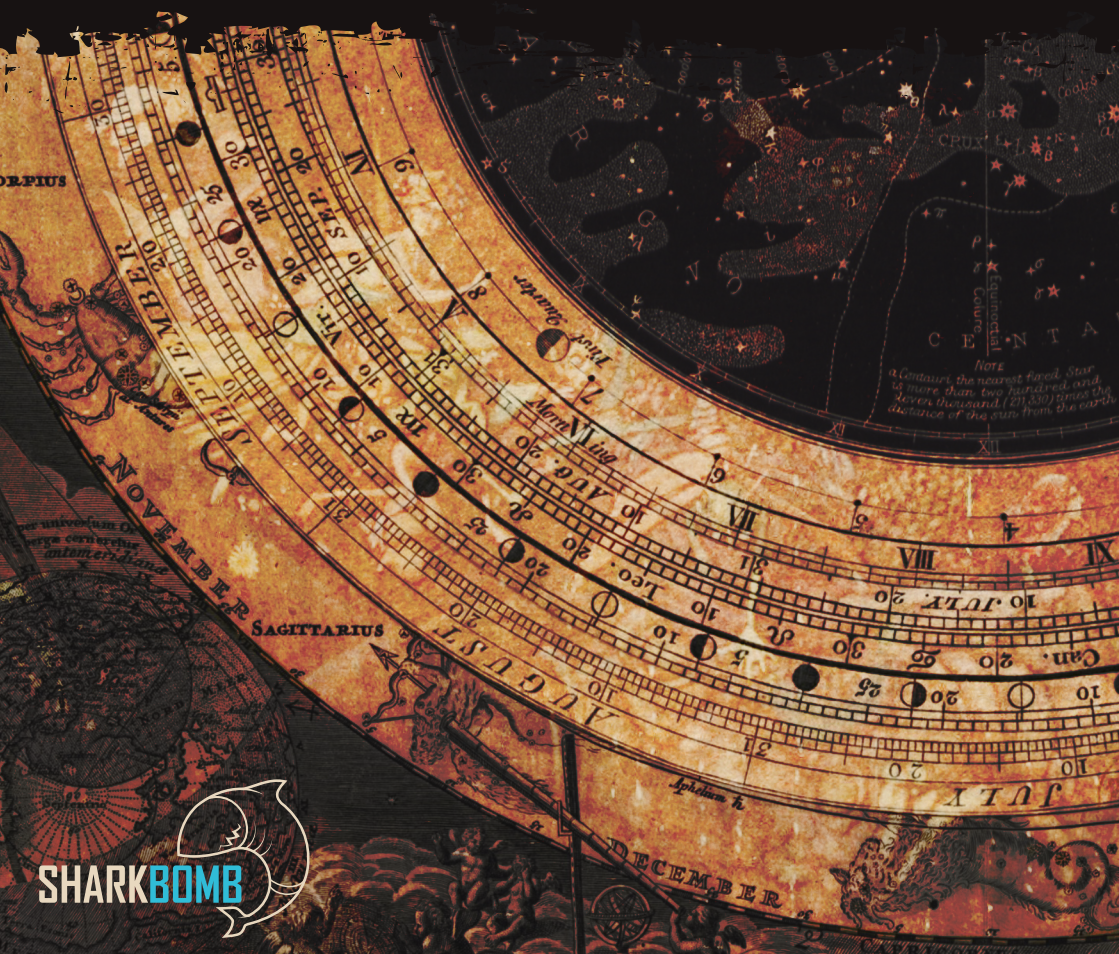


# PLANEDAWN ORPHANS

*A planepunk fantasy campaign kit for any system*





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# 1

# THE BASICS

Set in the Planar City, a strange melting pot that connects the vast diversity of the multiverse. You all play **Planar Orphans** stranded in this city, your original home worlds destroyed, corrupted or lost.

A mysterious **patron** has brought you together, provided you with a building as your **home base** and tasked you to complete a **Planar Key**. An artifact that will let you create a new plane for you and your fellow refugees. Your quest will bring you to exotic places filled with strange creatures and bizarre phenomena.

## WHAT IT IS

This book is a campaign kit. It presents a structure and a collection of ideas that will help you plan your own campaign. Contrary to a predefined campaign, this leaves a lot of empty space for the GM and the players to fill.

We designed the core elements of the campaign (the orphans, the patron, the home base and the key) so that they provide maximum flexibility: Drop-in and drop-out play, a lot of variety in your missions, a focus on action rather than travel and even rotating GMs.



# HOW TO USE

If you are the GM, it's best to first read through everything. Try to get an overview over the different bits and pieces of the campaign setup and how they fit together. Then schedule your session zero which is explained in more detail in the chapter **Running the Game**. This preparatory session will have you and your players generate the characters and their world together.

You will also have to define your Planar Key and the orphans' patron. You can make up your own or you can pick one described in the appropriate section. Or you define this collaboratively with your players but if you want to keep some of the mystery surrounding them intact, then you may want to keep this on your side of the GM screen.

If you are a player and want to know more, read on and focus on the chapters for The Planar City, The Planar Orphans and The Home Base.

# WHAT IT OFFERS

- Allows for easy drop-in drop-out play
- A medium to long-running campaign
- Easy access to a wide variety of strange planes and exotic locales
- Highly varied character backgrounds and concepts are possible
- A clear goal and a way to measure campaign progress
- Can accommodate multiple rotating gamemasters

# 2 THE PLANAR CITY

The Planar City is a sprawling metropolis between the planes of existence. Many paths lead to its winding streets and packed houses. In the Planar City, the right doorway can get you anywhere. But the wrong one will get you mugged, experimented on or worse.

Life in the Planar City is hard for newcomers. It's a city torn apart by a myriad of factions with conflicting interests from dirty, cobbled streets or the polished marble courtyard. Anyone who's new will quickly find themselves at the bottom of the pecking order. Even if the player characters have the grit and skills to make their way here, many of their fellow refugees and exiles will not be so lucky.

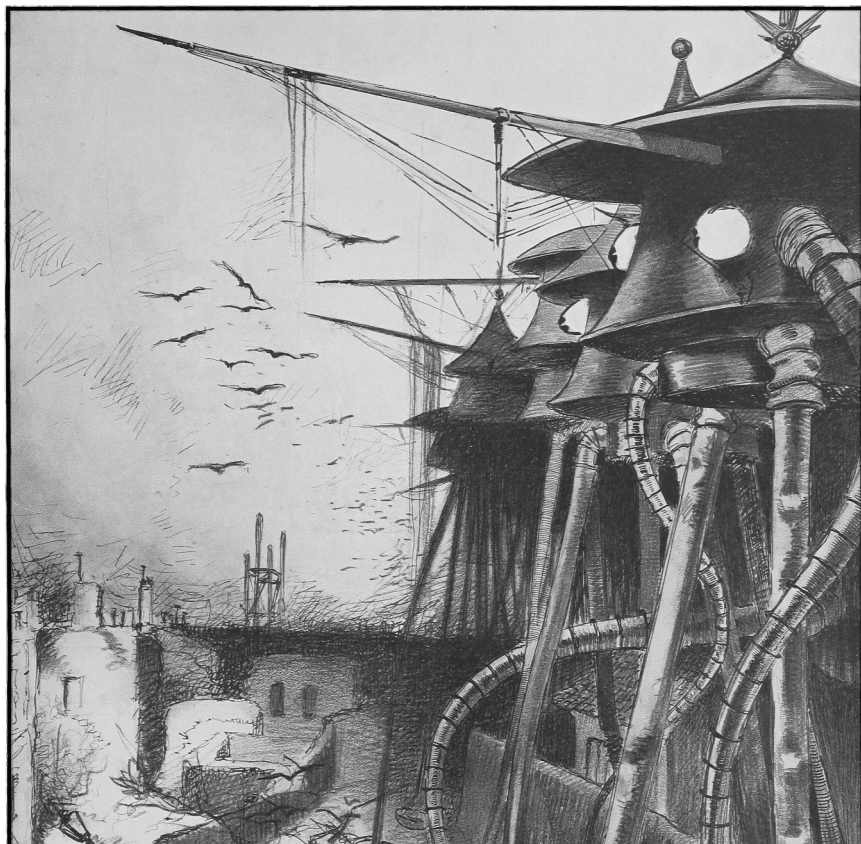
The Planar City has many names: **Sig**, **Dis** or even **Sigil** are just a few. It's a place that collects the lost and the estranged. A universal melting pot and a place of opportunity and contrasts. The city is split up into different boroughs and districts with very different atmospheres. Maybe there's the **Hive**, an industrial area populated primarily by the insect people known as the **Karixx** or there's the **Gilded Quarter**, where the mansions and homes of the rich are hidden behind golden walls.

If there is a Planar City supplement you are familiar with or that you enjoy, feel free to use it. For the purposes of **Planedawn Orphans**, the particulars of the Planar City are for the GM to decide.

