



RIPE

**AN RPG OF ELDERS
FIGHTING AGAINST THE HARVEST**

YOUR HARVESTER IS COMING TO TAKE YOU AWAY. AND YOU HOPE YOU'RE READY.

Yesterday was your 70th birthday. It was also your funeral. You said goodbye to your family, packed your things, and left your old life behind you. If you're lucky then you will meet up with the Caravan on it's yearly circuit. If you're unlucky then you made the perilous trip alone.

The past few years of training have been brutal. You underwent physical, mental, and magical therapies; how to lift objects without hurting your back, how to move quickly on weak ankles, how to keep your heart rate low while under extreme pressure, how to channel powerful magic through brittle bones.

It won't be enough. Harvesters descend from the skies and carry a murderous hatred for every living thing in its sight. Each one is a different horror; tailored specifically to find and capture you. You can't do this alone.

Either way, you eventually arrived at the Poineri Este, often referred to as "The Silver Keep". It's a place for Elders to come together and battle their Harvesters.

**WELCOME TO THE KEEP, ELDER
TOGETHER WE FIGHT, WE LIVE, WE DIE...
BUT WE SHALL NOT BE TAKEN!**

**THIS GAME IS STILL UNDER DEVELOPMENT.
PLEASE ADDRESS QUESTIONS OR SUGGESTIONS TO
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Name: _____ Age: _____

TO WORK ON A TASK...

Describe what you're doing, roll a d20.

If you ever roll a Number that has been Marked, then something bad happens after your action is complete. Marking a Number doesn't do anything...not until you roll it!

20	+10 Energy to a task and Mark <u>this</u> Number. <i>Your Harvester is getting closer...how do you know?</i> <input type="checkbox"/> <input type="checkbox"/> If all four are Marked , then your Harvester arrives! <input type="checkbox"/> <input type="checkbox"/> <i>After you survive your Harvester, create a haven.</i>
19	+9 Energy to a task. <input type="checkbox"/> If Marked , suffer a heart attack; Allies may attempt to save you (12 Energy, 3 Roll Limit). Failure means death.
18	+8 Energy to a task. <input type="checkbox"/> If Marked , Destroy a Memento or a Spell. <i>Was this due to dimentia? Or a magical curse? Something else?</i>
17	+7 Energy to a task. <input type="checkbox"/> If Marked , Destroy all mundane items in your pack. <i>Did you fall and break your pack? Were they stolen?</i>
16	+6 Energy to a task. <input type="checkbox"/> If Marked , Mark another Number. <i>Simply bad luck? Or a foolish mistake on your part?</i>
15	+5 Energy to a task. <input type="checkbox"/> If Marked , a terrible mistake ruins this task; it cannot be worked on any more, and may have consequences.
14	+4 Energy to a task. <input type="checkbox"/> If Marked , Create a Burden related to a physical injury.
13	+3 Energy to a task. <input type="checkbox"/> If Marked , Create a Burden related to mental stress.
12	+2 Energy to a task. <input type="checkbox"/> If Marked , Create a Burden related to your past.
11	+1 Energy to a task. <input type="checkbox"/> If Marked , Create a Burden related to your past.
10, 9, 8, 7, 6 5, 4, 3, 2, 1	Life takes its toll on you. Mark any Number. <i>When all your Numbers are Marked, your Elder is dying.</i>

IMPORTANT ITEMS IN YOUR PACK

Elders start with 1 Memento, 1 Spell, 1 Burden

Items **allow you** to attempt something you couldn't do on your own...

OR they **assist you** in your attempt (roll twice, choose one)

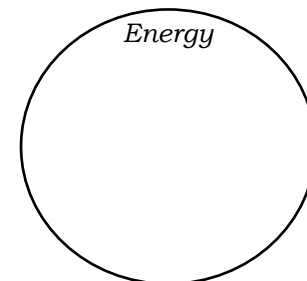
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| 5. _____ | 10. _____ |

ENERGY IS LIMITED

Elders start with 5 energy.

Spend your Energy on Tasks after you roll.

Spend 2 Energy to discover a simple item buried deep within your Pack (as long as the rest of the group agrees with it).



MAKE CAMP TO REST AND PLAN

Enjoy these benefits in the following order:

- 1. Meditate/Train:** Un-mark your lowest Marked Number.
- 2. Work on a Burden:** Make a single roll on any Burden (even another Elder's), then spend ALL your remaining energy on that Burden.
- 3. Sleep:** Gain 1 Energy for each empty Slot in your Pack.

