

The Clocktower

Your party is an elite hitsquad of Ferrymen, sent to dispatch a Revenant of the Time. You have tracked the entity back to its lair, a massive clocktower surrounded by packs of roving beasts. It is your team's job to breach and eliminate the threat contained inside.

As Ferrymen, your Endless have worked together on past missions. When creating or working characters into the start of this narrative, decide on a couple key details they know about each other. Maybe come up with a mission or two that they have partnered on in the past, and know that they are a cohesive tactical unit. In addition, everyone should start with one Scale Collapse of their choice- Core or Concept. In addition, gain one Pressure Advancement.

The clocktower that stretches out into the sky before the Endless is a questionable work of art. Portions of it have been carved and hewn from a variety of different materials, brutalist concrete morphing into victorian woodwork into grecian marble and yet further into esoteric chrome of the future. The players enter the scene facing the front of the tower. Its clock face is massive and beautiful, made from myriad rainbows of stained glass pieced together in the style of smaller clock faces. It leans slightly to the side, almost imperceptibly, as though the tower itself doesn't want to stay standing in the way it should.

If you are a player, it is recommended you stop reading here! Everything onwards is meant to be described by your GM, as they will guide you through the adventure you are about to embark upon. Bring snacks, stay hydrated, and most of all, have fun.

The Beasts

Your party's ride stops a good distance from the clocktower. Getting too close would potentially cause damage to your Ride from the rampant power of Time in the area, and you're unsure of what issues that might create with returning. Your contact is Natash, a woman with a distinct accent.

As the players enter, read the following paragraph:

"He-hello?" A muffled voice breaks through layers of distortion from the other end of your Sonoshrooms, the small mushrooms in your ear that work as transmitters back to home base. "Natash checking in, check check, one two." A beat. "Well, I can't hear you, so I'm going to assume you read me. According to our trackers here, you're coming up on

the lair. Remember, exercise utmost caution on entering. This is a dangerous Revenant, and he will stop at nothing to end you. Stay safe out there, and try to make contact once your mission is successful."

In spite of the clocktower standing in the distance, the surrounding lands are primarily covered in sand and stone. Such surfaces ill befit life, and yet, standing upon them is a herd of beasts that you can barely make out. They are many-limbed, and keen members of the party can see that they are made out of commensurate parts from other strange creatures.

Creatures of Time are never exactly... Correct, per-se. Parts of these monstrous animals have morphed, warped in odd and peculiar ways. Bits of their evolution have been swapped, some carry large, hefty fronts- others bear wings and talons. Time has wrought these things asunder, and it does not look good. Each one in the pack is wickedly deadly, and could hit for a level 2 Harm on a failed roll. However, the creatures are very poor at keeping watch- should the players evade or befriend them in some way, they are much easier to handle.

As a GM, encourage your players to try to avoid the creatures in some way. This could be from throwing down both the Fighting and Avoiding clocks on the table, describing their apparent danger but lack of attentiveness, or other methods that you deem fit. Sneaking past the creatures should feel good and rewarding- and if a fight does break out, it should be harrowing. There is, after all, a horde of creatures and only a few Endless.

Fighting- 12 Track Clock.

Avoiding- 6 Track Clock.

As soon as the players make it inside, something shifts about the creatures outside. They grow larger, more feral, and act with power that was not present when the players originally passed by. This should, in essence, lock the players in the tower- should they try to escape immediately, they could be met with a level 3 Harm to dissuade them.

The Tower

The inner workings of the tower aren't... Right. Not all there. You look up and see Victorian wooden struts and massive stonework gears clicking and gliding alongside steel and chromatic underpinnings. The only way to go is up, and the stairs are all gone. The players cannot see the top of the tower from where they stand, as it is masked behind layers

and layers of esoteric, mismatched gears and scaffolding, but it is assuredly up there.

Inside the tower, there is a veritable swarm of workers, yet every single one of them has the same appearance. A handsome timeless face, blonde hair, and eyes that are aged beyond their years. Where they differ is in clothing and age- from 18 to 99, from greco-roman influence, to mesopotamian columns & steps, to modern day outfitting to futuristic punk appearances. These are all different timelines of Vremuair (Vr-em-wahr), plucked from their respective points in history and brought in to work within the clocktower. They are initially friendly to the players, but may turn hostile if the players act egregiously towards them- simply climbing the tower is not enough cause to start a fight.

