple mixture of vinegar, soap, and salt, which must be consumed. He says that Chassia (the largest city in the world, with a population of millions) is gone, Duncove (a huge city on the edge of the Starsea, with a population almost as large as Chassia) is destroyed, and Laughing Hill (the largest city in Ursing, with a population of just over ten thousand) is being ravaged by monsters and may soon fall.

Characters with **COMMERCE EXPERTISE** will recognize that if what **Turgid Palo** says is true, that at least 80% of the population of the known world has been wiped out. The messenger tells people to try to find somewhere safe, perhaps a cave, or to build a sturdy wall around their town and to kill all their livestock that they cannot cure. After making his announcement and answering a few questions from the crowd (allow the characters each 1 question if they are quick about it) he runs off to warn the next town. He does clarify that goblins seem to be immune to the plague, but that they are still being targeted by the monsters that are appearing everywhere as a result of the plague.



This part of the adventure should probably be somewhat tense and sad for the characters. Davis Hilton's wife and baby are in Chassia, and he just found out they are gone? Turgid just says gone, no further explanation, as he doesn't know more. Grace might worry about all her animal friends turning into monsters, and Messha's family in Laughing Hill is in grave danger. Joa is most likely freaking out internally, as a plant creature herself, what does this change mean to her?

The people in town start to panic, they do not know of any safe caves and do not have the tools to build a strong wall. The characters may attempt to **Calm Down the Villagers** and tell them about the vault. They may attempt again on a failure, but each attempt takes precious time and during that time some of the villagers decide to go off on their own.

IF CHARACTERS WERE NOT ABLE TO FIGURE OUT WHAT THE VAULT DOES and/or they do not wish to hide there, whoever the characters had asked for directions will suggest checking out the Devil's Pool on account of the adventurers being hired to investigate. If the characters did not ask anyone for directions then **Harry Smith** will ask the characters if they know anything, perhaps related to why they are in town.

IF, FOR WHATEVER REASON, THE CHARACTERS REFUSE TO GO TO THE VAULT then most of the villagers will leave town and attempt to head to Laughing Hill, which leads to their deaths. 10% of the villagers will follow **Harry Smith**, who will say that **Redmaw** mentioned something about a cave near Devil's Pool.

IF IT IS CLEAR THE CHARACTERS DO NOT INTEND TO USE THE VAULT, **The Changed One** will show up whenever the characters leave town, or on the third day of hanging out in the village.



This section should be rather simple, and is meant to showcase how obstacles work.

If this is your first time running an obstacle, we suggest trying to be as cooperative as possible with the players; the goal is for them to have an interesting story and your job is to help make that possible.

Determining which core stat to use is very subjective; try asking the players what their tactic is, and saying which stat you think that would be, and then ask which stat they were hoping to use.

For instance, if a character is trying to influence the townsfolk to leave by citing specific terrible things that could happen, that sounds like it could be **Might** for basic intimidation, **Cunning** for knowing their specific fears, or even **Insight** for trying to determine which fears the townsfolk respond more to. Intent on the characters' part is what matters here, and the core stat tied to a tactic is intended to bring their intent into focus.

IMPORTANT NPGS

Turgid Palo

The goblin messenger from Laughing Hill, Turgid has seen horrible things for the last few days. He is exhausted and in shock, and is basically running on auto-pilot.

He was told by the authorities in Laughing Hill to go as far as he could and to tell people about the cure. He was also told to urge people to seek refuge in Laughing Hill. However, the vault there is closing the day after the characters encounter him, so people will not have time to make it. Turgid himself had been told to turn back yesterday.

As a goblin (and a **PLANT** 🌿 creature) he is immune to the plague, and decided to go warn people in the smaller villages further out, but he is realizing that in doing so he has basically condemned himself to death, and it is very unlikely he will be able to return to Laughing Hill with the land overrun with monsters. He is exhausted to the point that when he shows up in a town, he simply explains what is happening, and then runs to the next town.

APPEARANCE: Turgid's green skin is almost tan from trail dust, and streaked with sweat and blood. He is wearing a brown leather jacket that is starting to tear and dented metal greaves covered in grass stains.

GOALS: The devastation that has happened in the last few days has pushed Turgid to the edge, and he is desperate to save as many lives as possible.

Harry Smith

SEE "PART 1.1: SOUTH FALLS" for Harry Smith's information on page 7.

The Changed One

SEE "PART 1.4: THE FATE OF THE VAULT" for The Changed One's information on page 18.



RELEVANT OBSTACLES

GALM DOWN THE VILLAGERS

The people in town start to panic, they do not know of any safe caves and do not have the tools to build a strong wall.

The characters may attempt to calm them down and tell them about the vault. They may attempt again on a failure, but each attempt takes precious time and during that time some of the villagers decide to go off on their own.

The town contains 47 people at the start, along with 232 sheep, 54 cows, 9 horses, and 128 chickens. All of the livestock are infected and will turn to plants within 3 days if they are not treated. Each failure causes each population to decrease by 10% (rounded up).


