

QUICKSTART

# NIGHTFELL



A FANTASY HORROR SETTING UNDER THE INFLUENCE OF THE MOON  
FOR THE MOST FAMOUS ROLE-PLAYING GAME IN THE WORLD.

5E



*The cover art of both the Nightfell Corebook and Bestiary are illustrated by HELGE C. BALZER (Games Workshop, Black Library, Sideshow Collectables, Fantasy Flight Games, Paizo, Universal, and more!)*

NIGHTFELL

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**NIGHTFELL** is a dark world, where terror and despair reign. The dead walk again, and undying beings crave the nullification of all reality.

In this abysmal and merciless setting, players interpret nocturnal wanderers, resilient survivors adapted to the Lunar Age, a time where the sun is dead, and life endures only with the aid of the last Primes...

**NIGHTFELL** is the ultimate place where characters can embrace the power of darkness and turn it against the creatures of the night or stand as a paragon of faith and hope for the last survivors. The prophecy of the Fourth Truth is already accomplished and the world of Iürmen has been defiled by the dark dimension of Ènferun. Characters will have to face a hostile environment, travel through desolate lands, and resist the overpowering of entities trying to subjugate their Spirit.

*“Thou wilt tip the balance, since on thy conduct fate lies for what is left of us all. Be steady in front of darkness, do not let thy heart cede, and may the moon lead thee through the silent lands of the continent.”*

**NIGHTFELL** is a **Horror/Fantasy setting for 5th Edition**, created by **Angelo Peluso** (illustrator for Pathfinder 2nd Ed., Starfinder, Numenera, Invisible Sun, Shadow of the Demon Lord, L'Ultima Torcia and others). This game presents a rich original lore, including new game mechanics and a wide bestiary of creatures entirely inspired by Italian folklore.

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The team described is not complete and will include many other professionals who will collaborate in the realization of the project.

*All the contents of this Quickstart are a concept of the project and cannot be considered definitive for the purposes of the work as it will be published.*

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# THE WORLD OF IÛRMEN

*"Of all the wrongs done in the world, that of Men was the most serious."*

– Lorarco, Master of Tradition, from Ervenrun.

## THREE SOURCES OF ARCANES POWER

Whether the characters are aware of it, much of their arcane power draws from the power sources. Some learn its secrets through accurate research, while others just lose themselves to magic and ask no further questions.

The world of **NIGHTFELL** is influenced by three sources of arcane power, studied by philosophers and scholars since the dawn of time.

## THE SEMPITERNAL (SIDÏR)

Also known as Outer World or Sidereal Plane, this is a dwelling for supernal beings. A boundless space, filled with stars and celestial bodies, jagged with lights and nothingness. In this infinite layer of reality, every entity pays close attention to the vicissitudes of life created on the Material Plane.

## THE EARTHLY WORLD (IÛRMEN)

Mortals also call it IÛrmenvi ("of the living"), or Material Plane. This is the known world, where all living beings and mortal species dwell. The energy that rules over this world, as it rules over life, comes from the Primes: ancient and omnipresent beings of sidereal origin.

## THE DARK MIRROR (ËNFERUN)

This spectral reality harbours nothing but darkness and death and its existence is intertwined in a dualism with the Material Plane. Its name - Ënferun - means underworld, or abyss, in the Prime Tongue. Anything considered negative, disruptive,

obscure, or concealed from light belongs in this dimension. Here, as a matter of fact, reside the mirrored images of the Primes, namely the Death Echoes. These dark entities enslave the souls of the departed that come to them and defile any life form they get to.

## WHAT REMAINS

A day came to be engraved in the memory of all peoples, and that day was thereafter known as the “*Last Sun*”, the first day of the Lunar Age. The Earthly World fell into darkness and the evil that rose in Xivanis reached every corner of Iürmen.

Over the decades, the world drastically changed, as did its inhabitants: many races died out under the weight of shadow, many cities collapsed, and the underground world is uninhabited and haunted by abominations. Few strongholds endure as last safe havens in a ghastly world.

Only amongst the Rizadrin and the Anireth, the most long-living races, someone still lives to remember the bygone world. It will not be long before no memory of what is lost is left.

## NIGHT WORLD AND MAGIC

The use of magic has radically shifted: during Lunar Age, arcane power sources are hopelessly led astray by darkness, and the employment of spells is a dangerous practice.

Arcane balance has nearly vanished, and supernatural powers and sorcery can easily consume the soul of the practitioner. As of today, few have mastery over enchantments, and most come out of it corrupted.

## IÜRMENTHROUGHOUT THE LUNAR AGE

### LUNAR DAYS

Days in Iürmen are swallowed in an unending night. Dawn and dusk pass unseen. Nights are moonlit, yet frigid and somber. Scholars debate whether the moon mirrors the light of other celestial bodies or shines of its own.

Days are much gloomier than nights, since there is no light in the sky, apart from the faint one coming from cold and aloof stars.

## NEVER-ENDING WINTER

Decades of darkness and death drew the Material Plane closer to the Dark Mirror from a morphological and a climatic perspective. The sun no longer warms beaches, mountains and valleys and green plains are infrequent. Most woods died or became spectral, cloaked by mist and silence. The presence of the last Primes still grants some life, the cultivation of the most resistant plants and the persistence of some woods and meadows.

Eternal winter laid on the world and many areas are harsh, wind-swept, and covered in snow. The fauna is also affected by the sudden climate change and beasts are ravenous and distrustful.

## KNOWN LANDS

Iürmen is vast, and most lands remained unexplored in the past millenia. Main events, however, mostly occurred around the great Province of Thur, also known as the Thuringian Empire, always a pivot for the civilized world.

In the aftermath of the “*Last Sun*”, darkness made the Material Plane a place for harsh living and turned both settlements and wilderness into wretched carrions of what they once were. Crossing woods and swamps is no feat for the average, and the persisting sunless days dull even the most resilient minds.

Frost and havoc left almost nothing in their wake and survivors are holed up in a few defensible outposts, usually patched up old capitals and towns. Trespassing the borders of the known world was risky then, now it is madness.

The continent is divided in several regions.

## LANDS OF ALPER

The northernmost mark of Iürmen, inhospitable and cold, jagged with mountains and empty valleys. There, the winter in the Lunar Age is the most frigid and days are even gloomier than nights.

## THUR PROVINCE

Located in the center of the known world, this vast region harbours some amongst the most glorious ruins of the old First Men empire. The blight that defiled the world sparked from its capital, Xivanis, making this area the most corrupt in all of Iürmen, together with the underground.

## LOST ARESYA

Once flourishing and plentiful, this land is now a silent, rotting waste. Every now and then, wanderers might meet ruins of stone temples and ritual megaliths and signs of lost peoples.

## EASTERN MARK

Although swarming with foes and perils, this land still stands as the most populated and defensible area in the continent. As a matter of fact, the two most important settlements of the present world, Ervenrun and Owlrock, can be found there, always withstanding the assault of darkness.

## SARNEUM

In the deep south of Known Lands, a scorching, rocky desert stretches for miles and miles to the unexplored horizon. Old exotic settlements can still be found, while others are nothing more than rubble, sand and shadows.

## MAJOR CULTS

### OLD TRADITION

Based on the Four Truths transcribed by Lagoran in the First Age, this religion, together with the Lunar Cult, is widespread amongst the population and has very ancient roots. Those who follow it deeply respect the Masters of Traditions, posing as mentors, healers, and philosophers.

This cult gathered most of the ancient knowledge of Men and Satyrs, adding it to fruitful expertise on the Lunar Age and its creatures.

### LUNAR CULT

Followers of Mirithlen, the moon goddess, once the daughter of the Archmaester of Thurinthian.

This religion is led by Anvernia, the high priestess, and was founded by the Rizadrin when they fled the horrors of the underground to face a moonlit, wrecked new world.

Many cultists wander Iürmen looking for new adepts and spreading the word, believing it is the only path towards the salvation of mortals in the face of a dying world.

Albeit having no connections to any ancient creed, the Lunar Cult bears similarities to some old rituals and beliefs hinged on the moon, specifically from the Second Age.

## RAHIDRA APOSTATES

Anyone who still believes in the existence of Primes and in the safeguard of their essence adheres to this religion, becoming a soldier of Rahidra. This long-lived lady still preserves her semi-immortality, due to her bond with the entities who orchestrated creation, whose protection she made her mission of, to prevent the ultimate dissolution of life in Iürmen.

