

NIGHTFELL



A COLLECTION OF 6 ADVENTURES FOR 5E LEVEL 1-14,
TO DEEPEN THE ETERNAL NIGHT OF IÛRMEN

NIGHTFELL

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- NIGHTFELL -
HOW TO USE
THIS BOOK







HOW TO USE THIS BOOK

This manual is a collection of adventures aimed at introducing you to the eternal night of Iürmen. To make the best use of this volume, make sure you have the **Corebook** and the **Bestiary of Nightfell**, where the additional rules of the setting are explained and where you can find information about some of the new creatures present in the encounters. **Nightfell** is a setting based on the 5E system.

The following adventures are divided into two distinct campaigns. The first campaign, called the "Alper Cycle", includes **Secrets in the Ice**, **Child of Blood** and **Under a Pale Moon**. The second campaign, called the "Witches' Cycle", includes **The Curse of Owlrock**, **The House that Drowns in the Woods**, and **Vengeance is Mine**.

Campaigns can be played either individually and with different groups of characters, or consecutively and with the same group of characters, in order to make them a unique campaign. Explore the night of Iürmen as you see fit.

The works collected here are written by different authors and therefore have different introductions and structures. These differences have been maintained to respect the creative process and narrative style of the respective authors and to remove any obstacle to playing them and living them as a single experience. Some adventures leave the *Night Master* free to decide the DCs of checks or advise to arbitrarily decide when to decrease the characters' Soul Points, while others recommend exact DCs and specific key moments in which wear down the party with the loss of Soul Points.

This volume aims to be a tool that the *Night Masters* can exploit as they prefer, whether they intend to simply take inspiration from it or follow the narration of the events step by step. Our hope is that this manual will be, together with the **Bestiary**, a useful base to delve in the atmosphere of this setting and draw inspiration for dark adventures for your players.

May the journey into darkness begin and may the Moon guide you when no other light accompanies you.

Adventure Terrains and Environments

You may want to look at the “Terrain” mechanics outlined in the **Bestiary of Nightfell** if you want to apply such mechanics to your adventures and add some emotional intensity.

This tool could give further characterization while setting up encounters.

DECLARATION OF INTENT

The gaming group (*Night Master* and players) must decide how to deal with the themes of the adventure. If this is part of a campaign, you will probably have already set out the principles and points you intend to stage during the sessions. If this were a standalone adventure, it might be useful to state a few points before starting to play, so as to check that the whole group is well aligned and that it has the same expectations.

You will find strong themes addressed in some adventures, and explicit scenes of violence: there are strong themes: you need to define what the limits of the game are before starting.

The characters will be deceived by their foes, they may suffer retaliation or be openly despised by some NPCs. In general, in this setting, you will find many people to be superstitious, close-minded, depressed and filled with prejudices due to the distressing environment and the struggle for survival. Those betrayed or living experiences on the edge are characters, not their players. The *Night Master* should openly tell players that their characters will be deceived, hindered, stalked or that they may encounter dangerous and sometimes even disturbing scenarios. In this way everyone will contribute to staging these kinds of events in the best possible way, so that the *Night Master* does not have to force the narrative to have plot twists and cliffhangers to take place. Try and talk with your players and understand their sensitivity before proceeding further. You should be, as a gaming group, all aware of what the limits of the covered topics and of the narrative style must be. Every *Night Master* should know the possible reactions of their players, so that everyone can appreciate horror atmospheres without incurring unpleasant reactions.

Players will often have the option to choose their characters' loyalty. Some may decide to side with a faction different from the others. Our advice is to address this topic by sharing it with the other players, so that they can participate in making the scene of the betrayal of the character an epic moment of the narrative and not a subterfuge against the players. Having everyone on the same level will help to tell a better story and not to be disappointed by the behavior of the other players.

STRUCTURE OF THE ADVENTURES

The adventures of this book will always begin with a personal description made by the author, information on the checks' DC, and a summary of the adventure for the *Night Master*.

ADVENTURE SUMMARY

These sections will provide useful tools to have an overview of the various stories. They will include: summary of the plot in all its acts, description of the places where the events will be set, tables for encounters and possible hooks for the adventure. To set up the sessions, it would be better to carefully consult this information made available by the authors.

SOUL POINTS

In the following adventures, the group of night adventurers will often have to deal with creatures or events that can wear down their spirits. This must be considered to determine the degree of difficulty to oppose the players, who have to care about more than their mere survival (Hit Point loss).

Soul Points add a new challenge and can be a powerful narrative tool to unease your party since they will have to be on guard on the physical as much as on the spiritual front.

The *Night Master* can make the characters lose one or more Soul Points. The following adventures feature macabre shades and are set in a bleak and decayed world. In some cases, there are boxes that suggest which may be the most suitable moments to slow down the narrative, give space to the atmosphere and make the loss of Soul Points even more cutting.

The *Night Master* can also arbitrarily decide, if a dramatically appropriate moment arises, to make the characters lose Soul Points. The loss can be decided by a Saving Throw or imposed (it depends on the difficulty that the *Night Master* wants to set).

The most suitable moments are often linked to difficult moral choices, to the terrifying scenes that the characters can witness, or finally to exposure to corruption. We think it is right that the Night Maser leaves room for confrontation between players so that they can explore the personalities of the characters and stage their inner conflict.

The *Night Master* can always grant Inspiration to a player who decides to stage the madness and the emotions of their character.

Moon Phases

In addition to the Soul Points, the Moon is another determining element of this setting. As described in Chapter Six of the **Corebook of Nightfell**, you should always keep track of what the recurring Lunar Phase is during sessions. The *Night Master* will then have to prepare a sort of lunar calendar of the adventure, so as to establish which Phase occurs during the specific events narrated.

This feature can really make all the difference in game events. Sometimes, the adventures will suggest the Lunar Phase in which certain events should happen.

CHARACTER LEVEL ADVANCEMENT

The adventures narrated in this volume use milestones to define when the characters will level up. This means that the individual authors of the stories have defined suggestions for the *Night Masters* by highlighting key moments when a level advancement is advised.

A *Night Master* can always redefine milestones according to their needs and decide to set these moments when they see fit.

EXPERIENCE POINTS

Some game groups may prefer level advancement based on Experience Points. In this case, the *Night Master* should take a look at the encounters of the adventures and define the challenges and clashes with the enemies in order to set an experience gain that coincides with when they want to level up the night adventurers.

From the calculation of the Experience Points of the various meetings, the difficulty of the challenge that the characters will have to face is also defined. The *Night Master* will then have to evaluate whether to modify the tables or clashes indicated to increase (or decrease) the level of difficulty. When you take into account the adversities to be faced by players, be they opponents or obstacles, do not forget the Spirit Points, the loss of which represents a constant threat.

APPENDICES

This book contains two final appendices: Appendix A and Appendix B. The first contains the stats, the monster sheets, and original NPCs of these adventures. The second is the list of the new items.

THE ADVENTURES

You are now ready to go with the exploration of the dark world of **Nightfell**. Below are listed the adventures that we propose.

Secrets in the Ice:
Adventure for 1st to 4th level characters.

Child of Blood:
Adventure for 4th to 7th level characters.

Under a Pale Moon:
Adventure for 7th to 10th level characters.

The Curse of Owlrock:
Adventure for 10th to 11th level characters.

The House that Drowns in the Woods:
Adventure for 11th to 12th level characters.

Vengeance is Mine:
Adventure for 12th to 14th level characters.





SECRETS IN THE ICE

Adventure for **Nightfell** written by Francesco Panitti for
1st to 4th level characters.



SECRETS IN THE ICE

Adventure for **Nightfell** written by Francesco Panitti

Adventure for 1st to 4th level characters.

INTRODUCTION

Before starting this short campaign with the players, you need to create a Declaration of Intent where you can clearly and consistently express what you expect, what will be the tone of the campaign, its duration and all the characteristics that you deem necessary to communicate to the players.

Once the party is composed, organize a Session Zero in which the *Night Master* will explain the setting and the related additional rules and help players to make the character sheets, defining them in every aspect.

For this campaign you do not need to create a relational map or a link between the various characters, since they will meet for the first time at the beginning of the adventure.

It is recommended to use the Backgrounds proposed in the **Corebook** instead of creating detailed backgrounds for each individual character, but you can add short notes or key phrases to give greater depth.

The adventure is set in the Lands of Alper. As *Night Master* you will need to read all the information regarding that specific area, both geographically and historically.

It is also recommended to read the chapter about vampires.

Difficulty Class

The Difficulty Class (DC) or the most suitable type of check will not always be specified. This is to leave room for the *Night Master* to determine, depending on the situation or the ideas of the players, which are most appropriate.

The adventure is designed for characters who start from the 1st level to reach the 4th, thus staying within tier 1. So, keep the DC between 13 and 17, increasing or decreasing it depending on the situation.

Only in rare cases in which you want to make the player perceive that the situation is beyond their reach, can you use a DC higher than 20.

ADVENTURE SUMMARY

The adventurers have recently joined the Watchers of Alper, a militia whose duty is to watch over the population of the lands of Alper. The headquarters is located in the fortress called Northern Lookout.

A Sergeant is explaining to them the basics to venture in this new world, when a messenger breaks into the room with a call for help from Captain Snaer: a group of Krampus has been spotted in the mountains where it killed several lumbermen; they need to be tracked down and stopped before they can attack again.

General Aivar asks the new recruits to accompany the Sergeant on this mission.

The first stop of the journey is Darkmist, where Captain Snaer waits for the characters to give them the information collected, useful to pursue the Krampus through the Crystal Mounts.

After days of walking, the group arrives in the vicinity of Bedrock Barn, where there is a Garnar settlement led by the headman Rotvaast.

The settlement is currently under attack by the Krampus and the task of the characters is therefore to protect its population. The Sergeant gives their full support in order to succeed in the mission.

Once the battle has been won, Rotvaast asks the party for help: during the battle some Krampus have kidnapped children and have escaped to the East, towards the Lake of Mounds. Eager to show the value of the Watchers of Alper, the Sergeant accepts this request, urging the party to follow them.

To follow the tracks of the last remaining Krampus, the party must run along the Lake of the Mounds, named so for the large amount of cemeteries built near its shores. It is said that still many spirits dwell in those places, waiting for revenge.

Night after night the party is worn out by fatigue, cold and madness... but only when the fog clears will the real nightmare begin.

Arriving near the village of Black Log, the characters finally find the Krampus they were chasing... killed and dismembered in an inhumane way. In the snow there are numerous traces of blood and human footprints heading towards the village. Of the kidnapped children, however, there is no trace.

EASTERN ALPER



Depending on the Lunar Phase chosen by the players at the beginning of the adventure, the characters will arrive at the village under the New Moon, or the Full Moon.

What the players still do not know is that the village of Black Log is inhabited by vampires. Therefore, arriving with the New Moon you would find it uninhabited, while arriving with the Full Moon you would find it crowded and vital, albeit hostile towards foreigners.

Regardless of the Lunar Phase, the characters will be attacked by vampires, and, during the final confrontation, the Sergeant will show their true face, revealing to the party a bitter truth.

General Aivar is actually the head of the Sect of the Blood Moon: The Watchers of Alper are just a façade used to mask his true ambitions for power and eternal life. The General uses his most loyal soldiers to take prisoners destined to feed all the vampires who are gathering in Black Log under the rule of Murian.

The long-pursued Krampus were nothing more than other victims, which one of the Sergeants was supposed to escort to Black Log. After their escape, it was decided that someone else would take their place, and who better than a bunch of recruits? No one would ever look for them, no one would cry for them.

At this point, players find themselves having to decide the fate of their characters: save their lives by swearing allegiance to the Sect of the Blood Moon or die under the fangs of vampires and be faithful to their moral integrity.

In case you want to continue playing a sequel to this adventure or play another adventure for tier 2 with the same characters, there is an additional possibility that you will find at the end of Chapter Eight

THE WATCHERS OF ALPER

RANK	NAME	LEVEL
General	Aivar "The Guardian"	18th
Colonel	Agnes "The Spear" and Arthor "The Shield"	15th
Captain	Tryggr "The Honest"; Snaer "The Bear"; Kara "La Lynx"; Sigrid "The Enchantress"	12th
Sergeant	Olaf; Nikolas; Sighurt; Toki; Astrid; Brigitta; Thyra; Kara	between 7th and 9th

The Watchers have a pyramidal structure: at the head of everything there is General Aivar, its founder and one of the eldest warriors of the Northern Lookout. Usually stern and intransigent, he is however capable of caring towards his subordinates, to whom he gives wise advice.

Under him are the two Colonels, Agnes and Arthor, who have served under Aivar's orders since he was still a young captain and have always remained loyal to him.

Their personalities are opposite: Agnes behaves like an elder sister with everyone and is extremely sociable, Arthor instead is cold and unfriendly.

Below the rank of Colonels are the four Captains, which manage the protection of the villages and the guard patrols in the lands of Alper. All of them are excellent fighters, and they earned their nom de guerre.

The eight Sergeants are divided into four groups of two, and each group is assigned a specific area. All of them operate under the direct orders of a captain or their superior.

The most important places where sergeants mount guard are: Dreamfrost Hideaway, Mairan, the Northern Lookout and Darkmist.

The Sergeants are distinguished warriors who showed their utter loyalty to the Watchers more than once, but not enough to earn a nom de guerre.

At the bottom of the hierarchy are the foot soldiers, followed by the new recruits, which includes inexperienced

warriors, exiles in search of redemption, wayfarers looking for a place to call home, fugitives looking for a second chance and opportunists looking for food; most do not survive the first year of service.

Alper's Politics

The Watchers of Alper were born in response to Alper's political instability, which has seen a chaotic succession of regents and chieftains. The dynasty of the kings of the North fell at the time of the Last Sun, and now anyone can aspire to be the King of Alperns simply by challenging those in charge. The last leader of the Alperns died hunting for the monster called Similau, leaving a power vacuum filled by the Watchers.

MAIN NPCS

General Aivar Maghnusson, known as "**The Guardian**", is about fifty years old, physically fit, well-shaved, with eyes of ice and hair of silver. His appearance is imposing and austere, and the scar that disfigures him from the left temple to his chin shows that he is a veteran of many battles.

He always wears his armor, even inside the fortress and he always has with him his greatsword and a book that he keeps in a bag tied to the waist.

Years of battles have soured his character, making him cold, inflexible, and outspoken, but that does not prevent him from being a guide and an example for his troops. His fearlessness makes him a lucid and calculating strategist in any situation.

He founded the Watchers of Alper along with Agnes and Arthor to try to reunite the villages, recreate an economy based on barter and give the opportunity to all those in need to make themselves useful to the cause.

All noble gestures that hide a tremendous truth.

Aivar is actually the leader of the Sect of the Blood Moon, worshippers of Acirenzia and her children, and the Watchers are nothing more than a cover to hide the real activities of the sect.

East to the Lake of Mounds, more precisely in the village of Black Log, the vampire Murian is gathering as many vampires as possible, and the Watchers of Alper are providing them with food and protection.

Using the excuse of "missions", the most loyal soldiers capture monsters, beggars, and unfortunate characters among the lands of Alper, and then feed them to vampires. No one, apart from Aivar, knows the true purpose of the sect or why it was created.

In an area hidden among the dungeons of the North Lookout, a woman lies in an ice coffin. The General does not know who she is, but he hears her voice from childhood, and obeys her commands.

In exchange for his blind obedience Aivar will obtain eternal life and absolute power... or at least that's what he believes. Whether the Sect of the Blood Moon is nothing more than the fruit of a man's delusions, or whether it is all part of a larger plan that directly involves Acirenzia, only time will tell. In the rare moments of lucidity, remorse, and doubts haunt Aivar's mind, and the suspicion that his actions are only guided by the ghosts in his mind. Yet soon his thirst for power and the obsession with eternal life return to bring him back on his own bloody path.

Captain Snaer, called "**The Bear**", is the one who controls and manages the activities in Darkmist. Even if his true age is around thirty years, his appearance makes him look much older. His size, long hair, and thick beard, combined with his armor made from the fur of a bear and his incredible physical strength earned him his nickname.

Snaer is the youngest among the captains. He is usually silent, but when he gets drunk, he becomes particularly talkative about the tale of how he became captain.

Even in these moments, however, he would never dare to reveal the murkiest details, such as the trafficking that takes place in Darkmist that fills his pockets, or the missions that concern the capture of the creatures that live in the mountains, or his brutal methods of forced recruitment.

The fortress in which he resides with the soldiers under his command is located just outside Darkmist, on the slopes of the Crystal Mounts, a quiet place away from prying eyes.

The Sergeant that will accompany the characters

You can choose one of the eight Sergeants (Olaf – Nikolas – Sighurt – Toki – Astrid – Brigitta – Thyra – Kara) to start the adventure with. Each of them has a different personality and uses a personal fighting style. The Sergeant is of a level of your choice between 7th and 9th.

I recommend creating the sheet of this NPC together with the players, deciding which could be the most useful to the rest of the party among the eight examples in the table, so that they do not overlap with the classes chosen by the players.

NAME	CLASS	WEAPON
Olaf	Fighter	2 longswords
Astrid	Ranger	longbow
Nikolas	Cleric	axe
Brigitta	Druid	halberd
Sighurt	Rogue	crossbow + daggers
Thyra	Barbarian	war hammer
Toki	Wizard	2 hand crossbows
Kara	Bard	rapier

Remember that the Sergeant will never have to significantly influence scenes but will only help the players when they ask for it, or when they are in extreme difficulty. Their role is therefore one that of a guide and a support.

In case the party does not agree on the creation of the NPC or wants to rely on the surprise effect, thus leaving the *Night Master* free to choose. Attached you will find a pre-generated sheet of the Sergeant.

Note for the Night Master

The Sergeant aims to earn the trust of the characters: since they were chosen by the General as a new tribute, the Sergeant's task is to escort them safely and then deliver them to the vampires in Black Log without them realizing it. In theory the betrayal of the Sergeant and the General must be a completely unexpected event for the players, but in the event that the players decide to play in an oppositional way, constantly distrusting any decision of the Sergeant, his ways or his intentions and opposing him at every opportunity, it is advisable to speak clearly with the party, explaining that this NPC will have to accompany them until the end of the campaign and that his presence will be fundamental for the finale.

Rotvaast is the capoclan of the settlement built near Bedrock Barn. He is an elderly Garnar warrior, on whose pale face the signs of time and scars paint the picture of a tired man.

He has been fighting as long as he remembers, having inherited the leadership of the clan from his father. He built a settlement near the abandoned village of Bedrock Barn, together with his clan. Whether this choice was right or wrong is up to his ancestors alone to judge, but he did what he had to do to survive in these icy lands shrouded in darkness.

Rotvaast is a man devoted to his clan and his ancestors: He has faced opponents of all kinds and known people from every corner of Alper. When the Watchers offered him their protection, he refused, as instinct suggested that he should be wary of those fighters.

Murian is Black Log's headwoman. A woman of great beauty, whose hair has the same bright red shade as autumn leaves. Her complexion is white as snow, and her hypnotic and seductive glance resembles that of a feline. Among her powers is the ability to mask her horrendous vampiric features with the delicate traits she possessed in life.

Born among the Gray Folk, she had very strange powers already as a child, and she refined them over time, which had earned her a certain fame. Soon she was noticed by Acirenzia's children, who decided to turn her into a vampire. Some say that in the past she was Aivar's lover.

We do not know the reason that drives her to gather the vampires in Black Log, but she sure is in close contact with the Watchers of Alper. Rumors even say that he is in close contact with Acirenzia herself.

She carefully keeps her distance from the Northern Lookout. Is she aware of the secrets that are kept there?

List of chapters

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Chapter Two – Bloodstained Snow

Chapter Three – The Garnars' Despair

Chapter Four – Ghosts in the Mist

Chapter Five – The Forgotten Village

Chapter Six – New Moon

Chapter Seven – Full Moon

Chapter Eight – Final – Secrets in the Ice

INVOLVING THE PLAYING CHARACTERS

The characters have been in Northern Lookout for a few weeks now, some trying to escape their fate, some looking for their own place, some joining the Watchers of Alper and defending the remains of a decayed people, and those who look for any job in order not to die of hardship.

Players will decide the motivation that led their characters to make this choice, but in fact they are all part of the Watchers of Alper.

This new militia was founded about twenty years ago from the ashes of what was once the local army. As a result of the Last Sun, the lands had sunk into chaos, the various communities had remained isolated, and trade and subsistence were devastated. Those of the surviving Alperns found themselves in desperate need of someone to protect and guide them, and so Aivar and some members of the old army decided to form a new militia, setting the headquarters in the Northern Lookout.

Monstrous creatures that roamed free and unchallenged were driven back across borders, roads connecting villages were restored, and life seemed to return to a resemblance of normality. As a sign of reconciliation, some foreign creatures were allowed to live in the dungeons of the citadel, obviously under constant surveillance by the Watchers of Alper.

A prison disguised as a shelter.

CHAPTER ONE: THE PROTECTORS OF THE NORTH

The scene opens in one of the rooms of the fortress where the new recruits, together with the players' characters, are listening to the Sergeant's (one of those in the table above) lesson.

The lesson is a way to allow players to introduce their characters and to give the *Night Master* the opportunity to illustrate the rules and specific features of the **Nightfell** setting.

The Lunar Phase, the perks and flaws related to them, a short presentation on the Lands of Alper and the Watchers could be an excellent topic for a lesson.

At the end of the explanation, a dying messenger bursts into the room.

"Help me, I bring urgent news from Darkmist. Captain Snaer requires immediate help. In the Crystal Mounts there was an accident... the Krampus..." After uttering these words, the messenger faints in his own blood.

The Sergeant heals the messenger enough to allow him to better explain the situation: three human corpses and a dead Krampus have been found on the Crystal Mounts; the traces indicate the presence of a large number of those creatures, probably hidden in the mountains and about to attack Darkmist or another settlement, driven by hunger. Whatever the case, Snaer requires immediate support.

After understanding the situation, the Sergeant, together with the characters, asks for an audience with the Colonels to receive instructions on how to move. However, the hierarchy requires this kind of emergency to be reported directly to the General. The party will then be seated in Aivar's rooms.

Once they arrive in his large and sumptuous private quarters, the characters can notice several important details: a painting depicting a romantic scene involving a very young Aivar and a beautiful woman with red hair and white skin; an icy crystal pendant inside which you can see the figure of a woman, and which emanates a penetrating frost. A DC 20 Intelligence (Investigation) or Wisdom (Survival) check reveal some grooves under a bookshelf, and under it traces of ice and water. Moreover, on the table there is a parchment on which the words "Black Log" can be read through a DC 20 Wisdom (Perception) check.

The General is waiting for the party sitting at his desk, perfectly equipped, and wearing his shiny armor.

"Report for duty, Sergeant! You are our new cadets, aren't you? It is a pleasure to meet you in person. I hope you will set out quickly, also because we have no time to waste, and as you may have noticed there are few soldiers and many problems. Sergeant, tell me about the situation in detail".

As the report progresses, the General's gaze becomes more and more grim, and in the end long moments of silence follow. Finally, the General addresses the Sergeant :

"Captain Snaer's request is of the utmost urgency, but now the other captains, sergeants and soldiers are occupied with other assignments. At the moment, we barely have the numbers to defend the fortress.

Sergeant, you will have to be the one to track down the Krampus and prevent them from harming the inhabitants of the area. Take these cadets with you, that's an order! I will not accept any complaint or refusal".

The Sergeant, visibly worried, turns to the characters:

"Are you ready for this? This could be a great opportunity for everyone. A possible promotion for me and a fair wage for you. Believe me, you do not want to contradict the General when he is so angry".

After convincing the characters to accept the mission, the General asks to be able to speak privately with the Sergeant.

GAME MECHANICS: Once the mission is accepted, the players, along with the *Night Master*, have to decide which Lunar Phase they are currently in. This choice will have very important consequences in the rest of the adventure, which is why it must be properly pondered.



CHAPTER TWO: BLOODSTAINED SNOW

The shortest and safest way to Darkmist requires three days of walking. Animals and means of transport have become a rarity for some time now, which is why travels have become much slower and more difficult.

Throughout the journey the Sergeant gives out some of his lessons to the young cadets. Once you reach the mountain slope, the characters will be able to see the military fortress led by Snaer.

It is a small stronghold that stands out among the snows, illuminated by the fires placed on the watchtowers and the large brazier at the top of the main tower. Far away on the plain you can see the town of Darkmist.

Upon arriving at the gates, the party will be promptly provided with food and lodging and informed that Snaer is eager to meet the new cadets or, as he himself calls them, "the newbies".

After receiving the news of the massacre from some lumbermen, Captain Snaer immediately sent a messenger to ask for aid, and then he put together a search team to explore the mountains.

Over the last few days Snaer has had the opportunity to investigate in person what happened in the mountains and has returned with the following information:

- The people killed were lumbermen who were there to work, their corpses were devoured almost entirely
- Probably the lumbermen defended themselves with their axes and somehow, probably by sheer luck, managed to take down at least one of the creatures
- The footprints indicate that Krampus' group consists of twelve elements, eight males and four females
- After they ate, the monsters disappeared among the glaciers, probably hidden waiting for the best time to carry out a new assault
- It was not possible to follow them further due to adverse weather conditions

By obtaining a very high result in a Wisdom (Insight) check, the characters can see that Snaer is hiding something.

In case you point it out to him that something in his story does not add up or that there are missing parts, the Captain immediately changes his attitude towards the characters

and, enraged, asks for a private hearing with the Sergeant.

Getting up from the table visibly angry and annoyed, in a threatening tone he tells the characters:

"What do newbies like you know about these things? Learn to hold your tongue before I teach you."

This is what really happened:

Snaer was aware of the Krampus' "shipment" that had to cross the Crystal Mounts. They were supposed to pass Darkmist and then head towards Black Log. The Captain was therefore waiting for the Sergeant (one of his choice among those in the table, except of course the one chosen by the players to accompany the characters) to get in touch with him for provisions, but this never happened.

Worried about the shipment, Snaer headed to the mountains and, after a day of searching, found the Sergeant's corpse, or at least what was left of it.

To warn the General of the situation, the Captain sent a messenger to the Northern Lookout, which never arrived at its destination, probably attacked by wolves or by the Krampus themselves.

The few faint traces of the creatures were lost in the mountains. Only one of them had been cut down, most likely by the Sergeant before he was overwhelmed. After that, some lumbermen had the misfortune to cross the Krampus, ending up killed and devoured.

Only two men managed to hide, but Snaer managed to find them and took them to the fortress to obtain all the information in their possession before preventing them from telling a living soul about what had happened.

Currently the corpses of the two tortured and mutilated loggers are still in the dungeons of Snaer's fortress.

After the meal, the adventurers will be shown their accommodation. The following night they have to leave together with the Sergeant to explore the Crystal Mounts and find the Krampus.

Each character will have to stay in a single room, where they must make a Perception check. By getting a result higher than 17, they can hear someone from outside lock the door.

If the character asks for the reason of this gesture, a voice coming from behind the door answers:

"Trust me, it's for your own good, Captain Snaer doesn't want you to go around at night."

If one of the characters decides they want to investigate, they have to wait a few hours (thus giving up a complete rest, also suffering a level of exhaustion the following day), and then they can make a DC 17 Dexterity (Sleight of Hand) check to pick the lock and get out.

Once out of the room, they will have to make a minimum of three successful Dexterity (Stealth) checks with increasing DCs (it is up to the *Night Master* to decide the DCs) and then a DC 15 Intelligence (Investigation) check, made having Disadvantage, to find the bodies of the two lumbermen in the dungeons of the castle. The marks on the bodies clearly show that they have not been attacked by creatures but that they are victims of torture.

If any of the checks described above fail, the character is discovered and locked immediately back in their room, and a guard is placed outside his door.

At the first light of day, the party led by the Sergeant leaves for the Ice Mountains in search of the Krampus, knowing that finding the tracks and understanding where they are headed is not easy at all.

GAME MECHANICS: This is when the Lunar Phase chosen by the characters at the end of Chapter One shows its relevance; if the characters chose to leave with the Ascending Moon or the Full Moon, then the party has Advantage in Survival, Investigation and Perception checks, but the monsters they encounter are stronger (they have Advantage); if instead they chose to leave with the Descending or New Moon, they have Disadvantage in the checks listed above, but the enemies are weaker (they have Disadvantage in the first three rounds after the meeting).

NOTE: *This feature is totally optional. It will be repeated during the adventure, and you can choose whether to use it or not.*

The Crystal Mounts are a mountain range of very high peaks. The perennial ice that previously covered only the peaks descends towards the valley more every year, making the environment much more dangerous and decimating the once lush evergreen vegetation. The fauna that previously inhabited these places is reduced to a few dozen specimens almost gone crazy for hunger.

Deep crevasses, thin ice roads, and hungry beasts aren't the only dangers of these places. The greatest danger is in fact represented by snowstorms, which arrive suddenly and can last weeks and leave no survivors.

To decide what obstacles the party will face, the *Night Master* can either use Table 1 and roll a d6 or be inspired by it and then decide freely.

Despite all obstacles, the party can still follow the traces left by the Krampus towards the abandoned village of Bedrock Barn. Further on the road, they see a small settlement in the distance, whose fires burn too vividly.

Traces of the monsters head to this settlement.

At the end of this chapter the characters rise to the 2nd level. Recommend the players to take a long rest before facing Chapter Three.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.

TABLE 1

EVENT	ROLL	DESCRIPTION
Interrupted road	1	A collapsed bridge, a boulder: the Krampus have thought of a way to guarantee their escape. The characters will have to work hard to overcome obstacles or find an alternative way, which will add a day of travel.
Wolves attack	2	Howls in the trees, shadows that move quickly: 4 wolves will surround the party. You will need to make a successful DC 16 Wisdom (Perception) check, or have Passive Perception of at least 16, not to suffer a surprise attack by wolves. The Sergeant will not participate in the clash under any circumstances.
Fall into a crevasse	3	The trail is covered with thin slabs of ice: failing a DC 16 Strength (Athletics) check could prove fatal. The crevasses are 20 to 80 feet deep, causing 1d6 damage every 10 feet.
Bear attack	4	Camouflaged in the snow, a polar bear attacks the party by surprise, driven by hunger. The Sergeant will intervene in combat only if requested by the characters, otherwise they will only support them with powers or potions.
Avalanche	5	Disturbing the silence that reigns in the mountains always has consequences: failing a group DC 15 Dexterity (Stealth) check at the wrong time will cause an avalanche that will hit the characters, who will have to make a successful DC 14 Dexterity (Acrobatics) check having Disadvantage or take 2d8 damage and lose a day of travel.
Blizzard	6	The worst of the disasters that can happen is to run into a blizzard. The characters have three choices: find shelter, return to the starting point, or go on. The blizzard will last 1d4 days and, if the party chooses to return to the starting point, it will have to start the journey from the beginning. If they choose to find shelter, the characters must make a number of successful DC 15 Wisdom (Survival) checks equal to the number of days of duration of the blizzard. In case of failure, they all take 1d12 cold damage. If they decide to dare the blizzard then they suffer a level of exhaustion for each day of blizzard and have to narrate how they will survive.

NOTE: Snowstorm cannot be used consecutively.

CHAPTER THREE: THE GARNARS' DESPAIR

Once on the slopes of the Crystal Mounts, the party realizes that the fires seen in the distance are those of the burning settlement, and they hear the roar of the battle, certainly the work of the Krampus.

The settlement is about half an hour's walk away, during which the characters will hear the screams of pain and despair of the inhabitants and the inhuman and terrifying screams of the Krampus. The Sergeant will still do his best to cheer up the young cadets.

Players will have the opportunity to devise an assault plan before arriving at the settlement. In this case the *Night Master* determines which are the most suitable checks to make to carry out the plan.

Current situation of the settlement:

- There are 6 Krampus and 1 Bloodthirsty Krampus; the other 5 kidnapped some children and are headed towards the Lake of Mounds, certain that they would soon be reunited with those who attacked the settlement
- Several warriors, men, women, and elders were killed by the monsters, while the survivors were gathered in the middle of the camp with 3 Krampus guarding
- The Bloodthirsty Krampus is clearly the pack leader, and is currently devouring the human corpses along with the 3 Krampus who were injured in the previous battle against the warriors of the settlement

GAME MECHANICS: The characters will arrive at the settlement in the Lunar Phase following the one chosen by the players at the end of Chapter One (for example, if they had chosen to leave with the Ascending Moon, they would arrive at the settlement with the Full Moon).

If the Moon is in her Ascending or Descending Phase, the Krampus have no bonuses. On the contrary, if the Moon is Full the Krampus have Advantage on all checks for their first three rounds. In the event that the party arrives at the settlement with the New Moon, all Krampus have Disadvantage on all checks for their first three rounds.

In any case, all the Krampus will fight to the death, and will not flee even if seriously outnumbered. Their purpose is to kill all those who belong to the Watchers of Alper and to allow the other Krampus to escape.

Once the battle is over and all the Krampus are defeated, the village headman will meet the characters:

"My lords, my name is Rotvaast, head of the village and protector of my people. I inherited this title from my father, and never before have I failed by letting my village be subjected to such cruelty. I never trusted the Watchers of Alper but having you here and now meant salvation for my people. I don't know if I'll ever be able to get rid of this debt."

With tears on his face and a sobbing voice, he will continue:

"My lords, I have to ask you another favor... if I were still able to lift a sword or an axe, I would leave myself... but I am now too old and tired, and our warriors have been slaughtered by those monsters..."

His fists tighten so hard they spill blood.

"The ferocious offspring of the Perchtas also kidnapped six children and took them to the Lake of the Mounds, to the east. In that lake dwell the angry spirits of restless ancestors. Please, save them! Bring them back to us and we will give you everything we have. Bring them back to us. They are our future."

CHAPTER FOUR: GHOSTS IN THE MIST

Listening to the speech of the headman in tears, the Sergeant can only accept the mission. Besides, there are still surviving Krampus and the mission is not yet over. General Aivar would never forgive such laxness.

So, all members of the party must chase the monsters. Rotvaast will give them some indications about what awaits them:

- The Lake of Mounds is so called because of the large number of burial mounds, now infested with shadows and restless spirits eager to attack or possess anyone who has the misfortune to meet them
- The lake is perpetually frozen, but on the days between the Ascending and the Descending Moon, it is completely enveloped by mist; on Full Moon days, the fog is so thick that travelling is impossible
- There are no other villages or inhabited camps along the gigantic frozen lake, sooner or later you will arrive at Darkmist, a village that rumors say is inhabited only during New Moon nights



Note for the Night Master

Regardless of their actions or the results of the checks, the characters will fail to capture the Krampus. If you have already read the summary, you already know why, otherwise it will be clear to you in the next chapter.

Starting from this assumption, the *Night Master* can freely decide how many days the party spends in search of the monsters, what are the checks to make and what traps or pitfalls await the players. It is advisable to make the trip last at least a week.

The hunt for The Krampus must be exhausting for both the characters and the players; a journey that seems to never end, a downward spiral towards the certain death of the characters in which the only glow of light and hope is the Sergeant who, despite the situation, encourages everyone to go on, constantly trying to improve the general mood by telling stories and jokes, helping them in the various checks and even giving them his supplies, if necessary.

Depending on the Lunar Phase chosen by the players at the end of Chapter One, the party starts Chapter Four either during the Full Moon or during the New Moon.

If they have chosen to leave with the Ascending or Full Moon, then they will find a New Moon. If instead they have decided to leave with the Descending or New Moon, they will find a Full Moon.

The *Night Master* can read or paraphrase the following to describe the lake, or have the Sergeant tell its story to the characters:

"The Lake of Mounds is a gigantic body of water that has now become a sort of perennial glacier. After the Last Sun, all the Alperns who inhabited the lands that surround it were forced to abandon them, since the climatic conditions worsened from year to year.

Before abandoning their native lands, the stubbornness of the Garnars caused numerous victims; hunger, hardship, wild animals, and marauders did the rest. Of those lush lands now remain only a distant memory and the cemeteries where the restless and angry souls of the Garnars dwell."

The Krampus' natural instincts have allowed them to be one step ahead of the party, which will instead face obstacles and ghosts. The area is full of crevasses and old traps left by the Garnars to thwart the bandits.

Will physical dangers or mental stress, hunger or hardship consume the party? There is no way to find food along the way that the adventurers will have to follow.

Rootvast has provided them with enough supplies for about four to five days of travel, after which the characters will begin to gain a level of exhaustion for each day of travel.

The players cannot take the long rests needed to recover the exhaustion levels if they do not make a successful DC 13 Survival check.

The journey will last at least a week, but the *Night Master* determines the actual duration: even if the purpose of this trip is to wear out both the characters and the players, extending it beyond ten days is unadvised.

To decide which obstacles or encounters the party will face day by day, you can either use Table 2 and roll a d8 or be inspired by it and decide freely.

As soon as this Chapter is finished, the characters will rise to the 3rd level. Players should be advised to take a long rest before tackling Chapter Five.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.

TABLE 2

EVENT	RESULT	DESCRIPTION
Glacier Skeletons	1	In a maze of old ruined houses, you can still hear the screams of anger and despair of the violently dead Garnars. Their anger has not subsided, and the party will pay the consequences: among the houses there are 15 Glacier Skeletons (see the Appendix of this book) thirsting for revenge. It is up to the <i>Night Master</i> to decide how and how many to use to surround the party. Challenge level: Difficult = 15 skeletons; Normal = 3 groups of 5; Easy = 5 groups of 3.
Shadows	2	Shadows will ambush the party by hiding at their feet and mimicking their movements until it is the best time to attack. Anyone who has Passive Perception lower than 15 or who fails a DC 15 Wisdom (Perception) check is unaware of the deception and is taken by surprise by the shadows' attack. During the Ascending or Full Moon Phase, the shadows are weakened.
Spectres	3	The Garnars' love for their land has turned over time into eternal hatred. Such strong emotions have generated several spectres, ready to assault anyone they see. Among the crevasses, rubble and withered underwood hides a group of 5 spectres that will try to attack the party by surprise. Anyone who has Passive Perception lower than 15 or who fails a DC 15 Wisdom (Perception) check is taken by surprise by the spectres' attack.
Glacier Mummy	4	Legends of the Alperns speak of a hunter of great skill and power, a man able to capture any quarry, who for centuries has been wandering through the woods ready to hunt and devour anyone. This story, which is usually told to the little ones to prevent them from going to the woods alone, could have a kernel of truth, as the party is about to discover. By making a successful DC 18 Wisdom (Survival) or Intelligence (Perception) check, you can find the traps that the Glacier Mummy (see Bestiary of Nightfell) has set to capture the characters (it will be up to the <i>Night Master</i> to decide what these traps are) and avoid its surprise attack.
Ghost	5	Among the impenetrable mists that envelop the Lake of Mounds hides a small clearing, with a withered old oak in the middle. Lying between two roots, as if it were a sort of bed, rests a human figure; from a distance she appears as a beautiful maiden in the flesh, but she is actually a ghost. Her name is Asyer, and in the aftermath of the Last Sun she served as a scapegoat for the desperate Garnars, who sacrificed her, turning her into a restless soul thirsting for revenge. You can avoid the clash only by making a successful DC 20 Charisma (Persuasion or Perform) check, having Advantage if you court the lady.

Ancient stories speak of a tyrant reigned over the Garnar people centuries, and it is said that to obtain his power he had made a pact with a demon. The story also tells of an epic battle where a party of heroes managed to defeat him.

Unable to live or die, bound by his covenant, he wanders the lands of Alper in search of someone who wants to make a pact with him.

In exchange for a soul, he will reveal the place where he hid his greatest treasure.

Wraith

6

The characters may have the misfortune to encounter this evil spirit while on their way. Before attacking them, the wraith will ask them to give him a soul in exchange for his treasure.

The Sergeant will try to avoid in every way that someone consents, but if someone is really willing to offer their own soul or that of their companions, they will have to fight alone against the wraith or against the companion they offered in sacrifice. In case of victory, the wraith will reveal that its most precious treasure hides in the dungeons of the city now known as the Northern Lookout.

In case no one accepts the offer, the Wraith will instantly attack the party.

Wandering through the thickest mists, the party sees what looks like a bonfire, but by approaching it they will discover that it is instead a sacrificial altar.

On the ground there are several skeletons now consumed by time, all arranged around this fire that shows no sign of going out. Making a successful DC 15 Intelligence (Arcana or Investigation) or Wisdom (Perception) check, you will understand that it is a magical fire originated from a skull.

Get too close, or perform any hostile action towards the skull, which is actually a Heathen Horror (see the Appendix of this book) and it will attack.

If the characters decide to camp there or leave without further exploring the area, during the next rest along each one of them will have nightmares and will have to make a successful DC 15 Intelligence Saving Throw, or their sleeping body will move as possessed by a mysterious force and will return to the bonfire intoning a strange prayer.

If no one will be able to succeed in the Saving Throw, then the whole party will arrange in a circle around the bonfire and will start to recite the same prayer, not being able to repeat the Saving Throw for a few hours.

If someone succeeds in the first Saving Throw, first they will complete their long rest, and only then can go to look for their missing companions.

Anyone can be awakened by the infestation of this cursed skull with a simple touch or a scream, but the Flaming Skull will also rise and attack the party.

Heathen Horror

7

Although the cold has lasted for ten years and has reduced the lake to a perennial glacier, the lands surrounding it remain humid and continue to generate a fog so thick that it is difficult to move.

On some days it really becomes impossible, as the fog is illuminated by the white moonlight and becomes an impenetrable wall in which even sounds are muffled.

In these situations, the characters must make 4 successful Survival or Perception checks with increasing difficulty (DC 11, 13, 15, 17) not to get lost.

Those who fail the checks would be unable to orient themselves and find the rest of the party. If this happens, the Sergeant will force him to camp and wait for visibility to return to normal.

The wait will result in a two day stop in which everyone will lose 1 Soul Point.

Mist Labyrinth

8

NOTE: This option is not usable if the party is going through the Lake of Mounds during the New Moon phase: In this case, just reroll the die.

If, on the other hand, the party is traveling with the Full Moon, it will have Disadvantage in all the checks of Survival and Perception.



CHAPTER FIVE: THE FORGOTTEN VILLAGE

After days spent looking for traces, immersed in the thick mists that surround the Lake of The Mounds, devastated by hunger and madness, the party is finally able to get out of the white and deadly embrace of the Lake of Mounds.

The beauty of the immense valleys covered with ice under the night sky takes the breath away from the characters: a moment of almost childish amazement before the majesty of nature.

Immersed in total silence, the expanses of ice that separate the Lake of Mounds from the White Plateau are like a natural mirror that reflects the starry sky and crossing it seems almost like moving through the stars.

Note for the Night Master

After a few hours of walking among these wonders, the *Night Master* can arbitrarily decide to allow the characters to regain 2 Soul Points and grant them a short rest (this if the players have not made a long rest between the fourth and the fifth chapter).

Towards the end of the beautiful path through the ice, the party sees the Eternal Tundra, an immense dark expanse of vegetation. By making a successful DC 15 Wisdom (Survival or Perception) check (Full Moon = Advantage, New Moon = Disadvantage), the party can find the tracks of the Krampus.

"It seems they are heading towards the Eternal Tundra. They have at most one day of advantage, maybe less."

You also see the traces of the children. Following them, the characters find themselves in front of a macabre show that will cost them 1 Soul Point.

The immaculate snow covered with liters of blood and steaming bowels, and on the ground the marks left by the nails of those who tried to escape. The air smells of iron and petrichor, a classic smell that is generated when the rain wets dry soil. The stench is such that only the most experienced adventurers will be able to hold back their retching.

The remains of the Krampus chased by the party lie there, on the ground, in a dread spectacle that none of them would ever have expected to find.

And the children are nowhere to be found.

Anyone who makes a successful DC 15 Wisdom (Survival or Perception) check can find traces of footprints heading towards the Eternal Tundra. Those who have slaughtered those monsters must have taken the children.

After a few hours following the traces of blood in the snow, the party sees a small village in the distance. A village that should not even exist and no one, not even, the Sergeant is aware of.



Game Mechanics

At this point the choice of the Lunar Phase at the end of Chapter One becomes fundamental: depending on the Lunar Phase in which the characters arrived at Chapter Five, continue with Chapter Six or Chapter Seven



CHAPTER SIX: NEW MOON

Lit up with festive lights, the village of Black Log stands out in the middle of the snow, or at least that is the name written on the sign you just found.

How is it possible that this village is here and that no one knows anything about it? The senses do not lie, and all the traces lead there. The Sergeant is the first to break the silence.

"We have to move forward. I do not have the slightest idea of what we will find, but it makes no sense to stay here and freeze. Be ready for anything!"

No one shows up to welcome the party as they enter the village. Indeed, anyone who meets the characters changes course and stares at them with eyes full of anger and hatred. The only place that seems willing to welcome them with a fire and warm food is the village inn.

As soon as you enter, however, most of the citizens present get up and leave the inn throwing glances at the newcomers.

Some of them seem to be hiding their faces; the Sergeant will try to calm things down by suggesting that such an isolated place is certainly not used to foreigners, also because the last to have approached them were the Krampus.

The Sergeant leaves their bag of coins on the table and will say :

"Order whatever you want, I am buying. In the meantime, I will try to find where the head of the village is. I want to ask about the children and the Krampus. I recommend you not to try and look for trouble!"

And after giving some money to the innkeeper in exchange for directions, the Sergeant leaves the inn.

Note for the Night Master

Most likely, the presence of this village, with its wary and shy inhabitants, could arouse suspicion in the characters.

Making a successful a DC 15 Intelligence (Investigation) or Wisdom (Insight) check, they could confirm that the situation hides something darker than the simple distrust of the locals.

The innkeeper, whose name is Carald, is the only one who is hospitable to newcomers and is available to answer their questions while taking orders.

Information in possess of the innkeeper:

- The menu of the day includes stew of meat and red wine; unfortunately, he has just finished the roast
- The current head of the village is a woman named Murian
- A few hours ago, the hunters of the village caught some quarry just outside the village
- He does not know anything about children; they have not been seen in the village for years, but generally these things are taken care of by the village headwoman
- Calls the other villagers "brothers" or "sisters"
- If he is asked how long he has been in this village, or how old is he, he will simply answer "I have lost count now, I have been here for too long."
- He knows a man named Aivar, and calls him "the Benefactor"; he says he met him some time ago when

he was still a young man courting Murian

- He does not know about the Watchers: the only army of which he is aware is the royal army of Alper

Once he finishes talking, Carald goes to prepare food and drinks and then brings them to the table, but as soon as someone among the characters drinks the wine, they immediately realize that it actually is blood.

In the stew there are eyes, bowels, and brains, which seem to come from a human body; looking around the characters realize that even in the other dishes there are human and monster parts, cooked and served as dishes.

Both the innkeeper and the other 5 beings remaining in the inn reveal their true appearance of vampires, or rather Progeny of Acirenzia.

At this point, the characters can decide to attack those present or try to escape.

If they flee out of the inn, the party finds 20 vampires surrounding the inn, and realizes that the whole village is full of vampires, making it impossible to escape without fighting.

If instead they choose to stay inside the inn and fight, when all the characters have finished their first turn, other villagers will enter the door, hinting that the entire area is surrounded.

At that point, players can choose to surrender or continue fighting. In case of a clash, when all the characters have arrived at 2 hit points or less, the fight will stop.

All the vampires gathered around the characters move a few feet away to make room for the Sergeant and the headwoman Murian, the beautiful red-haired woman seen in the framework in Aivar's room, who now shows herself in all her beauty.

Murian will calmly and cogently declaim:

"Calm down brothers and sisters, is this the way we treat our food? You know how hard it is to get something so fresh and, even if you're still excited about those Krampus, you have to think about the future. After all, my beloved Aivar, our benefactor, cannot always send us fresh supplies".