KEYWORDS: Social, Solo Roll, Difficult, Punishing, Culture, Language, Commerce, Humanoid

DIFFICULTY: 11

FAVORED TACTIC: Insight


UNFAVORED TACTIC: Quickness

CONSEQUENCES

BEST: The character gains 50 gold  from one of the townsfolk. They can spend this money to convince an additional number of people equal to double their result to come to the vault.

GOOD: The character convinces an extra number of people/livestock equal to their result to come to the vault.

BAD: A number of people equal to the result decide to not come to the vault.

WORST: One of the townsfolk was a FEY  in disguise! The character gains a random lesser jinx.



Calm Down the Villagers mentions a new obstacle keyword: "Punishing". Every time a character fails a Punishing obstacle, they must roll their consequences with doubt.

As **Calm Down the Villagers** has the keywords Difficult and Solo Roll, any number of the characters may attempt it, but it needs a number of successes equal to the number of characters to be fully successful. We suggest asking each player what they would like to do to contribute, but if someone is not interested in helping, then another player can attempt the obstacle multiple times in their stead.



In order for a character to get the story bonus for an obstacle, they can use literally any ability as long as doing so seems to further their efforts.

Pacing back and forth using *Short Step* to seem thoughtful while delivering a speech is acceptable, as well as using *Field Engineer* to be intensely specific about how their town will be dismantled by the approaching monsters. Often people will think that they have to use whatever ability is giving them expertise for their story ability, so we suggest making it clear that expertise and the story bonus are two separate things.

For example, Davis Hilton could use *Linguaphile* for expertise on this roll, but the player could also describe specifically how they are using their knowledge of language to appropriately convey the message, in order to gain a story bonus.



PART 1.4 The Fate of the Vault

Once at the vault, the characters must figure out how to get the counter above the door to 600 (in order to get the doors to close), or they have to figure out how to disguise the outside of the vault. The easiest way to get the number up is to put random plants or animals from outside into the extra sarcophagi. They could also try to travel to nearby villages (there are 3 within half a day) and attempt to rescue people from them. If they wait for the countdown to reach zero, the numbers will flash if the vault is not full and the countdown will start again with 5 days on the clock. After counting down 5 times, the vault closes regardless of the number of survivors.

If the characters decide to travel to any of the nearby towns, they will have to attempt to **Calm Down the Villagers** in each village they go to. There are 3 towns within half a day's journey. Each of these towns contains half as many people and livestock as South Falls.

Placing plants in the sarcophagi does not require a roll, but might make things more dangerous in the future.

Barricade the Vault is the most dangerous option, as monsters will continuously try to get in; the vault will also magically destroy everything (other than living creatures) within 10 meters of the entrance whenever the countdown reaches 0. For each time the countdown reaches zero and the sarcophagi are not filled they should attempt to **Barricade the Vault** (5 times total if they never get the counter to 600).

If the characters decide to put living creatures in less than 600 sarcophagi and close the lids early, then each countdown sequence reduces the numbers in the vault by 10% (rounded up). Have each character make a consequence roll for each countdown sequence remaining; if they roll the worst consequence they die; otherwise they are fine.

If for whatever reason the characters decide to stay outside of the vault after it closes, **The Changed One** will arrive shortly after the doors close and most likely kill them.

Read this text after the characters finish this section:

Imagine you are seeing the door of the vault through the view of a camera. As the doors shut the camera pulls back. First it shows you the swaying grasses and trickling water of the small valley. It pulls back further and you start to see small packs of strange plant creatures, and then as it pans over the landscape you see smoke on the horizon from burning towns and villages that mishandled their defenses, and the camera view fades to black.



The vault is set up to protect as many people as possible; although the counter only goes up to 600 it is possible to get additional people and livestock by doubling or tripling up in the sarcophagi.

If you are confused how the vault is destroying things within 10 meters of the entrance, it is using magic. You can describe this however makes sense; maybe lasers or a fireball, or simply just popping everything out of existence. It is not doing this consciously, its programming simply dictates that it must clear any obstructions every countdown cycle in which it is not filled to capacity, in order to maximize occupancy, until 6 cycles have passed. 1 cycle passed before the group showed up, and they started in the latter half of the second cycle. Its mission to store living matter does take priority over its command to destroy obstructions; if a character somehow ends up in the affected area when the vault clears obstructions they will suddenly find themselves naked and unarmed.





For town names for the nearby towns, just use the names of whatever small towns are near where you live. It helps people get an idea of how rural things are if they have a frame of reference.



IMPORTANT NPCs

The Changed One

With a resounding crash, a mighty beast slams into the ground nearby. Three meters tall at the shoulder, this massive boar is formed out of hundreds of vines and roots.

THE CHANGED ONE

(BOSS ROOT BOAR)

Speed: 5
Initiative: 0

Huge, Mighty, Tough, Resolute

Level: 3, Manafold: 3

Defense: 11, Protection: +9, Comfort: +9


Accuracy: +3, Threat: 3

Damage: Mental: 11, Physical: 17

THUNDERING ENTRANCE

Maneuver, Opener, Movement, Exhausting, Physical Attack, Melee Single Target, Minor Action


Enemies you threaten while using this action gain **PRONE**. If you are using this ability during initiative, you may choose your starting location on the battleground. The attack you make as part of this action must be made at the end of your movement.



