

Stuff 25

Stuff!
2

Seasons Idea

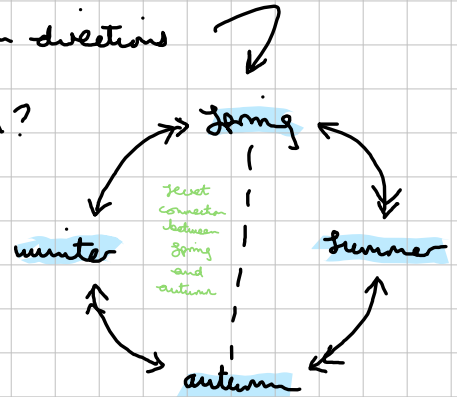
2024-12-15

17:16

- Four sections, all themed according to the current season when writing.

- Can move between them only in certain directions

- easier to move to the "next" season?



- Should do a text run on this.

24 Dec '24
18:15

- Problem feels like it may come with working out what to do next (as usual) as I have no storing procedure.

Could get up basic structure of 10 things expected to be in a season

Could roll hexes

Transition points to other seasons

a city/metropolis/large settlement

a temple to the ruling entity

Assorted urban quests and shenanigans

a seat of power for the temporal ruler

Smaller towns/villages

Resources --- Dungeons

An adversary or maybe more than one

(So: needs mortal and divine powers for each one)

Wilderness

N.B. Don't want to make this too hard - stick to the basics

→ Their base

How many weeks? How much can be done in a day?

Have defined a day as a distinct location.

- district of city
- village maybe, if small
- tavern/other site

- trail
- landmark
- dungeon location

(13 weeks) per season
(91 days)

WINTER TEST RUN

2024-12-24

18:51

Temporal power: moneylender, general. Cooks books, procures gear.
Bad leader, known traitor. Believer.
Goals = destroy artifacts & nobility — maybe a coup
Doesn't have to be religious.

Overall themes: overgrown, gloomy travel, speed

Divine power: domains = wind, mirrors, roads. Symbol = chariot

Str 8	a bit weak in terms of divine power	} Can also reflect the cult
Con 9	Can't keep activities up for too long	
Dex 8	erratic w.r.t. what is affected by powers	
Int 11	average	
Wis 13	Quite perceptive and mentally resistant	
Cha 13	Good reputation and popular cult	

Adversary: farmer, acolyte. Assets = local knowledge, natural leader.
Liabilities = secret lover, poor equipment. Goals = gain respect, clear region. Relationship = captive...
Sounds like a resistance theology type? — currently imprisoned by leader

Feat of power: themes = shapeshifter, smithing, catacombs
not what it seems? — leader "procures gear" — always good
Could use a WH style macro for this

Str 10	} fairly average military & resilience & size
Con 11	
Dex 9	- a little clumsy / sprawling
Int 15	- lots of knowledge & works
Wis 9	- not particularly good @ planning & foresight
Cha 14	- good reputation, attractive to other groups

CONTENT SCHEDULE

2024-12-26

14:58

as worked out earlier today

Extra large (2 weeks)	Large (1 week)	Small (1 day)
2	4 5	14 10
3	3 4	11 7

Assuming each one comes with a journey
but I may be making too much of the journeys? are they really a day?

I should try to do more longer dungeons.

Yeah I want to have this about travel and the journey as much as the landmarks.

- Could think in terms of weeks more — the journey part is likely to be more flexible & not always need a day.

Think I will go with 3/4/7 XL/L/S.

2024-12-27

17:50

That means / assumes 14 journeys as well, which is 21 "small things" in total. Which should keep me occupied.

- Do I want a spark table? well yes — the question is "can I make a spark table?" I'm not sure I have any idea about this place beyond "it's winter-themed".

