

# Cherished Memories

## Introduction:

Immerse yourself in an epic adventure in the world of **Avatar: The Last Airbender**, where ancient mysteries, elemental combat and moral dilemmas intertwine to create an unforgettable quest.

Players take on the role of the Knowledge Keepers serving the **library of Wan Shi Tong**, the spirit of knowledge. They lost their memories after an attack by enemies seeking a **terrifying secret**. Wan Shi Tong, in a last-ditch effort to protect the world, erased not only the secret, but also the identity of the guardians themselves. Now amnesiac, players will have to rediscover their past while preventing the evil **Cult of Vaatu** from discovering how to bring back the spirit of chaos.

*The players will discover their characters as they play, starting with blank character sheets, only the GM know them at first.*

## Hook:

You wake up in the desert on the edge of a strange building, with no memory of who you are or why you are here. All you have left is the feeling of a great duty. Is it linked to the pattern of clashes around you? Explore forgotten places, rediscover your talents, and face a threat that could change the fate of the world. But beware, some secrets are never supposed to be revealed...

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## The Adventure

### What happened:

The PCs are the Knowledge Keepers, sworn protectors of Wan Shi Tong and his Spirit Library. Unbeknownst to them, Shaariff, one of their own, was never truly a loyal guardian. He was the secret founder of the Cult of Vaatu, infiltrating the Keepers to gain access to the library's forbidden knowledge: the ritual to liberate Vaatu. Over the years, he carefully orchestrated events, subtly manipulating his allies while expanding his cult in the shadows.

Believing the time was right, he led the cult in a direct assault on the library, seeking the final key to Vaatu's return. While the other Keepers were tricked outside into battle against Kai, Shaariff's second-in-command, Shaariff himself confronted Wan Shi Tong, attempting to extract the knowledge from the great spirit. Realizing the danger, Wan Shi Tong took a desperate measure: he sealed into a crystal not only his own knowledge but also the memories of the Keepers, Kai's, and even partially Shaariff's, ensuring that no one—friend or foe—could recall the ritual.

However, the cult used this moment of weakness to enchain and capture Wan Shi Tong. Now, Shaariff is desperately seeking a way to recover the precious knowledge he has just forgotten.

Now, with no recollection of their past, the Knowledge Keepers awaken in the desert, unaware of their former lives, their betrayal, or the dark truth hidden among them.

## Highlights:

### 1. Awakening

- **Location:** An arid desert (of Si Wong), not far from the library, nestled between the dunes, early in the morning.
- **Moment:** The PCs discover a disturbed area, with traces of combat half erased by the wind. Scorched sand reveals traces of firebending. They find deep footprints, evidence of an earthbending master, alongside a cracked stone, a testament to a powerful strike. The air is thick with tension, hinting at a recent battle. Signs of their enemies linger, yet an eerie calm prevails, leaving them disoriented and unaware of their past. They know nothing about anything.
- **Important Event:** They discover themselves physically and discover that they were involved in a confrontation by their very presence here. Not far away, they can see a strange tower poking outside the sand (the library).

### 2. The Spirit Library

- **Location:** Initially only a simple tower is poking out of the sand is visible. Inside, helical stairs lead up to a platform and down to an area where fresh air can be felt. Down below is the core of the Spirit Library, vast hall lined with towering shelves, filled with scrolls and ancient tomes, the air thick with dust, and the sunlight piercing through the roof.  
(If they climb up the tower, they can see the cult's camp in the distance.)
- **Moment:** The silence is almost palpable, interrupted only by the slight rustle of the pages. It feels both familiar and forgotten. After some exploration, they discover "The Guardians' Quarters", a suite of living spaces with eight bedrooms, two of which appear long unused. Five of the doors bear names: Nayen, Zeck, Tolin, Liana, and Shaariff. In the common room, a scroll containing the Guardians' orders rests majestically on a pedestal, a permanent yet dust-laden reminder of their duty.

#### Commandments of the Knowledge Keepers

1. Knowledge is sacred.
2. None shall enter without the guardian spirit's permission.
3. We are the guardians of the past, to illuminate the future.
4. Lying has no place within these walls.
5. Forgetting is a scourge; every memory must be engraved in time.