Apostates abandoned the Old Tradition to consecrate themselves to paganism and preservation of nature, perceiving the Ënferun becoming more and more oppressive in the Earthly World.



## OTHER RELIGIONS

Other than main faiths and paganism, both old and contemporary, there are minor cults, hidden to the many or worshipped in forgotten areas.

### CULT OF THE SERPENT

In other times, when the world was younger and densely populated, some cults came into the world quietly. They addressed Dragons, last sons of an ancient might, tapping into their ferocity to find renewed strength.

These savage creatures evolved from prehistoric animals who were accidentally imbued in sources of primordial power and stood thereafter as a symbol of evil in Iürmen. The Cult of the Serpent idolized chaos and the primeval rage of these creatures and, for a relatively brief period in the history of Iürmen, became a plague for ancient peoples.

The Cult disappeared throughout the First Age, when the Dragons' numbers decreased, and the First Men established their empire. A small number of barrows lies hidden, scattered through all known lands both over and under the ground, and keeps the remains of the Priest of the Serpent, ruthless Hierophants of the Cult.

## NIGHTFELL



## NECROMANTIC HERETICS

Heliodorus was a mighty sorcerer of the Second Age, feared and revered by the citizenship of Katàn. As far as the legend goes, he harnessed the necrotic energies of Ènferun, manufacturing a grimoire powerful enough to command death and to summon undead and other hideous creatures.

He disappeared in the year 500 a.L., channeling his soul into the book, thus making it his phylactery. Necromancers from everywhere began to invoke him during their seances, holding him to be the forefather of a heretic doctrine drawing power from undeath. The Five Hundred Tome, thus the book was named, became untraceable and some say it has a will of its own, revealing itself only to the most devout cultists of Heliodorus and granting great necromantic powers to its owner, in exchange for souls to sacrifice to the grimoire.

## THE OLD COVENS

Since ancient times, witches, wizards, and scholars of the arcane used to gather in secret covens. Now and then, leading

religions and canonic doctrines appeared constraining in the eyes of these occultists who longed for the knowledge of spirits and of creatures unknown to the masses.

Some of these covens were the first to deify the moon, distinctly sensing the radiant energy Mirithlen bestowed to the satellite, becoming one with it and ascending to godhood. They called her the Trifold Goddess, as her threefold visage symbolized her as keeper of the past, the present and the future, and distinguished her way of living and her ascension to the Sempiternal.

## OLD PAGAN CULTS

Men and Satyrs often had different views on the Old Tradition, to the point of enhancing it with their interpretation of divine creatures.

Throughout history, some peoples favoured worshipping beings within their grasp, who blessed their actions more palpably.

Many pagan traditions are declinations of faiths hinged on the Primes and are often developing from the Old Tradition.



# NEW CHARACTER FEATURES

## RACES

The **NIGHTFELL** setting gives the players new races to choose from, each representing people that managed to survive and adapt to the corruption of the Dark Mirror.

### FIRST MEN (ANIRETH)

They were once Humans, but the fall of Xivanis and the surrounding areas defiled them with the grim power of Ènferun. They are few, often despised and permanently branded by darkness.

### MOON SATYRS (RIZADRIN)

when the world was young, Satyrs branched out in different cultures, each matching an aspect of their love for nature. Rizadrin were the somber ones, hardheaded and faithful to the stone of the underground.

### NIGHT FEY (LYVAR)

Lyvars fled from the underground and quickly learnt to use their peculiar abilities to hide from the perils of Iürmen. Their stealthy knacks and wandering attitude helped them survive and perfect their skill in seeping into haunted places while avoiding the horrors within.

### OVERSEAS PEOPLE (ISHDRIM)

Since the First Age, when they inhabited the land of Sarnèum, the Ishdrim have dealt with superb enchantments in the struggle for self-perfecting. Their rivalry with the First Men led them to make a deal with the Prime Hollon, a deity of the sun, who granted them power over the fire element.

## ALPERNS (GARNAR)

stout and stubborn as both men and women. An ancient treason by witches laid a curse on their offspring, wreaking bestial traits on their bodies during specific lunar phases.

## PRIMEVAL (EJRE)

These Humans, more than any other, has a close bond to nature and to the energies that subtend the Earthly World. Thus, they are paramount wardens against the vanguard of darkness.

## GRAY FOLK

Great in numbers and superstitious, these Humans have been known throughout the centuries for their adaptability and flexibility. In the Lunar Age, they are a common encounter, as they overcrowd the largest cities in the Eastern Border, thus holding the most political power.

## HEROES OF THE NIGHT

The Ènferun vexes the Material Plane with its horrors and plunged it in darkness and fear, so characters cannot do without superior surviving skills.

## NEW CLASSES

- **Lunar Cultist:** soldiers devout to the goddess Mirithlen, skilled in Lunar Divination and in chasing night creatures away. Characters can choose to be bound to a specific Lunar Phase to gain powerful benefits.
- **Master of Tradition:** these scholars of arcane and esotericism have a deep knowledge on supernatural creatures and myths, making an essential asset to parties of night adventurers.
- **Tefillin:** characters who crave a deep bond to the dark world can choose to be voluntarily possessed by a wraith, becoming Tefillins. Learning how to take advantage of the wraith's powers greatly enhances their capabilities.



## NEW ARCHETYPES

### BARBARIAN: UNHOLY PATH

Savage warriors gain power from spiritual injuries; they can sacrifice fragments of their soul to increase their ferocity.

### BARD: COLLEGE OF HEX

Storytellers and night wanderers, known for their ability to exorcise and purify through old musical tradition.

### CLERIC: CREATION DOMAIN

Priests devout to the cult of the Primes; they are a point of reference amongst the Apostates, being able to channel the residual energy of nature.

### DRUID: CIRCLE OF DEATH

Otherwise known as the *Masciaro Circle*, since the corruption of the Material Plane, these druids have learnt how to use the anger of the departed to their advantage.

### FIGHTER: WARDEN OF THE DEAD

They are the main sentries in outposts; they defend what remains of civilization and have the faculty to face darkness and fight night creatures.

### ROGUE: NIGHT AGENT

Hired as explorers of dead lands and watchdogs for travellers; these scouts employ lunar magic to enhance their stealth skills.

### WIZARD: SCHOOL OF THE MOON TRADITION

While researching the arcane energies radiated from the Trifold Goddess, they learnt how to draw strength from Lunar Phases and powerful radiant spells.

### MONK: PATH OF TRUTH

Formidable fighters, devout to the Old Tradition; their inner energy and their soul have proven their firmness in front of the dangers of the night.

### PALADIN: OATH OF RAHIDRA

The elite guards of Rahidra; tribal knights sworn to preserve Iürmen's balance and to protect what remains of life.

### RANGER: BENANDANTE

These night wanderers are the guardians of outposts, standing as a line of defense against what lurks in the dead lands; through the decades they specialized in their hunt for witches and wraiths.

### SORCERER: LEGACY OF THE UNDERWORLD

These magic users draw their strength from the ancient energies of stone in the underground.

**Lunar Blessing:** lunar influence grants these arcanists innate power to cast powerful spells.

### WARLOCK PATRONS:

#### Entity from Sidir

These characters bond with cosmic being from the Sempiternal, which grant them unimaginable power.

#### Dying Prime

Some characters may choose to defend an ancient Prime, immanent to the nature, although corrupted, of Iürmen, in exchange for mysterious gifts.

#### Death Echo

Characters who are enticed by darkness the most get in touch with the dark entities from Ènferun, unveiling the vilest secrets.

## BACKGROUNDS

In the Nightfell setting, players may choose new backgrounds to intensely dive into Iürmen's folklore:

- Apostate
- Enclave Dweller
- Exile
- Master of Legends
- Raised by Witches
- Seeker of Hope
- Touched by Evil
- Virtuous Soul





# DELVE INTO THE NIGHT

These are the main innovations created for the setting to manage the characters' state of mind, their relationship with lunar influences and the way they deal with the corruption of eternal darkness.

## SOUL POINTS

Soul Points represent a character's psychological and spiritual fortitude in the face of soul-consuming decay.

Each character has a Soul Point supply of 5, plus her Wisdom Modifier, per level. In addition, spellcasters gain

1 more point for every Spell Slot they have. Exceptionally, Warlocks gain 3 points for Spell Slot.