DICE DROP MAP

for winter

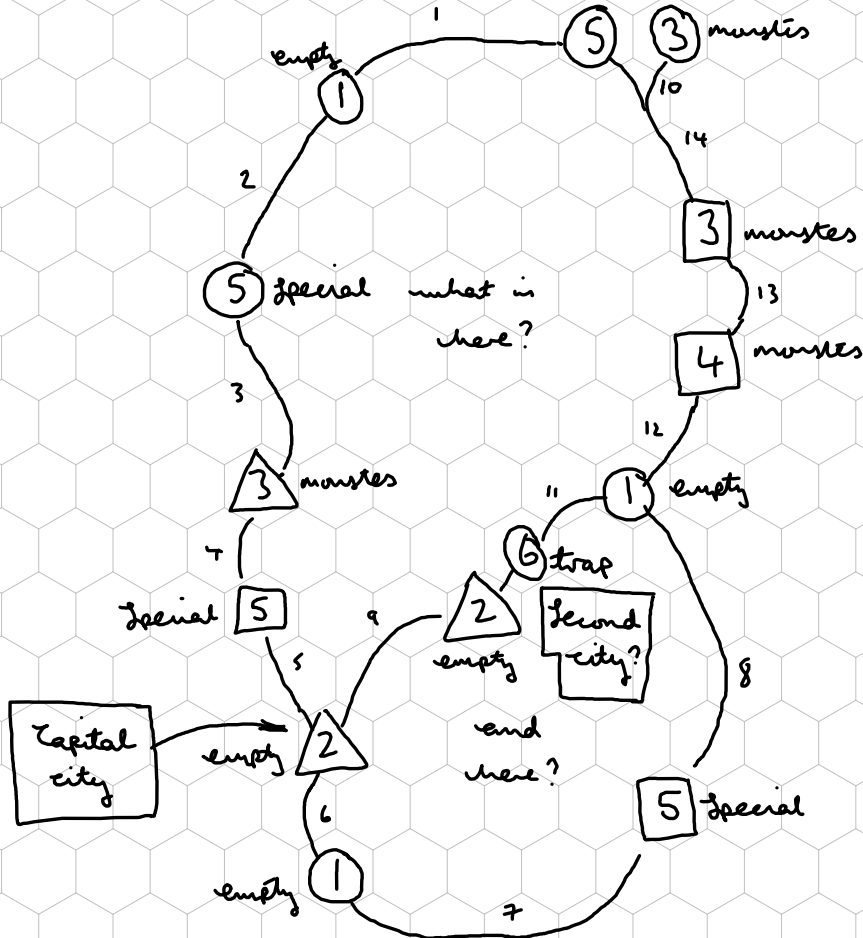
2024-12-28
15:28

This is kind of a tedious layout though. → why not a snowflake?
special



N.B. 8 weeks now,
5 weeks @ end
of year

- Quite a few specials
- east side is quite dangerous
- Needs entrance & exit.
- 14 journeys as expected



OTHER THINGS A REGION MAY HAVE

2024-12-31

18:06

- Factions e.g. the ones for winter.

↓
Relationships between
those factions

- Patron deity / unifying spiritual/supernatural force

SPARK TABLES - WINTER

2024-12-28

15:52

1	frozen	road
2	custere	factory
3	overgrown	crevasse
4	gloomy	shine
5	shrouded	mine
6	industrious	cottage
7	windswept	forest
8	self-regarding	
9	bitter	
10	independent	