- **Significant Event:** They understand their role as guardians, and the absence of the spirit they were sworn to protect. They find traces of something large (Wan Shi Tong) that was dragged on the ground leading to a secondary exit into the desert.

### 3. Encounter with the cult of Vaatu at the Desert Oasis

- **Location:** Si Wong Desert Oasis.
- **Moment:** Following the tracks left in the library, the PCs arrive at a hidden oasis, where they encounter members of the Cult of Vaatu for the first time. These cultists, a mix of benders and non-benders, know how to defend themselves. They have apparently attempted to interrogate a former ally of the PCs, Shaariff, a former ally of the PCs, who is in bad shape, believing that he knows how to make Wan Shi Tong talk. A fight ensues, and the PCs recover fragments of information: the cult seeks an ancient ritual that, once completed, will free Vaatu from his spiritual prison.



- **Important Event:** The PCs discover the cult's goal: to free Vaatu and plunge the world, which they see as oppressively rigid, into chaos. They also learn that the secret they were protecting may just be the key to accomplishing this. They discover that the cult has a base in the desert frontier village of Doe-Gong. Weakened, Shaariff returns to the library.

#### 4. Interrogation in town to find the Cult's hideout

- **Location:** Doe-Gong City.
- **Moment:** The PCs begin their investigation by following a vague lead obtained during an encounter with an old informant at a bar in the city. He told them that suspicious movements had been observed around the abandoned warehouses near the Market. Another local explains that he works there and has never seen anything during the day. But one night, he did see a silhouette: the priest. A priest, who is not very pious. He can agree to trade a plan leading to the hideout, obtained from a shady individual, a member of the cult. After following it, the PCs are faced with a riddle to open the hideout: they must present a mark of Vaatu to enter.
- **Significant Event:** They learn that the cult, led by a former dark bender, has attempted to extract information from Wan Shi Tong, but the spirit is weakened and suffering from severe amnesia. However, he remembered the reason for their memory loss. He knew a way to bring back Vaatu, and the leader of the Cult attacked him to learn it. To prevent this, Wan Shi Tong locked his memory in a crystal and accidentally locked the guardian's too. The clock is ticking, but he offers them a valuable clue to prevent Vaatu's return: the location of the memory crystal in the Spirit Libraries.

#### 5. Final confrontation

- **Location:** Secret room of the library.
- **Moment:** This is where their memory crystal formed. But the cult followed them. This is the battle and the final revelation: Shaariff betrayed them. If the cult succeeds in obtaining the crystal, they will learn how to free Vaatu from his spiritual imprisonment. Wan Shi Tong, though still weakened, helps the PCs by manipulating spiritual forces to block the cult's access to the crystal's secret. Once their leader is defeated, the cult vanishes.
- **Important Event:** In a decisive moment, the PCs face a crucial moral choice:
  - Seal the crystal, thereby losing their memory forever and Wan Shi Tong's immense knowledge forever.
  - Destroy the crystal, regaining their memories, but Shaariff will also remember how to free Vaatu.

#### Shorter version:

For a faster version of this adventure, it's possible to make Shaariff appear injured in the Library, wearing his Knowledge Keeper clothes, after the group has finished exploring it. Then place Wan Shi Tong, chained, in the Cult Camp at the Oasis. Finally, skip the village of Doe-Gong and proceed directly to the final confrontation.

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## Important places

### Si Wong Desert

The Si Wong Desert is an arid region located at the center of the Earth Kingdom. It is the largest, driest, and hottest desert on the planet, and due to its extreme climate, the region is nearly impossible to traverse successfully.

### Spirit Library

The Wan Shi Tong Library, or Spirit Library, is a vast repository of knowledge hidden within the Si Wong Desert. From the outside, only a single tower is visible, while the rest of the Library lies buried beneath the sand. Many adventurers seek it, but it is considered nearly impossible to find; some even believe it exists in the Spirit World. Beneath the Library lies a hidden chamber, protected even from the guards, where the greatest secrets are kept.

### Doe-Gong

A small, modest town on the edge of the desert in the Earth Kingdom, serving as the last point of civilization for travelers venturing into the wasteland.

