

❄ Frostmyr

^ □ Location Overview ^ || **Location Name:** | **[Insert Name Here]** || **Factions:** | **[Insert Factions Here]** || **Current Temperment to party:** | **[Insert Status Here]** || [Location Portrait](#) | |

□ Notes

This is the main body of text, which will wrap around the floating infobox. You can put all your introduction, lore, and descriptive text here.

This is where the bulk of your descriptive text about Frostmyr goes. The infobox on the right will float alongside this content.

□ Rumours

□ The Great blackout

□ The trains are haunted

□ The Failed Reaping

□ Ghost Monorail

□ City Layout

□ City Map

Floor Number	Floor Type	Notes
38	clocktower	
37	clocktower	
36	clocktower	
35	the council	
34	Timekeepers	
33	Museum	
32	restricted train	
31		
30		
29		
28	University campus	

Floor Number	Floor Type	Notes
27	Sports Hall	track, polo, lacrosse, croquet, boules
26	Food floor	
25	top train station market	
24		
23	Reaping floor	
22		
21	the pub	
20	the trains	
19	steamweed	
18	steamweed processing	
17	steamweed fermenting	
16	Iron Hands - small bits	
15	Iron hands - Large cogs and chains	
14	Iron hands residential	
13		
12	people incinerator	
11		
10		
9	Limbo - scrapworks	
8	Lust - Monorail/brothels	
7	Gluttony	food tables, markets that refuse to sell
6	Greed	
5	Anger	river of sticks
4	Heresy	
3	Violence	
2	Fraud	
1	Treachery	

From:
<http://wiki.liamgore.co.uk/> - **Liam's Campaigns**

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Last update: **2025/12/29 20:41**