## BEYOND THE CITY

The city connects to the manifold planes of the multiverse. A plane is basically a world of its own, a self-contained reality. And these planes can be as strange or unusual as you desire. An elemental plane made of pure fire with cities restricted to magically safe pockets or a flooded world where people live on the backs of large aquatic creatures are both perfectly possible.

The city maintains an active trade or diplomatic presence with some of these planes but many are not even aware of the city's existence. The amount of gateways from and to the city can also vary widely. As does the degree to which these gateways are known or controlled.



# 3 THE PLANAR ORPHANS

As a Planar Orphan of some kind you have just recently been thrown into the boiling melting pot of the Planar City. Maybe your home plane was destroyed or corrupted or you were otherwise stranded or exiled to the planar city with no hopes of ever making your way back. And now you, along with many others from your lost home, have found a small measure refuge in the city's margins.

Now the city is your home. Your new, confusing and dangerous home. But you're a survivor and you make the best of your new situation. Maybe you've only been to the city for only a few days and you're still learning the ropes or you have been living here for a few years, making your mark on it. But now an opportunity presented itself: A wealthy and influential patron has seen your potential and has decided to support you.

They have brought you together with a handful of other orphans, given you a monthly stipend, a safe place to live but most of all, they've given you hope for a new way forward: The Planar Key.

It's an opportunity to create a brand new plane. An impossible feat for the ages. A new home for you or, if you've grown fond of the Planar City, a safe haven for your fellow refugees. And if you have designs for power, that plane will surely need leaders, rulers or maybe even gods.



# MAKING A PLANAR ORPHAN

It's highly recommended that you create your character together with your GM and the other players in a session zero. However it never hurts to have some ideas you are excited about before you get there. So here are some things to consider.

When you make a character the following things need to be true:

- They have lost access to their home plane
- They have found refuge in the Planar City
- They want to create a new plane, even if not for themselves

Since their home may be any kind of plane, it is perfectly possible to play a strange or unusual species or class. But do discuss this with your GM first. This unique origin also opens a number of interesting questions you may want to consider:

- What was their home plane like?
- Which friends and family from their home plane made it to the city?
- What did they leave behind?

These questions should inspire you, but since you'll be defining the character together with everyone else during an initial session it's best to not pin down things too much before then. This way you can discover the particulars of your character with the other players.

If you plan to play with multiple rotating GMs, then each GM should also make an orphan to play when they're not running the game.

# 4

# THE PATRON

The patron is a being with access to the Planar City, maybe they have been living there for quite some time. They hold a position of power with wealth and influence and are driven by the idea of completing the Planar Key.

They have invested considerable resources into research on the key and just recently have made a breakthrough. But to complete this endeavor they need the help of a group of similarly motivated individuals. For this reason they have decided to bring the Planar Orphans together under one roof.

Some players might get suspicious of so much goodwill but the patron is a truly honest benefactor without any dark ulterior motives that inevitably lead to betrayal. They simply want to see the Planar Key completed and are open about their reasons why.

And once the quest has begun the patron is doing their best to support the endeavor, without meddling in it. The orphans are free to go about the quest in whatever way they think best while the Patron works in the background. They will do their best to provide information and insight into the key whenever they come across something useful and will frequently reveal new leads towards the key's completion.

# MAKING THE PATRON

As the GM you can come up with your own patron from scratch or you can pick one of the examples below. If you are creating your own patron there are a few things that are pretty important for the campaign to work smoothly. If you deviate too far from these you will shift the balance and focus.

- They embody the strange inhabitants of the city somehow
- They have a vested interest in creating a new plane
- They need the orphans to help with the key
- They are earnest and do not plan to betray the players

If you enjoy some mystery in regards to the patron it might be helpful to create them by yourself before the first session. Alternatively you can keep things vague with the patron being mostly off screen. Maybe they communicate via middlemen or magical messages. That way you can discover their particulars during play. One way to do this is by defining one "truth" about the patron each time the players interact with them.

And if you enjoy a more open approach to things, you may want to create the patron in collaboration with your players during session zero. In this case they could even be from the same plane as some of the characters to create an immediate bond. In the end it is up to you.

If you need some inspiration for your patron, you can find a table with interesting prompts in the back of this book.

# EXAMPLE PATRONS

## **The Hidden Wind**

The wind is an incorporeal, genderless being manifested as a forceful gust of wind. Normally they animate a set of robes and use their control of air to create the sound of speaking. Their ability to communicate with the other non-sentient, often moody winds of the city can be a great source of information. They started out in the City as a spy and smuggler and have since made their fortune as an information broker and head of an organization of spies and infiltrators.

They would like to create a plane that contains a whole race of sentient wind-beings so they are no longer lonely. And they rely on the players because the Planar Key can only be perfected and manifested by physical beings out of their own free will.

## **Shadow of Symmetry**

When Palamaeus revealed his flawless painting of the cruel brother-king fellating the divine Pulcrea, he found himself and his painting cursed by the proud goddess. In her fury she threw the painting into hell where it broke into two perfect halves. This impact formed a new spirit-entity that refers to their two selves as the Left and Right Hand of Symmetry.

They have no physical presence and only appear in reflective surfaces as if looking over the watcher's two shoulders. They often take on the two opposing forms most appealing to the beholder.

They have used their understanding of beauty and symmetry to inspire artists and through them amassed both a sizable fortune and goodwill among their patrons. Now they want to inspire the ultimate act of creation: A plane of pleasing aesthetics free from the meddling of gods.



## **Goddess of Stone**

A marble statue, five meters tall and with gentle face and a laurel wreath, stands in the center of her temple. The hundreds that flock here daily are a lucrative business for her loyal and well compensated priests. Unfortunately she's not the goddess they worship.

She's only a loyal servant created long ago by the goddess herself to manage the prayers and everyday affairs of the temple. A god's assistant if you will. Until the goddess was destroyed by her divine brother, leaving her as the last enduring spark of her power. Since then she's took up the mantle of the goddess, successfully keeping up appearances.

Now she has gotten hold of the Planar Key and as a loyal servant, plans to use it to create a new plane and with it a new pantheon, re-birthing her lost mistress. However since these plans require her to admit the death of her goddess, she can not rely on her priesthood. Instead she works with the Planar Orphans. A small wrinkle is that to keep the information compartmentalized within the priesthood, she can only communicate indirectly with the orphans. Maybe it's a messenger that has memorized a message in a language they don't speak themselves or it's an encoded letter and the corresponding cipher, both written and delivered by completely different people.

# 5 THE PLANAR KEY

The Key is a supernatural method of creating a brand new plane. The actual details of this are up to you. It can be a physical object, a complex ritual or a strange portal. But whatever it is, it can't be used just yet.

First it requires 13 Relics of Power, each aligned with a different universal aspect. Once all the relics are assembled, the key is perfected and can be manifested.

## MAKING THE KEY

As with making a patron you as the GM can pick from one of the example keys below or you can make your own. If you do make your own, these are the facts that need to be true about the key:

- Planar Keys are extremely rare
- The key requires Relics of Power to fulfill 13 different aspects
- Adding all relics and perfecting the key is a difficult endeavor

If you make your own key, you can either do so yourself in preparation or you can design it in cooperation with your players during of session zero. In that case it might be helpful to bring some rough ideas to the table for the players to bounce off of.

# RELICS OF POWER

A Relic of Power can be many things. At its simplest, it is a physical item that can be held and moved and that is filled with power. But it can't be just anything, it needs to be a relic of particular magical, divine or cosmic significance and in resonance with the key. Examples could be the heart of a fire giant, the blade of a god or the song of darkness.

These objects will often be difficult to find and acquire. Frequently the patron may help with the needed information that send the orphans off in search for one of the relics. In almost all cases it will involve a trip to a strange and interesting plane. This search is the driving motivation and backbone of the campaign.

A relic is aligned with one or more of the thirteen universal aspects, the conceptual foundations needed for any world. The aspects are:

- |          |          |           |
|----------|----------|-----------|
| 1. Air   | 5. Mind  | 9. Space  |
| 2. Fire  | 6. Soul  | 10. Time  |
| 3. Water | 7. Blood | 11. Void  |
| 4. Earth | 8. Bone  | 12. Music |
|          |          | 13. Magic |

When adding a relic to their key, the orphans can state **two facts** related to the relic's aspect(s). Once the key is manifested, the final plane will align with these stated facts. For example when the orphans insert the winged sandals of a god, an Air-aspect relic, into their reality-machine they can define that the winds are shepherded by benevolent cloud spirits or that the weather is always pleasant. Use the planar key sheet to keep track of relics and facts.

## EXAMPLE KEYS

### **God-Phoenix Egg**

This rare artifact is a cyst of divine magical power. At the beginning of the cosmos many such eggs were created. Condensed magical power pulled together like stars in the sky. These were the seeds out of which gods were born. And almost all have at some point awakened into full-fledged pantheons whose birth also created their primary plane.

Finding an unawakened egg is a true rarity indeed. To the uninitiated it looks like a fist-sized, slightly lumpy egg made out of dull glass, illuminated by a soft glow from within. It's barely bright enough to write by and surprisingly heavy when picked up. This particular example was in use as a convenient paper weight and reading lamp for centuries.

