

Castles Forlorn (AD\u0026D 2nd Ed Fantasy Roleplaying, Ravenloft Setting) By Lisa Smedman 9781560766452 This is a real interesting box set adventure/accessory describing the domain of Forlorn in much more detail than we've gotten before: in the core box it gets a quarter of a page -- there's a ghost in a castle and a lake and maybe you'll encounter wolves -- but here we get one 96p booklet on the place and two 32p booklets with encounters to run (one book for the land one for the castle). Though sort of billed as an adventure it's a lot more sandbox than a lot of TSR's other 90's adventures; as the intro notes there's no order in which events must occur and no specific goals that the PCs must accomplish. In a way it almost reminds me more of something like Sleep No More: you wander through a space maybe putting together the story of what happened there by gathering snippets of information. Now I don't want to get into the details of the story because they are overwrought but boiled down: Tristen's parents were killed one reasonably (he was a vampire) the other unreasonably (she was just a nice pregnant lady); and Tristen was raised by a druid as her son but had a vampiric taint and when she tried to cure him he misunderstood and they killed each other and Tristen was cursed: in the daytime he's a living blood-drinker at night he's a ghost. So now Tristen is immortal hates the druids of this Scottish-inflected land and is cursed to not be able to get away so he does the reasonable thing: he burns the sacred grove down has a castle erected on the spot disappears for a few years and comes back as his own descendent to expand the castle again becomes a dark lord and expands the castle again.)Now I want to put a little pressure on this because what the heck does the castle have to do with anything? Here's a guy maybe he hates the common folk for killing his parents (I'm not sure if he knows that happened hence maybe) and he surely hates the druids for (he thinks) cursing him. In the book it's a little odd because we hear a lot about castle A -- when he comes back starts a family and basically kills them all -- but then castle B and castle C are just he expanded the castle. We also get to hear a bunch about the land and if you were wondering how Scottish this is the answer is: the goblins here wear tartans and engage in deadly Highland games while the lake (mentioned in the core box set) has its own Loch Ness monster -- here Aggie. I don't want to be unreasonably critical here I was absolutely guilty in the 90s of the same thing: taking the gloss of some culture or genre and thinking I was doing something interesting even though I was leaving anything deeper.) But here I'm going to put another pin: what would it change this to make it say English or Welsh or Scottish or Yoruba or -- what about Scottishness is interesting here?The adventures/encounters in the domain are fine about what you'd expect: you have to fight the sea serpent you stumble on the good druid hideout and have to protect it you meet a young redhead who is magical (because the land is Scottish-y and gingers are special is a recurring trope there I suppose). The real magic here is the adventures in the castle because there isn't one castle: there's three of them (at least) and as your PCs move through the castle they might find themselves moving in time as well. Personally in the year 2022 I find horror in the notion that you can see where history is going and cannot stop it so I would play the time paradoxes like that: either your actions can't derail history; or your actions are actually part of history; or your actions exist outside of history (i. But also let's recognize the audience: D&D is a power fantasy -- heck that's why I always liked it -- so would it be possible to sell a product that said whatever you do doesn't matter? So maybe if you write this you have to keep both options mind: your actions are pointless vs. So the adventure story is he keeps expanding the castle and you can travel to different times in it but how does that tie in to the villain's story? Why for that matter do we need to have him work on the castle at all? Let's figure out a reason: he hates and blames druids so that's why he first burns down the sacred grove and builds himself a manor; then his family dies and he's haunted and abandons it; so when he returns he expands the castle to try to escape/confuse the ghosts (since he cannot actually escape it because of his curse). I might throw in something like he learns that the common folk (who love druids) are responsible for his birth mother's death so he oppresses them as the lord and they burn his castle down so then he returns and builds it even bigger and there we have some reason for why he built it a third time. Or even simpler: he doesn't keep working on the castle it's just unstuck in time and what matters isn't that he build new rooms or whatnot but what happens to the people in them. (Though now that I've added a the castle burns down I'm real loath

to let it go because it's fun to have the PCs walk into a room that's on fire and then walk into it again and it's fine.)OK so now we have the three castles a little more tied into the villain's story; we don't really have any explanation for why the castles are unstuck in time or why it's Scottish. I think maybe we just push it a little bit: maybe every day he forgets everything he learned the day before and each day of his new life is the same more-or-less: hate the druids realize some crime he's been involved in is too much (sue me I like the Oedipus angle of the detective who is himself the criminal) lash out at the people die. (Maybe the people transform from people to monsters every day?) Maybe at night the lord is dead but the monsters are awake which makes it dangerous in a totally different and undirected way? What if the world outside the castle kept getting reset to the last day of the lord's life and curse but the time inside the castle had a different cycle? That all works for me a little more ties the theme and gimmick together -- but nothing actually explains why this has to be a Scottish-y land. Castles Forlorn (AD\u0026D 2nd Ed Fantasy Roleplaying Ravenloft Setting)Lisa was very much the tomboy growing up in Vancouver British Columbia playing in the woods behind her house building tree forts damming the creek playing army with GI Joe dolls swinging on ropes playing flashlight tag building models and go carts (which she later rode down the street). Several of Lisa's short science fiction and fantasy stories have been published in various magazi Lisa was very much the tomboy growing up in Vancouver British Columbia playing in the woods behind her house building tree forts damming the creek playing army with GI Joe dolls swinging on ropes playing flashlight tag building models and go carts (which she later rode down the street). Several of Lisa's short science fiction and fantasy stories have been published in various magazines and anthologies and in 1993 she was named a finalist in the Writers of the Future contest for science fiction and fantasy writers. After working for than 20 years as a journalist Lisa now divides her time between writing fiction and contributing to the Vancouver Courier (she edits and writes the History's Lens column),