HOW TO PLAY

RIPE is a game about Elders going on dangerous adventures. One player is the GM, and the rest create and control an Elder. You will guide your Elder through dice rolls and difficult decisions.

To play, simply tell the GM what you want your Elder to do. For most stuff the GM will tell you what happens and how the world changes to respond to your actions.

If your Elder wants to attempt something difficult or dangerous, then you'll need to roll dice. We roll dice because it's fun to fail, otherwise there's no challenge or drama.

HOW you do something is just as important as WHAT you are doing. The rules are simple, but stories are complex and ever-changing.

As an example, say you want to work on this Task: "Convince the Merchant to give you a discount. (6 energy)"

The rules tell you to roll a d20 and (hopefully) apply Energy to this task. Once enough Energy is applied, the task is complete, and the Merchant gives you a discount.

But you need to explain what your Elder is doing to convince the Merchant. Are they using threats? Bribes? Friendliness? Truth serum? Either way you roll dice and spend Energy. But HOW you do something matters just as much.

For example, if you threatened the Merchant you'll still get your discount, but later other merchants might avoid you completely. Likewise if you befriend the Merchant, you might be expected to help them out in the future.

This reliance on the fiction is what makes RIPE work. It takes priority over the rules of the game. So be sure to give the GM lots of details and make those details matter!

WORKING ON TASKS

Tasks require a certain amount of Energy to complete. Elders roll dice and apply Energy towards a Task. Some Tasks have a Roll Limit, and if it's not complete in time then things get worse!

Any Elder can work on a Task as long as it makes sense. Negotiate with your group about the best way to accomplish something, and share the load between everyone.

Describe what your Elder is doing and roll a twenty sided die. Consult the Numbers listed on your character sheet and see what happens.

11-20: You succeeded in your action and made progress on this Task. The higher your roll, the more progress you made.

1-10: Something went wrong. No Energy is applied, no progress made. You also have to Mark a Number to reflect this setback.

MARKED NUMBERS

If you ever roll a Number that is Marked, then something bad happens after your action is complete. Marking a Number doesn't do anything... not until you roll it!

Marked Numbers are unpredictable and scary. They represent the stress your aging body and mind endure. You might roll dozens of times without rolling a Marked Number...or you might roll a bunch in a row.

Your best defense against this is to spend your Energy wisely.

ENERGY

You have a limited amount of Energy that you can spend on Tasks. Energy can only be spent after you roll.

You may also spend 2 Energy at any time to "discover" an item buried in your pack. You can only discover simple items, you won't find a magic sword or ancient spell. But you can definitely discover some rope you packed earlier but forgot about.

ITEMS

RIPE only cares about important items. It's possible your Elder is carrying all sorts of things. But we only write down items that can be used while working on Tasks.

If you need an item but it isn't written down, you can spend 2 Energy to "discover" that item in your Pack and write it down.

You can use one item with every roll you make. Using multiple items with a single roll don't grant additional benefits.

Items **allow** you to attempt something you couldn't do on your own...
Breathe underwater, fly, outrun a tiger, cut through metal, shoot fireballs

OR they **assist** you in your attempt (roll twice, choose one)
Climb a mountain, injure a foe, dig a hole, start a fire, resist poison, etc.

This distinction is important. A burning torch might allow you to melt ice, or it could aid you while seeing in the dark. It depends on the situation, and is up to negotiation by the rest of the group.

If you could accomplish a task while utterly naked, than any items you use are likely aiding you, rather than allowing you.

Some items are more powerful and flexible than others. Mementos, Spells, and Burdens are much more than common items. They are also the primary ways you define your character within the rules of RIPE.

MEMENTOS

Mementos are items associated with past experiences and skills. They can be used for any roll related to those memories. When you create a Memento, pick a simple item and briefly describe the history that it represents.

Busch's Uniform

Was the servant of a wicked ruler. *Servant manners, pickpocket, manipulate leaders, easily forgotten*

Heather's Hat

Dozens of years as a Lady of the court. *Social cunning, form alliances, passive aggressive wordplay*

Alexa's Deck

Ran a legal gambling den. *Handling finances, managing employees, catch cheaters, plan events*

Josie's Poems

Author of many beloved stories. *Avoid or embrace fame, charm others, forge courtly papers, lie*

Gruff's Compass

Sailed the 5 oceans. *Navigate by the stars, tie strong knots, ship repair, predict weather*

Lauren's Makeup

Performed in troupes all across the land. *Alter appearance, entertain a crowd, dances/shows from different regions*

SPELLS

Spells are stored in an item. All spells are named in the ADJECTIVE NOUN format. The spell can be cast to do anything related to its name.