**SOUL POINTS = (5 + WISDOM MODIFIER) x CHARACTER LEVEL + SPELL SLOTS**

## SOUL POINT LOSS

Characters will lose their precious **SOUL POINTS** every time they deal with extremely distressing supernatural events and when they are attacked by creatures coming from the darkness of Ènferun.

Characters reaching 0 Soul Points become Possessed: a new condition described below.

Here are the most frequent causes for Soul Point Loss, explained item by item.

## SPELLCASTING

Every time a character casts a 1st level spell or greater, she loses 1 Soul Point, unless it is a Holy Spell.

A Holy Spell is defined by the inherent radiant damage, or by the presence of the words “holy”, “divine” or “faithful” in the spell’s name.

## DREADFUL FOE

Every time a character faces a creature from Ènferun for the first time, she loses as much Soul Points as the Monster’s Challenge Rating. Further encounters with the same kind of creature cause no further Soul Points Loss.

## MIGHT OF THE SOUL

As a bonus action, a character can sacrifice her Soul Points, from a minimum of 1 to a maximum equal to her level plus her Charisma modifier, to obtain as much bonus Temporary Hit Points, durable until spent. However, a character cannot willingly zero fill her Soul Points using this ability.

## TASTE OF DARKNESS

When brought to 0 hit points, a character can use her last moments of clarity to linger in the surrounding darkness and delve into her own soul to find the same darkness. By doing so, she can opt for losing as much Soul Points as is her character level to stay at 1 hit point instead of 0.

Once used, a character can resort to Taste of Darkness only after a Short or Long Rest.

## WHISPER OF THE ECHOES

The characters who find themselves listening to creatures pronouncing this dark language will be subject to a severe mental effort to resist the corruption that comes from this language of Black Reflection.

Listening to a creature uttering this language means having to overcome a saving throw on Wisdom with DC equal to 5 + Monster’s Challenge Rate.

If the test is unsuccessful, you will lose Spirit Points equal to half the Monster’s Challenge Grade (minimum 1).

## OVERWHELMING TEMPTATION (OPTIONAL)

Every time a character indulges into sin, let herself be tempted by darkness and befittingly portrays a behavioral flaw, she can choose to roll 1d4, 1d6, 1d8, or 1d10 to determine how many Soul Points she can trade for a bonus to any Ability, Saving throw or Attack check performed in the following turn.

The name Overwhelming Temptation suggests that it is up to the GM to provide an opening, such as an ethical bind or too tempting an opportunity, for the character to show her deplorable side and act out accordingly.

This mechanic is intended to be optional: whether to use it in game sessions or not is up to the GM and the players.

## REGAINING SOUL POINTS

A character’s spiritual fortitude can be regained by meditating or simply committing to small things and earthly matters, to rediscover life’s bright side and momentarily forget about the looming darkness.

Over a Short Rest, the character regains 1 + Wisdom modifier (to a minimum of 1) Soul Points for every spent Hit Dice.

Note: a character with full Hit Points can still spend her Hit Die to regain Soul Points in this way.

Over a Long Rest, a character regains 8 + half her level (rounded down) + twice the highest modifier between Intelligence, Wisdom and Charisma Soul Points. Such versatility represents the way different characters deal with trauma in their sleep: an intelligent character will try and understand, learn from her mistakes and rationalize her fears; a wise character will follow a philosophical or a religious path, reassuring herself with thoughts of transcendence and higher purposes; a charismatic character will try and find her inner strength, her resolve to go on and overcome any adversity.

Other ways to spiritual recover, such as the Lunar Blessing, are elaborated in the related paragraphs to come.

## POSSESSION

When a character reaches 0 Soul Points, she is Possessed, haunted by evil spirits who try to lure her to her death.

If a character reaches 0 Hit Points while Possessed, she will not be able to resort to a Saving Throw vs. Death, thus meeting her doom with swift simplicity.

If confronted with a situation that entails Soul Point Loss, the character will instead gain an Exhaustion Level.

A Possessed character is unable to regain Soul Points under no circumstances.

The only way to get rid of Possession is to undergo an adequate Cleansing Ritual such as Interdiction from Evil. The ritual can be celebrated by any character yet often needs more officiants. Still, it could pose risks for both those trying to remove the Possession and the Possessed one.

However, the swiftest and least painful way to heal from Possession is a Lunar Blessing, performed only by those granted with the Lunar Diviner perk.

Below, a recap:

**Possessed:** The character cannot restore Soul Points; if reduced to 0, she dies (without any Saving Throw vs. Death). Any time she is supposed to lose further Soul Points, she gains an Exhaustion level, instead.

## ROLEPLAYING A POSSESSED ONE

A Possessed character needs the player to display her character's worst vices, flaws and whatever resides in the darkest edges of her heart, with grim morbidity. Her identity twisted yet faithful to herself.

Bravery becomes recklessness, fear aggression, mistrust xenophobia and contempt, justice thirst for vengeance. A Knight bent on vanquishing evil becomes a merciless slaughterer dwelling on absolutes.

These guidelines remind of the Overwhelming Temptation (see above) yet taken to extremes and prolonged over time. In a similar way, a merciful GM could reward a player thoroughly portraying her character's possession with a 1d6 roll result, usable only once per Possession state, to add as a bonus to any Ability, Saving Throw or Attack check.

## INTERDICTION FROM EVIL (RITUAL)

This ritual requires an hour to complete and some participants: the more they are, the lesser the risks. It is not restricted to any class or specific perks.

*Apotropaic Ritual*

**Level:** 0

**Components:** V, S, M (rope, 25 gp of salt consumed during the ritual)

**Duration:** 1 hour.

## CHARACTERS' POINT OF VIEW

The Possessed character is bound with a rope, and then encircled in salt as an apotropaic glyph.

The officiants take turns reciting the Prayer for Interdiction, trying not to interrupt the litany, and resisting the fear caused by the fiend they are exorcising.

A correct recitation is paramount, since interruption or bad performance could dishearten the participants, dragging them towards their companion's Possessed state.

The ritual requires at least three participants, three as the lunar phases (not counting the New Moon, dark and shadowed, symbolized by the Possessed one placed at the center of the glyph. If the officiants try to back out and the ritual is interrupted before completion, the Possessed one dies instantly, while the officiants feel their souls torn away and dragged into Ènferun, incurring themselves in the risk of Possession.

The Prayer for Interdiction recites:

*"Come unto us, o moon light,  
may thy splendor guide our rite.*

*Spawn of void, accursed fiend,  
to leave this body, our prayer bids.*

*Light be still, stand the will,  
may life win whatever ill.*

*Thus, we exile thee through the door  
of a dark mirror forever more."*



## CHARACTERS' POINT OF VIEW (EXECUTION)

The ritual requires at least three participants. As long as three characters abide and stay in the circle, the ritual may carry on. Characters recite a couplet each.

- Players/characters agree upon an order to reciting, which must be followed throughout all the ritual. In turn, players roll an Intelligence (Religion) check, DC 10 + 1 for every previous attempt (be it success or failure). The dice must roll on the Hex Glyph of the Possessed character and be kept from rolling out: if so, the roll is an automatic failure. When playing online, of course, the dice can roll on any available character sheet  
In caso di sessioni online si può anche tirare il dado sul glifo della propria scheda.

**Success:** the player/character may recite the following couplet (two verses). Once the fourth couplet is closed, the ritual succeeds.

**Failure:** the Possessed character gains an Exhaustion Level, the officiant loses 1d4 - her Charisma modifier Soul Points (increasing of 1d4 every round, to a maximum of 4d4). The following character resumes from the failed couplet, not yet correctly recited, with increased DC (see above).

| Turn | DC | Soul Points<br>Damage |
|------|----|-----------------------|
| 1    | 10 | 1d4                   |
| 2    | 11 | 2d4                   |
| 3    | 12 | 3d4                   |
| 4    | 13 | 4d4                   |
| 5    | 14 | 5d4                   |
| 6    | 15 | 6d4                   |

... and so on, until a merry or a tragic ending. Generally, five or more rounds are needed only in case of failure.

## RITUAL OUTCOMES

Once every couplet is recited correctly and in an orderly fashion, meaning the party got four successful rolls, the ritual ends and the Possessed character gets rid of the wretched state, regains 1 Soul Point and will be able to recover from Exhaustion Levels and Soul Point Loss in the usual ways.

When their turn comes, any officiant may leave the ritual.

