

DRAGONSTONE BRAINSTORMING

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SPECIAL LOCATIONS

[List any public/special/non-controllable sites of the region here]

BACKSTORY AND THEME

[Discuss your theme and approach to the region. What kind of story and atmosphere do you want to create?]

POLITICAL QUEST IDEAS

[Add quest arcs, along with rewards and requirements, etc.]

Title

Text

ACT I - Title

Start Point:

Description here

Reward:

ACT II - Title

Start Point:

Requirement:

Description here

Reward:

ACT III - Title

Start Point:

Requirement:

Description here

Reward:

RELIGIOUS QUEST IDEAS

The Lord of Light

ACT I - Lead Us From Darkness

Start Point: Dragonstone

The doctrine of the Lord of Light, hailing from Essos, has established itself in Westeros for some time now. Growing ever wary of your old faith, you travel to Dragonstone to seek out a Red Priest to learn of this R'hllor, Heart of Fire and God of Flame and Shadow.

ACT I - The Red God's Choir

Start Point: Dragonstone

Renouncing your old faith, the Lord of Light beckons you, welcoming you into his warm embrace. Attend a nightfire to seal your faith and ardor into the flames.

ACT II - Bring Back the Dawn

Start Point:

Exalted by the Red God's divine light, you must begin worship of your own. Fill your heart with flames as you create your own nightfire and bring back the dawn with your prayers. Complete this task and the Lord of Light will endow you with Red Priesthood, hallowed by another Red Priest, so that you may act as an earthly beacon of his transcendent light.

Reward: Red Robes

ACT II - Done in the Lord of Light

Start Point:

A number of Red Priest at the Red Temple of Gulltown have looked into the flames and seen the shapes of a small crab pinching the wick of a rainbow candle. The Red Priests have interpreted it as a child born within the city shall "extinguish" the Red Temple in Gulltown. A crab fisherman and his wife have just had a child near the docks of the city. Locate the newly wed, abduct their child and give him to the Red Temple for extermination.

ACT III - Lightbringer

Start Point:

A young man in Dorne is claiming he is Azor Ahai. Last seen preaching to the masses in Sandstone, investigate the nature of this supposed Son of Fire and chasten him for his sins, should he be an imposter. You, and other Red Priests have seen no signs in the flames, the man is no doubt perjurer. (The player will find that the imposter Son of Fire was in fact slandering the R'hllor's holy name.)

ACT III - For the Night is Dark and Full of Terrors

Start Point:

The imposter Azor Ahai, perhaps by the mercy of R'hllor, escaped with his life and continues his disparagement of the Lord of Light. Look now into the flames in the Red Temple of Planky Town. Interpret the vision R'hllor gives you and ascertain the location of the scoundrel in the name of the God of Fire and Shadow.

ACT III - The Last Kiss

Start Point:

Reward: Fire Magic

OTHER IDEAS

[Various regional ideas that are not specifically quests or characters.]

CHARACTER IDEAS

[Character ideas for created NPCs.]

Name:

Age:

Region:

Ancestry:

Occupation:

Description:

Potential Quests:

NOBLE HOUSES

[A list of regional houses, their sigils and lords. I just copy the sigil images off the ASOIAF wiki page for the region]



[House Name]

Seat:

Sigil:

Words:

Lord:

Strength:

TIMELINE

[An overview of the region timeline, if useful.]

OTHER INFO

[Various info from the books, semi-canon sources, etc.]