Then, looking the Sergeant in the eyes, she says:

"Go on, tell them what you have to and leave. Tell Aivar that we are more than satisfied with the work of the Sect and also tell him that I am jealous of all the attention he gives to that woman. After all, she is always so glacial!"

Continues in Chapter Eight.

CHAPTER SEVEN: FULL MOON

Note for the Night Master

The horror component of this chapter is based on tension and suspense. Use the environment around your table to make the players relate even more. Sometimes it is enough to turn off the light and use candles to create the right atmosphere.

The moonlight illuminates the traces of blood that lead to an apparently abandoned village.

Getting closer, the party will notice that the houses do not seem abandoned at all, but they are furnished and there are traces of the passage of people, even if there does not seem to be anyone around.

Absolute silence reigns.

Inspecting the houses, the characters will find everything in perfect order: it is clearer than ever that someone lives in this village. The track of blood disappears in the main square, but the children cannot still be found.

By inspecting the houses more thoroughly, you will find two very disturbing elements:

- The pantries are full of remains of humans and monsters, jars full of blood and other parts of the body preserved as food
- Well hidden in the floor of each house there is a trapdoor, which leads to an underground tunnel; the Sergeant encourages the characters to enter the narrow tunnels where not even a glimmer of light seeps in

In what looks like a maze of galleries, before the characters suddenly appear humanoid figures who seem to sleep on their feet: If illuminated by a magical light, they immediately flee through the tunnels, otherwise they wake up and attack the characters. These are Progeny of Acirenzia.

After the first encounter with one or more of these creatures, the characters begin to hear the cries of the children and following their sound between the tunnels they arrive at a cave with an altar in the middle.

As soon as all the characters have entered the room, the doors close immediately, and strange sounds begin to come from the ceiling. Illuminating it reveals a multitude of beings hanging upside down watching in total silence with blood-shot eyes and monstrously deformed visages. These are other vampires. Any action of the characters will cause an immediate attack of the creatures.

In the event that any character has stayed outside the room, they will be attacked by another Progeny of Acirenzia arriving from the surrounding tunnels.

In the room there are 30 enemies, but they attack in groups of 5 at a time. The characters left out are attacked by 3 vampires at a time.

During the battle, the Sergeant will inevitably be separated from the party. In the event that the characters try to prevent it, then make this choice of the Sergeant appear as their last sacrifice to give the party a chance to escape.

When the characters have all arrived at 2 Hit Points or less, the fight will stop.

All the vampires gathered around the characters move a few feet away to make room for the Sergeant and the head-woman Murian, the beautiful red-haired woman seen in the framework in Aivar's room, who now shows herself in all her beauty.

Murian will calmly and cogently declaim:

"Calm down brothers and sisters, is this the way we treat our food? You know how hard it is to get something so fresh and, even if you're still excited about those Krampus, you have to think about the future. After all, my beloved Aivar, our benefactor, cannot always send us fresh supplies".

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"Go on, tell them what you have to and leave. Tell Aivar that we are more than satisfied with the work of the Sect and also tell him that I am jealous of all the attention he gives to that woman. After all, she is always so glacial!"

Continues in Chapter Eight.

CHAPTER EIGHT: SECRETS IN THE ICE

After the previous stages, and before moving on to this chapter, the characters will rise to the 4th level.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.

After stabilizing the dying and binding and gagging all the characters, the Sergeant reveals the truth to the party:

"I'm sorry, my young cadets, but you've come this far for a specific purpose: to be food for our vampire allies! It's a higher purpose that moves the Watchers of Alper, or maybe I should say the Sect of the Blood Moon.

Thanks to the supreme Aivar, all of us faithful will be given eternal life and power. Rejoice! The Krampus that we chased for days had to be delivered here as food. Unfortunately, those filthy monsters have managed to escape, and you have been chosen as a replacement... no one will ever come looking for you. After all, you have fallen heroically in battle.

Know that I have to thank you, you have helped me bring some of them here, and even some children! They are very rare to catch, you know? I will have a nice promotion for sure! To celebrate I want to make you a proposal, any of you who are willing to swear allegiance to the Sect and serve it loyally will have their life spared.

I suggest you think about it because you will have to show me your faithfulness."

Note for the Night Master

Leave some time to the players to reflect on the choice: at this stage the party can ask for clarification on the situation. We suggest being totally honest and decide what to do together with the party.

The ending could be a bit forced and with no real way out except death, but there are actually several options that should be explained and discussed together with the players.

You can decide to close the campaign here with an epic and fatal clash against vampires or continue the campaign by deepening the themes you have already addressed.

Characters could:

- Swear allegiance to the Sect to find out what is happening and what are Aivar's plans
- Die and turn into vampires and infiltrate the village to investigate
- Be turned into vampires and play a sequel from the point of view of the villains

What matters is deciding by mutual agreement on the ending and possible continuation of this short campaign.

I also recommend giving players total control of the scene regarding their own death or sacrifice, making it as epic as possible.

The only way to try to survive seems to be to swear allegiance to the Sect of the Blood Moon. Anyone who agrees to do so has to kill another person, be it another member of the party or a vampiric offspring; if they do so they can leave with the Sergeant.

Anyone who refuses the offer must duel against those who accepted it. The winner will be asked again by the Sergeant if he wants to join the sect, but to do so he will have to kill their defeated companion, otherwise they will have to face other vampiric offspring to the death.

In the event that all the characters refuse the offer, it will be impossible for them to escape, and they will have to continue the fight against 3 Vampires or 10 Vampiric Progeny. In this case the death of the players is practically certain but, as advised in the note, leave the description of the scene in the hands of the players.

There is one last option available to anyone who refused the Sergeant's offer and was killed in battle, but still wants to carry on the character in a sequel to this adventure.

In agreement with the *Night Master*, they will be able to bring back their character as **Vampire - Progeny of Acirenzia**.

Note for the Night Master

To bring back a character turned into a vampire there are several options to be decided with the player. You can give a Vampire level to the character, if it meets the requirements for multiclass, or redo the sheet, directly choosing the class of the Vampire – Progeny of Acirenzia, from the **Corebook of Nightfell**.





CHILD OF BLOOD

Adventure for **Nightfell**, written by Stef Kiryan for 4th to 7th level characters.



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INTRODUCTION

This adventure aims to deepen the psychology of the player characters, whether they are the same as in the previous story, or new ones. It is important to establish through the social pact and session 0 if the protagonists of this adventure are members of the Sect by personal choice, or if they have agreed to be part of it with the sole purpose of surviving. This factor will be decisive for some choices present during the adventure.

"**Child of Blood**" will push players to make important moral choices. The plot will test the loyalty of the players to their cause, for better or for worse: the choice to pursue evil purposes will have to be emphasized by a slow degradation of the morality of the protagonists of this story. For this reason, during the adventure the *Night Master* will be able to arbitrarily deduct Soul Points from the players because of particularly selfish choices, such as betrayal, extortion, blackmail, or murder.

Difficulty Class

The characters who will play this adventure should start from the 4th level.

The difficulty class (DC) of the checks will not be specified during the adventure: this will allow the *Night Master* to establish from time to time the most appropriate check, depending on the context. However, it is advisable to keep the (DC) of the checks in a value between 13 and 17. The most significant checks for the purpose of carrying out the story may require a higher difficulty than these values. Failing one of these crucial checks should not lead to a simple failure: adding complications or interesting consequences will grant the possibility of making the story even more compelling.

ADVENTURE SUMMARY

The characters are part of the Sect of the Blood Moon, a vampiric cult that finds its roots in the village of Black Log.

The goal of the Sect is the expansion and creation of an independent state, governed and populated by the sons of Acirenzia. To pursue this goal, the Sect first wants to eliminate those movements that would hinder or prevent vampires from gaining influence over the society of the living.

Murian, the vampire at the head of the order, will test the loyalty of the characters by entrusting them with the first real mission on behalf of the Blood Moon Sect. The group will have to travel to Northern Lookout with the aim of investigating a handful of vampires who are managing to hide their work from informants and spies of the Sect.

Every sect agent who has tried to meddle in the affairs of dissident vampires is mysteriously missing and Murian wants to find out what's going on.

After a dangerous journey to Northern Lookout the characters will visit the underground community of the fortress-city populated mainly by Rizadrin and Night Faelings. Precisely from the latter the group will have the opportunity to extort or collect information on the vampires who are hiding their work from Murian's agents.

When they finally find the place where the dissident vampires gather, the characters will witness a disconcerting ritual: the birth of the Child of Blood, a creature blessed by Mirithlen herself and destined to protect the living from the threat of the children of Acirenzia.

The group will be called to a choice: eliminate the chosen one of Mirithlen, or rebel against the Sect of the Blood Moon, protecting the Child from the coils of Murian.

Such a choice will push the group towards the distant Wailing Mire, in search of allies that will allow the characters to face one or the other threat. It will then be the group that chooses whether to avert or fuel an imminent war between the society of the living and that of the vampires.

ADVENTURE OVERVIEW

The first act of the adventure is set in the southern area of the desolate and silent lands of Alper. On the top of jagged gorges and among the narrow snow-capped valleys, the characters will travel to Northern Lookout, a populous stronghold that gives refuge to numerous ethnic groups. But it is in the underground part of the fortress that the party will pursue its objectives: under the citadel, organized groups of Night Faelings and Rizadrin have established a pact of non-belligerence with a small community of vampires less aggressive and bloodthirsty than the rest of their fellows. In the second act, the party will discover the plans of dissident vampires through a series of plots and betrayals: this part of the adventure will take place between the slums and the darkest depths of the Northern Lookout.

In the third act the characters will have to choose the best way to reach the Wailing Mire, in the province of Thur: the land of the Witches. This remote destination can be reached through two possible paths: the narrow Glacial Cave, or the lost passes among the Icy Mountains. The final battle will be consumed among the suffocating mists that infest the Wailing Mire, in a clash that will see the characters take the side of a coven of witches, or a circle of apostates of Rahidra.

INVOLVING THE PLAYING CHARACTERS

"**Child of Blood**" can be played as a sequel to the events described in the "**Secrets in the Ice**" adventure, or as an adventure in its own right. It is proposed, therefore, as a natural continuation of the events that led the characters to become part of the Sect. Alternatively, you can start again with new characters that have at least one Vampire level or, if the players do not want to choose the Vampire class, as simple affiliates of the Sect.

CHAPTER ONE: A TEST OF LOYALTY

The adventure begins in the village of Black Log, the heart of the Sect of the Blood Moon. The first scene opens in an underground arena: a place of initiation for all members of the Sect. In the middle of it, the characters are called to test their new vampiric abilities, and to prove that they can shed innocent blood in Murian's name without blinking an eye.

Note for the Night Master

It should be noted that, if players have chosen not to play characters with Vampire levels, the challenge will be aimed simply at testing their loyalty and coldblood.

Two young Garnars are let into the arena, while Murian herself and other vampires with cold and inexpressive faces enjoy the scene from the terrace. These Alperns could be under the effect of mutation if this encounter takes place during the Full Moon Phase.

Read or paraphrase the following text to the characters:

You can feel the heartbeat of the Garnars. The scent of their fear, mixed with the sweat that adorns their skin increases your thirst for blood as you struggle to control your own bodies. Murian is watching you, judging whether you live up to the gift you have been granted. Around her, dozens of hooded men and women are



ready to attend your initiation ritual, to judge if you are worthy of being part of the Sect of the Blood Moon. Suddenly one of the two Garnar slaves arms himself with courage and throws himself with a desperate battle cry against you.

The fight will take place against 2 Garnar Bear Warrior.

If one of the characters proves reluctant or insecure in front of such a simple task, they could be subject to special observation by the Sect's agents, who will carefully monitor their actions during the course of the adventure.

Note for the Night Master

Categorically refusing to shed innocent blood before Murian's eyes should lead to particularly negative consequences: even if the purpose of the characters was to rebel against the Sect, make them understand that this is not the best time to be heroes.

Once the initiation is over, the characters will be granted a short rest, after which they will be summoned before Murian to receive their first mission on behalf of the Sect.

To welcome the characters in Murian's private quarters there will also be two agents of the Sect (they have the stats of a Murian's Vampire Acolyte – see the Appendix of the book).

Together with Murian's two agents, the characters will have to leave for Northern Lookout to investigate the work of a group of vampires who live in the dungeons of the fortress. In fact, it seems that this group of dissidents is intentionally avoiding any contact with the agents of the Sect: Murian suspects the birth of a rebel movement that aims to stop her plans for expansion in the lands of Alper. The dissident vampires have to be identified, interrogated and possibly eliminated if her suspicions prove to be founded.

Murian's agents will travel together with the characters, to make sure that the mission is carried out according to their lady's directives: apparently the vampire still does not blindly trust her new subjects. The two vampires will not act to help the group, as they are also there to assess their abilities.

Have the group choose the Lunar Phase under which they leave for the mission.

The fortress-city is at least 5 days' journey from Black Log. Depending on the difficulties encountered along the

way, the group may take more or less time to reach Northern Lookout.

Note for the Night Master

In the event that the characters in this adventure were the same as in "Secrets in the Ice", the *Night Master* can specify that they would not be easily recognized in Northern Lookout, given that they keep a low profile: the last time they visited the city they did not stay for long and they had contacts only with the Watchers of Alper and with members of the Sect.

Murian's two agents will give support to the characters during this journey, but they will always be circumspect: emphasize the feeling of always having the eyes of the two vampires focused on themselves at any action, or an invisible ear that constantly listens to their private conversations.

Cold Night

On the way, the frost and lashing winds of the eternal night will put a strain on the characters. In order to benefit from long rests (also useful for vampires to recover energy) the characters will always have to find shelter through successful Survival checks. The DC of these checks starts at 13 and for each search in the following days will increase by 1, showing players the fact that it becomes increasingly complex to find shelter as they advance.

If you want to make the journey to Northern Lookout more interesting, generate a random event by taking a cue from the table below, or by rolling 1d6. These events will happen every two nights of travel. If the result of the roll matches an event that has already happened previously, roll again. You might also want to make the party incur into one or more of these events voluntarily. In that case always



remember that the characters can take short rests during their journey.

Once in Northern Lookout, the party will be let through after a hostile and meticulous interrogation by the local guard. With a Charisma (Persuasion) check, vampire characters can get permission to move to the surface; in addition, if successful, the guards will miss an important detail: the place dedicated to the residence of vampires is the neighborhood of the Last Sun, located in the depths of the fortress-city.

The group will be able to resupply at Northern Lookout, but any vampire characters will have Disadvantage in all Charisma-based checks when they are on the surface, due to distrust of their lineage.

Once they reach the underground part of the fortress, the characters can easily notice how this area of the Northern Lookout is populated only by Rizadrin and Lyvar, and the occasional passing human.

The two agents of the Sect will take lodging at the Tavern of the Last Sun and let the characters act alone in the search for information on dissident vampires, making an appointment every day at the Tavern to report.

Note for the Night Master

One of the two agents might stalk the party unless the characters are careful enough to conceal their actions from Murian's agent.

You can manage this aspect through opposing Dexterity (Stealth) and Wisdom (Perception) checks, in which Murian's agent will have Advantage.

Below are listed the main places of interest of the underground area of the Northern Lookout. The rest of the hypogea is structured so as to hold as many accommodations as possible for all those who live underground. The dwellings are usually austere, carved into the rock and made into small habitable houses. At first glance to those who come from the outside, it appears as a maze or a hive difficult to become accustomed to, if not after a few days.

In the deeper areas, which then flow into the World Below and into the glacial tunnels that cross the mountain ranges, there are always patrols of Lunar Satyrs and Lyvar Explorers who guard those dangerous accesses to their old world, where only darkness now dwells.

TAVERN OF THE LAST SUN

This building, also known as "Gray Tavern", was carved from the rock and can accommodate up to 50 patrons. It has a dozen rooms. Staying at the Last Sun costs 5 sp a day and a hot meal can be bought with another 3 sp. The Tavern is run by a middle-aged Lyvar and his three children. The characters will have Disadvantage in Intelligence (Investigation) checks to obtain information about the work of the dissident vampires, since the owner is a friend and ally of the Spry Eyes Guild (see the NPCs Appendix for more information on the guild members).

CASUAL EVENT TABLE

ROLL	RESULT	DESCRIPTION
1	Scene of the Rite	Among the mists of the snowy landscape, crimson spots appear on the white mantle of the soil. The characters run into a macabre scene and assert what appears to be the site of a Truden sabbath. Pieces of humanoid and Krampus bodies have been piled up in the snow and severed heads are laid out on the ground to draw the shapes of the Lunar Phases. The bowels of the unfortunate were arranged on the branches of dead trees as a kind of ornament. All characters must pass a DC 15 Wisdom Saving Throw or lose 1d6 Soul Points.
2	Blizzard	A sudden blizzard shakes the mountain peaks and clouds your sight. Characters will have to make a successful Wisdom (Survival) check or be forced to slow down the pace. If they fail, they will lose their way for the entire duration of the storm, extending the journey by one day. If they get lost in the storm, they will have to make a successful Constitution Saving Throw or take 1d12 cold damage.
3	Wandering Lemures	The characters can observe strange lights flashing in the dark. These will be followed by a caravan of Lemures (Bestiary of Nightfell). Make a group DC 12 Dexterity (Stealth) check to go unnoticed. In case of failure, 1d3+1 Lemures will come off the caravan and clash with the party.
4	Hidden Entity	The territory crossed by the characters is dark and silent. Something dangerous waits, lurking in the shadows. At the right time, a Shadow of the Echoes (see the Appendix of this book) will appear in front of the group to attack them. If it is day or if there is a New Moon (therefore in the absence of moonlight), the characters will have Disadvantage in the checks to find and identify the hidden being.
5	What remains of the village	The characters will encounter an abandoned village along their way. Among the narrow streets of the settlement, you can see the rotting remains of numerous inhabitants: with an Intelligence (Investigation) check they can understand that they died due to a blunt weapon that broke their bones like twigs. One building will attract the attention of the characters: a large barn, whose wooden door has been broken through by something or someone with superhuman strength. Inside the barn lives a Feral Om (Bestiary of Nightfell), who has found nourishment in the mangled remains of the villagers.
6	Glacier Skeletons	Something moves in the ground beneath the feet of the characters. Looking around, they will notice funeral cairns and monoliths. It is an ancient pagan burial place, and the waiting dead now rise from underground to grasp the night adventurers. The party comes into conflict with 2d4 Glacier Skeletons (see the Appendix of this book).

SANCTUARY OF MIRITHLEN

This impressive stone temple is the home of the Rizadrin devoted to the goddess Mirithlen. The underground building, with its high vaults, has four monoliths placed in a circle, each of which depicts a Lunar Phase. From a small slit in the high rocky vault, a ray of moonlight leaks to illuminate the center of this sacred circle.

Access will not be allowed to vampires, unless they make a successful Charisma (Persuasion) check, in which they have Advantage. By paying the right price, the group can cleanse any weapons affected by corruption (see the "Grim Weapons" section in the **Corebook of Nightfell**). If the characters manage to be accepted by the members of the Lunar Cult, an Investigation check will show them traces of the presence of the dissident vampires in the underground section of the Northern Lookout: these are some Progeny of Acirenzia who have decided to live peacefully with the other races of the fortress. They are praised as an example by the priestesses, who will invite any vampire characters to imitate them and live-in harmony with the other races of Northern Lookout. The location of their den will still remain unknown to the party.

DEEP ALLEYS

In the darkest depths of the fortress, near the border areas of the abandoned tunnels, live some Rizadrin, Lyvar and Alperns with a dangerous reputation.

In this web of tunnels and dead-end alleys, the less attentive characters could find themselves relieved of their coin purse, or even be attacked by a group of scoundrels. Through intimidation or persuasion, the group will be able to obtain useful information about the Spry Eyes Guild, who lives in the basement of the Tavern of the Last Sun: it seems that a member of this group of thieves-explorers is in direct contact with dissident vampires.

ENCOUNTERS IN THE DEEP ALLEYS

These encounters will be instrumental in gathering information on the work of dissident vampires.

For every night of investigation, roll 1d4 to generate a chance encounter in this infamous area.

If the result of the roll matches to an event that has already happened previously, roll again.

D4	ENCOUNTER	DESCRIPTION
1	Crooks in the dark	2d4 Lyvar Raiders will intimate the characters to give them all their belongings, if they do not want to add to the countless corpses hidden in the Deep Alleys.
2	The Overseas Soothsayer	An old Rizadrin soothsayer offers the characters a reading into their future. In exchange for a few more coins, characters will be able to get additional "visions".
3	Gamblers	A group of Garnars will invite the characters to gamble. The game can be won through the combination of Dexterity (Sleight of Hand) and Charisma (Deception) checks. If the characters win, the Garnars will pay them with the information they are looking for.
4	Foiling a kidnapping	In the silence of an uncrowded area, the characters will hear the screams of a Night Faeling. Around a corner they will see ominous undead priests attacking the Lyvar. The party will fight against 2 Cursed Fanatics (Bestiary of Nightfell), inexplicably sneaked into the fortress looking for sacrificial victims. The Night Faeling is actually one of the sons of the owner of the Last Sun. If you save his life, the Lyvar will invite the characters to his father's tavern, where Darkeye (see the NPCs appendix) will offer them an adequate reward for saving his life.

At the end of the exploration of the Deep Alleys, the characters will get the following information: the only one who knows the location of the dissident vampires' den in Northern Lookout is named Darkeye, leader of the Spry Eyes Guild. To meet him, the characters will have to light four candles at their table in the Tavern of the Last Sun and wait for them to be completely consumed.

At the end of this chapter, the characters will rise to 5th level.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.

CHAPTER TWO: BETRAYALS

The characters have finally managed to track down the one person who can help them find the dissident vampires.

Meeting with Darkeye will be one of the most dangerous events of the mission. If the instructions obtained from the investigations described in Chapter One are followed, the Lyvar will meet the characters among the tables of the Tavern of the Last Sun.

Note for the Night Master

For a detailed description of the behavior of Iximisi Darkeye, refer to Appendix A of this book.

The Spry Eyes Guild is actually an ally of the dissident vampires: whatever method the players choose to know the location of the den, Iximisi will direct the party to a trap to protect the work of his allies.



NIGHTFELL

This same method has been used in the past by the Spry Eyes to prevent the agents of the Sect from discovering the plans and the work of the dissidents.

Darkeye will indicate to the party an old underground sanctuary, in a little abandoned area of the subterranean district, within which the Night Faeling swears that he has seen some vampires perform rituals in the name of Mirithlen herself. Characters who are proficient in Insight might notice a slight jitteriness beyond Iximisi's words, as if he was not telling them the whole truth. Anyway, in exchange for a fair reward, the Lyvars will provide the group with a guide to reach the area, located beyond an intertwined series of underground tunnels in which it is very easy to get lost.

But once they arrive in the main hall of this ruined building, the characters will be ambushed by the leader of the guild himself, accompanied by a handful of Lyvar Raiders. You can determine the most appropriate number of enemies that the party will face, depending on how difficult you want the battle to be.

At the end of the fight, the agonizing leader of the Spry Eyes will beg the characters to spare his life: in exchange, he will accompany them to the real vampire den the Sect is looking for.

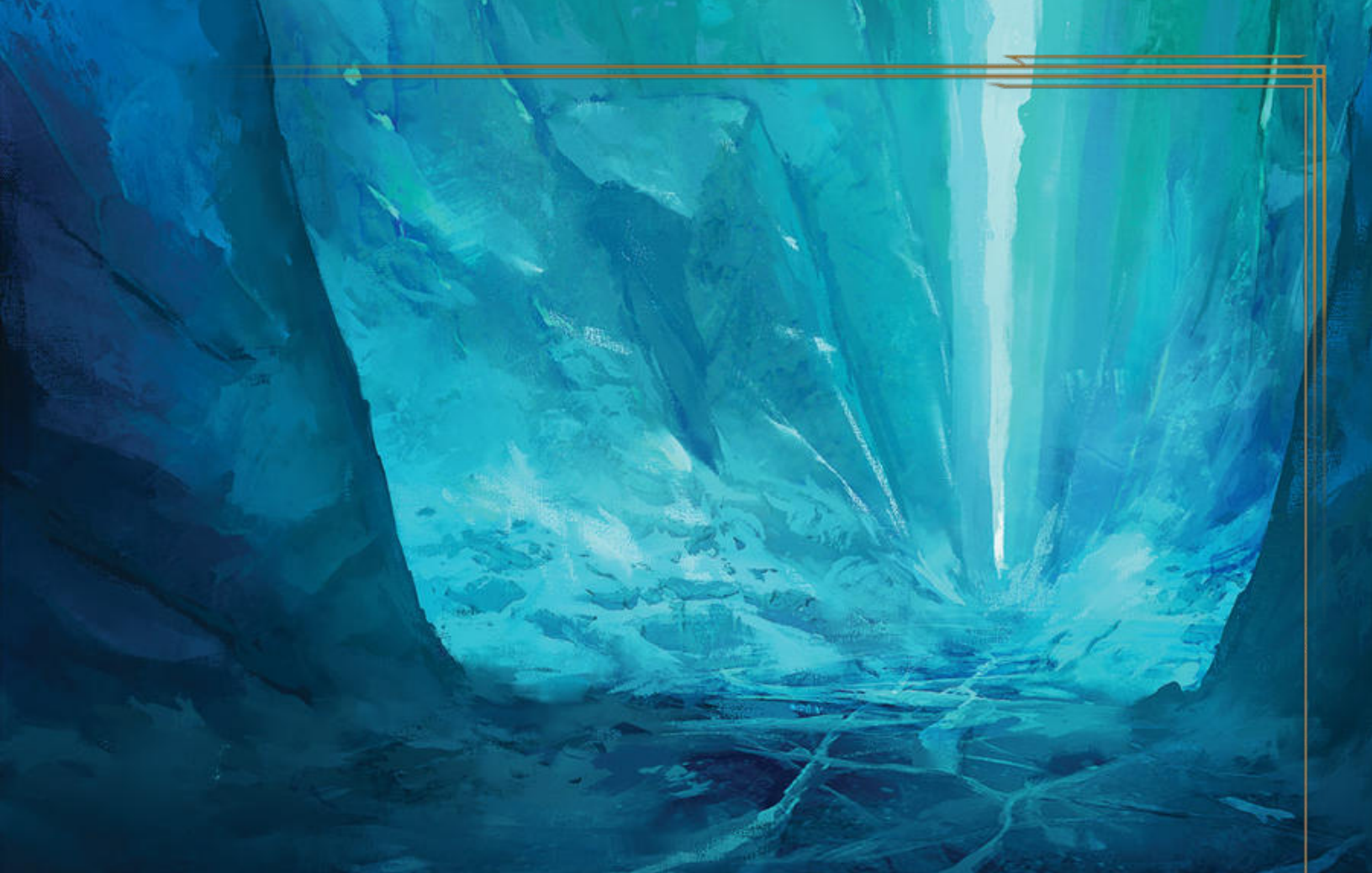
If the party spares his life or cooperates with Iximisi, it can rely on the expert guidance of the Night Faeling, who will lead the characters through the dangerous underground paths that twist and turn under Northern Lookout to the den of the dissident vampires.

With or against the Sect

At this point, the players might consider conspiring against the Sect of the Blood Moon: in this case, the party will have to earn Iximisi's trust before he can tell them the true story of the vampires living under Northern Lookout.

An example of the actions that could convince Iximisi to trust the characters is the elimination of the agents of the Sect of the Blood Moon who came to Northern Lookout with the party. The head of Murian's agents will be sufficient proof for Iximisi to trust the characters, and not to make them fall into the trap of the Spry Eyes.

If the adventure follows this course, Iximisi will guide the characters to the den of the dissident vampires to negotiate an alliance against the



Sect. On the contrary, the characters could report to the Sect the information they have obtained. In this case, the two vampires who accompanied the group will gather Murian's spies in the city and launch a surprise attack on the dissident vampires once they reach their den.

Once at their destination, the party will discover the existence of a second temple dedicated to Mirithlen, where a dozen pacifist vampires live.

Upon the arrival of the characters, the vampires will be engaged in the celebration of a sinister ritual: a person looking as a priestess of Mirithlen is helping a vampire woman to give birth.

Read or paraphrase the following text to the players:

The tunnel opens wide to a large cave illuminated by the light of numerous candles. The ceiling of the room has a large hole that, as in the previous place of worship, allows the moonlight to penetrate:

a ray of moon illuminates a ritual altar, on which a vampire woman is lying.

While a dozen of her fellows sing a propitiatory song, the moon ray begins to burn the woman's swollen belly, causing her excruciating pain. The screams of agony of the vampire woman fill the cave while the voices of those present increase in intensity, in a cacophony that would freeze the blood of the most tenacious of adventurers. Then, the woman's screams cease and are replaced by the desperate cry of a newborn: on the surface of the stone altar, you see an infant completely covered in blood. The mother lies motionless on the altar, while the vampires you were looking for hurry to wrap the infant in a white sheet.

The obscure and bloodstained tragedy that took place before the eyes of the characters causes them a 1d4 Soul Point loss.

The newborn will be praised and announced as the "Child of Blood".

If the characters have previously shared the information they have obtained with the agents who accompanied them, a Sect of the Blood Moon squadron will break into the underground temple to attack the dissident vampires.

During this scene the story could take two different directions: the characters will find themselves supporting and protecting the dissident vampires of the Cult of the Child, or they will attack them, thus carrying out Murian's evil plans.

Note for the Night Master

For the clash that is about to follow, full freedom is left to the *Night Master* to decide how many NPCs will participate.

The vampires of the Sect and the Cultists could fight each other in the background of the conflict, while the characters will face some chosen enemies, giving rise to a clash in the context of the overall battle.

Unleash creativity and set the nature of the clash as you prefer. Keep in mind that, among those present, there will be Blood Moon Vampire Acolytes (on the side of the Sect) and Vampire Cultists of the Child.

The number of opponents to be faced can be chosen freely to determine the extent of the challenge for the characters.

CHOICE A: THE CHARACTERS DEFEND THE CULTISTS OF THE CHILD

Players could opt for this, especially if at the beginning of the adventure they chose to join the Sect of the Blood Moon out of pure survival, or if they decided to change sides during the adventure.

This could be an opportunity to finally break free from Murian's shackles.

If they have been careful enough, there may not even be any clash in this scene. Alternatively, the characters could help the Cult of the Child defeat the agents of the Sect of the Blood Moon.

The fight against the agents of the Blood Moon will inflict a severe wound on the Cult of the Child but, thanks to the characters' intervention, Mirithlen's chosen will survive. For the stats of the participants to the clash refer to the appendix of the Monsters and NPCs in this volume.



The few survivors from the Cult will tell the party the story of the Child of Blood (see the box "The Child of Blood") and the dreamlike prophecy that his coming into the world will avert the imminent war against the Children of Acirenzia.

The cultists will beg the characters to help them: the Child must be taken to the Wailing Mire, where a coven of Apostates of Rahidra will make them the weapon capable of defeating Murian and her followers. If the characters accept this new assignment, Iximisi Darkeye will indicate them the safest ways to reach the Wailing Mire, after which he will say goodbye to the characters by uttering an enigmatic sentence:

"I will make sure that the Apostates of Rahidra are ready to welcome you when you arrive in Wailing Mire. Have a good trip and may the light of Mirithlen guide you!"

CHOICE B: THE CHARACTERS KILL THE CULTISTS OF THE CHILD

During the fight between the characters and the Cultists of the Child, Iximisi (if he is still alive) will try to escape amidst the chaos.

If he succeeds, this will influence an upcoming event in Chapter Three.

After putting Murian's enemies to the sword, the characters will find themselves in front of this child completely covered in blood and will notice a disconcerting detail: in a few minutes, the newborn has grown, assuming the appearance of an older child (see the box "The Child of Blood" to determine his age).

The agents of the Sect arriving on the scene will immediately try to kill the child but will be rejected by a mysterious magic of interdiction: no common weapon or spell is able to injure the body of the Child of Blood.

Discouraged, the Sect agents will advise the party against bringing such an abomination into the lair of the Blood Moon: according to them, the only creatures able to understand what the child is and how to eliminate it are the Janare, a coven of evil witches who live in the Wailing Mire, led by a minor Strix who is an old ally of Murian. The surviving agents will return to Black Log, with the promise to inform Murian on the progress of the mission and consequently send a deployment of forces to the Wailing Mire, so as to provide further support to the group and make sure that the Child is eliminated.

"The Child of Blood"

Mirithlen's chosen. He is a sort of Messiah to the Lunar Cult. Some good Vampires devoted to the Goddess have studied a ritual to recall its essence in the body of a priestess and make him a weapon to be used against the Children of Acirenzia.

This belief is not exactly accepted throughout the church of Mirithlen, ruled by the High Priestess Anvernia, but more of a legend to which vampires who try to show themselves worthy of the forgiveness of the Trifold Goddess cling.

The Child does not need to eat or sleep. His body is nourished by the blood of enemies killed in the name of Mirithlen and, every time a creature dies for this purpose, the body of the Child undergoes a transformation: for each victim, his appearance evolves as if he had aged a year.

The Child does not speak. His mind works exactly like that of a newborn, until his consciousness is awakened by the apostates of Rahidra of the Wailing Mire. If self-sufficient, he will just follow the characters, obeying their commands or their dispositions like a frightened child.

The Child of Blood is immune to non-magical damage and is protected by a sacred spell of invulnerability. He can only be wounded by Grim Weapons but if he were to be killed, his remains would reform on the next Full Moon. For every 5 years of "life", the Child of Blood gains a Hit Die (d8).

Only the Strix of the Wailing Mire knows how to avert the prophecy of the Chosen: a dark ritual capable of affecting his Prime soul and thus reversing his birth.

At this point of the adventure the final enemies of the characters will be revealed:



- If the party has chosen to support the Sect of the Blood Moon, the characters will lead the Child to the Wailing Mire witches and will be thwarted by the Apostates of Rahidra.
- If the party has chosen to support the Cult of the Child, the characters will lead Mirithlen's chosen to the Apostates of Rahidra and will be hindered by the witches of the Wailing Mire.

CHAPTER THREE: THE WAILING MIRE

The journey to the Wailing Mire will be long and dangerous.

If the characters can count on Iximisi's instructions, they will have Advantage in all survival checks until the end of the journey.

To get to the Wailing Mire, the characters will have to go through the impervious and winding mountain through the icy heights of the Northern Range.

Use the table to generate the obstacles and random encounters that will present themselves to the characters every 3 days of travel. Some of the events may persist and also affect the following days of travel.

Feel free to combine two or more events among those present in the following table, which can be used as a mere inspiration.

Halfway through the route, the group will come across a nomadic outpost where they can stock up and rest in a safe place, such as a mountain hut or an underground outpost of Lyvar.

Throughout the journey, if the characters' enemies are sacrificed in the name of Mirithlen, the Child of Blood will continue to grow old. Otherwise, it will continue to have the appearance of a child.

Finally arriving at the Wailing Mire, the party will have to find the Apostates of Rahidra or the coven of witches, depending on the choice made in Chapter Two.

WILING MIRE TABLE

ROLL	EVENT	DESCRIPTION
1	Rarefied air	The air is rarefied on the mountain heights. The party must make a successful Constitution Saving Throw every day for 1d4 days of travel or take a level of exhaustion. The roll must be repeated even during long rests: if it fails, the character will not gain the benefits of the refreshment of their own level of exhaustion.
2	Ice storm	the characters will come across a dangerous ice storm. Each character must make a successful Constitution Saving Throw every hour for 1d6 hours or take 1d10 cold damage.
3	Confined space	The characters are forced to proceed in a single line due to a narrow walkway on the edge of a precipice. Every character must make a successful Dexterity Saving Throw to keep their balance or lose an item chosen by the <i>Night Master</i> to the abyss.
4	Two Centicores	Baritone howls echo among the snowy peaks and powerful blows in the distance make the ground tremble under the feet of the characters. The vibrations move a block of snow above that threatens to bury anyone who does not pass a DC 14 Strength Saving Throw. Failure makes the character Restrained and inflicts 2d6 bludgeoning damage. Success avoids the Retained condition and halves the damage. To get rid of the snow you must pass a DC 11 Strength (Athletics) check. The buried characters do not even have time to recover that two Centicores (Bestiary of Nightfell) descend from the heights to feed on the victims of the avalanche they caused.
5	Cave of the Necromancer	Whether they are passing the icy peaks of the mountains or crossing the deep glacial caves below, the characters come across various glyphs traced on the ground that represent the primordial rune Quun'ra, which symbolizes death. These symbols, if followed, can take them to the shed (or niche) of a necromancer who has gone mad because of the loneliness and the corruption caused by his own experiments. The party then confronts a Silent Necromancer (Bestiary of Nightfell).
6	Twitcher crossing	Some Twitchers (Bestiary of Nightfell) come across the path of the party. Make a DC 13 group Dexterity (Stealth) check to wait the filthy creatures to go through. In case of failure, the party will be attacked by three Twitchers.
7	Long climb	The party finds itself forced to climb a dangerous ridge of frozen rock. Each character must carry out a Strength (Athletics) check with different results based on the result: <ul style="list-style-type: none"> • 20 or more: the character makes the climb without any damage, even managing to pause to investigate a detail that will lead them to discover a Cirlet of Last Light (it works like a Cirlet of Blasting, except that it casts the guiding bolt spell at 2nd level, instead of the scorching ray spell). • 19-17: the character succeeds in the climb without any damage. • 16-14: The character makes the climb but takes 2d6 of damage along the way. • 13-11: The character makes the climb but takes 3d6 of damage and a level of exhaustion. • 10-8: The character makes the climb but takes 5d6 of damage and a level of exhaustion. • 7 or less: the character must be helped by his companions, who must pass a Strength check (DC equal to the Constitution of the character in need) or take a level of exhaustion. A character who refuses to help will lose 1d2 Soul Points due to the difficult moral choice. If no one helps the character in need, they take 10d6 damage and must repeat the climb.
8	Pulsating darkness	The group crosses an area permeated by the corruption of the Dark Mirror. This area consists of a short stretch of cave in total darkness, or a narrow gorge cloaked in darkness. As they traverse this zone, characters will have to make a successful DC 15 Wisdom and Charisma Saving Throws. Failure of the first Saving Throw will result in the loss of 2d6 Soul Points due to corruption. The failure of the second, on the other hand, will inflict 2d8 psychic damage.

Read or paraphrase the following text to the players:

A ghostly fog envelops the huge marshy plain that opens in front of the path you are walking. You begin to see many carcasses of rotting animals. The strange thing is that the eyes of the creatures covered in slime seem to move as you pass by and follow you silently as you walk through the smelly quagmire. Some of the dead animals emit disturbing moans, as if to desperately call your attention, or that of those who live in this place forgotten by the gods. After a few minutes, you realize that beyond the wall of suffocating fog that surrounds everything there are dozens of bipedal figures who observe you motionless and silent from a distance: when you try to approach, these seem to disappear before your eyes. Until you come across the disturbing presence of a Strix: the witch is a dozen paces from you. The bipedal figures you saw a few moments earlier are now advancing through the fog and becoming more and more distinguishable: they are Janare, and they do not seem to have any intention of allowing you to continue your journey.

The Strix who rules over this coven of witches will allow the party to survive only if it will deliver to the witches "the spirit of the Prime that accompanies them", referring to the Child of Blood.

Describe to the players a situation completely out of their reach: the Janare are too many and there is not the slightest hope of defeating them all in combat.

FINAL A: THE REBELLION AGAINST THE SECT OF THE BLOOD MOON

If the players refuse to deliver the Child of Blood to the witches, they will lash out at them. However, before they can reach them, the sound of a horn will break the suffocating silence of the Wailing Mire: from beyond the veil of fog will emerge dozens of Primeval druidesses and other Ejre, recognizable by the characters as Apostates of Rahidra.

A mass fight will be unleashed, during which the characters will be called to face a coven consisting of 1 Janara and 1 Lesser Strix (both stats can be found in the **Bestiary of Nightfell**). Follow the rules about witches' covens described in the **Bestiary of Nightfell** to decide how the fight goes.

In an attempt to defend the Child of Blood, the characters will confront and kill the witches' coven. But at the end of the fight, the blood of the Strix will flow towards the body of Mirithlen's chosen: he will be touched by a deep corruption and its skin will begin to wither. In a desperate attempt to save him, the Ejre druidesses will cast a spell that will allow the Prime soul of the Chosen free himself before he is touched by corruption.

The soul of the Child will free itself in the air and enter the bodies of the characters, restoring all their Soul Points, cleansing their weapons from corruption, and granting them all the benefits of the 1st level spell Lunar Blessing (see Chapter Eight of the Corebook of Nightfell).

The characters will be blessed by Mirithlen. With this gift, the party will be able to prepare for the next chapter of this story: defeat Murian and the entire Sect of the Blood Moon.

Note for the Night Master

At the end of the adventure, you could make players discover that behind the intervention of Rahidra's followers is the hand of Iximisi Darkeye, who traveled to the Wailing Mire following a different and faster path. The aid of the Lyvar that the characters helped in Northern Lookout was crucial to the survival of the group.

FINAL B: THE CHARACTERS DEFEAT THE CULT OF THE CHILD

If the characters choose to deliver the Child of Blood to the Strix, as the exchange is about to take place many of the Janare present on the scene will be killed by a flurry of arrows and some ferocious animals emerged from beyond the veil of fog: the party is attacked by the Apostates of Rahidra.

The Strix will escape between the clangour of blades and the roars of animals, while an Archdruid of Rahidra (**Bestiary of Nightfell**) will command the party to deliver the Child to him.

If he survived in the events of Chapter Two, Iximisi Dark Eye will also be there. He too will participate in the final battle against the characters. If Iximisi is not present, the Archdruid will be backed up by a Wild Apostate (**Bestiary of Nightfell**).

If the characters prevail against the leader of the Apostates of Rahidra, the Janare will also win the battle against the rest of the druids.

After the fight, the witches will perform a dark ritual that will disfigure the body of the Child of Blood until it is transformed into a seething sludge. Yet, the soul of Mirithlen's chosen will free itself from his rotten body and penetrate the bodies of the characters to take revenge: this event will cause

the characters to lose 11 (3d6) Soul Points and will turn their weapons into Grim Weapons.

If some of the characters reach 0 Soul Points, the surviving witches will help them prevent the Possession, leaving them with 1 Soul Point.

After delivering a decisive blow to the Cultists of the Child, the Sect of the Blood Moon is now ready to take a decisive step towards a war that will allow the Children of Acirenzia to establish their supremacy and independence. The characters, deeply corrupted by their acts of evil, will return to Black Log and their loyalty to Murian's cause will be handsomely rewarded.

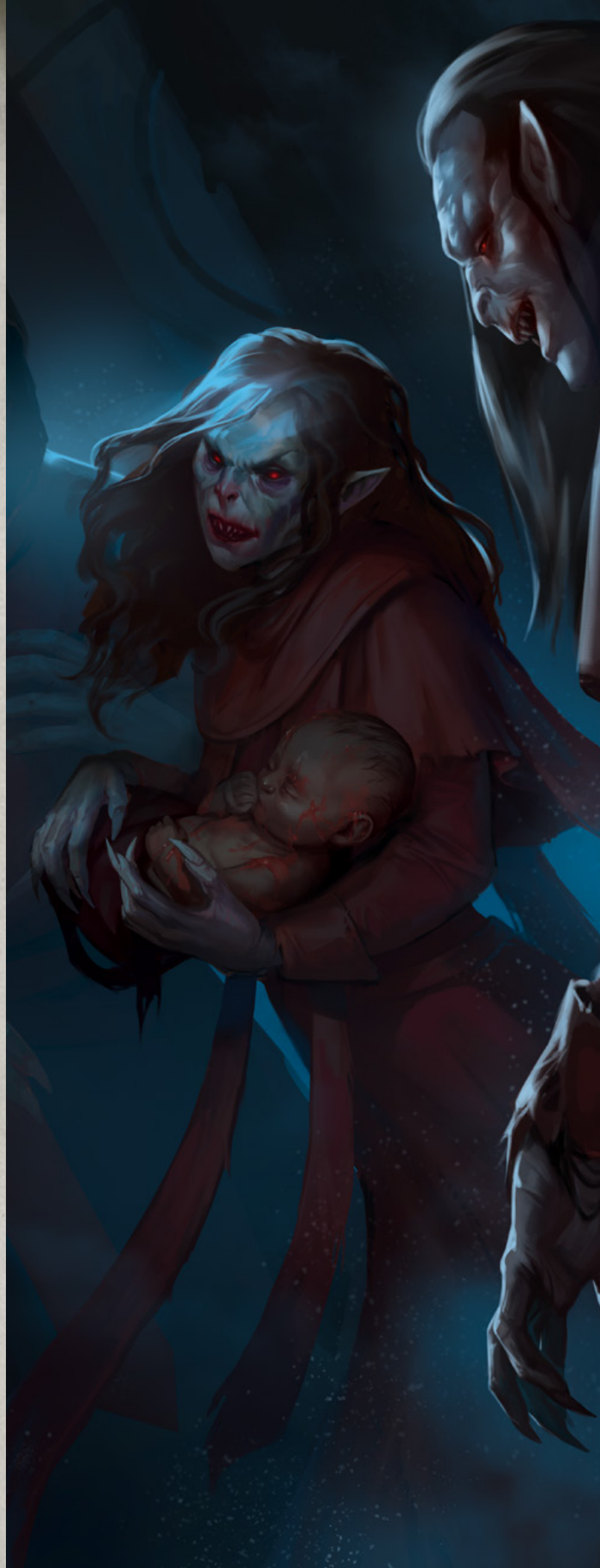
Note for the Night Master

Murian will reward the characters with abundant treasures. At Black Log some vampires have shops with stolen items, tools of various kinds or even magical and valuable items, so the characters should have an amount of treasures such that they can buy something interesting. It will be up to the *Night Master* to assess the amount of the reward or whether to replace it directly with some rare and valuable items.

At this point, the characters will rise to the 6th level.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.



UNDER A PALE MOON

Adventure for **Nightfell** written by Enrico Romeo for 7th to 10th level characters.





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INTRODUCTION

"**Under a Pale Moon**" is an official **Nightfell** adventure set in the world of Iürmen, and precisely in the lands of Alper. This adventure is the third part of a narrative cycle that began with "**Secrets in the Ice**" and continued with "**Child the Blood**". The events narrated in the previous chapters allow the *Night Master* to stage a single story. As in a television series, each episode adds detail to the overall plot allowing the characters to deepen their knowledge about the Blood Moon and the Sons of Acirenzia. To play "**Under a Pale Moon**" you must own the **Nightfell Corebook** and the **Bestiary** since the text does not contain the rules and characteristics for the new items and monsters of this adventure.

Note for the Night Master

This adventure, just like the others in this book, can be played independently to the previous ones and therefore as an adventure in its own right. This approach implies that the characters are connected in some way to the story from the start, and it is up to the *Night Master* to establish an initial base as a hook for players. It will be essential, therefore, to establish what kind of relationship they have with the Cult, with Iximisi and to set previous events that give a basis to the events that are about to be played.

Difficulty Class

The *Night Master* can modify the Difficulty Class (DC) or the type of checks called for to better adapt them to situations and to your party. No check should be a constraint on the plot or slow down the pace of the narrative; the *Night Master* should push the player to narrate the failure of his character so that he can outline further aspects of his character. The adventure is designed for tier 2 characters (from 5th to 10th level), so the DC of the checks should be between 15 and 20, increasing or decreasing depending on the situation. If a check turns out to be particularly simple, the *Night Master* should allow the characters to have Advantage instead of reducing the DC, always leaving to the players the narration of how their characters manage to perform the task or, in the worst case, how they fail.