If the ritual is interrupted because fewer than three officiants remain, the Possessed one will die instantly, whereas all the officiants lose 1d6 Soul Point and an additional 1d6 for every couplet successfully recited so far.

If one of the officiants loses all her Soul Points, the ritual fails and the officiant becomes Possessed himself (this particular kind of Possession arises suddenly, violently and dramatically and the newly Possessed could try to harm or kill her companions, especially the one undergoing the ritual, or unleash her most vile urges and flaws.

No bonus for a proper interpretation should be awarded by the GM in such a case of total failure. If deemed necessary, the GM could even suggest a course of action to the player or rather temporarily taking control of the character.

## GRIM WEAPONS

Bows, pitchforks, staves, daggers, or axes: whatever the means characters use to tackle the creatures of the night, they will inevitably suffer corruption.

Weapons will slowly soak with darkness, until they are tools bound to the Ènferun, imbued in a necrotic aura, and veiled by a dark halo. Those who wield a Grim Weapon assert it almost has a will of its own, other than a crave for vileness and an animosity towards its wielder.

## TURNING GRIM: THE CORRUPTION OF WOOD AND STEEL

The weapon delivering the fatal blow to a creature from Ènferun, or one connected to it, absorbs the vile essence of that realm at every turn.

Whenever a weapon deals the last blow against an Aberration, a Fiend or an Undead, it gains 1 Grim Point.

Each weapon withstands a different amount of Grim Points, namely the Grim Threshold, before turning into a Grim Weapon. This amount is smaller in common and simple weapons, yet it increases in rare and powerful weapons.

## WEAPON TABLE:

| Weapon  | Grim Threshold |
|---|----------------|
| Club, Sickle; Dart, Sling   | 3              |
| Greatclub, Javelin, Light Hammer, Mace; Blowgun, Sling  | 4              |
| Handaxe, Quarterstaff, Scimitar, Short Sword, Spear, Trident, Whip; Crossbow (hand), Crossbow (light), Shortbow | 5              |
| Flail, Morning Star, Scimitar, Short Sword, War Pick  | 7              |
| Battleaxe, Longsword, Rapier, Warhammer; Crossbow (heavy)   | 10             |
| Glaive, Greataxe, Greatsword, Halberd, Lance, Maul, Pike; Longbow   | 13             |

## NEW FEATURE: GRIM WEAPON

The Grim Weapon Feature does not replace a weapon's former features, but rather overlaps them (for example: a Grim Flaming Flail is still covered in flames).

A Grim Weapon gains Advantage in To Hit Rolls against Aberration, Fiends or Undead. It is also to be considered magical as far as Resistances and Immunities to Damage go.

The wielder of a Grim Weapon is obsessed with it and will never willingly give it over: it symbolizes the many battles fought against horrid and deadly creatures; it is both a point of pride and a charm to soothe the terror felt during said battles. The character gains Advantage in Intimidate checks whenever she touches her Grim Weapon: just laying the hand on the hilt permeates them with a dreadful resemblance.

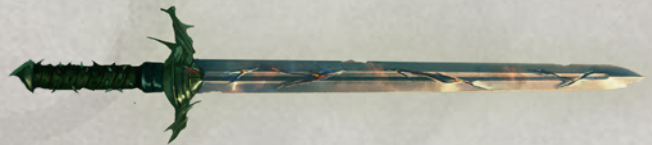
## SPIRITUAL FESTERING

A Grim Weapon grants its wielder effectiveness in fighting monsters spawning from the dark and imposing her will on mortals through its ominous feel. Even so, it takes a terrible toll on the soul:

- Carrying a Grim Weapon decreases the wielder's Soul Points of an amount equal to the weapon's Grim Threshold.
- Therefore, only the foolish gather more than one or two Grim Weapons if they have not the required

spiritual fortitude.

- Any failed attack entails the loss of 1 Soul Point: the darkness within the weapon thrives on failure and frustration meanwhile enticing its wielder with more power.
- A natural 1 on an Attack check is particularly malicious: the character rolls a Saving Throw on Wisdom, DC 15, to avoid one random Soul Affliction, described below.



## CLEANSING A WEAPON FROM CORRUPTION

A weapon that has not yet reached its Grim Threshold but acquired some Grim Points can be cleansed with a Vial of Holy Water: the water evaporates at first contact in a black fume vaguely smelling of mint and lemon; the weapon loses half of its Grim Points (rounded up).

Else, Grim Points can be decreased by the influence of the Last Quarter Moon.

A fully corrupted Grim Weapon, however, can only be cleansed by two means:

- A Lunar Blessing
- A Vial of Lunar Elixir, also known as Moonwater: drenched in it, a Grim Weapon turns back into a normal weapon and without Grim Points.

As an alternative, Lunar Elixir can be used while forging the weapon to double its Grim Threshold (for example: a battle-axe cooled down in Moonwater has a Grim Threshold of 20 instead of 10). Weapons quenched in Moonwater usually cost 1000 gp more than ordinary.

**Lunar Elixir:** this transparent fluid is created by mixing water, platinum dust (costs 250 gp) and a drop a blood (the equivalent of 1 Hit Point and 1 Soul Point) from a

strong-spirited person (at least 60 Soul Points at the moment of creation). The necessary ritual takes a Knowledge (Religion) check, DC 15, 4 hours for completion, performed outdoors, and the casting of a Bless spell, 3rd level or greater. A roll short of 5 or more means the ritual failed but the components were still spent.

As rare as it is, this liquid can be purchased from the Lunar Cult alchemists, were they wanderers or outpost dwellers, for a price of 200 gp.

| Roll (1d10) | Soul Affliction       | Effect (duration 1d10 minutes)  |
|-------------|-----------------------|---|
| 1           | Soul Chains           | The character feels as if cold and malevolent chains grew out of her weapon, wrapping her soul and leaving her helpless. While her body is feverish and trembling, the character becomes paralyzed until she withstands damage.   |
| 2           | Shattered Self        | The weapon shatters the character's soul with a mighty, metaphorical blow to the very core of her being. The hair on the back of her neck stand up, while the character is incapacitated, obsessively going from laughing to crying to babbling.  |
| 3           | Dread Visage          | A reflection of her very soul shows the character a glimpse of Ènferun. Her eyes are filled with blackness, seeing nothing if not a dreadful delusion which leaves her frightened and fleeing from battle at every turn.  |
| 4           | Tongue of Blight      | Darkness lurk into the character's mouth, making her tongue black, sharp and putrescent, and any of her words unintelligible to anyone apart from Possessed Ones and Incubi.  |
| 5           | Dark Rage             | Primeval darkness feeds on the character's anger and embitterment, leaving her incapable of telling friends from foes. Her skin glows with red and is ridden with swelling veins. Every turn, the character automatically attacks the nearest creature.   |
| 6           | Grievous Delusion     | The character faces lifelike, occult delusions coming straight from Ènferun wherever she turns. Ink black tears flow on her face. She gains Disadvantage on any Ability check.  |
| 7           | Pathetic Enslavement  | The weapon severs the character from her sense of self and her decisiveness. Her body unnaturally soaked and her head bowed, the character subdues to any order given to her, apart from the indisputably self-destructive ones.  |
| 8           | Unquenchable Gluttony | The weapon fills the character with inadequacy and existential dread quenchable only through foul gluttony. Everything becomes nourishment: after exhausting her rations and anything edible, she will not relinquish rotting remains, dirt, rubbish. Her mouth expands unnaturally, her jaw dislocated like a snake's. |
| 9           | Abyssal Gazing        | The imbuing vileness of the weapon shows the character a vision as sublime as it is horrifying. It enthalls the character's gaze, which starts turning all white, blinding and dazing them.   |
| 10          | Abyssal Downfall      | Darkness lures the character to the edge of a precipice, before dragging her down into oblivion. Joints disarticulate and the character falls unconscious, like a puppet whose strings were cut.  |





# THE MOON

The goddess Mirithlen watches over mortals and her silvery satellite sheds the only light in the never-ending night of Iürmen. The moon influences every aspect in Nightfell, for better or for worse. Its presence or absence may drastically alter the course of a game session.

The GM can both set the game in the same lunar phase as in real life or in custom ones; many aspects of the game will depend on it.

## BIRTHMOON

Players have the right to choose the lunar phase during which their characters were born.

This decision determines a specific positive effect (purely interpretive) in the character.