FIRST PHASE

Capstone


Create another version of yourself with *Unnatural Powers*. You may replace yourself with that creature as a minor action during your own turn or whenever you roll on the Stress Chart or Wound Chart for the third time in a battle. Whenever you replace yourself with that creature, for each character involved in the combat you remove two Stress, two Wounds, and one malady. Any **openers** your new form has may be used at the end of the turn it appears.



POWERFUL SENSES

Talent, Detection


You may ignore the effects of Foggy and Darkened terrain. You may ignore **HIDDEN** on creatures within a number of spaces equal to your manafold.



FERAL STRIKE

Maneuver, Strenuous, Physical Attack, Melee Single-Target, Minor Action


If you hit a target with this ability a second time in a single round they gain **BLEEDING**.



TOXIC SPORES

Trick, Sustained, Terrain, Poisonous, Range 10 Burst, Minor Action


The affected spaces gain Foggy and Infused: **POISONED**.



GRASPING ROOTS

Reaction

Whenever an enemy hits you with a **physical attack** you may use *Basic Strike* against them if you threaten them. If you do, the space they occupy gains Infused: **ENSNARED**.



The Changed One is a massive root boar formed from an amalgamation of many of the local plant creatures.

APPEARANCE: A massive boar, formed out of hundred of vines and roots.

GOALS: The Changed One wishes to kill all of the creatures in the vicinity, and to transform their corpses into more **PLANT** monsters.

TACTICS: When it rolls for initiative, The Changed One will crash onto the battleground and use *Thundering Entrance* to try to knock over as many enemies as possible. During its turn, if it is not threatening an enemy, it will use *Thundering Entrance* to close distance to the furthest enemy that it can reach, followed by *Feral Strike* and then *Toxic Spores*. If it starts its turn threatening an enemy, it will stop sustaining *Toxic Spores* and attack the enemy with *Feral Strike*. If *Feral Strike* hits it will try to hit with *Feral Strike* again and then use *Toxic Spores*; if it misses with *Feral Strike* it will just use *Toxic Spores* twice in a row.

MORALE: The Changed One is completely berserk and fights until it gains the benefit of *First Phase*.

DEFEAT: If the characters are able to give The Changed One **UNCONSCIOUS** without triggering *First Phase*, they can slaughter it before it wakes up. Afterwards the characters wander off into the Plaazan Hinterlands to live out the rest of their lives as heroes. Each player can add *Heroic Ancestor* to characters they create in the future.



The Changed One fight is not meant to be one they can win; it is a glimpse of how dangerous the Creeping Green was for the people of Plaaza. Most characters will not even get to see this monster; it is a secret boss for the characters who have chosen to not proceed with the introductory quest. If you run this encounter for a group using the pregens that come with this adventure, please let us know if they succeed! We would love to hear their tactics and whatever string of lucky rolls that must have happened for them to succeed.


The Changed One (Phase 2)





The air seems to thin as the body of your enemy shudders. It lets out one last final howl before collapsing to the ground. As its body goes into its death spasms, you realize that hundreds and thousands of small insects are starting to swarm its corpse. One of your friends gasps, and you see the corpse start to rise back up, somehow reinvigorated by the influx of life force.

If the characters are able to deal enough wounds to The Changed One (see *First Phase*), it transforms into this.





TACTICS: Whenever it rolls for initiative, The Changed One places itself to threaten the character with the lowest initiative. If it can do so while threatening other enemies, it will, but only if it can do so while being directly adjacent to the target of the ambush.

During its first turn, it will start sustaining *Anticoagulant Poison*, and then use *Enveloping Swarm* on the closest target it can reach. If it can do so without moving, it will also use *Toxic Spores*, trying to hit as many enemies as possible with the effect.




With *Rooted*, it may threaten any space with Infused: **ENSNARED** , and with *Grasping Roots* it can place Infused: **ENSNARED** on the space of any creature that targets it, which means it can use *Toxic Spores* from any of those spaces.

During its later turns it will try to use *Toxic Spores* as much as possible, until every enemy is **TOXIC**  and **BLEEDING** . Whenever it is not **MOUNTED**  on an enemy, it will prioritize using *Enveloping Swarm* against the furthest enemy that it can target. If every enemy is **TOXIC** and **BLEEDING**, it will start using *Spread Roots* to trap characters in an area with Infused: **POISONED**  terrain.

A few things to keep in mind:

- *Defensive Spines* triggers on any action that targets The Changed One, not just attacks. If they are hit by a **physical attack** , both *Defensive Spines* and *Grasping Roots* will trigger.
- *Rooted* lets it treat Infused: **ENSNARED**  spaces as though it threatens them for actions it uses, and *Grasping Roots* lets it use *Basic Strike* against enemies that hit it with a **physical attack**  while it threatens them. This means it can use *Wrap* against any enemy that hits it with a **physical attack** within two spaces of any Infused: **ENSNARED** spaces.
- It can target creatures with *Enveloping Swarm* through *Rooted*, which moves its entire body into the **MOUNTED**  creature's space, regardless of the distance.

MORALE: The Changed One is a true monster and will fight to the death.