HOWLING MOON

a small pendant of a white wolf. *Turn into a wolf, generate noise, provide light, emit a piercing howl*

ANGRY GROWTH

a jar of seeds that shudder and shake. *Quickly grow vines, tangle foes, infest an area with deadly ivy*

BURNT QUESTIONS

a charred book of ancient riddles. *Ignite flammable materials, confuse an enemy, entertain a dragon*

COLORFUL BREATH

dull grey mask that covers the face. *Breathe underwater, change the color of an object, mark a path*

STALKING EARTH

fossilized footprint of an ancient beast. *Track a target, summon golem, shake the ground*

SLEEPING DEPTHS

a spyglass filled with inky liquid. *See through fog or water, change the weather, taunt a leviathan*

BURDENS

Burdens are memories, habits, injuries, and ideas that weigh you down. They CANNOT be used with rolls; they take up space and waste your energy.

After you get rid of a Burden (20 Energy, no roll limit) you may erase it OR transform it into a Memento or Spell. Describe this transformation and how the new Memento/Spell is related to the completed Burden.

Twisted Ankle

You have to fight through the pain just to keep going.

Unsent Letter

Written to a lost love. Will you let it go?

Damp Boarding Pass

The trip you never took. Maybe there is still time?

Half-empty Vial

You're running low. Can you get more?

Familiar Nightmares

Sleep is worse than just being tired.

Ivory Pipe

A smoke is the only way you can truly relax. Is it time to drop this habit?

Blinded Eye

You can still see, but the world's more dull than it used to be.

Old Fear

How much longer you can keep avoiding it?

A Deep Lie

Something false you believe about the world...or yourself.

Bad Memories

Your Mementos remind you of the good times and the terrible times.

Elder Conflict

You keep having the same fights.

Magical Curse

Perhaps your Spells have been reckless...

ADVICE AND TIPS

Make the details matter. RIPE is a simple game; more of a framework than a bunch of complex rules. To get the most from your adventures you should make the details matter!

A stick and a sword both do the same damage, but it wouldn't make sense to attack a dragon with a stick. Instead of making complex rules for sticks and swords, let common sense decide how things work.

Add depth to your Elder. They've lived a long, full life and accomplished many great things! Use Mementos and Spells to make them shine. They take a lot of work, but they're worth it!

Work together. It's tempting to try and finish a task on your own, but you'll get better results if you share the load with your group.

Spend Energy wisely. It's tempting to spend it all on a single task, but unless you're at the roll limit, why not save it for when you really need it. After all, you might roll a Marked Number...

HARVESTERS

We don't know why they started coming, but it didn't take us long to figure out that nothing we did could make them stop. -Liefre Stof

Few now know when the Harvesters first arrived or even that there was a time before. So much has been lost. Forgotten are the first days, the days when the elders of our families, our towns, our countries suddenly found themselves face-to-face with Death, wearing a face it never wore in the old stories.

No one remembers Liefre Stof, the first known person to kill a Harvester, though while their name was quickly lost, the fact that the Harvesters could be killed--or at least delayed--spread like wildfire.

While a Harvester has a target, it will not hesitate to kill any between it and its quarry. Aging grandparents turned to their children and grandchildren begging for help, but what person of 20 or even 50 wishes to die in order to save one whose life has mostly been lived? And who would dare to allow an elder to remain in their home, when a monster could come crashing through without warning, perhaps merely destroying a home, perhaps taking the life of an infant fast asleep nearby?

And what parent or grandparent would wish such a potential for tragedy on those they love most?

The Elders, as they are now called, soon realized that the only people that they were willing to risk--and the only people willing to risk themselves--were each other. They soon formed a community in an old abandoned Keep; living, fighting, and dying under threat of these marbled terrors.

APPEARANCE

No two Harvesters look alike, but they all share an unnatural white-marbled skin that is as hard as stone. The glint of that horrible ivory skin is burned into the minds of any who have survived a Harvester encounter.

