

Locations + Flavour Text - Varia Chernova

Narrative Design Materials from Crimson Apple - Fantasy Mystery Game

Context: Below are short descriptions of the Crimson Apple Tavern, the town of Bailok, and lake Temna. Though the Player Character (PC) never sees anything outside the tavern itself, the other two locations serve as a backdrop for the main story and provide the necessary context for the curse, the characters, and the events before the game takes place.

Also attached are some examples of books and pages the PC can be found scattered around the tavern, containing additional lore, context, and flavour texts.

Cursed Town of Bailok

The story of Crimson Apple unfolds inside a tavern, which was magically manifested as a way to protect the few remaining villagers of Bailok from the cursed fog that seems to grow ever closer. The source of the fog is Lake Temna, a dark stagnant body of water outside of the town.

The people of Bailok lead simple lives dedicated to their trades and people who share the common burden of living next to a source of evil. Between working and gathering in the local tavern for an eve meal, townsfolk here have become accustomed to helping one another through a regular occurrence of mourning yet another loved one lost to Lake Temna's fog.

Lake Temna

The lake itself is a dark blight on the peaceful topography of this region. It is an endless source of corruption that has been growing and spreading over the past century.

Since its appearance the lake has been regularly producing a thick layer of fog, that claims any who come into contact with it. One such victim was a young woman Radya, now The Lady of the Lake. Scorned by her people, The Lady, imbued with the evil power of the lake is now the corruption incarnate, set only on enslaving each and every one of Bailok's denizens as her footmen. Terrifying fish-like creatures.

Collectible Item: *On Bailok and Lake Temna*

"A village situated a vast distance away from any other settlement, town, or city. This forgotten halfway point for many a weary traveler of the days of yore would be a confident addition to the "nothing-of-note" list in The Adventurer's Guide to Safe Rodes and Ambush Evasion, had it not been located on the bank of the single largest inland body of water on this plane of existence. lake Temna.

There are no records of its formation and one would be hard-pressed to find a map that accurately depicts the lake's true dimensions. The earliest attempt made by the Master Cartographer Ji'un Volai references it as nothing more than a large puddle, while the latest account of the terrified wandering merchant, some 50 years ago, sees him swearing the lake is

an “evil portal to the darkest of realms, spanning wide enough to swallow a city whole”. Though that may have just been a way to keep the eager audience buying his next drink of ale. However, this and similar reports have over time earned Temna its name - Darkness.

Once a popular respite on the way to a trading city, songs and tales of a town befallen by the dark charm of the lake’s mysterious beast have caused a rapid decline in Bailok’s tourist population, and eventually led to the village being omitted in modern cartography and all-on-all lost to the past.”

Barkeep’s Tavern

The Crimson Apple Tavern is a pocket dimension that seemed to apparate just as the last few remaining citizens of Bailok were about to be claimed by the fog. It is unclear whose will brought it forth, however, it was Barkeep who greeted those who were saved by its creation, and they are the one who now preside over the people’s safety.

The nature of the tavern’s magic is such that as long as townsfolk stay inside, The Lady’s charms cannot reach them. However, once they are outside, nothing will save them from becoming part of her ever-growing army.

The tavern itself carries the essence of the town and its people within. Memories and secrets are kept hidden between stone and lumber. However, its at first familiar tavern interior takes on an odd and whimsical appearance the closer you look.

Collectible Item: *On Pocket Dimensions*

“Pocket dimensions are no novelty in a realm so full of magic and wonder. From secret libraries of powerful wizards, to simply a wardrobe expansion for a silks-loving bard, castings of these spells have taken several amusing forms over millennia of arcane arts. However, it takes a particular master of arcanum to create one with a more functional purpose. One such achievement has been immortalised with the publishing of an anonymous magic user’s diary, as part of the Crown’s Sorcery and Spellcasting Lycium’s transparency campaign. Brought on, of course, by the numerous accusations towards Headmaster Flitstaple of withholding such knowledge in hopes of one day wielding it for political gain.

In penning down their attempts to make a place so impenetrable and undiscoverable, the anonymous pioneer also happened to record a rather amusing tale of one’s descent into madness, when their 117th trial proved so successful, they themself have misplaced it, as well as lost any recollection of the experiment taking place at all.”