Now the egg is magically suspended in the middle of a sealed room, slowly and carefully coaxed to life with a series of subtle rituals and a total of 13 aspect artifacts placed around its magical meridians. The goal is to gently shape and increase the magical pressure onto the egg so that it will incubate and unfold in the desired shape.

### **Reality Engine**

This advanced piece of magical technology is a highly experimental and volatile prototype. A room-sized clockwork contraption of brass and glass: Pipes, springs and delicate gears, all adorned with carefully placed and weighted magical crystals. Yet all it does is to control the shuttle of an empty loom in the center of the room.

In truth the loom can be attached to ephemeral strands of reality. The initial schematics for this machine are based on the theoretical hypotheses of a famous group of wizards. Unbeknownst to them their



theories were put into practice when the machine was built. Previous test runs have determined that it requires a total of 13 aspect samples as input data for the world generation algorithm to weave a new reality.

Unfortunately these prior experiments have also completely erased an entire adventuring group from existence when the machine malfunctioned. This first (and last) proper test run has created magical ripples that could be felt throughout the Planar City, confounding many wizards.

### **The First Ritual**

When a new pantheon of gods or titans comes together, they perform the First Ritual. This rite is woven into the cosmic foundations of the universe. With hidden steps and impossible gestures the ritual pulls the strands of reality apart, creating a new plane in this new non-space. And even more, it grants the ritualists divine dominion over it.

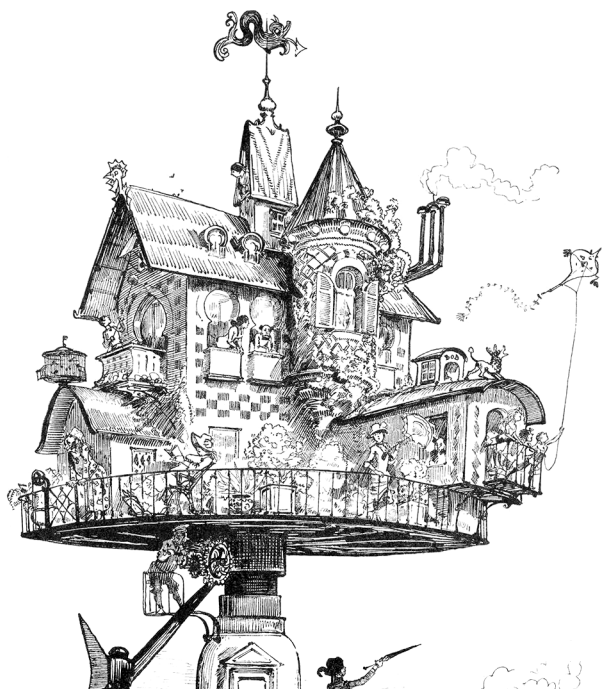
This ritual is a jealously guarded secret and so deeply hidden that most gods have purged the memory of it's particulars from their own minds. It is whispered that they fear that what can be used to create can also be used to unravel or that the movements that grant dominion can be used to usurp them from their place. Because of this knowledge of it alone is considered an affront to almost any deity.

To perform it you need enough people to take on the various roles of a pantheon. And these people need to all be disconnected from any planes of their own to be able to participate at all. Additionally since the performers are not gods themselves they need access to strong magical energies. To do so the ritual can include 13 aspect fetishes: Fragments of pure divine power that can lend their energy to the ritual.

# 6 THE HOME BASE

This building is the orphans' home and headquarters. It connects the orphans to each other and it gives them a foothold in the city. It's a safe place that they can make their own. At its simplest it's a jumping off point for their adventures but it can be their lab, workshop, meeting place, training grounds.

The patron lends it to the orphans free of charge as long as they help them with the quest for the key. It also houses a venue that is not part of the patron's deal with the players.



## THE VENUE

The venue is part of the wider building of the home base. It might be in the ground floor of the building or maybe in a separate annex on the same property. It is open to the public and provides some kind of service to the citizens of the Planar City. It could be a tavern, a circus, a temple or any combination thereof.

At the start of the game the orphans are not involved in its operation unless any of them explicitly want to be. Since they have just recently moved into their home base they might still have to discover the venue, its staff and patrons during play.

The venue is where the orphans can meet the colorful inhabitants of the planar city, hear the newest gossip and rumors or make new contacts. They might even take a personal interest in its business and start contributing to it in some way or another.

## MAKING THE HOME BASE

Just as with the orphans, it's suggested to create the home base (and the associated venue) as part of session zero. You do this using home base sheet in the back of the book. It contains the different elements of the building and venue with their own list of options.

Simply go through the home base sheet together, in the listed order. Take turns picking an option from the current category until you have picked the required number. Feel free to discuss and make sense of the chosen options together. This way you can collaborate to create a place that everyone is excited about.

## EXAMPLE OF PLAY

The GM (Adriene) and her three players (Betty, Claude and Daniel) get together, with the home base sheet accessible to everyone. Now they take turns picking options.

The GM goes first and in the first category **Home Base Visuals** they pick **On stilts**. This doesn't yet inspire anyone so Betty is next. She picks **Tower** in the same category. A tower on stilts sounds promising. Claude decides that **newly constructed** might fit as well. A glass and steel tower like a modern building could be cool.

It's Daniel's turn and he feels the visuals are sufficiently detailed and picks **The building stands on holy or cursed ground** from **Home Base Weirdness**. This fits really well with the stilts. Maybe that is the reason for the elevated building: The ground is literally under a wizard's death curse so the tower is not in contact with it.

It's back to Adriene, the GM and the **Venue Services** category. Picking something simple she goes with **Drinks and Liquor** first. Maybe the lowest floor of the tower is a bar? Betty picks **Fashion**. She doesn't know how these combine yet but it sounded intriguing.

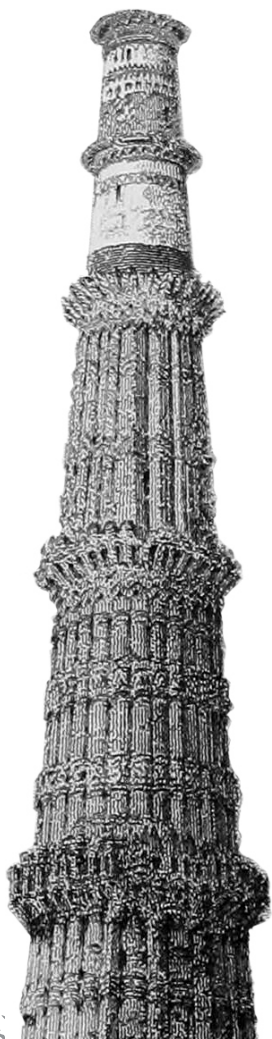
Next up is **Venue Atmosphere** is up and Claude picks **Intimate**, followed by Daniel's **Surreal**. Maybe the curse is partly to blame for the surreal atmosphere? Things are starting to come together!

Time for some more strangeness. Adriene gets to determine the **Venue Weirdness** and decides on **The venue is staffed by the undead**. Since the curse is dangerous maybe it can only be staffed by animated skeletons?



The last category is up and for **Venue Staff** Betty and Claude pick **Distracted** and **Tattooed** respectively. The automated skeletons are a little scatterbrained. And instead of tattoos they have magical glyphs painted onto their bones to ward them against the curse.

Finally they name the building **Scornpeak Spire** because of its blatant disregard for the curse. And the venue is known as the **Specter's Haunt** for the surreal hallucinations that patrons sometimes experience.



### **Home Base Visuals**

- On stilts
- Tower
- Newly constructed

### **Home Base Weirdness**

The building stands on holy or cursed ground

### **Venue Services**

- Drinks and liquor
- Fashion

### **Venue Atmosphere**

- Intimate
- Surreal

### **Venue Staff**

- Distracted
- Tattooed

### **Venue Weirdness**

The venue is staffed by the undead

# 7 DOWNTIME & EXPEDITIONS

The orphans' quest for the key sends them out on expeditions into the wild world of the multiverse. But even those that miss the opportunity for an expedition can still contribute by taking Downtime Actions.

## EXPEDITIONS

An expedition is a story that sends the player characters on a quest to acquire a Relic of Power. While a group of orphans are on an expedition they remain unavailable for other expeditions until their return to the Planar City. However you are more than welcome to run multiple concurrent expeditions with different sets of characters.

Since the key requires 13 relics, that means 13 expeditions. If you want things to go a bit faster you can have the patron manage to secure a relic on their own. Or the players could secure multiple relics in one expedition, maybe by breaking into the Underdragon's vault.

Conversely you can also stretch things out by adding quests for information gathering even before an aspect can be acquired. Maybe the players need to find the map to the relic of bone. Or they need to first acquire an artifact that allows them to survive on the plane of eternal fire where they are looking for the phoenix heartfeather.

# DOWNTIME ACTIONS

Whenever a player character misses an expedition or when there is ample downtime between expeditions the orphan can take a downtime action: A lengthy project to acquire special resources. A list of possible actions can be found on the following pages.

