

The Red Mountain

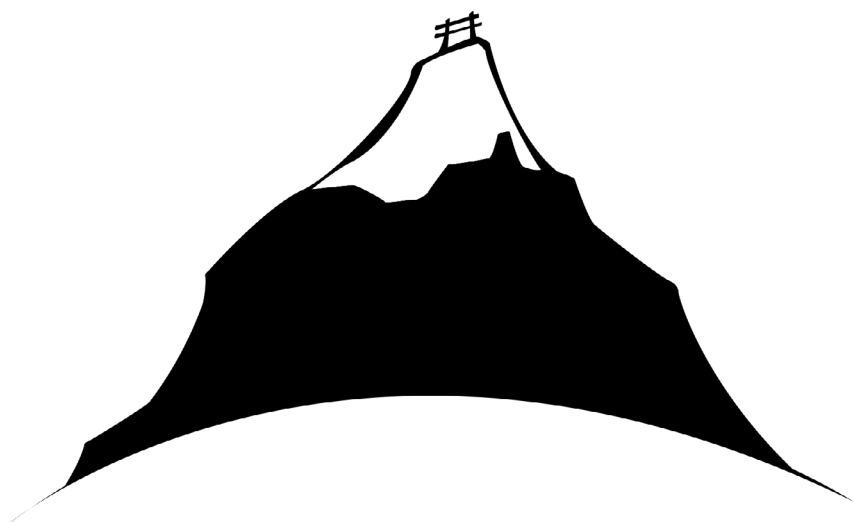
The Red Mountain is a towering peak at the center of the world, visible from all across the land, stretching into the sky like a crimson spear capped with a silvery tip of snow. The source of magic in the world, its summit is said to hold the passage to the Spirit World.

Legends tell of Sel the Gatekeeper, who lives atop the mountain. Sel is said to be a granter-of-wishes, if you agree to its price. You, along with a small group of other seekers, are on the mountain aspiring to meet Sel, have your wish fulfilled, or perhaps continue beyond the gate.

The path has gotten cold and snowy, but finally seems to end here, where a long-past avalanche left the area impassable. This is where play begins.

Each character has a small number of questions to fill out in addition to the usual procedure of filling out the playbook.

Across the following pages are the questions that each playbook will fill out, followed by a page directed at the MC.



The Red Mountain: Airshaper

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Why do you seek the peak of the Red Mountain?

You're an Airshaper, and it there's one thing airshapers know, it's the peaks of the world. This one is special though, important.

Why aren't you familiar with the landscape of the Red Mountain?

Additionally, climbing mountains by foot usually isn't your style.

What's keeping you from just flying up to the top?

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The Red Mountain: Aristocrat

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Why do you seek the peak of the Red Mountain?

It is rare for a noble to go on such quests themselves, but you had no choice but to obey the command of your superior, King Thann.

What does Thann want from Sel?

However, Thann knows that the Red Mountain is a treacherous path for a diplomat, and has sent people along with you.

Who did King Thann send with you? If it was another player character, ask them what Thann has promised them in return for going with you?

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The Red Mountain: Earthshaper

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Why do you seek the peak of the Red Mountain?

Stone is usually a comforting and stabilizing force for you, but something about the feel of the Red Mountain is unnerving. *What's different about the mountain? How has it been affecting your earthshaping?*

Your people have always told legends about this place. *What were some of the more fantastical stories about the Red Mountain?*

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The Red Mountain: Fireshaper

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Why do you seek the peak of the Red Mountain?

Why were you previously forbidden from climbing the Red Mountain?

Was the ban removed, or are you here despite those who would restrict you? If it was lifted why? If not, why choose now to break the rules?

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The Red Mountain: Hunter

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Why do you seek the peak of the Red Mountain?

The wilds of the Mountain are full of strange creatures.
What creature is most tempting for you to hunt?

You spend more roughing it than most.
What have you prepared to handle the journey up the mountain?

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The Red Mountain: Monk

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Why do you seek the peak of the Red Mountain?

Your original monastery is here, slightly further up the mountain, and you've met Sel before, though only briefly.
What terms are you on with it?

Why did you leave the monastery in the first place?

Why didn't Sel grant your wishes in the past? What's changed since then?

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The Red Mountain: Peasant

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Why do you seek the peak of the Red Mountain?

Who did you leave behind to climb the Red Mountain?

Why are you determined not to return until completing your task?

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The Red Mountain: Scholar

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Why do you seek the peak of the Red Mountain?

Lore regarding the passage to the Spirit World that lies atop the mountain is a specialty of yours.

What do you know lies beyond the gate? Why haven't you told the others? (still tell the other players, it's only their characters that do not know)

Additionally, a Scholar is nothing without their preparation.
What contraption or tool did you bring along to aid your quest?

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The Red Mountain: Spiritshaper

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Why do you seek the peak of the Red Mountain?

Sel has spoken to you before your journey through a vision.
What did it warn you about?

You know another spirit said to live somewhere on the Red Mountain.
What is their nature? Why would you prefer not to cross their path?

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The Red Mountain: Warrior

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Why do you seek the peak of the Red Mountain?

You are uniquely capable among this group in your ability to fight spirits, and they know your name.
What can you do, or what do you have, that scares even the Great Spirits?

How did you gain that ability?

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The Red Mountain: Watershaper

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Why do you seek the peak of the Red Mountain?

This is not your first time on the Red Mountain; you've tried to reach Sel before.

Why did your previous trip fail? What are you doing differently now?

Why is your quest so important that you're mounting a second trek to Sel and the gate?

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The Red Mountain: MC

The MC has a few questions they can answer fairly quickly.

The first is to think about Sel's nature. The Earthshaper, Monk, Scholar, and Spiritshaper all provide players the option to weight in on what Sel might be, but aside from that you should think about what Sel and the Gate are exactly. You can wait until they get up to Sel to reveal this, but if you know ahead of time you can give hints by describing the Mountain in a way appropriate to them.

Second, think about what the players want. All of them have declared why they're climbing the mountain. Think about how to challenge their convictions, but also think about what price Sel might put upon their wishes.

Third, consider the inhabitants of the monastery. While the Monk can tell you a lot about it, if no one is playing the Monk you should still include the monastery, as it provides a break from the exploring and danger of the Mountain to explore human interactions instead.

Plot: Climbing the Red Mountain



Event 1: A tunnel into the mountain with a gate around it can be seen up ahead on the path.

Threats:

The twisting tunnels. Landscape: Mist (*instinct: to confuse, to disorient*). Wolf-bats. Predator: Wolf (*instinct: to overwhelm with numbers or fear*).

Event 2: A monk appears in the dark, calling them to the Master.

Threats:

The Master of the monastery. Predator: Tiger (*instinct: to rule fiercely*).

Sel the Gatekeeper. Choose a Great Spirit to represent Sel.

Sel Move: When you confront Sel, choose to Stand Fast to hold your composure or Observe Carefully. You cannot do both.