THE CHANGED ONE PHASE 2

(BOSS ROOT BOAR)

Speed: 5
Initiative: 0





Huge, Mighty, Tough, Resolute

Level: 3, Manafold: 3




Defense: 11, Protection: +9, Comfort: +9

Accuracy: +3, Threat: 3




Damage: Mental: 11, Physical: 17





AMBUSER    






Talent, Opener
Whenever you roll initiative place yourself on the battleground so that you threaten the enemy with the lowest initiative result. If you still threaten them at the start of your turn they gain either *Injured Gut* or *Distressed*.


UNNATURAL POWERS   








Capstone
You have one more creature type than usual. You may attune a number of abilities from that creature type equal to your level.


ROOTED   







Talent
Your speed is 1 and cannot increase or decrease. You cannot gain **PRONE** . You cannot be moved by other creatures' abilities. You may treat each space with Infused: **ENSNARED**  as though you occupied that space when determining threat and the origin point for actions you use. You and your allies that are **PLANT**  creatures may ignore Infused: **ENSNARED** and Infused: **POISONED**  terrain that you create.


ENVELOPING SWARM     





Trick, Sustained, Melee Single-Target, Standard Action
You gain **MOUNTED**  on the target creature. Whenever you are targeted by an action that action also affects the target.



TOXIC SPORES       




Trick, Sustained, Terrain, Poisonous, Range 10 Burst, Minor Action
The affected spaces gain Foggy and Infused: **POISONED** .



SPREAD ROOTS      




Maneuver, Terrain, Physical Attack, Range 5 Multi-Target, Standard Action
The target spaces gain Infused: **ENSNARED** .




ANTICOAGULANT POISON    

Trick, Sustained, Minor Action
Targets that gain **TOXIC**  from your actions also gain **BLEEDING**  and cannot remove **BLEEDING** while they have **TOXIC**.

GRASPING ROOTS   

Reaction
Whenever an enemy hits you with a **physical attack**  you may use *Basic Strike* against them if you threaten them. If you do, the space they occupy gains Infused: **ENSNARED** .

DEFENSIVE SPINES   

Reaction
Whenever an enemy that threatens you affects you with an ability they gain **BLEEDING** . If that ability was a **trick** , they also gain **CRASHING** .

DEFEAT: If the characters are somehow able to defeat this monstrosity, it collapses into a pile of inanimate plant matter, and the insects that reanimated it scatter to the winds. Afterwards the characters wander off into the Plaazan Hinterlands to live out the rest of their lives as heroes. Each player can add *Heroic Ancestor* to characters they create in the future.

RELEVANT OBSTACLES

GALM DOWN THE VILLAGERS

The people in town start to panic, they do not know of any safe caves and do not have the tools to build a strong wall.

The characters may attempt to calm them down and tell them about the vault. They may attempt again on a failure, but each attempt takes precious time and during that time some of the villagers decide to go off on their own.

The town contains 47 people at the start, along with 232 sheep, 54 cows, 9 horses, and 128 chickens. All of the livestock are infected and will turn to plants within 3 days if they are not treated. Each failure causes each population to decrease by 10% (rounded up).


KEYWORDS: Social, Solo Roll, Difficult, Punishing, Culture, Language, Commerce, Humanoid

DIFFICULTY: 11

FAVORED TACTIC: Insight


UNFAVORED TACTIC: Quickness

CONSEQUENCES

BEST: The character gains 50 gold  from one of the townsfolk. They can spend this money to convince an additional number of people equal to double their result to come to the vault.

GOOD: The character convinces an extra number of people/livestock equal to their result to come to the vault.

BAD: A number of people equal to the result decide to not come to the vault.

WORST: One of the townsfolk was a FEY  in disguise! The character gains a random lesser jinx.

BARRICADE THE VAULT

Barricading the door is the most dangerous option for dealing with the vault, as monsters will continuously try to get in, and the vault will destroy things within 10 meters of the entrance whenever the counter reaches 0. Each 5 days of waiting should be a single obstacle test.

KEYWORDS: Material, Teamwork Roll, Science, Nature, Plant, Arcane



DIFFICULTY: 11 + character count

FAVORED TACTIC: Resolve

UNFAVORED TACTIC: Might

CONSEQUENCES

BEST: The character finds a way to strengthen the group's defenses. All characters increase their **expertise** by 1 when attempting this obstacle in the future.

GOOD: One of the attacking **PLANTS**  had some sort of healing properties and may be used to remove an **injury**  or **trauma** .

BAD: Devastated by a **PLANT**  monster! The character rolls on the Wound Chart with a -4 penalty.

WORST: Monster breach! A number of sarcophagi equal to the character's obstacle result gain the prefix Broken. An equal number of NPC survivors die.



Barricade the Vault has a new obstacle keyword: "Teamwork Roll". The players decide as a group which characters will attempt to overcome Teamwork Roll obstacles. The highest result among the group determines the success or failure of the attempt.



THE END OF PART 1 AND START OF PART 2

If you are running this adventure in two parts on separate days, we suggest that you tell the players the second half of the adventure takes place 300 years after the first half of the adventure, and that they will be playing different characters which were sent to the vault to bring any survivors back to civilization. If they have time, the players should use our character creator on remnantyears.com to make their own characters.

