

Old World Tech in Slaðkirk

The world of Slaðkirk is filled with advanced technology pre-dating the Collapse. While none survive who truly remember how these strange devices work, that has not stopped the industrious from coming up with their own ways of using these machines for their own purposes. Below is a sample of some of the more common pieces of old world tech which has found a new place within the modern world.

Portable Shrine

These small machines easily fit in a backpack, pocket, or even dangling from a belt loop. A small spirit can be housed within and interacted with. These are often used by Warlocks and Druids, whose patron spirit can inhabit one of these shrines to travel with them. These are sometimes also used by Wizards as a convenient way to transport familiars.

A spirit inhabiting a Portable Shrine can power it with a process called “Whelming” (see below). Without a spirit inhabitant, these require an alternative power source such as a “Jolt” spell to function.



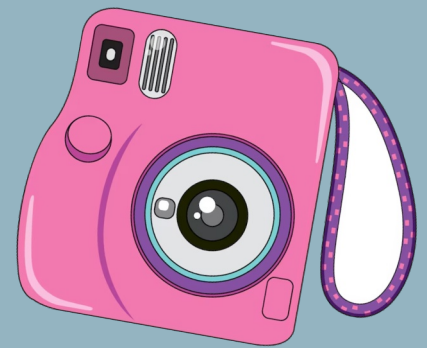
Audio Cassette

Once the curious, crinkly black ribbon was first unspooled from the plastic casing of a cassette, it didn't take long for sages to uncover it contained hidden messages. Once portable cassette players were discovered spellcasters quickly adopted them as a method for storing their spells, replacing their spellbooks with albums of cassettes. As the process of manufacturing new cassettes has been lost, many will pay a high price for the precious, re-writable trinkets.

Instaprint Camera

A favorite amongst old world tech is the instaprint camera, which miraculously spits out a small card that reveals a captured image after a few moments, with the help of vigorous shaking. In addition to the instant gratification, it was soon discovered that the film cards are sensitive to magic, which shows up as an aura in pictures.

Original packs of these film cards can be expensive to acquire.



On Whelming and Alternative Power Sources

While the batteries which once powered old world devices are nearly unobtainable, two options exist for the modern person: Whelming a spirit, and arcane magic. When a spirit inhabits a device to provide power, the process is known as “whelming.” Some spirits may be happy to lend their services for such a task; at least if it benefits them. Wizards have also developed an arcane means of powering such objects: The Jolt spell. In addition to some combat utility, the primary use of this cantrip is to power old world technology in place of batteries. The duration of this power depends on the size of the target, but generally one cast will power a small device (such as a cassette player) for about a minute, and a large device (such as a space heater) for about 6 seconds.