When a downtime action is undertaken the orphan is granted a measure of experience and a special resource that can be spent during an expedition. This grants the player some narrative or mechanical benefits. As the GM it is up to you to judge if the use of resources is reasonable but be permissive. After all, the point of these resources is to help the orphans.

Note that a character can never have more than one of each type of resource at any time. And after they have participated in an expedition, all unspent downtime resources are lost. They have expired, been discarded or have otherwise become unusable and can no longer be leveraged.

## **How much Experience?**

Performing a downtime action should give roughly half as many experience points as participation in the appropriate expedition would have given. The specific number depends on you and your game system. Feel free to justify this by quickly narrating some obstacles they had to overcome.

## Doing Research

You delve into old libraries or ask around for rumors. Gain 1 **Research**. During a session you can spend your Research to ask the GM a knowledge-based question. Examples would be **What are the powers of this artifact?** or **What is the meaning of this symbol?**. They answer truthfully and will ask you how you learned this.

## Make Preparations

You put some plans in motion to be prepared for any eventuality. Gain 1 **Preparedness**. During a session you can spend your Preparedness to have put something in place in advance. Maybe **you stashed some disguises somewhere** or **you bribed a guard to leave a window ajar**. The GM will ask you how you managed this.

## Gather Supplies

You acquired the right tools and artifacts for the job. Gain 1 **Supplies**. During a session you can spend your Supplies to pull an object out of your backpack. The item should be useful to the current situation and may be of some value. Imagine a **scroll of teleportation** or a **diamond-tipped hand drill**. The GM will ask you how you got this item.





### Recruit Contacts

You make friends and get in touch with old allies. Gain 1 **Contact**. During a session you can spend your Contact to introduce a useful NPC. Maybe you have befriended the stable boy in the count's castle or you met up with your old wartime buddy. The GM will ask you for this character's name and how you met them.

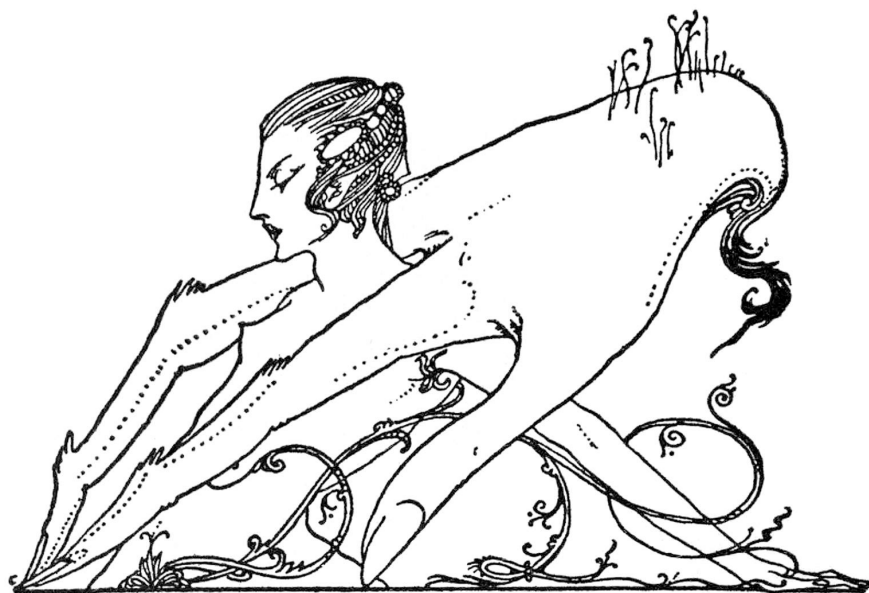
### Train Hard

You spend the time practicing and exercising as hard as you can for the challenges ahead. Gain 1 **Training**. During a session you can spend your Training to gain an advantage on a roll. The GM will ask you how you learned to do this. As with all other answers you can state things plainly or maybe even describe a quick flashback scene.

The advantage you get will be dependent on the system you are playing. Your GM determines the specifics, at the latest once someone wants to train for the first time. The benefits should remain consistent so players can rely on them. Maybe you get a bonus to your roll, you may re-roll a failed attempt or you can simply complete the action without rolling. This also determines whether training is spent before or after a roll.

# 8 RUNNING THE GAME

This chapter explains the different elements of a **Planedawn Orphans** campaign and how they come together. Understanding these components will help you prepare, organize and tweak things for your personal game.





## WHY ORPHANS?

The goal of the campaign design is to provide maximum flexibility to the GM and the players. It allows you to have a rotating cast of characters going on expeditions. Maybe you even run parallel expeditions with different groups or even different GMs.

And the players that miss out on an expedition can still take downtime actions. These will help them feel like they are a part of the effort, and since these come with some experience rewards they will prevent them from falling behind too much.

The clear expedition structure helps you get right to the action. You can easily run a gothic horror session full of vampires and werewolves one time, and a world of mysterious, courtly intrigue the next.

In addition the Planar Key with its aspects and Relics of Power, gives the players a clear goal and measure of progress. Many different characters can work together towards a common purpose.

And to finally answer the question: **Why orphans?** The shared loss of their home all characters share binds them together. They are a newfound family of exiles and refugees working together to create their own promised land.

# THEMES AND TONE

A campaign created with this kit has a lot of flexibility as to how you run and play it. This allows you to easily come up with themes for your own campaign. However the way the elements of the campaign lend themselves well to some specific themes that are detailed below. Feel free to emphasize these as much or as little as you feel like.

## **Theme: Found Family**

The uprooted nature of the orphans that suddenly find themselves living together makes a great foundation for a closer look at family and friendship. Is solidarity and mutual help change lives? Is family only who you're born with or is this something you can make yourself?

## **Theme: Making your own Luck**

Sometimes life deals you a terrible hand. That doesn't mean you have to accept it. The orphans and their plans for the Planar Key are an excellent example of not accepting your fate. Can hard work truly create opportunities? Is it possible to make your own way?

## **Theme: Beauty in Diversity**

The shimmering variety and endless possibilities of the fractal universe's planes can be exhilarating. And the orphans' quest is to bring a relic of this unique diversity back with them, both physical and metaphorically. What beauty can be found in this diversity of existence? Can you discover facets of yourself in the things outside yourself?



### **Tonal Variation**

While the themes should be mostly consistent across a campaign to have any effect, tone can vary. The wild diversity of the planes makes *Planedawn Orphans* uniquely suited for experiments with tone. One expedition could be a high-magic heist while the next adventure has all the trappings of a gothic horror story.

### **Sense of Scale**

Even though the goal of the campaign is pretty grandiose (Creating a new world out of thin air is a pretty massive undertaking, after all), your story does not have to be an epic level campaign. It is intended to be played at any level, after all the Planar Key is more than the sum of its relic parts.

You can use it to design a grand campaign where the players go from nobodies to being the gods of your own plane. Or you can have a series of expeditions that, while challenging, are not necessarily the most epic of journeys. They can simply be a slightly strange method to find your way to a new home.

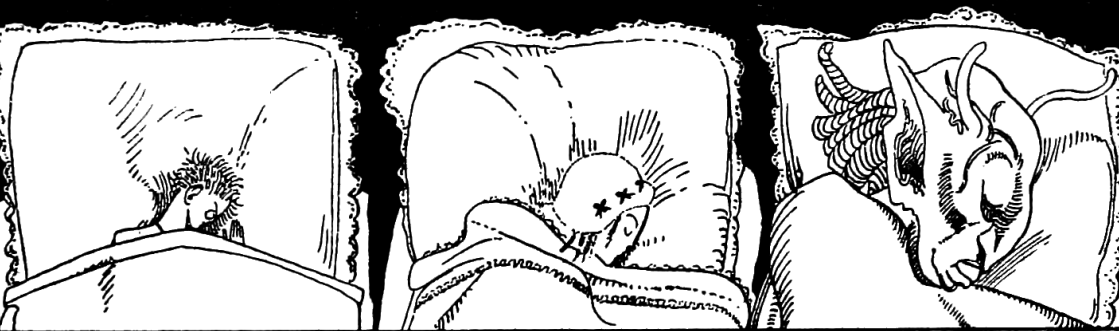
## PREPARING A CAMPAIGN

For a **Planedawn Orphans** campaign session zero is very important. It's where the foundational building blocks of the game are established in collaboration with your players. However that means that there's not too much you need to prepare in advance. It's basically just:

- Print the home base sheet and enough character sheets
- Design your patron and Planar Key
- Give an introductory pitch to your players so they know what to expect
- Prepare the beginning of the campaign in case you have time at the tail end of session zero

One thing you may want to point out in your pitch is that while the patron may be mysterious and strange, they have no plans for betrayal from their side. Otherwise your campaign may go off the rails as your players search for conspiracies and motives that do not exist. However if you make such a claim as the game's facilitator you have to stick to it to not lose your players' trust.

Once that is done, you can lean back until session zero.



# RUNNING SESSION ZERO

Session zero is where everyone gets together to make characters.