## TABELLA LUNA DI NASCITA

|   |   |
|---|---|
| <b>New Moon</b> (rest, inactivity, destruction preceding rebirth) | <i>"I feel upheaval inside me and the ability to turn any failure in an achievement."</i> |
| <b>Ascending Moon</b> (novelty, beginning, advancement)           | <i>"What I long for is getting nearer with each passing days. I am strenghtening."</i>    |
| <b>Full Moon</b> (wealth, fertility, certainty, knowledge)        | <i>"I have confidence in my skills and resources. My resolution never wavers."</i>        |
| <b>Descending Moon</b> (estrangement, purification, waning)       | <i>"I do not let worries and regrets weigh me down. Everything passes me by."</i>         |

## LUNAR DIVINATION

When the moon shines on the characters (so, no cloudy weather or indoors), those who have Class Perk: Lunar Diviner can invoke its radiant energy. To perform the divination, a Lunar Dice (or a simple d8) is needed.

### D8 lunar phase correspondence:

|   |                         |
|---|-------------------------|
| 1 | Waxing Crescent - Humid |
| 2 | First Quarter           |
| 3 | Waxing Gibbous - Warm   |
| 4 | Full Moon               |
| 5 | Waning Gibbous - Arid   |
| 6 | Last Quarter            |
| 7 | Waning Crescent - Cold  |
| 8 | New Moon - Black        |

In phases 1, 2 and 3, the moon is Ascending. In phases 5, 6 and 7 it is Descending. This four-time cycle (Full Moon and New Moon included) influences some aspects of the game.

By means of Lunar Divination, a character obtains four different outcomes: *Lunar Blessing*, *Lunar Influence*, *Lunar Hex*, no effect. These outcomes last until the next Long Rest.

If the roll result is the same as the current lunar phase or the Birthmoon of one or more characters, said characters benefit from both Lunar Blessing and Lunar Influence

**Lunar Blessing.** the player rolls the same lunar phase as the current one; he chooses among the following effects:

- Cleansing a nearby creature from Possession, restoring 1 Soul Point unto them
- Restoring a Grim Weapon to normality and 0 Grim Points
- Restores an equally divided amount of Soul Points, adding up to the Diviner's maximum, to all participants

**Lunar Influence.** the player rolls the same lunar phase as the Birthmoon of someone attending the ritual: the characters with the right Birthmoon gain a 24-hour effect.

New Moon and Full Moon give out a single, more powerful outcome, whereas Ascending Moon and Descending have three different possibilities

|   |   |
|---|---|
| 1 | <b>Waxing Crescent:</b> the character gains 1d6 Temporary Hit Points and Temporary Soul Points  |
| 2 | <b>First Quarter:</b> the character is to be considered Competent in all Initiative checks  |
| 3 | <b>Waxing Gibbous:</b> the character gains a +1 bonus to all Ability checks   |
| 4 | <b>Full Moon:</b> the character gains Advantage to all Saving Throws as long as she has full Hit Points; she gains Advantage in all Ability checks as long as she has full Soul Points                          |
| 5 | <b>Waning Gibbous:</b> the character's adjacent allies can use Taste of Darkness (see above) spending only 1 Soul Point   |
| 6 | <b>Last Quarter:</b> the character can cleanse all Grim Points from a weapon not yet turned into a Grim Weapon; when she does, she restores twice as much Hit Points or Soul Points as the cleansed Grim Points |
| 7 | <b>Waning Crescent:</b> the character's speed increases by 9ft. and any Attack of Opportunity against them gains Disadvantage   |
| 8 | <b>New Moon:</b> the character adds her Competence bonus to any Damage checks against creatures who have caused them a Soul Point Loss before; this bonus is usable once per turn                               |

**Lunar Hex:** the player rolls New Moon, but it is not the current phase; characters attending the ritual (apart from those whose Birthmoon was in a New Moon phase) and the Diviner gain an Exhaustion Level.

**No effect:** if none of the outcomes listed above occurs, nothing happens.



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## SCHOOL OF THE MOON

*New spells, all to be considered Holy*

### SCHOOL OF THE MOON CANTRIPS

#### Mirithlen's Glyph

*Abjuration Cantrip*

**Level:** 0

**Casting time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

The caster moves her arms around, tracing the symbol of the Moon Goddess in mid-air. Until the end of the next turn, the caster gains resistance to spell damage and enchanted weapons' damage.

#### Instill Moonlight

*Evocation Cantrip*

**Level:** 0

**Casting time:** 1 action

**Range:** Touch

**Components:** V, S (salt, or Portulaca root)

**Duration:** 1 ora

The caster touches a small item (for example, a rock, a knife, a book). Whether the spell is cast indoors or outdoors, the item is infused with moonlight and casts intense white light for 10 ft. and dim light for other 10 ft. Covering the item with something non-translucent obstructs its radiance.

If the spell is cast during a Lunar Phase corresponding to the caster's Birthmoon, its range increases by 30 ft. for the intense light and by other 30 ft. for the dim one. Also, duration raises to 4 hours.

The spell ends if cast again or if ended by the caster with a free action (blowing it out as a candle). If aimed at an item wielded or worn by a hostile creature, said creature gets a Saving Throw on Dexterity to avoid the spell.

## Trifold Goddess's Gaze

*Divination Cantrip*

**Level:** 0  
**Casting time:** 1 action  
**Range:** Self  
**Components:** S  
**Duration:** 1 round

A pale halo crowns the caster, while her eyes shine of a white light. Her bond with lunar energy grants her accuracy and courage. The caster gains Advantage on her next attack roll if dealt by the end of her next turn.

## Moonlight Seduction

*Enchantment Cantrip*

**Level:** 0  
**Casting time:** 1 action  
**Range:** Self  
**Components:** S, M (an olive tree branch or a moonstone to hold in hand while casting the spell)  
**Duration:** Concentration, up to 1 minute

The caster can cast this spell only when the moon can be seen in the sky or through windows and such, because she assimilates lunar magic to become more eloquent.

Throughout the spell's duration, the caster gains Advantage on any Charisma check towards a non-hostile humanoid. When the spell ends, the target will not realize she was under a spell; actually, it might develop a potentially (at the GM's discretion) unhealthy affection towards the caster.

## Silver Drop

*Conjuration Cantrip*

**Level:** 0  
**Casting time:** 1 action  
**Range:** Conjuration Cantrip  
**Components:** V, S  
**Duration:** Instantaneous

The caster makes her hand gleam with white light and flings a tiny sphere of light at a creature she can see to transmit her brightness. The target must roll a Saving Throw on Dexterity. In case of failure, the target takes 1d8 radiant damage and is surrounded by silvery light until the end of its next turn; as long as it is lit as such, the target cannot hide nor become invisible, and it is revealed if already invisible.

The caster can radiate an additional sphere of light, either against the same target or another, at 5th level (2 spheres), another one at 11th level (3 spheres), and another one at 17th level (4 spheres).

## Freezing Snare

*Illusion Cantrip*

**Level:** 0  
**Casting time:** 1 action  
**Range:** 30 ft.  
**Components:** S, M (a silver coin)  
**Duration:** Concentration, up to 1 minute

The caster drops a silver coin wherever she can see within 30 ft.; the coin starts to swirl at incredible speed and shines, eventually floating in mid-air, 5 ft. from the ground. The coin radiates a dim light in a 5 ft. radius and emits a faint, continuous hiss. A creature ending its turn within the light radius or stepping into it for the first time in a turn must roll a Saving Throw on Wisdom, as any creature adjacent to the coin when the spell is cast. In case of failure, the creatures take Disadvantage on attack and initiative rolls until the beginning of their next turn.

Grabbing the coin immediately ends the spell, but only the caster can touch it without taking 1d4 cold damage. When the spell ends, the coin disappears and reappears in the hand of the caster.

Cold damage increases by 1d4 at 5th level (2d4), 11th level (3d4), 17th level (4d4).



## Eclipse Globe

*Necromancy Cantrip*

**Level:** 0

**Casting time:** 1 action

**Range:** 120 ft.

**Components:** v, S

**Duration:** 1 round

The caster materialises an eldritch globe, designed as an eclipsing icy moon, in the space of a target creature within range. Rays of necrotic energy spout from the globe and hit the creature for 1d6 necrotic damage. Also, the target gets Disadvantage on its next Saving Throw until the beginning of the caster's next turn.

If the target is undead, the spell automatically bypasses any resistance to necrotic damage.

Damage increases by 1d6 at 5th level (2d6), 11th level (3d6) and 17th level (4d6).