2024-12-30

15:33

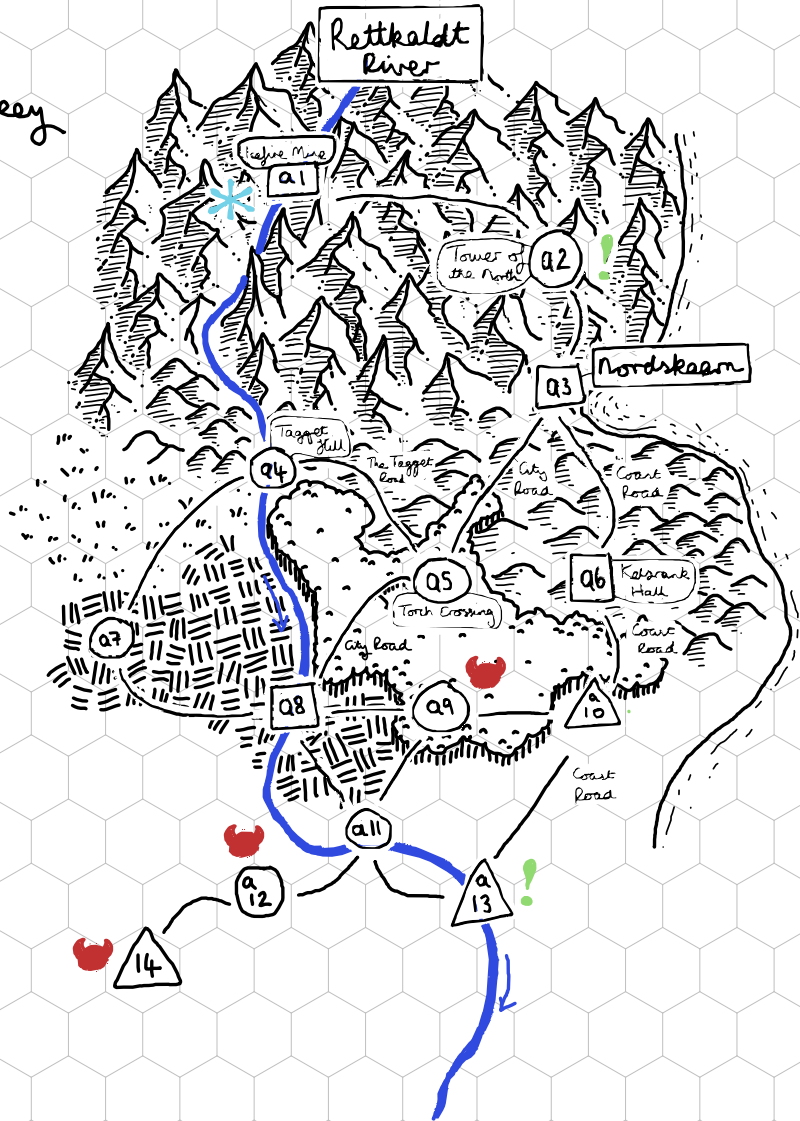


! Trap

* Special

👾 Monster

a-n Area key

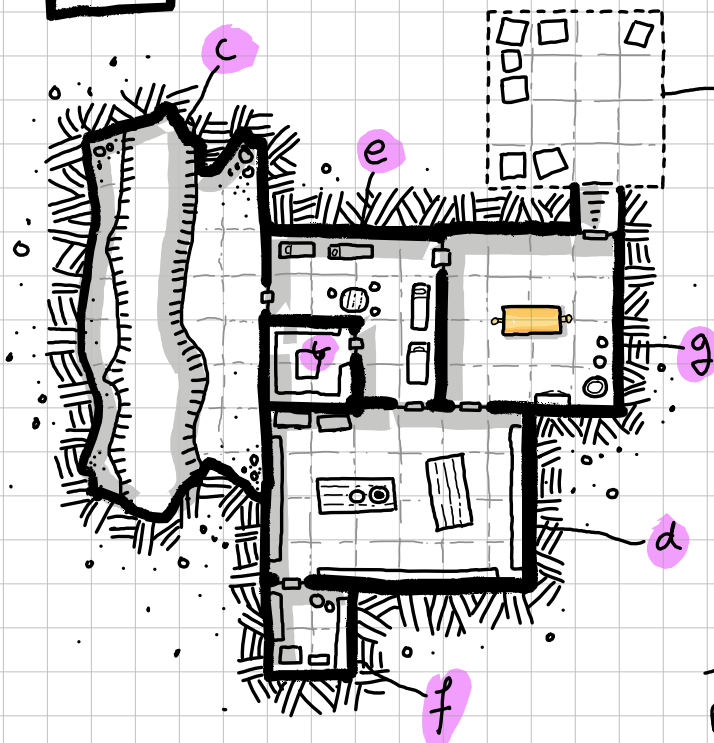


Ideas for areas

(G) - "trap" - hostile mountain trail / pass? avalanches etc

h

a1 ICEFIRE MINE p1/2



a The entrance room — covered but cold. Has empty cages with frozen straw and food bowls. Stairway leads below. In the rafters, large furry hunting spiders lurk, happy to ambush lone prey by dropping on them, poisoning them, then retreating if they stop moving, but do not take risks against larger groups. (10 Jan)

g Stairs down from (a) have a heavy door, though unlocked (it has a bolt that can be opened from either side). This room is warm, with a boiler in the centre hot to the touch, heated by a furnace below with heavily-bolted doors. Water feeds down from a pipe from a reservoir aboveground and can be turned

on via tap to fill the boiler & produce hot water from taps to the side in a few minutes. There are numerous buckets and also gloves and aprons here. Unlocking the furnace is a bad idea as it will expose you to raw hellfire, an arcane elemental substance that burns eternally and cannot be extinguished, as well as causing a fascination in anyone seeing its flame. Also large wooden bathtub in the corner.