ADVENTURE SUMMAR

During the past events, the characters have become involved with the Sect of the Blood Moon and the vampire Murian, having the opportunity to embrace its cause or try to free themselves from their yoke.

After the events narrated in "Child of Blood", the characters have acquired the necessary power to face Murian. What they can not know is that the vampire's clairvoyance has already shown her a vision of her own departure at the hands of the characters, and she is therefore willing to ensure that this inescapable destiny is the spark that can start the war between vampires and humans, between the Blood Moon and the Alperns of the Northern Lookout.

THE PLACES

The adventure is set in the Lands of Alper: The *Night Master* can find information about this vast area in **Nightfell's Corebook**, where there is also a historical account of the Garnars (or Alperns), who are the native population of these lands.

ADVENTURE OVERVIEW

The events narrated in "Under a Pale Moon" are divided into three chapters for a simpler organization of events. The adventure starts in rising action, with the characters falling back after the failed attack of the Blood Moon on a human settlement. The presence of an unexpected enemy could give the characters time to prepare a counteroffensive against Murian and her faithful.

In the second chapter, the characters will face a difficult undercover mission trying to get closer to Murian while she is at the height of her power: only by gaining the trust of the vampire will they have the opportunity to deliver the fatal blow.

In the third chapter, the characters will face Murian. If in the second chapter they have failed, they will be leading the human forces. If instead they have won the trust of the vampire, they will find themselves on the battlefield while Murian, unbeknownst to them, has established a truce to negotiate with the humans and agree on an armistice. Their gesture will lay the foundations for the war between vampires and humans.

INVOLVING THE PLAYER CHARACTERS

If in "Child of Blood" the characters have turned against the Sect of the Blood Moon, Iximisi Darkeye, the Lyvar who helped them at the Northern Lookout, will ask the party to help him stop Murian: the expansion plans of the vampires threaten the fragile peace that the people of Alper have laboriously created and whose symbol is the Northern Lookout itself. The plan of the Night Faeling is simple and highly risky: return to the ranks of the sect and sabotage Murian's plans waiting for a propitious moment to stop her.

If in "Child of Blood" the characters are faithful to the Sect of the Blood Moon, after returning victorious from the Wailing Mire, Murian herself will send them into battle along the path of blood and destruction that leads to the conquest of the lands of Alper.

In both cases, the first scene will take place in the same way, giving even more space to the characters to tell their story.

List of chapters

Chapter One – The Old Tower

Chapter Two – Fanatics in the Unknown Village

Chapter Three – The Meeting

CHAPTER ONE: THE OLD TOWER

ON THE BATTLEFIELD

The *Night Master* can introduce the adventure by telling players how their characters, along with the Blood Moon, are moving against Northern Lookout to establish a kingdom for the Children of Acirenzia, and how the stronghold in the mountains is the only threat to Murian's plans of conquest. Only the Watcher of Alper, which the characters, if they participated in "Secrets in the Ice", know as an organized and well-trained military force, stand to oppose the invasion. The first scene takes place right on the slopes of the Crystal Mounts, near a small stronghold with a watchtower, a fundamental strategic point to allow vampires to reach the Innkelch Valley and attack Northern Lookout.

The *Night Master* reads or paraphrases the following passage:

You are falling back along the hillside. From the fortified tower incendiary arrows fall like rain that fills the ground in front of you. The number of casualties on both sides is incalculable and the screams of those who are still fighting are mixed with the smoke of the fires. This is the first defeat on the field for the Blood Moon. No one expected such a strong defense from the Garnars. No one expected a spellcaster of such power to be in defense of the tower. You are already thinking about how to regroup yourself when the sound of horns behind you makes a shiver of terror run down your spine. The enemy is leading a sortie to annihilate your forces.

The characters are on a steep slope, surrounded by enemies. Their allies are fleeing, and enemy cavalry will swoop on them in a few seconds. The *Night Master* must ask what the characters intend to do and give them time to prepare a strategy.

If they decide to escape and hide, let them try to seek shelter: the side of the hill, other than steep (difficult terrain) has no real shelters, apart from a few bare bushes. The trees are hundreds of feet below and the horses will reach the characters in seconds if they try to run in the open field.

If they decide to fight to the death, the cavalry will surround them with the spears and order them to lay down their arms.

If they decide to rely on magic to escape, the spellcaster, along with some apprentices equipped with scrolls, from the tower will respond to each of their spells with a counterspell. The *Night Master* must communicate to the party that the enemy seems decidedly focused on them and that they give little importance to the other fleeing enemies.



In any case, roll initiative, and then the characters will have the opportunity to act as they see fit. Make a collective DC 18 Dexterity check to try and hide. If successful, the cavalry will not spot the characters but will begin to look for them bush to bush. The feeling of being a target will now become a certainty. In case of failure, the cavalry will surround the characters and order surrender.

Leading the cavalry is a young woman covered in thick armor, whose ice-colored eyes seem to shine with light at the reflection of the moon. She is Katryna Silvermoon, accompanied by her trusty squire Anselmus and the wizard known as Blackraven.

The Defenders of Alper

Katryna, Anselmus and Blackraven were involved in the battle although they are not part of the Watchers of Alper. The three companions have decided to support the cause of Northern Lookout to protect the population. Katryna Silvermoon, so called for the white silver hair, is a young woman of the Gray Folk, a champion devoted to the goddess Mirithlen.

Accompanying her is her trusty squire Anselmus, a young human from Alper and an orphan who met Katryna at an early age and became her faithful squire. He has the stats of a Guard.

Finally, there is the wizard known as Blackraven, an Ishdrim with thick raven hair and a pointy beard equally dark and always well waxed. He has the stats of an Archmage and the thread that unites his fate to that of Katryna is a secret that he keeps jealously guarded. He wields a hexagonal ebony stick.

If the characters wish to fight despite the overwhelming number, the *Night Master* can make the party face a number of knights (they have the stats of a Knight) for a few turns. Every time a knight falls to the ground, another takes his place. When it is clear that the characters cannot eliminate the entire army or, in case they still try to deny the obvious, Katryna will intervene and, at her command, the knights will immobilize the characters, disarming them

and gagging any spellcaster. Once rendered powerless, bound, gagged, and hooded they will be led to the tower.

In this first scene the *Night Master* should leave more space to narration and less to mechanics, leading the game to emphasize the spectacularity of the scene, rather than its resolution.

Another aspect that could influence the choices of the party is the need for someone to cover the retreat and slow down the knights.

If, on the other hand, the party prefers a more mechanical management of the fight, it is perfectly legitimate to prepare a map that shows on one side the tower and on the other the border with the forest. The fight takes place 60 feet from the tower, while the edge of the forest is 180 feet away. The cavalry has Katryna and the magician in the front line, who will not use spells if not to prevent the characters from abandoning the battlefield. Immediately behind Katryna will be Anselmus, ready to intervene to protect his lady.

In the unlikely event that the party manages to reach the woods, they will find themselves completely cut off from the other Blood Moon cultists by the knights who have attacked the battlefield in a classic pincer maneuver. At this point the *Night Master* can simply close the scene by narrating how the knights armed with nets will apprehend the characters and lead them to the tower.

IN THE TOWER

The *Night Master* reads or paraphrases the following passage:

With chains on your hands and feet you are escorted to the main hall of the tower. Waiting for you behind a table, seated on three benches, are the ruler of the settlement: the commander of the army stands on his right and Katryna on his left.

In addition to the sovereign and his advisors, there is a large number of guards in the room. Behind the party, next to the main door, Blackraven is leaning on his stick with Anselmus beside him.

The ruler will question the characters as if they were war criminals, trying to get as much information about the Blood Moon as he could. The answers of the characters are not important, the fact that the enemy is an army of vampires does not look like great news for the sovereign and his advisors. The verdict of guilt and death by beheading will be pronounced as if it were a mere formality.

Once the verdict is pronounced, the sovereign will leave the room, followed by the commander and his guard of honor.

The characters will remain in the room with Katryna, her squire, the wizard, and some guards.

"Your sentence seems to be now definitive, but I am sure that there is still a chance for redemption in you..."

If there is a Vampire character in the party, or if the characters have all decided to follow the Blood Moon voluntarily, she will add the following:

"In all of you!"

Katryna will offer the characters a way out to save their lives. She will let them go as long as they tell her what Murian's plans are and where the vampire is hiding. It seems that despite her powers, Katryna is unable to track her down.

Characters will have the ability to bargain for freedom. Their lives are not worth much to Katryna, whose only interest is to avert an open war by cutting off the snake's head.

If the characters refuse to ally with Katryna, they will have to escape from the dungeons thanks to an unexpected ally.

If instead they decide to accept Katryna's offer, the paladin will help them escape from the dungeons, warning them to keep ready.

Regardless of what the choice of characters is, the plot continues with the scene of escape from the dungeons.

IN THE DUNGEONS

The *Night Master* reads or paraphrases the following passage:

You are still with chains on your hands and feet. Your equipment and weapons have been requisitioned. The dungeons of the tower do not have an opening on the outside and the cold humidity condenses on the bare stone. A line of torches on the walls outside the only common cell emits thick smoke that consumes the little oxygen, leaving a pungent smell of dung in the air. The dry straw on the floor, a reminder of a shared straw bed, is evidence of how this jail has not been used for a long time. The fact that they have been reopened for you certainly does not fill you with pride. The only guard is sitting at a table just across the cage and the ring with the keys hangs on a nail over his head. All you need to get out is to convince him to open the door...

The *Night Master* can give players time to come up with a strategy to escape from the cell. The lock is not at all complex to break (DC 12), but adequate tools are needed.

The guard is particularly obtuse and can offer some comic cues in case the *Night Master* likes to interpret this kind of situation.



It should be obvious that the party must escape from the cell as soon as possible. In fact, when the *Night Master* believes that options have run out, either because the characters have come to a daring strategy to escape or because the situation is about to become frustrating, the door will open and a guard, a little too short, with his face hidden by the helmet, will enter to relieve the obtuse guard. As he is alone with the characters, he will lift the helmet: he is Anselmus, Katryna's squire.

If the characters have struck a bargain with Katryna, the presence of her squire will not surprise them. If, on the other hand, they had refused the woman's offer, Anselmus will give explanations before freeing them:

"My lady sends me to your rescue. Despite your denial, she is convinced that your role in this matter is not yet over."

After these words he will open the cell giving the party the last indications to escape:

"Your equipment and weapons are on horses at the east gate. Unfortunately, you will have to get there on your own. My lady

advises you to proceed east for five miles before rejoining the Blood Moon. The Watchers will hunt you down, but we will try to buy you as much time as possible. Every life is precious to milady, who implores you not to waste yours chasing a false idol."

That said, Anselmus will answer the questions of the characters: he is however not aware of his lady's motives since he is but a simple squire who carries out orders. He does not have much to report to the characters, except that the forces of the ruler are resting after the battle and surely the wine will flow in honor of the fallen. Anselmus will remain in the dungeons, as he was ordered by Katryna. He does not know when and if she will come to free him: Anselmus will lock himself in the cell, throwing the keys away and laying to rest on the dry straw.

Once out of the dungeons, the party will be outside the fortified tower. The settlement is dotted with campfires around which the soldiers gathered to rest after a day of battle. The road leading to the east seems to be the least crowded.

Characters can decide how to make their way to freedom:

- If they decide to move stealthily and avoid any patrols of sleepy and drunk guards, they will have to make a successful collective DC 15 Dexterity (Stealth) check
- If they decide to send a character forward to make sure that the way is clear, this character will have to make a successful (Survival) check to scout ahead so that the rest of the party has Advantage
- If they decide to attack the guards to get weapons, they will have to face a patrol (they all have the stats of a Guard) equal to the number of characters. The guards have Disadvantage on Attack rolls in the first round of combat, and in the third round a guard will use their action to escape from the fight and call for help; if they are not stopped within two rounds, a patrol will come to rescue the first
- if the characters do not try to escape, the alarm will be given in the eighth round and the party will be brutally executed on the spot
- if the characters try to escape, they will be able to distance the pursuers but will take a level of exhaustion if they fail a DC 13 Constitution Saving Throw

Once at the east gate, the party will not find any resistance, but Katryna, accompanied by Blackraven and four horses with saddlebags loaded with the characters' supplies, equipment, and weapons.

Katryna will renew her offer to the party: the *Night Master* should emphasize that the escape has now been discovered or, if the characters were chased by guards, the door will soon be manned.

If the characters refuse, Katryna will stand aside by letting the party take the horses and flee. The characters may suspect that Katryna or Blackraven have some way to magically follow them, and they do.

If, on the other hand, the characters have decided to accept Katryna's offer, Blackraven will give a bronze coin, apparently insignificant, to every one of them. The wizard will explain to the characters that as long as they have the coin with them, he can find them again. Before saying goodbye, Katryna will dismiss the characters with these words:

"The lives of many people depend on your deeds. Become the champions that this world needs. Stopping Murian is crucial. The acolytes of Acirenzia are a plague that will lead us to total destruction."

The first chapter ends on this scene. During the journey to the refuge of the Blood Moon, the characters have the opportunity to discuss the events that have happened and to agree on a common strategy on how to proceed within the vampire coven.



CHAPTER TWO: FANATICS OF THE UNKNOWN VILLAGE

A NEST OF SNAKES

The *Night Master* reads or paraphrases the following passage:

You have reached the valley between the Crystal Mounts and the Glaciers of Alper. Here is where the bulk of the Blood Moon army is amassing. The contingent you were part of has retreated to the main camp and the rumors of your defeat have preceded you. It is therefore with fear that you learn that Murian has ordered that you be led to her as soon as you arrive...

The *Night Master* can leave time to the players to speculate on the reason for this convocation. They would probably think of a punishment for their failure, especially if they had accepted Katryna's proposal and had already been discovered. The *Night Master* must be clear about how there is no chance of escaping now that they have arrived in the heart of the Blood Moon camp. Perhaps they will want to think of a lie to justify their escape from enemy prisons, but in any case, this will increase the level of tension and facilitate the meeting with Murian.

The *Night Master*, once the characters have come to an agreement or have decided on a plan, can describe how crossing the military camp they can see the different allies that the Children of Acirenzia have gathered. The characters can assume what promises were made to gain the allegiance of such an army of evil creatures.

Upon arriving at Murian's tent, the characters are disarmed and let in. In the tent, despite being in a military camp, lavish furnishing and rich fabrics adorn the large shed that houses Murian with her most trusted advisors.

"We were just waiting for you, my dear ones." Murian's warm and persuasive voice always vibrates with a murderous note that makes a shiver run down your spine "Now that you are finally back, we can talk about the next move, which will lead us to victory!" The woman points to a large map of Alper lying on the table on which several carved wooden figures were arranged. From the number of pawns, it is evident that the Sect of the Blood Moon have much larger armies than the Watchers of Alper. "Despite the defeat suffered on the slopes of the Crystal Mounts, our informants informed us of a passage under the mountains. Nothing so large



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as the tunnel that connects the Northern Lookout to the Wailing Mire, and yet enough to let a small contingent pass so they can cut the supply lines of the vain resistance that still blocks our advance". The slender finger of the vampire indicates a point marked by a circle of blood: "The entrance to the tunnel seems to be in these mountains. Unfortunately, until now, our research has not brought any results, but I am sure that you will be able to find a way to solve the problem". She turns her back on you and walks away from the table. You see that the marked area is a small village. Murian returns to the table with a small bronze casket in her hands...

The *Night Master* can leave space for the characters at this time to interact with the members present at the meeting. The meeting is attended by:

- A Lesser Strix (**Bestiary of Nightfell**), representative of the witches of the Wailing Mire to whom Murian has promised a great tribute in slaves (the inhabitants of the Northern Lookout) in exchange for the witches' support. Her name is Pekka: she has an extraordinarily thin body with skin pulled on the bones that can be seen surfacing. A human leather skirt and a cloak of crow feathers sits on her shoulders while a mask made from the skull of a bird of prey hides her face. Seven feet tall, her mere presence inspires fear.
- A representative of the Gray Folk named Sadira wears heavy armor with the symbol of the Blood Moon. She is the general of Murian's forces and hers is the task of leading such a motley army into battle.
- A Rizadrin with the savage demeanor typical of the Lake of The Mounds Satyrs: Baurjien is his name, and the necklace of skulls that he wears as an ornament goes well with the bones woven in his facial hair. The yellow fangs that come out of the mouth give him a feral appearance.

For information on their personality and motives the *Night Master* can refer to the paragraph Dramatis Personae (see below).

After the characters have had the opportunity to interact with those present, the *Night Master* can resume the narration by reading or paraphrasing the following passage:

Murian lays the small chest on the table and opens it. Everyone instinctively takes a step back. Inside, some daggers lie on purple velvet, whose twisted blades shine with crimson reflections. An evil smile spreads over Murian's face illuminated by the unholy glow: "It seems that the passage

you will have to find is the home of an ancient evil, but these weapons have accumulated the will to put an end to this threat. Many Rizadrin died to bring us this gift", and to these words the feral Lunar Satyr inflates his chest with pride. "Please, take a blade for each of you, a blade to accomplish the most dangerous of tasks... and erase the shame of defeat!" Everyone stares at you.

In case a character does not want to take the dagger offered to them, Murian's expression should make them rethink their decision. If they were to keep refusing the weapon, the *Night Master* can read or paraphrase the following:

The Rizadrin is starting to get angry, uttering curses and threatening to tear off arms for such an offense. Murian whispers in your ear "I assure you that you will come out of this tent with that weapon: in your hand or planted in your heart, choose as well." That said, Murian walks away with an eloquent smile.

Once the characters have taken the daggers, Murian will dismiss those present. Sadira will deliver to the characters a map of the village where the passage is, a half-day trip to the south, and will lead them to the tent of the quartermaster, an elderly human Garnar with one eye. Here, the characters can get equipment to face the expedition to the mountains and resist the arctic climate of the Crystal Mounts. Sadira will answer the characters' questions. They will leave at the moonrise and therefore have a few hours to rest or look for information in the camp, divided into three sectors: the largest houses the humans, mostly Alperns but with a good number of criminals on the run who, attracted by the promises of the Children of Acirenzia and eager to get rich in the looting of Northern Lookout, have embraced the Blood Moon's cause; the second sector in size is that of the Rizadrin, more like a camp of barbarians since, if in the area of the humans large bonfires warm from the icy winds coming from the Alper Glaciers, the darkness envelops the hovels of the Lunar Satyrs and the creatures are intent on facing each other in brutal barehanded ritual fights; the last sector of the camp is the smallest of the camp, composed of a few tents positioned in a circle around a large central cauldron. Here are the witches led by Pekka, mostly Janare from the Wailing Mire and the Lake of the Mounds, whose coven, although small, is certainly powerful.

Once Sadira takes her leave from the characters, they can rest or explore the camp in search of information or clues before the Moon rises.



THE HUMAN ENCAMPMENT

The *Night Master* reads or paraphrases the following passage:

The atmosphere is that of a military camp before a major battle. Their ranks grew as the army moved westwards, but the new troops lack discipline. The officers of the Blood Moon maintain order with fear and violence, ready to unleash the brigade of criminals against the organized troops of the Watchers of Alper. Among the rows of well-aligned tents, you can hear tales and stories to chase the fear of the impending clash away.

Since the soldiers are wary of strangers asking questions, the characters will have to make a successful collective DC 15 Charisma (Deception) check to find a group from the slopes of the Crystal Mounts. They can ask for information about the village where they are heading. Below is the information available; the *Night Master* can provide a number of clues equal to the number of characters who succeeded in the Deception check, or reveal clues based on the narration, abandoning the mechanical aspect in favor of interpretation:

- *"The village where you are headed is definitely Frozen Rock. There's nothing else out there!"*
- *"There have been bad stories about the people of that country since the old village chief died."*
- *"Near them there is a big cave, the icy hole of the last Giant!"*
- *"The cave is said to be the lair of an ancient, cursed dragon who took refuge under the ground to escape the gaze of Mirithlen."*
- *"The Tatzelwurm are extinct by now, but people make up stories to keep the curious away. In those caves there were robbers and smugglers, I'll tell you."*
- *"There are those who venerate the ice dragon: some fanatics even make sacrifices in its name and, when hunger calls, they prefer to sacrifice people than to remain with an empty belly! Ha ha ha!"*

Obviously, that is a mix of truths, legends, and fantasies to give flavor to the stories and seek relief from the oppressive fear. But the moment of relief passes quickly when the second-rate alcohol and the cold of the perennial night bring the soldiers a sadness that quickly turns into violent anger at the slightest provocation. If they do not want to be involved in a fight, the characters can look for information elsewhere.

THE MOON SATYRS

The *Night Master* reads or paraphrases the following passage:

The moon has not yet risen, and darkness reigns in the Rizadrin camp. You can clearly hear the incitements for warriors who are ritually challenging each other in the frozen sand fences. The Moon Satyrs from the Lake of the Mounds seem to be a rough folk, strongly linked to their tribal traditions and the arrival of strangers immediately gets their attention.

As the party walks through, the incitements cease and the fighting stops. The eyes are fixed on the characters, as if to study their intentions with a mixture of hostility and curiosity. Baurjien will meet the characters to learn the motivation of their visit. He will answer the party's questions honestly, but only after a character has challenged one of his men in a barehanded fight. If the party refuses to accept the challenge, the entire Rizadrin camp will burst out in a fierce laugh and the characters will be insulted and mocked, but Baurjien, as if had expected nothing better, will invite them to enjoy a real fight and talk. If the party accepts the challenge, a character will have to fight against a Rizadrin: the purpose of the fight is to throw the opponent out of the sand circle and the character who accepts the challenge will have to make three successful DC 20 Strength (Athletics) checks. If all three checks are successful, they will be able to push the opponent out of the circle, to the amazement of the onlookers. If the character is a Rizadrin, Baurjien will take off his skull collar to give it to the winner. The item has the properties of a *ring of evasion*. If the character is not a Moon Satyr, Baurjien will honor them by giving them a flask containing a liquid with a strong spicy smell.



The flask contains a *potion of cold resistance*. If the character fails even just one check, they will be pushed out of the circle: the fewer the successful checks, the worse the defeat will be. In this case the laughter of the Moon Satyrs will be less derisive and Baurjien will invite the party to speak while the Rizadrin resume the fighting. Below is the information available to Baurjien and that he is willing to share.

- *"The grim blades were requested by Murian and numerous Rizadrin sacrificed themselves to recover them from the cursed mounds along the shores of the lake."*
- *"These weapons are said to be capable of poisoning the souls of corrupt creatures."*
- *"Murian herself provided directions on where to retrieve the daggers: they were definitely well protected."*
- *"An ancient legend of these icy moors speaks of cursed blades capable of knocking down the ancient ice dragons. Whether those blades are the ones, I don't know, nor am I going to find out by risking my hide."*
- *"Those blades are both a blessing and a curse: possessing them for too long leads to madness."*
- *"Maybe one adventurer can carry everyone's burden, but if Murian wanted the daggers, surely they have a purpose that should not be underestimated."*

The conversation will end when one of the two challengers ends up prone. Baurjien will take his leave from the characters wishing them good luck under the gaze of the Moon.

THE WITCHES' COVEN

The *Night Master* reads or paraphrases the following passage:

This part of the camp is darker than the others, and an unnatural fog hides the witches' tents. The only light is produced by embers under a large cauldron of dark iron. You are already regretting coming this far when the tall figure of the Strix emerges from the fog.

Pekka herself comes forward to question the party about the reason for their visit. Whatever the questions of the characters, the witch will lead them before the cauldron:

"I don't know about the present, but I can predict your future. Immolate something of yours to the cauldron and you will have your prediction. It can be useful for those who are preparing for a journey full of pitfalls."

Each character is free to sacrifice 1 Hit Point and 1 Soul Point in the cauldron to get one of the following predictions. The *Night Master* is free to modify them or introduce others to better adapt them to the party.

- *"Don't trust those who offer you wine in iron cups."*
- *"Beware of the icy wind. The way of mirrors is the most desirable."*
- *"Whoever carries a burden should know when it's time to get rid of it, or they might be buried by it."*
- *"A small blade can often find where to breach, but it will rarely reach the heart."*
- *"If you meet a legend, will you dare to snatch another piece of this dying world?"*
- *"If fate is already written, how can you hope to surprise your enemy?"*

THE MOON RISES

The *Night Master*, together with the players, chooses a Lunar Phase. If a Lunar Phase had been chosen during the previous adventures, it is possible to follow its natural progress, but nothing prevents you from choosing a new Phase, since in the first and second acts there is no time reference so as to leave players free to choose under which pale Moon they want to leave for the adventure.

ON THE WAY TO FROZEN ROCK

The characters may have discovered the place where they are headed or have the only indication given to them by the Sadira's map: in both cases, the *Night Master* can choose whether to simply narrate the roughness of the journey or insert some scenes that can liven up the crossing. Once again, the choice should be calibrated to the party and its expectations. Three different encounters with three different dynamics are presented below: investigation, combat and social relations. In each one there is a clue to where the passage they are looking for is located and a possible information on who or what has established its lair there.

FROZEN REMAINS

The *Night Master* reads or paraphrases the following passage:

Amid the frozen heath swept by the north wind, you spot the dark silhouette of what appears to be an overturned chariot. You approach it carefully and realize that a slaughter took place there: several frozen corpses lie around the wagon.



Characters can approach the situation in different ways. The *Night Master* can ask each character how they intend to contribute to the investigation or how they intend to search. The main clue, the origin of the wagon, is not subject to a specific check but each success obtained will add some details on what awaits them. The obtainable information obtainable is:

The cart comes from a village in the mountains, Frozen Rock; the name and symbol of the village are engraved on the crates carried by the wagon.

- Making a successful DC 15 Intelligence (Medicine) check, it is possible to understand how the corpses, all human and Garnars, have been killed by very sharp weapons. Analyzing the bodies, you can also find a symbol, engraved on the skin, in different parts of the body: a stylized dragon.
- Making a successful DC 12 Wisdom (Survival) check, you can discover a rough map on which is shown the location of Frozen Rock village. Some rough landmarks lead to a goat path that climbs up to the settlement, near which is depicted a large, dark cave.
- By making a successful DC 17 Intelligence (Investigation) check, it is possible to discover that weapons were transported in the cargo crates: between the straw there are metal splinters and ferrous filings. There is no indication of who the consignee of the cargo was.
- If the characters can talk to corpses, they will be able to learn how a group of well-armed and organized assaulters attacked without leaving any possibility of escape. The corpses will ask to be brought back to Frozen Rock and thrown into the Cave of Eternal Frost. If the characters agree and promise to give a "worthy burial" to the corpses, they will reveal that they have seen the coat of arms of the Watchers of Alper on the cloaks of their assailants.

Even if some of these checks have failed or have not been carried out, each of these clues is recoverable narratively, for example if a character inspects the bodies for signs, finding the tattoo, regardless of the Medicine check result.

ICE RED BLOOD

The *Night Master* reads or paraphrases the following passage:

A blizzard hits you, sudden and terrible as only the climate of Alper can be. You huddle trying to find shelter at the base of the mountain. The wind howls its ferocity crushing you and freezing your breath. After a time that seems infinite to you, the storm ceases as suddenly as it had begun. You need a few seconds before you realize that the screams you hear are no longer caused by the wind but by a new threat that is about to fall on you.

A pack of Squasc (**Bestiary of Nightfell**) is coming down from the steep mountain wall to attack the party. The small creatures are hunting for meat and weapons and the characters can satisfy both needs. The creatures are twice as numerous as the characters and desperate enough to fight to the death. Once the battle is over, it is possible to discover that the weapons used by the Squasc, although they are ruined and blunt, are fine workmanship and bear the brand of Frozen Rock.

MERCHANTS IN THE TUNDRA

The *Night Master* reads or paraphrases the following passage:

A cart dragged by two oxen emerges from the fog. Four men on foot and one on the cart are slowly advancing in the snow and ice. As soon as they spot you, weapons are hesitantly drawn, when one of them raises his hands as a sign of peace "Stop, I beg you! We are but merchants!"

There are several approaches that the characters can take. The merchants do not have ill intentions, but they are aware of ambushes. They are all human and come from Darkmist. They are willing to hire the party to escort them to the village of Frozen Rock. They carry groceries, mostly dried meat, and some tanned skins. The merchants were part of a larger caravan, but a sudden blizzard separated them from the others and now they are trying to reach their destination.

If the party agrees to escort them, they will advance more slowly but safer. When they camp to rest, they will be attacked (see the Ice Red Blood section).

If the party does not agree to escort them, the merchants will bargain to barter skins or food for weapons or armor. If the characters have no equipment to exchange, they will also accept money. They are willing to sell, for a reasonable amount, a map that indicates in detail the perils of the Crystal Mounts to reach Frozen Rock, otherwise they will show the

party the right way and wish them good luck.

If the characters want to ascertain what the merchants know about Frozen Rock or the passage under the mountains, they will have to make a successful collective DC 15 Charisma (Persuasion) check to obtain the following information, one for each success.

- *Frozen Rock was built by a small group of farmers who fled from the plateaus to protect themselves from threats.*
- *Legend has it that the village was built around the ruins of a fort that once guarded the access to one of the passages of the Crystal Mounts.*
- *It is said that in that area there is the lair of an ice dragon, but for centuries no one has seen a dragon in this part of the world.*
- *Peasants became miners and smiths over time, and now they make their living by forging weapons with the iron extracted from the mountains.*
- *A cult of dragon worshippers with its pagan customs of old has taken hold of the village. Crazy fanatics more than true devotees, they are interested in power and gold.*

Even if the Persuasion check has failed, each of these clues is recoverable through narration, for example if a character asks if the dragon's news is true, discovering the rumor about the cult.

FROZEN ROCK

At this point the characters should have discovered the place to go to continue their investigations. If the party prefers not to reveal themselves to the village and explore the mountain in search of the Cave of Eternal Frost, the *Night Master* can go directly to the chapter in question. This part of the adventure gives more freedom to the *Night Master* and the party on how and where to look for clues. Obviously, nothing prevents the *Night Master* from giving space to characters to pursue their own purposes or develop side missions. The material provided below serves only to outline scenarios in which you are free to develop your own adventures.

THE VILLAGE OF THE DAMNED

The *Night Master* reads or paraphrases the following passage:

Past the ridge and in front of you appear the ruined walls of what was once a fortified settlement. Inside, a small village from which comes the sound of the hammer beating on the anvil and the black smoke of the forges that rises before being swept away by the icy

wind that scourges the Crystal Mounts. The activity inside it seems hectic while an ox cart is loaded with long crates.

Frozen Rock is inhabited by cultists devoted to Tatzelwurm who is said to live in the nearby Cave of Eternal Frost. They are clearly fervent followers of the ancient Serpent Cult. The village leader is also the high priest of the cult and under his guidance the infidels have been eliminated and sacrificed to the dragon. Currently the entire village is intent on making a large quantity of weapons, commissioned, and paid by Murian to arm her army. All cultists carry the symbol of the dragon tattoo and are devoted to the cause, bordering on fanaticism. The characters, although they are formally allies of the cultists, will be looked at with suspicion and removed or eliminated as soon as possible: the typical Garnar mistrust towards strangers in Frozen Rock becomes real paranoia.

The *Night Master* must ask the party what approach they intend to use to approach the village.

They could notice the sentinels on the walls (they have the stats of a Cultist) with a successful DC 15 Wisdom (Perception) check: they are armed with spear and short bow, whose quiver contains 20 arrows, and have an ox bone horn with which they can give the alarm in case of sightings. The mountain territory and the ruins of the walls offer many shelters, so those who want to get closer unseen have Advantage in Stealth checks.

CAPTURED!

In the event that the characters are discovered, the *Night Master* is advised not to reduce everything to a massacre of enemies who fight to the death, wave after wave. Narrating or paraphrasing the following passage to interpret their escape from the prisons in the caves would be much more interesting:

The hordes of cultists swarm from every corner, whose numerical superiority and knowledge of the territory puts you in the corner. No matter how many you bring down, in the end you are exhausted and forced to surrender. You are disarmed and taken to the mines. A part of these has been adapted to a common prison where you are locked up with other prisoners.

The equipment and weapons of the characters are entrusted to the Priest of the Serpent who is the jailer and head of the mines. In the cell, the party gets to know Sighurt and his patrol of spies from the Northern Lookout (see below).

From the outside you can identify some places of interest:

1. Forge

A solid structure with three large chimneys from which black smoke comes out. Inside there are three helpers (Cultists) and a blacksmith (Fanatic Cultist) intent on forging spears and arrows. Numerous weapons are already packed in crates stocked with straw. Characters can buy or trade equipment, but the blacksmith, Ulfthur "Stone Arm", will be reluctant to accept special requests since he has a lot of work to do. If the characters question him about why they forge all these weapons, he will blurt out: *"Ask the village leader, I only do my job"*. By making a successful DC 12 Charisma (Deception) check, they will know that: *"The client is a beautiful woman with skin like snow and hair like fire"*. If the characters ask if they know the location of the Cave of Eternal Frost, Ulfthur will show them the hidden path that goes up the mountain from the mines to the large cave from which the icy wind blows.

2. House of the Headman

The largest building after the forge. Here you can meet the village leader (he has the stats of a Priest), Irikur "Cold Gaze", always protected by his bodyguards (they possess the characteristics of a Berserker). Irikur is a middle-aged man with an obsessive glance and pale lips. His affable ways are nonetheless hasty, as he is too busy running the village to waste time with futile distractions. If the characters ask him questions about the client of the weapons, he will be elusive: *"She wants to remain anonymous, and we could never betray the trust of our best customer"*. In truth, Murian has promised the village chief to hand over the prisoners from Northern Lookout to him, as well as paying a large commission of arms in advance. Irikur dreams of sacrificing lots of victims to the Cave of Eternal Frost and increasing the number of undead miners who serve him tirelessly. Every day Irikur leads a long procession of worshippers along a hidden path that departs from the mines to the Cave of the Eternal Frost, in order to celebrate rituals and sacrifices.

3. House of woodcutters

Huge amounts of timber are needed to feed the forges, and Murian's commission has forced the woodcutters to go as far as the valley in search of trees to cut down. Their chief is Osvert (he has the stats of a Veteran) and is considered the most dangerous person in the village. His loyalty to Irikur is only equal to his devotion to the dragon cult.

4. Houses of the "normal" inhabitants

These poor hovels are home to the extended families of the inhabitants of Frozen Rock. Normally they host from 6 to 10 inhabitants (they have all the stats of a Cultist). The mountain village is a small autonomous settlement but in slow decline. Its trade with Darkmist allows it to survive by bartering metal artifacts, made with iron extracted from the mines. None of the villagers appear to be a miner.

5. Mines

Once, a large railway complex allowed easy transport of ore to the forges, but nothing of it remains today, and the mines are nothing more than a series of narrow tunnels that pierce the wall of the mountain behind the village. If the party bypasses the town, escaping the sight of the sentinels, it will be able to access the mines without any problem. Outside, in fact, there are no guards and only occasionally an inhabitant of Frozen Rock goes to recover the metals by loading them on carts pulled by oxen. Approaching the entrance of a cave you can hear the unmistakable sound of pickaxes beating inexorably against the stone of the mountain. At the entrance to the mine there are trolleys loaded with metal ready to be taken to the forge. In the darkness of the mines, no torch illuminates the narrow tunnels, the Servants of the Serpent dig the rock in search of metals to arm the faithful of the dragon cult. In the caves there are 12 Servants of the Serpent and are led by a Priest of the Serpent (both can be found in the **Bestiary of Nightfell**). The undead will attack on sight anyone who does not belong to the cult or bear the mark of the dragon. In the mines there are also human prisoners: it is a recently captured Watchers of Alper patrol (see the box "Spies from Northern Lookout"). If the characters are captured by the Cult of the Serpent (see the "Captured!" box), they will be put to forced labor with the other prisoners. The cultists have no interest in their survival and just wait for them to be too weak to work in the mines so as to sacrifice them in the Cave of Eternal Frost.

Spies from Northern Lookout

As rumors spread about the impending attack and the armies gathered under the banners of the Blood Moon, the Watchers of Alper, under the command of General Aivar, known as "The Guardian", began to send patrols to keep the army's movements under control and sabotage every possible supply line. The general's purpose is to weaken the fighting spirit of the hordes in Murian's service before coming to conflict in the open field. The patrol, led by Sergeant Sighurt, has fought all throughout the Crystal Mounts and went so far as to try to sabotage the mines of the village of Frozen Rock. Unfortunately, they were not prepared to face the creatures that infest the caves and were taken prisoner. Forced to work to the point of exhaustion, they are waiting for the right opportunity to escape. For more information about the Watchers of Alper organization, the *Night Master* can consult the adventure "Secrets in the Ice".

Sighurt's patrol (or, if he was already used in the adventure "Secrets in the Ice", it is possible to replace it with another of the sergeants) is composed as follows:

- Sighurt: An Alpern who took refuge in Northern Lookout to escape from his criminal past; he discovered that his talents could be put in the service of others and quickly made a career among the ranks of the Watchers.
- Fijumi of the Gray Folk: A wizard who blends her arcane abilities with martial training; Sighurt's lover and advisor, she is willing to give her life for her companion and commander.
- Uzext: a Night Faelling member of the Spry Eyes (see the "Child of Blood" adventure) is the explorer of the group and the most skilled reconnaissance; seriously wounded in the arm, is exhausted and will hardly survive for long in the desperate conditions in which the prisoners are kept.

- Gorom: a giant Alpern barbarian, brutally beaten by the jailers; he has lost an eye and his many wounds have not yet healed; his disturbing appearance, however, hides a good and compassionate soul, revealed by a deep resounding laughter, the same laughter that is heard on the battlefield when he reaps heads with his mighty battle axe.

The *Night Master* can allow the characters to free Sighurt and his companions to further complicate their already troubled relationship with the Sect of the Blood Moon. The Watchers of Alper know the secret path that leads to the Cave of Eternal Frost and will be happy to show it to the characters in exchange for their help to escape. The choices of the players will surely lead to tensions that will reveal even more of their personalities.

CAVE OF ETERNAL FROST

The *Night Master* reads or paraphrases the following passage:

The trail opens onto a rocky ridge that forms a natural terrace on the precipice of the mountain. From a large rift in the frozen mountain a glacial wind blows at regular intervals, as if the mountain itself were breathing snow and ice.

This is the only entrance to the underground tunnels that branch out to Northern Lookout. Entering this icy maze involves a great risk, since the legends about the origin of the icy wind are more than mere stories to scare children: at the heart of the tunnel complex, there is one large icy room where the ancient Tatzelwurm resides. Once again, the *Night Master* is advised to narrate the exploration of the icy tunnels as an interlude between one event and another, without making the exploration redundant with excessive attention to mechanics: the aim is to create a series of scenes that lead to the encounter with the dragon and not to a banal frontal clash. If, on the other hand, the *Night Master* and the players love a more traditional style of play that involves the meticulous exploration of the dungeons, it is possible to play all the events described below and insert wandering monsters to increase the number of fights. This, however, could lead the party to give up facing the dragon or

to weaken too much to have any hope of defeating him. The *Night Master* must however keep in mind that both options are valid: defeating the dragon will allow you to get greater rewards, while overcoming it with cunning will avoid a deadly fight.

While the party explores the winding meanders of the maze under the Crystal Mounts, they will come across particular areas. The *Night Master* can describe the descent into ice-covered caves, with the constant lashing of cold currents that come from the heart of the mountain. In this case the narrative aspect is certainly more important than the mechanical one.

An icy wind blows constantly on the Cave of Eternal Frost: it comes from the heart of the mountain and seems to be the breath of a gigantic creature, but it is actually a natural phenomenon due to the air that is channeled into the tunnels of the mountain. The Crystal Mounts owe their name to the periodical formations of ice stalactites and stalagmites. Given the extreme conditions, the *Night Master* can require the characters to make a successful DC 10 Constitution Saving Throw, having Advantage, after each encounter or take a level of exhaustion.

1. the Room of Mirrors

The *Night Master* reads or paraphrases the following passage:

The tunnel widens into a long-frozen cave. As you advance you notice your reflection on a wall where the ice is so smooth that it looks like a mirror. You stop to look at your face when it mutates into that of a decomposed skeleton, frozen in an eternal scream of terror. The ice breaks, and a horrendous armed corpse attacks you.

Behind the thin slab of ice hide a number of Skeletons equal to the number of characters and a Mummy of the Glaciers (**Bestiary of Nightfell**). The undead will not chase the characters beyond the chamber but will return to their alcoves, waiting for the ice to seal their eternal tomb.

2. the King Under the Mountain

The *Night Master* reads or paraphrases the following passage:

The tunnel you are following flows into a large underground cavity with sandstone columns. The cave is illuminated by fires from a small settlement populated by minute creatures, similar to white-haired monkeys. Spying from behind the rocks, you will realize that the caves are inhabited only by the old, females, or puppies of the tribe. Beyond the settlement a large tunnel goes further into the darkness.



It is a small settlement of Squasc (**Bestiary of Nightfell**). The rest of the tribe descended from the mountains in search of better weapons and food (see Ice Red Blood section), necessary to face the growing power of the Cult of the Serpent. A dozen females, twice their number of cubs, four younglings and the old village chief remain in the cave. Obviously, the females will fight to the death to protect the cubs and the elderly, but the settlement does not represent a real threat for the party although the small but ferocious creatures will attack on sight to repel any potential invader of their territory. If the party manages to find a way to communicate and earn the trust of the pack (the check procedures are left to the creativity of the players and the judgment of the *Night Master*, but a DC 18 Wisdom (Animal Handling) check is also feasible, given the wild nature of the creatures), it could understand the need of the Squasc to find food to feed the little ones and weapons to defend themselves from cultists. If the characters manage to satisfy the demands of the pack, they will be able to enjoy a rest, long or short, and the old village leader will give them his command stick (under lots of lizard skulls and crystal splinters, it is possible to recover a wand of *magic missile*).

3. Reflections of Death

The *Night Master* reads or paraphrases the following passage:

You arrive in a large underground cave with an icy bottom. You start to cross the large ice slab with precarious balance, but it is only when you are halfway through the crossing that you realize that you are on the frozen surface of an underground lake. Suddenly an abrupt noise puts you on alert. A deep rift has opened from the shore behind you and is making its way towards you with alarming speed.

The thin slab of ice above the lake is literally falling apart, and the characters are right in the middle. The *Night Master* must press players to declare how they want their characters to act without leaving time to devise strategies: time is precious and lingering means ending up in the icy waters of the lake. Running on ice that falls apart is extremely risky and requires a DC 15 Strength (Athletics) check, having Disadvantage. In case of failure, the character will fall into the water. Laying on the ground and trying to slide on the ice is safer but equally complex: to reach the rocky shore you need to make a successful DC 18 Dexterity (Acrobatics) check. In case of failure,

the character will fall into the water. The *Night Master* must reward any creative idea of the characters, for example the *ray of frost* spell could slow down the rift allowing the party to get to safety more easily.

In the event that a character falls into the water, it will take just a few rounds for them to die frozen: on initiative 20 each character who is in the water must make a successful DC 10 Constitution Saving Throw or suffer a level of exhaustion and 20 cold damage, halved if successful. To get out of the icy water you need to use an action and make a successful DC 10 Strength (Athletics) check.

THE TATZELWURM CAVE

The *Night Master* reads or paraphrases the following passage:

The wind's strength seems to intensify, and the idea that it is the breath of some horror that has found its own den under these hostile mountains has made its way into your brain like a poison that spreads in the body. When you arrive in a huge naturale cave, it is as if your fears materialize: a huge creature of scales and ice sleeps in the center of the room wrapped in its coils. The right side of its face is completely defleshed, and the bones of the skull exposed. In the same way the fangs as long as swords shine with an ivory color. Even the right wing is now reduced to a stump from which the severed bone emerges. But you see the chest swelling to emit an icy air from the nostrils. It is not possible to avoid this cave if you want to cross the mountains, and with such an obstacle you fear that every effort made so far proves to be in vain.

The *Night Master* must be clear with the party: this is the obstacle for which they were sent, this is the threat that Murian expects to be eliminated. If the party had sided with the Blood Moon, it should have no doubt about the need to eliminate such a threat. If, on the other hand, the characters had abandoned the cause of vampires, they should take into account the fact that such a creature, if disturbed, could bring death and destruction throughout the land, far beyond the borders of Northern Lookout. In any case, the characters will have to face the Tatzelwurm. They can do it in different ways:

1. The Tatzelwurm face to face

The first and most obvious option is to attack it head-on. Despite the ancient scars, the Tatzelwurm is perfectly capable of dealing with the party. For more information on how to conduct the battle, the *Night Master* should consult the **Bestiary of Nightfell** in the chapter dedicated to dragons, considering the characteristics of the Tatzelwurm and the fact

that it is in its own lair. In the event that the party manages to overcome such a great threat, it can recover its treasure (see below). In the event that the characters find themselves in difficulty against the dragon and the *Night Master* wants to help them, you can take into account the monster's wounds by applying a reduction to its abilities, the damage inflicted or the armor class, depending on the weaknesses of the party.

2. The Tatzelwurm through cunning and subterfuge

If, on the other hand, the characters are aware of the danger of the Tatzelwurm and decide to devise a strategy to deal with it, the *Night Master* must offer them descriptive elements to defeat the creature. For example, large ice stalactites hanging from the vault of the great cave can be collapsed by burying the dragon under tons of ice. To break such a thick and hard ice you need a great amount of energy, such as the explosion of a fireball or the use of numerous energy darts. Similarly, attacking on the right side, where the Tatzelwurm has lost his eye, will allow you to have Advantage in Attack Rolls and Saving Throws. If the characters are still in possession of the Grim Weapons that Murian has handed them, the daggers will shine with an unnatural greenish light. If the monster is wounded with these weapons, it will be poisoned for the rest of the fight. The *Night Master* can move with maximum freedom to make the clash compelling: the creature will play with its prey before finishing them, not raging against the fallen but mocking the characters so foolish as to face such an ancient being.

The ancient Tatzelwurm has amassed a fair fortune:

6,000 gp, an ivory statuette depicting a monstrous creature (250 gp), a bronze casing (250 gp), a crystal tiara with sapphires (550 gp), a gold clip with ruby (250 gp), a *scroll of fireball* (rare, 200 gp), a *scroll of vampire touch* (rare, 200 gp).

CONCLUSION

Once the Tatzelwurm is defeated, the *Night Master* reads or paraphrases the following passage:

Beyond the cave of the great reptile, a long and vast tunnel continues through the mountain range and then goes up again. You walk for hours until you reach an opening hidden by vegetation and snow. Finally, out to savor the night air, you can see the lights of Northern Lookout on the ridge of the mountains in front of you. Below you can see the sparse campfires of the Watchers of Alper in defense of the pass.

The mission entrusted to the party by Murian has been successfully accomplished, and now it is time to return to the Blood Moon camp to discover the tidings of war. If the characters have freed Sighurt and his patrol, they will take their leave from the party to rejoin the forces of Northern Lookout. The party can return to the Blood Moon camp to report their success.

Without any more obstacles in the passage under the Crystal Mountains, the invasion can begin.

CHAPTER THREE: THE MEETING

THE HEROES RETURN

The *Night Master* can choose to simply narrate the journey back to the Blood Moon camp to keep the climax of the adventure high, or, if he prefers to play the repercussions of the characters' actions (they may have freed the characters or found a new refuge for the Squasc or attacked the Cult of the Serpent and eliminated the undead in the mines), the *Night Master* can use the elements and encounters not used in the second chapter to make the return to the camp interesting. When the characters finally arrive in sight of the camp, the *Night Master* reads or paraphrases the following passage:

From the mists of the icy tundra, you begin to see the flashes of the army of the Blood Moon: a myriad of lights that dot the eternal night. Since your departure, many have answered Murian's call to arms and increased the ranks of her army. As soon as the watchmen recognize you, you are led triumphantly up to the tent of the generals. Here, Murian awaits your report...