Other than their skin, appearance varies wildly. Some have multiple flailing limbs, while others are just a rotund blob. They have been known to fly, walk, crawl, swim, burrow, or simply blink from one place to another. Even that terrible white color has some variation: veins of color, splotches of darkness, varying levels of brightness, slight hues, etc.

But you will know a Harvester when you see one. Not only that, but Elders have a vague sense of when their Harvester is close...

ARRIVAL

They come within a year of your 70th birthday. Harvesters fall from the sky, leaving a multi-colored ribbon of light to mark their arrival. They don't always land near their target; it may take a Harvester several weeks to track down its target after landing.

Elders can feel as their Harvester gets closer. For some it's a growing

headache, others have vivid nightmares, and still others can't sleep at all as their Harvester gets closer and closer. Most elders can feel when their Harvest is a few days away.

SURVIVAL

Harvesters can be killed...it's just very difficult. Harvester attacks usually follow this pattern:

1. Elders can sense their Harvester when it's a few days away. This feeling gets stronger as the Harvester gets closer.
2. The Harvester will violently destroy any obstacles in its path; whether that be warriors, walls, or innocents. It can be killed before it reaches its target, but that's rare.
3. The Harvester reaches its target and incapacitates them in some way. Maybe it poisons them with a fired dart, traps them in flexible limbs, or simple causes enough injury that the Elder stops moving. After this point it's up to others to defeat the Harvester.
4. The Harvester transports the Elder away...somewhere. Attempts to pursue Harvesters are fruitless; they simply move too quickly and unpredictably. Even experienced trackers eventually lose their trail. The Elder is never seen again.

If the Harvester is killed at any point in this process then it will return in a year or so even stronger than before.

EARN YOUR HAVEN

The day after your Harvester is killed is your birthday; regardless of what the calendar might indicate. If someone is 74, then they have survived 4 Harvesters; their calendar age matters little. This also brings about a restful period; you have a year without the threat of Harvester attack!

To symbolize this freedom an Elder wears something made of bright white cloth (hat, scarf, glove, etc): known as a "haven". Your haven symbolizes that you are not dangerous to be around and can travel safely for a while. You can also live and work outside the keep; perhaps tending fields or trading with nearby cities.

When stains and grime cover the white cloth then it's likely your Harvester is returning soon.

Create a Haven and add it to your pack; it takes up one Slot. As long as you carry it you do not Mark any of the "20" boxes. When a year has passed and your haven is dirty, destroy it and unMark all of the "20" boxes.

However the haven is just a symbol; it's up to the Elder themselves to report when their Harvester gets close. Elders who refuse to warn others of their approaching Harvester endanger everyone around them, and are punished severely.

GM GUIDE

You didn't hear this from me, but being the GM is the best part of RIPE. Congratulations! And major kudos for taking on this responsibility; your gaming group is lucky to have you.

I know being a GM can be intimidating, but RIPE offers a lot of handy tools that simplify your job. Let's take a look at the basic structure of play:

FLOW OF PLAY

1. The GM describes the current situation.
2. Ask the players what they want to do.
3. Create a Task from their ideas.
4. The players roll. Describe what happens and start back at step 1.

1. DESCRIBE THE SITUATION

- Mention any threats nearby. *Hazards, monsters, mysteries*
- List opportunities. *Paths, valuables, clues*
- Add interesting details. *Unexpected, weird, fun*

This is easier than you think. Just say the obvious stuff. Players will ask additional questions as needed, so you can stick to simple descriptions; flowery and complicated language is just confusing.

If the players ask you a question that you don't know the answer to, respond with "I'm not sure. Give me a few minutes to check my notes." Never be afraid to pause the game and think about what you want to say. You're not a computer!

It's also okay to turn things back around on the players. This technique is powerful with the right group. If their Elder might know the answer, then let the player decide.

Player: "Do I see any strange plants or fruits nearby?"

GM: "I'm not sure. Julie, your Elder is a gardener, right? Do they notice any strange or useful plants nearby?"

The pressure isn't all on you. Let the players help you create a fun and engaging world. It will be more fun for them, and more fun for you!

2. ASK THE PLAYERS

After everyone understands the current situation, ask the players what they want to do. Listen to their ideas. Ask clarifying questions. Make sure you understand the reasons behind their actions.