## Important peoples

### The Cult of Vaatu

The **Cult of Vaatu** is a secretive and fanatical organization dedicated to the liberation of **Vaatu**, the spirit of chaos and darkness. Its members believe that true balance can only be restored through primordial chaos. They are led by their charismatic leader, Shaariff.

Cult followers dress in black and red, often wearing masks to conceal their identities. Each member bears the mark of Vaatu somewhere on their skin. They perform occult rituals, blending elemental bending with dark spiritual magic. Secretive and methodical, they infiltrate sacred sites, such as **Wan Shi Tong's library**, to uncover hidden knowledge vital to their cause.



**DRIVE:** Follow Shaariff

**PRINCIPLE:** Pride 0 +1 +2

**CONDITIONS:** Angry, Foolish, Insecure

**FATIGUE:** ◇◇◇◇◇

**TECHNIQUE:** Overwhelm

### Shaariff, founder of the Cult of Vaatu

- **Past:** Shaariff was always fascinated by the spirit world and dissatisfied with the material realm. During an encounter with spirits, he learned of Vaatu's existence and imprisonment. Seeing this as a flaw in the natural order, he devoted his life to setting him free. After years of searching, he infiltrated the ranks of the library's guardians and gradually gained Wan Shi Tong's trust. Wan Shi Tong revealed how to free Vaatu but realized his mistake a moment too late. Being a great scholar of the spirit world, Shaariff had prepared protective measures, allowing him to



partially resist the memory loss. However, this protective measure inadvertently caused the group's memory loss as a side effect.

Overwhelmed by the situation and losing consciousness, he was taken back by his disciples. Mistaken for a prisoner by the PCs, he followed them in hopes of recovering what he sought.

- **Physique:** A well-groomed man with an angular face and a small goatee. His brown eyes gleam with kindness and wisdom.
- **Personality:** He is a defender of justice, an intellectual, a philosopher, and a social chameleon who adapts to please others.
- **Skills:** As the founder of the cult, Shaariff possesses extensive occult knowledge—rituals, spiritual lore—but above all, he is a master manipulator and a cunning fighter. He has no bending abilities.
- **Room:** Impeccably clean, cluttered with treatises on the mind, military strategy, codes, and translation. A large mirror dominates one side of the room.

**DRIVE:** Free Vaatu

**PRINCIPLE:** Equality 0 +1 +2 +3

**CONDITIONS:** Angry, Afraid, Guilty, Insecure, Troubled

**FATIGUE:** ◇◇◇◇◇ ◇◇◇◇◇

**TECHNIQUES:** Attack Weakness, Momentum Throw, Smoke Bomb

## Wan Shi Tong

**Wan Shi Tong** is an ancient, wise, and powerful spirit who collects knowledge for his vast library, making him the most knowledgeable being in the world. He never misses an opportunity to learn something new to expand his immense intelligence. However, he seems indifferent to new human technologies, as he no longer resides in the physical world.

Although his usual appearance is that of a large black-and-white owl, he can assume more terrifying forms when enraged.

Tricked by his friendship with Shaariff, he revealed how to free Vaatu, only realizing his mistake a moment too late when he saw Shaariff's disciple. In his fury, he expelled everyone from the library.

He then attempted to seal Shaariff's memories within a memory crystal, but the spell rebounded, erasing the memories of everyone in the library.

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## Lore

### Vaatu et Raava

**Vaatu** is the Spirit of Darkness and Chaos. He is the antithesis of Raava, the Spirit of Light and Good, to whom he is intrinsically linked.

**Raava** is the Spirit of Light and Peace, and after merging with Wan, she became the spirit of the Avatar. She is the opposite of Vaatu, the Spirit of Chaos, to whom she is intrinsically linked.

If either were to be destroyed, a fragment of the fallen spirit would remain within its opposite, eventually leading to its rebirth. After the fusion of Wan and Raava, marking the beginning of the Avatar cycle, Vaatu was imprisoned in the Tree of Time.

However, during the Harmonic Convergence at the time of Avatar Korra, Vaatu was freed by Unalaq, merging with him to form an Avatar of Evil. He was eventually defeated, and Unalaq was destroyed, leaving only a fragment of Vaatu within Raava.