The *Night Master* can give the characters time to agree on what to report to the vampire and how. Once again, they find themselves in the presence, in addition to Murian, of Sadira, the vampires' general, Pekka the Strix and Baurjien the Rizadrin. On the sidelines there is however a known figure: Blackraven, leaning against his hexagonal stick and with the hood of the cloak lowered on his face. Blackraven will not reveal that he knows the characters but, if they openly declare that they had already met him, he will not deny it. By making a successful DC 12 Wisdom (Insight) check, it is possible to understand that Blackraven prefers to maintain anonymity.

Murian will introduce the wizard to the party, presenting him as *"The mediator who will allow us to find an agreement with the defenders of Northern Lookout"*. The characters learn how Blackraven came as a messenger from the Watchers of Alper to negotiate a possible peace meeting. The growing tension between the two deployed forces cannot last long: the vampires are far from their home in Black Log and their army will not wait much longer before deserting and going brigand. Conversely, the Northern Lookout the Watchers of Alper are well aware that they cannot sustain a siege. Blackraven has come to ask for a meeting between Murian and the head of the vampire community that populates the underground city of Northern Lookout. The meeting could stop a massacre and allow the Blood Moon to expand its domain without wasting precious blood.

Murian dismisses her generals and Blackraven, asking him to wait for her decision. She will ask the characters to stay to advise her. The *Night Master*, based on what have been and will be the choices of the party, has the opportunity to end the adventure with different scenarios:

- The party is still loyal to the Sect of the Blood Moon and has cleared the underground passage under the Crystal Mounts: while Murian will participate in the peace meeting, the witches and moon satyrs will bypass the enemy forces to besiege Northern Lookout and quickly conquer the fortress; in this case the party will be chosen by Murian as her personal guard and will have to defend her during the encounter from the attack of the defenders of Alper and the blessed sword of Katryna Silvermoon.
- If the party has betrayed the Blood Moon and freed Sighurt or somehow warned Northern Lookout of the danger: while Murian will participate in the peace meeting, the witches and moon satyrs will abandon the vampire camp to turn against their allies and return to Black Log, overwhelming the power of the Blood Moon. In a final attempt at revenge, Murian will try to eliminate Katryna and the other defenders of Northern Lookout.
- If the party is split between faithfulness to the sect or the defenders of Northern Lookout: the distinction between good and evil is often a thin blade; Murian will take the characters as a personal guard to the peace meeting and, during the final confrontation, put them against each other.

MEETING UNDER A PALE MOON

The *Night Master* reads or paraphrases the following passage:

The ruins of an ancient temple is the chosen place for the meeting: just a few rocks around a stone altar in the middle of the plain that separates the two armies. The defenders of Northern Lookout are already there: Katryna with her squire and two members of the Watchers of Alper. Blackraven also awaits your arrival to start the meeting.

Representing the defenders of Northern Lookout are Katryna and her squire Anselmus, Aivar "the Guardian" and Arthor "the Shield" (see the "Secrets in the Ice" adventure). Murian will only be accompanied by the party.

Blackraven will make the necessary presentations, but just before starting to speak an alarm horn will sound. At this point the events will take place depending on the choices of the characters. If the Blood Moon attacked Northern

Lookout, Aivar will fall back to try to organize a desperate attempt at resistance, covered by Katryna and Arthor. Blackraven will also side with the Watchers of Alper to confront the party. The *Night Master* can describe the epic clash between Murian and Katryna in the background while the party is busy facing the other defenders so as to decide how to continue the campaign. Will Katryna's blessed blade pierce Murian's heart or the vampire's teeth reach the paladin's throat?

If the party has betrayed the sect of the Blood Moon, the horn that resonates is that of the moon satyrs who abandon the vampire camp. Katryna and her companions will mount on their horses, but before leaving, she will say to you: *"You have time until the next moon to leave this place. After that I will no longer be able to guarantee your safety"*. The words of the paladin will be the final insult. Murian accuses the characters of betraying her and attacks them fiercely. Sadira, the general of the vampires, with some of her men (they possess the characteristics of the Blood Moon Vampires, see **Bestiary of Nightfell**), will also come to Murian's rescue.

In this case, the *Night Master* can decide whether to save Murian, who will become a sworn enemy of the characters, or stage an epic clash amidst the ruins.





THE CURSE OF OWLROCK

Adventure for **Nightfell** written by Angelo Peluso for 10th to 11th level characters.



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INTRODUCTION

"The Curse of Owlrock" is an official adventure for Nightfell set in the Eastern Mark of the Known Lands of Iürmen. The characters have faced the perils of the previous adventures of this manual, set in the Lands of Alper, and then left the icy lands of the north behind.

From the eternal cold of the Northern Mountains to the gloomy border landscape that ranges between the Thur Province and the Eastern Mark, the characters travel towards one of the most populous outposts of this region.

To play "The Curse of Owlrock" you must own the **Corebook** and the **Bestiary of Nightfell**, since this book does not show the rules and stats for the new items and monsters of this adventure.

"The Curse of Owlrock" focuses on dark themes, has a very immersive approach, and rewards investigation by the players. The *Night Master* can adapt the content of this adventure according to their needs, but our advice is to induce players towards exploration and dialogue with the citizens, so as to enjoy a gaming experience based on the discovery of the city, its inhabitants and its culture.

Grim tones are used to depict a discouraged town, filled with suspicion and, sometimes, prejudice towards foreigners. Some optional themes (which the *Night Master* can remove to adapt the story to the sensitivity of the players) include the loathing of the Anireth, or the weight of superstition and social exclusion that have caused the antagonist to fall prey to her hatred, or else, the confrontation with horror aimed at placing players in a disturbing and restless environment.

The dialogue with the inhabitants, and the associated Ability checks, imply NPCs overcoming their fear and anguish about getting involved. Defusing tensions, superficiality, and comedy would hardly be consistent with the context.

We recommend playing "The Curse of Owlrock" with characters who have reached at least the 9th level. At the end of these events, they will have the opportunity to go up a level according to the milestone method.

Difficulty Class

The *Night Master* can modify the Difficulty Class (DC) or the type of checks to better adapt them to situations and to your party. No check should be a constraint on the plot or slow down the pace of the narrative; the *Night Master* should push the player to narrate the failure of his character so that he can outline further aspects of his character. The adventure is designed for characters of 2nd tier (from 6th to 10th level), so the DC of the checks should be between 15 and 20, increasing or decreasing depending on the situation. If a check turns out to be particularly simple, the *Night Master* should allow the characters to have Advantage instead of reducing the DC, always leaving to the players the narration of how their characters manage to perform the task or, in the worst case, how they fail.

ADVENTURE SUMMARY

Behind the scenes of this story there is the scorching resentment of a woman towards those who have repeatedly left her out of the community.

Mirgan is a young Gray Woman, whose cruel soul has been forged in the hatred of those who have always mocked and avoided her. She was her village's outcast, frowned upon because of the rumors that described her as a witch, she still sought a way to integrate into Owlrock, offering her clairvoyance and knowledge of herbs to those who could not turn to the Lunar Cult. Mirgan is what the inhabitants of Iürmen define as "Raised by Witches". For this reason, she struggled to settle into the citizenship of Owlrock, when as a girl she escaped the crones that kept her imprisoned. Growing up close with the horrible creatures of the Forest of Streghi left an indelible mark on her soul, which she kept dormant for a long time.

Some time ago, the dark rites of the crones of the woods unleashed terrible forces and awakened a dormant evil, which was able to annihilate an entire village. After the disappearance of the village of Vaas, the terror that the people of Owlrock already harbored towards the witches' coven was further exacerbated, and this resulted in the total exclusion of Mirgan from city life.

Now, her inner darkness has emerged, and she has relied on the darkness of Ènferun to wring a deadly revenge on those who have deprived her of a normal life.

The forbidden rituals learned at an early age allowed the Gray Woman to cast a curse on Owlrock.

This opened the doors to the advance of darkness.

THE NIGHT MASTER'S TOOLS

The *Night Master* can, in some cases, put players in front of random encounters with enemies. Below is an example table with proposals for casual encounters. Just roll a die to choose the type of meeting to be faced by the party, or yet choose it arbitrarily.

Random Encounters Table

D6	ENEMIES
1	1 Shadow of the Echoes* and 2 Ghosts
2	2 Sepulchral Guls*
3	1 Sepulchral Guls* and 2 Foul Guls*
4	4 Ghosts
5	4 Heathen Horrors*
6	1 Heathen Horror* and 2 Shadows of the Echoes*

*see the Appendix of this book

THE PLACES

This adventure will be set entirely in the town of Owlrock, a major border outpost located in the south of Eastern Mark.

Owlrock

Owlrock is known throughout Iürmen as the center of power of the Lunar Cult. Anvernia, the High Priestess, has full power over

the cult and city politics, acting as ruler over these border territories.

The city has solid wooden palisades that delimit the perimeter, while behind it there is the bare rock at the foot of the mountains that act as a natural barrier. Around the perimeter there are watchtowers and barracks for the Wardens of the Dead, which are clearly alert to prevent raiders or external dangers from breaching the walls. Beyond the walls narrow alleys unravel between old wooden and brick houses. The part closest to the mountain is called "Oldtown" and has wooden houses with sloping roofs, while the peripheral parts are divided into the "Wells District" and the area named "Stonehood".

This settlement is home to several cultures, among which the most numerous are the Gray Folk, the Alperns and the Moon Satyrs. The Gray Folk are the main ethnic group, as they are born in the Eastern Mark.

In Oldtown there are some important places such as the Blue House, a sort of hospital managed by the healers of the Old Tradition, and the Owlrock mines, which contain vast underground crops nourished by the primordial energy of luminescent mushrooms. Here, the Rizadrin produce large quantities of food following their ancient underground traditions, so as not to expose their sources of subsistence to the external dangers that too often devastate the cultivated fields outside the walls.

Finally, the Stronghold of Mirithrun, which serves as a city temple and a dwelling place for the sovereign.

In the Wells District there is the entire residential area of the Gray Folk, which have resided here for generations, even before the Last Sun. An important gathering place in the area is the famous Moonsong Inn.

Stonehood is the most recently built district, where inhabitants have moved only in recent decades. This is where all the refugees and those who must earn their citizenship through hard work settle. Here the houses are made of black rock and roofs of straw and moss: much more modest dwellings than those present in Oldtown.

Finally, there is the great Cemetery of Ancestors, which runs along the inner part of the eastern city walls. There, the Mirithlen's clerics constantly watch over and purify the tombs, mounds, and old crypts, making sure that darkness does not corrode the sleeping spirits and that they do not awaken from the slumber of death. The tombs are often composed of heaps of stones placed to form cairns or medium-sized monoliths, which bear engraved glyphs of protection or prayers written in the First Language.

Beyond the walls you can clearly observe the limit of the Forest of Streghi, a place where very few dare to venture.

List of Chapters

Chapter One – Whispers in the Streets

Chapter Two – A Den for Hatred

ADVENTURE OVERVIEW

This adventure is divided into two chapters, which are summarized as follows.

Chapter I: Whispers in the Streets

The characters begin to explore and understand the city. They will soon learn of a curse that is opening the way to darkness and is plunging the population into terror. In this chapter you will mainly have to collect information to lead the characters towards the witch who cast the curse.

Chapter II: A Den for Hatred

Players have gathered enough information to proceed on their hunt for the witch named Mirgan. They will find the most appropriate way to access the haunted house where the witch hides, and there they will face the woman and look for a way to break the curse.

INVOLVING THE PLAYER CHARACTERS

"The Curse of Owlrock" is proposed as a short story that marks the passage (or start) of the characters towards the 3rd tier. We are talking, therefore, about a 9th level adventure.

This adventure can be played as a story in its own right (with new characters and as the beginning of a new campaign) or as a natural continuation of the journey of the night adventurers who have lived the previous stories written in this manual.

In case you want to make players approach this story as a campaign start, it will be up to the *Night Master* to create a background that unites the individual characters as lost travelers approaching the walls of Owlrock seeking shelter.

To link this story to those previously described in this manual, instead, just follow these instructions:

The night adventurers have decided to leave behind the events experienced in the Lands of Alper, intent on heading to the outposts of the Eastern Mark, where the climate is less frigid.

The journey is very long and particularly dangerous, given the absence of inhabited outposts on the route. A caravan

departs from Northern Lookout directed towards the Tower of the Moon, and the characters take advantage of the escort to move towards the lands to the south, so as to avoid the dangers they would have faced should they have left alone. The journey lasts for several weeks under the eternal night of Iürmen. Once at the Tower of the Moon, where the Lunar Cultists welcome travelers with a bed and a hot meal, the characters are ready to leave on their own.

At the end of the journey and in order to introduce the new setting, the *Night Master* reads or paraphrases the following passage:

The climate of the world has changed slightly with the changing of the Moons. You have abandoned the cold snow cover that covered the valleys and ridges of the north, and you have observed the moonlight lying on gloomy and uninhabited landscapes.

After leaving the Tower of the Moon, you have counted on your own strength for the journey, careful to move only at night with the favor of Mirithlen and to walk along the outer perimeter of the infamous Forest of Stregghi. After a few days of walking at a steady pace, you finally see the city of Owlrock emerging from the mists in the distance.

CHAPTER ONE: WHISPERS IN THE STREETS

ARRIVAL IN OWLROCK

The *Night Master* reads or paraphrases the following passage:

Leaving behind the Forest of the Stregghi and its sinister whispers and laments of dying trees. The sad song of the fronds moved by the wind gives way to the sound of a battle beyond the mists.

As the haze clears, you can see the ancient city of Owlrock leaning against the foot of the mountain and you can clearly glimpse a group of Wardens of the Dead facing creatures trying to penetrate the city gates, attracted by the life that dwells inside.

EASTMARK LOWER



The Moons

The *Night Master* can freely decide which Lunar Phase saw the beginning of the adventure.

It could try to reconnect to the end of previous adventures, advancing by three Lunar Phases (for example: from Waning Gibbous to New Moon), or yet use a d8 (or a Lunar Die) to select it as described in Chapter Six of the **Corebook**.

The characters are close to the outer palisade of the city and find themselves unintentionally involved in the incursion of a group of undead, who came from the woods and got dangerously close to the city.

The guards are facing them, and the characters are forced to defend themselves.

The party is facing 4 Foul Guls (see the Appendix of this book). When the fight is over, the guards will have finished fighting the remaining ones who were trying to advance towards the city. The ground is filled with corpses of the undead and the fallen guards. A macabre scenario that will leave a mark on the psyche of the characters.

Distress

The *Night Master* may decide to inflict a narrative Soul Point loss to the characters, upset by such violence in the safe harbor they hoped to find at the end of their long journey.

The character must make a successful DC 15 Wisdom Saving Throw or lose 3 (1d6) Soul Points.

Advancing towards the entrance of the outer palisade, the characters will get acquainted with a moon satyr in heavy armor, visibly busy after the clash. They cannot avoid interacting with him, since he is placed to guard the door with other guards.

His name is Panvéus, captain of the Wardens of the Dead in Owlrock.

Panvéus will ask the characters who they are and where they come from, to ascertain their intentions before letting them enter the city.

The *Night Master* reads or paraphrases the following passage:

Panvéus is a very tall Rizadrin, with white streaks going from the tips of the horns to his naked feet, a feature traced back to the hooves the satyrs once had. His heavy armor is torn and bloodstained, while the petticoat is worn out by time and battles. His gaze is vaguely off, hinting to those who observe him what the weight of the protection of the city perimeter entails.

The captain will be able to outline the city of Owlrock, if the characters ask him to, and will do his best to warn them that recently the country has struggled to stay safe.

The Lunar Cultists have been investigating for days, looking far and wide through the alleys for the source of what seems to be a curse.

Panvéus, in fact, tells how the mood of the citizens is gradually wearing out, while it is evident that something is thinning the veil to the Dark Mirror, attracting evil towards the town. Many rumors circulate among the inhabitants, some misleading and worthy of the worst delusions, others instead can be useful information to understand the causes of this magical plague that is slowly wearing out the collective well-being.

The lunar satyr will invite the characters to help, as he understands that they are night adventurers who have already had the opportunity to face dangerous situations to which few would have survived.

Anvernia itself will abundantly reward those who find the cause of this threat. On the other hand, helping the city could guarantee the characters the supreme gratitude of the entire Lunar Cult and a place in the community, which would surely welcome them as saviors.

Note for the Night Master

The characters will not be able to enter the city without consenting to the request for help. The year 115 of the Lunar Age has worsened the living conditions inside the city, and refugees must prove their usefulness if they want to become a part of the settlement.

The *Night Master* will explain to the players how dangerous it can be to stay outside the walls,

especially after such a long journey. Helping Owlrock so as to find shelter is better than getting lost in the misty wilderness.

Directions to the Party

Panvéus gives the party suggestions to move around the city and preliminary clues for their investigation:

1) Collect information and opinions on the matter from various workers in the city, such as:

- Guards: they can be found patrolling the streets, gathered around braziers in the squares of Wells District, resting in their barracks (not easily accessible) or guarding the entrances to the mines.
- Lunar Clerics and Lunar Cultists: you can find them at the cemetery, in Mirithrun or visiting the needy.
- Merchants: Owlrock is a rather large town, and you can find small food markets, furrier, blacksmiths, various shops and more if you wander around.
- Masters of Tradition: they reside in the Blue House, an old stone building with a blue tiled roof, which they use as a temple and shelter for the sick and injured.
- Innkeeper: in Wells District you can find the Moonsong Inn, but you can also find some smaller and filthy taverns in Stonehood, where workers often go to escape the cold and find some entertainment.

2) Settle down and rest at the Moonsong Inn in Wells District, where you can collect information.

3) Equip yourself, if necessary. In Oldtown and Stonehood you can find arms dealers and apothecaries.

4) Try to ask for a hearing with Anvernia, who can share the useful information collected by her inquisitors.

THE GRAY STREETS

The nocturnal adventurers have entered the town, leaving behind the desolation of the outside world, and now begin their search for information.

The city is entirely explorable by the characters, however the streets are often empty and, if they decide to wander during the day, in the dark, they will meet almost no one.

The *Night Master* reads or paraphrases the following passage as the characters move through the streets of the city:

The lunar satyr at the entrance to the outpost did not lie. A strange malice hovers through the streets and the few inhabitants met along the way look grim and suspicious. Even you, after spending some time in this place, feel a latent migraine and sadness.

It seems as if a curse inhibits positive sensations and makes the whole city a place dominated by despondency and exhaustion.

Note for the Night Master

Mirgan is hidden in the old, abandoned villa in Building Square, Wells District.

This ruined mansion is the epicenter of the curse, and the *Night Master* can decide to give sensory clues to the characters. The closer the party gets to the house, the heavier the dark sensations become. Being in front of the house could give them spiritual sickness to the point that they must make a successful DC 15 Wisdom Saving Throw or lose 2 (1d4) Soul Points.

The characters may suspect more or less immediately that this house is the place from which the negative energies originate. However, without the necessary knowledge, they may find it difficult to deal with what is inside it (some information is indispensable for the success of the mission). Therefore, it is better to give them the opportunity to understand when they have collected enough of these elements to enter with the greatest chance of success.

As previously mentioned, the party can move freely through the alleys, deciding where to go and in what order. Below, a few possible complications that they will encounter along the way are listed.

COMPLICATIONS DURING EXPLORATION

For every hour spent in the streets and wandering through the alleys (not including the time spent talking with the NPCs or in places of minor interest such as taverns, barracks, shops or other), the *Night Master* can roll a d10 and decide

what kind of vicissitudes the party can incur. Once a specific complication is addressed and resolved, it will not recur and if it comes up again at the roll of the die it will be calculated as "No complication".

Complicazioni

D10	COMPLICATIONS
1-4	No complication
2	A dark presence
3	Brigands in the streets
4	Unearthly fog
5	Visions from the Dark Mirror
6	Corrupt creatures
10	Omens

A dark presence

In the silence of the deserted alleys, away from the eyes of people, eerie beings wander among the shadows, ready to assault the unsuspecting vagabonds. Evil is drawn to this city and creeps into it unseen. The party is lost in the streets, and grim creatures approach. Instinct tells them to flee or fight.

The *Night Master* chooses a Random Encounter from the Random Encounters Table of this adventure.

Brigands in the streets

The party realizes that it is being stalked by ominous assailants hidden on the roofs. Some Night Faelings (8 Lyvar Raiders – see **Bestiary of Nightfell**) appear, blocking the adventurers' path.

Unearthly fog

A dense haze seems to appear out of nowhere, enveloping the area and chilling the characters.

All characters must make a successful DC 12 Constitution Saving Throw or take 1d6 cold damage and lose a Hit Die.

Visions from the Dark Mirror

Suddenly, an inexplicable darkness envelops the environment. The characters are disoriented, as if the spell condemning the country had induced waking nightmares. Visions of an atrocious parallel dimension leave them stunned for endless moments.

The characters must make a successful DC 15 Wisdom Saving Throw or lose 2 (1d4) Soul Points.

Corrupted creatures

The party is lost in the streets. The windows are barred, and no one is around. Suddenly, humanoid silhouettes of rotten creatures (8 Foul Guls – see the Appendix of this book), drawn to the city by the negative energies of the curse, come out of the darkness.

Omens

Crows croak on the roofs. Clouds veil the sky over the hapless town and a sudden wind lashes the face of the party. A stench of death and rot comes out of nowhere, and then vanishes.

The party, without realizing it, was entranced by omens, wandering for 5d10 minutes and regaining consciousness at a different point in the city. The more time they spend, the more distant they are from the place where their senses have been clouded.

COLLECT INFORMATION

Wandering around, the party can talk with the inhabitants, some of whom will share their opinions on the mystery, in addition to their suspicions and speculations. Any information collected this way is crucial.

Suspicion and sadness are increasingly pressing the people of Owlrock, and the characters will struggle to get even a few words from the mouths of the inhabitants. A diplomatic approach is always recommended, aimed at putting the interlocutors at ease, but sometimes intimidation may be more effective.

Therefore, to gather information from the population the party will have to rely on a single member each time to come forward and attempt a dialogue, based on Charisma (Persuasion or Intimidation) checks. See the example table below.

Note for the Night Master

Anireth characters always have Disadvantage (and never, for any reason, Advantage) while interacting with the inhabitants of the city, because of the sinister reputation of their kin (unless said Anireth is part of the Lunar Cult or is known to them).



DIALOGUE CHECKS TABLE

INTERLOCUTOR	DC (CHARISMA)	CHARACTERS WHO HAVE ADVANTAGE
Common villagers	15	Masters of Tradition, Wardens of the Dead and Lunar Cultists
Business owners	15	Masters of Tradition
Lunar Cultists, Lunar Priestesses, Monks, Clerics and Guards	17	Monks, Wardens of the Dead and Lunar Cultists
Masters of Tradition	20	Masters of Tradition

List of information

Below, a list of information that the party can collect by interacting with the various NPCs. Some clues will be useful to identify the epicenter of the curse, others will be misleading or useless or will be related to the next adventure of the cycle ("The House that Drowns in the Woods") and will act as a bridge between the two stories or as hints about the area where the characters will go.

The *Night Master* can roll a die to choose what information they will give to the characters, or they can choose freely from the lists below.

Note for the Night Master

Among the information below will be keywords marked in *italics*, which indicate particularly useful notions.

COMMON VILLAGERS AND BUSINESS OWNERS

d12	INFORMATION
1	No one can rest well anymore. We wonder how much longer this disaster will go on!
2	Dark presences wander through the mists in the city. Many tell of incomprehensible whispers echoing in the streets during the day.
3	Do not wander around <i>Wells District</i> , a spell is said to make the residents of the place irascible and unpredictable.
4	I believed we were safe inside the walls. It seems evil cannot be stopped!
5	I often have distressing visions that freeze my blood. We are all convinced that there is one of those infamous Eldritch Clusters in the city, although no one knows how they are made or what their true nature is.
6	Possessed vagrants roam the streets. Do not hesitate to bring them down, or escape! Their soul is now lost!
7	All of us will soon end like the nearby <i>village of Vaas</i> . It is said that the inhabitants vanished into thin air due to a curse.
8	8 This is the work of witches, there is no doubt! These lands have always been targeted by those horrible crones of the woods!
9	I fear that the cause of this despondency is a powerful hex cast on the whole city, but the only one who had knowledge of such pagan witchcraft was <i>Mirgan</i> , who has been gone for quite some time.
10	I do not know what to tell you, except that I am afraid. None of us leave the house light-heartedly
11	All this began last New Moon, which is also called "Witches' Moon".
12	Most of us suspect that the origin of Owrock's evil is not to be found in the desolate streets, but in a house, whether inhabited or abandoned, but I do not know whose or where.

CULTISTS, PRIESTESSES, CLERICS AND GUARDS

d10	INFORMATION
1	Make sure to pass by <i>Naeshara</i> , in Wells District. Her workshop contains many esoteric objects that could be useful to carry out <i>exorcisms</i> .
2	Wardens and Cultists have long been looking for the woman called <i>Mirgan Grimfeather</i> : she grew up among the witches of the woods and is the main suspect.
3	No one knows more than Anvernia: her inquisitors have already collected all possible rumors and suspicions.
4	Always bring <i>salt</i> with you. It is an indispensable tool when dealing with hexes.
5	I often hear folks talking about a <i>wrecked house in the city</i> . It looks like a place abandoned for decades and only seeing it makes you shudder. Lately, the people of the <i>Wells District</i> have been talking about strange noises coming from that house. I don't know where it is, though.
6	Don't care about tavern rumors. They are just useless guesswork, and everyone knows how superstitious the Gray Folk are!
7	We have imposed a curfew during the darkened day for a couple of weeks. Something is attracting dark forces that thrive with the favor of darkness.
8	8 Have you noticed the strange mists that sometimes thicken in the alleys? Some are said to have gone crazy in them. Poor souls, it seems there was no way to bring them back to their senses.
9	Many are looking for the witch <i>Mirgan</i> , held responsible for the curse. All this began after her disappearance, when Anvernia forbade her to live in the city . Few trusted her even then, but the Lunar Cult could not allow <i>forbidden</i> pagan acts to be carried out in the city. I wouldn't know what exactly happened, though.
10	10 If you are looking for information, then go to the Masters of Tradition in the Blue House or in the library. They are the keepers of knowledge, customs, and rumors.

MASTERS OF TRADITION

d8	INFORMATION
1	I know that everyone suspects the work of <i>ancient witchcraft</i> to be behind what oppresses us citizens of Owlrock, and I can confirm that some symptoms remind of the customs of the covens. Headache, weakness, mass discontent: these are the symptoms of a hex.
2	I believe you should gear up properly if you are going to find the epicenter of the curse. Usually, <i>vials of olive oil, shards of iron and grains of salt</i> are indispensable tools.
3	Have you ever heard of <i>Eldritch Clusters</i> ? Well, we keepers of knowledge know that when dealing with hexes, often you have to look for tangles of hair, braided with animal remains. If you find the place where the curse originated, you may find a similar object, well hidden. The curse must be dispelled through purification. In the <i>Temple of Mirithrun</i> they could know more about it.
4	I heard of an ungodly abandoned house in <i>Wells District</i> . I recently walked by and felt strong negative energies coming from within. I think it was in the small <i>square</i> .
5	5 Undoubtedly, you should look for a <i>ritual carried out in closed places</i> , more than in the streets. But do not stop caring for your spirit. As your investigations lead you to the place of the spell, you may need spiritual reserves to protect your soul.
6	6 This situation is getting worse and worse. Some time ago we lost contact with the <i>village of Vaas</i> , over the woods. We believe that the work of the witches gave rise to a dark curse there. I believe that these negative energies can be an attempt to recall the abject creature called <i>Mazarol</i> , a being mythologized by witches that gormandize the souls and bodies of the unfortunate.
7	7 Strange sightings have been reported on the streets of Owlrock. Beware, adventurers, because evil has now crept into the settlement! Corrupt creatures, shadows and ghosts roam these streets, hidden in the shadows. I fear that the city may fall prey to what made the inhabitants of Vaas vanish.
8	8 I fear that all this is the work of the woman named <i>Mirgan</i> , who has vanished from the country. The last that searched for her were found dead, covered with the blasphemous engravings that open the doors to the Dark Mirror.

SECONDARY PLACES OF INTEREST

The characters will have the opportunity to explore the settlement, visiting the various neighborhoods both for interests related to adventure and of a personal nature (refueling, shopping, forging bonds, etc...).

Below, we show an example table that can help list the places the party can find, which citizens will be available inside and what kind of activity it is.

TABLE OF SECONDARY PLACES

PLACE	CITY DISTRICT	OWNER	TYPE OF CITIZENS
Taverns	Stonehood	Indigenous Gray Folk	Commoners
Barracks	City perimeter	Captains of the Guard	Wardens of the Dead
Wayfarer's shop	Oldtown	Xisseel, a Night Faeling settled in the village.	Commoners
Library of the Keepers	Oldtown	Master Gadris, an elderly Rizadrin	Masters of Tradition, Lunar Cultists, Monks
Frozen Shard forge	Stonehood	Thudrum, an Alpern blacksmith	Commoners
Enchanter's shop	Wells District	Naeshara, an Ishdrim expert in magical items	Commoners
Northern Market	Oldtown	Various travelling merchants	Commoners
People's market of the Owl	Stonehood	Various travelling merchants	Commoners

MAIN PLACES OF INTEREST

Whether they get to it by chance or by will, the characters can run into some of Owlrock's main locations.

These places and the main NPCs that can be found there are described below. The players can explore them in the order they like.



HOWLROCK

CR003



F O R E S T

S O U T H E R N
G A T E

S O U T H E R N
G A T E

E A S T E R N
G A T E

E A S T E R N
G A T E

1. TEMPLE / MIRITHRUN CASTLE
2. MINES
3. BARRACKS / WATCHTOWERS
4. TAVERNS
5. WAYFARER'S SHOP
6. LIBRARY OF THE KEEPERS
7. FROZEN SHARD FORGE
8. NORTHERN MARKET
9. PEOPLE'S MARKET
10. ENCHANTER'S SHOP
11. MOONSONG INN
12. HOUSE OF THE BLUE
13. BUILDER SQUARE
14. OUTER FIELDS
15. GRAVEYARD OF THE ANCESTORS

Owlrock Mines

This place is always manned by Wardens of the Dead who ensure that there are no strange events that can endanger the workers. The caves have been purified and consecrated, while the darkness is kept at bay by braziers, moonstones radiating moonlight affixed to the walls and luminescent mushrooms.

Here, the characters can interact with workers and guards. Usually, Captain Panvéus can be found there at night to inspect the mines.

Inside: commoners, Wardens of the Dead and Panvéus.

Moonsong Inn

A large three-story inn, made of rock and wooden lintels, with a pointed roof. This place welcomes wayfarers from everywhere, giving comfort and warmth to those who try to forget the nightmares that roam the nights of Iürmen. Located in the Wells District, this place is a very popular institution and gathering place. It is owned by a married couple: Thorgrun, a tall blond Alpern, and Samath, an Ishdrim, both quite elderly.

Inside: commoners, off-duty Wardens of the Dead, Thorgrun and Samath.

Blue House

A large house used as a hospital by the healers of the Old Tradition who run it. Inside there are sections that house the sick and wounded, but also some rooms that are sometimes occupied by the poor and the homeless and the occasional traveler. There is no real established authority, but everyone listens to elderly Master Gadris, who lives and works in a library not far away.

Inside: Masters of Tradition, clerics, monks.

Graveyard of the Ancestors

The old cemetery of the city of Owlrock, so ancient and secular that you can see the passing of the ages in the different manners in which the tombs were built. Among the oldest are funeral cairns, small dolmens and entrances of mounds that act as family crypts. If the characters explore it, they can see that there are also more recent stone constructions. To watch over the eternal rest of the dead there are often clerics and Lunar Cultists.

Inside: clerics, Lunar Cultists, priestesses of Mirithlen.

Mirithrun

The Lunar Cult's seat of power and home to Anvernia. It was once the stronghold around which the village was built, but now it is a place of worship, a learning place for the School of the Moon's wizards and the center of institutions.

Access to the interior is possible, if you can convince the stewards to escort the party to Anvernia for a hearing. In this request, Lunar Cultist characters will have Advantage in the DC 10 Charisma (Persuasion) checks to ask for a dialogue with the High Priestess. Convincing the stewards is not particularly difficult, as they realize that the party wants to help the community. The check can only be tried a couple of times before the attendants get irritated.

Inside: Lunar Cultists, clerics, Priestesses of Mirithlen, wizards, Anvernia.

HEARING WITH ANVERNIA FROM MIRITHRUN

If the characters manage to obtain an audience with the High Priestess, they will have the opportunity to dialogue with the person who can give them valuable information, grant a pass for the investigation, provide rewards and even give useful gifts for the quest.

The *Night Master* reads or paraphrases the following passage to describe Anvernia:

In what seems to have once been the governor's room there is a solemn and sacred atmosphere. The large hall echoes the whispers of the priestesses' prayers, while the aroma of incense invades your nostrils. Along the nave surrounded by solid columns you approach the seat of the High Priestess.

You move the white curtains, threaded with hanging pearls and cords that intertwine animal bones and moonstones, and you find yourselves in front of a sumptuous throne of white marble. Two Lunar Cultists completely covered by armor act as silent guards to the authoritative figure to whom you feel an instinctive admiration. Behold the famous Anvernia from Mirithrun. A Moon Satyr with a cold, penetrating glance and a distinct posture, dressed in rich, light clothes that bear drawings of the Lunar Phases. From her green eyes you can perceive the soul of a ruler both kind and stern. With a wave of her hand and a detached smile, she invites you to come forward.



Note for the Night Master

At this point, players should choose a party character to act as a spokesperson. Anvernia does not accept disorganized or unruly people and demands to converse with a single person. The other characters can make suggestions to the chosen interlocutor, but they cannot intervene. If the dialogue becomes confusing or the other members of the party intrude too much, the *Night Master* can decide whether to make the interlocutor have Disadvantage in the Charisma check to show Anvernia's irritation.

It would be better, through a description, to explain the rigidity of the sovereign, so as to make the players understand that they should not overdo it.

After welcoming the party, Anvernia will give them crucial information, albeit observing the adventurers inquisitively. Anvernia will try to test the value of the characters through their words: the greater the confidence they inspire, the greater the respect she will have towards them. The spokesperson will have to make a Charisma (Persuasion) check on which Anvernia's impression of her interlocutors will be based. The check can be made a maximum of two times and without any contextual Advantage or Disadvantage (except for particular privileges or abilities), as she knows how to be detached and impartial with those in front of her.

In case the spokesperson does not pass the check, or if the party has angered Anvernia, she will limit herself to clarifying the specifics of the reward and giving the basic information to carry out the task, but nothing else.

Results of the Dialogue Check

CD	RESULT
DC 13	Anvernia will talk about some events concerning the lost village of Vaas, adding details to the basic information (see below).
DC 15	Anvernia will donate a pass to the party spokesperson. It can be used to facilitate questions to the inhabitants, and no area will be foreclosed.
DC 20	Anvernia will donate to each of those present a bag of holy dust of salvation, a rare and powerful magical object, usable only once.
DC 22	Anvernia will bless those present with Lunar Influence (see Corebook), as if she had performed a Lunar Divination.

Information obtained from Anvernia

The High Priestess will reveal to the characters the fact that all the clues lead to the Gray Woman called Mirgan Grimfeather. The cultists have been looking for her for a long time, without finding her, but they have heard rumors that she may still be in the city after her disappearance. Anvernia will then tell the story of the witch (described in the Adventure Summary).

Among the things the party should consider, there is the possibility that the curse cast by Mirgan is ritualistic and that it belongs to the lost rites of the Old Covens. Folklore still tells of these hexes, which lead to a darkness so thick that it becomes solid and serves as a core for the spell. These are called Dark Clusters or Eldritch Clusters and appear spontaneously in environments corrupted by similar practices. There are particular gestures that allow you to deal with these corrupt masses and being able to carry them out successfully is crucial to dissolve the evil. Surely, Mirgan and the Eldritch Cluster are in the place from which everything originates. Once you find both, you will have a chance to dissolve the curse.

How to handle a Dark Cluster: they can be found by searching thoroughly through the darkest and most hidden ravines of a house. They are twines of hair, feathers, animal bones and dust and emit a nauseating stench. Once located, only one person must pick it up. Both the one who collects it and those present, must be turned away and the cursed object must be touched and collected without any gaze resting on it. Salt and red wine must be scattered on the Dark Clusters before collecting it and then, once taken in hand, it must be placed in a bag (or any other type of container) inside which there is also an iron object, which can shield the negative influence emanating from it. Having secured this evil object, the formula of the curse that the witch has hurled must be found, since the rite to dissolve the spell is always written in these formulas, as per tradition.

About Vaas

Anvernia can also speak at the party about the lost village of Vaas. There is little information about it since no one dares to approach it and there has been no news from the village for a long time. Some explorers went there without returning, while some time before there passed a patrol of rangers from Dreamstrider Haven. The rangers reported that the village was empty and there was no trace of the inhabitants. Strange calls came from the Forest of Stregghi, nearby, as if made by an evil entity that longed for the hearts of travelers. This report has been speculated on for some time, stories of the rites of evil witches and invocations of ungodly ancient beings.

These notions are not useful in order to complete this adventure, but they will provide the party with useful ideas and information to face the next adventure: "The House that Drowns in the Woods".

SUMMING UP

When players have gathered enough information to unravel the mystery of Owlrock, they will be ready to move on to the next chapter. The *Night Master* will push them to search again if they judge them not to have enough useful information to face what is to come.

This first exploratory phase is meant to last at least a whole day, but the characters may have spent as much as two days in Owlrock. All this depends on the approach, on the time spent and on individual decisions. In the event that only one day has passed, it may be appropriate to advise the party to make long rest before proceeding.

Note for the Night Master

If the characters fail to confer with Anvernia, the *Night Master* could find alternative ways to gather detailed information about the Eldritch Cluster: an ancient tome found in the library, a stealthy inspection of the temple of Mirithrun in search of notes or additional information stolen by the Masters of Tradition in the city. In any case, when the mission will be accomplished and the story is over, the party will still be welcomed and rewarded by the High Priestess.

Let's move on now to Chapter Two.

CHAPTER TWO: THE LAIR OF HATRED

DARKNESS CAME

The party arrived in Owlrock at the height of the curse that, after the time necessary to wander the streets of the outpost, manifested itself in all its horror.

The *Night Master* reads or paraphrases the following passage:

You have spent some time in this cursed town, feeling the full weight of the growing distress that is wearing down the population. Suddenly, in the sky above Owlrock, unnaturally dark clouds thicken, overflowing with poisonous rain. Clouds crossed by purplish flares and flocks of crazed crows are a harbinger of what is about to happen. The whole country holds its breath as it observes the evil that manifests itself in its purest form.

That feeling of despair that accompanied you now becomes more intense, as if you perceive the energy of the Dark Mirror that suffocates the Material Plane, engulfing the entire area in icy darkness. Ghostly mists emerge from the alleys, as if evoked from nowhere, and you begin to hear the cries and clangor of the battle in the distance.

Darkness has breached into the city!



Distress

This could be a good time to inflict narrative Soul Points losses on characters as they witness unparalleled horror. The fear of exposure to this evil shadow could cause dejection in their hearts and their soul can now perceive the Echoes hovering unseen in the darkness.

The characters must make a successful DC 15 Wisdom Saving Throw or lose 7 (2d6) Soul Points, halved in case of success.

Rushing through the streets of the city, the characters will see the inhabitants closing themselves in their homes in fear. Every shop is closed, and groups of citizens can be seen fleeing, intent on sheltering in taverns or at the temple of Mirithrun. By meeting some alarmed guards or cultists, the

adventurers will discover that assaults of unknown creatures are occurring in the city in several places simultaneously and will be invited to intervene to help maintain control.

Before proceeding to the ruined house where the evil aura begins, the party will have to decide whether to aid the citizenry, helping the guards to secure civilians, or not. Actively participating in the defense of Owlrock is a decisive moral choice. The characters will be able to show interest and dedication to the cause, but they can also choose to go direct towards their goal.

At this point, there can be time to give players the opportunity to interpret characters unknowingly affected by the dark energy that cloaks the city, which could make them colder and more detached, or even devoid of any compassion. In this case, you could reward the characters with Inspiration but at the same time deduct Soul Points (since they have succumbed to the corruption in their soul).

Distress

Characters who, either for disinterest or interpretation of the negative influence of the curse, should choose not to lend their help, will lose 3 (1d6) Soul Points.

THE HORROR

This section will describe some of the threats and horrible scenarios that the party will face if they have decided to rescue the people of Owlrock.

Along the way, the characters will meet Panvéus who runs with its soldiers to reach the guards or cultists with whom the party was discussing shortly before. The Moon Satyr will list to the characters some events that are happening simultaneously, and the party can choose in which order to solve them

Note for the Night Master

It would be appropriate to explain to the players how gloomy the atmosphere in the city has become. The corruption of the Dark Mirror is tangible, and in some moments, it almost seems to be on another plane of existence. The souls of the characters feel contact with the darkness and with the evil entities that lurk there.

This ghostly and oppressive air is sporadically interrupted by the restlessness of the citizens who, sensing the danger, flee in panic and despair. Owlrock is out of control.

If the party has previously decided to ignore this situation, it will head to the haunted house, going directly to the paragraph "In the Shadows".

Below, we show a table of the events to be solved at this stage and the places involved.

TABLE OF EVENTS

EVENT	PLACE
Presences in the Cemetery	Graveyard of the Ancestors
In the Throes of Madness	Moonsong Inn
The Escape	Tradition Square

PRESENCES IN THE CEMETERY

The characters head to the city cemetery, where the fog is so dense that it impedes sight. Once inside that gloomy place, they will find corpses piled up by the priestesses and cultists who were there when darkness came.

They can hear the cries for help of a man a little further on, in the mist.

The party will meet Sareth and Niryu. The first is an Anireth guarding the cemetery, lying wounded on his side. The other is a Gray Woman with exotic and delicate features, dressed as a priestess. Niryu is close to the injured guard and looks at the adventurers with pleading eyes. Sareth is able to get up on his own but with a successful DC 13 Wisdom (Medicine) check, the characters can stabilize him to the point of getting help in combat (otherwise he will remain on the sidelines along with Niryu). A few moments later, walking corpses emerge from the fog, some of which were the bodies they had found at the entrance.

The *Night Master* reads or paraphrases the following passage:

The mangled bodies you saw entering the cemetery now move soullessly, like empty casings. They advance towards you ravenously and irrationally, accompanied by other undead who have awakened from their graves.

Distress

The characters are horrified and at the same time dismayed by the sudden appearance of these undead. The thick haze is all around them, preventing them from having a good view and they find themselves surrounded by walking horrors. This situation may shake them inwardly.

The characters must make a successful DC 15 Wisdom Saving Throw or lose 2 (1d4) Soul Points.

Encounter Details

- The party is facing 8 Lemures (see **Bestiary of Nightfell**).
- (at the discretion of the *Night Master*) Regardless of the senses of the characters, their line of sight is reduced to 35 feet away due to fog. Creatures placed beyond this distance will have cover.
- The soil is to be considered a Sacred Place and the terrain rules described in the **Bestiary of Nightfell** apply.

Once this situation is resolved, Niryu and Sareth thank the party and take their leave to head for Mirithrun. If Niryu and Sareth were to succumb, the entire party would lose 1 Soul Point.

If the characters decide to search among the corpses of the defeated enemies, they could find an *oversea longsword*.

IN THE THROES OF MADNESS

The party was previously alerted by Panvéus about problems that occurred at the Moonsonn Inn. When the characters decide to head there, they find nothing but a deadly silence coming from inside the building. Instinct says that evil has taken form within it.

Once inside the inn, they will see a guard and two citizens on the ground, lying in pools of their own blood. Beyond the bodies, some citizens have tied Thorgrun to a chair, and Samath looks at him with terror. It is clear that the innkeeper has been possessed and is in a tragic condition, drooling and growling like a rabid animal.

The *Night Master* reads or paraphrases the following passage:

Grim is the morale of those present. Some are bent over the lifeless bodies you see on the ground, intent on covering them with veils, while others are trying to hold the mighty Thorgrun still. Among those who have taken refuge in this place, hoping for a safe place, you can see disheartened and terrified looks. There seems to be no place to hide from the evil that has been unleashed on the city.

Thorgrun's wife has eyes veiled in tears. She keeps her distance from her man but is still whispering words to him to bring him back to his senses. Samath's black eyes then turn to the adventurers and, as she bursts into tears, her desperate plea for help emerges.

The characters find themselves in the position of having to perform an exorcism to free poor Thorgrun from the Echoes of Death that cloud his mind. There is no possibility of

performing a Lunar Divination, as the sky is nothing but dark clouds. The Moon cannot help in this circumstance and the only possibility is to carry out an Interdiction from Evil ritual (see **Corebook of Nightfell**).

The party could also decide to ignore or to bring down Thorgrun (in this case they would meet resistance from Samath and all those present).

Choosing to kill him voluntarily, or leave, would result in the loss of 5 (1d10) Soul Points for each character present.

Outcome of the Exorcism

- If the exorcism is not successful, the party would experience an extremely dramatic situation for all those present, especially for Samath, who would fall into total despair. The *Night Master* can refer to Chapter Six of the **Corebook** to see how to manage a failed exorcism.
- If the exorcism is carried out successfully, the situation at the inn will evolve in an extremely positive way for all those present, which will nourish the spirits with a moment of hope. Samath and Thorgrun will try in every way to convince the party to accept a reward from them. They will donate the earnings of the last few days, which amount to 540 gp. In addition, if the characters request it, they will be provided with everything they need to collect the Eldritch Cluster in the old, abandoned house.

THE ESCAPE

Lunar Cultists and Wardens of the Dead are all busy protecting the walls, the mines that are stocked with food supplies, and the Lunar Temple. In the streets, the few soldiers cannot rescue all the fleeing villagers and the citizens hidden in their homes. Among those in danger, there are also the Masters of Tradition of the Library of Keepers. Panvéus urges the party to go and rescue Master Gadris and his acolytes.

The characters make their way through the crowds that flee through the streets and quickly reach Tradition Square, in Oldtown, where the Library of the Keepers and the Blue House are.

The Masters of Tradition's hospital was evacuated, but Gadris and some residents of the library were trapped inside the building. Horrible monsters populate the square, preventing them from going out to go towards Mirithrun in search of refuge.

The *Night Master* reads or paraphrases the following passage:

A pouring rain falls on the paved ground of the square. The braziers are extinguished and columns of smoke rise towards the clouds that veil the sky. In this place there are creatures animated by ferocity and wickedness, which loom over you after realizing your presence. You feel far from the grace of Mirithlen as the whole area is shrouded in darkness. The only way to dispel the shadows seems to be killing the creatures.

Encounter Details

- The party is facing a group of enemies that the *Night Master* can choose from the Random Encounters Table of this adventure.
- The area is considered to be in dim light.

- Whether this meeting is held during the day (total absence of the moon) or at night, it is still counted as if the party were in a dark environment (due to the unnatural clouds that cover the town). The land is to be considered Day without Light and the terrain rules described in the **Bestiary of Nightfell** apply.

When the fight is over, those who had barricaded themselves in the library will have the opportunity to escape. Gadrís will personally thank the characters who helped him, showing himself grateful and moved. He will reward the party with a bag containing *enchanted salt crystals* and 2 *portulaca leaf teas*.