If you are running this in one session, you should skip straight to the world description in the next part of this adventure. The players should be given the character sheet for the pregen that has the same basic class as the character they played in Part 1.



Part 2 begins shortly before the events of the core storyline "The Plaazan Domesday Book". If the players are thinking of playing that adventure, we suggest that the players make characters using our website and set "The Plaazan Domesday Book" as their storyline. If they are not planning to play the core storyline, they should be given the character sheet for the pregen that has the same basic class as the character they played in Part 1.





PART 2

REMNANT YEARS

SETTING UP PART 2

You should read this section out loud as you start this part of the adventure, before handing out character sheets.

The world of Remnant Years has been ravaged by catastrophes, time after time. Traces of lost civilizations and advanced technologies are hidden throughout the land, along with ancient horrors and archaic spirits that bely the tragedies of the past.

The most recent catastrophe in this corner of the world (known to the locals as the continent of Plaaza) was the Creeping Green; a plague that transformed the local populace and wildlife into horrific plant monsters. Almost all non-plant life in the area was wiped out within the first few years, with only small populations finding solace in ancient vaults built to withstand some forgotten catastrophe. Three hundred years have passed, and the world is not as it was. The local governments of Bahn, Lastbridge, the Darkwood, Duncove, and Vallefin are known collectively as the Plaazan League. They do their best to bring survivors of the vaults to the safety of the larger towns, in hope that with enough numbers they might be able to rebuild their own lost civilization.

There are three basic scenarios that could happen based on the choices made during the first session, and you might even decide on a combination of them depending on the actions the characters took.

EVERYONE SURVIVES: In order for this to happen, at least 75% of the sarcophagi need to have non-plant creatures in them. The characters must have specified that they were going to make sure they had enough of the cure for every creature they were bringing; the supplies to make the cure are plentiful, but they are not things that people would bring by default.

IN THIS CASE, the dragon in “Part 2.2: Arrival at the Vault” will still be outside, and will attack the characters as soon as they reach the area.

SURVIVAL WITH CASUALTIES: In order for this to happen, at least 33% of the sarcophagi need to have non-plant creatures in them, and there must be enough cure for at least 50% of the survivors.

IN THIS CASE, the survivors will be trying to negotiate with the dragon in “Part 2.2: Arrival at the Vault” when the characters arrive.

VAULT OVERRUN: If neither of the above scenarios make sense, the only occupants of the vault will still be in stasis whenever the characters arrive, and the dragon will be inside the vault and wreaking havoc.

THE DRAGONLANDS

Part 2 starts with the characters at the border of the Dragonlands to the south of the Darkwood: the River of Tears. The characters are fresh adventurers, and have not worked with each other before. They are hoping to get jobs working for the Wardens, and this adventure is meant to be an unofficial trial. The Wardens have also sent out five other, more experienced, groups to run as distractions for the local dragons; this is a rather large operation that had to be planned on very short notice. The goal of the adventure is to journey into the Dragonlands to check on a vault which has recently opened. None of the characters have traveled to this area before, but they have heard stories about other adventuring groups that headed out this way and never returned.

THE ECONOMY

One thing of great import about the setting at large is the currency system. The first part of the adventure happens in the past, when there were large countries with established economies, which is why the character sheets for the initial pregens lists *gold* where *grand favors* are listed on the later pregens. In the post-apocalyptic world *gold* is nearly valueless, and people have fallen into a system of barter that includes promises of future goods. For the characters, these manifest as *minor favors* (M), *valuable favors* (V), and *grand favors* (G). Favors can be traded amongst the group, and be converted into greater favors at a rate of 4:1. Four *minor favors* equals one *valuable favor* and *four valuable favors* equals one *grand favor*.



One of the major gameplay differences between parts one and two is that the players should be shown all of the abilities their character has right from the start, in addition to *Catch Breath*, *Dodge*, *Grab*, *Short Step*, *Stabilize*, and *Walk*.

Although there are not any opportunities for shopping in the second part of the adventure, the characters would know that one *minor favor* (M) can be used to purchase one *basic gear* (B), and that any *gold* the survivors hoarded is not worth carrying home.



PART 2.1

Travel to the Vault

It is strange to be on the west bank of the River of Tears. The captain of the boat that took you across even mentioned that she had never sailed this far up the river, but that if the reports of a freshly opened vault were true that she would be glad to be part of the rescue operation. Now you stand at the edge of the Dragonlands, the wild untamed country where behemoths of the air and land keep most reasonable people at bay. The time has come to put to test your training as a Warden for Bahn. A couple dozen more experienced adventurers are out running distractions for your team, and they are relying on you to bring home survivors. Will you be the rescuer these people surely need, or will you disappear into the west like so many before you?

The characters have been given an old map to the area where the vault is supposedly located, near the ruins of a town called South Falls. Travel through this area is extremely dangerous and must be dealt with *Travel through the Dragonlands*.



This section should be rather straightforward. If the characters have somehow reached this section of the adventure without doing an obstacle roll, please see the Chronicler Advice for "Part 1.3: The Hasty Messenger" on page 14.

