

"GORMENGHAST" idea

Tue 18 Dec 18:12

- Have notebookd this a fair amount

- Levels $\Leftrightarrow$ "layers" of the castle, hard to bypass

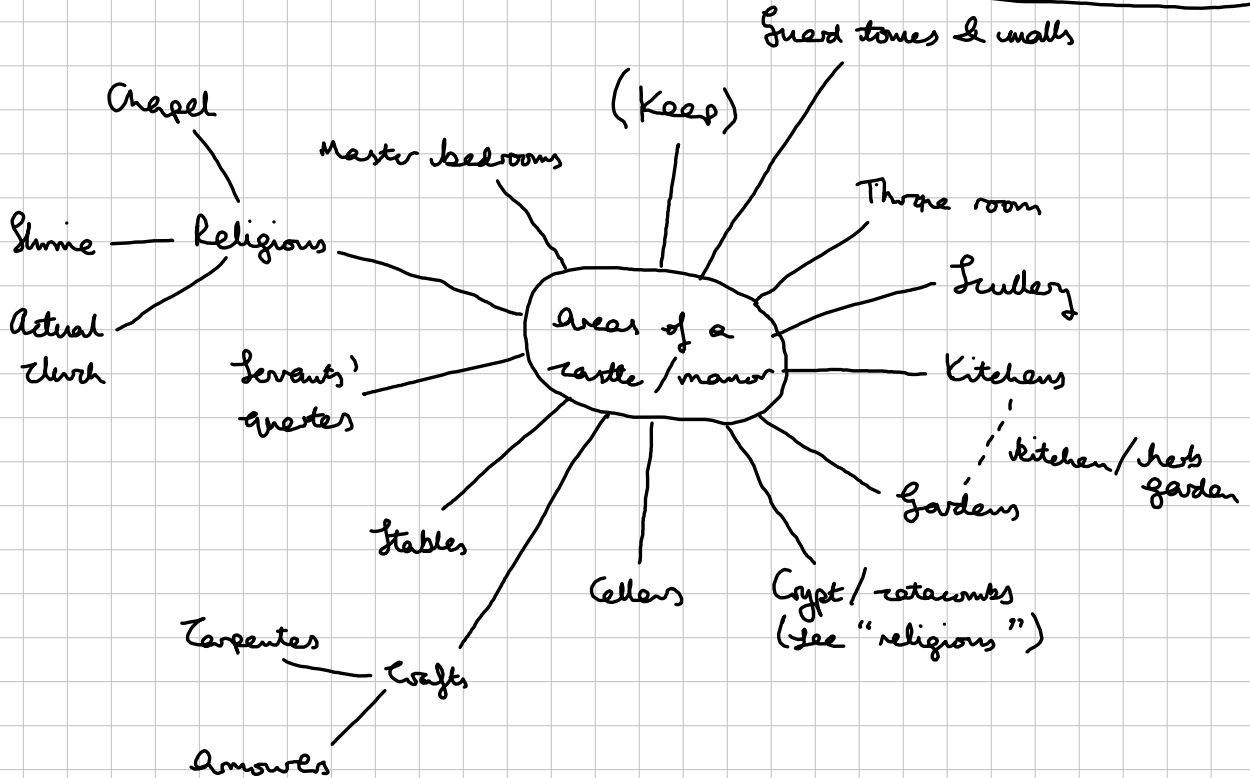
↓
Thinking roofs attracts gargoyles and aerial monsters

↓
Buildings are very close together leaving no gaps. You basically have to go through them.

↓
Some shortcuts do exist but may not be a good idea. Dangerous, risk getting in over your head.

AREAS BRAINSTORMING

* Have plenty of odd, characterful NPCs wandering around. Anyone still in the castle is intrinsically weird.



