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Intro

Astoria, Oregon. It's a small town with history dating back to the settlement of Oregon, as well as being part of the Native American trading routes on the Columbia Plateau. Home to just under 10,000 people and situated between several massive forests, its standout feature is the mysterious "Astoria Column" deep in the woods and a path leading to the "Cathedral Tree".

As a junior researcher with the National Weather Service, you are sent to investigate growing weather anomalies in the region. Arriving by boat, you quickly find that the bridges leading out of town are closed for emergency repairs and you will be stuck until the next boat arrives. Alternatively, you could fancy a long walk across the 30, the highway connecting all the northern towns on the river.

Venture across this town from the riverfront to the deep woods to perform experiments and collect data on the changing weather. Talk with the locals to learn more about its history and find yourself in the middle of mysteries gripping the community.

Plot

As the intro suggests, you are a junior researcher from the National Weather Service sent to Astoria, Oregon. If multiple players are with you, then they are also junior researchers with basic equipment for detecting wind speed, wind pressure, humidity, temperature, and other quantifications of nature.

The mission is simple, figure out why Astoria has the highest relative humidity in the nation. This requires the researchers to visit various places around town, but not the forests -- which are blocked off with warning signs anyways.

The researchers will eventually hear about the superstitions of Astoria, including the presence of “Waldkreatur’s” from the woods who come out to cause mischief and misfortune.

During one reading, the player encountered a weak Waldkreatur who damages a nearby vehicle and lamp pole before being dispelled by a loose bag of sea salt in the car’s backseat. The researchers realize that this salt, which they previously heard referred to as “Meersalz”, can repel or flat out dispel the strange entities.

Diving deeper into the history of the town at the Astoria Supernatural Museum, the players uncover that The Astoria Column was erected to be a barrier to stop any nearby Waldkreatur’s from leaving the forests and heading into the town. However, recent construction work by the Northwest Archeology Enclave has disrupted the careful assortment of Artikels and their tuning, unleashing the supernatural into Astoria.

After the column is restored -- and escaping the assault of several NAE agents -- the researchers move deeper into the woods to find the Cathedral Tree. This is the source of irritation for the entities as it has been drained of energy by the NAE. The players can splinter off to break into the NAE office in Astoria to retrieve looted Artikels while also exploring deeper into the woods to find other locations. Or they can stay together and tackle each objective with greater numbers to restore the Cathedral Tree and bring order back to the woods.

Once the city is restored and the bridges open back up, the main plot is now over. However, there are always mysteries lurking along the Oregon coast.

Mechanics Overview

Each turn players pick a location to investigate in Astoria. They will conduct their readings and use dice rolls to determine the accuracy of data. During these initial findings, they will interact with the townspeople and learn more about the history of the area.

After their first encounter with a Waldkreatur, they unlock the Astoria Supernatural Museum location, where they can research types of creatures. They can also visit the coffeehouse off of Leif Erickson Drive to pick up supplies.

You use weather instruments to identify anomalies, which are caused by Waldkreatur's that stumble out of the Astoria forests and interact with human society. Once you identify what type of Waldkreatur is present, you can attempt to dispel it with various ingredients, try to convince it to leave, or you leave and regroup with the other players.

The initial method for dispelling Waldkreatur's is by casting Meersalz (sea salt) around the area. Meersalz can also serve as a protective barrier against any aggressive entities.

The Waldkreatur's are just one type of threat faced. There are tangible and human threats out there too. For instance, if you try to use the bridge under repair, it could collapse. Or if you are walking in the middle of the street trying to capture a wind reading, a car might swerve to avoid you and crash into a building.

Once the players gain confidence in dispelling Waldkreatur's and understand more of the town's history, they can venture into the forest regions. The creatures there are harder to identify and more dangerous, plus the added threat of the Höhlentier's that lurk in the caves and under the soil.

The main mechanics for this stage of the game involve investigating the Astoria Column, venturing into various places to gather the Artikels necessary to repair it.

Mechanics Technical

General mechanics:

- Players can only carry up to 10 items.
- Each player can have 1 action per turn.
- Arriving at a destination can take several turns.
- Events can happen on the way to a destination.