Here your goal is to be a fan of your players' ideas. Be permissive when it comes to strange character concepts, classes or species. The multiverse is a large place and your Planar Orphans may reflect that. Be curious and ask them questions. Here's some examples:

- What is or was your home plane like?
- Why is it lost to you?
- What did you leave behind?
- What did you bring with you?
- What do you miss most about your lost home?
- Who else escaped to the City of Planes? Friends? Enemies? Family?
- Do you want to help these fellow refugees?
- Are some characters from the same plane?
- Why do you want to create a new home for yourself?
- Why did the patron choose you?

Next it's time to create the home base and its venue together. You, the GM, start and pick the first option before you hand the sheet to the player on your left. Keep going around the table until all categories have been filled.

Now you're ready to start.

# STARTING THE CAMPAIGN

There are many different ways to start a campaign but if you're looking for inspiration, here are some ideas to help you get started.

## **Moving in**

Start with the players moving into the building together. Go around the table, letting every player briefly describe their character and room.

Then once that is done you take over and begin a scene where the patron gathers them together to brief them on their first expedition. Here the orphans can get to know each other and their Patron.

If you want to end with tension you can jump forward in time to the start of the first expedition, just as the orphans enter a new plane together. Describe the thrilling new vista and then end right there.

## **We got it! What now?**

For a more high-octane start, you can start in the middle of an expedition as they are just about to get the relic they seek. Give them enough clues about the world they are on to fire up their imagination.

Then go around the table and have each player narrate a short flashback on how the unique skills of their character helped the group overcome an obstacle on their way here.

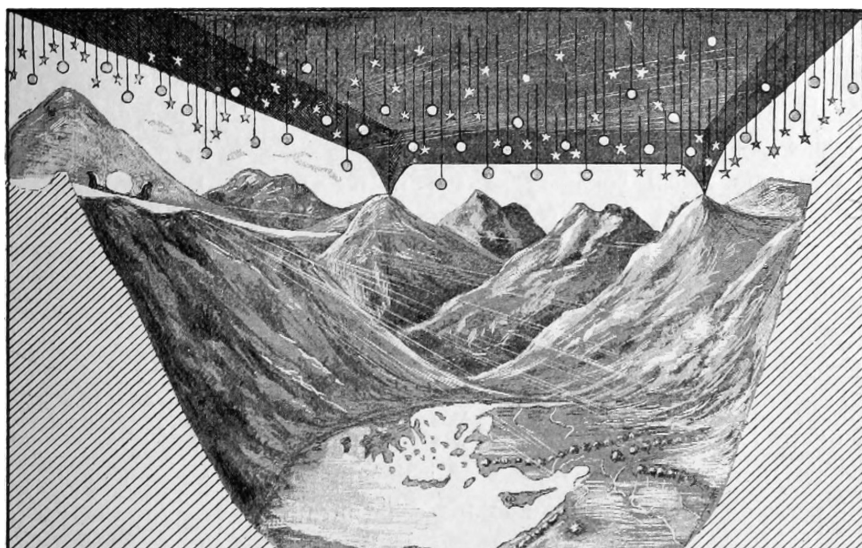
Then return to the present moment and pick up just as they grab hold of the item. Success and a moment of elation. Then shift the focus and look back towards the Planar City. Lay out the hazards of their return trip and feel free to be inspired by the obstacles they conjured in their flashbacks. You can break there for a high tension moment.

## ENDING THE CAMPAIGN

The natural ending point for the campaign is the completion of the key and the subsequent creation of a brand new plane. A momentous feat no mortal has ever accomplished before, a step into the unknown. It seems only fitting to end on a note of hope and wonder.

When the players manifest the key, show their new plane. A good way is to describe a series of brief impressions, like quick cuts. Freely jump in scale and time to provide a variety of perspectives. Go from a wide scene where you describe mountain ranges forming and clouds racing across the sky to the solitary struggle of a colorful beetle with a dewdrop.

But beyond that, what does the plane feel like? Maybe it is a young and wild frontier that needs to be tamed, opening up a new series of stories and adventures. Or by creating the plane the orphans become its divine pantheon, putting the finishing touches on their world themselves. In either case a great final scene could be the characters stepping foot onto the plane for the first time. A perfect moment to address the orphans' motivations.





# HACKING THE PLANES

The different elements of a **Planedawn Orphans** campaign all serve a purpose. This chapter explains the thoughts behind their design.

## Orphans

The player characters are all united by their shared existence as planar orphans. This gives them motivation and something to bond over. You can increase this by making them all originate from the same plane.

Aside from that it's great if there are fellow refugees that they are invested in. The orphans might be able to make their way in the city but many of their friends might not be so fortunate. This emphasizes the player characters' motivation and makes it less egotistical.

## Patron

The patron gives the orphans direction. Their resources help drive the players forward. You can easily start a session with a visit or letter from the patron because they have just acquired intel on a Relic of Power.

Another thing to note is that some players may be suspicious of benevolent authority figures. It is recommended that no later than session zero you, as the GM, outright state to your players that there are no plans for betrayal. If you want to leave this ambivalent to create a sense of mystery you run the risk of your players derailing the campaign as they waste their time coming up with conspiracy theories and hunting ghosts.

You can remove the patron and have the players be more self-motivated if you want, but to us it feels relatively central to the concept of **Planedawn Orphans**.

## Planar Key

The key is the central mission and goal of the game. It's essential to the campaign structure and can't really be removed or tweaked too much without ending up with something completely different.

But you can easily tweak the relics and their aspects:

## Relics

Most relics will be physical objects that the players can grab, hold and trade. However even if you have a more metaphorical object like the breath of a unicorn, the players still need to be able to interact with it.

Maybe they bind the object to their soul or command it with their thoughts. Alternatively if you want them to physically interact with it then a simple container, like a bottle or urn, can make that possible.

## Relic Aspects

If you want to run a quicker campaign you can have some of the aspects already acquired by the patron before the game begins. Of course you can also change the number and type of aspects if you want. 13 was chosen as a number because it is sizable but still feels manageable. This allows for the most flexibility for the GM.

The types were chosen to create three groups of four, with a thirteenth to get us to an interesting number. The first group of four (Air, Fire, Water, Earth) relates to the physical world. This is echoed in the second group which relates to the plane's living beings (Mind, Soul, Blood, Bone). The final group describes the more abstract and conceptual things of the world (Time, Space, Void and Music). If these don't fire up your imagination, feel free to replace them. Maybe words like Dance, Destiny, Entropy or Order work better for you and your players.

## **Home Base**

The goal of the home base is to give the orphans a shared living space. Not only that, the process of creating the building (and the venue) is also important as it gives all players shared ownership over a part of their world. This can help to get them excited about the campaign.

You can remove the central home base and have each player have their own home within the Planar City. However that runs the danger of splintering the group and it removes an important benefit that the patron grants them.

## **Venue**

The goals of the venue are many. Primarily it showcases the strangeness of the world adding color to the Planar City. It can also be a source of recurring NPCs. It allows you as the GM to introduce a cadre of interesting folk that might even be relevant to the players' efforts. It also provides a meeting point to get in touch with others from the Planar City and it can be a source of information through its patrons and regulars. Lastly the players can invest in it if they want. Help build it up, provide services to it or similar things.

However even though it provides many functions it can be removed easily. If you want the game to focus less on the Planar City and more on the extraplanar expeditions, then removing it might be a good idea.

## **Downtime Actions**

Their purpose is to give these players that miss out on an expedition something cool to come back to the game with. Using a downtime resource often helps the players overcome a challenge much more readily, making the character seem prepared and competent.

If you want you can assign rolls to the downtime actions. Like requiring a Charisma roll to successfully Recruit Contacts. If you do this the roll should be performed when the action is taken, not afterwards, and failed rolls should not incur penalties. This will make resources more scarce but it will also restrict characters to those downtime actions that they have the best chance of succeeding at. In this case you might also want to consider removing the "maximum one of each type of resource" restriction so that even if players are limited to one or two types of actions, they can still make use of multiple downtime actions in a row.

On the other hand you might want more downtime resources in the game. In that case you could allow a downtime action per missed session, not per missed expedition. In that case adjust the experience gained to be half of an average session instead of an expedition as well.

The rule that downtime resources are lost after one expedition is something your players might struggle against. It's specifically there to prevent players from hoarding resources only to overpower all your challenges in one go. To keep things manageable for you this rule forces players to use their resources quickly.

Lastly, when you begin a session and the players that missed the last expedition get to make their downtime actions, then those are a great way to kick off the next expedition. Especially **doing research** and **recruiting contacts** can easily reveal the hook for the next story. Simply ask the player how they're going about things and use that to reveal the clue that gets them going. This has the benefit of putting the player that missed out last into a more focused position, which might be nice.

## MULTIPLE GAMEMASTERS

One reason we created **Planedawn Orphans**, was to have a campaign that allows for multiple rotating GMs. Because the overarching structure is relatively straightforward this can be done without much difficulty. Simply have each GM create an orphan along with the other players. Then when you run an expedition as the GM, it simply does not include your character. Instead they participate in a downtime action. Then when another GM takes over the seat to start an expedition, your orphan can join in normally.