For example:

The Elders approach an abandoned fort. They want to see if any monsters are hiding in the fort. Some good questions:

- "Do you want to remain hidden? Or just flush them out of the fort?"
If they don't mind being seen, then it could be straightforward; just run in and see what happens.
- "Do you plan to attack? Or do you just want information?"
If they want to set up an Ambush that might be a separate Task altogether. It's possible the players want to do several Tasks at once; which it completely fine.
- "What about valuables? Or are you just looking for dangers?"
Looting valuables while scouting for danger could be extra tricky.

Once you have a solid grasp on what the players want to do, you can create a Task.

3. CREATE A TASK

Create a Task from the players' ideas. For example:

> Task: "Detect any threats in the fort without being noticed."

If the players agree, then we assign this Task an Effort cost. **Most Tasks require 7 Energy to complete.** This number works fine for basically all Tasks. But if you want to tweak it a bit:

- - **5 Energy** if it's an everyday challenge.
- + **5 Energy** if it's particularly difficult.
- + **5 Energy** if it's complex or requires preparation.
- **If something is easy**, then it's probably not a Task; just let the players' do what they want. Not worth rolling for the small stuff. *Talking to people, traveling somewhere nearby, reading a book, etc.*

For our fort example, we'll say that scouting the Fort is complex, but not necessarily difficult. It's more about staying stealthy than anything else.

> Task: "Detect any threats in the fort without being noticed. (12 Energy)"

3. CREATE A TASK - CONTINUED

Next we set a Roll Limit to the Task. This determines how many rolls can be made while working on this Task. ANY Elder can make these rolls; the same Elder can roll a bunch of times in a row, or Elders can take turns working on the Task.

A Roll Limit is meant to set stakes for the Task, usually because of limited time or dangerous consequences. **Most Tasks have a 4 Roll Limit.** If the Task isn't completed within the Roll Limit then things get worse!

- ▶ **2 Roll Limit** if it must be completed immediately.
- ▶ **4 Roll Limit** if it must be completely fairly quickly.
- ▶ **6 Roll Limit** if it must be completed eventually.

For our fort example, a consequence might be that the Players are seen by the threats inside, or that they don't notice the threats before it attacks. Of course, if this fort doesn't have any threats, then this might not be a Task at all; they just walk right in.

Let's assume that there are some monsters sleeping inside, and give it a 6 Roll Limit.

> Task: "Detect any threats in the fort without being noticed. (12 Energy, 6 Roll Limit)"

It's important to keep in mind that there's no "right" way to create a Task. Here are several similar Tasks from the same situation:

> Task: "Loot any valuables in the fort without being noticed. (14 Energy, 4 Roll Limit)" *Stealing is more difficult than staring. And they'll have to be quicker.*

> Task: "Watch the fort from a distance. (4 Energy, 6 Roll Limit)" *Simply watching the fort is pretty easy. Consequences would be minor; maybe they miss evidence of dangerous activity, or don't see the bags of gold being carried around.*

> Task: "Eliminate all threats in the fort without being noticed." *I would stop and ask the players to break this down into smaller Tasks; maybe start with scouting, then take each threat down one at a time.*

> Task: "Walk into the fort." *This isn't really a Task; they can just walk right in. There might be consequences to this action, but it doesn't require any Energy.*

4. THE PLAYERS ROLL

This part is easy. While the players are rolling dice and spending energy you should be planning your next moves. Hopefully all the hard work you did in steps 1-3 should make this next part obvious.

And it's okay if something is obvious; don't try to be clever or unpredictable. The players wanted this, and they worked hard for it. Give them what they expect. If things go wrong, then we get sneaky.

If they succeed, describe their success. Did they gain any new items? Did they learn valuable information? Did they gain some advantage in the fiction? Let them revel in their victory, and describe what comes next.

If they failed, then lay the consequences on thick. Things should get worse, tensions rise, the stakes get higher, and doom approaches.

Importantly, consequences are almost never physical harm. It's common in a lot of games to threaten players with "10 fire damage" or whatever. But RIPE doesn't have that stuff. Here are some ideas for consequences:

