

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/augury
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