Do we have player stats?

- Analytical
 - Ability to carry out research tasks easier.
- Intuitive
 - Better perception of the world and interactions with NPCs.
- Field-tested
 - Higher endurance and health.
- Creativity
 - Easier to detect anomalies and piece together mysteries.

How do you build a character?

- Backstory to influence your stats.
- Roll a 6D 4 times and assign the values to your stats.
- Choose a perk based on your backstory to influence how you handle interactions.

How will we interact with experiments?

- To conduct an experiment, we must first be in a location we have not previously conducted one.
- We must then have equipment on hand to conduct the experiment.
 - Different players can specialize with different equipment.
- The equipment is set up and a dice is rolled to determine if the results are accurate.
 - Accurate results help identify anomalies.
- If an experiment fails, it can be repeated 1 hour later.

How do we interact with Waldkreatur's?

- These entities can usually be detected by 2 weather anomalies in a location.
 - Additional anomalies can help narrow down the specific type.
- Once you are aware of its presence, it becomes hostile and attempts to damage the world / players.
- You must have items on hand to combine to counter the identified entity.

- A dice roll is then made to determine whether it is dispelled temporarily or outright expelled.
- Depending on weather conditions, it could be visible / tangible and players can physically attack it.
- Other items could assist in damaging it, such as a generator sapping its power.

How do we interact with humans?

- Players can talk to NPCs to get information about the world or help them with tasks.
- If a human is hostile, the players will have to figure out how to defuse the situation or incapacitate the NPC.

How do we interact with the world?

- The world can be interacted with by examining areas mentioned by the Researcher Advisor (RA).
- Items can be picked up, transferred between players, given to NPCs, sold, or bought.
- The players can interact with doors, loose items, trees, mailboxes/chutes/bins, and any tangible object that can reasonably be relevant to the plot.
- Travel is mostly done through walking.

What items do we need in general?

- Equipment for performing research experiments.
- Medical supplies.
- Basic tools for repairing world objects and equipment.
- Basic weapons for self defense against humans or other tangible threats.
- Weapons to dispel Waldkreatur's.
- Lore items to discover town history, interact with NPCs.
- Tools that assist with movement of the players.
 - Equippable clothing, armor, accessories.

How does the game progress?

- The game progresses after detecting a weather anomaly, triggering the first battle.
- The RA chooses how many battles are needed to progress the story and unlock the forest area.
 - If players are struggling, the RA might hold off and allow them to get better items.
- Once the forest area is unlocked, players discover the enemy human faction NAE.

- The RA then chooses how many radiant quests against NAE are needed to unlock the path to the Cathedral Tree, as well as how many Artikels are needed to repair the Astoria Column.
- Finally, the RA determines how many Artikels are needed to restore the Cathedral Tree and if there will be any major final battles involving NAE or special Höhlentier's.
- Optionally, the RA might choose to have an expedition for leaving the town, via getting to the dock and fixing a boat up or getting a car working to flee via the 30.
 - This opens up additional one-shots of the players running into new entities or storylines on their way to Portland.

Threats

Waldkreatur:

- Wasser Waldkreatur (Water Creature)
 - Lurks in ponds, puddles, and bodies of water.
- Luft Waldkreatur (Air Creature)
 - Prowls in higher elevations, tops of tall buildings, and bridges.
- Donner Waldkreatur (Thunder Creature)
 - Appears during storms or loud events.
- Menschliche Waldkreatur (Human Creature)
 - Appears to people who are alone at night, takes the shape of a human and coaxes them closer down a dark alley or empty building.

Höhlentier:

- Kiefern Höhlentier
 - Monstrous creatures that come out of caves at night to prey upon pine trees or lanky objects that they mistake as trees (humans, lamp poles, towers).
 - Poor eyesight and slow moving.
- Felsen Höhlentier
 - Small, vicious beasts that sunbathe on rocks.