Door 3 to (d) is bolted closed as per door from (a). (11 Jan 13:54)

e Bunks line the walls here, as well as foot lockers — these have personal effects and some small amounts of cash. A table has hands of cards still laid down on it. The door to the 3 is ajar with a bolt as per the doors in (g). (12 Jan 15:11)

6 A small storeroom with tools and barrels of preserved food; also snakes with long nose pieces and pungent herbs. (13 Jan)

ICEFIRE MINE p2/2

14 Jan

c a long chain with ladders and ropes descending into a mined vein of the ore required to make icefire. This has been dug deep — the chain goes down a good 100' at its deepest. Some of the faintly — shining blue rock is still visible. There is a lot of dust at the bottom which (if inhaled without a mask from (b)) can cause a rapid increase in speed but also shrinking by 1420 inches.

d An alchemy lab, with tables and apparatus, mostly smashed. Four desiccated bodies of men in working clothes lie around the lab — they are armed with tools and knives, and have numerous slashing wounds. Black dried blood is spattered on the floor.

The room is warm with heat and blue light coming from an unsealed container of icefire in the centre (the lid lies next to it on the table). Two workers have been transformed into icefire spirits, fast-moving and tiny as well as murderous — they live in the container but will emerge with knives if anyone approaches too close (a few feet). This amount of icefire in active state is noticeably valuable.

15 Jan

f An alchemy store cupboard for the more dangerous and/or reactive components. The major reagent, a bin full of dull brown granules that smell of foot, causes any unexpected event to be multiplied in effect, particularly if burnt but also in raw form.
(Jan 16)

a2

TOWER OF THE NORTH

8 Jan '25

20:52

A tall watch tower stands empty by the mountain road — nobody travels north and the troops have been withdrawn for years.

Local mountain tribes fear the spot and will not approach. Freezing mist surrounds the top. The floors have collapsed and it would need serious climbing skills to get to the top.

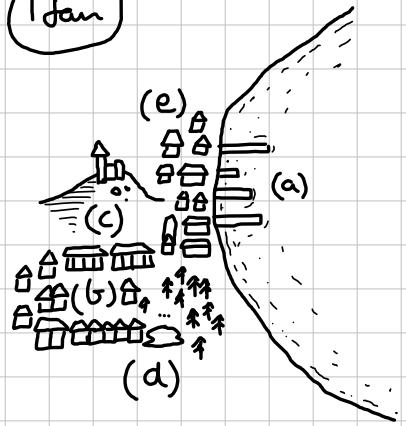
The tower is inhabited by a mist-like spirit that will possess anyone spending time inside, particularly if they ascend. Possessed, the victim will smash their own teeth and lie in wait for victims or roam the mountains for them — they become immune to cold.

a3 NORDSKAARN

1/2

1 Jan

- Primary seaport for the region.
- Volatile politics, constant rebellion.
- Government encourages competition between merchant houses & factions.
- Notoriously dirty & full of garbage piles due to obscure conflicts re: disposal.
- Cold, rainy, weather always filthy.



Main Groups

- crime family w. code of conduct
 - "druids" / mountain shamans, wealthy.
- Both are large property owners & in conflict. The crime family is in some league with the state / the rich but has monarchist elements. The shamans have a rep for religious power & popular support from the local poor.

Areas

- (a) the dockside
- (b) low district / shamans
- (c) governor's palace
- (d) Festival Park
- (e) Ink Row
- (f)
- (g)

2 Jan

Shaman District (036)

Home to a lot of the poor in the city, living in tenements owned by the Church of the Mountain Spirit, who are not always good landlords.

Famous for markets of meat & fur. Many are fanatically loyal to the church but can be critical of the actual shamans, so a lot of politics is needed locally.

The market is under a great arch raised centuries ago by public subscription. Tenements are brightly painted but this also makes them flammable. Mountain clerics cast fortunes in a central shrine with rare carved stones.

Dockside & Commercial (03a)

Docks, warehouses, but also artists & poets. Long tradition of art amongst workers & the area is mostly free from conflict. Boarding houses, salons, tea-rooms (the Kindly Kettle is a famous one). 'Celeste's' Boarding House always has room for travellers as long as they don't blaspheme.