- ▶ **Create a new threat.** An enemy appears, a storm arrives, or an ally is in danger. They have more work to do...
- ▶ **Lose this Opportunity.** Whatever they were trying, it's impossible now. They must find some other way to accomplish their goal.
- ▶ **Remove an advantage.** Did the players know what was coming? Something else happens instead. Did someone powerful owe them a favor? Now they don't. Did players have a backup plan? Their plan falls apart.
- ▶ **Offer a Tough Choice.** Maybe the Elders can still get what they want, but they'll have to give up something or make things worse. This is a good option if they ALMOST succeeded.
- ▶ **Secret Doom.** If you have big plans for a terrible event, use this failure to justify it. You can even treat it like a countdown and every failure brings them closer and closer. This option is great for GMs who like to plan things in advance.
- ▶ **Energy Debt.** If the Task was particularly exhausting or draining then you can give Elders an a debt of negative energy that needs to be made up over time. Anything more than -10 energy is too harsh.
- ▶ **Minor Burden.** Most Burdens are created by the Elder themselves and eventually can be transformed into a Spell or Memento. But the GM can also give Elders a Minor Burden that requires less energy to remove, and is simply erased when complete (it cannot be transformed into a Spell or Memento). Don't overload the players with a bunch of Minor Burdens, but when use sparingly it can really drive home the consequences of a task.
- ▶ **Can't think of anything?** Then this probably didn't need to be a Task. Only make a Task when something might have interesting consequences.

Whether the players succeed or fail, describe how the world changes as a result of their actions and start back at Step 1.

TASK REWARDS

For almost all cases the best reward for any Task is that Elders get what they want and the story moves forward.

However for big, important Tasks you may wish to grant Elders some mechanical benefit to go along with their narrative progress. Here are some suggestions for adding more “crunch” to successful Tasks.

- ▶ **Gain a Burden.** This seems like a strange reward, but remember: after an Elder completes a Burden it’s transformed into a Spell or Memento. Unlike other Burdens, these are optional; an Elder may choose not to take on the Burden from a reward. Some example reward Burdens are: “Study with a teacher” (gain a Memento related to this training) “Investigate an ancient mystery” (gain a Spell related to lost magicks) “Raise a pet” (Gain a small pet with some ability or talent)
- ▶ **Gain another Slot.** This can be a powerful reward. Not only does it allow the Elder to carry more things, but if they leave it empty then it will increase their energy after Camping.
- ▶ **Secure a Number (1-10).** Cross out that number on their sheet. When they roll it they no longer need to Mark a Number. No energy is applied either, but it’s still a huge benefit.
- ▶ **Energize a Number (11-20).** Grant +1 Energy whenever you roll a Number. They can write it down on their sheet.
- ▶ **Augment a Number.** Augments completely remove a Marked Number. This means you’ll never suffer that consequence again, but it also means that you have one less Number that can be Marked; you’re one step closer to death.

In the fiction Augments are experimental treatments for common ailments. For example, an Augment for “19” could be a mechanical heart that prevents heart attacks.

- ▶ **Gain Energy.** A magical potion or restful experience can grant an Elder more energy. Note that Elders do not have a cap on Energy, but when they make Camp they spend whatever they have left.
- ▶ **Work on a Burden.** Assistance from an NPC or burst of inspiration/ motivation may allow an Elder to immediately roll on a Burden.
- ▶ **Free Items.** Modify an item so that it doesn’t take up a Slot but can still be used with rolls. E.g. a shrinking sword, or two items that are combined into one (lantern on the handle of a shovel)
- ▶ **Limited Spell or Memento.** A Memento or Spell with limited uses. Once all the uses have been expended, the item is destroyed. E.g. an old scroll that dissolves once cast.

ADVENTURES

The Orientation Adventure attempts to drip-feed lore and worldbuilding details through a series of conversations and quests. It's fairly slow-paced and is meant to evoke the average day in the life of these Elders.

RIPE is a flexible system and the setting allows for GMs to drop in whatever adventures they like. To run an adventure outside the keep:

1. Are Harvesters a threat? It may be you want to run a game using the flexible rules of RIPE without worrying about Harvesters and tracking time. Simply tell your players to cross out everything in the "20" section of their character sheet. They don't mark any boxes, and their Harvester will never appear.
2. Give each Elder a haven; a white item of clothing symbolizing that they're safe to be around. Most outsiders will respect the haven and allow the Elders to enter their city/region without much trouble.
3. If you want to encourage more gritty inventory rules, simply disable the "spend 2 energy to discover an item" rule.

Otherwise, the Orientation Adventure assumes players have created their Elders and understand the basics of the rules.

All of the Tasks listed are suggestions; your group may decide to do something else entirely or take things in a different direction. Follow their lead, and try to deliver the kinds of adventures they want to go on!