Atmospheric melancholic and rather clever this supplement really shows the potential of the Ravenloft setting, (Just to make sure you got that he built or expanded the castle three times hence the title is Castles Forlorn not just Castle Forlorn: Why is he doing that? What does the castle mean to him? OK fine let's put a pin in that as something to come back to. Also there's a Wild Hunt but it's not the real Wild Hunt but an evil Ravenloft version: So if you read Web of Illusions and thought geez this feels like a surface-level understanding of India well here they do it to Scotland too: (See for instance the flood of chrome and guns cyberpunk after Gibson that didn't have anything about class or inequality: Walk into a room and meet a person -- come back in later and find their ghsost -- come back in again and find the person again, The 32p booklet about the castle has some guidelines for dealing with time paradoxes and includes a glimmer of possibility about stopping the horror from happening at all, Although the book kind of says that it will find a way to happen no matter what -- which is the third thing I want to put a pin in: Because I really like the gimmick of this domain: the castle unstuck in time where either you can or can't influence things, you kill a person before they can do the evil thing but then go back to discover that that person is alive anyway because you only killed them in one pocket universe, But whatever it is your thematics should tie back into the gimmick and vice versa: We do have a reason why this domain isn't just the castle though: because the lord hates druids and the druids keep trying to plant sacred trees, Aha so that makes me think about agricultural time: not progress but recurrence (plant in spring grow in summer harvest in fall survive in winter repeat). I mean the lord is already caught in this weird cycle where he dies every night and comes back as a ghost so we already have something about recurrence here, I'd also change the land from just being inhabited by monsters -- every time they do that they lose the motivation of helping people. 9781560766452 The Castles Forlorn boxed adventure set provides the DUNGEON MASTER with a rich and complex domain in which to set a campaign of any size and duration, CONTENTS: 3 booklets (Weeping Land [96 pages]; Melancholy Meetings [32 pages]; Eve of Sorrows [32 pages]) 2 poster maps 1 poster by Robh Ruppel: She also liked reading science fiction novels from the 1940s the Doc Savage series and the Harriet the Spy books: In 1984 she began her

professional writing career first as a journalist then as a fiction writer. Wells and classic books such as Treasure Island as influences. She also liked reading science fiction novels from the 1940s the Doc Savage series and the Harriet the Spy books, In 1984 she began her professional writing career first as a journalist then as a fiction writer, Wells and classic books such as Treasure Island as influences, She has also had three of her one act plays produced by a Vancouver theater group: Lisa is the author of Extinction one of several novels set in the Dungeons Dragons role playing game's Forgotten Realms universe: Released in 2004 Extinction made the New York Times bestseller list for hardcover fiction. After authoring several science fiction and fantasy novels Lisa recently turned her hand to children's books: From Boneshakers to Choppers (2007) explores the social history of motorcycles: Her interest in motorcycles goes way back as a teenager Lisa enjoyed trips up the British Columbia coast riding pillion on friends' motorcycles, She later purchased her own bike a 50cc machine to get around town, Lisa is one of the founders of Adventures Unlimited a magazine providing scenarios and tips for role playing games, She has written short fiction for the Advanced Dungeons Dragons role playing game's Ravenloft and Dark Sun lines. She has also designed a number of adventures and gaming products for Star Wars Indiana Jones Cyberpunk Immortal Shatterzone Millennium's End and Deadlands: Her original games include Valhalla's Gate a tabletop skirmish miniatures game drawn from Norse mythology and runic lore. Besides a diploma in journalism she also has a degree in anthropology. She is fascinated by history and archaeology particularly the Bronze Age. Her future plans include writing historical fiction alternative historical fantasy and game tie in novels: Lisa is also interested in building models and dioramas and tabletop miniatures gaming: She lives in Richmond British Columbia with her wife their son four cats and two pugs. Full review: <https://refereeingandreflection.wordpress.com>. And of course fighting goblins and ghosts.e. you can change history. Ta-da that's one reason why he would change the house. She counts science fiction authors Connie Willis Robert J. Sawyer and H.G. She counts science fiction authors Connie Willis Robert J. Sawyer and H.G. An avid gamer Lisa belongs to the Trumpeter Wargaming Club. {site_link}