## Trifold Goddess's Amulet

*Transmutation Cantrip*

**Level:** 0

**Casting time:** 10 minutes

**Range:** Touch

**Components:** S, M (a necklace or some twine)

**Duration:** 8 hours

The caster draws strength from lunar energies to transmute the material component in a replica of Mirithlen's own necklace. The item displays a flaunting amethyst and can be worn or held to gain Advantage on the next Intelligence (Investigation), Wisdom (Insight) or Wisdom (Perception) checks, if based on sight. When all three checks are made, the effect ends even within duration.

When the spell ends, the item turns back to its original look. Only one item at a time can be enchanted by the same caster.

## SCHOOL OF THE MOON, 1ST LEVEL SPELLS

### Lunar Blessing (ritual)

*Abjuration*

**Level:** 1

**Casting time:** 1 hour

**Range:** Touch

**Components:** V, S, M (25 gp of incense that gets depleted during the ritual)

**Duration:** Until the end of the current Lunar Phase

The caster performs a ritual permeated by Moon's power. A chosen target, standing within 10 ft. from the caster, relishes the Moon's blessing and sums 1d4 to the result of any Saving Throw until the current Lunar Phase shifts.

*At higher levels:* When the spell is cast using a 2nd level slot or higher, it affects an additional target.

### Moonrain

*Conjuration*

**Level:** 1

**Casting time:** 1 action

**Range:** 10 ft.

**Components:** V

**Duration:** Instantaneous

The caster conjures a ray of light descending from above upon herself. Any target within range takes 1d6 radiant and 1d6 piercing damage (Saving Throw on Dexterity halves). Those failing the Saving Throw are also blinded and deafened.

*At higher levels:* When the spell is cast using a 2nd level slot or greater, radiant damage increases by 1d6 for each slot level above 1st.

### Glimmer

*Divination*

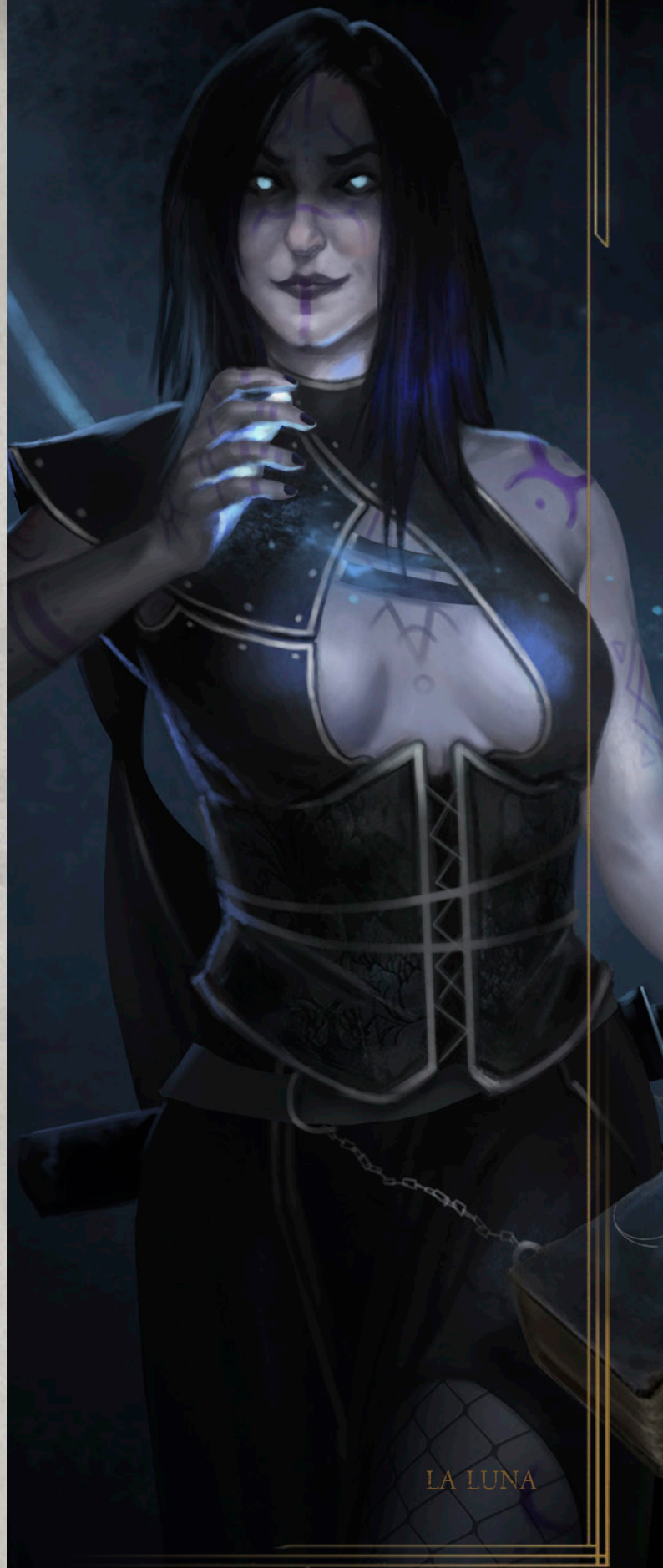
**Level:** 1

**Casting time:** 1 minute

**Range:** Self

**Components:** V, S

**Duration:** 8 hours



LA LUNA

The caster radiates a dim mystic luminescence for the duration of the spell. She gains Advantage on Charisma (Persuasion) checks but gets Disadvantage on Dexterity (Stealth) checks. The caster can end the spell as a free action at any moment.

## Moon Glamour

*Enchantment*

**Level:** 1

**Casting time:** 1 action

**Range:** 30 ft.

**Components:** V, S, M (a small white stone)

**Duration:** Concentration, up to 1 minute

A target creature within range and that can be seen by the caster is compelled to stare at the moon, even if it is clouded or stared at from indoors or underground. The target must roll a Saving Throw on Wisdom; in case of failure, it freezes in awe, its eyes set to the moon or where it thinks it should be, and is incapacitated throughout the spell's duration. The target can reroll its Saving Throw at the end of every turn or if taking damage (in which case, it gains Advantage): a successful roll immediately ends the effect of the spell.

## Lunar Beacon

*Evocation*

**Level:** 1

**Casting time:** 1 action

**Range:** 60 ft.

**Components:** V

**Duration:** Instantaneous

Moonlight shines over a 20 ft. area, exposing invisible items and creatures and inflicting them 2d4 radiant damage. Target creature can make a Saving Throw on Dexterity to avoid exposure and to halve damage. Undead, Fiends and Aberrations automatically fail the Saving Throw.

At higher levels: When the spell is cast using a 2nd level slot or higher, damage increases by 1d4 for each slot level above 1st.

## Lunar Runes

*Illusion*

**Level:** 1

**Casting time:** 1 minute

**Range:** Touch

**Components:** S, M (10 mo of ink that gets depleted by the spell)

**Duration:** 100 days

The caster inscribes up to 100 words on a scroll or a comparable surface to imbue it with Lunar Phase magic. The inscription disappears once finished and can only be exposed by the spell True Sight or by the moonlight of the same Lunar Phase during which it was inscribed.

## Horror

*Necromancy*

**Level:** 1

**Casting time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

Moonlight unveils the inner horror of the caster to whoever can see her. Creatures that are not subjected to the Frightened state cannot be affected by this spell.

The caster gains Advantage in Charisma (Intimidate) checks for the duration of the spell. The caster can end the spell at any moment to choose a target she established eye contact with and have it roll a Saving Throw on Wisdom. In case of failure, the target becomes frightened for a minute. At the end of every turn, the target rerolls the Saving Throw to end the effect immediately.

## Moon Stairway

*Transmutation*

**Level:** 1

**Casting time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute



The caster can climb or walk on moonlight, though it must be considered as Difficult Terrain.

*At higher levels:* When the spell is cast using a 3rd level slot or higher, duration raises to 1 hour. If the spell is cast with a 5th level slot or higher, a Concentration check is not required.

## Mirithlen's Kiss

*Evocation*

**Level:** 1

**Casting time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

This spell can only be cast directly under the moonlight.

The caster touches a creature and it regains an amount of hit points depending on the current Lunar Phase.

|                              |  |
|------------------------------|--|
| New Moon                     | 1d6 + Caster's Primary Ability modifier  |
| Ascending or Descending Moon | 1d8 + Caster's Primary Ability modifier  |
| Full Moon                    | 1d10 + Caster's Primary Ability modifier |

Constructs and Undead are not affected by this spell.