GOVERNOR'S PALACE (03c) (3 Jan)

Set on a hill and decaying with frequent collapses of the roof - many spots unrepaired due to lack of funds. Taxes are high but much of the city's infrastructure is old and in poor repair. The palace also contains the main garrison within its walls and there are always armed guards at the gate/nearby due to frequent insurrection.

Vibe: ramshackle, constantly watched, everyone is suspicious of assassins and saboteurs, as well as just collapse.

FESTIVAL PARK (03d) (4 Jan)

An overgrown area of land on the outskirts of the city that was built for a jubilee several decades ago, but had extensive subsid-ence and continues to. People avoid it unless they have a need to be unseen. Link- holder, brambles, faded attractions.

Vibe: vandalised, eerie, quiet.

INK ROW (03e)

(5 Jan)

A foreign order of monks made their home on this street, who practice ritual tattooing - they themselves are inked with fabulous designs, but they will also do conventional tattoos as this also pleases their god (for a fee of course). Some of their more expensive/hidden designs have magical properties. Generally the standard of body art is very high in the city. Popular with both sailors and gangsters.

Vibe: quiet, the occasional sound of bells and prayers, the odd yell from customs, incense from shops.

a4

TARGET STILL

20 Jan '25

On the edge of the mountains, a fishing village, amongst jagged rocks and bewitchingly beautiful waterfalls. The locals fish the Lettkoldt river and use it to irrigate fields and shellfish channels.

artists are known to come here to visit the waterfalls, and those in search of their supposedly fresh mountain water, which the villagers treat with varying levels of tolerance, though it means there is an inn.

The river is fast-flowing and hard to boat on at this point so there is little water traffic south.

05 TORCH CROSSING

18 Jan

The city road forks on this cold, rocky plain sparsely populated with twisted pines. At the fork are several large braziers, which are lit regularly at night for any traveller desperate enough to be on the move then.

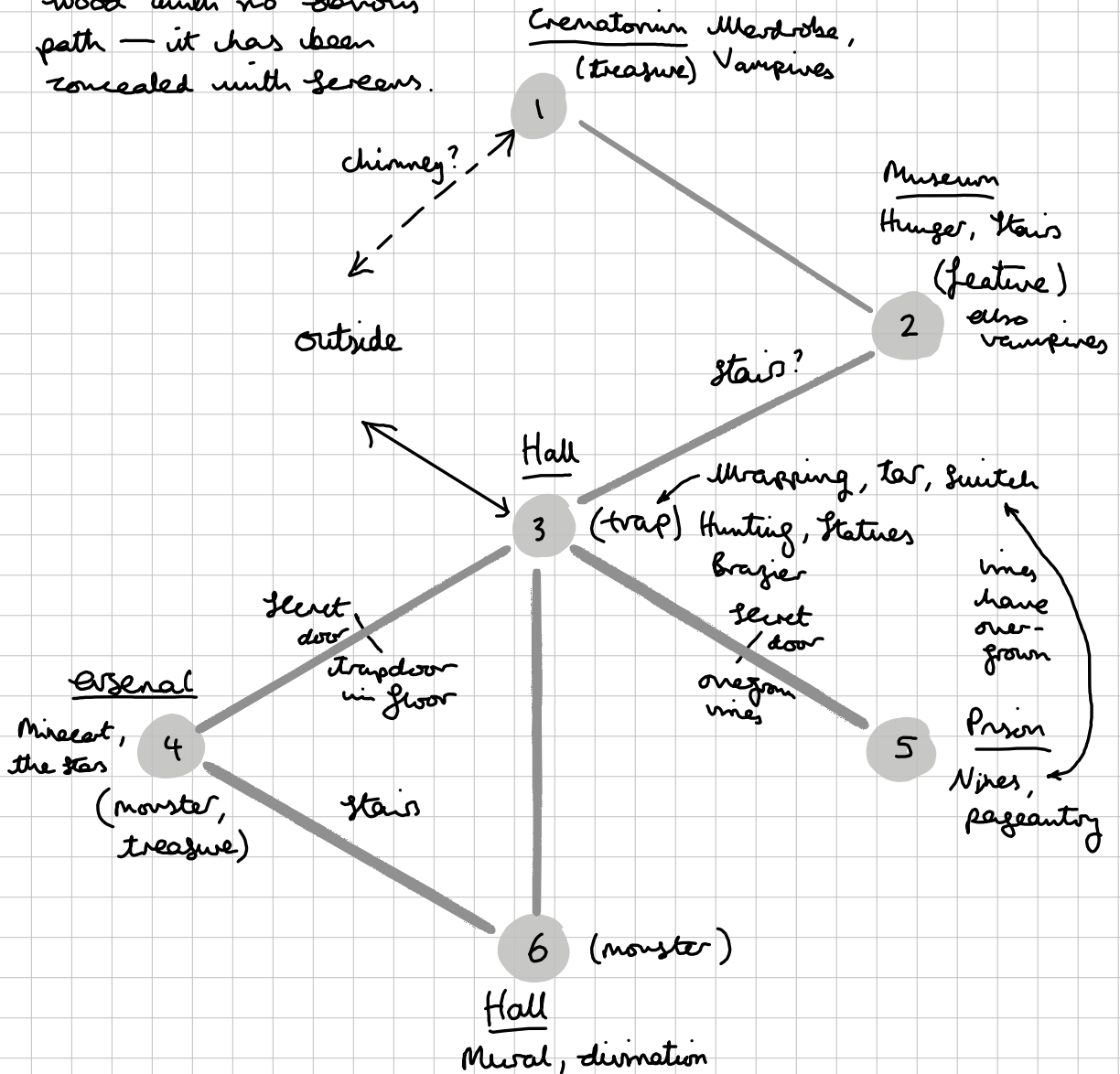
A small hamlet nearby receives a stipend from the government for this (they would do it anyway as part of a tradition to keep away Night Goblins, a similar myth to the one in a2→3 but more malign). The villagers are suspicious of outsiders, particularly at night.