ORIENTATION ADVENTURE

After weeks of travel, the Caravan finally approaches the Silver Keep. In between puffs of her cigar, Raffi, the Caravan leader, orders her Caravaneers to prepare for arrival.

She calls all the Elders before her; over 400 on this particular trip. A hasty amplification spell carries her voice to every attentive ear:

"We now prepare to enter the Keep! You have all trained in basic formations with your unit. Tomorrow you'll put them to the test. Every Elder unit will be assigned to guard a segment of the Caravan as we cross the final stretch. If you recall your briefing, we get over 100 Harvester attacks every week; and this caravan will be vulnerable during the approach. We live, we fight, we die, but we will not be taken!"

The group is assigned to a unit and charged with protecting a rotund merchant who trades in fabrics and fashion items. Tyron is their name, and he often jokes that his bulk allows him to better advertise his fabrics. Some mistake his wrinkled visage for that of an Elder, but his jet-black hair is devoid of silver, and he maintains that his Elder days are still years away.

The next morning the Caravan makes the final push towards the Silver Keep. The surrounding area has been cleared of trees and hills to better

aid Elder scouts; the air has a quiet tension.

Far ahead a single Harvester charges towards the keep; making a horrible wailing noise. A battalion of archers pepper it with arrows, and a heavily armored figure skewers it with a battleaxe before it can even reach the walls.

This comforting display of strength is undercut when a cry rings out further down the Caravan. Up in the sky a multi-colored rainbow signals the arrival of a Harvester, and it's headed right for Tyron's carriage!

- **Task:** Get the carriage out of harm's way (6 Energy, 2 Roll Limit)
Success → Save Tyron and his wares from the initial impact
Failure → Choose between saving yourselves (Tyron is grabbed by the Harvester
OR saving Tyron (all Elders Mark two Numbers from the impact)

Its arrival kicks up a cloud of dust and sends the Caravan scattering in all directions. The Harvester emerges as a marbled ape-like creature with multiple squirming tentacles. It begins to lumber towards Tyron's carriage. Tyron is dazed and afraid, profuse sweat causes his hair dye to dissolve, revealing his true grey hair.

- **Task:** Kill the Harvester before it reaches Tyron (30 Energy, 3 Roll Limit)
Failure → The Harvester wraps up Tyron in its tentacles. You have 3 more Rolls to attempt to kill it before it escapes with Tyron.

(Of course, Tyron was a liar who knowingly endangered everyone by not revealing his true age. Is it worth endangering your own life for someone that reckless?)

Whatever the result, Raffi arrives too late with reinforcements. She has little sympathy for Tyron, and if he survived she berates him and places him in manacles. She praises the Elders for their bravery (or if they chose not to save Tyron, for their wisdom). "We are not peace-keepers or heroes. We live, fight, and die TOGETHER; a true Elder would never keep such a deadly secret. The council will decide if you're worthy of remaining with us, or if you'll be cast out to die alone."

Aside from minor damage caused by the confusion and panic, no one else was harmed in the attack. The Caravan arrives inside the walls of the Keep safely.

CLAN ORIENTATIONS

Elders are assigned a bunk in the Keep; things will be tight and packed until your Harvester is defeated and you're granted a haven to leave. After being welcomed every Elder is instructed to visit each Clan's orientation over the next few days.

Most Elders work for multiple Clans and are encouraged to participate in as many activities and jobs as they can.

Every day the Elders may pick which of the Clans to visit and undergo introductions. After they have visited all the Clans, then weekly adventures may begin.

SCRIBES

The sprawling maze of corridors under the Keep are dry and cool; the perfect place to store books. The walls dampen sound as well, creating a quiet, contemplative place for Scribes to work.

As you approach the shaft leading down below you see a small desk covered in papers and books. Not until you get closer do you see someone working behind the packed desk.

A large woman with dark red hair, her fingers, elbows, and somehow, even her nose has been stained with a dark purple ink.

“Oh! Hello.” As she attempts to wipe the ink off her fingers, just getting it spread around even more. “All work orders should be issued through the Crafting guild; just because we keep records doesn’t mean– oh, sorry. I assumed you were lost! How can I help you? Orientation, you say? Sure! I could use a walk anyway.” She shouts down the shaft “I’m giving orientation, send someone to man the desk”

Without waiting for acknowledgment, she turns and motions for you to follow her down the shaft. She’s too focused on her tour to introduce herself; if asked she pauses and introduces herself as “Fifth Quill, Amra”.