Note for the Night Master

Regardless of the order in which these issues were addressed in the city, once finished, you can move on to the next paragraph "In the Shadows". It will not be possible to make a long rest at this time of angst, but the party can take some time to take a short rest. The importance of being spiritually in strength should be highlighted.

IN THE SHADOWS

The party finally arrives in front of the ruined house from where the curse originates. Builder Square is deserted and silent, and the shadows are full of whispers.

The *Night Master* reads or paraphrases the following passage to introduce the scene and describe the place:

The more you observe this old dwelling, the more it seems alive. The bricks and old wooden beams seem to twist like worms and the walls seem to expand and contract like a beating heart. The drumming of the rain on the tiles has an abnormal sound, and every crack in the stone is like an eye watching you.



You understand how all this is nothing more than a hallucination given by the suggestion inspired by the place. However, the malevolent sighs of the wind filtering between the planks are far from unreal. You almost have to force your body to move towards the entrance, as every fiber of your body cries out to you to escape and never return.

The characters easily enter the house. The wooden door is somewhat worn and does not resist when they decide to open it, as if inviting them into its darkness.

As soon as they set foot inside, a stench of rot runs over them, and a feeling of malaise grips them. Their soul perceives that they are in a remote realm, far from material reality. Pain at the temples arrives suddenly and disappears immediately after.

Distress

The characters hesitate for a few moments, seized by dark sensations and an unusual malaise. They will have to rely on their mental and spiritual resistance so as not to be overwhelmed by the darkness that devours that place.

The characters must make a successful DC 17 Wisdom Saving Throw or lose 2 (1d4) Soul Points.

The old house is structured on four levels: first floor, second floor, loft, and cellar. All these areas of the house are considered in total darkness and are considered as Caves in order to determine the type of terrain for encounters (see **Bestiary of Nightfell**).

Note for the Night Master

In this place it will be appropriate to instill an extremely gloomy atmosphere. The darkness seems to follow the movements of the characters, who will have a constant feeling of danger. The tension will be fed through the narrative, in order to make it clear how corrupt this place is.

The party can begin to explore the old house. Below is a table of dangers that can loom over the characters.

For every chamber the characters explore, strange phenomena such as those listed below may occur. The *Night Master* can pull a d6 and see what peril is revealed to the characters. Once a specific danger is addressed and resolved, it will not recur and if it comes out again at the roll of the die it will be calculated as "It was just my imagination".

Dangers in the Haunted House

D6	PERIL
1-2	It was just my imagination
3	The darkness thickens
4	Corrupt the weak
5	Unstable room
6	Absorbing darkness

It was just my imagination

The characters feel constantly watched: they cold sweat, and any mysterious noise startles them. Maybe it was just your mind playing tricks. Maybe.

Nothing happens.

The darkness thicken

Without the party noticing, from the surrounding darkness come beings composed of shadow, who cross the veil of Ènferun and breach into the Material Plane. These entities emerge from the walls or materialize from areas of total darkness. The characters are forced to face 2 Shadows of the Echoes (**Bestiary of Nightfell**) and 1 Ghost.

Corrupt the weak

The house seems ravenous and the corruption inside becomes asphyxiating. The dark entities that inhabit it remain in ambush and wait to lead the most fragile towards perdition.

The player character with the fewest Soul Points left (or the characters, if there was more than one with equal Soul Points) is seized by dark sensations and paranoia and must make a successful DC 15 Wisdom Saving Throw or lose 6 (1d12) Soul Points.

Unstable room

The house falls apart. Whether it is a piece of ceiling that comes off, a collapsing step or something else, the party will have to cope with the rot of this old house. Something falls on the characters or risks making them stumble.

The *Night Master* chooses a 10 feet square. The characters within it must make a successful DC 15 Dexterity Saving Throw or take 13 (2d12) bludgeoning damage.

Absorbing darkness

The time spent in this cursed place is not only exhausting the spirits of the characters. Even their objects are worn out by so much exposure to evil. All the non-Grim weapons carried by the characters are enveloped by darkness and their bearers struggle to maintain control of them. Characters must make a successful DC 17 Charisma Saving Throw or their non-Grim weapons will acquire 1d4 Grim Points.

Note for the Night Master

All these dangers will take place as long as the curse is in place and the witch is alive. Once the Eldritch Cluster is found and destroyed, quiet will be restored and the characters will no longer run into any danger.

EXPLORE THE PLACE

The characters must explore the abandoned house in search of the origin of the spell that is corroding the entire city. The Eldritch Cluster that must be purified and destroyed is in the cellar, along with Mirgan Grimfeather. You will not be able to reach the basement immediately, though.



NIGHTFELL

First floor

The entrance is a small hallway with a ruined staircase, leading to the upper floor. Behind the staircase you can find a trapdoor that descends towards the basement. This trap door, once properly controlled, is magically sealed and it will be impossible to open it in any way. You can make the characters guess that the witch is hiding down there and probably the spell will remain active as long as she has the power to dominate it.

On the sides of the entrance, there are two torn doors that lead to a living room and a dining room respectively. The living room is filled with dusty bookcases and old tomes, while the rest of the furniture has probably been looted a long time ago. The ground is covered with debris due to the sagging of the structure, and it is also possible to see the mouth of an old fireplace (it is impossible to access the cellar through this fireplace).

The dining room is almost bare, but still features the old table. On the table there is a circle drawn with blood, inside which is traced a magical symbol. There are extinguished candles and other esoteric objects: one can guess that Mirgan used this place for her magical rites. In the center of the table there is a rotten lemon in which rusty nails have been stuck (an ancient way to create fetishes useful for casting hexes). A small door leads to a small bathroom.

Searching thoroughly in the living room, a few pages of a torn diary belonging to Mirgan can be found. Here she wrote how she suffered social isolation due to the prejudice of the citizenry. In some paragraphs she tells of the ever-increasing resentment towards Anvernia and the Lunar Cult. The characters can understand her pain and even feel a hint of empathy for one who has so desperately sought human contact.

On the dining room table they find an unusual object emanating an evil aura. Characters can retrieve an *accursed needle* whose description can be found in Chapter Seven of the **Corebook**.

Second floor

Going up the unstable staircase you can reach the upper floor, where a corridor leads to some bedrooms. There is an old room, proceeding to the right of the corridor, inside which you can find other useful objects such as the second part of Mirgan's diary and her library.

The second part of the diary recounts the last days before she decided to hide from everyone's sight. Her growing hatred is testified by her increasingly confused words. Finally, she explains how she succumbed to the temptations of the

Echoes of Death, who by feeding on her grudge provided her with the dark tools to carry out a ruthless revenge.

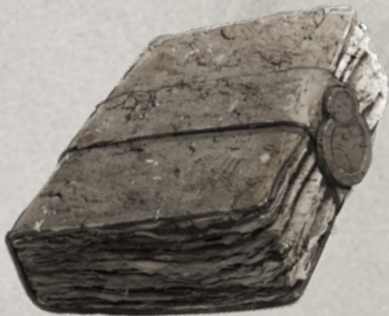
Mirgan's Grimoire

The tome appears totally petrified, as if it were a piece of rock carved in the form of a book. A 4th level spell makes it unusable, and the characters can notice that the object is under a spell through a DC 17 Intelligence (Arcana) check, or with spells like *detect magic* or similar.

Inside the book there are instructions on how to destroy the Eldritch Cluster, but you have to dissolve the spell to be able to read it. The spell on the library vanishes after using spells such as *dispel magic* or after killing Mirgan, author of the protection spell.

Dissolving the spell before facing the witch would give the party the opportunity to find information useful to gain a tactical advantage over her, namely having Advantage in the Initiative roll when they are facing her.

However, it may be appropriate to remind the characters that casting spells, apart from holy and lunar spells, to detect the magic or dissolve it would result in the loss of Soul Points for the caster (see Chapter Six of the **Corebook** of Nightfell for the pertaining rule).



The last room has a floor with collapsed sections, which overlooks the living room. The only useful thing, in this old patronal room, is the fireplace. Its mouth can be reached and used as a way to descend towards the cellar.

Descending the narrow chimney may require a Strength (Athletics) or Dexterity (Acrobatics) check (both with DC

13) if the characters decide to count on their mere physical abilities. Instruments such as ropes can also be used to have Advantage. In case of failure, the fall deals 7 (2d6) damage.

A final detail of interest for the party is in the corridor, where a ladder can lead to the narrow loft. Watching the hole that leads upstairs, one perceives a strong malignant presence, such as to discourage anyone who wants to enter the attic.

Loft

Only a small and shabby loft, abandoned for a very long time. The air is almost unbreathable, and the webs almost entirely veil the ceiling trusses.

In this austere environment there is a very dense necrotic essence, perceptible to anyone. The characters most sensitive to the perception of evil, of the arcane, or with fewer Soul Points, could even feel slightly faint.

There are crates and various objects, piled up in a corner. There in the middle you can find 3 old art objects worth 25 gp each. Searching, you can see a very old and worn parchment which, if stared at for a long time, shows writings that move and change.

The party encounters one of the legendary *Lost Pages of Lagoran* (Chapter Seven of the **Corebook**). It is imperative that the *Night Master* fully describes how dangerous these dark artifacts are. They are extremely rare tools, but they exact a terrible toll and almost always lead their user to madness. Surely, Mirgan herself came into contact with it as she sought power for her revenge and was irreparably corrupted.

Note for the Night Master

Finding one of these scrolls is a noteworthy event. Their fame is legendary, and it is easy to understand what you are dealing with. The *Night Master* could use this event to seduce the characters and lead to a possible collapse of the party or test their moral temper and induce them not to fall into temptation.

Abandoning the page where it is and then reporting its presence in Anvernia would be the wisest choice, but not the most obvious.

Cellar

The characters descend, finally, into the chimney of the old fireplace, they make their way to the cellar of the haunted house and there they immediately feel that they are in the epicenter of a crossroads of powerful evil forces.

The *Night Master* reads or paraphrases the following passage:

The area has a dismal appearance and is damp and bare. The environment is imbued with a pungent stench of rot, and you have the feeling that there is something extremely wrong with this cellar. The darkness almost seems to be a dense mass in which you struggle to walk through. Beyond it you see an open door, from which comes a faint flash of candlelight.



NIGHTFELL

The cellar consists of three rooms: the old disused kitchen, where the party came through the fireplace, a small hallway, and the cellar itself, formerly used as a storage and pantry.

Old kitchen

It soon becomes clear to the characters that there is something evil in this cramped area. They can search the area to finally find the Eldritch Cluster that gave birth to the curse of the country.

One must approach this malignant object as illustrated by Anvernia. If the party lacks any of the necessary instruments (such as salt), the *Night Master* could decide if necessary to let him find it on the spot, thanks to a DC 15 Wisdom (Perception) check.

Collecting the Dark Cluster is kind of an apotropaic ritual. Those who choose to take it must know that they are handling an object with a will of its own, and it will try to corrode their spirit. The character must make a successful DC 15 Intelligence (Arcana) check or lose 5 (2d4) Soul Points. Attempts can continue until it is collected successfully. In addition, the participation of the party, which turns and follows the instructions of Anvernia, can be exploited to ensure that the performer has Advantage in the Intelligence check.

Hallway

A small and damp hallway, full of dust and webs. Here there is nothing useful to the party but looking around you can notice a dark fetish faintly lit by candles. This small sculpture of bones and skulls features an engraving in Primordial Runic about what appears to be the figure represented.

"Hail, Mazarol, o Devourer of Reality."

Proceeding, the party reaches an ajar door, which leads to the last room of the Cellar.

Pantry

The characters have come to the place where Mirgan Grimfeather resides. The Gray Woman does not look at them directly when they enter the room, but her voice welcomes them anyway, as if she knew of their presence. As her black and scarred lips move, the adventurers feel an overlapping of rasping, inhuman voices, which come from the witch's throat and resound in the closed environment.

If one or more Garnars or Anireth are present in the night adventurer party, Mirgan will address them as "accursed lineage" and claim to have felt the stench of their curse coming.

The *Night Master* reads or paraphrases the following passage to describe the witch:

The whole room seems set up as a blasphemous place of worship, at the center of which is a disturbing woman, surrounded by candles that show her half-naked body, if not for some animal hide.

The witch reveals her insane nature, eroded by that wickedness from which she drew with such greed. Her glassy eyes stare at the void, but you still feel watched by her and by those who dominate her.

The characters may decide to have a dialogue with her, and in that case, it will be useful to the *Night Master* to deepen Mirgan's personality and psychology, reading her story at the beginning of this adventure and her description in the Appendix A of this book. The witch will vent all her hatred for the people of Owlrock, which she will call out as much crueller than her and deserving to be punished for how they treated her. Under no circumstances will she let the party leave the room without staging a deadly fight.

When the fight begins, before rolling Initiative, the witch will be able to summon a Heathen Horror (see the Appendix of this book) from the room with the totems to help her in combat.

Encounter details

- As explained in the Appendix A of this book, Mirgan has the stats of a Black Druid (**Bestiary of Nightfell**)
- The area is considered to be in dim light
- The room is to be considered a Desecrated /Cursed place and the terrain rules described in the **Bestiary of Nightfell** apply.

Once the clash with Mirgan Piumafosca is over, a feeling of peace and serenity will eradicate the discontent that has long gripped the characters. The curse, although weakened, has not been erased.

Her enchanted grimoire will now be accessible, if the spell that saw it petrified had not been broken before. The party will then be able to dissolve the Eldritch Cluster thanks to the information contained within it.

In addition, the trapdoor that connected the entrance of the house with the pantry will see the spell that closed it broken (this phenomenon occurs as soon as Mirgan exhales her last breath).

From the lifeless body of the witch the party can recover her items, and a *witch's pack* and a *witch's bag* (both described in Chapter Seven of the **Corebook**) can be found in a trunk placed in the pantry

EPILOGUE

Finally, the adventurers manage to break the curse and thwart the threat that was devouring Owlrock from within. The malevolent aura that veiled the city seems to fade little by little and the acute discontent that obfuscated the psyche of the citizens seems to give way to relief.

The characters can now travel to Anvernia, in the Lunar Temple, to describe what happened and get their reward of 1200 gp, 3 gems worth 100 gp each and 2 objects of art worth 250 gp each.

Note for the Night Master


If the party has previously decided to leave the Lost Page of Lagoran in the pantry, the High Priestess will decide to give them an additional prize.

Each of those present will then be given an *apotropaic weapon* (see Chapter Seven of the **Corebook**).

The adventure ends here, with the adventurers ingratiating themselves with the esteem of the noble Anvernia and winning a place in the city of Owlrock, where they will be considered bringers of light in the darkness of the Lunar Age.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.



THE HOUSE THAT DROWNS IN THE WOODS

Adventure for **Nightfell** written by Luca Mazzocco for 11th to 12th level characters.



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INTRODUCTION

The events of this adventure follow those of "The Curse of Owlrock". The *Night Master* can choose a way to involve the characters based on how they have dealt with previous events. Whatever the need that drives the party to travel, at night the adventurers will leave for a long crossing, whose destination is Ervenrun, one of the largest and most famous towns of the Known Lands. Wandering will take them to the village of Vaas, which they could have heard of earlier (or even could go in search of it voluntarily, it being on their way).

To play "The House that Drowns in the Woods" you must own the **Corebook of Nightfell** and the official **Bestiary**, since the text does not contain the rules and characteristics for the non-original items and monsters of this adventure.

Difficulty class

Within the adventure "The House that Drowns in the Woods" the difficulty of the checks that the characters will have to take is not always indicated. The *Night Master* can then decide a value between 15 and 20, bearing in mind that it is an adventure for 11th level characters. As in the other adventures of Nightfell, remember that the most important goal is to involve the player and plunge them in the gloomy atmosphere that distinguishes this setting.

REPORT FOR THE NIGHT MASTER

There was a time when the village of Vaas was considered a crossroads by the wayfarers of the Eastern Mark. The small town was famous for its tranquility and as a refuge for all outcasts. The eternal night of Iürmen is silent, and conceals many dangers, yet

Vaas was one of those places considered safe enough to live .

Everything changed when, during a rainy day, four women reached the village's inn calling for help. The eyes of all the patrons turned to the girls as soon as they stepped foot inside the firelit room. Wrapped in a tangle of wet clothes, their bodies could not hide the adversities they must have gone through. Cuts, bruises , scratches, and bite marks were visible on their skin, while the girls begged in tears for a place to hide from their mysterious pursuers. The innkeeper, a man with a gruff appearance and big stocky hands, inspected the girls and sighed his resignation . Handing the mug of beer with unexpected delicacy to the customer in front of him, he made a sign to the girls to follow him.

Before the women could reach the innkeeper, one of the patrons sitting at the counter stood suddenly, sticking a dagger into the solid wood. An unnatural silence spread across the room, as the one known as Vaas' gamekeeper approached the maidens with a weapon clenched in his fist. Gently moving a flap of fabric from the shoulder of one of the girls, the Anireth gamekeeper named Ghelion had his suspicions confirmed.

Witches.

The woman quickly covered the symbol on her own skin, but by now the truth was there for all to see. Folklore indicated this symbol as being that of a famous congregation that used to worship a being of enormous power, known as Mazarol. A creature of ancient times, feared for its insatiable hunger that led it to tear down entire villages, corrupting and consuming any living being who dared to cross in its path.

Beyond the prejudice of the villagers, the truth is that they had only been raised, and subjected to who knows what harassment, by the witches of the woods.

Now they were looking for nothing more than a life away from that horror.

The inhabitants of Vaas, united in fear of coming into contact with Mazarol, decided for the first time to refuse asylum to people in need. As if that were not enough, the poor women were bound and prevented from fleeing, so as to prevent them from taking revenge for that bitter decision. Tears, cries, and supplications were of no use. The men of the village, led by Ghelion, tied the witches to a pole in the center of the square and placed dry branches from the Forest of Stregghi around them. Without any expression of regret in his face, the innkeeper, who from the beginning had seemed well disposed towards the girls, started the macabre execution, throwing his torch at the feet of the women.

If tears, cries, and pleas could not stop that insane gesture, the result of what the witches tried to do as the flames slowly consumed their legs was quite different. The anger towards those people so selfish and so cowardly pushed one of the girls, who some believe was Mirgan Grimfeather, to pray to her Dark God, to save her and her sisters from certain death.

No one knows exactly what happened after the other witches decided to sing that terrible song with their sister. Some rumors claim that a dark cloud spread over the sky of Vaas like pitch, while the shadows of every single villager thinned, as if to tear themselves from the bodies to which they belonged.

And since then, nothing.

Some travelers swear that they have returned to the village and found it completely deserted. Others, on the contrary, said they had done business with the courteous owner of an emporium with a gloomy air. With the passing of time, however, Vaas' fame began to fade, attracting fewer and fewer peddlers. The village, together with its inhabitants, slowly fell into that limbo within which forgotten legends live. Suspended between reality and fiction. Alive and dead at the same time.

Nothing more was known about this, but some rumors seemed to link Mirgan to those events, which prevented her on many occasions from finding a welcome in Owlrock.

THE NIGHT MASTER'S TOOLS

In some cases, it will be possible to put players in front of random encounters with enemies. The *Night Master* can arrange a list of their own casual encounters based on the **Bestiary** or, if need be, use the table below, where we inserted proposals for casual encounters. Just roll a die to choose the type of encounter to put in front of the party or choose arbitrarily from the proposed list.

Random Encounters Table

D4	ENEMIES
1	3 Cogas* and 2 Foul Guls**
2	3 Sepulchral Guls**
3	1 Dark Behemoth* and 1 Coga*
4	1 Dark Behemoth* and 6 Bleak Dryads*

*see **Bestiary of Nightfell**

**see the Appendix of this book

NOTABLE LOCATIONS OF THE EASTERN MARK

Our story takes place in the southern area of the Eastern Mark, the territory between the mysterious Forgotten East and the huge snow-capped peaks of the Elder Pinnacles. To the north, the waters of the Hollow Sea give life to a vast marshy area dotted with marshes and thick vegetation, but even further south are the gloomy places of the Thur province. The outposts of Ervenrun and Owlrock are the only two places that still resist the forces of darkness, or at least are the largest and most protected. In the rest of the vast plain that makes up the Mark, corruption has in fact now taken over. Ghosts haunt ruins of a forgotten time, while everything else rots and slowly dies.

Vaas

The small village of Vaas consists of a few houses, some more eye-catching than others, and the village is known to have been a crossroads for the adventurers of Iürmen. Anyone crossing the plain of the Eastern Mark knew they could count on Vaas to trade and to find refuge at the nameless inn. Among all the buildings of the small town, the character will first notice Albar's inn, Francés Rek's shop, a small church built during the Second Age located on top of the small hill overlooking the village, and a couple of particularly luxurious houses, which belonged to the richest families of the village. The population is mainly composed of Gray Folk and a few Garnars, but the role of the gamekeeper was entrusted to an Anireth family, who oversaw the expeditions to the nearby Forest of Stregghi.

No one travels through this village anymore, surrounded by an aura of mystery. Some claim it is haunted, and those who set foot in it never return.

The Nameless Inn

Albar's nameless inn was one of the main places of interest in the village. Inside, night adventurers and other survivors sat in front of the fire to tell each other ghost stories and argue over the validity of certain dangerous adventures. Albar, the man behind the counter, may seem grumpy, but under his hard exterior hides a person with a good and kind soul. The smell of beer and roast, over the years, has now soaked the beams that line the ceiling and the planks that cover the floor.

Francés Rek's shop

Inside the only shop located in Vaas it is possible to buy only the strangest goods: commodities like "forgotten memories", "lost emotions" or "the courage to do the right thing". Its owner, a Garnar named Francés Rek, has become famous among travelers for the knick-knacks she usually gives them, along with every bizarre purchase. Francés and the customers also have a tacit agreement. With each new purchase, Francés gives the wayfarer a meaningless object, in exchange for the customer's secrecy about the real nature of the sale. Bizarre as it was, over time people began to find this barter very tempting and, in some ways, doubly advantageous.

The church at the top of the hill

At the top of the hill that stands on the west side of Vaas there is a small, ancient church, dedicated to the dawning cult of Mirithlen. It was one of the first places of worship built in the name of the goddess in the Second Age, before the birth of the Lunar Cult. The villagers, however, were not particularly religious people, which led the building to be often used as a warehouse for wine stocks and as a storage for a large number of books. At one time, before contact with the village was lost, that church was led by a lunar priestess of the Gray Folk named Ferla and her two assistants. As the years passed, however, no one needed any more spiritual support, detaching themselves from the yoke of the Cult that dominates Owlrock.

Forest of Streggh

Where the lost Empire of the First Men borders the Mark, an old forest stretches for thousands of acres as far as the eye can see. The Forest of Stregghi takes its name from the stories of travelers, convinced that they have met in the woods a group of primitive and dark spirits linked to Ènferun. Even on Full Moon nights, moonlight hardly filters through the dense tangle of branches that huddle together like snakes on their prey. Among the various legends of the place, there is talk of a house submerged in vegetation, hidden in the thick of the forest.

The House that Drowns in the Wood

No one knows for sure who lives inside the house located in the Forest of Stregghi. Many have tried to explore the forest, but few have managed to navigate their way through, and everyone knows that it is safer to lengthen a journey by weeks than to cross that forest. Those who succeeded have spoken of moving shadows, strange footprints, and reliving their worst nightmares. Once upon a time the people of Vaas organized an expedition within it. The reason for this initiative has never been clarified, but it is suggested that they were trying to reach the House that Drowns in the Woods. Whether they succeeded or not, however, we do not know.

List of Chapters

Chapter One – the Nameless Inn

Chapter Two – Eternal Rest

Chapter Three – the Deconsecrated Temple

Chapter Four – the House that Drowns in the Woods

Chapter Five – the Ghost Village (epilogue)

INVOLVING THE PLAYERS CHARACTERS

After the events of Owlrock, the night adventurers head to Ervenrun. During their recent adventure, the characters may have managed to gather rumors and notions about Vaas, a village hit by a mysterious curse. Based on what they discovered in the previous adventure, they may have been alerted that a far more powerful hex may have plagued this country.

The party may voluntarily want to reach Vaas to investigate, to unravel its mysteries, or just because it stands along the way to Ervenrun. In case they do not know to go there, the *Night Master* can come up with a way to put them on a path that leads to the village. Among the methods we propose, there is the possibility of making them perceive that they are being hunted by beings from the woods, who are too many or too powerful to be faced, but who strangely turn away when the party approaches the village.

As soon as the characters approach Vaas, the weather suggests that it is time to find shelter.

The *Night Master* can read or paraphrase the following:

A drop of rain falls to the ground beneath you. You stare in each other's eyes, aware that a storm may be coming. After a few moments, while the air moistens and the need to seek shelter grows, rain comes, forcing you to run in the hope of reaching a safe place soon. The abandoned road forks, pointing either towards



- 1. TAVERN
- 2. CHURCH
- 3. GRAVEYARD
- 4. OLD MANORS
- 5. EMPORIUM

Ervoenrun, a place still too far away to reach or to a rotten sign spelling "Vaas". You look around. The Moon is covered by clouds and the darkness is interrupted only by fleeting flashes. You choose to try your luck to quickly find a warm place, away from rain and lightning.

Random encounter

Before reaching the village, to increase the feeling of danger in the players or to further weaken the party, which will therefore be more determined to find shelter, you can decide to pull a d4 to select a group of enemies from the Random Encounters table. Characters can fight or attempt to escape towards the village. In the event of a conflict, the following rules apply to the environment:

Details about the encounter

- The area is considered in dim light
- The land is to be considered Cultivated Fields / Plains and the terrain rules described in the **Bestiary of Nightfell** apply

Once you reach the village, a few miles from the junction you have encountered, what you are facing is a normal town on the edge of the forest. A large square leaves the field of view free to look around calmly.

On the opposite to the entrance to Vaas you can see an inn illuminated by the dim light of a hearth. No sound seems to come from inside, but from the windows it is evident that there is someone inside it. It is probably the sound of rain covering any other noise. On the right you immediately notice the sign of an emporium. The plaque reads: "*Francés Rek's shop. Where your wishes come true!*". On the left, a heavy gate separates the square from a dirt path that leads to the top of a small hill. Despite the darkness and rain, thanks to the light created by lightning you notice a church, whose pointed roof soars in the black sky. At the center of the large open space in front of you, finally, you notice the remains of a large fire, which has been extinguished for some time now. Meanwhile, your clothes adhere more and more to your wet bodies, and your boots are dripping with water.

Once you reach the tavern you move on to Chapter One.

CHAPTER ONE: THE NAMELESS INN

As soon as the characters set foot inside the inn, they are partially disappointed by the lack of the expected warmth. The main room, despite the fireplace lit on the left, does not seem to retain heat inside it. Looking around, the characters notice several tables occupied by patrons intent on drinking their beer, smoking, and telling each other terrifying ghost stories. By the fireplace, an elderly, scruffy-looking man is waving his arms convulsively, while the people around him seem to mock and tease him. Scattered around the tavern we find about ten candles that, together with the hearth, illuminate every corner of the room. When the characters take their first steps inside the inn, they notice that they are being watched by the man behind the tavern counter, busy cleaning the large wooden mugs with a rag. Characters can then choose which of the two points of interest to move to.

THE MAN RANTING BY THE FIREPLACE

When they approach the strange individual standing by the fire, the characters notice how his eyes are bloodshot insane. The other guests of the inn who sit by the fireplace laugh noisily, to the increasing irritation of the object of their ridicule. The party might notice how strange the relaxed climate of this environment is, in contrast to the gravity that pervades the outside world. If the adventurers decide to stop and listen to the rantings of the man, they will hear the following words:

"Stop mocking me! I tell you it's true! That house in the Forest of Stregghi is alive! Anyone who sets foot in the forest can hear it breathe! Don't you hear it? Don't you hear this sound? It's like the rattle of a dying man... You must listen to me or it will be too late for you! You're already dead, you just don't know it!"

Characters can then inquire about the mysterious house in the woods, asking for information to the closest patrons. The *Night Master* can reveal information about the owner of the dwelling based on the result of the Charisma (Persuasion) checks that the characters will be called to take. At best, the characters will find that:

"The house belongs to the family of gamekeepers who for years have been defending Vaas from the dangers coming from the Forest of Stregghi. The building was founded by an Anireth named Ghelion, who was initially greeted with ill-concealed annoyance due to his lineage. After a long period of mistrust, the locals began to warm

to him and welcome him into the community, along with his wife and son. With the passing of time, the role of defender of the village has passed from Ghelion to his son Leliam.

Something mysterious has corrupted, over time, the relations between the family of the gamekeeper and the inhabitants of Vaas."

Any request for more clarification is ignored by patrons, who find the curiosity of foreigners annoying and inappropriate. The characters can still try to talk to the individual with a crazed look, but to do so they will have to overcome a DC 19 Charisma (Persuasion) check. In case the party members manage (by persuasion or intimidation) to convince him to speak, the man reveals his own version of events to them, stammering every word.

The *Night Master* can read or paraphrase the following:

"I'm not lying! You believe me, don't you?! The house of the gamekeeper emits sighs that creep into the head of anyone who sets foot in the Forest of Streghi! Since I returned to Vaas, I feel a hot breath behind my neck, while something scratches from inside my head! Always scratching! It scratches even now! I'll tell you what it is! It's the Mazarol! He is taking revenge on the inhabitants of Vaas for what we have done to those... It is too late! We can do nothing more! Nothing! Nothing..."

In case the characters decide to put pressure on the madman, it must be pointed out that doing so would further anger the patrons. Insisting, attracting too much attention, or abusing the patience of those present could jeopardize their stay in the village of Vaas, or worse, stir up an angry crowd against them.

ALBAR, THE INNKEEPER OF THE NAMELESS INN

The characters approach the tavern counter, observing the giant man standing behind the solid wood table. The innkeeper is a seven feet tall Garnar with gigantic hands he struggles to get into the mugs he is cleaning. The thick beard on his face makes his facial expressions difficult to decipher. Despite his grumpy appearance, Albar does not seem dangerous. The characters may decide to refresh themselves, or to investigate what is happening to the village of Vaas. In case the players decide to dine, the bland soup of potatoes and onions fails to satiate their hunger. If adventurers choose to talk to Albar, the *Night Master* can read or paraphrase the following:

"And so you came to Vaas to protect yourselves from the fury of the storm... I'm not surprised, you know? By now most of my patrons are passing fugitives looking for a hot meal and a roof. Yet, it hasn't always been like this. Vaas has always been a crossroads of travelers and brave adventurers, but this was well before I was born, in the time when Hollon still illuminated the skies."

Albar's dull eyes betray the nostalgia of an era that will never return. In the event that the characters decide to ask the mighty man for clarification on the enigmatic stories surrounding Vaas, the innkeeper will shake his head, denying knowing about such rumors. The village never disappeared and never really became deserted but was simply forgotten by everyone else.

Looking around, the characters notice paintings hanging on the wall that represent the town of Vaas in its heyday. In one picture we see the church at the top of the hill, outside of which you can see a splendid lunar priestess together with her two followers. From the smile on their faces it is evident that the atmosphere of the country was very different from the current one. Another painting, on the other hand, depicts an Anireth, along with a woman and a child. If the players have already talked to the people sitting by the fireplace, they can guess that they are Ghelion and his family.

If the characters have interacted with the madman, they can talk to Albar asking about the mysterious dwelling in the woods.

The *Night Master* can then read or paraphrase the following:

"Aldur hasn't always behaved that way... He was once a Warden of the Dead and was responsible, along with the gamekeeper, for protecting Vaas from attacks from the outside. Since he last... visited Ghelion he has no longer been the same. He began to talk about abysses, curses and witches, frightening most of my patrons ... But you do not seem to be mere wayfarers!" the innkeeper lowers his voice "Could you take a look in the house located in the heart of the forest? The soup and the accommodation are on me, and while you're away I will scrape together whatever valuable is left in the village to reward you. Everything to calm Aldur down!" He gets up to clean the counter, speaking loud and clear again "All I care about is the well-being of my village, and down with the slander!"

Adventurers can then wander the tavern again or decide to climb the stairs to the left of the counter and proceed to Chapter Two: Eternal Rest.

CHAPTER TWO: ETERNAL REST

If it was not already daytime, total darkness comes. If it already was, it thickens. With the absence of moonlight in the sky, the obvious choice is to take advantage of the rooms offered and possibly rest. Once you climb the stairs, you can describe the environment of this old inn as dismal and dilapidated, made even more spooky by the storm. Vaas is going through a period in which very few foreigners come to the city, as the characters undoubtedly perceived from the total absence of guests on the first floor. The rooms all look dirty and gloomy, almost in contrast to the atmosphere found in the large common room. The temperature on the other hand, has not changed much and the party may fear to suffer the cold during the night. As they continue to explore the various rooms, the characters notice how one room, unlike all the others, appears sumptuous and illuminated by elegant candlesticks. Adventurers might presume that it is the luxury suite reserved for the most important guests. The characters then decide who will be the one who will sleep in that comfortable but at the same time anomalous room.

Note for the Night Master

During the choice of the characters while observing the opulent room, it can be highlighted how in front of it everything seems even more sinister. The *Night Master* can describe an unusual increase in the restlessness transmitted by the inn and some gloomy elements such as mysterious sounds, the external roar of the rain or some lightning shadow behind the characters, which strangely seem to become more sinister. The entire corridor makes the party want to close in their respective rooms, whichever they are, to wait for the moon to rise.

Everything characters makes a DC 13 Wisdom Saving Throw. Those who fail cannot rest well (they can take a short rest, at best), and their sleep is haunted by nightmares, shivers, and weird feelings (the character loses 7, or 2d6, Soul Points).

THE BEDROOM

Once the rooms have been assigned, the adventurers can rest. The *Night Master* can now describe what concerns the character who resides in the luxurious room. This character can then tell what happened to others, or not.

After spending some time in the luxurious bedroom, you experience a feeling of serenity that covers the restlessness you felt before. A feeling that deludes you, for a few seconds, into thinking that you are the real owner of that room and that you deserve such a fortune. An illuminated candlestick projects its yellow light on the shiny wood of the four-poster bed, perfectly cared for and made smooth by some strange resin. The crimson fabric of the sheets highlights the brass knobs of the structure of your noble bed. Looking around you, you notice paintings of people who are familiar to you, but who you cannot fully recognize. On the tips of your fingers you perceive a tingling, like when you hold a sword too strongly for a long time. You shake your hand, allowing the circulation to return to flow normally. Intimidated by that strange feeling and confused by those faces that watch your every single move, you still decide to go to sleep under the sheets.

The storm becomes less and less intense, allowing the party to rest during the daylight hours. When the dark day comes to an end and makes way to the beginning of the night, the character in the sumptuous room is the first to wake up, awakened by a dull noise. Understanding where it comes from requires a successful DC 13 Wisdom (Perception) check. The check can be repeated several times since this thud is repeated more than once: the noise comes from inside a closet.

The *Night Master* can read or paraphrase the following:

You slowly approach the closet, hearing a continuous and recurring noise inside it: a noise of wood chips coming off and nails scratching. You slowly bring your hand closer to the golden handle of the cabinet and grab it firmly. You breathe deeply, frightened at the idea of what animal may have been trapped in there. With a quick move, you pull the cabinet shutter towards you. Once opened, you see there is nothing inside it. Was it just a figment of your imagination? Suddenly you notice a small white object, located in the part of the closet hidden by the other shutter. You slowly stick your head into the cabinet and see that it is a small shoe. Your eyes quickly slide upwards as you immediately notice that the shoe is tucked onto the foot of a pale-faced, white-eyed little girl. How could you not notice her before? Her skin is almost transparent, and you do not have time to dwell on it, as the little girl opens the shutter and runs away laughing, disappearing beyond your room's door.

The character who saw the girl makes a DC 15 Wisdom Saving Throw. Failure means they lose 9 (2d8) Soul Points, become Frightened for 1 minute and utters a loud scream of terror. Success means the Soul Point loss is halved, they are Frightened for 1 round and can stifle the scream.

Note for the Night Master

Do not exclude the hypothesis that the characters all decided to hide in the same room, whether it is any or just the luxurious one. This situation can be adapted to the whole party, where one or more characters can hear the sound coming from the closet.

Otherwise, the character may eventually inform the party about what happened in their bedroom.

As night comes, the characters leave their rooms and head downstairs. The room in which the fireplace is located is now empty and, if possible, even more icy than they remembered. Everything appears to be in an obvious state of neglect and there is no trace of Albar. In case the nocturnal adventurers decided to explore the main hall of the inn, they would find nothing but dust and webs. Attracted by a small external glow, the characters can then exit the building.

THE SQUARE

The party returns to Vaas' main square. The village is shrouded in thick fog, which makes visibility extremely limited. At the end of the square opposed to the inn the tops of the trees of the Forest of Stregghi can be seen, while at the center of the huge open space there is what seem to be the remains of a large bonfire. The gate leading to the top of the hill, where the church stands, is still closed.

Unlike the last time they were in this place, the characters now notice a series of small candles tracing a path, which connects the inn to a strange building. Trying to see through the fog, adventurers can manage to read the plaque placed above the door, which bears the inscription "*Francés Rek's shop. Where your desires come true!*".

The characters can then follow the path and head to the next destination or ignore the candles and dare the white fog. In case players favor this second option, the characters soon find themselves lost and unable to find their way back to the inn. Based on their actions, the *Night Master* may decide to make the adventurers lose some more Soul Points, describing a sort of supernatural bewilderment, and then helping them return to the beginning of the path. Candles seem to be the only useful reference point so as not to get lost in the strange haze.



FRANCÉS REK'S SHOP

The inside of the shop is dirty with mud due to the recent thunderstorm, and the wooden door seems to fail to prevent fog from entering the building. Rows of transparent vases containing mysterious objects are placed behind the counter, away from the hands of thieves and onlookers. The characters entering the strange room detect a strong stale smell. Shortly after the party takes a few steps inside the store, a woman comes out of the door behind the counter. She is Francés Rek, the Garnar who takes care of managing this strange place and who, for a few gold coins, is willing to reveal the future to all foreigners passing through Vaas. The blond-haired woman seems to be about sixty years old, but the tales that you heard about the village state that she is actually much older. After tucking her shirt inside her pants, Francés turns to the characters with a cheerful and bizarre expression that is definitely in contrast with the atmosphere.

The *Night Master* can read or paraphrase the following:

"Welcome to my shop, travelers! My name is Francés Rek and I am here to serve you. Needless to say, I have everything you might desire. Don't look so startled, I have been knowing you since... but I'm digressing. Know that you won't find swords, armors or magic potions here. After all, you already have enough of those, don't you? Even too many..." The woman sniffs the air towards you *"Yes, yes, no, no. Here you can buy nothing but forgotten memories, lost emotions or, for the most fearful, the courage to do the right thing. Do not be ashamed: your Francés knows how to read the most hidden and forbidden corners of your soul..."* The woman intently stares at every one of you *"There, there. No need to be afraid."*

In the shop there are mostly knick-knacks and Unusual Items (see Chapter Seven of the **Corebook**). They are disorderly arranged, as if they were leaning where they are and then forgotten. If the party decides to ask about the house in the Forest of Streghi, Francés will prove to be extremely helpful. The Alpern woman reveals to the players that the key to access the dwelling in the heart of the forest is kept by the priestess of the Moon who lives in the church at the top of the hill.

Once outside the store, the party hears the distant creak of a gate opening, and some footprints left by boots that lead to the Temple. If the characters try to go back into the shop to talk to the shopkeeper again, they find nothing, as if someone had quickly emptied the whole room. On some shelves, or on the ground, various objects are piled up, such as those that previously were stored on the shelves for sale. If, on the other hand, they decide to follow the footprints, they will notice how they vanish as soon as they put their boots on it.

When the whole party is finally ready to continue, the characters can head to the church and to Chapter Three: the Deconsecrated Temple.

CHAPTER THREE: THE DECONSECRATED TEMPLE

After passing the gate, the characters are faced with a short dirt climb that leads them to the church at the top of the hill. The path is lined with dead trees that stretch their knobby branches towards the road, as if to grasp the unsuspecting strangers passing by. Very few leaves, dry branches and some fallen trunks are the first things that strike the eye of the adventurers and make up a picture of misery and decayed beauty. The sound of the wind among the vegetation almost seems to recall the screech of a human cry, making the characters shiver so hard that they have to make a successful Wisdom Saving Throw or lose 1 Soul Point and have Disadvantage in their next Wisdom Saving Throw.

Continuing along the climb, the church seems bigger at every step, proving to be a building even too majestic to be relegated to this small village. The black sky above the town of Vaas is illuminated only by the light of the Moon, which is reflected in the puddles left by the storm of the day before. The dull colors of the night, however, are interrupted by the stained glass windows of the church, pierced by the light of the torches inside the place of worship.



THE CEMETERY

Once at the top of the hill, the characters find themselves in front of a disturbing building. Old statues depicting the lords of the Eastern Mark surround the path, worn out by time and covered with weeds. The gigantic metal handles on the wooden door bear engravings in First Language:

From the Sun to the Moon, she has traveled the roads that ascend to the Sempiternal. Her three faces speak to us of the right way and of what is light in the darkness.

The characters can easily understand that the engravings refer to Mirithlen, the Trifold Goddess. An Intelligence (Religion, or History having Disadvantage) check will make them remember that, in the Second Age, she ascended to godhood and reconciled the First Men and the Overseas People.

If you look around, the characters notice that there is a small graveyard in front of the church. The tombs, small and in an evident state of abandonment, are dominated by cairns and old, large stones placed vertically, which bear the names of the inhabitants of Vaas. On one of these tombstones is placed a

fragment that differs in shape from the burial stones. Also, if a character makes a successful DC 15 Wisdom (Perception) check, they can try to read some of the names. In case of failure, the character will have to get closer to the grave in order to read the text on the tombstone. Among the names present, the characters firstly note those of “Tora” and “Dure”. Approaching the boulder with the names engraved in common language, they can collect a strange fragment of stone, which seems to be part of a mosaic.



THE HOUSE THAT DROWNS
IN THE WOODS

Note for the Night Master

Two Mosaic Fragments are to be collected, and used to access the crypt of the church, where the lunar priestess is located. This detail should be noted before the party enters the church.

When players are close enough to the tombs, the *Night Master* can read or paraphrase the following:

Suddenly the soil of the tomb begins to move, as if a myriad of worms were intent on moving beneath the surface of the earth. A rotten hand suddenly comes out of the ground, followed by the rest of the dead man's body. The flesh of its face is still partially clinging to the muscles of the face. Within a few seconds a dozen undead stand in front of you. Some appear to have been dead for a long time, while others seem to have been buried recently. Without making a sound, the resurrected turn their attention to the party that disturbed their sleep.

The party faces 15 Lemures (**Bestiary of Nightfell**) and can decide to fight against the creatures or to fall back and flee to the entrance of the church.

Encounter details

- The area is considered in dim light.
- The land is to be considered a Deconsecrated Place/Cursed Place and the terrain rules described in the **Bestiary of Nightfell** apply.

If the characters decide to escape and try to open the door to the church, they will find that the entrance is firmly closed. From inside the building comes the voice of a man, who demands the adventurers leave. The *Night Master* can read or paraphrase what the mysterious individual uttered:

"Get out of here! There is nothing for you in Vaas! Go away, or the curse of Mazarol will hit you too!"

To enter the church, characters can perform a DC 15 Strength (Athletics) check to unhinge the old door or a DC 17 Charisma (Persuasion or Intimidation) check to convince the man to help them. During combat, making these checks

requires the character to use their action. In the first case, if they were successful, they would be able to open the door and enter. Next to the entrance there is a piece of furniture that you can move with a Strength (Athletics) check to block the entrance and prevent the corpses from entering. In case they manage to pass the Charisma check, someone will open the entrance to them, saving them before the horrendous beings can reach them. The party will have a single attempt to easily enter the place of worship. If it fails, they will find themselves surrounded and forced to fight. They can still try to break through the door during the fight, but it would obviously be more complicated, because in the meantime the door has been barred from the inside, making the characters have Disadvantage on Strength checks. Likewise, the Charisma check will have Disadvantage too, as those inside do not want the monsters to enter the church.

Note for the Night Master

If the characters immediately decide to fight, they will still find the door closed and the voice behind it that tells them to move away: in any case, they will still need the Ability checks to access the church.

THE CHURCH

The interior of the church appears neglected, but the broken benches, dust and webs everywhere cannot completely hide the lost splendor. Shelves of books, rancid wine barrels and other elements not exactly suited to a place of worship disorderly fill the nave, which seems to have been used as a kind



of warehouse by the inhabitants of Vaas. On the opposite side of the entrance there is an altar, behind which stands a hooded man. The man suggests to the adventurers that they should leave the village, and the characters may notice that the voice is the same as the person they heard before entering the building, although he is far more distant than he should have been to have opened the door a few moments before.

Characters can now explore the interior of the place of worship or move in the direction of the hooded man. In the first case, the characters notice how dust is on all surfaces and a metal door on the left on which there is a bizarre alcove with a square shape that seems perfect to fit in the Fragment they found in the graveyard. If the characters decide to go and talk to the shady figure, the *Night Master* can read or paraphrase the words with which it will immediately apostrophe the party:

"The sound of the hammer! That hammer has been beating for days!" The voice of the man falters, as if the sound he is speaking of literally hurts him. Then, he suddenly shouts "Leave! The priestess does not want you to stay here! Leave or the witches' curse will sink its claws in you too!" He starts to weep "Flee, while you can... I beg of you..."

Getting closer, the characters notice that there is something strange in the man. The strange individual remains still, rigid and speaks with a voice so deep and distant that, at times, almost seems to come from inside a cave. If the characters decide to touch the man, they discover that it is actually a corpse, whose spirit has remained imprisoned among its limbs. At the slightest contact with the players the dead body crumbles in bones and dust. With a successful DC 13 Wisdom (Medicine) check, the characters can understand that the man has actually been dead for many years. Among the bones that have fallen to the ground, the characters collect a second Mosaic Fragment.

Once the two Mosaic Fragments are obtained, the characters can embed them in the metal door. A mechanical noise fills the church hall, echoing in the air. The door opens and the characters can go down the stairs leading to the crypt. Once they set foot in the gloomy underground place, they will find themselves in total darkness, pervaded by dark sensations. The cold seeps into the bones of all party members, and everyone has to make a successful DC 15 Wisdom Saving Throw or lose 7 (2d6) Soul Points.

THE LUNAR PRIESTESS

Upon reaching the lower floor, the characters are faced with a frightful scene.

The *Night Master* can read or paraphrase the following:

A Grey Woman in ceremonial clothes sits on a wooden throne. Her clothes are dirty and worn, stained with blood and bleached by time. Rhythmically, obsessively, what remains of the lunar priestess seems intent on tormenting her legs with a blacksmith's hammer. However, the sound that echoes is not the dull and moist one of rotting flesh, but a metallic and shrill noise. Your gaze focuses on the woman's legs, and you realize that they are pierced by countless large rusty metal nails, sunk into the flesh to such an extent that they have surely nailed her to her throne. Your heart beats as fast as the hammer, and you are stunned for a moment, forgetting to react when the toll ceases suddenly: the creature looks at you with vitreous and lifeless eyes, behind which lies a darkness that is undoubtedly aware of your presence. You cling to your weapons and recoil when the creature suddenly rises with an inhuman cry of anger and pain, tearing her flesh nailed to the heavy throne. With each step, the creature ponderously tends towards you dragging her heavy burden still firmly anchored to tissues and tendons.

Characters must now clash with the lunar priestess who is, by now, nothing more than a receptacle for the Echoes of Death. In a shoulder strap, she has a key and her own diary.