RELEVANT OBSTACLES

TRAVEL THROUGH THE DRAGONLANDS

Travel through the Dragonlands is extremely dangerous.

KEYWORDS: Material, Group Roll, Punishing, Nature, Commerce, Behemoth, Spirit

DIFFICULTY: 11

FAVORED TACTIC: Cunning

UNFAVORED TACTIC: Might

CONSEQUENCES

BEST: The character stumbles across a large dragon hoard and gains a *grand favor* 🏆.

GOOD: The character notices flight patterns that allow them to get a jump on the next dragon they see; each character rolls initiative with confidence the next time they enter a combat that involves dragons.

BAD: The stress of traveling through this land gets to the character. They gain the **trauma** 🧠 *Teraphobia* until the next time they defeat a dragon in battle.

WORST: The character injures themselves while trying to avoid being seen by dragons. They gain the **injury** 🩹 *Injured Gut*.



It is expected that at least one character gains *Teraphobia* during this obstacle. If they do not have someone with the ability *Amatuer Healing*, there is no way to remove *Teraphobia* until they return to civilization; in fact, the obstacle is set up with the assumption that at least one character gains a phobia. We suggest using this as an opportunity to explain **injuries** 🩹, **traumas** 🧠, and **curses** 🌀, as well as how to remove them.



MAP OF THE VAULT AREA



PART 2.2

Arrival at the Vault

Depending on the state of the vault this section can have different set-ups, but regardless there is always a boss-tier adult poison dragon with *Overwhelming Presence* (named **Shurglab**) that is nearby. **Shurglab** speaks Draconic and a smattering of Ursinga.

You can smell it before you see it, a stench of burning hair mixed with something overly sweet, like a cake made by some monster. You peak over the crest of a hill and see your destination ahead of you, a valley with a reed-choked stream and a fetid pool adjacent to a cave with a sickening purple smoke billowing out.





The encounter with **Shurglab** will probably take up most of the time allotted for Part 2. While it is possible to skip this boss encounter, groups that rescued a lot of survivors (usually by succeeding in two or more obstacle rolls to gather townfolk) are forced into a fight, at least for a round or two. You might notice that **Shurglab** is more likely to run away if there are fewer survivors; the idea here is that groups which found it difficult to use teamwork to rescue a few small towns will most likely have similar problems in working together for a boss fight.

Don't forget that **Shurglab** is not interested in actually killing the characters. If she gets the upper hand, she should offer peace in exchange for help getting into the vault.





OUTCOMES FROM PART 1

Everyone Survives

Shurglab has not been able to get into the vault, but can sense its presence nearby. She is standing in the entranceway to the vault when the characters approach, and will attack them on sight. **Shurglab** will attempt to flee or surrender after rolling on either the Stress Chart or the Wound Chart for the second time. The occupants of the vault will only assist if directly asked. After being asked for help, the occupants of the vault cause **Shurglab** to gain one Wound  and one Stress  at the end of each combat round.



Pacing in front of the cave is an antlered shaggy dog-like creature dripping with some viscous substance, the same color as the smoke.

Vault Overrun

Shurglab is inside the vault and refuses to leave. She will attack the characters on sight, but will leave after rolling on the Stress Chart or the Wound Chart a single time; she has already wrecked everything she can find and assumes the characters will leave after seeing how worthless it is. It is possible to **Lure Shurglab out of the Vault**, but she will return after one day. The characters can help get the survivors ready to leave; however, as the survivors are just now waking up, and they are confused about what is happening, it will take 10 minutes per survivor. If **Shurglab** returns while the survivors are still getting ready, the fight occurs as normal and the survivors cause **Shurglab** to gain one Wound  or one Stress  at the end of each combat round.

The valley floor is strewn with twisted metal and shards of glass, and even from here you can see large footprints in the mud leading into the cave.

Survival with Casualties



Shurglab is in the midst of forcing the occupants of the vault to hand over their supplies. The characters may attempt to **Convince Shurglab to Leave the Vault**. If the characters attack her, **Shurglab** will attempt to flee or surrender after rolling on the Stress Chart or the Wound Chart for the second time. The occupants of the vault will assist if the characters attack her before she destroys their supplies, and will cause **Shurglab** to gain one Wound  and one Stress  at the end of each combat round. If she cannot be convinced to leave and the characters do not intervene, the characters can wait and will witness her destroying the survivors' supplies.

You almost don't notice it at first, but there is a hairy tail coming from inside the cave, swishing back and forth, flinging globules of some purple viscous substance to and fro.

IMPORTANT NPCs

Shurglab

The gigantic reptilian creature in front of you is covered in matted gray hair and seems to be oozing some sort of purplish jelly. The air around it shimmers; it is like you can see the stench wafting off of it in waves.

SHURGLAB

(BOSS POISON DRAGON)

Speed: 8
Initiative: +3





Large, Mighty, Tough, Fleet

Level: 3, Manifold: 3


Defense: 11, Protection: +3, Comfort: +3






Accuracy: +3, Threat: 2

Damage: Mental: 11, Physical: 17



OVERWHELMING PRESENCE  •  •  • 




Capstone, Opener

Whenever you roll initiative you may deal damage to each enemy as though you had hit them with a **mental attack**  a number of times equal to your level. Creatures cannot critically fail their comfort rolls against damage dealt by this ability.

