

RUINS

TOMORROW NEVER DIES

Player Handout 1: Background

Caline stood before the children as she had for the past decade. Behind her stood the elders of the cairn, the heads of the major families, all eager to show a new generation their history.

In her booming, yet soothing, voice she began to speak, “It is time once again for the annual Ritual of the Tell. For many of you this will just be repetition of the many years you’ve attended before, but for some of you this is your first time. Close your eyes, relax, and prepare to learn. What we speak of today is what defines you. These are the only memories we have of what life was like before The Great Retreat. Learn this history or be forced to repeat its folly...”

And so The Ritual of the Tell began as it had at the start of every year since the start of The Great Retreat, 400 years ago.

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elcome to Laun! This purpose of this handout is to inform you, the player,

of the information that your character would know. Characters will be created by Savage Worlds standard rules and will start out as novices. Virtually any type of character concept is acceptable as long as the player remembers one thing: Their society has been isolated underground for the last 400 years, so opportunities to adventure before the start of the game are virtually nonexistent. At the beginning of the game, what a character thinks of the other families in the cairn, and how he interacts with them, is most likely one of the most important things in his life. It's just something to keep in mind. Other than that all I ask is that you show up each game ready to have fun!

There will be action in this game. There will also be politics. And horror. Being focused in one area might be beneficial in the short term, but the player will struggle in the long run. That said, struggle is an integral part of drama. So if you want to focus your skills on one area, go right ahead!

Also remember that skills that are difficult or impossible to practice underground are still passed down through the Books of Tomorrow. So while your character may never have piloted a boat, he may have a superb grasp of the concepts. With a little practice I'm sure he'd be good at it, in fact. So don't be afraid to spend your skills points on something that wouldn't logically be underground.

The gift of Sorcery is a rare thing. Because of this, you will need GM approval to play an arcane background. At most, the GM will allow one arcanist into the group, though it's not impossible for more to exist, just unlikely. The more interesting your character is, the more likely they are to be allowed into play.

One final note, while the initial foray underground included all 2300 of Clorencia's people, only 210 remain after 400 years. Underground life takes its toll.

The Quiz

Each player should answer these questions and email them to the GM. Questions should not be answered until this entire handout is read. These are to help you to get to know your character a little better.

- 1) What is your greatest fear?
- 2) What is your fondest dream?
- 3) What is your opinion on the major families of the cairn?
- 4) How do you feel about Sorcery?
- 5) What are your parent's names? What are they like?
- 6) Do you have any siblings? If so, what are their names and how do you get along with them?
- 7) Any love interests within the cairn? If so, who?
- 8) Do you believe the myths about The Three Goddesses? What about Malawirel? What's your view on religion?
- 9) What is your greatest strength? Your greatest weakness?

The Tell

Cairn Clorencia used to be The Village of Clorencia before The Great Retreat. Founded as a waystation along the Saluth River, Clorencia began its growth when the Brandolians, a family of river traders, settled and invested in the town. As years went by, trade increased and the village became one of the largest in the area.

The prosperity of the small town attracted many comers, the most important of which were the Landedon family. This rich family from Lisinia was able to clear much of the land around the port and began to hire farmers to raise crops. Through their efforts, virtually everyone in town prospered as growth again boomed. For decades Clorencia continued to develop, but eventually the growth of the town reached a plateau. While they did deal in a goodly amount of river trade, the lack of a land route meant the business was forever limited to what the river brought. For centuries, the village lived in peace and relative happiness.

Then came The First War of Refusal. Clorencia was located in the Province of Lociamon, whose capital was the corrupt trade city of Lisinia. Lociamon was located in the heart of the land of Ermere; one of the first continents settled when age of exploration overtook the countries of Orulon. The villages and cities that comprised Lociamon all were along the Saluth River and thus all prospered from the great mining ventures in Kolvar, the largest city in Ermere.

Clorencia, located in the southern part of Lociamon, was one of the closest provinces to the country of Coran. Coran, which betrayed all Free People, became the beachhead for Irone. It was from there they spread their evil across our land. The battle line was drawn not far from Clorencia and more than a few times it was overtaken by the Ironians, but each time they were driven back. When Ermere lauded victory over the Ironians, Clorencia still stood, unlike so many towns around it.

It was soon after the war that the Tactence family entered Clorencia. Through them the town was fortified and constantly alert. It was with their help that the longstanding feud with the northern town of Jostrenet was put on hold so the skilled archers of that town could train the Clorencians as front line defenders. When the Second War of Refusal came, Clorencia was ready.

But it did not matter in the slightest. The Empire, with its floating islands raining fire and its engines of war shaking the very earth, marched right by the town en route to Kolvar. Kolvar, Lociamon, Isrilioth, and two provinces whose names have been lost to history had formed a confederation in the years between the wars and stood bravely against the Ironians. It was just when defeat was certain that the Ironians withdrew, the state of the world being such that they were forced to undergo The Great Retreat.

And so the Kolvaran Confederation, saved by the doom of the world, still exists in the hearts and memories of its people.

Cairn Clorencia

The Three Major Families

These families aren't the only ones in the cairn, but they are the most important. Characters can be members of these families in any way they please or not members of this family at all. The politics are fierce in the cairn though, so every member has their own opinions about each of the families and their prominent members.

Brandolian: Their ancestors were the town founders responsible for turning a decrepit waystation into a prosperous trading town. They are well regarded throughout the community and are known as skilled rivermen and businessmen.

Landedon: This rich family saw an opportunity to invest into a thriving village and jumped on it. They funded some of the major businesses and shipping companies in the town and owned a great deal of the land around Clorencia, hiring the common folk to farm it. While they think the town is incredibly indebted to them, most folks despise them for their haughtiness and condescension.

Tactence: Given the proximity of Clorencia to the Ironian Holds after the First War of Refusal, the town was always considered to be at risk of threat by leaders of the Kolvar Confederation. As such, the Tactence family was sent to secure the safety of the town and provide the Confederation with information on Ironian movements in the borderlands. This family's progenitor was a close friend to the Kolvaran Consul and thus was sent here. Over the years the family grew and became some of Clorencia's most respected citizens. They were responsible for actively training the militia during the Second War of Refusal.

Important Persons Within Cairn Clorencia

Orin Brandolian: Head of the Brandolian household and elected leader of the cairn. He is one of the oldest of the refugees and his years have made him both cynical and stubborn. While he tries to do what's best for the people, he doesn't like to break tradition and strives to keep from upsetting the fragile balance of the cairn.

Enowne Landedon: By far the most haughty and vocal of the Landedon, she is disliked by the vast majority of the cairn. However, she does seem to genuinely care about the overall welfare of the people and is one of the staunchest proponents of another expedition to the surface. Many believe she has some ulterior motive.

Caline Brandolian: The Brandolians have always been the teachers and mentors of the cairn. Caline is the latest Brandolian to take the mantle of Lorekeeper, the teacher of all children of the cairn. It is her duty to teach the children the history and lore of Laun along with the skills they would need to prosper back on the surface.

Bossiance Tactence: The cairn's main teacher of martial skills. He is young and happens to be one of the friendliest adults with which the children frequently interact.

Galaudin Landedon: The sole Sorcerer of the cairn and the only person left alive how knew the world above. Using the power of the Trinaura to artificially expand his life, Galaudin epitomizes the word ancient. He's a bitter, callous old man whose health has been failing for as long as the eldest of the cairn can remember. For the last century and a half he has led a virtual solitary life and has become kind of a legend throughout the cairn.