Encounter details

- The area is considered totally in the dark.
- The land is to be considered Deconsecrated Place / Cursed Place and the terrain rules described in the **Bestiary of Nightfell** apply.

The characters can now pick up the old diary of the woman, where they find out her name, engraved on the leather of the binding: "Vanisia".

By reading the diary, the characters notice how the writing becomes more confusing as the pages go by, especially in the final part, where it seems that she has transcribed only meaningless symbols. Among the old pages there is talk of the arrival of the witches at the inn of Albar, the fury of Ghelion and their conviction for witchcraft in the square of Vaas. The pages of the book also reveal how, following the summoning of the Mazarol in the Forest of Streghi, the gamekeeper was

accused of having led the country to ruin. Stoned, despised, and tortured along with his family, The Anireth seems to be detested by the priestess. The last page is written with quivering hand and tells how the priestess decided to nail herself down to her throne to prevent the unholy spirits that haunted her from ravaging throughout Iürmen.

Characters can take the Brass Key from Vanisia's shoulder strap and Vanisia's Hammer, imbued with darkness (a Grim Light Hammer), and can now exit the church and quickly return to the village to head to the Forest of Streghi and to Chapter Four: The House that Drowns in the Woods.

Note for the Night Master

If the party had not previously faced the Lemures in the cemetery in front of the church, it would now have to make its way by force.

CHAPTER FOUR: THE HOUSE THAT DROWNS IN THE WOODS

When they return to the square of Vaas, the characters see a little girl running towards the woods. After passing the gate leading to the church hill, the party has a fleeting vision of the girl with the white shoes, the same one from the cabinet in the inn, running towards the wood giggling.

Note for the Night Master

As usual, getting off the path marked by candles results in the loss of Soul Points. Characters who get lost in the fog must make successful Wisdom checks to return to the safe path.

THE DEAD TREES

Once the party has entered the forest, the *Night Master* can read or paraphrase the following:

Suddenly, the air around the adventurers becomes dense and icy. Every breath is like swallowing rough pieces of ice, which stick into the trachea until the saliva makes them go down. The fronds of the tallest trees prevent the Moon from illuminating the environment. The fog that enveloped the village square seems to be present even inside the forest, but slightly less thick. A deep and irrational fear creeps into your hearts. Suddenly you are reminded of the legend of Mazarol, an ancestral creature feared by the men in the inn. Along with that memory also comes the feeling of being observed, while the whole forest seems to contract and stretch out, as if breathing.

From now on, the characters have the constant feeling of being observed by someone, but no matter how hard they search their surroundings, they find no one. It seems that the forest itself watches them in their walk between haze and darkness. The way forward, marked by the occasional candle, is long and takes about three hours to travel.

Every half hour of walking, the characters may run into a complication in their journey. To choose it, you can pull a d6 and select the result from the table below, or just draw inspiration from it. Once a specific complication is addressed and resolved, it will not recur, and if it comes out again at the roll of the die it will be calculated as "No Complication".

Complications

D6	COMPLICATIONS
1	No Complication
2	Distorted perception
3	Threats in the woods
4	The old ritual clearing
5	Grieving souls
6	Mazarol footprints



Note for the Night Master

In all combat encounters in this wooded area, the terrain is to be considered as Forest, applying the terrain rules described in the **Bestiary of Nightfell**.

No complications

Sinister shadows writhe between the branches, but nothing happens. The characters are surrounded by silence as they proceed on their way.

Distorted perception

Nocturnal adventurers observe the forest. It seems that the trees move, that the distances shorten and lengthen each time they look in a different direction. Something unnatural hovers in that place, distorting their perception and making them

lose 2 (1d4) Soul Points. They must make a successful DC 15 Wisdom (Survival) check in order not to get lost. Failing the check will cause them to miss the path marked by candles and finding it again will take no less than half an hour.

Threats in the woods

Their path is interrupted by threatening beings who suddenly emerge, ready to attack them. The *Night Master* can roll a die to select opponents from the Random Encounters Table of this adventure.

Old ritual clearing

The characters find a small clearing during their crossing in the woods. Hanging from the branches of the trees that surround it there are carcasses of rotten animals, and in the center, there are old extinct hearths and various charred corpses piled to the ground to draw the symbol of the Old Covens. Suddenly, a dark construct, made of bones and dry wood, comes to life, animated by dark energies that permeate the place.

The party faces 1 Badelisk (**Bestiary of Nightfell**).

Grieving souls

The path is crossed by ghosts of wandering animals. Dying forest spirits walking as if in a limbo between different realities. The scene, sad and scary at the same time, is observed by the characters, who must make a successful DC 15 Wisdom Saving Throw or lose 5 (2d4) Soul Points.

The spectres of the beasts of the ancient forest travel a short distance, surrounding the characters and almost touching them, and then vanish into the nothingness from which they came. Touching the apparitions means losing 9 (2d8) Soul Points.

Mazarol footprints

One of the greatest dangers of those who enter the Forest of Streghi is to step on one of the dark footprints of the Mazarol. If a creature unknowingly walks over such footprints, it must follow its path and wear itself out spiritually, as if it were possessed.

Characters must perform a DC 15 Dexterity Saving Throw. If they fail, their reflexes will not be fast enough to prevent them from stepping on a strangely shaped footprint that they had not noticed before.

A creature that has stepped on a Mazarol Footprint takes 18 (4d8) necrotic damage and must make a successful DC 15 Charisma Saving Throw or wander aimlessly for 1d10 minutes and lose 1 Soul Point for every minute spent wandering. At the end of this time, the creature can repeat the Saving Throw to try to regain consciousness and break away from the path marked by the footprints.

A spellcaster can help any companion under the effect of footprints thanks to a spell of *remove curse*.

THE HOUSE

Once the obstacles in the forest are overcome, the adventurers reach the house in the heart of the forest. It is advisable to make the characters take a short rest, if they need it because once they get inside the house, it will no longer be possible.



NIGHTFELL

Note for the Night Master

The *Night Master* can also make the previously spotted girl appear again, if necessary. She will fleetingly point to the house in the woods to make the party understand that they have come to the right place. The little girl will vanish again into the darkness soon after.

The *Night Master* can then read or paraphrase the following:

After what seemed like an endless crossing in the vivid darkness of the woods, you finally find the old home you were looking for. The house seems devastated by the years and is in very poor condition. You cannot understand the reason for this impression of yours, but you realize that there is something abnormal in that building. Something dark and disturbing.

When the nocturnal adventurers approach the house, they can make a DC 11 Wisdom (Perception) check to notice the ghostly little girl watching them from the window, and then move away and hide.

Once you arrive at the front door, the Brass Key collected in the church emits those what seems to be the wailing of a child, yet distorted and filled with despair. After inserting the object into the patch and opening the door, an ordinary country house stands before the characters. Wooden furniture, the table still laid and paintings hanging everywhere. In the paintings the characters can recognize the game-keeper Ghelion with his wife and son. In other paintings, however, we see the little Leliam become an adult and father of a beautiful little girl.

By continuing their search and performing a DC 15 Intelligence (Investigation) check, the adventurers find threatening letters addressed to Ghelion. The villagers have in fact accused the man of having attracted the curse of the witches on Vaas. The characters then learn of the four women who arrived at the inn during the storm. After being accused

of witchcraft and burned at the stake by the gamekeeper, the women then spread the curse of Mazarol on Vaas, unleashing the wrath of the inhabitants on the Anireth family. Another document reveals how, during an attack, Ghelion was killed along with his wife, leaving his son alone.

As the party continues to explore the house, a chosen character from the *Night Master* will come across the spooky little girl, who will silently beckon to follow her. Characters can follow the girl and watch her enter a room. After opening the door to the bedroom, the party stands in front of the corpse of an Anireth lying on the bed, with a dagger skewered in the chest. Players also notice the identity of the corpse: he is Leliam, whom someone must have killed in his sleep judging by how the body shows no signs of colluding.

THE WITCH

The party can now inspect the corpse or pull the dagger out of the body. The rest of the austere room seems almost devoid of other useful things, except for a leather bag placed in a dusty drawer, containing 800 gp. Once the dagger is pulled out or Leliam's body is touched, it dissolves like dust in the wind. Suddenly, a female voice from outside the dwelling attracts the attention of the characters. It seems to be a heartbreaking and gloomy cry, emitted as soon as the body on the bed is affected.

Note for the Night Master

The dagger in the body of the gamekeeper's son is a *magical grim dagger* +2.

So, its properties are:

- Finesse, Ranged (range 20/60), Light, Grim, Magical +2

Once out of the house, the adventurers meet a woman with a burnt face. She is one of the witches burned at the stake by Ghelion, who survived the fire thanks to the dark invocation of Mazarol.

The *Night Master* can read or interpret the following::

"How dare you remove the dagger?! Do you know what that man's father did? He killed my sisters! Aghata, Wanda! Just because we asked for asylum, do you realize?! Thanks to dark prayers I managed to escape but look what they did to me! Look at my face! It's his fault that they are cursed now! You didn't have to meddle! I will not allow you to let them rest in peace! The inhabitants of this accursed place deserve the end they have found, swallowed up by the emptiness of the jaws of Mazarol, which has extended its shadow beyond the frost of the Dark Mirror to envelop their corrupt souls! May you be damned like them!"

The party is confronted by the furious woman, who announces her name in a thundering voice shaking the branches of the trees, followed by a sinister roar from the depths of the woods: "*Arkea!*"

Encounter details

- The land is to be considered Forest and the terrain rules described in the **Bestiary of Nightfell** apply.

At the end of the confrontation, you move on to the final chapter.

Character Level Increase

Give the players time to update their sheets before proceeding with the adventure.



THE HOUSE THAT DROWNS
IN THE WOODS

CHAPTER FIVE: THE GHOST VILLAGE

When the woman is killed after a fierce fight, strange roars will come from the trees, followed by guttural and deep gurgling.

The *Night Master* can read or paraphrase the following:

After hearing inhumane sounds echoing through the forest, a sound of broken trees follows. After a few moments of ominous silence, a being of darkness and fangs appears from the forest, and throws itself on the old dwelling, crushing it with its mere strength. You helplessly witness a whirlwind of teeth that chops, grinds, and devours the woman before your eyes. The shapeless figure of the Mazarol seems to have awakened from its stasis. The whisper of the trees and the twitching of the forest were nothing more than its breathing, and the icy fog its breath. Escape, now, is the only possible option in the face of such an ancient evil.

Distress

Being in the presence of such an evil and powerful being inevitably clutches the hearts of the adventurers. What the characters are facing is the manifestation of a mythological entity although not at the height of its power.

The Appearance of Mazarol cannot be fought. This ancient creature of mammoth size is the embodiment of a forgotten god and, for the purposes of the Vile Foe mechanic (see Chapter Six of the **Corebook**) is counted as a Fiend with Challenge Rating 16.

Therefore, characters must make a successful DC 18 Wisdom Saving Throw or lose 16 Soul Points.

The escape in the direction of Vaas then begins. It will be important to make players understand that this situation cannot be resolved fighting, and that hesitating would mean being swallowed up by the dark mass.

The night adventurers must run at breakneck speed to escape this ancient being.

As the terrible fanged darkness approaches the party, the characters can notice the little girl not far away, around whom there are candles with purple flames that form a circle. Unable to find a real way out as they run away, the adventurers understand that they must soon reach the girl, who urges them to come to her. With a DC 13 Strength (Athletics) check, the characters can reach the circle of magic candles before the Mazarol advances to tear them to pieces.

When a character reaches the circle of candles, they vanish from the sight of others to mysteriously find themselves in the main square of Vaas.

Each character has a single check to try to reach the child without ending up engulfed by the darkness of the god.

FAILING THE CHECK

The character is almost saved, but the Mazarol is too close. The character must make a successful DC 18 Constitution Saving Throw or be hit by the immense black mass of the Mazarol, going down to 0 Hit Points. His body, however, lands inside the magic circle and reappears in the square of Vaas.

Note for the Night Master

The scene of the escape from the Mazarol must be described as a desperate race to reach the girl inside the circle of candles. Some characters may arrive at her promptly and thus be teleported by a mysterious magic. Other characters, less fast, could get there just in time, being hit by the dark power of the Mazarol the instant they reach the circle of candles, arriving in Vaas unconscious.

Once back inexplicably in Vaas, the characters immediately notice how the fog has disappeared and how everything suddenly looks old and decadent. They escaped the sudden appearance of the Mazarol and now, suddenly, everything seems to have changed.

The inn is falling apart, the sign of the shop is hanging broken, the church is devastated, and the gate torn apart. If the party decides to explore the surrounding area it will discover

how dust and webs have long invaded every corner of the village. The party can now deduce that Vaas has always been a ghost town. The inexplicable cold in the inn, the soup that did not nourish, the fog in the forecourt, the long-dead servants of the priestess and the rapid disappearance of Francés Rek now have a completely different meaning.

As they look around, the characters can notice the spooky little girl entering what appears to be the most luxurious house in the country, despite the extremely damaged façade. If they decide to follow her, once the door of the small villa is wide open, the party finds itself in front of a room where time seems to have suddenly stopped. Despite the lit fireplace on the right, once again the characters cannot perceive the heat inside the room. A giant picture stands out behind the table in the center of the room. The painting depicts a little girl hugging a young Anireth. It can be easily deduced that the child is the daughter of Leliam, son of Ghelion and repudiated by the villagers due to the actions of his father. The characters can understand that it was the little girl who guided their deeds with the aim of saving the father from the terrible curse cast by the witch. The little girl's laugh echoes inside the room, causing the characters to shiver. Everything that the characters saw that seemed alive was nothing more than an illusion created by the ghost of the Anireth girl, who tried to lure them to that forgotten place.

The warm and cozy atmosphere changes quickly and, suddenly, everything becomes bleak. The bonfire gives way to a cold hearth, the paintings rot, and the room changes under the eyes of the adventurers, melting like a snowflake beside a hearth. This is how the spell dies out even in Vaas' last house to return it to its true icy form, decomposed and devoid of time.

On the table in front of the adventurers there is now a paper that bears a message written with a little girl's handwriting.

A message that says, "*THANK YOU*".

The party has unveiled the mystery that inspired all the legends about the village of Vaas, where there is nothing else to do, except to rest and leave again for Ervenrun.





VENGEANCE IS MINE

Adventure for **Nightfell** written by Robert J. Schwalb for
12th to 14th level characters.



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Old hatreds never die. Those wronged find ways to cling to their anger, to plot and connive to get the vengeance they so justly deserve. In *Vengeance is Mine*, the restless spirit of a powerful witch emerges from the blackest shadows to plunge the city of Ervenrun into chaos and ruin. The player characters must contend with the unrest that their secret enemy foments, expose the agents of discord, and bring peace to a city teetering on the precipice of disaster.

“**Vengeance is Mine**” is an adventure written for 12th level characters. By the adventure’s conclusion, the characters should reach 14th level. You can adjust the difficulty for higher and lower-level groups by adjusting the number of adversaries the characters face.

INTRODUCTION

SEED OF REBELLION

When the world plunged into eternal darkness, people living in the countryside found they had nowhere to turn and fled for the cities. Ervenrun, called White Town for its alabaster buildings crowding the side of the mountain, saw an enormous influx of refugees, many of whom were Anireth, a people distrusted for their tainted blood. Fearing overcrowding in the pristine city would combine with their native dislike for these outsiders, the newcomers found themselves sequestered in the Enclave, a maze of tunnels and chambers under the mountain and there they would remain in the oppressive darkness of the undercity.

Relegated to a status of second-class citizens, the Enclave subsisted on whatever the city above would give them. Inadequate food and supplies, and the restless dead prowling the abandoned chambers fringing the Enclave, all contributed to an existence of unrelenting suffering. Within that suffering came resentment for the Masters of Tradition who ruled from the lofty heights of the city and hardly ever spared a thought for those living in their shadows.

At various times, the people of the Enclave strove to improve their lots by negotiating with the city leaders. The Enclave had nothing, really, to offer the city; after all, they came seeking refuge for they had nowhere else to go. Rather than negotiate as equals, the Enclaves representatives appeared more as beggars seeking more charity and they eventually exhausted the patience of the city leaders and the effort either made no progress to improving conditions or made their situation even worse.

Since settling in the Enclave, the refugees have been restless and frustrated. Hunger, poor living conditions, the threat of ghoul attacks and worse contributed to the pressure that has, multiple times, exploded into riots. In response, the Masters of Tradition dispatched soldiers to quell the uprising, often with considerable casualties.

Now, years later, the many different ideas about how to improve life in the Enclave and what responsibilities the city holds to its underclass have formed three competing factions that each claim a portion of the Enclave, promising to lead their people to a brighter future. For now, the Masters of Tradition tolerate these political organizations, believing that so long as they are divided against themselves, they will never be able to mount a credible threat against the rest of the city.

Circumstances in the Enclave worsen daily and the people living in the shadow of Ervenrun have grown weary of their predicament. Rebellion seems unavoidable, but, for now, infighting distracts them from uniting behind a common goal. One tragedy, one crisis, though, is all it will take to make the Enclave rise up as one to throw off the shackles of tyranny.

THE GHOST WITCH

In the deeper darkness of the outlying tunnels watches a malevolent force, the entity born of grief and hatred known as the Ghost Witch. For years, she has watched the Enclave slide into abject poverty as its people compete with one another over the scraps tossed down to them from on high. Yet this force has not been content to merely watch; she and her ghostly daughters have infiltrated the various factions to escalate the violence and to nudge the Enclave into open war against the city.

The Ghost Witch's fury originates from the earliest days of the pervasive darkness. A woman of aristocratic birth, she lived in a country estate with her husband and six daughters, enjoying all the comforts life offered. But when the sun winked out and the countryside exploded into chaos, she and her family fled to Ervenrun. En route, brigands murdered her husband and, upon arriving in the city, thieves robbed her, reducing her to the status of a beggar. She did what she had to do to survive and feed her children, but nothing she did was enough, and she eventually gave up her daughters to an orphanage until she could find her feet.

And then the first riots started. Hungry refugees rampaged through Enclave. The mob plundered homes and murdered innocent people. Finally, the mob fell on the orphanage, which was rumored to be stuffed with provisions. Finding none, they burned the place with all the children inside. The woman, Amelera, who would become the Ghost Witch, tried to save the children with her magic, but the mob pelted her with stones and dumped her corpse in the dreaded Pit of Tears, the final resting place for the castoffs, freaks, the diseased, and the damned.

Death could not end her story, for rage tormented her spirit and bound her to her remains. The force of her personality anchored the spirits of her daughters as well, turning them into ghosts. For a time the Ghost Witch and her daughters terrorized the outlying areas of the Enclave, making the region uninhabitable for all but the most desperate, but the Ghost Witch would never be content with isolation. She wanted revenge against the Enclave, its people, and the city itself for creating the situation that spelled the end of her life and the lives of her family.

Now, the Ghost Witch's daughters have infiltrated the various Enclave factions by possessing key members and moving themselves into positions of leadership. There, they put in motion a deadly plot to force a war between Ervenrun and the Enclave in the hopes of destroying them both. The first step in the plot is the destruction of the Temple of Truths. Once it falls, so will go the entire city.

INVOLVING THE PLAYER CHARACTERS

Ervenrun has the size, resources, and importance in the region to attract all kinds of people, especially people like the player characters. In fact, the party's prior exploits might see them invited to the city by the Archmaster of Tradition, perhaps to entertain them as guests, gain their help on a different matter, or to reward them for some past service. Alternatively, the player characters might have stopped in the city to regroup after a previous challenging expedition and use their time there for some well-earned downtime. In any event, the player characters, being the level they are, should have quarters in the city and should be there when the attack on the Temple happens. The destruction and loss of life should draw the player characters into the plot.

ADVENTURE SUMMARY

Vengeance is Mine has six chapters in which the player characters become embroiled in the plot to destroy the city. The chapters focus on different leads, so the characters might tackle them in almost any order. The chapters and their contents are as follows.

Chapter One: Shattered Truth

The adventure opens with a dramatic attack on the sacred Temple of Truths, which crowns the mountain and serves as the seat of power for the Masters of Tradition who rule. With flames guttering out from the damaged structure, the player characters have the chance to save lives and contain the damage. In so doing, the player characters capture the attention of a powerful patron who employs them to find out who was responsible and prevent future attacks from happening.

Chapter Two: Ashes, Ashes Everywhere

The player characters examine the wreckage for clues and find a few promising leads that can take them deeper into the mystery.

Chapter Three: Alchemical Stains

The party investigates the mystery of the bomb and searches the city for individuals capable of manufacturing such a device.

Chapter Four: Shattered Oaths

The party investigates a missing guard to discover his fate and if he had a role in the attack, only to find he has met an unspeakable end.



Chapter Five: Mob Rules

The player characters descend into the Enclave itself and find themselves confronted by a maze of subterranean chambers and passages ruled by three powerful factions. The player characters must negotiate their way through the dangers these groups pose to make a terrifying discovery.

Chapter Six: The Beckoning Darkness

In the final chapter, the player characters venture into the abandoned hypogea to find the spirit responsible for the chaos in the city. In doing so, they learn her truth and might find a way to free her from her hate.

ERVENRUN

In the years since the Last Sun, Ervenrun has become one of the most important settlements in the known world. Founded

ages ago by Erven the Mighty, sire of the Gray Folk, it had become a holy place, one whose gates stood closed to all except those with special remit by the Masters of Tradition. The place's importance stems from the responsibility of safeguarding certain holy relics that belonged to Erven in life and that have been sequestered in the deepest vaults to ensure they never fall into the wrong hands. The eternal night and the troubles it unleashed on the world forced the isolated city to grudgingly open its gates to the flood of refugees seeking haven from the horrors stalking the lands. As a result, Ervenrun's population swelled to the point of bursting and the city, especially in its lower districts, suffers from overcrowding and poor living conditions.

Ervenrun appears as a forest of white buildings climbing up the slope of a great mountain that itself rises from the rolling hills of the Eastern Mark. From outside, the great sprawling city looks more like a fortress than a metropolis

and, indeed, little but the tops of domes and turrets peer over the myriad walls zigzagging across the mountain's face. Yet behind those walls huddle souls in the thousands and those living outside represent a mere fraction of those who live in the chambers dug into the mountain itself.

Visitors gain access to the city by way of the Alabaster Gate, which fronts an edifice made from a pair of white stone turrets pierced by arrowslits. Double doors forged from white steel, the Gates have withstood countless attacks, evidenced by the pocks and scars marring its gleaming surface. Those with business with the city proper gain access to the lower city, while refugees funnel into the Enclave under the mountain.

Three major districts make up the city on the side of the mountain: the lower city, the upper city, and the citadel. Most of the city's original inhabitants live in the lower city and one can find barracks for soldiers, shops, homes for artisans and their families, and much of what one would expect from a city of Ervenrun's size. The upper city belongs to the aristocracy, most of whom claim descent from Erven and his closest companions. Some shops, restaurants, and the like can be found, but this much smaller space goes to fine townhomes, parks, gardens, galleries, and museums.

The citadel crowns the mountain and here the Masters of Tradition see to the business of governing the city. The great Temple of Truth dominates the citadel, the seat of the political and spiritual leader of White Town, the Archmaster of Tradition, Gherek Viiruk, and where he sees to the various needs of the people and holds council with the lesser masters of tradition. Once, the temple marked the entrance to the inner vaults where the remains of Erven and many relics and writings associated with him were held, but the Wardens of the Dead sealed the tombs and have since denied access to any and all who seek entrance into the mysteries that lay within the mountain.

White Town had no choice but to accept refugees into the city, but there was insufficient room for them in the lower city and the upper city wanted no part of them. It was decreed that these people, most of whom were Anireths, would live in the lower vaults, which became known as the Enclave. Dozens of tunnels dug into the heart of the mountain, opening into chambers of naked rock with few or no amenities. The refugees were expected to make do in this charmless place, making homes for themselves with whatever they carried on their backs and whatever they could scavenge. What began as a place of hope soon revealed itself to be a tomb for the living. Now, the Enclave digs deep into the mountain as a veritable maze of passages and chambers, most crowded with people, others weirdly empty and seemingly haunted by spirits who refuse to move on.

CITY ENCOUNTER TOOLS

To help you realize the city in play, you can use the following tools to quickly generate places the player characters explore and in which they might fight. You might generate a few of each before you run the adventure to have them handy in a pinch.

Streets

Built alongside the mountain limits available space in the city and thus streets tend to be narrow, crooked paths traveling between a press of buildings. Streets are dark, for the most part, but torches in barrels filled with pitch offer free light sources for pedestrians at intervals of 100 feet or so.

Using the following tables, you can build a section of street for an encounter.

Width: Roll a d6. On a 1–3, 5 feet; 4–5, 10 feet; 6, 20 feet.

Length: The length describes a straight stretch of road. Each stretch should measure $1d6 [ts]$ 10 feet.

Ends: For each end of the street, roll a d6. On a 1–3, the street turns left or right; 4, the street ends at a T-shaped intersection; 5, the street ends at a four-way intersection; 6, the street ends.

Intersections: Alleys, side streets, and major thoroughfares might intersect the street. Roll a d6. On a 1–3, no intersections; 4, $1d3 - 1$ alleys branch off the street; 5, $1d4$ alleys or side streets branch off; 6, a major thoroughfare (20-foot wide) cuts across the street.

Buildings

Buildings crowd the city no matter where the characters happen to be. Construction tends to be older, but finer in the upper city, while the lower city features newer, utilitarian architecture. For every 30 feet of a street's length roll a d6 for each side. A roll of 1 to 3 indicates a residence, while a 4 or 5 is a business of some kind—restaurant, public house, tailor, armorer, jewelry shop, or something else. A 6 indicates a special building—a haunted house, temple, wizard's shop, graveyard, fountain, square, and so on. Buildings feature construction from white stone quarried from the mountain and steep roofs of pale gray slate shingles. Most buildings stand twice as tall as they are wide.



CHAPTER ONE: SHATTERED TRUTH

A cold wind blows heavy clouds across the eternal night sky and soon the stars vanish and even the bright light of the full moon dims until it disappears altogether. Swirling down from the darkened vaults comes snow. Thick white flakes that cling to the rooftops and blanket the streets of high town on this otherwise ordinary night.

The player characters have been in White Town long enough to secure a place to stay, conduct the business that brought them here, and get a sense of the place and some of the challenges the Ervenrun faces due to the influx of refugees still clamoring for shelter against the evils outside the city walls. Tonight, though, the party members are out and about, on private errands or exploring the city together, perhaps in search of a meal or a hot drink to chase off the night's chill, or, possibly, have just left the home of one of the aristocrats who enjoy the good life of the upper city.

At midnight, a flash disperses the evening's gloom and a thunderous report blows out all the glass windows in the upper city. Anyone on the streets who happens to look up can

see green flames jetting out from the Temple of Truth's side and smoke of an evil black-green hue falling away from the fire, sinking to the ground and spilling down the streets from the city's pinnacle, like the waters of a flood.

People caught in the smoke crumple to the ground, clutching at their throats, while those outside the leading edge flee for their lives.

The explosion marks an attack against the ruling powers of Ervenrun and the attack threatens to consume the Temple of Truth, compromise the safeguards that protect the relics in the mountain, and cause untold damage and loss of life to the city and its people. The Masters who survived the attack can, in time, rally enough of their servants and soldiers to contain and, eventually, extinguish the flames, but poisonous smoke, heavier than air, spills down from the Temple and snakes its way through the streets of the Upper City, strangling the people caught in its insidious vapors.

CHAOS IN THE CITY

The attack on the Temple stuns witnesses for a few moments, but as billowing green-black clouds spill down from the

heights and flow down the roads, panic sets in and people on the streets turn and flee. Doors slam shut, windows close, and cries, shouts, and screams fill the air.

At this point the players must decide what to do. They can see a twisting column of green flame rising up from the Temple and those who succeed on a DC 15 Wisdom (Perception) check notice, shadowy figures dancing in the flames. In addition, the smoke flows down from the damaged building in a manner similar to dry ice vapors. People all around the party flee down the steep streets and staircases to reach the safety of the lower city, which lies through the gates of a steep wall that marks the division between the upper and lower stretches.

If the player characters travel by foot to the temple, proceed with “A Harrowing Journey”. If the party has means to reach the temple faster or instantly, proceed with “Save the Temple”. Resolve any other decisions the players make as you see fit and then proceed with “A Call to Action”.

A HARROWING JOURNEY

The Temple burns and the party moves to contain the damage. How long it takes to reach the Temple by foot depends on the party’s starting location. The trip takes about twenty minutes (assuming speed 30 feet) to reach the Temple at the mountain top. If the player characters are in different locations, vary the time it takes for their characters to reach the temple by rolling a d10 for each. Subtract an odd number from and add an even number to the minutes it takes to reach the temple. Any characters in the lower city must add 1d20 + 60 minutes to the time it takes, while those in the Enclave must add 1d20 + 90 minutes. Any characters that arrive at a time 100 minutes or longer from the attack arrive too late to be of any assistance.

Once the characters reach the Temple of Truth, proceed with “The Temple Burns”.

TRAVEL COMPLICATIONS

Every ten minutes the party spends moving toward the temple from their locations, roll a d12 to see if they face a complication. The player characters face each complication just once, so if you get a result a second time, treat it as no complication.

Travel Complications

D12	COMPLICATIONS
1-4	Nothing
5	Stampede
6	Dead end
7	Toxic cloud
8	Rats!
9	Runaway carriage
10	Angry spirits
11	Looters
12	Fire

Stampede

A mob of terrified people runs down the street toward the party. The player characters have seconds to react. Have everyone roll initiative. Each character with an initiative result greater than 15 can try to duck into a nearby alley or alcove and avoid the mob. Doing so requires a successful DC 15 Dexterity saving throw. On a failure, the character doesn’t get out of the way in time and is subject to the stampede’s effects but makes the saving throw with advantage.

The mob crashes over characters with lower initiative results. Each must make a DC 15 Strength saving throw. The character takes 14 (4d6) bludgeoning damage and falls prone on a failed save, or just takes half the damage on a successful one.

Player characters might use other techniques to avoid the mob at your discretion.

Dead End

Navigating the streets in the chaos after the attack on the Temple proves difficult as crowds of people flee and buildings burn from the falling cinders. As they make their way toward the Temple, the lead character must succeed on a DC 15 Intelligence (Investigation) check or the group stumbles into a dead end. Backtracking adds 1d10 minutes to the travel time.

Toxic Cloud

The green flames produce thick, green-black smoke that behaves strangely due to its alchemical origins. Rather than rise into the air, the smoke creeps across the ground, seeking the lowest point. The smoke moves rapidly throughout the upper city for as long as the Temple burns. As the party draws closer, they stumble into an area of smoke that spreads across the

ground in a 120-foot radius and rises to a height of 10 feet. The smoke's area is heavily obscured.

When a creature enters the area of smoke for the first time or starts its turn there, that creature must succeed on a DC 20

Constitution saving throw. The creature takes 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. The smoke permeates the skin, so even creatures holding their breath are affected.



NIGHTFELL



Rats!

As the smoke spreads over the upper city, it spills into the sewers and tunnels by grates, cracks, and any means it can find. Thousands of rats spill out onto the streets ahead of the foul smoke and flow down the streets toward the lower city. As the party races to the mountain's top, a 20-foot wide, 10-foot wave of fleeing rats crashes into them and then moves on. Each creature in the rats' path must succeed on a DC 10 Dexterity saving throw or take 14 (4d6) piercing damage and fall prone. After the rats move on, they leave behind 1d6 + 3 swarms of rats that attack the party.

Runaway Carriage

A runaway team of 4 draft horses pulls a carriage around a corner 1d6 x 20 feet away from the party and heads for the group. The frightened horses move 80 feet per round on initiative count 10 away from the chaos. The street is wide enough for the characters to get out of the way if they choose, however, as the carriage passes, any character that succeeds on a DC 10 Wisdom (Perception) check notices a couple of terrified children in the carriage. The characters can use whatever means at their disposal to calm or stop the horses

and save the two children from injury or death. If they do so, award the character who leads the effort with inspiration. Furthermore, if the party can stop the carriage and calm the horses, they can use the carriage to reach the temple in half the remaining time.

Angry Spirits

The attack on the holy Temple of Truth awakened many spirits in the city and their outrage over what has been done has driven them out in fury to exact vengeance against the living. As the party moves up a street, they pass a small cemetery from which emerge 4 ghosts and 1 Dread Specter (see the Appendix of this book). The spirits attack and fight to the death. If they possess any player characters, they force their host to leave the battle and then embark on a killing spree of innocent people in the city.

Looters

Opportunists seize on the disruption to enrich themselves on the misfortune of others by breaking into their houses and taking what they want. Here and there, on the way to the Temple, the party sees signs of looting—kicked in doors,

rubbish strewn about the street, and small fires. When the party rounds the corner, though, they come upon a band of looters, made up of 20 bandits and 1 bandit captain. The gang harasses and assaults a noble and his family (five noncombatants) outside of their home. If the party moves on, the bandits pay them no attention. If the party interferes, the bandits fight until they have lost half their numbers and then flee. Award inspiration to the player who took the first step to help the noble.

In addition, if the party helps the family, the noble becomes their ally and provides the party with room and board for as long as they remain in White Town, while also giving them 500 gp to cover other expenses.

Fire

The explosion launched flaming debris into the air that then fell across the upper city. Ordinary flames posed little danger to stone houses, but the green alchemical flames burn anything they touch and can turn stone into molten rock in a matter of minutes. The player characters spot several burning buildings on the way and likely a few twitching victims of the flames as well. At your discretion, you can create opportunities for the characters to help local citizens by having them organize bucket brigades, smothering the flames, or helping burn victims. Such efforts could grant the player characters additional connections in the city or not, as you decide.

SAVE THE TEMPLE

The explosion tore the face off the Temple of Truth and littered the ground with burning bodies and debris. Sheets of green flames roar from the structure's front, giving off heavy clouds of toxic green-black smoke that rolls across the ground like an approaching fog bank. Burned and burning bodies litter the ground, while flaming chunks of masonry melt slowly down into pools of molten rock.

Although the destruction appears great, the priests have the fires in hand, using ritual magic to bleed off the magic that fuels the unnatural flames. Within 100 minutes after the attack, the priests should have all the fires extinguished. However, the blast released 5 fire elementals to stoke the flames and spread the ruin.

The elementals roam the ravaged courtyard that stood in front of the Temple of Truth. The courtyard covers a 120-foot square area and rubble and debris lay scattered across the area. Statues of famed masters standing on the edges show signs

of damage. Administration buildings stand on all sides of the courtyard with a single, 20-foot-wide road extending away from the Temple for 30 feet before ending at a staircase that descends 60 feet to the upper city.

Alchemical Flames: Flames jet 10 feet out from the front of the temple. A creature that enters the area of flame for the first time in a round takes 10 (3d6) fire damage and, if flammable, must succeed on a DC 15 Dexterity saving throw or catch fire, taking 7 (2d6) fire damage on each turn until a creature that can reach it uses an action to douse the flames. A creature can take the damage from entering the area of flame just once per round, though it is at risk of catching fire each time it does so.

Toxic Smoke: Green-black smoke rolls off from the flames and settles over the ground and spreads out across the entire courtyard causing it to be heavily obscured. A strong wind disperses the smoke for 1d4 rounds. When a creature enters the area of smoke or starts its turn there, it must succeed on a DC 18 Constitution saving throw or take 27 (6d8) poison damage. The smoke affects creatures even if they hold their breath or do not breathe.

Combating the Flames: A character might aid the priests in fighting the flames by helping them perform the ritual. A character must first succeed on a DC 20 Intelligence (Arcana or Religion) check in order to learn the chant and gestures. Each time a character takes an action to aid the priests, reduce the remaining time by 1d20 + 5 minutes to a minimum of 0 minutes, at which point the flames gutter out and the smoke dissipates.

A CALL TO ACTION

Once the fires have been contained, the Masters of Tradition move quickly to begin the investigation, however, since anyone might have been responsible, from a faction of rebels in the Enclave to subversive elements within the leadership, the Masters decide to recruit outside assistance to ensure investigators have no ties to any political organization in White Town. The player characters become the most suitable candidates as they are likely outsiders. If the characters helped the temple, Gideon Reth, a Master of Tradition, approaches them after the fight against the elementals. Otherwise, he finds the player characters at time and place of your choosing.

GIDEON RETH

Gideon Reth gained the title of Master of Tradition just a few months ago. The young master wears his youth on his sleeve. His pale cheeks have never felt the scrape of a razor and he stammers and rubs his fingertips against his thumbs when he speaks. He has a somewhat stooped posture and rather large ears that his mop of oily red hair fails to cover. He wears the embroidered gray robes of his office, with white piping to signify his junior rank. A small, flat cap, with flaps hanging down to either side of his face sits on his head.

As a junior member of the body, his peers have shown little interest in his idealism or paid much attention to his calls for reforms in the city. He was in the temple when the front exploded and after aiding his fellow masters in fighting the fire and smoke, has taken it upon himself to get to the bottom of the attack with aid from outside investigators. He offers a reward of 10,000 gp for uncovering the conspiracy to destroy the Temple.

Timekeeping

Some parts of the adventure occur at specific times and some lines of inquiry can expire if the party fails to act with speed. Given this, timekeeping becomes somewhat important to managing the flow of information, but, rather than track each minute, you can just treat each scene as taking one hour (or more if it goes long) and each transition from one scene to another as taking about an hour. Just keep a tally of hours and compare the tally to scenes in which time plays a part.

DIRE CONSEQUENCES

Over the next few days, the conspirators carry off additional attacks and murders throughout the upper city, precipitating a retributive attack by White Town on its own Enclaves. Starting 1d12 + 3 hours after the explosion at the Temple of Truth, another significant attack happens. Choose a result from the following table or let the dice decide. You can involve the party in these events, in which case you should develop the scenes, or you can have the scenes appear as background events to goad the party into taking action.

Terrorist Attacks

D6	ATTACK
1	Assassini
2	Exploding Temple
3	Tainted Cistern
4	Chaos in the Marketplace
5	Vandals on the Prowl
6	Murdered Priest.

After the fourth incident, White Town musters a force of one hundred veterans to take control of the Enclave. See Chapter Five for information about what happens as a result of the occupation.

Assassins

A pair of assassins enters the house of a wealthy merchant prince. After killing the guards, the assassins murder the prince, his wife, their four children, and all but one servant. The assassins leave a message painted in blood on one wall stating, "The People Shall Rise!"

Exploding Temple

An older, smaller Temple of the Old Tradition explodes and the fires sweep through a few blocks before the locals can contain them. A band of **10 thugs** led by a **veteran** working for United Enclave (see page 138) set the bombs and then fled to the Enclave. One of the thugs was hurt in the explosion, however, and he's held in a jail cell. He has resisted attempts to question him, but more aggressive techniques might get him to reveal that he was following orders given to him by Greya, one of the faction lieutenants (see page 139).

Tainted Cistern

Locals discover dead bodies in the houses of a well-to-do neighborhood in the upper city. The dead number forty-four and all appear to have sickened and died, given the prodigious quantities of vomit. All had died after drinking water from the local cistern; someone tainted the water with noxious poison.

Any creature drinking the water must, 1d4 hours later, make a DC 20 Constitution saving throw. Constructs, elementals, and undead are immune. The creature becomes poisoned for 1d6 + 2 hours on a failure, or for just one hour on

a success. At the end of each hour a creature is poisoned in this way, the creature must succeed on a DC 20 Constitution saving throw or take 26 (4d12) poison damage and gain 1d4 levels of exhaustion.

Chaos in the Marketplace

A gang of 20 thugs, all wearing masks, invade the marketplace. They throw paint on the walls, assault the sellers, and chase off customers. The attack lasts for a few minutes before they flee. Unmasked prisoners appear to be Anireth and interrogation reveals they were sent by the Equal Rights and Opportunities Collective (see page 129).

Vandals on the Prowl

A dozen bands move through the streets of the lower city, setting fires and murdering people on the streets. Each band consists of one bandit captain and 10 bandits, all of which come from the Enclave. Prisoners reveal after interrogation that they belong to the United Enclave or the Equal Rights and Opportunities Collective with orders to create as much trouble as possible.

Murdered Priest

A high-ranking priest of the Old Tradition disappears from the upper city leaving no trace or clues about his whereabouts. Friends and colleagues grew suspicious when he failed to appear at a few scheduled events. Ten hours later, a group of children find the priest's violated and mangled body in the lower city.

CHAPTER TWO: ASHES, ASHES EVERYWHERE

Recruited by Gideon Reth, the party begins the investigation into the attack. The characters can pursue any line of investigation they choose.

THE FIRE

The Temple of Truth suffered extensive damage to its façade and antechamber, while flying debris, smoke, and fire wreaked havoc in the interior before the priests and masters could take control of the situation. A survey of the wreckage turns up scorch marks, melted stone, and other debris, but little else. Any character who saw the green flames before they were extinguished can derive a few clues. A casting of the *detect magic* spell reveals no magical aura, but a successful DC 15

Intelligence (Arcana) check reveals an alchemical propellant that appears to be an advanced form of alchemist's fire.

As only a few people in White Town have the expertise required to manufacture such a potent substance. Tracking down these individuals might reveal additional clues. Gideon Reth knows little about magic or its practitioners in the city, but he knows someone who might, and points the characters to Alacia Deserete, a childhood friend who studied magic in the city and who has connections to such individuals. If the characters seek an interview with the woman, Reth provides them with directions to and a letter of introduction. If the characters visit the mage, proceed with Chapter Three.

SURVIVORS

Some two-dozen people survived the attack on the Temple of Truth and they include a mix of masters, functionaries, servants, and guards. Nearly half their number sustained injuries—burns, loss of vision, poisoning, and the worst were spirited away to the infirmary a few blocks down into the upper city. The remaining people work to clear away the debris in anticipation of the workers being mustered to repair the structure.

Most survivors talk about the explosion itself and recall little about what happened in the time leading up to it, focused as they were on their duties. The third person interviewed—a guard, servant, or someone else—had been delayed on the way to the Temple due and noted, on arriving, the absence of the two guards normally posted in front of the temple doors.

Anyone can confirm that security posts two guards out front at all times. Captain Edwina Shatterspike, a middle-aged woman with long gray hair worn in braids, head of security, who is on site at all times for the next few days, reveals that Urid and Tamra were on duty. They found Tamra's body to the side of the temple and Urid remains missing.

If the characters talk to any other survivors, a couple reveal that they saw some suspicious characters in the courtyard a few times in the previous few weeks, but no one remembers any details.

If the characters follow up on Urid, proceed with Chapter Four: Shattered Oaths.

THE DEAD

Three priests, two masters, eight lesser functionaries, and three guards died in the explosion or the aftermath and their bodies lay strewn about the courtyard and in the interior.

Fatal injuries include burning, asphyxiation, and blunt force trauma from flying debris, all of which point to the explosion as the cause of death.

A *speak with dead* spell can offer a few insights, but it takes at least two castings of the spell on priests and other temple denizens to find one with any useful information. The victim, a functionary named Fieren Jacobs, can impart the following information.

- He noticed a stranger near the entrance about fifteen minutes before the explosion.
- This stranger stood out because Jacobs had an altercation with the man the week before after he jostled him in the street.
- The man was an Anireth, which is strange since they keep to themselves in the Enclave.
- He saw him twice before the explosion. The first time he was carrying a bag and second time he wasn't.

One corpse, however, died from a stabbing. Someone thrust a long, narrow blade up under her chin and into her brain. Survivors can identify the young woman as Tamra Edarak, a veteran guard who lived in the nearby barracks. She was well-liked and considered a valuable member of the force. She had no known enemies. A guard found her body in a nearby alley.

Casting *speak with dead* on her reveals with the right questions additional clues. She spotted a hooded figure across the courtyard and felt strong feelings of friendship toward this person. She left her post when the figure beckoned her and followed the person into an alley and was surprised when the person, who had gray skin, stabbed her with a stiletto. She believes the person was an Anireth and recognized him from a previous appearance in the courtyard.

The player characters ought to know about the Anireth as a people already, but Reth can fill them in on any missing details and direct them to the Enclaves, where the Anireth of White Town live in the largest numbers. He mentions considerable unrest with the people of the Enclaves, largely from crowded conditions and second-class status. If the characters go to the Enclave, proceed with Chapter Five.



CHAPTER THREE: ALCHEMICAL STAINS

Discovering the alchemical nature of the device used against the Temple of Truth points the player characters toward investigating the city's working alchemists. From their patron, Gideon Reth, the party received directions to a notable magician named Alacia Deserete. From her, the characters gain the names of three possible suspects.

THE MAGICIAN'S SHOP

Reth's directions lead the party to a modest home in the center of the lower city. A two-story, ivy-covered building of white stone, a signboard hangs over the door displaying a wand and crystal ball. Shelves and display cases crowd the interior, each filled with oddities of all kinds, such as a monkey's paw, a demon skull, statuettes, crystals, vials filled with potions, and more. Alacia Deserete sits on a stool at the back, hunched over a lectern holding an open tome with pages covered in wriggling script.

The mage has a mop of frizzy blond hair, nondescript features, and a pair of spectacles perched on the end of her nose. She wears dirty brown robes with sleeves pulled up past her elbows.

Deserete talks breezily about any topic, but she just loves to talk about magic and goes on tangents about magical theory and practice unless interrupted. Her shop caters to White Town's magic-using population, so she knows just about everyone who practices the art and techniques adjacent to it. As for alchemists, White Town has a dozen or more that she knows of, and, because she owes a favor to Reth, she gives the player characters the names. She can narrow the search if the party specifies someone with the knowledge and ability to concoct a more potent alchemist's fire. She gives them three names and a bit of information about each.

- *Malleon the Chemyst*: brilliant and expert on all things alchemical, but suffers from the shaking disease so only teaches in the upper city these days.
- *Popin Porphy*: a bit of a recluse, unfriendly, never a kind word when a nasty one will do, lives in the lower city.
- *Febrick Mandleson*: a family man, student of Malleon, but said to be even better than his master. He lives not far from Deserete's shop.

Deserete provides the characters with addresses and directions to the various locations where these alchemists might be found. In addition, since the characters work for her old friend Gideon, she gives each player character two *potions of greater healing*.

THE ALCHEMISTS

None of the named alchemists alone could have created the weapon used against the Temple of Truth; it took the efforts of all three to make the weapon. The spirit of Amelera's eldest daughter organized the effort. To accomplish this, she possessed the body of Cryster Clem, one of the Collective's top lieutenants, and took a team of brutes to force the alchemists to make the bomb.

The party can investigate the alchemists in any order they choose, but each investigation ought to bring them closer to the truth about their involvement and point them toward the various political organizations at large in the Enclaves.

MALLEON THE CHEMYST

The conspirators approached Malleon the Chemyst first as he was the one most likely able to devise the substance's recipe. He refused their attempts at bribery and coercion until Clem offered to cure his ailment. Her mother is the only one capable of curing the shaking disease.

The opportunity to reclaim his status as a wizard and free himself from the drudgery of the classroom proved too great a temptation, so he gave the conspirators the formula and received a tincture that would cure him. Unfortunately for Malleon, the tincture was not a cure for the disease, but a slow-working toxin that masked the disease's symptoms, while causing him to rot from the inside out.

GATHERING INFORMATION

If the player characters ask around about the Chemyst before confronting him, they can learn the following clues:

- In his youth, he was counted among the greatest wizards White Town and the Masters of Tradition consulted him on a great many matters.
- He took a position teaching at the Academe after developing the shaking sickness, which made it impossible for him to cast spells.
- Recently, his students have noticed that his health seems to be improving as he no longer trembles uncontrollably.