Playing with multiple GMs does bring its own challenges. Most of all it requires the GMs to communicate well and respect each others' story threads and ideas. It's recommended that any important elements introduced by a GM are explicitly flagged as such and should not be touched by other GMs without permission from their original author.





# 9

# HELPFUL TABLES

The following tables might come in handy when you need ideas for a new story or as quick inspiration while you're improvising.

- Use the **Manifold Expeditions** to generate adventure ideas on the fly
- The **Cosmic Relics** offers you prompts for powerful, planar items
- **Bizarre Places** is a list of ten unique planes for your adventures
- **Strange Happenings** provides downtime events in the venue or city
- The **Splendid Patrons** gives inspiration for influential planar citizens





# MANIFOLD EXPEDITIONS

You can build your expeditions like any other adventure but if you need some inspiration you can follow these instructions. You might even want to create multiple expeditions at once to give your players different options.

## **What is the relic?**

First you need to determine the aspect that the relic is associated with. You can simply pick an unfulfilled aspect from your campaign's Planar Key Sheet. Alternatively you can determine one randomly.

The next step is to determine the associated Relic of Power. As always you can simply create your own. Or you can look up the appropriate aspect in the **Exotic Relics** table and roll a d6 to randomly pick a relic from the list.

## **Which plane is it on?**

You can simply create your own plane. If you do so, picking something that is thematically related and inspired by your aspect and relic is a good starting point. But if you want to randomly determine it, simply look at the **Bizarre Places** list. You can roll a d10 to pick a plane and if the dice falls off the table or shows no clear result, then the relic is actually located within the Planar City.

## **Where, Why and How?**

Roll a d10 once for each of the three tables on the following page. This will answer three questions. First where the relic is kept, which can inspire you to create a fitting location. Second why get the relic is complicated, an interesting twist that can modify the expedition. And lastly why the expedition is only available for a limited time.

### **Where is the relic?**

1. Kept in an active war zone
2. Lost in a dungeon
3. Buried in a forbidden place
4. Built into the top of a tower
5. A powerful hermit guards the relic as his divine mission
6. Displayed as a trophy in a ruler's fortress or castle
7. Forgotten in some dusty storeroom or library
8. Swallowed by someone or something
9. Integrated into a valuable magical artifact
10. Kept in an unstable and ever shifting structure

### **Why is getting it complicated?**

1. It is constantly on the move
2. The relic itself is alive
3. Used as bait in a trap
4. It's worshipped by a cult
5. Guarded by monsters empowered by the relic
6. Prepared to be sold at a high-profile auction
7. Part of an elaborate ceremony or festival
8. It is actively used to fight back a ravaging sickness
9. Its owner is willing to part with it for a dangerous favor
10. It is unstable and needs to be kept in a special container

### **How is this expedition in danger?**

1. Someone else is hunting for the relic
2. The relic will soon be consumed in a ritual
3. The relic is old and will soon expire on its own
4. The connection to the plane is fragile and only temporary
5. The relic will soon change hands and be moved elsewhere
6. The relic is only accessible for a special holiday or event
7. A weakness in its protections will be remedied soon
8. Its owner is currently distracted by some threat
9. New protections will be installed soon
10. Its location will soon become common knowledge

### Is that expedition still available?

If the players don't pick up on an urgent expedition an expedition and time passes it is likely to expire. But if you want to keep it available you may want to see what happened to it in the meantime. Roll on the following table and modify the expedition accordingly.

1. The expedition is still available and utterly unchanged. How can it be that its danger did not come to pass?
2. The relic was moved. Roll on the **Where** table and discard your old result. What prompted this change?
3. The protection of conditions around the relic have changed. Roll on the **Why** table and discard your old result.
4. The pressure around the relic has shifted. Roll on the **How** table and discard your old result.
5. The relic has changed hands. Discard your old results and roll on the **Where**, **Why** and **How** tables again to find out more.
6. The relic can only be accessed by a key of some sort. Roll on the **Where** table again for this necessary detour.
7. Someone has tried to get the relic but failed and security has increased. Roll on the **Why** table for this added layer of protection.
8. It is still available but only for a very short time. Roll on the **How** table for this added danger to the expedition.
9. The relic has been split and now has two owners. Roll on the **Where**, **Why** and **How** tables to find out where the second half is.
10. Its danger has come to pass and the expedition is simply no longer accessible. Does this have any repercussions?

# COSMIC RELICS

Some ideas for possible Relics of Power the orphans need to track down. Each aspect features 6 relics so you can simply roll a d6 to pick something interesting.

## Air

1. The infinite north wind
2. The shimmer of heat
3. A perfect butterfly's wings
4. Echo of a snowflake falling
5. The footprint of a ghost
6. A never ending storm.



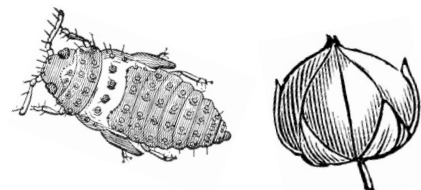
## Fire

1. A fire giant's heart
2. A living magma beetle
3. A dragon's eye
4. The shadow of a flame
5. Ash from the world tree
6. Sunflare elixir



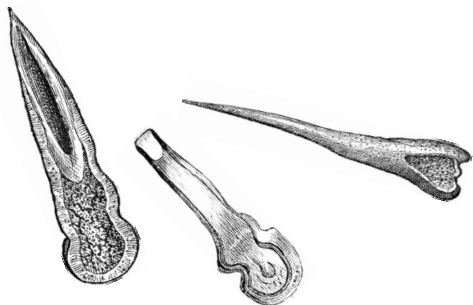
## Water

1. Water untouched by death
2. The lost pearl of Oramos
3. A cloud fragment
4. The secret name of an ocean
5. A timeless reflection
6. Black ice



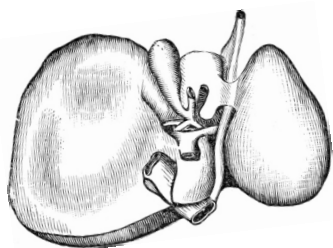
## Earth

1. A flawless god-diamond
2. Dirt from an empty grave
3. A sunless stone
4. A petrified breath
5. The titan's throne
6. A plow made from swords



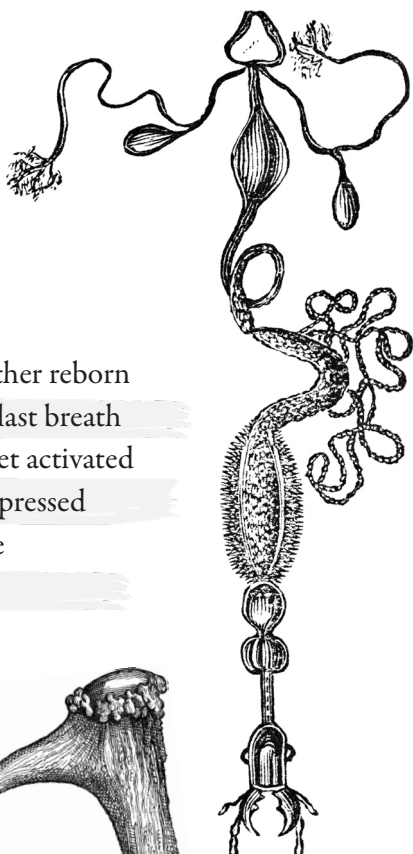
## Mind

1. A destined hero's first words
2. Flames of a dragon's breath
3. Grey matter of an elder mind
4. A genius idea, forgotten
5. A drop of insight
6. Eternal sleep



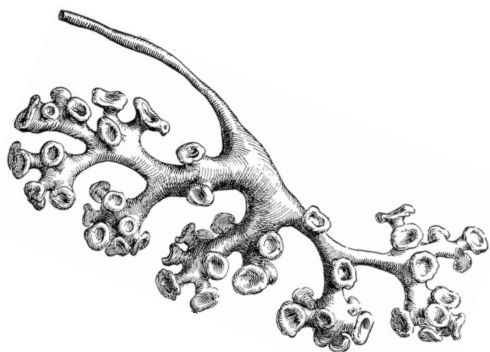
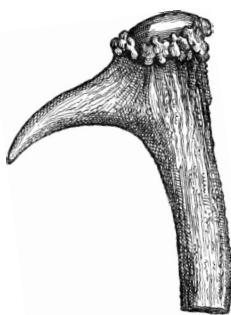
## Soul

1. An eternal mother reborn
2. A pure being's last breath
3. A golem, not yet activated
4. 111 souls, compressed
5. The tides of life
6. A spirit leech



## Blood

1. Innocent blood
2. Sap from the tree of life
3. A heart of gold
4. A bottle of a pit fiend's wine
5. A vampire princess's body
6. The dagger of vengeance