*At higher levels:* When the spell is cast using a 2nd level slot or higher, recovered Hit Points raises its dice type (1d6 becomes 1d8; 1d8 becomes 1d10 and so on) for each slot level above 2nd.

## SCHOOL OF THE MOON 2ND LEVEL SPELLS

### Mooncloak

*Abjuration*

**Level:** 2

**Casting time:** 1 action

**Range:** Touch

**Components:** V, S, M (a silver pendant worth at least 50 gp)

**Duration:** 1 hour

The target is protected by the reflection of moonlight for the duration of the spell. Thus, she gets a +1 bonus to AC and Saving Throws. If the spell is cast during the Lunar Phase corresponding to the Birthmoon of the caster, the target gains 1 point of slashing, bludgeoning and piercing damage reduction.

*At higher levels:* When the spell is cast using a 3rd level slot or higher, the slashing, bludgeoning and piercing damage reduction increases by 1 for each slot level above 2nd (up to 5th or 6th level).

### Moon's Fortune

*Divination*

**Level:** 2

**Casting time:** 1 minute

**Range:** 10 ft.

**Components:** V, S, M (a silver cup worth at least 100 gp)

**Duration:** 1 hour

The caster pleads the Moon to bestow her fortune upon a consenting creature in sight of the caster. The target creature then drinks water from the silver cup and, for the duration of the spell, it may decide to reroll one Attack Check, Skill Check or Saving Throw. Once this is done, the spell effect ends immediately.

*At higher levels:* When the spell is cast using a 4th level slot or higher, it affects one additional target every 2 slot levels above 2nd (two targets at 4th, three targets at 6th, four targets at 8th).

## Price of Memories

*Enchantment*

**Level:** 2

**Casting time:** 1 action

**Range:** 30m

**Components:** V, S, M (a silver coin the caster gifts to the target)

**Duration:** Instantaneous

The caster gifts a silver coin, imbued with the Moon's benign influence, to an unaware target. The target rolls a Saving Throw on Wisdom. In case of failure, the caster can choose an effect among the following:

- The target forgets one of its prepared or known spells of 3rd level or lower until it has a Long Rest
- The target forgets the events of the last 2d6 minutes. It keeps only vague sensations and feelings (anger, fear, sadness) related to its lost memories. It would be receptive to any explanation about the blank, though.
- The caster has access to a specific memory of the target in the form of a mental image which lasts about 6 seconds. The image is flawed in minor details and filtered through the target's perspective, but it is reliable enough in its major features. The target does not forget the memory in the process.

The target whose Saving Throw failed has no clue as to the spell it was under or its effects, but lack of plausible explanation regarding its momentary confusion would arouse suspicion.

At higher levels: When the spell is cast using a 3rd level slot or higher, it affects one additional target every 2 slot levels above 2nd (the caster still has to give a silver coin to each of the new targets).

## Nova Luna

*Evocation*

**Level:** 2

**Casting time:** 1 action

**Range:** Self

**Components:** V, M (a pearl and a black velvet sack)

**Duration:** Concentration, up to 10 minutes

The caster creates a sphere of semi-darkness in a 30 ft. radius around her, lasting throughout the duration of the spell. The magical semi-darkness turns around the angles. Any natural source light within the spell radius will radiate only a dim

light. Magical lights created by 2nd level spells or lower do the same. Also, any effect depending on Lunar Phases will count as in the New Moon phase within the spell radius.

On the other hand, if the spell is cast during the New Moon Lunar Phase, the semi-darkness becomes actual darkness which obfuscates any sight (even Darkvision) apart from the caster's. Sources of light, whether natural or deriving from a 2nd level spell or lower cannot penetrate this darkness.

This spell does not work during the Full Moon Lunar Phase.

## Blade of the Four Moons

*Transmutation*

**Level:** 2

**Casting time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

The caster seizes a moon ray and solidifies it in a sharp blade. The blade lasts throughout the duration of the spell. It is as simple the caster is competent with. It deals 2d6 radiant damage and has the Light, Finesse and Ranged (20/60 ft. range). If the weapon is thrown or dropped it disappears and reappears in the hand of the caster at the beginning of her next turn, if she has free hands, otherwise the spell ends.

The weapon gains special properties based on the current Lunar Phase:

|                 |  |
|-----------------|--|
| New Moon        | the weapon deals 4d6 necrotic damage in place of the 2d6 radiant damage.   |
| Ascending Moon  | any successful attack dealt with the weapon deals damage to an additional target in a 5 ft. radius; said damage equals half the damage dealt to the primary target.  |
| Full Moon       | any successful attack gives the caster 2d6 Temporary Hit Points and the target is Blinded until the end of the current turn.   |
| Descending Moon | the weapon deals 2d6 cold damage in place of the 2d6 radiant damage; the weapon can be thrown and hits any target in a 60 ft. long and 2 inches wide line: targets must roll a Saving Throw on Dexterity, in case of failure, they all take the damage, in case of success, they take half the damage. |

**At higher levels:** When the spell is cast using a 3rd level slot or higher, damage increases by 1d6 for each slot level above 2nd.



NIGHTFELL

## Shroud of the New Moon

*Necromanzia*

**Level:** 2

**Casting time:** 1 minuto

**Range:** Touch

**Components:** V, S, M (a tooth from an Undead and ritualistic ointments worth at least 100 gp that get depleted by the spell)

**Duration:** 1 day

A consenting target creature assumes the look of an Undead for the duration of the spell. The target becomes immune to disease, poison and ignores the effects of the first five levels of Exhaustion (the sixth still causes death) and cannot be transmuted in an Undead by any spell or comparable capability. It does not age and does not need to feed or breathe.

The target will be identified as an Undead by any spell or comparable capability and will be seen as such by other creatures. Creatures with an Intelligence score of 3 or higher can roll a Wisdom (Insight) check (DC of your spells) to realize it is not really an Undead.

## Plena Luna

*Evocation*

**Level:** 2

**Casting time:** 1 action

**Range:** Self

**Components:** V, M (a pearl and a white silk sack)

**Duration:** Concentration, up to 10 minutes

The caster creates a sphere of silvery light in a 30 ft. radius around her, lasting throughout the duration of the spell. The magical light turns around the angles. The sphere itself is made of blinding light and radiates a dim light in a 30 ft. radius. Magical sources of darkness created by 2nd level spells cannot obfuscate or remove this light. Also, any effect depending on Lunar Phases will count as in the Full Moon phase within the spell radius.

If the spell is cast during the Full Moon Lunar Phase, the casting of the spell instantly extinguishes any other source of light, whether natural or magical (2nd level spell or lower), in a 300 ft. radius. This spell does not work during the New Moon Lunar Phase.

## Moonsong of Renewal (ritual)

*Evocation*

**Level:** 2

**Casting time:** 1 action

**Range:** 20 ft.

**Components:** V

**Duration:** Instantaneous

This spell must be cast under direct moonlight.

Creatures within the range of effect can spend up to 1 Hit Dice to recover as much Hit Points as the result of the roll, plus the caster's primary ability modifier.

*At higher levels:* When the spell is cast using a 3rd level slot or higher, the maximum amount of expendable Hit Die increases by every 2 slot levels above the 2nd.



NIGHTFELL

# OUR LADY OF THE BEASTS

*Adventure module by Marco B Bucci & Michele Paroli*

## MASTER'S TIP

During the adventure, the Master may arbitrarily decide to deduct 1 Soul Point from the players when they face very distressing situations such as: Vision of macabre or frightening scenes, when they witness dark rituals or are in the presence of negative magic, particularly immoral choices and other similar situations.

## ABILITY CHECK DC

The difficulty of the tests are not indicated: assign them ad hoc varying between 13 and 17, making the tests that will be significant more challenging and in case of failure of the shot assign interesting consequences more than just the failure of the action. Remember that one of the objectives of this adventure is to keep the tension high in the characters and players, without resulting in frustration.

## RESOCONTO PER IL NARRATORE

### THE ORIGINS OF THE STORY

Legends about krampus draw from the most ancestral and grim winter festivities, an expression of the ancient, rural paganism and its rituals of warding. Man becomes a monster to portray evil, as Saints, protectors and hunters take the scene to face and defeat this evil and free the land from its dire grasp. During the longest nights of the year, feasts, songs and street performances become a "christmas" unknown to those who do not live in the small hamlets nestled in the alps between Italy, Austria and Slovenia. This story hails from those traditions, among the howls of mountain devils and the clash of cups brimming with mulled wine.