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## Memory and Revelations

Players will discover their characters through trial and error. We should not try to retain information that they discover. Moreover, they can remember pieces of their past knowledge, but they remain amnesiac.

It is completely logical and normal that by the end of the adventure, the players have not discovered all their statistics or their full background. This adds significance to the final choice. The GM can assign the PCs randomly, choose for the players, or allow them to pick one of the 6 martial specializations (and thus the corresponding PC).

### For the backgrounds:

Allow players and PCs to discover clues and piece together their previous lives. It is possible to provide additional details, impressions, or visions. However, it is important to let the players interpret it, as this will only make the final choice more significant.

### For statistics:

- It is advisable to provide players with blank character sheets and encourage them to experiment.
- It is advisable to give them their two principles (without necessarily revealing the current state of their scale) shortly after they wake up, to provide a possible idea of their former personality and offer clues for players to interpret their characters.
- If they attempt actions related to their skills, techniques, or moves, provide hints to guide them toward the right choice.
- If they attempt a roll using a stat, provide them with the corresponding bonus afterward so they can record their stats.
- During fights, if they choose an approach in which they have a technique, encourage them to follow their instincts. They can then use this technique and learn how to describe it in detail.

For combat techniques and personal moves, if you play in person, you can provide them with an cut version to add to their sheet.

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## Pregenerated characters

They are almost all wearing the same outfit: loose black monk's robes with a worn calf, and a hood with a white interior. Kai wears it because he was infiltrating the group at the time of the attack. Jean does not wear it because she is not a caretaker; she is just a regular guest.

### **Group dynamics:**

- **Kai and the Knowledge Keepers** share fragmented memories, but their opposing roles (protectors of the secret vs. seeker of the secret) will create an interesting tension, especially when Kai discovers his past as a member of the cult.



- **Jean**, as a non-bender, will bring a more technical and pragmatic perspective, balancing the spiritual nature of the group.

Each character has a personal quest related to reclaiming their memory and the mystery of Vaatu, creating opportunities for dramatic revelations and intense role moments.

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### 1. Nayen, Waterbender (Knowledge Keeper) (The Icon)

- **Past:** Nayen was trained rigorously to become a goalkeeper. His life was dedicated to his training as a caretaker.
- **Physique:** A tall, slender man, with wavy brown hair reaching down to his shoulders. His blue eyes are reminiscent of glacier water.
  - His arm shows traces of a large, old healed burn, acquired during a training session that went wrong with his former mentor.
- **Personality:** Peaceful, calm and strict with everyone, especially himself.
- **Skills:** Waterbending (healing and ice manipulation), ranged combat style.
- **Pockets:** The key to his room, an almost empty gourd of water.
- **Room (locked):** Perfectly tidy and clean, presence of a worn-out mannequin from healing training, scrolls of combat technique, no trace of personal attachment.

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### 2. Zeck, Firebender (Knowledge Keeper) (The Elder)

- **Past:** Zeck is a firebender with a glorious past as a soldier, but she is also a former gang member who repented in the army before becoming a guard.
- **Physique:** An elderly woman with angular features, short black hair with red highlights, and piercing amber-colored eyes. She is of medium height with a dry musculature.
- **Personality:** Impulsive and passionate, Zeck feels shame over the injuries inflicted on her allies.
- **Skills:** Firebending (close-range combat, flame blasting), violent fighting style.
- **Pockets:** The key to her room with a tag with her name.
- **Room (unlocked):** Total messy chaos, a drawer of old medals and war rewards, a general's uniform on a mannequin, a small leather pouch containing a set of rigged dice, and a cloth mask with a red handprint (a souvenir from her gang).

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### 3. Tolin, Airbender (Knowledge Keeper) (The Guardian)

- **Past:** Tolin to a family who does not know where the library is. But he no longer knows where they are. He serves the library in the hope of finding a cure for a disease affecting his wife's family.
- **Physique:** A short, thin, agile man, with shaved hair and a gentle face, adorned with airbender tattoos (blue arrows) that run along his head and arms. He wears a green jade pendant.
- **Personality:** Philosopher at heart, apparently calm, he struggles internally with the feeling that he has abandoned something.
- **Skills:** Airbending (aerobatics, defense via air currents), defensive style.
- **Pockets:** The key to his room, cereal seeds and an apple.
- **Room (locked):** An ancient scroll about spiritual illnesses rolled up in the corner of the room, an incense bowl engraved with aerial patterns handmade by a child, an airbender's staff, a family photo with his daughter (whom he unconsciously finds resembles Liana), his son, and his wife, with a letter read thousands of times.