World:

- Electrical fires / Combustion fires
- Car crashes
- Building / bridge collapse
- Earthquake
- Storm / Lightning strike
- Flooding
- Venomous animals / Poisonous fungi

Human:

- Arrest
- Attacked
 - Strange masked people working with NAE
 - Locals suspicious of you
 - They think you are a real estate developer stealing their land
- Car crashes
- Dropping items

Characters

Town NPCs:

- Merchant - George Bridges (He/Him)
 - Runs the Leif Erickson coffeehouse, where players can pick up supplies.
 - Lived in Astoria his whole life.
 - Middle-aged with a horseshoe mustache.
 - Despite appearances, is friendly and loves trying new coffee flavors.
- Museum Curator - Hansen Welby (They/Them)
 - Runs the Astoria Supernatural Museum, giving players tours of the exhibits.
 - Moved to Astoria when they turned 22, was originally from Eugene, Oregon. Currently 28.
 - Known for wearing a knitted knight helmet in cold weather.
 - Passionate about European architecture.
- Fisher - Berri Della (She/Her)
 - Runs a fishing business on the river.
 - Spends winters down south fishing along the coast.
 - Middle-aged, with dark brown hair and a spearfish hairpin.
 - She loves to tell horror stories on foggy boat trips.
- Archaeologist - Gail Farrell (She/Her)
 - Employed at the mysterious Northwest Archeology Enclave for over 30 years.
 - Traveled all over the world, but has spent the last 3 years excavating in Oregon.
 - In her late 60s, with gray hair shaped into a tight bun behind her head.
 - She loves seafood, especially crawfish.

Forest NPCs:

- Hiker - Jasper Holland (He/Him)
 - A painter local to the area that frequently hikes around the woods.
 - He loves to visit forests around Washington and Vancouver.
 - Mid 30s, circular glasses, with ginger hair going down to his shoulders.
 - Runs a blog where he shares watercolor sketches of various views from the woods.
- Park Ranger - Ryan Ishida (He/Him)
 - His 2nd year as a park ranger, he wants to move to a role with fire watching.
 - Born in Astoria, both the 3rd generation of Japanese-Americans and 3rd son in his family.
 - Mid 20s, distinctive ranger hat, wears a patch from the band “The Ataris”
 - When he isn’t in the woods, he can be found playing bass for “The Young Vikings” in Morris’ Tavern off Leif Erickson Drive.

Items

Items are broken down into categories based on their use. Can eventually add additional items for learning the town history or collecting objects for NPCs. Artikels are currently not described and are up to the RA's interpretation.

Weather Tools

Item Name	Use	Location
Barometer	Air pressure	Stock
Thermometer	Temperature	Stock
Rain gauge	Precipitation	Stock
Psychrometer	Humidity	Stock
Anemometer	Wind speed	Stock
Wind sock	Wind direction	Leif Erickson coffeehouse
Hygrometer	Humidity	Stock
Weather Balloon	Atmospheric pressure	Astoria Supernatural Museum
Binoculars	Cloud formations	Tourist Shop
Drones	Observational	Astoria Supernatural Museum
Weather Map	Shows weather baselines	Stock

Utilities

Bandages	Medical	Stock
Disinfectant	Medical	Stock
Gloves	Medical	Stock
Screwdriver Kit	Repair	Stock
Electronics Kit	Repair	Astoria Supernatural Museum
Crowbar	Repair	Astoria Supernatural Museum
Hammer	Repair	Astoria Supernatural Museum

Radio	Communication	Astoria Supernatural Museum
Duct Tape	Repair	Stock
First aid kit	Medical	Stock
Hiking Boots	Movement	Tourist Shop
Bug Spray	Medical	Tourist Shop
Sunglasses	Movement	Tourist Shop
Rain poncho	Movement	Tourist Shop
Umbrella	Movement	Leif Erickson coffeehouse
Skateboard	Movement	Leif Erickson coffeehouse
Salted Skateboard	Movement	Astoria Supernatural Museum
Compass	Communication	Stock

