

Notes/Background

Friday, November 1, 2019 9:52 PM

What kind of place in nature & letters?

- Need some back for Lyra, and more history/background for world, too → try to build up a little
- Arien de Moltspiegel: powerful mage at end of 5th Age
espoused elemental magic and connection to Elemental Planes
spent time at Petronelle Abbey; esp. interested inチャルカ
What else would a powerful mage do? Fundamentally a research scholar.
He did research and passed his knowledge & magic.
Fascinated by places where Element Planes stuck into mortal plane
Meth. few man quivers, deer, rabbits & hunting hawks. A brief stay/joust
cont'd?

Danger side: Elemental Plane of Water

Option 1: Cave complex near a waterfall (behind waterfall?)

Option 2: Swampy, turbulent water → tangling? Jolting?

Tower was built as
Arien's domain for research
However became corrupted during
pot law watch your

Elemental Plane of Water.

1) Letter from Arien to Robert:

"The land is perfect place for my work on Elemental Wards"

A well-kept in the world, an enchanting spring (etc.).

I invite you come visit, and please bring some of
your gear/s. (etc etc).! (include map)

Arien was
living solo but was
kind about the area
desired protection for the
water & its scrolls.
Water can believe my self to
be in his tower (we like)

2) Letter #2:
Something about what he built, and changes over time?

Drop some hints.

Dungeon: Tower

3 rooms: blights outside; something in tower; 2 puzzle/tap:

5 room dungeon style:

Room 1:

Guardroom →
traveler's den. Here may have been a simple camp

Tug/Slayer? me or other

Also, no door (visible)

→ how to get inside, seems confused if

→ much more clues, and some components for slaying

blights haunt the
swamp; creak
also maybe can find some kind of rotting plant zombie
(dead treasure keeper)
will of wisps

walk all
around it
excavating floor plan;
but also it may take too long
at least, have another
option after

Room 1/5 pots:
1) Description of ground area
2) Blight encounter
3) Walk around excavate
4) Plant zombie encounter
5) door puzzle
puzzles & getting in tower:
excavate option → swim afterwards
→ door
if they struggle, can have something like
bubbles come up
oils here just for speed → if they
roll body/ice bath stuff, monster comes

Room 2: RP/puzzle

Inside tower: quick waterfall cascades down through center of
tower, water is general goal?

→ Top? stairs?

Rooms 3& 3B:

Room 4: Corridor under water & sending similar

Room 5: Same & corruption; seal/desire

Original design

1st: entry, dining, kitchen

2nd: bed rooms, great room;

3rd: library

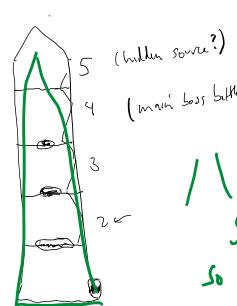
4th: laboratory of elemental magic

5th: secret treasure/gate to Plane of Water/
scroll

→ perhaps Place
of Water where
sum + treasure!!

Tower design: 5 floors;
1st is completely underwater

Central staircase now ~
with fall
slimy, gross, decomposed
water (wetness)



/ / slope
going up!
so each floor
smaller than
last

Room 2:

Description is wet, swampy!
Mined.

Water seeping down stairs
Ropey vines in stairwell - design
as a complex trap

Room 3:

RP/trap → make it seem like
corrupted awakened tree big scroll,
corrupt or don't let only to find
scroll is not here

1 Room - large tower (is dry)
awakened tree; has gone mad from
evil curse in water
will talk back, play up madness

Large fountain, water pooling on floor,
mimic big bed, evil spirit corrupting everything → once dead things can be reverted