My winged lemur,

The children ask every day when you will come back. Each of your visits is a joy for me as you are always in my heart. Don't worry, they will understand that your homework is keeping you in this place so far away. I hope one day to learn where it is and discover it with you. Despite the evil that threatens my horizon, I enjoy every moment by your side.

Take care of yourself, and remember that we are waiting for you, wherever you are.

May this letter accompany you throughout your quest, during the bad and especially the good days.

With all my love,  
your Meí

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#### 4. Liana, Earthbender (Knowledge Keeper) (The Adamant)

- **Past:** Liana fled her village after the betrayal of her best friend, who accused her of plotting against the king. Arriving at the library by chance or mistake, she convinced Wan Shi Tong to make her forget her friend and her past.
- **Physique:** A young woman with a strong build. She has braided black hair, usually tied in a bun.
- **Personality:** Stubborn and pragmatic, she is devoted body and soul to Wan Shi Tong.
- **Skills:** Earthbending (controlling stones and earth, building fortifications), deceitful fighting style (tunneling, feints, etc...).
- **Pockets:** (A fox seeker stole her key earlier this morning) A notebook (filled with notes of corrections on books about animals, especially the fox spirit seekers) and a pencil.
- **Room (unlocked):** She has her first memory in the form of a blue crystal ball (a memory crystal) in a small box with a ring set with a red seal representing a vine leaf, a figurine of Wan Shi Tong, an herbarium, and a bed for the fox seekers.

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#### 5. Kai, Soldier, Cult Member (The Rogue)

- **Past:** Kai was a member of the Cult of Vaatu and participated in dark rituals. Without desire or talent, worship gave him a purpose. He participated in the search for Wan Shi Tong, seeking the secret to bring Vaatu back. It was during this time that he was present during the memory loss while fighting the guardians.
- **Physique:** A man of average appearance, with a face hardened by life. His hair is black and slightly tousled, with a nascent beard. A tattoo of the Cult of Vaatu on the shoulder.
- **Personality:** Kai is suspicious, both of others and of himself. At the same time, he is adventurous and takes a lot of risks.
- **Pockets:** 2 throwing knives made of a single piece of metal, a crumpled note.

*Meet me at dawn.*

- **Skills:** As a former member of the cult, Kai has occult knowledge hidden within him (rituals and spiritual knowledge), but he also masters the art of stealth and infiltration. He does not have elemental mastery but has advanced combat skills.
  - **Bedroom:** None
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## 6. Jean, Engineer (The Bold)

- **Past:** She was actually more of a visitor than a guardian. She had a crush on someone in the library, but who?
- **Physique:** A woman in her thirties, of average height and athletic build, without being particularly muscular. She has calloused hands from years of manual work and glasses with a shoelace. Her clothes are stained with grease and paint.
- **Personality:** Cynical and pragmatic, Jean prefers concrete solutions to spiritual mysteries. She is sometimes sarcastic but always loyal. However, she perceives Wan Shi Tong as too conservative.
- **Skills:** Engineering and manufacturing expertise (booby traps, siege weapons, mechanisms). Combat style: strategist and tactician.
- **Pockets:** Key to her room with a label numbered 6, a homemade grenade of fire-fighting expanding foam made from a strange gourd.
- **Room (locked):** The room is not really personalized. A suitcase is left open in the cupboard with an unused toothbrush inside. A toothbrush is used in the bathroom. A toolbox is lying open next to the desk. There are plans for different systems in the library: an elevator, modern pipes, pumps, and the design of a simple pendant that turns into a heart and opens (the pendant next to it is still being made). A crumpled note is in the trash.

*Stop torturing us and admit your feelings during your next visit.  
But above all, don't do anything stupid!*

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