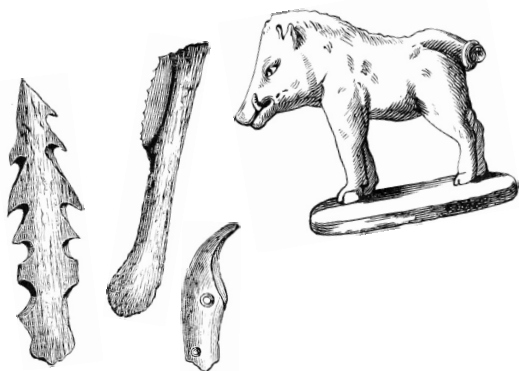
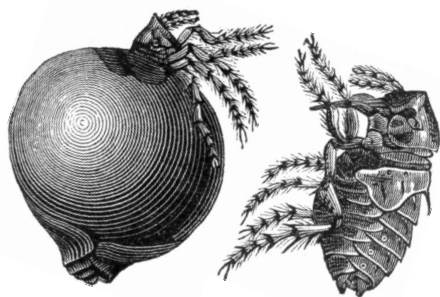


## Bone

1. The bones of the first being
2. The ulna of a necromancer
3. A necklace of giants' teeth
4. A winter's first chill
5. A terracotta legion
6. A hellhound's claw

## Space

1. A step from heaven's stairway
2. A teleportation in progress
3. A pair of winged sandals
4. The space of a loved item lost
5. The maze of mist
6. The obelisk of everywhere

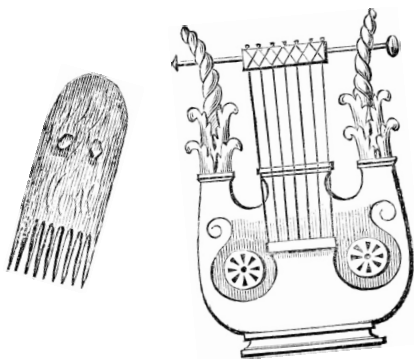


## Time

1. A perfect afternoon
2. The hourglass of Adhar
3. A world history of the fallen
4. A moment of corruption
5. The dust of time
6. A millennia-old heirloom

## Void

1. The urn of annihilation
2. Non-matter in a sealed vessel
3. An real painting of nothing
4. The gaze of a gorgon
5. A mind without thought
6. A sightless eye



## Music

1. The song of the spheres
2. Two hearts beating together
3. Three measures of a lost song
4. An archdemon's lullaby
5. Heaven's chorus
6. The undernight horn





## Magic

1. A splinter from an archmage's staff
2. An arcane cyst
3. A feather of the Impossible Swan
4. The words of a sphinx
5. A sinister star
6. The eldritch book





# BIZARRE PLACES

Here's some ideas for strange and interesting planes. If you need to pick one quickly, simply roll a d10.

## 1. Oasis-On-High

Scattered within this gentle desert are gigantic thrones on which the unmoving gods of this place rest. At their feet are the oases where their believers live out their afterlife in peace until their souls slowly dissolve into sand. If one dares, it is possible to work your way into one of these thrones and ascend to plunder a heavenly arsenal or even to face a god, if the angelic guards and divine traps don't smite you first.

## 2. Host

All gods are barred from entering Host. Instead roughly every thirteen months the constellations align and a random citizen is picked as the plane's new ruler. A host of 3.333 angelic beings descends on them and crowns them as the Divine Regent. If they refuse they are annihilated on the spot and a new citizen is chosen. If they accept all angels will bear their visage and obey their every command. At least until the next regent is chosen and they are stripped of all their power and influence.

## 3. The Infinite Library

A place of endless rooms and moving corridors, all of which are filled with shelves and books. In theory the library contains every possible book in the entire multiverse but it is crumbling and decaying. Many routes have collapsed or flooded and many of its shelves have been plundered. Now terrible little creatures lurk in the dark, devouring the remaining pages. And crazed cults scour the depths of the library for the forbidden tomes of their masters.

#### 4. Glimmerdrift

It is a cosmic mystery why the outcome of failed spells and magical destruction ends up here. The otherwise barren wastes are covered with the residue of so many spells: A rainbow dust that ends up slowly altering everything it comes in contact with, sometimes even in useful ways. Here a shimmering, silver liquid makes up the oceans, alive with strange geometric waves. Pure water and uncontaminated food are either scarce or excessively abundant. Sudden magical eruptions can make dangerous items rain from the sky or make hills of perfectly cooked food appear out of nowhere. The scrapers that make this plane their home build forts from the magical trash and look to the flickering sky with superstition. Breathing in the magical dust for so long has left its mark on them.

#### 5. River Mœbius

This extensive, endlessly flowing river has no beginning and end. Small floating settlements can be found anchored in the few places safe from raging currents or hideous underwater beasts. The banks on either side of the river are covered in perpetual darkness and a thick, milky fog. The silhouettes of the unlucky can be seen peeking out of these mists, frozen in place by the land's curse: While in the fog, your time will slow down until it stops completely, freezing you in place forever.



## 6. Hedronia

Hollow polyhedral cubes the size of a small city float in the atmosphere. They are connected by gigantic chains that stretch for miles in the always dawning sky. About half of the hedrons are populated with a wide variety of people and polities. These hedrons usually have an inscrutable control room somewhere within that controls its climate, orientation, movement and more esoteric attributes. The remaining hedrons are used for farming and mining, and more rarely, as prisons. During wartime these chains are often fortified so even the most experienced chain climbers have trouble making it across. Very rarely are they cut altogether. Legend has it that a hedron with its chains cut will fall forever.

## 7. Pirgur

Strong winds constantly blow across the high plateaus and mesas connected by fragile crests and bridges. On the plateaus small, wind-protected basins hold worn down and isolated settlements. Within the rock, the Stonefolk managed to carve out small tunnels and hives to live in, always afraid of digging too deep, because below are the pits. Here a constant smell of acid lingers in the air and giant mushrooms grow out of bubbling gray sludge. The pits provide a home to the various hierarchies of lesser gods and arch demons.



## **8. Shardfall**

At first sight, the plane seems conventional, if a bit tattered. Yet once it starts to rain, everyone quickly seeks shelter. Instead of water small sharp glass shards rain from the sky. These slivers easily pierce through light armor and in rare cases even through metal. If such a shard ends up killing a living being, it turns crimson as it sucks in that poor creature's soul. Normally these shards will melt like snow rather quickly after a shower but the shardblowers have perfected the method of preserving these shards with cold fire. Most denizens of Shardfall spent their time preparing for the rainy season.

## **9. Crowblood**

A gloomy place of gnarled trees, everlasting fog and blood moons. The plane is plagued by crows with crimson feathers that drink the blood of the living and infect them with a strange vampiric plague. In turn their blood is coveted as a powerful magical ingredient. Regardless, anyone who's sane doesn't leave the house after dark because the night belongs to the crows, the cults and to even stranger things.

## **10. Forsaken**

An incredibly dangerous place. Forsaken has undergone an apocalyptic event: Its gods have fought over and shattered the plane. Mountain ranges cleaved by giant swords, the ground ravaged by claws that left scars like canyons. And now its desolate remains are inhabited by the twisted survivors of that war fighting over the incredibly powerful relics and armaments of these long dead gods.

# STRANGE HAPPENINGS

When the orphans are off on an expedition, they undertake downtime actions, time passes or simply because you want some interesting color, here's a way to create some unusual and strange events for the venue and the wider Planar City.

## The Venue

1. A competing establishment has opened and business has slowed down as a result.
2. The city has started to levy some fees for specific goods and services leading to unexpected complications for the venue.
3. A species of sentient spider has started frequenting the venue but not everyone is fond of the new customers.
4. The venue is suffering from an unexpected and unexplained shortage of an essential good or resource.
5. The venue has become the newest hangout spot for some very influential people.
6. The venue has started displaying highly detailed paintings of food that are strangely unnerving.
7. A popular religion has condemned the venue for its supposedly sacrilegious practices.
8. A larger construction project to expand or renovate the venue has been undertaken.
9. The proprietors of the venue have changed suddenly and the new ones are planning to change quite a few things.
10. One of the services the venue used to be provide can no longer be offered to its customers.





## The Planar City

1. A raucous, shimmering festival envelops many of the city's boroughs. People in costumes freely give in to song and drink.
2. An important leader has died and half the city has fallen into mourning. Rumors of assassination are frequent.
3. A plague of insects is sweeping the city forcing folk into their homes. Some religions claim it is a divine plague sent to punish.
4. Unrest has erupted in one of the city's districts and a free anarchic zone was established. Lawmakers grow increasingly nervous.
5. The city has become embroiled in a war with a former trading partner plane. Some goods have become scarce and expensive.
6. A strange monster seems to stalk the streets of the city. Mangled corpses are much more frequent, even in the cleaner places.
7. A garrison of the city watch was destroyed in a blast. Some blame political opponents, others extraplanar sabotage.
8. A new major construction project creates a lot of opportunity, both for the honest worker and the dishonest criminal.
9. A trade deal is struck with a recently discovered plane. This gives the city access to a lot of cheap goods that now flood the markets.
10. A radical ideology is on the rise. More and more people protest against those they consider unclean or unworthy.

# SPLENDID PATRONS

If you are in need of a patron (or some other strange multidimensional creature) you can simply roll three d10 and use the tables below to inspire you.