Weapons

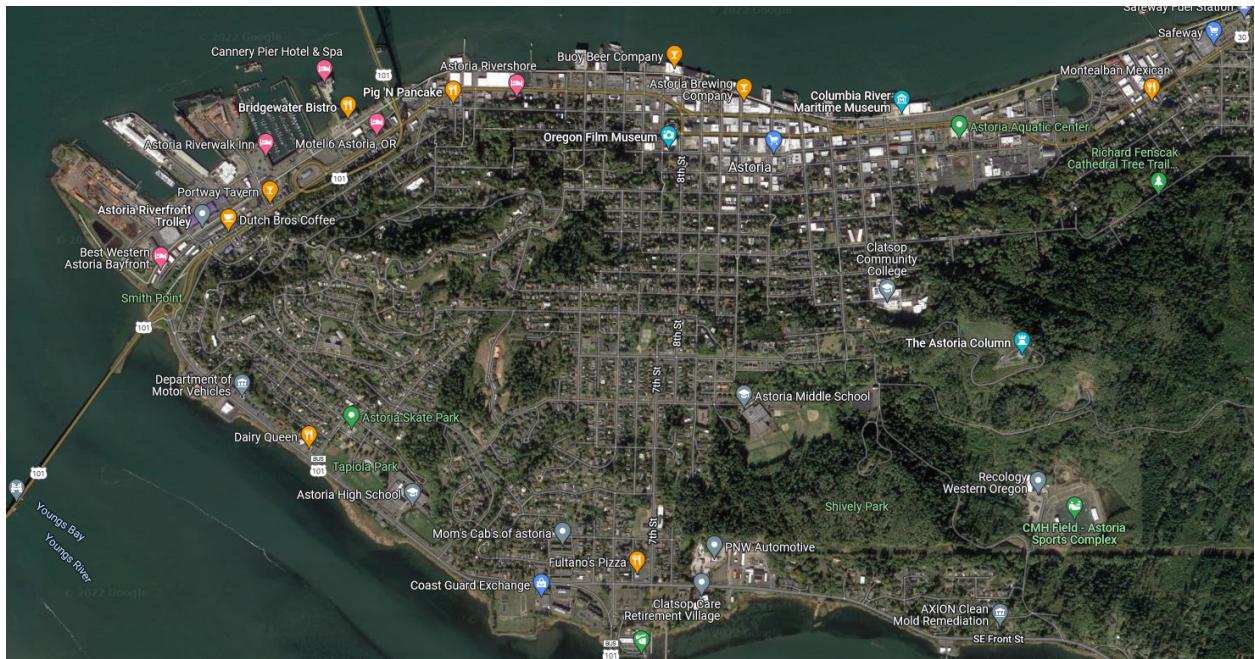
Meersalz	Dispelling	Leif Erickson coffeehouse
Eisenstange	Dispelling	Astoria Supernatural Museum
Wool blanket	Dispelling	Tourist Shop
Earplugs	Protection	Tourist Shop
Megaphone	Dispelling	Astoria Supernatural Museum
Baton	Protection	Astoria Supernatural Museum
Pepper Spray	Protection	Tourist Shop
Shield	Protection	Astoria Supernatural Museum
Battery bank	Dispelling	Tourist Shop
Radio jammer	Dispelling	Astoria Supernatural Museum

Board Prototype



Town Side

1. Astoria-Megler Bridge
2. New Youngs Bay Bridge
3. Astoria Skate Park
4. Tapiola Park
5. Astoria High School
6. Astoria Yacht Club
7. Astoria Bridge Beach
8. Tourist Shop
9. Leif Erickson coffeehouse
10. Astoria Supernatural Museum
11. Culp Ct Buildings
12. Astoria Middle School
13. Pioneer Cemetery
14. Columbia Memorial Hospital
15. Astoria Aquatic Center
16. Mill Pond



Forest Side

1. Astoria Reservoir
2. Astoria Column
3. Cathedral Tree
4. Radio Tower
5. Clatsop Community College
6. Shively Park
7. Astoria Sports Complex
8. Treeline Trail
9. Navy Heights
10. John Day Boat Ramp
11. Marine and Environmental Research and Training Station
12. Tongue Point
13. Astoria Wastewater Treatment
14. East Astoria Mooring Basin Dock