CONQUERING ROAR  •  •  •  • 




Maneuver, Opener, Range 10 Multi-Target, Major Action

The targets gain **CRASHING**  and **BLEEDING** .



ELEMENTALLY IMBUED  •  • 







Talent

Choose an elemental keyword. You cannot be dealt damage by or gain maladies from actions with your chosen keyword. All actions you use gain the chosen keyword. Whenever you would give a space Dense you may instead give it Infused with the lesser malady that corresponds to your chosen element.


ABSORB POWER  •  • 




Trick, Strenuous, Emanation, Major Action

Remove Infused from each of the affected spaces. If any of the spaces were Infused with an elemental malady, remove those maladies from yourself, and the next **mental attack**  or **physical attack**  you use this turn gains the corresponding elemental keyword. If that attack already has the corresponding keyword, it deals damage one additional time.

BREATH WEAPON  •  •  •  •  • 

Trick, Exhausting, Sustained, Terrain, Mental Attack, Line, Major Action

Creatures in affected spaces gain **PRONE**  and are moved away from you a number of spaces equal to your manifold. The affected spaces gain Dense: 1.


SNAPPING JAWS  •  • 

Reaction


Whenever a creature moves into a space that you threaten for the first time in their turn, you may use *Basic Strike* against them. If you are larger than the target, this attack deals damage one additional time.

As a poison dragon, Shurglab thrives in polluted and magically toxic areas. She sensed the old technology of the vault while wandering the area, and is drawn to it with hopes that it will soon start to break down. With the world the way it is, there aren't a lot of readily available sources of pollution, so Shurglab is quite motivated to occupy the vault.

GOALS: Shurglab seeks to drive away the characters, but doesn't really care about killing them. She cares more about destroying the supplies stored in the vault, so that she can gain sustenance by wallowing in their decay.

TACTICS: In combat, she will use *Overwhelming Presence* as her **opener** , followed up by *Conquering Roar*. Each following turn she will try to get as many people as possible in her *Breath Weapon*. If there are an equal amount of targets she will prioritize characters that move her away from Infused terrain first, and characters that are dealing damage to her second. If she starts her turn adjacent to Infused terrain she uses *Absorb Power* to remove the Infused effect of the terrain and add it to her *Focused Breath*.

MORALE: Shurglab will leave if she rolls on the Stress Chart and/or Wound Chart a number of times based on the state of the vault (see the corresponding sections in the adventure), or if she rolls on the Stress Chart and/or Wound Chart while having a number of maladies equal to the character count times two.

DEFEAT: If defeated or forced to surrender, Shurglab drops one *valuable favor*  per character: she either hands them over (if forced to surrender) or the characters can take her dragon scales (if she was killed or knocked unconscious).



Depending on what is going on, Shurglab can range from suspicious to outright hostile. She does speak Ursingan, which all the characters can probably understand. As a boss creature, it is good to have her say some memorable quotes when the characters deal with her. Here are a few examples you might want to use:

- "Shurglab find cave first! You go now, you go or Shurglab angry!"
- "This cave much trash! Shurglab need eat!"
- "Why Shurglab leave cave? Tasty trash in cave!"
- "Shurglab not eat people! Blech! People not trash, Shurglab need eat trash!"

RELEVANT OBSTACLES

CONVINCE SHURGLAB TO LEAVE THE VAULT

Shurglab can be convinced to allow the survivors to leave with enough supplies to make it to Lastbridge. Each successful attempt of this obstacle allows the survivors to bring one day's worth of supplies (to a max of 3 days' worth of supplies).

KEYWORDS: Social, Teamwork Roll, Punishing, Behemoth, Spirit, Commerce, Science

DIFFICULTY: 13 + Character count

FAVORED TACTIC: Resolve
UNFAVORED TACTIC: Insight

CONSEQUENCES

- BEST:** Shurglab takes a liking to the character and offers them one *valuable favor* 🍷.
- GOOD:** The character's staunch arguing fortifies one of their allies, allowing them to remove a **trauma** 🦋. If none of them have a **trauma**, each character gains **STRESS PREVENTION** 🛡️.
- BAD:** Shurglab demands that the character offer up a piece of their gear to be permanently destroyed.
- WORST:** Shurglab is offended by the character and insists that they allow her to bite them after the transaction is complete. If the character agrees, they gain the **injury** 🦋 *Injured Gut*. If not, she initiates combat.

LURE SHURGLAB OUT OF THE VAULT

Shurglab can be tricked into leaving the vault for one day, but she will attack the group if they are still there when she returns.

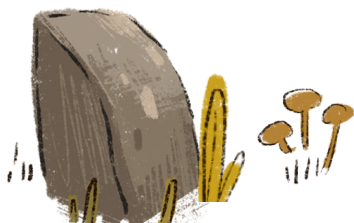
KEYWORDS: Material, Teamwork Roll, Difficult, Behemoth, Spirit, Commerce, Science

DIFFICULTY: 11 + Character count

FAVORED TACTIC: Quickness
UNFAVORED TACTIC: Cunning

CONSEQUENCES

- BEST:** The character find a piece of Shurglab's stash and gain one *valuable favor* 🍷.
- GOOD:** The character's clever tactics fortifies an ally, allowing them to remove a **trauma** 🦋. If none of them have a **trauma**, each character gains **STRESS PREVENTION** 🛡️.
- BAD:** Shurglab is suspicious, and returns 6 hours earlier than anticipated.
- WORST:** Shurglab gets angry at the character and rips into their body. They gain the **injury** 🦋 *Injured Gut*.