Malleon the Chemyst has a small, crowded office at the Academe of Esoteric Insights, a small institution of magical learning in the upper city. The institution comprises a single building of white stone, three stories tall, with windows all around and statues of people posed to appear reflective and deep in thought. The lecturers have offices in the cellar, while classrooms and laboratories make up the upper floors.

Interviewing the Chemyst

The party has twelve hours after the attack to interview the Chemyst. If they confront him after this time, his corpse occupies his office instead. If Malleon still lives, he appears as an old man, close to seventy years, with close-cropped white hair, wrinkled face, red nose, and rheumy eyes. He wears blue robes with white trim.

He seems polite, but withdrawn. He appears interested in what the characters have discovered, but denies having any involvement in the attack. A successful DC 20 Wisdom (Insight) check, though, reveals he's being evasive and appears anxious. A DC 15 Charisma (Intimidation or Persuasion) check can push him over the edge, causing him to divulge his part in the plot. Upon doing so, he coughs once and then becomes consumed by a wracking cough that paints the characters with blood. He gains 1 level of exhaustion each round until he dies unless the characters can arrest this gain in some way. With his last breath, the old wizard confesses that the instructions he provided could only have been followed by a superior alchemist and confirms the other two suspects each could have manufactured the explosive material.

A DEAD BODY

If the party arrives too late or Malleon dies from the rot in his body, the characters can search the office. They find student papers covering alchemical formulas, several books on arcana, alchemy, and similar topics, along with 200 gp of miscellaneous valuables and an *alchemy jug*. Of particular importance is the recipe Febrick used to brew the explosive substance. A character proficient in the Arcana skill can follow the formula and understand that it produces a fire identical with that used to attack the Temple of Truth.

POPIN PORPHYR

Years ago, Popin Porphyry was one of the best-known and celebrated magicians in Ervenrun, but suspicion fell on him after a rival was found burned to death by acid. Despite his denials, the court of public opinion turned against him and he was

shunned by his peers, made a mockery of by his enemies, and forced to pass his days in the comparative squalor of the lower city. His bitterness made him a willing ally of the conspiracy and he agreed to produce the explosive substance at no cost.

The fallen alchemist lives in a shabby stone house at the base of the mountain. Half the building has collapsed and vines cover the rest. A signboard stands out front and the words "Go Away!" on the front makes it clear how Porphyry feels about visitors. If the party presses forward and knocks on the door, the alchemist opens the door just enough to tell them to be on their way. The characters can use force to push inside or threaten him, requiring a successful DC 15 Charisma (Intimidation) check to get him to relent. Allow other means as you choose.

Popin Porphyry (mage) appears as a middle-aged human dressed in black clothes stained with food and chemicals, fingers blackened, and face twisted down in a permanent frown. The house's interior resembles the man, being a slovenly mess of books, papers, apparatuses, plates, old bones, and suspicious materials. He has nothing to say to the player characters about the attack on the Temple other than to say that the corrupt masters got what they deserved.

Porphyry might be bitter and hateful, but he doesn't want to die and he fears for his life. If the characters press him, he calls to his servants, a pair of flesh golems, to destroy the characters. If the party defeats the golems, Porphyry collapses in a sobbing heap and confesses that he not only made the bomb, but that he also made five more. He tells the characters that an Anireth man named Cryster Clem approached him and gave him the formula. Porphyry recognized it as Malleon's work. He can tell the party that the Anireth, of course, have been relegated to the Enclave.

FEBRICK MANDLESON

Febrick Mandleson has youth and talent and found success working in alchemy, producing tinctures and philters for the wealthy to cure their various ailments. His earnings kept himself and his small family comfortable. His growing fame made him an obvious choice for the spirit-haunted Cryster Clem to approach first. Unfortunately, neither threat to family nor offer of bribe could shift his loyalties to the city and thus the Collective was forced to silence him before he could reveal their intentions to anyone else in Ervenrun. Clem's enforcers broke into the house, murdered the alchemist, his wife, and their three young children. They locked the place up tight and no one has been in since.

The party finds the Mandleson residence dark and quiet. The family lives in a two-story building, with a shop and

laboratory on the ground floor and residence above. A sign on the door proclaims the place closed. A front door and back door grant access to the ground floor, while a staircase up the side offers access to the upper floor. All doors are locked with superior locks (DC 20).

The ground floor is dark, silent, and smells of chemicals and decay. Numerous bottles sit on the shelves, most of which contain remedies for common ailments, though a thorough search turns up six *potions of healing*, one *potion of gaseous form*, four *potions of greater healing*, two *potions of superior healing*, and one *potion of invulnerability*. Also, the characters can find enough components to cobble together six sets of alchemist's supplies. Mandleson's broken, battered body lays dead on the floor. His lower jaw and tongue have been removed.

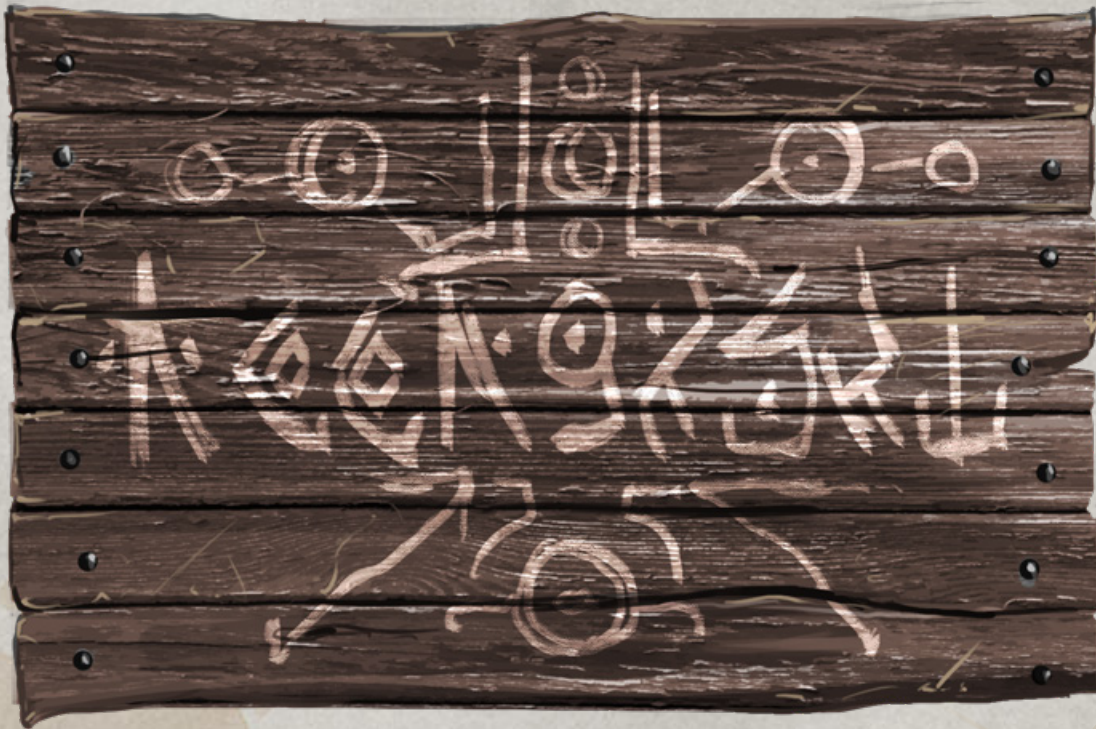
The upper floor consists of a kitchen, common room, dining room, two closets, and three bedrooms. Bloody boot prints stain the floor. The walls show bloody handprints and dried droplets everywhere. The stench of decay is stronger here, emanating from the bodies of Mandleson's wife and three children scattered through the rooms, each having been beaten to death with a heavy bludgeon. Their faces have been mutilated in the same fashion to prevent someone from using magic to learn the attackers' identities. Everyone here has been dead for five days.

FOLLOWING THE LEADS

From investigating the alchemists, the characters should know that an Anireth man named Cryster Clem was involved in procuring the bombs. As the Anireth have been confined to the Enclave, the characters are most likely to find him there. If the party moves on to the Enclave, proceed with Chapter Five.

CHAPTER FOUR: SHATTERED OATHS

Urid, one of the soldiers charged with guarding the Temple of Truths, vanished. What none of his fellow soldiers know is that an Anireth woman named Anya, possessed by one of Amelera's daughters, seduced and recruited Urid, and had his help in setting the bomb that nearly destroyed the Temple. Urid has been missing since the attack because he was murdered to cover the conspirators' tracks. In this chapter, the player characters can discover the guard's fate and the name of the organization that recruited him.



GATHERING INFORMATION

The party might ask around first to learn what they can about the guard before they try to find him. They can learn the following information from other guards who survived the attack. You can deliver this information through roleplaying or just summarize what the characters learn.

- Urid was a quiet man, reliable, though people who knew him describe him as being lonely.
- He never had luck in love and he was bitter about it.
- In recent weeks, though, he seemed more positive, leading some to speculate that he might have found someone.
- After shifts, Urid often sat at the bar in the Moonlight Tavern, a seedy watering hole on the edge of the lower city.
- He rented a room in a boarding house next to the tavern.

The party might investigate the Moonlight Tavern or go directly to his room in the adjacent boarding house.

MOONLIGHT TAVERN

The Moonlight Tavern on the upper edge of the lower city. A disreputable place catering to mercenaries and other scum, it opens its doors from moonset to moonrise. The interior consists of a large common room with six tables and chairs crowding the center, a row of booths against the side wall, and a couple of dart boards hanging on the wall opposite. A bar runs along the back fronted with a dozen stools. Olga the Ogress runs the tavern and works every day. She's a tall woman, ugly as she is curvy, with black hair pulled back in a tail. She employs a barback named Frank—a muscular man covered in tattoos, and three servers named Alyce, Iren, and Cal.

Olga has a room in the back and sleeps there during the moonlit hours. If the party comes to the place when the tavern is closed, she's unpleasant and tells them to come back at dark. She proves unhelpful if pushed and characters attempting to convince her to reveal what she knows about Urid must succeed on a DC 25 Charisma (Intimidation or Persuasion) check. Otherwise, if the characters find her when the place is open, she reveals what she knows with a successful DC 15 check.

At night, the party finds six indifferent or hostile customers: three veterans, one assassin, and two spies. The customers keep to themselves and have no interest in the player characters. If the characters can improve their dispositions, they can reveal information about Urid, since he was a regular. The staff is also indifferent, but Iren, who kept her romantic feelings for the guard a secret becomes friendly if she discovers Urid has gone missing. The party can learn the following details from the patrons and staff.

- No one has seen the guard since a week before the attack on the Temple of Truth.
- He was a quiet man and kept to himself, though he tipped well.
- People knew he was in the soldiery business, but not for whom. Everyone seems surprised to find out he was a guard at the Temple.
- One of the customers remembers seeing him talking with a young woman. He remembers her for her appearance; she was Anireth and they don't see them outside of the Enclave. Also, Urid never talked to women, not even the prostitutes who haunt the place late at night.

URID'S ROOM

Urid rented a room on the second floor of a rundown boarding house next to the Moonlight Tavern. The main door opens onto a hallway lined with doors to either side and with a staircase that climbs up to the second floor, where it ends after a switchback at the middle of a long hall that runs the length of the building.

The people living at this nameless, rat-infested boarding house live in poverty, with hardly anything to their names. Dirty faces, pinched with hunger, peer out at the player characters as they move through the building and most respond to questions by shutting their doors, though they direct the PCs to Urid's room. Roaches scuttle across the filthy, rubbish-strewn floors, and the stench of mildew hangs heavy in the air.

A lock (DC 15) secures the door to Urid's room. Opening the door reveals a narrow hall that opens into a set of three rooms, all tidy and clean. Searching the place turns up clothing and uniforms, a few perishable goods, a small painting hanging on a nail, and a couple of books. Under the single bed the characters find a stack of pamphlets that argue for the cause supported by the Equal Rights and Opportunities Collective. Reading the pamphlets reveals the general thrust of the movement: to rally behind their leader who will represent their interests to the Masters of Tradition and win them better living conditions, representation in the city's government, and greater freedoms to move about the city. Of Urid, there is no sign.

If the characters ask anyone living in the boarding house, no one knows anything about the soldier or his comings and goings. However, as they leave, a child hisses at them from the shadows, beckoning to them. Investigating characters find a wide-eyed little girl dressed in a frayed and filthy dress. She tells the characters that she overheard them asking about Urid and wants to know if he's in any trouble. He was always

kind to her. The little girl, named Syra, lives with her grandmother next to Urid's place. The other night, she heard loud voices coming from his rooms, so she went to look and saw him coming out of his room with two big, scary men. They went across the hall to another room and closed the door. She hasn't seen him since. She can point out the door to the characters.

THE OTHER ROOM

The party might discover this room from meeting Syra or by checking with Urid's neighbors and finding out that no one answers when they knock or test the door. A lock (DC 15) secures this door as well. Opening reveals the terrible stench of Urid's rotting body. He hangs from a hook screwed into the ceiling. Blood paints his torso and the floor underneath from the cut across his neck. Beneath the hanging body squirms a mess of cockroaches that have been feeding on the blood and fluid leaking from the body. Worse, if the party enters the rooms to investigate the body, it tears itself free and attacks the group as an unspeakable revenant.

Unspeakable Revenant

Murder victims rest not easily in their graves, especially when their killers leave their remains to be devoured by scavengers. The angry spirit remains tethered to its corpse so when living people draw near, the spirit takes control of the body and uses it to kill everyone it can. The vermin infesting the corpse become slaves to the revenant's dark will and come seething out of rotten meat in buzzing clouds of biting insects, worms, and rats.

The Unspeakable Revenant (see the Appendix of this book) retains autonomy for as long as it can sense something to kill. If enemies withdraw and flee, the body collapses, becoming inert once more. In time, the body rots away and the spirit becomes a ghost or some other kind of spiritual undead.

CHAPTER FIVE: MOB RULES

All roads lead to the Enclave that spreads out beneath the mountain, its many chambers and passages crowded with refugees, exiles, freaks, outcasts, and the insane. More than any though, the Enclave houses the Anireth, for White Town has no love for their kind and refuses them permanent lodgings in the city on the mountain.

The aristocrats of the upper city believe the Enclave to be little more than a few chambers connected by tunnels and, once, this was true. But years of excavation leading up to the influx of refugees followed by new diggings to accommodate the swelling population has riddled the mountain's roots with an enormous maze of untold size and scope, home to over a thousand people.

Level Up

Once the characters enter the Enclave, they should advance to level 13. Be sure to give them time to make adjustments to their character sheets before continuing the adventure.

EXPLORING THE ENCLAVE

In general, the Enclave's chamber walls show the marks of pick and shovel from the opening of these areas, with timbers wedged between floor and ceiling at 5-to-10-foot intervals. Older chambers might have doors or even have interior walls to subdivide the space, but these are rare and removed from the populated areas. Connecting passages tend to be narrow and smoky, lit by torches set in sconces every 20 feet or so. You can use the following tables to quickly generate a section of the Enclave.

Chambers

Chambers vary in size and shape. Roll a d6 for size and a d6 for shape, finding the results on the following table. Size gives you a general idea about the space available, such that tiny can hold one person and gargantuan can hold many. A tiny chamber's longest dimension is 10 feet. For each size greater, add 10 or 20 feet.

Chamber Size and Shape

D6	SIZE	SHAPE
1	Tiny	Weird
2	Small	Circular
3	Medium	Square
4	Large	Rectangular
5	Huge	Trapezoidal
6	Gargantuan	Triangular

Denizens

Chambers might have occupants or not. The following table helps you determine whether or not a chamber has people and how many if so. Denizens make their homes or places of business in these chambers. They might have stalls selling trinkets, prepared food, drinks, or goods of crude craftsmanship. Camps tend to be bedrolls on the floor with sheets hung up between for privacy.

Denizens

D6	INHABITANTS
1	None and no one has ever lived here.
2	Abandoned
3	Sparse
4	Some
5	Dense
6	Crowded

Exits

In addition to the entrance, the chamber has 1d4 – 1 exits. For each exit, roll on the following table.

Exits

D6	EXIT
1	A tunnel extends 1d6 [ts] 5 feet and ends at a cave-in.
2	A 5-foot-wide, 8-foot-tall tunnel leads to another chamber.
3	A 5-foot-wide, 8-foot-tall tunnel leads to an intersection of 1d3 + 1 tunnels.

4	A 10-foot-wide, 10-foot-tall tunnel leads to a chamber.
5	A 10-foot-wide, 10-foot-tall tunnel leads to an intersection of 1d3 + 1 tunnels.
6	A 5-foot-wide, 8-foot-tall tunnel leads to a staircase. Roll a d4. On a 1 or 2, the staircase climbs up to chamber (1) or tunnel (2). On a 3 or 4, the staircase descends to a chamber (3) or tunnel (4).

Interesting Features

Adding the occasional interesting feature makes the chambers more interesting to visit and to explore, giving them character and atmosphere. Use the following table for random results and to inspire you to come up with features of your own.

Interesting Features

D20	FEATURE
1	A statue depicting a weeping woman.
2	A fountain with a basin ringed with skulls.
3	Hundreds of niches set in the wax-covered walls, each holding a lit candle.
4	A wall of skulls.
5	A shrine with walls covered in bones.
6	A strange shadow stained on a wall or floor that feels cold to the touch.
7	A chalk mural depicting monstrous faces all swirled together.
8	A gray human hand sticking out of solid rock.
9	A curtain of stringy orange roots have broken through the ceiling and hang into the chamber or passage.
10	An altar covered in old wax, dried flower petals, beads, and other offerings.
11	A clutch of petrified eggs.
12	A cone-shaped pile of earth that spews sulfurous smoke from the hole at the top.
13	Broken tools left in a pile.
14	A hole in the floor that reeks of feces.
15	A weird crack that runs across the floor and up the wall. One who presses an ear against the crack can here muffled voices from somewhere else in the Enclave.
16	A flickering image of a silently screaming girl.
17	Fossilized bones in the wall, revealed when workers excavated the chamber.
18	Crystalline growths that chime when touched.
19	Claw marks dug deep into the walls and floor.
20	A bottomless hole.

ENCOUNTERS

Although populated with people trying to get by, many areas in the Enclave pose grave dangers to the incautious and unwary. Undead, spirits, and monsters prowl the darkened fringes and people go missing all the time. You can use the following simple encounters to make explorations into the Enclave more exciting.

Ghoul Band: A pack of 8 ghouls led by 4 ghosts roam the abandoned tunnels on the Enclaves' edges. Half-starved, they have started killing the living and dragging off their bodies for ripening. The ghouls know of the ghost witch, Amelera, and fear her.

Chained Spirits: A gang of 12 chained spirits (specters) rattle down the tunnels, the remains of dead prisoners with a terrible hunger for vengeance.

Wights: Fallen guardians from ancient times, these 8 wights hate the living and have been troubling the Enclave's peoples for months.

POSSESSING GHOSTS

In this chapter, the player characters have the opportunity to encounter one or more faction-leaders and lieutenants who have come under the influence of the ghost witch's daughters, themselves ghosts. The first time the party incapacitates a faction leader possessed by one of the ghost witch's daughters, a ghost of a girl pulls itself free from the body, causing the anyone who can see it to lose 4 soul points. The ghost witch has six daughters, who died at age eighteen, sixteen, fourteen, twelve, ten, and eight, so the ghost should appear to be at one of these ages, but horribly burned. On its next turn, the ghost uses Horrifying Visage and then flees by the safest available route.

The ghost flies toward the abandoned district, darting through obstacles to ditch pursuers. Characters who can match or exceed the ghost's fly speed can attempt to follow the ghost by either making a DC 15 Strength (Athletics) check or a DC 20 Wisdom (Perception) check. A character has advantage on either check if the character has a speed of 50 feet or higher. Following the ghost leads the character to Chapter Six.

Hosts who survive the possession recall all they were forced to do, which might include securing the bomb, setting the bomb, issuing orders to carry out terrorist attacks on the upper and lower city, and fomenting unrest in the

Enclave. Hosts also recall traveling to a place called the Pit of Tears in the abandoned region, and there called out the name Amelera. In answer, a ghostly woman, her face a mass of writhing worms, gave them orders. The ghosts controlling them called this figure mother. The NPC can lead the characters to the meeting point, which, again, takes the characters to Chapter Six.

Possessed NPCs are also aware of other sabotage attempts on the upper and lower city and can be convinced with a successful DC 15 Charisma (Intimidation or Persuasion) check to divulge what they know. Choose one of the terrorist attacks (see page 129) that have yet to occur. The player characters can either attempt to stop the attack themselves or give warning to their contact in the city above, who then musters a force to thwart the attack. If the players decide to intervene, you can set the scene in any way you like, using the following creatures as adversaries for the combat, based on which attack their characters uncover. See "Dire Consequences" on page 136 for further details.

ENCLAVE REGIONS

Five major regions comprise the Enclave. Three political organizations control three, the fourth is independent, and the fifth has been abandoned after being deemed too dangerous. The controlling factions move openly and their identities and membership are common knowledge to the people of the Enclave. The player characters can find out this information and how to contact representatives of the various groups by gossiping with locals, which can happen automatically or through roleplaying with local NPCs of your own design.

UNITED ENCLAVE

The United Enclave controls the northern chambers and enjoys great popularity within its sphere of influence and growing support in neighboring regions. Many expect the United Enclave to eventually take control of the entire Enclave in time as organizers work to bring all the people together to deal with the Masters of Tradition. Founded just a year ago from the ruins of two smaller factions, the United Enclave promises to lead the people to a brighter future.

Amresh Kai

Amresh Kai (veteran) came to Ervenrun like many people in the hopes of finding refuge from the horrors stalking the lands. What she found was poverty, disease, and chaos in the undercity in which she and others like her were forced to live. Kai joined the New City Imperative, a radical group of activists

who sought to rebuild the Enclave into something livable, but the organization collapsed after infighting tore it apart. Kai helped found the United Enclave after but didn't assume a leadership position until after she routed a company of White Town soldiers. The city troops had come into the Enclave to crush demonstrators and the excessive force saw a mob form. Kai took control of the mob and led them on a successful strike against the soldiers, driving them out of the Enclave.

At the end of middle-age, Kai has short-cropped white hair, lined and scarred features, and a whip-thin body. She has a slow, measured way of speaking, as she considers everything she says before she says it. Calm and patient, she acts with clear and considered purpose.

Behind the Scenes

The ghost witch sent two of her undead daughters to infiltrate the United Enclave by possessing low-level members and gradually moving up until they have taken control of Kai's closest lieutenants—Greya and Phe (both as gladiators possessed by ghosts). Unbeknownst to Kai, the lieutenants worked with members of other factions to develop the bombs and orchestrate coordinated attack against White Town. So far, they have kept their involvement a secret from Kai, but the faction's leader has become suspicious.

Encountering the United Enclave

The United Enclave operates out of an abandoned temple situated at the center of the area they control. Upon taking over the site, workers stripped the building of all religious symbols and signs until there's nothing left to identify the religion to which the temple was founded. The interior consists of a large hall in the front with a few rooms in back that serve as barracks, kitchen, and private meeting area.

At any time, a dozen or so thugs (thugs) hang around outside, throwing dice, smoking, and boasting to one another. Although they look like loiterers, they watch the temple and members come and go at all hours, some heading off bearing messages, others running errands for the leadership inside the building. The guards are unfriendly and distrust strangers. Roleplaying can convince the guards to let the player characters in as can a successful DC 15 Charisma check using whatever skills seem appropriate.

Kai should be present along with both possessed lieutenants when the PCs visit the place. With them are 3 thugs, who serve as muscle. Kai is indifferent to the party, while the lieutenants are unfriendly. Kai talks freely about the faction's objectives and how they're working to unify the Enclave's people to speak with a single voice so they can convince the

Masters of Tradition to invest in their community. Kai denies any involvement in the attacks and appears upset about them since she believes the attacks set the cause back. If anyone was responsible, she says, it has to be the Popular Liberation Front, since they've been working for a violent overthrow for some time now. A DC 10 Wisdom (Insight) check confirms that Kai is being forthright, but a success by 5 or more reveals that one or both lieutenants appear shifty and a little nervous.

If the party makes an accusation against anyone in the room, they are told to leave. If the situation escalates to violence, the ghost-possessed fight to the death, while Kai flees if reduced to half her hit points or fewer. Killing either of the lieutenants causes the ghosts to leave the bodies and flee.



VENGEANCE IS MINE

If the characters surveil the lieutenants, they should see them engage in suspicious behavior, which can include surreptitious meetings with representatives of other factions and displaying quirky behavior such as bizarre facial expressions, spontaneous weeping, and occasional staring into space.

Ignoring the United Enclave

If the player characters do not deal with the United Enclave within 36 hours of the attack on the Temple of Truth, a ghost leaves the body of the lieutenant to possess the faction leader. Now under the witch's influence, Kai takes a direct hand in the terrorist attacks and becomes hostile to investigating player characters.

Possessed Kai might discover the party's efforts to investigate the various factions and interfere with the witch's plans, in which case the faction leader sends a possessed lieutenant and 8 thugs to ambush and murder the player characters, while they explore the rest of the Enclave.

POPULAR LIBERATION ASSEMBLY

Control over the eastern reaches of the Enclave falls to the Popular Liberation Assembly, an old and violent faction who believes the time for peaceful negotiation has passed and that now is the time for a violent overthrow of the city's leaders. Their aggressive and outspoken manner make them likely suspects in the attack and other troubles in the city. However, of the three factions, the PLA has had nothing to do with the attacks and they are as baffled as anyone.

Father Euclides

Once a member in good standing of the Masters of Traditions, Father Euclides became disillusioned by their treatment of the dark folk on the Enclave. He abandoned his post in the upper city and moved to tunnels to minister to the refugees and tend to them. He saw in their pinched faces, widespread sickness, and general suffering the failings of his religious institution and began delivering sermons that called for a violent overthrow of the ruling forces. Word spread of his speeches and the Masters of Tradition excommunicated him.

Even in his mid-seventies, Father Euclides remains a man in good physical health. Standing over six-and-a-half feet tall, thin, fit body, with a mane and beard of shaggy white hair, he's always dressed in the heavy black robes of his former order, though he displays no symbols of the Old Tradition on his person. He works as a healer, councilor, and agitator, and has won the hearts and minds of his adopted people through his good works and kindness.

Behind the Scenes

The ghost witch left the PLA alone, knowing the city leaders would suspect them first for the unrest and attacks given the faction's outspoken stance against the city leaders. In fact, agents of the other factions, under the influence of the ghost witch's daughters, have been feeding city authorities evidence implicating the PLA. The player characters might come across this evidence in their investigation, as you choose.

Encountering the PLA

The PLA operates from the burned-out shell of an orphanage that came under attack years ago during a clash with the soldiers of White Town. Father Euclides refused to allow repairs



to get underway as he believes no one should forget the lives lost to the White Town soldiery in their reckless intrusion into their refuge. Of the original multi-story structure, only the ground floor remains and nearly half has collapsed, giving it the look of a bombed-out building. Soot stains the cracked and falling walls and there's nothing overhead, but the PLA has reinforced the ruin with barricades and fencing.

Six guards watch over the exterior, each one working a staggered four-hour shift before another takes over. Within the ruins work a dozen people or so to manage the distribution of foodstuffs, clothing, and other supplies to the people in need. Father Euclides (priest) should be present when the player characters first arrive.

The PLA advocates for violence against what they perceive as a tyranny, they do not support attacks against innocent civilians. Some members of the PLA have been invigorated by the attack on the Temple of Truth, but Euclides has reservations, reservations that grow into concern as the uprising's scope and nature transforms into something sinister. As the attacks increase, PLA soldiers (as guards) step up patrols in their region to keep the calm and prepare for the reprisals they expect to come at any time.

The players might believe the PLA to be obvious culprits behind the attack on the Temple and might strike at the PLA's headquarters to cut off the organization's head. If they capture or kill Father Euclides, the PLA splinters into numerous smaller groups, becoming too weak to do anything about the war to come (see "War in the Enclave," below).

If the party deals with Father Euclides peacefully, they find in him an ally who wants to stop the attacks on innocents as much as they do. Through his efforts, his agents can reveal any clues the player characters have overlooked as you choose.

Ignoring the PLA

The PLA continues its work to care and provide for the people of the Enclave, while making public denials of their involvement with the attack on the Temple. Despite their refusals to claim the attack, people from across the Enclave flock to them and swell their ranks. And when the city finally sends in troops, they send them into PLA territory.

EQUAL RIGHTS AND OPPORTUNITIES COLLECTIVE

The oldest of the three major factions, the Equal Rights and Opportunities Collective, EROC, has fought to make the Enclave more valuable in the eyes of the city leaders and has

striven for peaceful relations with their neighbors living on the mountain slopes. The people in the Enclave will be a burden to Ervenrun so long as they remain poor, fractured, and divided. EROC argues that industry and trade can lift the people of the Enclave out of poverty and thus make these folks inviting to the rest of the city. Thus, EROC urges people to put their efforts into their labors, to gain skills and training needed to become productive members of the city.

Malada Rent

EROC's founder died last year, murdered by an independent assassin with strong ties to the PLA. Rather than make a stir about their leader's murder, EROC covered the death up and



VENGEANCE IS MINE



as far as anyone outside leadership knows, the popular and charismatic leader still leads the organization. Her absence from the public eye has some concerned, and inquiries into her health had come to dominate many meetings, but recent troubles have turned attention to greater concerns about the coming conflict. As a result, efforts to meet Malada Rent go nowhere and likely cause the player characters some trouble.

Behind the Scenes

The three people who have taken charge since Rent's death include Guy Timbre, Allister Andros, and Maia Rent, the younger sister of the late Malada Rent. Unfortunately, all three (as **nobles**) have been possessed by the ghost witch's daughters, and they've been funneling resources into carrying out the attacks on Ervenrun, along with their allies in the United Enclave. The three appear to be ordinary Anireth in their middle twenties.

Encountering EROC

EROC operates out of a community center in the middle of the Enclave's western district. People come and go from the place at all hours, since EROC employs many artisans who work here and train apprentices. A large hall makes up most of the center and it's here that various workers go about their business and where the organization holds meetings. Doors on either side of the hall lead to corridors lined with doors on the opposite walls, each of which opens onto a cell to house apprentices, homeless, and visitors. A communal kitchen, with foodstuffs donated by local families, stands open at all hours to feed the hungry.

Efforts to meet with leadership puts the player characters in touch with Malada Rent's sister Maia Rent, who claims to speak on the leader's behalf. She's pleasant, friendly, and welcoming. She explains EROC's purpose and mission and urges the player characters to join. If questioned about the attacks, she affects sadness and regret, stating she hopes common sense will prevail. She deflects any questions about her sister and takes offense at any statements implicating her organization. Of course, this is all a front and a character who succeeds on a DC 15 Wisdom (Insight) check can tell she's not being fully truthful. Success by 5 or more reveals there's something

off about her in the strange pauses that break up her speech. These pauses come from the ghost fighting against the host.

If the characters snoop around the EROC facility, they likely encounter 6 hostile guards, who escort them from the grounds. If the player characters do anything that makes the possessed leaders suspect they themselves might be compromised, they dispatch 3 assassins to wipe out the party. Captured assassins might reveal the identities of their employers as you choose.

If the party attacks any of the three spirit-possessed leaders, they find themselves confronted by a dozen guards plus twice as many more commoners who come to their defense. A ghost flees the body of its host if the host drops to 0 hit points. A fleeing ghost races toward the abandoned areas of the Enclave to reunite with the ghost witch.

Ignoring EROC

The organization works with Ervenrun to bring soldiers into the Enclave for the express purpose of destroying the PLA. Meanwhile attacks in White Town continue as described until the whole city becomes destabilized.

WAR IN THE ENCLAVE

After the fourth event in Ervenrun, the Masters of Tradition delay no longer and dispatch a force of 100 veterans to primarily establish martial law in the Enclave, but also to take out the source of the attacks. The soldiers move into PLA territory. Rather than make arrests, they simply cut down anyone in their path. The veterans operate in squads of five and they fan out through the district to converge as a single force on the PLA headquarters. Once in position, their commanding officer (knight) demands Father Euclides surrender along with everyone else inside. The PLA refuses, not recognizing the legal authority of the soldiers to make such demands without proof, and so White Town's soldiery attacks. The battle rages for about an hour and, though the soldiers suffer some casualties, they slaughter everyone they find in the ruined orphanage, making martyrs of them all.

The attack galvanizes the entire Enclave, and the soldiers discover within just a few hours after destroying the PLA, the entirety of the undercity rising up against them. For the next 24 hours, total war envelops the Enclave as mobs clash with soldiers. Arsonists light buildings on fire, while the destitute go on looting sprees. Meanwhile, the Masters of Tradition send more troops into the Enclave to bring order.

SURVIVING THE OCCUPATION

The player characters might find themselves caught in the conflict that arises from the occupation, especially if they delayed in reaching the Enclave and ran into trouble during their investigation. Once the fighting starts, the Enclave becomes a burning hellscape of armed vigilantes fighting soldiers, corpses littering the ground, and chaos everywhere the characters turn. The conflict provides a dramatic environment for the player characters as they race toward the adventurer's final chapter and offers a chance to gain any remaining information that they need to find in order to realize the true nature of the thing threatening the city.

FIGHTING ON THE STREETS

If the characters are still in the Enclave when the fighting starts, spring any or all of the following encounters on them as they move from place to place.

Mob Justice

When the characters round the corner, they find a town square fronted by stone buildings to all sides. A pair of veterans, each at 15 hit points, stand back-to-back by a statue of Father Euclides, while 20 commoners close in for the kill. The guards shout to the player characters for help. The characters can disperse the mob by reducing half or more to 0 hit points, using roleplaying to convince them to spare the soldiers' lives, or using some other means at their disposal. Or, they might side with the mob and join in the killing. If the PCs save the soldiers and get them to safety, award inspiration to a random player.

Before They Are Hanged

The characters come upon a squad of 5 veterans and a knight holding 10 commoners prisoner. They have a makeshift gallow on the street and two of the soldiers cut down the last batch of four people they hanged to prepare for the next four. The commoners include a couple of adolescents and, it's clear, these people are all simple folk wanting no part in the struggles.

If the characters leave the soldiers to do what they wish, they hang their prisoners, including the children. If the characters interfere, the knight tells the party to mind their business and to move along. If the player characters persist in interfering, the knight and the veterans attack the party, fighting until they have lost half their numbers. Any player characters taken prisoner are summarily hanged.



Opportunistic Ghouls

The dead pile up everywhere and hungry ghouls are only too happy to help carry off the bodies. Unfortunately, not all of the corpses they carry off are corpses. As the characters travel through the Enclave, they hear a shriek and cry for help. If they round a corner, they see a young man or woman struggling in the grip of a hulking ghoul. Blood paints the ground all around, but smears in the stuff suggest some bodies have been dragged off into the dark. If the player characters interfere, 5 more ghouls come out of the shadows to help their ally.

The prisoner can just be another victim of the madness gripping the Enclave, but this character can also be a useful tool. If the party has lost any members in the adventure, the prisoner could be a replacement character. If the party is running low on resources, the prisoner could also be a veteran, priest, or mage willing to help the group through the rest of the adventure, finally this prisoner can be a source of information, providing the party with any facts the group might have missed.

Enemies Attack

The party might have made some enemies in the Enclave in which case these foes use the chaos as cover to eliminate the player characters. Potential enemies include any of the factions the characters might have crossed or the ghost witch moving to eliminate the party before they move against her. Whatever the source of the attack, it includes 8 assassins one of which is possessed by a ghost. The killers ambush the party at a time of your choosing with an aim to kill them all with efficiency and quickness. If the party kills five or more of the assassins, the rest flee. For each assassin that dies, roll a d8. On an 8, the characters kill an assassin containing the ghost. The ghost leaves the corpse and then flees as described above.

THE HIDDEN ENEMY REVEALED

As soon as the party discovers that ghosts have infiltrated the various factions and orchestrated events to destabilize the city. This revelation should stop the violence, hopefully before too many lives have been lost, since now the faction leaders and the Masters of Truth understand the origin of the

threat comes from an evil, ruinous source that would see them all brought low. Bringing an end to the terrorist attacks and ridding the factions of the possessing spirits might be enough to call this adventure a success, but it should be clear that the party has only won a reprieve in the violence unless they find some way to put an end to the ghost witch, which leads them to the final chapter.

If, however, the party has been unable to put the pieces together and recognize the true threat, you can develop the war in the Enclave further, perhaps having the party join one faction or another, work to pit the factions against each other, or join the soldiers in fighting the people here. Then, when the party has done enough to frustrate the ghost witch's plans, she sends her daughters to deal with them in the form of 4 assassins, each of which are possessed by a ghost. Assuming the party survives this encounter and kills at least one assassin, they should spot the ghost escaping the body and then fleeing from them as described under "Possessing Ghosts."

CHAPTER SIX: THE BECKONING DARKNESS

Although space has been filling up in the Enclave as more and more refugees seek shelter in White Town, few people have moved into the deeper chambers and passages of the hypogea for there is a noticeable chill in that place, an evil presence that makes its hatred for the living known in the chill, foul smells, and horrid things that creep and crawl throughout. Only the most desperate outcasts make their home in this place, but even they dare not venture too far into the darkness. But it is here the party must go in order to contend with the author of all the evils that have recently befallen Ervenrun.

HYPOGEA OF THE LOST

The tunnels and chambers making up the Hypogea of the Lost resemble those of the other sections of the Enclave, but everywhere one looks, one finds signs of neglect. Dust lays thickly over everything, while cobwebs hang in dusty loops from the ceiling, or form into gray curtains to hide what lies beyond them. As empty as the place appears, the occasional set of claw-footed tracks, broken webs, and gnawed bones reveal that these chambers might not be as empty as they appear.

Anyone living in the Enclave can point the way to the Hypogea of the Lost, but directions come with warnings about the eaters of the dead, undead, and unhinged spirits that haunt the place, as well as colonies of the diseased, the freaks and outcasts driven out from the Enclave, to just mention a few of the dangers the characters might face exploring this area.

EXPLORING THE HYPOGEA

Although this region poses far greater danger than do the other areas comprising the Enclave, the layout and structure of this area remains similar to that found elsewhere under the mountain. Use the rules presented above to quickly create chambers and connecting passages as the party makes their way into these haunted chambers, but with the following tables used in place of those suggested above.

Chambers

The chambers in the hypogea have the same sizes and shapes, as well as having the same number of exits. Replace the Denizens with the following and you can use the Chamber Conditions table to give you some idea of the state of the chamber the characters find.

Chamber Conditions

d20	CONDITION
1-2	Widespread cracks appear in the floor, walls, and across the ceiling, and thin streams of dust spill from them.
3-4	Cobwebs gather in the corners.
5-6	Bones, gnawed, cracked, and hollowed, litter the floor.
7-8	Cobweb curtains hangs throughout the place
9-10	Soot stains a section of floor and the nearby wall.
11	Dried or fresh blood covers everything here.
12-16	Dust covers the floor and piles up in the corners.
17	Several trails left in the dust crisscross the chamber.
18	Part of the ceiling has fallen.
19	Part of the floor has fallen away.
20	The chamber appears clean and tidy.

Lost Denizens

When the party comes to within 30 feet of a chamber, roll a d6. On a 5 or 6, the chamber has occupants. Use the lost denizens table below to determine what the player characters encounter.

Lost Denizens

D6

DENIZENS

- 1 A pair of hungry cloaklers lying in wait to ambush passersby.
- 2 A gang of 6 ghosts of dead children on the prowl for warm bodies to possess.
- 3 A mob of 4 ghastrs and 10 ghouls prowling for corpses.
- 4 A crowd of 7 mummies hunting for the looters of their graves.
- 5 A trio of otyughs splashing around in a stew of liquified corpses.
- 6 A pair of Dread Specters (see the Appendix of this book) on the hunt for living foes.

PLANNED ENCOUNTERS

In addition to the random dangers the party might face as they move through these chambers and passages, they should have the following encounters at times you choose.

Visions of Loss

Amelera, the ghost witch, knows the characters come to confront her, but before she destroys them, she wants them to understand her rage and why she works to bring the city to ruin. She achieves this with psychic attacks against their minds, in which she gives them a glimpse into her past. A sharp pain in the player characters' heads presages the visions lasting just a few seconds while the characters see what the spirit wishes them to see.

- *First Vision:* The player characters find themselves standing near the gates to the Enclave and witness a flood of battered and broken people entering the refuge. Among these people the characters see a striking woman in her middle years wearing a hooded cloak over a once-fine, now threadbare dress. She shepherds six girls, aged from eighteen to eight, all dressed in tattered finery. As they move through the gates, a pickpocket steals the woman's purse, but she does not notice until the thief is long gone.
- *Second Vision:* In a cramped hovel lit by a dung fire is the woman from the first vision, but much older, though the girls all seem about the same ages as in the first vision. A shadow comes to the door and the youngest girl begins to cry. The woman shushes her and then moves away from the fire toward the visiting shadow.

- *Third Vision:* The woman from the previous two visions alone sits on the ground with a begging bowl in hand. She has sores all over her face. There's no sign of her girls.
- *Fourth Vision:* The woman screams at a crowd gathered in front of a burning building. Any character who visited the PLA headquarters recognizes it. Shapes of children lean of out windows, smoke pouring out around them, fires dancing behind. Someone throws a stone at the woman and then another stone flies at her, followed by more.
- *Fifth Vision:* Shadowy figures drag the woman from all the visions across the ground. The woman is covered in bruises and wounds from the stones. Eventually, the figures lift her up and throw her body down a trench.

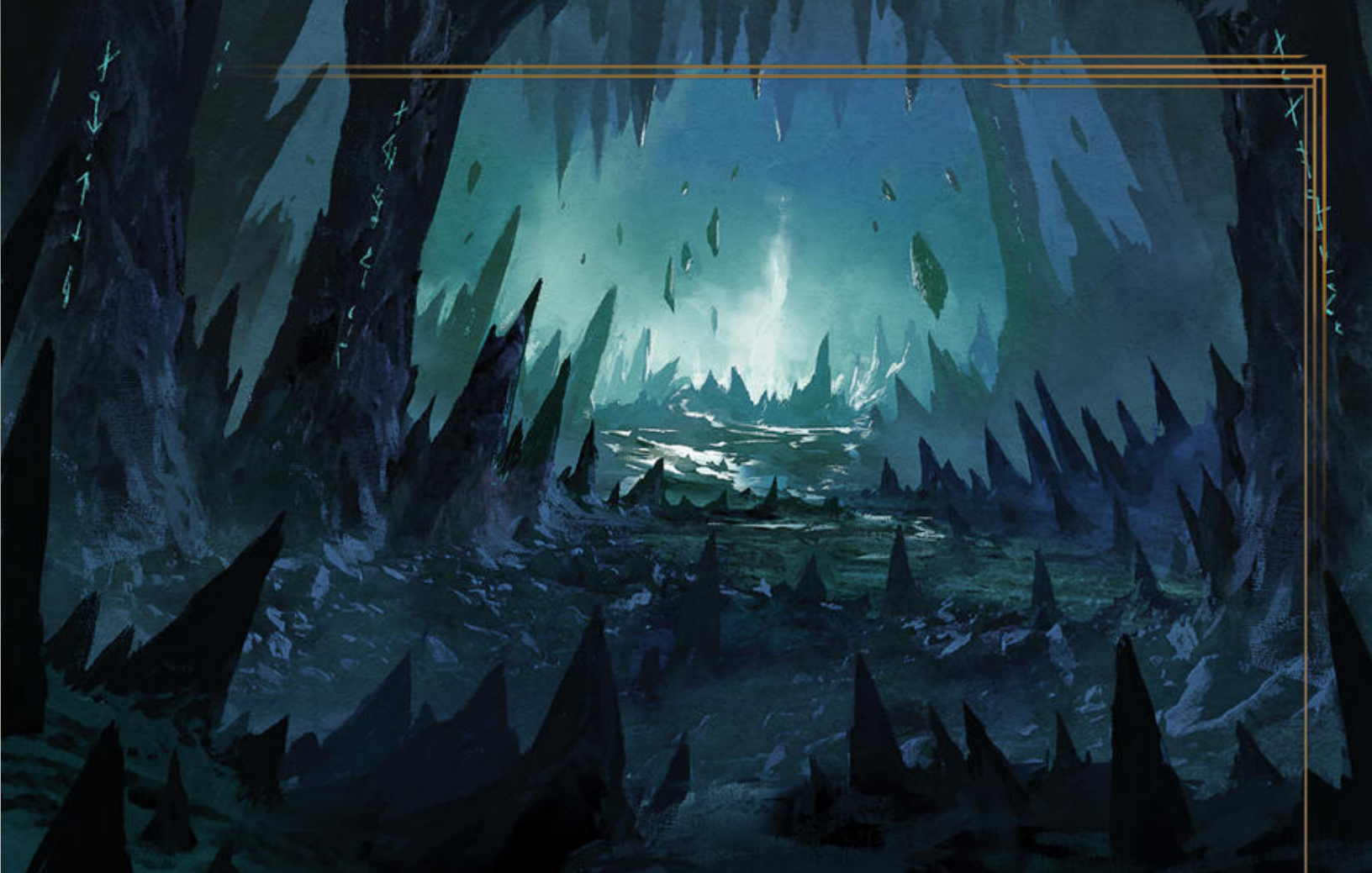
Chambers of the Sick

At some point, the party comes upon a chamber lit dimly by a couple of dung fires around which sit ten people (commoners with 2 hit points and the poisoned condition), each huddled under thin cloaks and have bodies wrapped in filthy bandages. Each suffers the wasting disease, a virulent plague that causes the flesh to rot away until only the bones remain. With no cure and fearing a spread of the plague, they found themselves driven out of their homes.

The plague can affect the player characters, if they do not make a successful DC 11 Constitution Saving Throw every 24 hours. If they fail, their Maximum Hit Points are reduced by 1 until the plague is cured.

The outcasts fear the player characters and withdraw to the edges of the room. They have bone clubs with which they defend themselves, but they are easily killed if the player characters opt to do so. If the characters deal with them peacefully and succeed on a DC 10 Charisma (Persuasion) check, they can improve their disposition enough that the outcasts invite the characters to rest by the fires.

The outcasts know all about the comings and goings of the people from the main chambers of the Enclave into their territory and readily share with the player characters what they know, especially since several of these outsiders killed their friends and companions. These outsiders all crossed through this territory to get to Pit of Tears, which is where the Enclave dispatches its dead, when it doesn't burn the bodies. The outcasts avoid the pit since it's thick with ghouls and Maggot Men, but they can describe the way. A character can convince one of the outcasts to lead them there with a successful DC 15 Charisma (Intimidation or Persuasion) check.



Broken Vault

With access to old tombs and a steady supply of corpses from the Enclave, these tunnels and chambers attract ghouls and ghouls, who feed on the dead. At some point, a large pack of ghouls picks up the party's trail and follows them until the party reaches the Broken Vault, a large chamber the ghouls and ghouls have used at times in the past to waylay travelers.

Five ghouls follow the characters at a distance of about 60 feet. Characters with darkvision who look behind them might spy the ghouls moving in the darkness, seeing white pinpricks where their eyes should be. Or, any characters with passive Perception scores of 13 or higher hear the occasional sound of scraping stone and panting breath coming from behind. If the party turns to confront the pursuers, the ghouls scatter through cramped side passages. Otherwise, the ghouls follow until the party enters their clutches.

The Sprung Trap

The ghouls attack when the party moves into the Broken Vault, a large room, 60 feet on a side, with a ceiling 10 feet overhead. Cavities dimple the ceiling throughout. The floor is a heap of bones and rubble and counts as difficult terrain.