As the players enter into the clocktower, or when they are noticed by the workers, their work immediately stops as they are distracted by the newcomers. This lasts for only a brief moment as the tower groans and a large gear falls down- stopping in midair, inches above the players, and then swiftly ascending again. This reveals a simple truth for the region- breaking any of the gears causes them to automatically repair themselves, reversing time gradually. The players could potentially use this as a tool to gain height by shattering gears above them, or the act puts them at greater risk as breakages below force gears above to turn backwards. Beware that breaking the clocktower may earn the ire of the many workers.

Every action inflicts Influence on a 10-track clock. This is due to the latent power of Time swirling within the clocktower, the influence of it being oppressive upon the player's existence. It also gives an opportunity for creativity- players can come up with ways to resist this influence, guard themselves against it, or otherwise prep in some way to keep themselves safe.

Getting Up- 12 Track Clock.

Once one of the players reaches the top of the tower, the initial Getting Up clock is complete, and the horde of Vremuairs turns hostile. Losing all semblance of humanity, they begin to chase after what Endless are still below. This begins a new 4-Track clock, "The Chase", which is completed once the players are all up top, and progresses rapidly. They stop chasing once the players are beyond the doorway at the top of the tower.

The Chase: 4-Track Clock

The Revenant

As the Ferrymen enter the Revenant's true lair, the first thing that strikes them is the massive stained glass clock window. Intricate metal structures rumble behind it, with plenty of round gaps for rainbow light to shine through to the players. The clock hands seem to move regardless of a proper connection to the rest of the machinery, the dull thrum of them moving every minute shaking the very room they stand in.

The room itself is large, and relatively open- four massive pillars stand to hold the roof above the players, each one evoking a different time period. Marble stonework, intricate wood carvings, solid concrete, and shimmering carbon-steel. Between them all is a large throne of a chair, behind which an intricate machine of the same constituent parts continues to run. The Ferrymen can find this out through investigation or through speaking with the Revenant, but this is a Stabilizer, essentially a tool that allows Vremuair to maintain the tower- it would be disastrous to break.

The Revenant Vremuair is more than its parts. It is young, it is old, it changes every time you look at him as his countenance shifts aged, young, baby-faced, and back again. His body twitches and occasionally contorts in impossible ways, Clockwyrk whirring underneath his skin as it holds up an infinitely decaying, perpetually revitalizing form. It looks at you and smiles, a gleaming, dazzling smile, a rotted, twisted smirk, a young, innocent glee. In spite of the morphing appearance, It walks with a smooth gait, almost too smooth, and every motion seems to have an afterimage- as though alternate versions of himself are stacking beyond his motions. While It initially appears friendly, if the players linger too long or start to investigate the Stabilizer too closely, he will lash out with a blast of Clockwyrk Influence.

Vremuair initially is a very focused entity. Its attacks with the cane are swift and impactful- they deal level 2 Harm to start, and one Clockwyrk Influence on an 8-track. This Influence should be represented as a mismatched infection of gears and metal, turning an Endless' body into a machine bit by bit as it spreads. The Ferrymen can address It directly, or target the stabilizer in the center of the room.

Vremuair: 8-Track Clock.

Should the players fill Vremuair's clock first, It cackles and falls back, climbing into the gearwork behind the clocktower. There, It sits as two of the beasts from outside the tower come out from behind the pillars- from just out of view. A paradox, perhaps, to anyone who does

not control Time. These creatures have been fitted with Clockwyrk limbs and metallic bodies, morphed to become more deadly, and start to attack the players. They only deal Harm, and level 1 to boot.

Beasts: Either two 6-Track Clocks or one 12-Track Clock. Two 6-Track Clocks can provide more separate and dedicated targets, but one 12-Track Clock can be easier to keep an eye on as a GM.

At the same time, a group of three workers from below rush out and begin to repair the Stabilizer- any attacks on it are less effective until the players deal with them. They can be dealt with through social means if the players did not anger them. "The Chase" clock triggering does not count as angering the workers. They do not harm the players on failed rolls, though the beasts may take the opportunity for a distracted Endless to be grabbed, or Vremuair could take a potshot at decreased damage.

Workers: 4-Track Clock. All attacks to the Stabilizer are lessened while they exist.

Once the Ferrymen have either smashed the stabilizer on the initial attack or have dealt with the Beasts, Vremuair decides it is time to stop playing around.