PART 2.3

Escape from the Dragonlands

Regardless of the circumstances, the survivors are glad that the characters are there. Upon hearing news of a safe city, they immediately begin packing to embark on the journey. The characters have already found their way to the vault, and it is safe to assume they will use a similar way to get the survivors to Lastbridge. If their plan is not suitable for the amount of survivors (plus possible livestock), then they must find a new solution and attempt to *Escort Survivors Through the Dragonlands*. If the survivors are low on supplies (because of bad preparation, **Shurglab** destroying them, or any other reason) then the characters roll this obstacle with doubt.



Some players might be interested to know what their old characters are doing during this part of the adventure, which should entirely depend on how they played during the first part. If they were brave and heroic, the old characters should offer to help escort the survivors. If they were more greedy, have them ask questions about the favor system of economy.

It should be clear that those old characters are now NPCs and are no longer the heroes of this story. Any *gold* their old characters may have stockpiled is now pretty much worthless in the new economy. The real treasure from this adventure are the livestock; most livestock did not fare well during the Creeping Green and many breeds are now considered extinct.



At this point in the adventure, it should be clear things are wrapping up soon. Whatever method the characters used to get to the vault most likely will not be helpful when escorting the (possibly large number of) survivors; but don't forget that there are other, more experienced, teams out there keeping dragons away from the survivors' path to civilization.

RELEVANT OBSTACLES

ESCORT SURVIVORS THROUGH THE DRAGONLANDS

Travel through the Dragonlands is extremely dangerous.

KEYWORDS: Material, Group Roll, Nature, Commerce, Behemoth, Spirit

DIFFICULTY: 11

FAVORED TACTIC: Cunning

UNFAVORED TACTIC: Resolve

CONSEQUENCES

- BEST:** The character stumbles across a dragon hoard and gains a *valuable favor* 🐉.
- GOOD:** The survivors are grateful and grant the character a *minor favor* 🐉 for their troubles.
- BAD:** While rescuing a survivor from a young dragon, the character's vestment gain the prefix "Broken". The survivor is grateful, but cannot repair it.
- WORST:** The character draws the attention of hungry fire dragons. 10% of the livestock are gobbled up. The dragons target horses first, and then sheep. If there are no livestock, the dragons target the remaining survivors.

PART 2.4 Wrap Up

The survivors are extremely grateful upon their arrival in Lastbridge. One of them (the blacksmith **Harry Smith**, if he survived) offers to build a furnishing for them from the following list:

Basic Amenities: Whether a nice sofa, high thread count sheets, fancy dinnerware, or just an appropriate amount of throw pillows, basic amenities make any base a real home.

Extensive Wardrobe: Adventurers can have a flair for the dramatic, and some have a tendency to pick up strange and unique outfits.

Sauna: One of the most common Furnishings, even amongst folk that do not go out adventuring, the sauna is well known for its relaxing and healing atmosphere. In fact in some areas there are governments that provide subsidies to help make sure every household can have one as part of their universal healthcare initiatives.

Crystal Food Dish: Any patient adventurer can learn the rituals needed to summon familiars, but for those that can't be bothered, putting food into a magical food bowl seems to do the trick.

Trophy Case: Some adventurers like to have a room dedicated to their conquests and heroic acts, to inspire themselves and their allies to further glory.

Gear Storage: Survivalist-minded adventurers know it is best to be prepared, and if given space they will build up a stockpile of useful knick-knacks. Over time, these spaces will start to overflow, and their allies can reap the benefits.

If there is a total of at least 300 survivors/livestock, a parade is held and **Harry Smith** (if he survived) offers to build a second furnishing from the same list as above. If the group chooses to build a *Trophy Case*, they may place a trophy from their encounter with **Shurglab** in the case (and **The Changed One**, if any of them have the ability *Heroic Ancestor*).

People in Lastbridge are very excited about any surviving livestock, as those species were presumed extinct prior to this. Some of the small towns in "The Plaazan Domesday Book" will have various amounts of the rescued livestock if the players end up choosing to do that adventure.



The characters are offered furnishings here as a way for us to introduce the home base mechanic. While it might not seem relevant to players that are only playing this adventure to demo the system, we do suggest at least giving a brief explanation along these lines:

"Remnant Years uses a mechanic called a home base. The home base represents a meeting place, office, or shared home that the adventuring group uses for storing extra gear, planning adventures, or just hanging out. Furnishings are special upgrades that can be purchased by any character for the home base that grant new downtime activities, special abilities, and even special companions for anyone in the group."

**THANK YOU
FOR PLAYING REMNANT YEARS!**
We hope you enjoyed this adventure!

*If you have any questions
or comments, please contact
us on our Discord.*

HONKI!