Across the room, a 5-foot-wide passage continues on into the darkness, but an iron portcullis has been lowered halfway to the floor, requiring Medium and larger creatures to crawl under it.

Inside the ceiling's holes hide 10 ghouls. When the player characters move beneath the openings, the undead drop from their hiding places to take the party by surprise. If the ghouls dogging the party's heels follow, they come from behind to join the attack. Two ghouls drag off any unconscious party members and start eating in the middle of the fight.

If the party flees under the portcullis, the ghouls do not follow since that way leads to the Pit of Tears and there dwell the hideous maggot men and the ghost witch herself.

Characters sifting through the bones and debris find one of the following every 30 minutes they spend searching:

- 2,000 gp
- 4,000 gp
- 5 gemstones each worth 500 gp
- *A potion of healing*
- *A potion of greater healing*



NIGHTFELL

Daughters of Vengeance

Once the party escapes the clutches of the ghastrs, the ghost witch's six daughters (ghosts) come forth to attack the party and prevent them from reaching their mother. Reduce the number of ghosts that attack by the number of ghosts possessing the faction leaders that the party destroyed within the last 24 hours.

The daughters of vengeance attack the party just as they begin their final descent toward the Pit of Tears. The passage down is a switchback staircase that descends from the roof of a massive cavern to the floor some 210 feet below. The stairs are 10 feet wide and descend 30 feet before stopping at a landing where another set of stairs descend in a different direction to form a square column. The ghosts fly up from the floor as soon as the characters emerge from the ceiling and attack.

If a ghost manages to possess a player character, on its next turn, it hurls itself in the host's body off the stairs to land on the stone floor, taking damage after the fall. The ghost, who takes none of this damage, then flies back up to repeat the process.

The ghosts fight until destroyed. If dropped to 0 hit points, the ghosts reform within 10 feet of their mother's skull, 24 hours later. See Cave of the Ghost Witch for more details.

THE PIT OF TEARS

At the bottom of the stairs, a cave mouth opens in the far wall leading to a 20-foot natural tunnel, the ceiling bristling with stalactites, the floor with stalagmites. Water drips from above, while a terrible stench of decay emanates from the ahead darkness. After about 80 feet, the cave ends at another opening, with an overhang that offers a view of the Pit of Tears.

The pit is the bottom of an enormous egg-shaped cave buried beneath the mountain, with the wall opposite of the entrance some 300 feet away. The ceiling climbs 600 feet overhead, though the details are lost behind a forest of stalactites that drip water into the noisome darkness. Bear in mind that such distances cannot be easily explored even by characters with high Darkvision. Bats flutter among the jagged rocks and their screeching fills the air.

Below the entrance, the walls slope toward the bottom and lights can be seen reflected in the surface of the waters 200 feet down. All across the sloping walls sit cracked and splintered bones, empty eye sockets of bared skulls peering up blackly at the living.

Characters studying the far walls spot a blot of darkness about 80 feet down the opposite wall. A successful DC 15 Wisdom (Perception) check reveals it is the mouth of a

smaller cave. This cave holds the remains of the ghost witch that keep her anchored to the mortal word.

The Maggot Men

People in the Enclave have been disposing of the bodies of the dead here for years, since it's easier to simply discard them than to burn them. The steady supply of corpses attracted ghouls and ghastrs who controlled the pit for years until the coming of the maggot men.

A new force bred in the despairing darkness, the maggot men too feed on the dead, but they also prize the flesh of undead as well and came to the pit to feed on the eaters of the dead who made their lair here. The surviving undead abandoned this place to the horrors that came up from the bowels of the earth and it is these horrors whose numbers have grown to the point that soon they will have to broaden their territory into neighboring tunnels to sustain themselves.

Lights shining down into the Pit alerts the maggot men and seven of them (see the Appendix of this book) prove too hungry to wait for bodies they expect to be hurled down to them. These maggot men slither up the walls, each a flowing slick of wriggling maggots that navigates the broken terrain with ease. It takes the maggot men just 4 rounds to reach the overhang and they pull themselves up and over the sides to attack the party. The maggot men fight to the death.

Descending into the Pit

The player characters can use whatever means they have at their disposal to reach the pit's bottom. If they climb, the abundance of hand and footholds makes ability checks unnecessary. It takes 10 rounds for a character with a speed of 30 feet to climb down to the shores of the pool at the bottom. If the characters reach the shore, 10 Maggot Men (see the Appendix of this book) emerge from the foul waters to attack. Like their hungry fellows, these fight to the death. If the characters manage to kill all of these foes, the rest of the maggot men avoid them, realizing they are too powerful to fight for the moment. But, if the party members show any weakness, the maggot men seize whatever opportunity they can to make a meal of them, emerging in groups of $1d6 + 3$ at a distance of 60 feet to make a quick meal of the obviously weak or injured.

A search of the waters and shores turns up several thousand coins of various denominations, gemstones, equipment and clothing in various states of decay, as well as one or two magic items of your choice.

SUMMON THE WITCH

The player characters might have learned that the possessed faction-leaders could summon the ghost witch by calling her and might decide this to be the fastest and surest way to bring her forth from the darkness. If a character calls out her name from the overhang, Amelera hears and descends from above 1 minute later until she stops, floating above the center of the pit. Her face unfolds to show a knot of writhing shadow serpents and then she screams. Player characters who see her lose Soul Points equal to her Challenge rating, halved if making a successful DC 16 Wisdom Saving Throw.

If the party attacks, she fights back, shouting the whole time about the wicked Masters of Tradition, the filthy Anireth, and how she will tear down the whole city and snuff the lives of all the people who live on this accursed mountain. She prefers to fight at a distance with spells, but if two or more enemies come to within 60 feet of her, she uses sanity blast and then flies to keep out her enemies' reach. If she drops to half hit points or fewer, she screams and flees into the cave mouth on the wall opposite of the overhang.

THE WITCH'S FALL

All that remains of Amelera's mortal form is her skull and it resides inside the cave into which she flees. The party can reach the cave by whatever means they have available, even if it means dropping down one side and climbing up the other, though this likely attracts attention from the maggot men.

The Entrance

The cave entrance has the shape of an upside-down teardrop and foul liquid dribbles out from the crease in the floor. Weird mold clings to the rock all around, shedding feeble light when a creature of flesh and blood comes to within 10 feet. Every few seconds, a rush of hot, stinking air comes spilling out of the cave and then stops.

Antechamber

About ten feet in from the entrance, the cave widens and the floor flattens to form a roundish chamber with a 60-foot radius and a ceiling 30 feet above. Black, tarry liquid dribbles from cracks in the ceiling and falls to the ground where it collects in pools that drain out along the channel. Bones of all sizes and shapes cover the ceiling.

Across from the entrance stands an exit in the center of the wall, a mere crack wide enough to accommodate a Small creature or a Medium creature that succeeds on a DC 10 Dexterity (Acrobatics) check. A failed check means the character becomes stuck and must be pulled free, which requires a successful DC 15 Strength (Athletics) check.

Hidden among the bones on the ceiling are 8 Bone Spiders (see the Appendix of this book). If a character becomes stuck in one of the cracks, the bone spiders drop from the ceiling and attack, fighting until destroyed.

The Chamber of the Skull

A cave, roughly 30 feet square, stands just beyond the crack in the wall and it's here where the ghost witch placed the last of her mortal remains. Her blackened skull, with long thin hair hanging from the leather scraps of skin clinging to the bone, sits on a pile of rocks. The skull has AC 10 and 10 hit points and if the player characters destroy it, they release Amelera and her daughters into the void.

However, Amelera makes her stand in this room unless the party has destroyed her already. If she has fewer than half her hit points when the party enters this room, 2 wraiths materialize from the darkness, eager to drag this soul to Hell.

CONCLUSION

The adventure ends at any time you choose, though ideally it ends with the ghost witch's defeat. If the characters fail to find and defeat her, the ghost witch lays low for many months as she and her daughters work to hatch another plan, perhaps one that is far nastier than the one they put into motion here.

With the ghost witch out of the way, though, life in Ervenrun returns to something approaching normal. The various factions of the Enclave pull themselves together or dissolve, depending on what happens to their leaders, while the Masters of Tradition keep a company of soldiers stationed in the Enclave to keep the peace for a time.

In the deeper tunnels, though, the maggot men grow their numbers and gradually expand out from the Pit of Tears to vex the ghouls and ghastr neighbors. Hostilities between these groups sees undead spilling out into the Enclave as they seek escape from the annihilation promised by writhing hosts. The player characters might be called to make a further exploration into the abandoned chambers under the mountain and discover the source of this new threat and fight new horrors of its creation.



APPENDIX





APPENDIX A: MONSTERS AND NPCs

ANSELMUS

He has the stats of a Guard.

ANVERNIA

See **Bestiary of Nightfell**.

ARKEA

Once an Ejre, after she summoned the Mazarol in her desperate invocation to escape the pyre in Vaas, she was imbued by dark magic, who left her both physical and spiritual scars. Nowadays, she wanders as a savage in the Forest of Stregghi to ensure that those who turned her into a monster suffer for all eternity.



Arkea the witch

ARKEA

Medium monstrosity, lawful evil

STR	DEX	DEN	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	20 (+5)	16 (+3)

Armor Class 15 (natural armor)
Hit Points 195 (30d8+60)
Speed 30 feet

Saving throws Int +5, Wis +9, Cha +7

Skills Arcana +5, Deception +7, Nature +9, Perception +9, Survival +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing if dealt by non-magical attacks (only during New Moon)

Senses Darkvision 60 feet, passive perception 19

Languages common, primordial, runic

Challenge 11 (7200 XP)

Brute. When Arkea hits with a melee weapon, the attack deals an extra die of the weapon's damage (already included in the attack).

Sharp sight and hearing. Arkea has Advantage on Wisdom (Perception) check based on hearing and sight.

Innate spellcasting. Arkea's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks); Arkea can cast the following innate spells without any material component:

At will: minor illusion, poison spray, ray of frost, true strike

2/day each: charm person, counterspell, darkness, detect thoughts, misty step, scorching ray, suggestion

1/day each: arcane eye, hallucinatory terrain

Magic resistance. Arkea has Advantage on saving throws against spells and magic effects.

Cursed weapons. Arkea's weapon attacks are to be considered as magical; her weapons are imbued with dark energy thanks to her devotion to the Mazarol and they deal an extra die of the weapon's damage (already included in the attack). Sharp sight and hearing. Arkea has Advantage on Wisdom (Perception) check based on hearing and sight.

ACTIONS

Multiattack. Arkea makes two melee attacks, one per scimitar.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 9 (2d6+2) slashing damage, and 7 (2d6) necrotic damage.

BAURJIEN

The fierce leader of the Moon Satyr tribe that settled in the cold northern mountains. This barbarian protected his family for many years and welcomed any Rizadrin who got lost in the glaciers, training them to be strong and fearless. Anyone who meets him cannot help but respect him, and he inspires fierce loyalty in his followers. Thanks to him, his people found the strength and bravery they once lost and that they desperately need to face the shadows of the Lunar Age.

BAURJIEN

Medium humanoid, chaotic neutral

FOR	DES	COS	INT	SAG	CAR
18 (+4)	14 (+2)	20 (+5)	10 (+0)	10 (+0)	16 (+3)

Armor Class 16

Hit Points 144 (12d12+60)

Speed 30 feet

Skills Athletics +8, Intimidation +7, Survival +4

Saving throws Con +8, Cha +7

Condition Immunities frightened

Senses passive perception 10, darkvision 60 feet

Languages common

Challenge 12 (8400 XP)

Lunar calling. Baurjien can cast the trifold goddess's gaze.

Primeval energy (recharges after a long Rest). Baurjien, as all Rizadrin, retains within himself a fragment of the primitive energy that has shaped the world; this arcane heritage allows him to recall that energy in the form of rays of green light, and he can transfer it to a melee or ranged weapon; this weapon will be considered magical, obtaining a +3 damage bonus for 1 minute; he can recall a thrown or dropped weapon with a bonus action, but only if it is within a radius of 60 feet; this feature does not apply to a weapon with the Grim Weapon property.

ACTIONS

Multiattack. Baurjien makes two melee weapon attacks, one for each scimitar.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. Hit: 7 (1d8+4) slashing damage.

BLACKRAVEN

He has the stats of an Archmage.

BONE SPIDER

Appearing as pale, white spiders of considerable size, they have white carapaces bristling with thick, tufts of hair. Gleaming red eyes crowd their heads above a pair of dripping mandibles. Bone spiders favor deep caves and, unlike many other spiders, share their lairs with others of their kind, so they can work together to bring down larger prey. Their venom, prized by alchemists, liquifies bones, which the bone spiders consume.

BONE SPIDER

Medium beast, unaligned

STR	DEX	DEN	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	5 (-3)	13 (+1)	6 (-2)

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 feet, climb 30 feet

Skills Perception +3, Stealth +6

Senses darkvision 60 feet, passive Perception 13

Languages —

Challenge 2 (450 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 10 (1d12 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 16 (3d10) poison damage and becoming poisoned for 1 minute on a failed save, or just half as much damage on a successful one. A target poisoned in this way takes a -10 foot penalty to Speed, has damage vulnerability bludgeoning, and its weapon attacks deal half damage. At the end of each round, the poisoned target can repeat the saving throw and ends the effect on itself with a success.



DREAD SPECTER

Specters refuse to move on from the mortal world and instead lash out at the living, draining life force from the creatures whose mere existence reminds them of what they have lost. The longer a specter lingers and the more life it drains, the more powerful it becomes until it becomes a terrifying force for evil. Weapons find no purchase on its insubstantial form and the mere brush of its spectral fingers can leech away life from even the strongest foes. Dread specters stand apart from other, lesser spirits, for they are unrelenting in the pursuit of snuffing out all life they find.

A dread specter appears as it did in the time of its death. It can be headless, stricken with shock, or appearing to be of advanced age. Whatever the cause of death, it shows itself in the specters dreadful appearance and reminds those looking upon it of their own fragile mortality.



DREAD SPECTER

Medium undead, chaotic evil

STR	DEX	DEN	INT	WIS	CHA
1 (-5)	18 (+4)	15 (+2)	14 (+2)	14 (+2)	17 (+3)

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 0 feet, fly 50 feet (hover)

Saving Throws Dex +7, Wis +5, Cha +6

Skills Perception +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 feet, passive Perception 15

Languages understands all languages it knew in life but can't speak

Challenge 7 (2900 XP)

Vile Foe. When a living creature that is not blinded is in front of the specter within 60 feet of them, that creature must make a DC 13 Wisdom saving throw, losing 7 Soul Points on a failed save. If that creature sees again the same or other dread specters, it is immune to the Vile Foe effect for the next 24 hours.

Vision of Endings. A non-undead creature within 60 feet of the specter and that can see the specter at the start of its turn must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns provided it cannot see the specter, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the dread specter's Vision of Endings for the next 24 hours.

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Moonlight Sensitivity. While in moonlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The specter makes two life drain attacks.

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 feet, one creature. Hit: 16 (3d10) necrotic damage and 10 (3d6) psychic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. If the target dies of this effect, it rises as a specter 1d6 rounds later.

Dread Specter

FIJUMI

She has the stats of a Veteran.

GARNAR BEAR WARRIOR

Alper's vampires often make slaves out of captive Garnars, whose curse makes them an excellent entertainment in Murian's Acolyte's arenas.

GARNAR BEAR WARRIOR

Medium humanoid (Garnar), Neutral

FOR	DES	COS	INT	SAG	CAR
16 (+3)	12 (+1)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Armor Class 13 (shield)

Hit Points 52 (7d8+21)

Speed 30 feet

Skills Athletics +5, Perception +3, Survival +3

Senses passive perception 13

Languages common, primordial runic

Challenge 2 (450 XP)

Rash. At the beginning of their turn, a Garnar Bear Warrior can have Advantage on any attack roll made with melee weapons in that turn, but any attack roll made against them has Advantage until the beginning of their next turn.

Sturdy arms. By virtue of their superior strength, Garnar Bear Warriors can wield greatswords, mauls or greataxes with one hand; held with one hand, these weapons deal 1d10 damage.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. Hit: 8 (1d10+3) slashing damage.

REACTIONS

Parry. A Garnar Bear Warrior add 2 to their AC against any melee attack dealt by attackers they can see.

Alpha Beast: When the Garnar Bear Warrior takes melee damage lower than 5, they can use their Reaction to make a melee attack against the attacker.

GHOST WITCH

Amelera enjoyed the comforts of wealth throughout her life, married a powerful aristocrat to whom she gave six beautiful daughters. Although comfortable in the courts of the nobility, she passed much of her time studying magic as a way to protect her family from her husband's enemies. When the sun vanished, though, assassins killed her husband, while the commoners rose up and plundered their home. Amelera and her daughters escaped the chaos and fled for Ervenrun.

There, thieves robbed Amelera, taking from her what valuables she had and proof of her noble status, which forced her and her daughters into the Enclave. Without any means to provide for themselves, Amelera did what she had to keep her children fed, but disease laid her low and she eventually gave up her daughters to an orphanage. Not long after, the orphanage burned, claiming the lives of her daughters, and when she tried to stop the mob responsible, they stoned her for a witch and discarded her body into the Pit of Tears.

Amelera's rage anchored her spirit to the mortal world and she has been unwilling to move on to what comes after and so she has spent her time working to bring the city to its knees. Her obsession with revenge has poisoned her soul, turning her into a hideous spirit without any capacity for compassion or empathy. She will stop at nothing to destroy the city and even if someone thwarts her plans, she will try again and again until finally destroyed.

The ghost witch appears as a vaporous entity of shadows held in a humanoid form, but with its lower body trailing off into nothingness. Her face switches from that of a striking mature woman to a knot of writhing serpents.

Eternal Return. The only way to destroy the ghost witch permanently is to find her skull and shatter it. Otherwise, she drops to 0 hit points, she reforms 24 hours later, regaining all lost hit points.



GHOST WITCH

Medium undead, chaotic evil

STR	DEX	DEN	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	20 (+5)	17 (+3)	22 (+6)

Armor Class 13 (16 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 0 feet, fly 60 feet (hover)

Saving Throws Dex +8, Int +10, Wis +8, Cha +11

Skills Arcana +10, History +10, Perception +8

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks; damage from spells

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 feet, passive Perception 18

Languages Common, Draconic

Challenge 13 (10,000 XP)

Vile Foe. When a living creature that is not blinded is in front of the Ghost Witch within 60 feet of them, that creature must make a DC 16 Wisdom saving throw, losing 13 Soul Points on a failed save. If that creature sees the Ghost Witch again, it is immune to the Vile Foe effect for the next 24 hours.

Dreadful Visage. Each non-undead creature within 120 feet of the ghost witch that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is also stunned for as long as it remains frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost witch's Dreadful Visage for the next 24 hours.

Ethereal Sight. The ghost witch can see into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost witch can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Magic Resistance. The ghost witch has advantage on saving throws against spells and other magical effects.

Spellcasting. The ghost witch is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): *fire bolt, mage hand, message, ray of frost, shocking grasp*

1st level (4 slots): *fog cloud, mage armor*, shield, witch bolt*

2nd level (3 slots): *blindness/deafness, blur, ray of enfeeblement, scorching ray*

3rd level (3 slots): *bestow curse, fear, fireball, lightning bolt*

4th level (3 slots): *greater invisibility, ice storm, phantasmal killer, wall of fire*

5th level (3 slots): *cloudkill, cone of cold, hold monster*

6th level (1 slot): *chain lightning, disintegrate*

7th level (1 slot): *finger of death, teleport*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *power word kill*

**The ghost witch casts these spells on herself before combat.*

ACTIONS

Draining Touch. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one creature. Hit: 34 (8d6 + 6) necrotic damage.

Etherealness. The ghost witch enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on either plane.

Sanity Blast (Recharge 6). Each non-undead creature within 60 feet of the ghost witch must make a DC 19 Charisma saving throw. A creature takes 55 (5d10) psychic damage and becomes frightened for 1 minute on a failed save, or just takes half this damage on a successful one.



Ghost Witch

GLACIER SKELETON

Preserver by the eternal frost of Iürmen's glaciers, these are the corpses of those who died during the wars that followed the Last Sun. Corpses that now raise from their graves of snow and darkness.

GLACIER SKELETON

Medium undead, lawful evil

STR	DEX	DEN	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Armor Class 13 (pieces of armor)

Hit Points 15 (2d8+6)

Speed 30 feet

Damage Vulnerabilities bludgeoning, fire

Damage Resistances cold; bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Damage Immunities poison

Conditions Immunity poisoned, exhaustion

Senses passive Perception 9, Darkvision 18m

Languages understands all the languages he knew in life but cannot speak them.

Challenge 1/4 (50 XP)

Vile Foe. When a living creature that is not blinded is in front of the skeleton within 60 feet of them, that creature must make a DC 10 Wisdom saving throw, losing 1 Soul Point on a failed save. If that creature sees again the same or other Glacier Skeletons, it is immune to the Vile Foe effect for the next 24 hours.

ACTIONS

Multiattack. A Glacier Skeleton makes two melee attacks.

Axe. *Melee or ranged weapon attack:* +2 to hit, reach 5 feet or range 20/60 feet, one target. Hit: 3 (1d6) slashing damage.



GOROM

He has the stats of a Gladiator.

GUL, FOUL

Vile and disgusting creatures whose rotting stench is so strong that it lasts for hours after their passage. Like all other Guls, they feed on carcasses and are often attracted by the necrotic energy of accursed places.

GUL, FOUL

Medium fiend, chaotic evil

FOR	DES	COS	INT	SAG	CAR
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Armor Class 14 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 feet

Skills Perception +3, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Damage Immunities poison

Condition Immunities charmed, poisoned, blinded, exhausted

Senses passive perception 13, Blindsight 60 feet

Languages whispers of the echoes

Challenge 4 (1100 XP)

Vile Foe. When a living creature that is not blinded is in front of the Gul within 60 feet of them, that creature must make a DC 12 Wisdom saving throw, losing 4 Soul Points on a failed save. If that creature sees again the same or other Foul Guls, it is immune to the Vile Foe effect for the next 24 hours.

Spider climb. The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.

Stench. Any creature that starts its turn within 5 feet from the Gul must make a successful DC 13 Constitution saving throw or be poisoned until the beginning of its next turn. If that creature succeeds in the saving throw, it is immune to Gul's stench for 24 hours

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. Hit: 12 (2d8+3) piercing damage and 5 (2d4) poison damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. Hit: 9 (2d6+2) slashing damage. If the target is not an undead, it must make a successful dc 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of any of its turns; if it succeeds, the condition ends.

GUL, SEPULCHRAL

Since the Material Plane collided with the Dark Mirror, disgusting corpse eater wander in the lands. The Guls come from Enferun and can be found in fields and graveyards, either looking for corpses or skulking for living preys.

When you hear shrill cries in the countryside or near old ruins, it means that Sepulchral Guls are close. Their wailing can torment event the bravest night adventurers.

GUL, SEPULCHRAL

Medium fiend, chaotic evil

FOR	DES	COS	INT	SAG	CAR
16 (+3)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Armor Class 16 (natural armor)

Hit Points 88 (16d8+16)

Speed 30 feet

Skills Perception +4, Stealth +6,

Damage Resistances necrotic; bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Damage Immunities poison

Condition Immunities charmed, poisoned, blinded, exhausted

Senses passive perception 14, Blindsight 60 feet

Languages whispers of the echoes

Challenge 6 (2300 XP)

Vile Foe. When a living creature that is not t blinded is in front of the Gul within 60 feet of them, that creature must make a DC 13 Wisdom saving throw, losing 6 Soul Points on a failed save. If that creature sees again the same or other Sepulchral Guls, it is immune to the Vile Foe effect for the next 24 hours.

Spider climb. The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 17 (4d6+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 feete, one target. Hit: 12 (2d8+3) slashing damage. If the target is not an undead, it must make a successful dc 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of any of its turns; if it succeeds, the condition ends.

Sepulchral Wailing (1/day). As long as it is not under direct moonlight during the Ascending Phase, the Gul can emit a baleful cry. This scream does not affect Construct, Fiends and Undead. Any other creature within 30 feet of the Sepulchral Gul must make a successful DC 14 Constitution saving throw; failing means losing 18 (4d8) Soul Points, halved in case of success.

HEATHEN HORROR

It is told that Old Covens and lost pagan cults practiced rituals that gave birth to Heathen Horrors, employed as sentinels in accursed places. They were created by engraving unholy symbols, whose meaning is unknown nowadays, but probably connected to the Dark Mirror, on the skulls of enemies. Then, the skulls were drenched in blood and thrown in a ritualistic pyre. Before long, they came to life.

HEATHEN HORROR

Tiny undead, neutral evil

STR	DEX	DEN	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Armor Class 13

Hit Points 45 (10d4 + 20)

Speed 0 feet, fly 40 feet (hover)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Damage Immunities fire, poison, psychic

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses passive perception 12, Darkvision 60 feet

Languages Whispers of the Echies

Challenge 4 (1,100 XP)

Vile Foe. When a living creature that is not blinded is in front of the Heathen Horror within 60 feet of them, that creature must make a DC 12 Wisdom saving throw, losing 4 Soul Points on a failed save. If that creature sees again the same or other Heathen Horrors, it is immune to the Vile Foe effect for the next 24 hours.

Illumination. It sheds either dim light in a 15 feet radius, or bright light in a 15 feet radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. It has advantage on saving throws against spells and other magical effects.

Ancient curse. If the Heathen Horror is destroyed, it reforms in the same place after an hour and regains all its hit points, unless its remains are covered in salt and the *remove curse* spell is cast on them.

Rune magic. At the beginning of the Heathen Horror turn, roll 1d6 to choose the Runic Invocation damage type.

1,4: fire; 2,5: poison; 3,6: psychic.

ACTIONS

Multiattack. The Heathen Horror makes two attacks with Runic Invocation.

Runic Invocation. *Ranged Weapon Attack:* +5 to hit, range 30 fee., one target. Hit: 14 (4d6) fire, poison or psychic damage (depending on Rune Magic, see above).

IXIMISI DARKEYE

Iximisi is the Dark Faeling leader of the Spry Eyes guild. His complexion is blueish, and his reddish hair form a mohawk that makes him look taller. He has one black and one blue eye. He has a lively personality and a sarcastic demeanor. He is friend to the Cultist of the Child and wants to ensure their secrecy in the depths of Northern Lookout.

IXIMISI DARKEYE

Small humanoid (Lyvar), lawful neutral

STR	DEX	DEN	INT	WIS	CHA
8 (-1)	18 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Armor Class 15 (studded leather armor)

Hit Points 72 (16d6+16)

Speed 25 feet

Skills Deception +3, Perception +4, Sleight of Hand +5, Stealth +5, Survival +4

Senses passive perception 14, Darkvision 60 feet

Languages common, wild jargon, stone language

Challenge 4 (1100 XP)

Assassinate. During its first turn, Iximisi has advantage on Attack rolls against any creature that hasn't taken a turn. Any hit Iximisi scores against a surprised creature is a critical hit.

Cunning action. Iximisi can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Innate escape. Iximisi can use the Disengage action as a bonus action, and his speed increases by 15 feet when you do so.

Sneak attack. Once per turn, Iximisi deals 7 (2d6) damage to one creature he hits with an attack if he has Advantage on the Attack roll or if the target is within 5 feet of an ally of his (as long as the ally is not incapacitated). He must use a weapon to attack.

ACTIONS

Multiattack. Iximisi makes two melee attack with a short sword.

Short sword. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. Hit: 6 (1d6+3) piercing damage and the target must make a successful DC 13 Constitution saving throw or take 14 (4d6) poison damage, halved in case of success.

Light crossbow. *Ranged weapon attack:* +5 to hit, range 80/320 feet, one target. Hit: 7 (1d8+3) piercing damage and the target must make a successful DC 13 Constitution saving throw or take 14 (4d6) poison damage, halved in case of success.

KATRYNA SILVERMOON

The fearless, silver-haired warrior is animated but nothing but the purest faith. Her devotion to the Lunar Cult makes her a loyal paladin for Anvernia and a role model for those that seek light and hope in Alper icy lands.

KATRYNA SILVERMOON

Medium humanoid, lawful good

STR	DEX	DEN	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	16 (+3)

Armor Class 18 (breastplate and shield)

Hit Points 170 (20d8+80)

Speed 30 feet

Skills Intimidation +7, Perception +4, Religion +4, Survival +4
Saving Throws Con +8, Wis +5, Cha +7

Condition Immunities frightened

Senses passive perception 14

Languages common

Challenge 9 (5000 XP)

Fearless. Katryna's courage is known throughout the land. She cannot be frightened by anyone or anything.

Radiant Strike (3/day). Katryna can channel the power of her faith through her weapons. Once per turn, Katryna can deal an extra 27 (6d8) radiant damage to a creature she hits with a melee weapon attack.

Spellcasting. Katryna is a 9th level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): bless, divine favor, protection from evil and good, shield of faith

2nd level (3 slots): find steed, lesser restoration, zone of truth

3rd level (2 slots): dispel magic

Stubborn Hunter. Katryna always knows the location of any undead creature within 90 feet of her. When tracking down an undead creature she has advantage on any Wisdom (Survival) check.

ACTIONS

Multiattack. Katryna makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. Hit: 7 (1d8+3) slashing damage.

Inspiring Fervor (recharges after a long Rest). Katryna's strong determination can inspire others. Living creatures of Katryna's choice that she can see within 30 feet of her receives 21 (6d6) temporary hit points.

REACTIONS

Self-imposed Sacrifice. When a creature that Katryna can see that is within 5 feet of her is the target of an attack, Katryna can choose to be the target of that attack instead.

In a world of eternal darkness, the hope for righteousness has found its purest light. Katryna is the beacon for all those that seek it.

Anselmo, Katryna's loyal squire

LYVAR RAIDER

Lyvar wandering groups often include raiding parties to search outposts and snatch provisions and other items.

These sneaky Faelings only have a few days to get back to the caravan with the loot, otherwise they are left behind.

LYVAR RAIDER

Small humanoid (Lyvar), chaotic neutral

STR	DEX	DEN	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	12 (+1)	14 (+2)	14 (+2)

Armor Class 15 (studded leather armor)

Hit Points 28 (7d6+7)

Speed 25 feet

Skills Stealth +5, Deception +4, Perception +4, Sleight of Hand +5

Senses passive perception 14, Darkvision 60 feet

Languages common, wild jargon, stone language

Challenge 1 (200 XP)

Cunning action. The raider can take a bonus action on each of their turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Innate escape. The raider can use the Disengage action as a bonus action, and their speed increases by 15 feet when you do so.

Sneak attack. Once per turn, the raider deals 7 (2d6) damage to one creature they hit with an attack if they have Advantage on the Attack roll or if the target is within 5 feet of an ally of theirs (as long as the ally is not incapacitated). They must use a weapon to attack.

ACTIONS

Multiattack. The raider makes two melee attacks with a short sword.

Short sword. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. Hit: 6 (1d6+3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 feet, one target. Hit: 6 (1d6+3) piercing damage.



MAGGOT MEN

Great mounds of slithering maggots heave and tremble in the dark, gathering themselves up in strange humanoid forms. Although comprised of thousands of squirming larva, the individual vermin combine their minds to attain sentience. Through force of will, they fold their multitudinous forms into humanoid shapes for as long as it serves their needs. They can even speak by their rubbing their bodies to form whispery words and phrases. Maggot men hold these shapes for as long as it suits their needs, collapsing into piles of wriggling worms and reassembling once more as they choose.

Eaters of the Dead: Maggot men feed on corpses and thus often share territory with ghouls, ghosts, and other eaters of the dead. The undead hunger for rotting flesh, but the maggot men feed on dead or even undead flesh, so when fodder becomes scarce, the maggot men hunt their rivals and quickly reduce their numbers until only they remain. For this reason, ghouls abandon areas with growing maggot men colonies.

MAGGOT MAN

Medium swarm of Tiny beasts, chaotic evil

STR	DEX	DEN	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	10 (+0)	13 (+1)	10 (+0)

Armor Class 14 (natural armor)

Hit Points 45 (10d8)

Speed 20 feet, climb 20 feet

Damage Resistances bludgeoning, piercing, slashing; psychic

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 feet, passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm cannot gain hit points or temporary hit points.

Feeding Maggots. When a creature ends its turn while in a space occupied by the maggot man, the creature must make a DC 10 Constitution saving throw. The creature takes 18 (4d8) piercing damage, or 9 (2d8) if the swarm has half of its hit points or less on a failed save, or half as much damage on a successful one.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one creature. Hit: 18 (4d8) piercing damage, or 9 (2d8) if the swarm has half of its hit points or less.

REACTIONS

Flow of Maggots. The maggot man moves into the space occupied by one creature within 5 feet of it when that creature attacks it.

MIRGAN GRIMFEATHER

Raised by the witches in the Forest of Streghi against her will. She learned the dark arts, the druidic secrets of death and the lost rituals of the Strix. She tried to nourish her humanity during the years, but she had always been affected by the Echoes of Death. She probably made contact with beings from the Dark Mirror after she found one of Lagoran's Lost Pages.

MIRGAN GRIMFEATHER

Medium humanoid (Gray Folk), chaotic evil

STR	DEX	DEN	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	11 (+0)

Armor Class 16 (shield)
Hit Points 143 (22d8+44)
Speed 30 feet

Saving Throws Int +5, Wis +9

Skills Arcana +5, Medicine +5, Nature +5, Perception +8. Survival +8

Damage Resistances cold, necrotic, poison; bludgeoning, piercing, and slashing if dealt by non-magical weapons

Senses passive perception 18

Languages common, wild jargon, primordial runic

Challenge 10 (5900 XP)

Dark Nature Resistance. Mirgan's body has been altered by long expositions to poison and the hardship of living in wilderness. She has advantage on saving throws against poison.

Unarmored defense. While Mirgan is not wearing any armor, her Armor Class equals 10 + her Dexterity modifier + her Constitution modifier. She can use a shield and still gain this benefit.

Magic Weapon. The enchanted club attack is to be considered magical.

Spellcasting. Mirgan is a 14th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, shillelagh*

1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2nd level (3 slots): *flame blade, flaming sphere, pass without trace*

3rd level (3 slots): *conjure animals, speak with plants, wind wall*

4th level (3 slots): *blight, conjure minor elementals, ice storm*

5th level (2 slots): *insect plague, tree stride*

6th level (1 slot): *conjure fey*

7th level (1 slot): *fire storm*

ACTIONS

Enchanted Club. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. Hit: 7 (1d6+4) bludgeoning damage. The club is enchanted through the *shillelagh* cantrip.

NIRYU

She has the stats of a Priestess.

PEKKA

She has the stats of a Lesser Strix (see **Bestiary of Nightfell**).

SADIRA

She has the stats of an Acirenzia's Acolyte (see **Bestiary of Nightfell**).

SARETH

He has the stats of a Knight.

SHADOW OF THE ECHOES

These dreadful entities are native to the Dark Mirror and take form when darkness thickens. They are similar to Abhorrent Entities, but they cannot be considered as fully formed Echoes. They are extremely vicious and desperately crave the souls of their victims, even if it results in their self-destruction. They come as envoys of Greater Echoes when the veil between worlds wears thin to find worn out souls ready to be eaten.

SHADOW OF THE ECHOES

Medium undead, chaotic evil

STR	DEX	DEN	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Armor Class 13

Hit Points 60 (11d8+11)

Speed 0 feet, fly 60 feet (hover)

Skills Stealth +8 (+10 in darkness), Intimidation +8

Damage Vulnerabilities radiant

Damage Resistances acid, cold, lightning, fire, thunder; bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, grappled, poisoned, exhausted, paralyzed, petrified, prone, restrained

Senses passive perception 12, Darkvision 60 feet

Languages whispers of the echoes

Challenge 5 (1800 XP)

Shadow constitution. A Shadow of the Echoes can move through a narrow (minimum 1 inch) by simply reshaping. In addition, as long as it is in dim light or darkness condition, the Shadow of the Echoes can Hide as bonus action.

Moonlight weakness. A Shadow of the Echoes cannot withstand the Moon's radiance. As long as they are exposed directly to moonlight, a Shadow of the Echoes has Disadvantage on Attack rolls, Ability checks and saving throws.

Vile Foe. When a living creature that is not blinded is in front of the Shadow within 60 feet of them, that creature must make a DC 12 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other Shadow of the Echoes, it is immune to the Vile Foe effect for the next 24 hours.

ACTIONS

Shadow claw. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 21 (4d8+3) necrotic damage.

Lesser infestation (recharges 6 after a long rest). Any humanoid a Shadow of the Echoes can see within 5 feet must make a successful dc 15 Charisma saving throw or let their body become a host for the Shadow. The Shadow disappears in their body, but cannot control it. Yet, it cannot be targeted by any attack, spell or other features except those that can turn the undead.

This lesser form of possession lasts until the end of the Shadow's following turn: meanwhile, the host loses 12 (1d8+8) Soul Points. If the host's Soul Points reach 0, the Shadow leaves the host's body, that is now Possessed.

SIGHURT

He has the stats of an Assassin.

UZEXT

He has the stats of a Veteran.



Shadow of the Echoes

NIGHTFELL

UNSPEAKABLE REVENANT

Rage binds the spirit of the recently dead to the mortal world, and the spirit remains locked inside the body it inhabited in life. So incandescent is the spirit's hate that it animates the body and uses it to slaughter the living. Although the spirit remains within and can grant the body mobility, the rotting remains attracts carrion-eaters such as worms, beetles, and flies. When people draw too close, the unspeakable revenant clambers to its feet, which disturbs the vermin in its body, causing them to pour out of the body in a hideous swarm.

UNSPEAKABLE REVENANT

Medium undead, chaotic evil

STR	DEX	DEN	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	13 (+1)	14 (+2)	15 (+2)

Armor Class 13

Hit Points 157 (15d8 + 90)

Speed 40 feet

Saving Throws Str +9, Con +10, Wis +6, Cha +6

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 feet, passive Perception 12

Languages the languages it knew in life

Challenge 10 (5900 XP)

Vile Foe. When a living creature that is not blinded is in front of the revenant within 60 feet of them, that creature must make a DC 15 Wisdom saving throw, losing 10 Soul Points on a failed save. If that creature sees again the same or other Unspeakable Revenants, it is immune to the Vile Foe effect for the next 24 hours.

Corpse Disguise. An unspeakable revenant looks like a corpse until it takes a turn, at which point it becomes a creature.

Hateful Swarm. When the unspeakable revenant rolls initiative, a swarm of biting and stinging insects emerges from its body, spreading out to a range of 10 feet. When a creature moves into the area of insects or starts its turn there, the creature must make a DC 18 Constitution saving throw. Constructs and undead are immune to this effect. The creature takes 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. A creature can take this damage just once each round. If the unspeakable revenant takes 20 fire damage or more, it loses this trait until the start of its next turn.

Living Hatred. If no creature is within 40 feet of the unspeakable revenant when it takes a turn, it falls prone and becomes an ordinary corpse.

Spawn Swarm. If the unspeakable revenant did not use its foul expulsions trait since its last turn, a **swarm of insects** exits from its body into an unoccupied space within 5 feet of it and rolls initiative. All swarms of insects created by the spawn swarm trait disperse when the unspeakable revenant drops to 0 hit points.

Turn Immunity. The unspeakable revenant is immune to effect that turn undead.

Foul Expulsions (1/round). When the unspeakable revenant takes 20 bludgeoning, piercing, or slashing damage from a single attack, it releases a foul spray of noxious, reeking fluids at one randomly determined creature within 5 feet of it. The target must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. At the end of each of the poisoned creature's turns, it can make a DC 18 Wisdom saving throw and removes the poisoned condition from itself on a success.

ACTIONS

Multiattack. The unspeakable revenant makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. Hit: 18 (2d12 + 5) slashing damage.

VAMPIRE, CULTIST OF THE CHILD

In the depths of Northern Lookout, under the icy mountain rock, a group of vampires wants to reject their dark nature. They call themselves Cultists of the Child and believe in ancient forgotten prophecies. Their aim is to let the moon goddess cleanse all vampires of their curse, so they could stop hiding from the full moonlight.

VAMPIRE, CULTIST OF THE CHILD

Medium undead (any race), any good alignment

STR	DEX	DEN	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	10 (+0)	14 (+2)	16 (+3)

Armor Class 12 (natural armor)

Hit Points 36 (8d8)

Speed 30 feet

Skills Deception +5, Religion +2, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Senses passive perception 12, Darkvision 60 feet

Languages any language known in life

Challenge 2 (450 XP)

Vile Foe. When a living creature that is not blinded is in front of the vampire within 60 feet of them, that creature must make a DC 11 Wisdom saving throw, losing 2 Soul Points on a failed save. If that creature sees again the same or other vampires, it is immune to the Vile Foe effect for the next 24 hours.

Regeneration. The acolyte regains 6 hit points at the beginning of their turn if they have at least 1 hit point and are not exposed to direct moonlight or running water. If the acolyte takes radiant or from holy water, this feature does not work at the beginning of the acolyte's next turn.

Spider climb. The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.

Moon tormented progeny. During the Full Moon Lunar Phase, Vampires cannot enter a dwelling unless they are expressly invited by an occupant. (a single invite allows the Vampire to enter such dwelling on any other occasion). During the Full Moon Lunar Phase, Vampires have Disadvantage in Attack Rolls and sight-based Wisdom (Perception) checks when they, or else the target or the subject of their action, are directly hit by the moonlight.

Spellcasting. The Vampire Cultist of the Child is a 4th level spellcaster: their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks); they have the following Vampire – Night Mystic spells prepared:

1st level (2 slots): *charm person, command, false life, expeditious retreat, fog cloud, sleep.*

ACTIONS

Multiattack. the Cultist makes two melee attacks; only one can be a bite attack.

Claw. Melee Weapon Attack: +3 to hit, reach 5 feet, one target. Hit: 6 (2d4+1) slashing damage. Instead of dealing damage, the acolyte can grapple a target (dc 12 to escape).

Bite. Melee Weapon Attack: +4 to hit, reach 5 feet; one consenting, incapacitated, grappled or restrained target; Hit: 5 (1d6+2) piercing damage and 7 (2d6) necrotic damage. The target's maximum hit points is reduced by an amount equal to the inflicted necrotic damage (lasts until the target takes a long rest; if this effect reduces the target to 0 hit points, the target dies); the acolyte regains an amount of hit points equal to the necrotic damage inflicted.



Symbol of the Cult

NIGHTFELL

VAMPIRE, MURIAN'S ACOLYTE

Many vampires united under Murian's rule, with whom she created her own dark army to serve the cause of the Sect. The progeny she spawned is weaker than elder vampires and descended directly from Acirenzia, but its members are nonetheless deadly. Murian carefully choose her followers, and she does not trust vampire who have not proven their blind loyalty.

VAMPIRE, MURIAN'S ACOLYTE

Medium undead (any race), lawful evil

STR	DEX	DEN	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Armor Class 15 (natural armor)

Hit Points 55 (10d8+10)

Speed 30 feet

Saving throws Str +5, Dex +4

Skills Athletics +5, Deception +3, Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Senses Darkvision 60 feet, passive perception 12

Languages any know in life

Challenge 3 (700 XP)

Vile Foe. When a living creature that is not blinded is in front of the vampire within 60 feet of them, that creature must make a DC 11 Wisdom saving throw, losing 3 Soul Points on a failed save. If that creature sees again the same or other vampires, it is immune to the Vile Foe effect for the next 24 hours.

Regeneration. The acolyte regains 6 hit points at the beginning of their turn if they have at least 1 hit point and are not exposed to direct moonlight or running water. If the acolyte takes radiant or from holy water, this feature does not work at the beginning of the acolyte's next turn.

Spider climb. The acolyte can climb difficult surfaces, including ceilings, along which they walk upside down without making an Ability check.

Moon tormented progeny. During the Full Moon Lunar Phase, Vampires cannot enter a dwelling unless they are expressly invited by an occupant. (a single invite allows the Vampire to enter such dwelling on any other occasion). During the Full Moon Lunar Phase, Vampires have Disadvantage in Attack Rolls and sight-based Wisdom (Perception) checks when they, or else the target or the subject of their action, are directly hit by the moonlight.

Dark devotion. The acolyte has Advantage on Saving Throws against charmed and frightened conditions.

ACTIONS

Multiattack. the acolyte makes two melee attacks; only one can be a bite attack.

Claw. Melee Weapon Attack: +4 to hit, reach 5 feet, one target. Hit: 7 (2d4+2) slashing damage. Instead of dealing damage, the acolyte can grapple a target (dc 13 to escape).

Bite. Melee Weapon Attack: +5 to hit, reach 5 feet; one consenting, incapacitated, grappled or restrained target; Hit: 6 (1d6+3) piercing damage and 7 (2d6) necrotic damage.

VANISIA

Once a priestess for the church of Vaas, consecrated before the Last Sun and then turned into the seat of the Lunar Cult in the village. The Gray Woman retains little of her humanity, as she is now nothing more than a receptacle for Dark Mirror entities. The long years that saw her constant corruption made this unholy creature a very powerful Enthralled One.

VANISIA

Medium fiend, chaotic evil

STR	DEX	DEN	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	13 (+1)	17 (+3)	18 (+4)

Armor Class 11 (14 with mage armor)

Hit Points 117 (18d8+36)

Speed 30 feet

Saving Throws Cos +5, Wis +6, Cha +7

Skills Arcana +4, Perception +6, Stealth +4, Survival +6

Damage Resistances bludgeoning, piercing, and slashing if dealt by non-Grim weapons

Senses passive perception 16, darkvision 60 feet

Languages common, whispers of the echoes

Challenge 7 (2900 XP)

Vile Foe. When a living creature that is not blinded is in front of Vanisia within 60 feet of them, that creature must make a DC 13 Wisdom saving throw, losing 7 Soul Point on a failed save. If that creature sees Vanisia again, it is immune to the Vile Foe effect for the next 24 hours.

Brute. When Vanisia hits with a melee weapon, the attack deals an extra die of the weapon's damage (already included in the attack).

Innate spellcasting. Vanisia's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks); Arkea can cast the following innate spells without any material component:

At will: *detect thoughts, levitate, poison spray*

1/day each: *dominate monster, mage armor*

ACTIONS

Multiattack. Vanisia makes three melee attacks; only one can be a bite attack.

Light hammer. *Melee Weapon Attack:* +6 to hit, reach 5 feet r range 20/60 feet; one target. Hit: 5 (2d4) bludgeoning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. Hit: 7 (3d4) slashing damage; instead of dealing damage, Vanisia can grapple the target (DC 15 to escape).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 feet, one consenting, incapacitated, grappled, or restrained target. Hit: 10 (3d6) piercing damage and 7 (2d6) necrotic damage.

Spiritual assault (recharges 5 after a long rest). Vanisia emits a 60 feet cone of dark energy. Any creature in the area must make a successful DC 14 Wisdom saving throw or loses 7 (1d8+3) Soul Points and takes 21 (4d8+3) necrotic damage.



APPENDIX B: MAGIC ITEMS

BAURJIEN'S SKULL NECKLACE

Necklace, rare (requires attunement)

Nothing more than some twine holding the skulls of the enemies Baurjien killed in battle.

This necklace has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

HOLY DUST OF SALVATION

Wonderful, rare object

A rare, enchanted powder, made from moonstone. Only the priestesses of Mirithlen know the technique to create it.

Sprinkling yourself with these sacred powders can purify body and spirit. The character instantly recovers the use of a number of Hit Dice equal to their own Constitution modifier (minimum 1). Once used, it vanishes without a trace.



Baurjien's skull necklace



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