

Create Location

When creating a Location:

Interactive Hooks ("Buttons" for Players): Provide at least three clear, noticeable interactive points or "Buttons" that invite the players to act. These should serve as hints or invitations to interesting events or reactions, *without* spoiling the outcome.

- Use at least one Button to facilitate a transition to a new scene.
- The location's secrets can also be hidden behind Buttons as interactable opportunities.
- The Buttons must be seamlessly integrated into the read-aloud description (marked with [Button 1], [Button 2], etc.) so the group immediately knows what they can interact with.
- Always include multi-sensory details (hearing, smelling, touching) to make the Buttons enticing.

Time Variations: Briefly explain how the location changes depending on the time of day (e.g., lighting, crowd density, shift in atmosphere, or different types of visitors).

Mandatory Output Format:

Strictly use the following structure when generating the location:

- **Quick Ref:** A single, punchy sentence that summarizes the location's core concept.
- **Visual Overview:** A brief, GM-facing visual description of the layout and architecture.
- **Read-Aloud Flavor Text:** A descriptive text written directly for the players, ready to be read aloud at the table.
 - **Perspective:** Always use the second-person plural ("You see...", "As you enter...").
 - **Structure:** Divide the text into spatially separated paragraphs/zones. Include details that can only be discovered upon closer inspection of specific points.
 - **Connectivity:** Every point of interest must be naturally mentioned in the general description or linked to another point of interest.
 - **The Golden Rule:** ABSOLUTELY NO SECRETS or hidden GM knowledge may be revealed in this text.
 - **Buttons:** Integrate the visual/sensory descriptions of the interactive points here, marked clearly (e.g., *[Button 1: The sparking terminal]*).
- **Clues (Show, Don't Tell):** Three concrete, observable clues or traces that point toward other narrative nodes, locations, or factions. Describe what the players actually see, not what it means.
- **The Buttons (Mechanics):** GM-facing background info for each Button mentioned in the flavor text. What is the trigger condition, and what is the exact consequence/effect if the players interact with it?
- **Inhabitants & Visitors:** A brief overview of who lives here or who can typically be found. Provide their general occupation and a rough visual description. Mention any notable factions or local personalities. (Do NOT generate full NPC profiles with OGAS here).

- **GM Vibe & Presentation:** One or two roleplaying/presentation tips to make the location feel unique at the table. Detail the typical ambient sounds, dominant smells, overall mood, scale, and general flair.
 - **Unique Features & Secrets:** GM-only knowledge. Detail any hidden landmarks, local quirks, underlying conflicts, or concealed secrets that the players have to actively uncover.
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