ENVIRONMENT

Thu 18 Dec '25

18:51

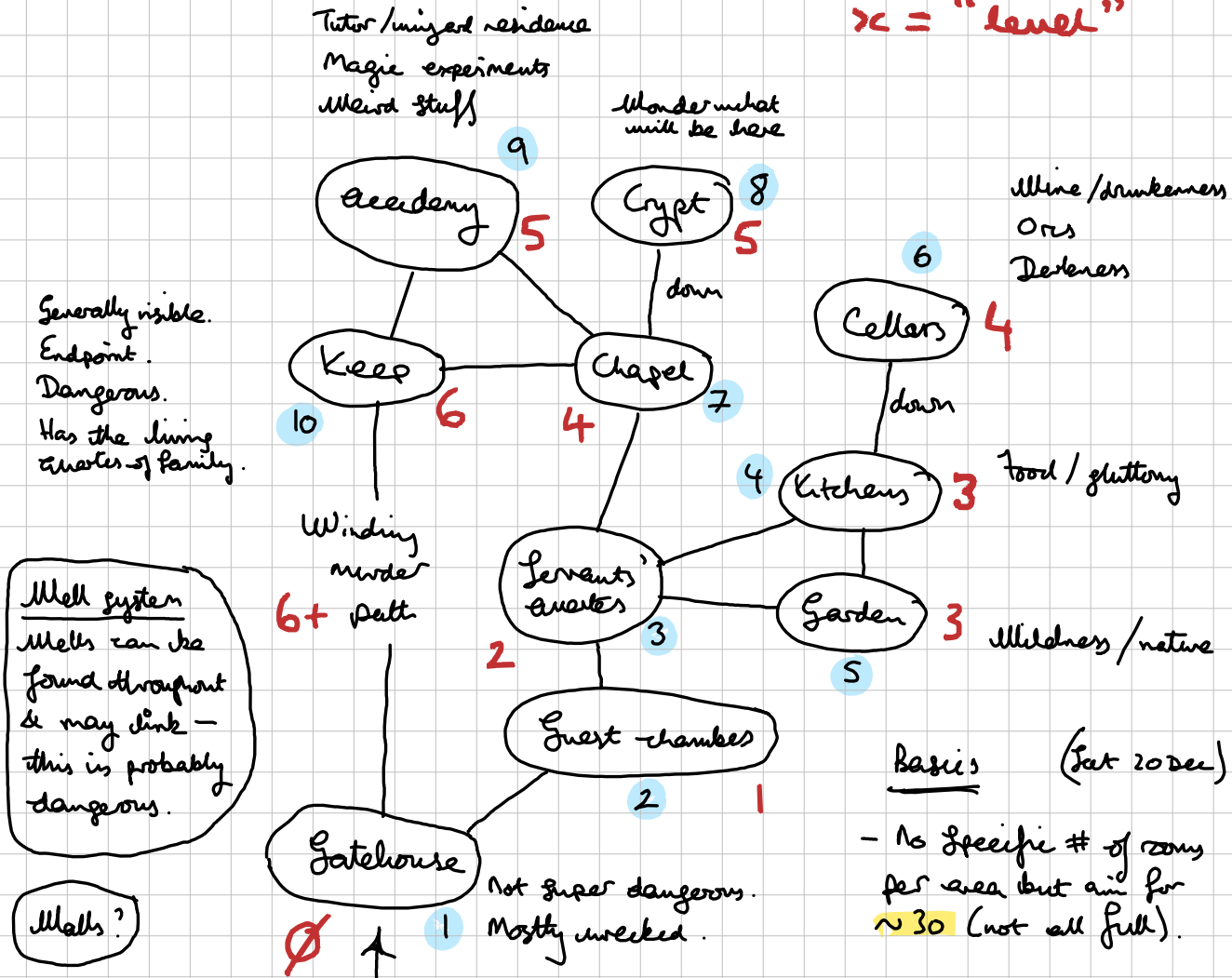
- Doors: generally hefty, 2" - thick hard wood, sometimes reinforced with metal. Time-consuming to break down. Often thick. Difficult to hear through (hence standard hear noise checks.) Only very loud noises can be heard automatically.
- Walls: brick & stone. Very time-consuming to demolish even inside a building & will absolutely attract attention. Exterior walls are climbable with skill and/or equipment.
- Roofs: Walls are usually climbable (with effort) but gargoyles occupy a lot of the rooftops & it is unwise to spend any significant time up there.