“The first few rooms are libraries where we research, write, and organize our materials” she whispers, “no fire is allowed for obvious reasons; only magical illumination. One of our most popular classes is a simple illumination spell. I can sign you up for that later if you like.”

She leads you past a few rooms packed with scribes quietly working on various tasks. Further down the floor begins to slope down and the air feels more stale.

“Past the libraries is the Plinth, where we store records. Frankly it’s a mess. We are constantly re-organizing and categorizing everything. More than any other Clan, we feel the loss of our more experienced Quills...feels like starting from scratch every few years.” She pauses awkwardly. “Sorry, didn’t mean to be a downer for your orientation.”

She leads you back to one of the libraries. “The final part of orientation is to enter your information into our ledgers. If you have more time after that, you can help me with a project I’m working on!”

- **Task:** Add your information to the ledgers. (7 Energy, 5 Roll Limit)
Success → Your orientation is complete and you may help Amra with her task.
Failure → Your orientation is complete, but it takes too long; and Amra completes her task without you.
- **Task:** Help Amra retrieve boxes of scrolls from the deepest, darkest part of the Plinth. (10 Energy, 4 Roll Limit)
Success → Amra optionally grants you the Burden: “Study Illumination Magic”. When this Burden is complete it turns into the “GLOWING FOCUS” spell.
Failure → Amra scolds you for damaging priceless records, and gives you a Burden: “Tedious Scribe Work (5 Energy, No Roll Limit). When complete this Burden doesn’t turn into anything, but is destroyed.

LANDSFOLK

Yesterday you woke up and left to attend the Landsfolk orientation only to be informed that you didn't get up NEARLY early enough.

This morning you awake before dawn and headed out to the front gate. A sleepy looking guard stops you at the entrance. "Let me see your havens. Oh, newcomers! Welcome.

I guess you're here for orientation? Normally you'd need a Haven to leave the walls of the Keep. oh! no one explained this yet? After your survive your Harvester you have a year or so before it returns. To symbolize this freedom Elders wear something of bright white cloth, called a haven. Over time the cloth gets dirty and stained; meaning it's probably time to return to the Keep so your Harvester doesn't harm innocents.

After a bit of an awkward pause. "So that's why I need to call an escort. Frankly, until you get your haven, you're dangerous." Two guardsmen arrive brandishing their havens (a white cloth rose pin, and a white scarf with blue trim).

The haven guards escort you out of the keep and down a well-worn path leading to the fields. As you approach the main storehouse, one of the guards runs to find someone who can give Orientation.

A huge man marches out of the storehouse. The sun is just starting to rise and reveals that he's covered in sweat. "Good timing! We were just starting to hook up the collectors. come with me. Name's Purjaxe."

Without much more explanation you're put to work hauling bags, collecting the harvest, and performing basic farmhand work alongside the Landsfolk.

- **Task:** Farmhand labor (10 Energy, 4 Roll Limit)
Failure → Purjaxe thanks you for your hard work, and declares your orientation complete.
Success → Purjaxe is impressed! He mentions that a hunting party needs a few more members for tonight’s excursion and invites you to join them on the below Task.
- **Task:** Join the hunting party on their search for wild boar (6 Energy, 2 Roll Limit)
Failure → A mistake scares the boars off, and the Elders spend all night and most of the morning tracking down the boars. Elders have a debt of -5 Energy.
Success → You impress the hunters, and they offer to teach you more about tracking prey. Optional Burden: “Learn Tracking from Hunters”. When this Burden is complete it turns into the Memento “Tracker’s Lantern”.

CHEFS - COMING SOON!

COTTARS - COMING SOON!

MAGI - COMING SOON!

LOCKSMITHS - COMING SOON!

FIGHTERS - COMING SOON!

CARVANEERS - COMING SOON!

MEDICS - COMING SOON!

CRAFTERS - COMING SOON!

WEEKLY EVENTS

After completing the orientation missions, the group may choose to experience the weekly newspapers. These make up the core of RIPE.

Every week consists of Jobs and Adventures based around a common theme or event.

Jobs are straightforward Tasks that Elders may choose to engage with. These can be played out in front of the group, but can also just as easily be resolved in between sessions; e.g. the player emails the GM what happened.

Jobs are intended as “side content” that give a little flavor to the less exciting moments in an Elder’s life.

Adventures are more involved scenarios that are intended to be experienced by the group; involving dangerous scenarios and high-octane action.