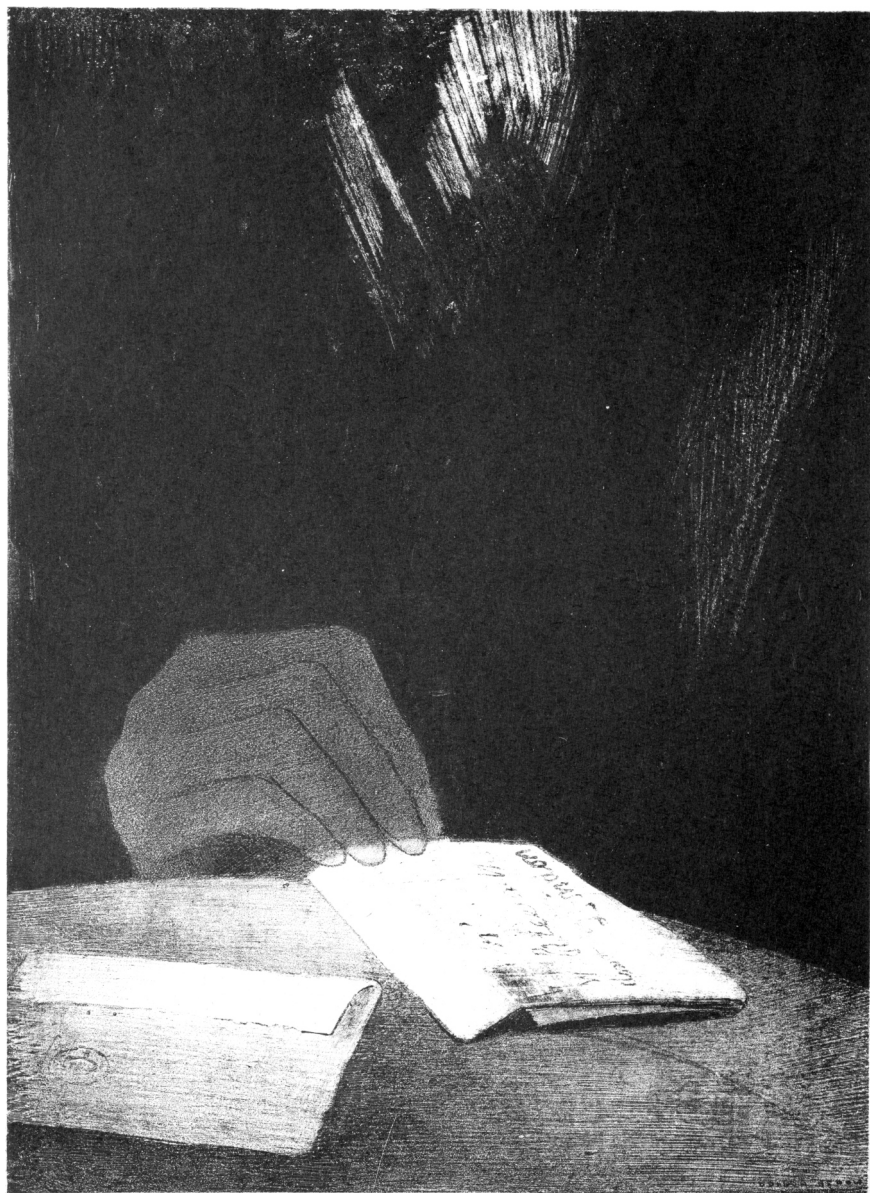
Concept	Substance	Motivation
1. Beauty	1. Fog	1. Caged
2. Gravity	2. Blade	2. Diseased
3. Memory	3. Feathers	3. Broken
4. Dance	4. Magnetism	4. Silenced
5. Law	5. Velvet	5. Isolated
6. Youth	6. Glass	6. Disembodied
7. Labor	7. Glow	7. Bound
8. Growth	8. Wire	8. Disfigured
9. Peace	9. Paper	9. Petrified
10. Balance	10. Thorns	10. Enslaved

Concept refers to the basic principle underlying the patron. What universal idea are they aligned with? This could help you to define their history or personality.

Substance refers to the physical elements that make up the patron's existence. This does not necessarily means that they are literally made up of only that material. A patron of **feathers** could be an **unfathomable mass of eyes and feathers** or simply a member of the **Avvari**, a near-extinct race of millennia-old bird-people.

Motivation is a physical or metaphorical restriction on their existence. This can very well be the reason why they want to create a new plane, and consequently why they need the help of the orphans.





# 10 PRINTABLE SHEETS

Use the **Planar Key** sheet to track the orphans' progress. Mark off the boxes to denote which aspects of the key have been fulfilled and write down the facts defined.

**The Home Base** and **The Venue** sheets both contain all the elements and their options needed to create the building. Simply print the sheets, use them during session zero and then go through the options in order from top left to bottom right.

If a player wants to add some randomization or if they can't decide, they can roll an appropriate dice (d30, d20 or d10) three times and pick from one of the rolled elements instead of picking freely. Dice that show an already picked element are simply ignored.

# THE PLANAR KEY

(Track Relics and Facts)

Air



Fire



Water



Earth



Mind



Soul



Blood



Bone



Space



Time



Void



Music



Magic



# THE HOME BASE

## Home Base Visuals

(Pick 3-5)

- |                       |                         |                        |
|-----------------------|-------------------------|------------------------|
| 1. On stilts          | 11. Narrow              | 21. Carpets            |
| 2. Reclaimed ruin     | 12. Newly constructed   | 22. Rust and mold      |
| 3. Overgrown          | 13. Courtyard           | 23. Stray animals      |
| 4. Tunnels            | 14. Buried              | 24. Living walls       |
| 5. Tarps and tents    | 15. Strange machines    | 25. Teeth and bones    |
| 6. Spikes and thorns  | 16. Mirrors or Murals   | 26. Unusual glowing    |
| 7. Ladders and chains | 17. Pools and fountains | 27. Shafts and pits    |
| 8. Multiple buildings | 18. Dormitories         | 28. Cages              |
| 9. Tower              | 19. Communal kitchen    | 29. Shrines and altars |
| 10. Well-lit          | 20. Flowers             | 30. Pipes and tubes    |

## Home Base Weirdness

(Pick 1)

1. Parts of the building sometimes flicker in and out of existence
2. An stairwell of impossible geometry
3. Some doors alternate which room they open into
4. The house shares its dreams
5. Ghosts live in the house's mirrors
6. Statues and paintings breathing, whispering, knowing
7. All lamps produce mildly hallucinogenic spores
8. The house drinks spilled liquids and eats vermin and other tiny critters
9. It provides heating via a gateway to the deadly plane of everlasting fire
10. Some windows provide a view into strange places or the planar void
11. Part of the building is an orphanage for beings without bodies
12. The building is the corpse of a giant creature or god
13. Empty rooms eventually fill up with discarded, lost and forgotten objects
14. The building stands on holy or cursed ground
15. It sometimes rains strange objects or little creatures onto the house
16. The house is guarded and maintained by a group of mute, mysterious golems
17. The walls are covered in mystical runes anchoring it to the planar city
18. The house once belonged to a family of devils and they left something behind
19. The house judges everyone who enters with a single telepathic word
20. The house has pockets of high humidity accompanied by strange puddles

# THE VENUE

## Venue Services

(Pick 2-3)

1. Easy/exotic food
2. Art/fashion
3. Drinks/drugs
4. Spectacle/music
5. Games/gambling
6. Healing/peace
7. Dreams/alchemy
8. Lodgings
9. Companionship
10. Body-modification

## Venue Atmosphere

(Pick 2-3)

1. Nostalgic
2. Intimate
3. Velvet
4. Brass and wood
5. Fresh
6. Sensuous
7. Dangerous
8. Sheltered
9. Exclusive
10. Surreal

## Venue Staff

(Pick 2)

1. Raucous
2. Distracted
3. Religious
4. Masked
5. Family-operated
6. Homogeneous
7. Mechanical
8. Tattooed
9. Formal
10. Academic

## Venue Weirdness

(Pick 1)

1. The venue is staffed by the undead
2. The staff is part of a large hive mind
3. The staff are magically indebted to the house
4. Patrons see the staff wearing faces of people they know
5. The venue takes memories as payment
6. Patrons sometimes leave remembering lost places
7. The venue grows and shrinks to fit its patrons
8. The venue's centerpiece is a large living being
9. The venue has created its own god and is its home
10. The venue is an important piece in some prophecy
11. The venue is limbo for the souls of a species of small songbird
12. The venue smuggles forbidden thoughts by inserting them into its patrons
13. Teeth occasionally manifest within the venue
14. The staff are spirits inhabiting bodies loaned to the venue
15. The venue uses a tiny portal to a heavenly plane to discard its waste
16. The venue's furniture is made out of solidified fog
17. Within the restrooms patrons speak in unknowable tongues
18. The venue is haunted by the dreams of sailors lost at sea
19. The venue is tax exempt because it does not really exist
20. The venue is accessible through the building but actually exists elsewhere