Vremuair brings Itself to center stage, either dropping from It's vantage point upon the clock face or by rising in place from where the players are (should they break the Stabilizer). From there, It slowly transforms- limbs begin to break and twist in odd directions, before extending with pistons and gears elongating the flesh-and-metal surfaces of his body. Its head begins to spin, crackling as a collection of large gears explodes from the upper corner of them, and long metal limbs distend down from his twisted legs to scuttle across the ground. It can still talk, but Its voice is layered- as though It is talking when young, adult, and aged all at the same time, a near-cacophony of speech. If the Workers are still present, their bodies are absorbed into his form and create even more estranged limbs from places that should not be. From here, It deals level 1 Harm, but can deal up to three marks of Clockwyrk Influence depending on how well It strikes the players, making Its primary threat Influence over Harm.

riaumerV: 20-Track clock if the Stabilizer was destroyed, 12-track if the Beasts were spawned.

As a sidenote: It may seem odd to give a higher clock for the players shattering the Stabilizer, but consider that it skips the Beasts

spawning. There is ultimately less clock to deal with, with this effect being heightened if the players targeted the Stabilizer immediately.

When the Ferrymen defeat Vremuair, Its body convulses and slowly clicks in on Itself- the Clockwyrk form gradually twisting, morphing into a myriad of individual clocks crafted from flesh and metal and bone. All of these converge, twisting and gradually pulling themselves into a central mass, barely the size of a fist- then pulse outwards, washing the Ferrymen in a blanket of force. They watch as their adventure plays out in a rapid reverse, their steps faltering backwards in time, short recaps of key moments playing out as though they never happened, and then they black out.

After a few moments, the Ferrymen find themselves walking up to the Clocktower. Their Harm is healed, their Influence is cleared, and any Scars taken are removed. Scale Tips, Collapses and Pressure stays.

Read the following paragraph:

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As this moment finishes, here are a couple options for how to end the session!

1. The Ferrymen Succeed
 - a. The Clocktower collapses in on itself, crumbling as the beasts surrounding it scatter around them. Have a moment describing the flashing of multiple timelines in the Ferrymen's minds, the idea that they have performed this loop an innumerable number of times, an impossible-to-comprehend loop that they have just broken out of.
2. The Ferrymen Are Stuck
 - a. A more bittersweet ending, the tower still stands, still ticks onwards- but the players know they're stuck in a loop. Something will break them out of it- it simply must.
3. Something Else?
 - a. Perhaps something happens during this Pursuit that this one-shot could not describe. KILN is a game about going with

the flow, always keep your options open to be influenced by player action.

GM Tips

As a GM, consider that many of these threats are primarily listed with a name, a description, and a clock. As the players make decisions in how and what they do to combat these threats, fill in the clock gradually depending on what they want to do, and allow players to approach the clock in different ways. One player may want to focus on combatting the enemy directly- fighting it with raw strength, but a player utilizing social skills to talk down the foe will affect their spirit and fighting capabilities just as much. It may take a lot to talk someone down, but talking someone down when they are clearly being physically overpowered works a little more.

Also consider weaknesses and having different combatants. The Revenant may be difficult to hit initially, but if the players target an artifact in the room that is acting as a restraining tool, then it fills the clock much faster- and consequently, unleashes a new phase. Key moments like this are your tool to make fights feel dynamic and different from each other, even though all are represented via clock systems.

This one-shot is designed to hit players hard. With the full reset of Harms, Influence, and Scars at the end of the Pursuit, this is an opportunity to see how resilient your players' Endless are. Due to this, it is recommended to let players continue without needing aid in the Scene if they take a Scar- while it is impactful to lose power during a pivotal scene, the short nature of a one-shot tends to take away from the intended temporary nature of needing aid for a Scene. Lastly, bear in mind that Scars are normally permanent for an Endless; while they reset here, it should not be your goal to be handing out Scars in every Pursuit. It is okay to make this clear to your players both before and after the session as well; let them know beforehand that this Pursuit is going to hit significantly harder than usual; remind them after it is complete that Scars don't normally go away and set expectations for future one-shots or the rest of the campaign should you decide to go onwards.

Most of all, have fun. Feel free to add things into this one-shot as you see fit and adjust Clock length for how long you want to play in one session. Things like Natash's physical description and the creatures outside the tower were intentionally left vague to allow you to fill in what you want for your game. Thank you for checking out our system, and I hope you enjoy your adventures with KILN!