Just north of the crossing is a small coaching inn, the Nimble Bull, run by Eldon and his Weatherfeld, who were outsiders & do not trust the village torch folk.

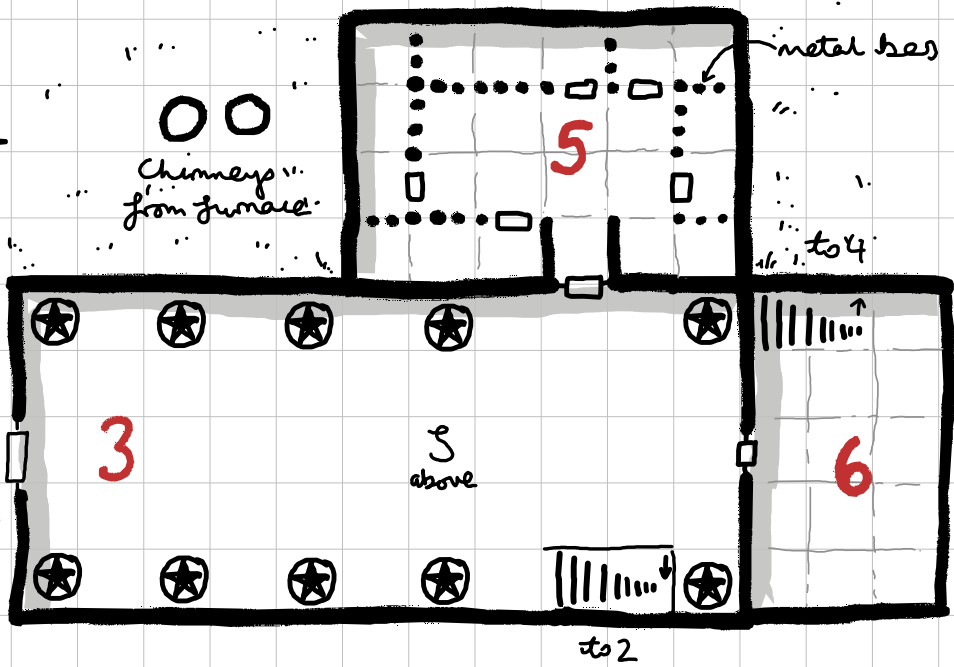
Q6

KELSRANK HALL

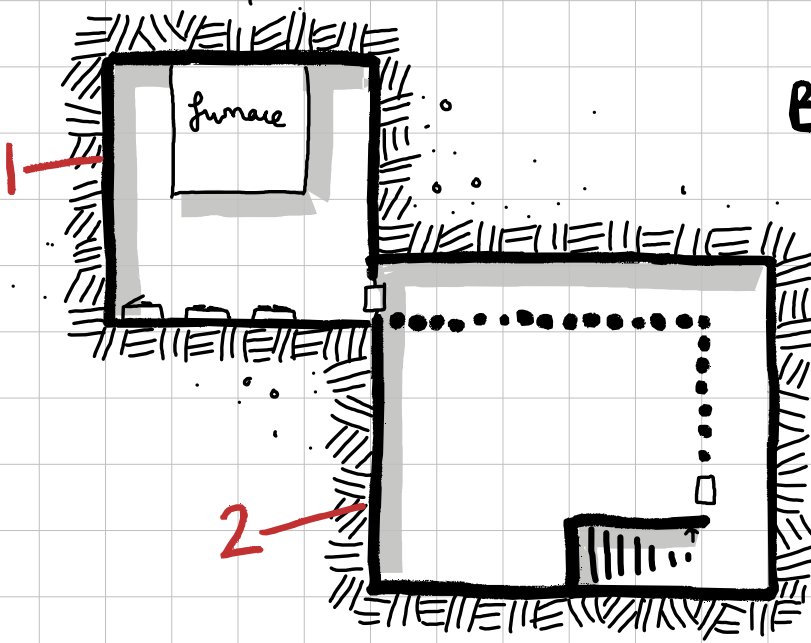
Let off the road in a wood with no obvious path — it has been concealed with screens.



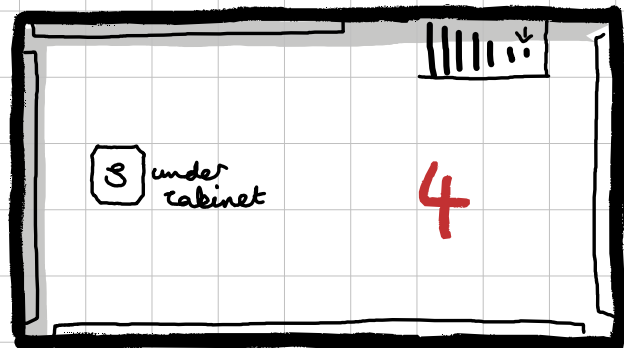
Ground



Basement



First Floor



Obvious

Large two-toned furnace w. chimneys up

Hidden

Ash and pointed teeth in the furnace. Blood is infused w. weird tar.

Secret

21 Jan 1

Unmeltable magic charm hidden in the ash

Banned passage around shelves / cabinets of undead hunting tools & memorabilia

Records of every undead found buried & their history plus any confessions.
How to make the tar to burn the undead in books.

Tomes contain cyphered passages telling of suspicions about existing noble families. Also a list of passwords for various purposes as well as hand signs, calls etc. 2

22 Jan

Great hall with long mildewed carpet, tables folded up, statues of well-dressed men & women - swords. Huge tangle of vines comes. Stairs down, SE wall.

- Vines are growing out of vents high in the walls. Small sweet & of petrochemicals.

- Door behind vines to prison area.
- Carpet is enchanted & will try to maul & crush anyone stepping on it w/o a password.
- Trapdoor in ceiling 3

23 Jan

Armory: multiple undead hunting weapons inc. some magic. Central dias w. mounted piece of burned cathedral window (holys)

- Weakened but still lethal undead hide in cupboards away from the window light but will emerge if they hear noises. They are armed w. fake weapons.

- Moving dial reveals trapdoor down to great hall.
- Most weapons are fake & will break on first use. Real ones are in secret compartments behind. 4

24 Jan

Multiple barred cells with vines going down from plant boxes high up on ceiling - very overgrown.

One cell has some empty bottles of growth suppressant unconcealed by vines (just a few withered tendrils around them)

5

25 Jan

Hallway with bunks. A figure wrapped in vines sits in the centre, immobile but with tendrils able to lash out over the whole room.

- There are ^{spare} clothes and a few rums in wardrobes at the far end.
- The vine figure will attack anyone entering.

The vine figure is a guard who was overcome by overgrown vines that have entered his brain now. He still has some vague remnant of his duty though & will respond to passwords. 6

26 Jan