Most of the castle is not designed to be easy to move between a roof.

- Fire/ arson: Most of the castle does not burn well. It's not impossible to set a building on fire but it will take effort/magic to set wood/floorboards actually going. Clearly this will attract a lot of attention & may mean buildings/floors collapse and areas are now unreachable.
- Floors: Similarly to the doors, they are hard thick wood, in fact even tougher than the doors. Able to bear a lot of weight. Not very flammable at all - would need a high temperature for a long time. Some floors will actually be stone, in fortified areas.

Layout / area Plan

7. 19 Dec '25 17:57



- Probably mostly 10' maps
- No specific difficulty but indicated by the "level" (depth probably a better word)
- Not using any content not in OSE classic unless entirely new & try not to do this. This is a dungeon exercise not a content one.
- Each area should have at least (2) major factions and (1) point of interest. Will also need transitions to other levels.

REGION (taken from Gormenghast)

Fri 19 Dec '25 18:19



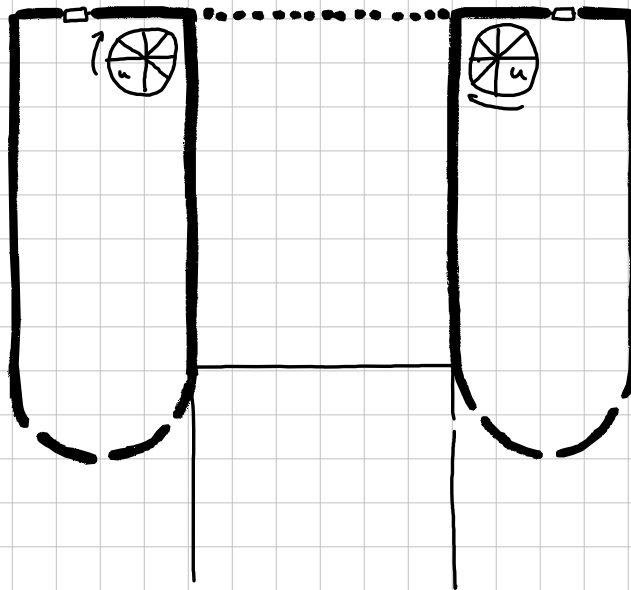
Pretty remote — there should be some area not too far away where the party can rest & recover... a "dungeon town"

- dour & workmanlike
- maybe the odd refugee from the castle, but outcasts
- some reason they don't mess with the castle (taboo? legal agreement? no actual need?)

GATEHOUSE

Fat 20 Dec '25 14:33

This is a fairly traditional gatehouse structure though.

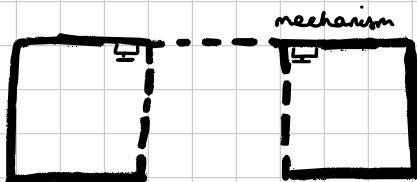


5' squares

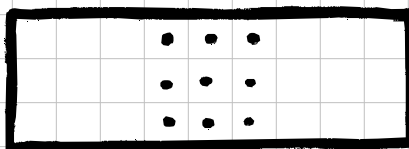
Play w. some other structures
(10' squares)



g



1st



murder holes

No this is still very boring.

If it is the first thing the party sees & experiences as part of the castle, it should say something about the theme & what to expect.

- crumbling
- not entirely logical
- NPCs here who are a bit odd
- dangerous! but you can skip past danger with care.

More gatehouse

Wed 23 Dec '25 16:30