### THE STAGE FOR THIS STORY

The narrow Innkelch Valley is the last inhabited outpost before an impenetrable chain of snow-capped mountains, the paths through them, through its chasms and caves, crumbled or buried in snow. The adventuring group was given unreliable information and, after days of travel, has found their path destroyed by a snow slide. Faced with the risk of being blocked by the snow, the adventurers have returned to Frostdream Outpost, a place where the legend of the local Saint is told one generation after the other. His story, a grim reminder to travelers, is told as follows.

*"It is said the Saint had reached the cave with a now lost ladder dug in the stone. His sleep in the cave was troubled, the cold unbearable. When more than a hundred years later his body was found, all remembered his story, that of the Man kissed by the Moon, he who fought daring battles against the devils of the mountain. His body was untouched, as if he had just drifted into sleep, but there was no doubt he had passed to the Realm Beyond Life. Since then, whoever touches something that belonged to him dreams of his greatest foe; the Lady of Beasts. She who lured him to the top of the mountains might have claimed his life, but could never taint his heart."*

However, the truth behind this story is much different.

### THE TRUE STORY OF THE SAINT

The Saint climbed the mountains following the call of a mysterious entity. In the beginning, it seemed it would have gone much like every other of his adventures, with him chasing the evil and defeating it. However, beyond the tallest peaks of the inner chain he found something altogether different waiting for him, something too ancient to be either good or evil. Many called her the Perchta, the Bright Mother, a weakened deity, belonging to a long forgotten time. She looked like a giantess as large as a mountain, sitting on the plateau over a glacial chasm, her legs stuck in the rocky gorges the glacier had crossed in its flow. Her mood was as fleeting as the storm, a moon-touched maiden turning into a hag with a disturbing cackle in but a moment. She sang along the howls of the wind and at the same time caused landslides and quakes.

The Saint tried everything he could to calm this storm, singing hymns and prayers that would have tamed the fiercest of savage beasts, but to no avail. The children of the giantess, the mountain devils called krampus, kept bringing her the only sustenance she could feed on; the pure glimmer in the heart of children. In turn, they were given her leftovers. Witnessing the unbearable screams and heart-wrenching crying of the young victims, the Saint stepped forward, from his pulpit among the rocks, to perform a last sacrifice. If it was light the Perchta fed upon, then the heart of a pious and uncorrupted man like him would have been perfect for her, his essence the mirror of the deity he served. And so it was. The divine Perchta swallowed the Saint whole, leaving only but a severed hand behind.

The monks who searched for the holy man years later found this relic well preserved by the gelid embrace of winter within the cave of Frostdream. They did not know that it was stolen by Vorvuk Bonegnawer, the weakest of the Perchta's spawns. They took the hand back to the village as proof of their deed, founding the Frostdream Outpost in the relic's resting place and claiming the rest of the Saint's mortal remains were still in those caves, waiting for the day he would have freed the people of the vale from the krampus. They were simple folks, these monks, who cultivated the lore that brought the right prayers to their deity.

## THE DEATH OF THE PERCHTA AND SUCCESSION

The giantess slept for a long time after she devoured the Saint, longer than the life of a human being. Her once strong and massive body withered and became as hard as stone, until she fell in the valley, waiting for death to claim her. However, she was not the only Perchta, only the last to claim such title, as in a time ancient beyond mortal memory there had been a great many Ladies of Beasts. She had prevailed over the others, but had no female children, only male devils, and her closest kin were the fearsome Truden, the Fay Hags. Withered and hairy beings, these witches were twice the size of a man and had none of the divine strength that coursed through the Perchta and kept her alive in spite of the Saint's light scouring her from the inside.

However, it was one of them who plotted to get rid of her.

Her name was Ablapia the Younger. At the head of a group of Truden much older than her, she called upon the power of Ordeile, a Major Strix in her debt from a distant past. The Strix, then, was tasked with a simple act of mercy for the Perchta; tear her chest open to free the light that was harrowing her and leading her to certain doom. The spirit took her most terrible form, that of a giant Owl, and tore the side of the Lady of Beasts with her sharp talons. However, there was no light. The Perchta, struck in a moment of fatal weakness, died but the krampus could not strike Ordeile down as she was already far, swearing vengeance. Thus the scheme woven by the Truden remained secret.

## THE STORY BEGINS

The Perchta has died only a few days before and below her is being built a pyre of logs and bones. There are numerous trees to fell, sacrifices to be stolen from the humans and a feast to be prepared. It will be Ablapia to become the new Perchta, setting the old one on fire and taking her place on the tall throne of the inner chain. A Perchta free from the shackles of the Saint, ready to lay with the krampus to sire a new generation of feral devils.

The new Lady of Beasts is about to rise and the story of the adventurers takes place right in the short interval between the death of the old Perchta and the arrival of the new one.

## CHAPTERS

1. THE OUTPOST OF FROSTDREAM AND THE SACK OF MAIRAN
2. VORVUK BONEGNAWER AND THE STOLEN RELIC
3. THE SLUMBER OF THE SAINY
4. THE DEN OF THE PERCHTA
5. THE INHERITANCE OF THE SAINT AND THE WAKE OF THE KRAMPUS
6. EPILOGUE



# CHAPTER 1

## FROSTDREAM OUTPOST AND THE SACK OF MAIRAN

### 1.1

Arriving from Innkelch Valley, the gorge of the Holy Spirit suddenly opens, a narrow wound in the rock surrounded on all sides by snowy peaks. Frostdream Outpost seems a fortified shelter, more akin to a den than a spiritual retreat, and its rundown rooms dug into the stone seem to have been

abandoned for a long time. The group of adventurers has been forced by the storm to stop there, its howls echoing through the caves in the side of the mountain. Unfortunately, the path cleared to the highest peaks the monks have cleared is covered in ice and rubble, so the group cannot proceed further. The secret access the hunter from Mairan pointed the group to for a hefty sum is now obstructed. Cattle Pass is blocked. The Inner Chain, then, is inaccessible, preventing the group from reaching the Crystal Mounts.

This story begins in front of a pale fire, among maps and curses, drenched clothes and soggy boots, the weather outside of the wooden framed windows extreme. The snowstorm does not seem to be abating any time soon and timber is dwindling. Soon, however, the day will end and the moon will rise

in the sky. The seer from Mairan said it would have stopped snowing. The walls stained by humidity bear stories of adventures all seeming to have ended in tragedy, many featuring a bald man as the recurrent hero. One of the adventurers breaks the silence by asking.

*“Anybody knows the story of this place?”*

- The group must deal with a mission failed before it even started. What sort of adventure awaited them at the Crystal Mounts? Are the rumors about enchanted creatures hiding under the mountain true? Is it really possible to use magic to conjure spheres of flame on the ceiling of caves to tend to subterranean orchards and live for centuries isolated from the surface? The group will never have those answers. Now they must return to Mairan, the closest citadel; as the moon rises, snow stops falling for a while, a temporary reprieve, as weather changes constantly within those peaks and usually for the worse. Is anybody even planning for the return?
- It is advised to tell one character some information about local history, telling them to share it with the rest of the group in due time. As somebody asks about it, it is the perfect occasion to introduce the story of the Saint to immediately set the stage for a tale of folklore, superstition and mountain saints. A winter tale.

As the moon rises in the sky, the snow storm dies down and a silvery glow filters through the windows. It is time to go.

## 1.2

The way back to Mairan is long and arduous. If climbing up frozen paths was not hard enough, going the opposite way is even harder, as the pale light of the moon comes faint and distant, as a song intended for somebody else.

- The mountain is a dangerous place. The cliff is steep and partially frozen, the wind howling in the ears of the characters, forcing them to hold fast. But a wrong footing, an unstable rock or an old root are enough for somebody to fall into the abyss. It is considered difficult terrain, requiring a DC 13 Strength (Athletics) check not to lose balance or footing and fall for tens of feet into mounds of fresh snow. The snow softens the fall somewhat, but standing up again imposes a level of Exhaustion on the character. If the characters help each other with ropes and other tools, they roll with advantage.

After a few initial difficulties, the lights of Mairan dot the scarce fields of the Innkelch Valley. Now everything rests under a coat of snow, but something quick darts around well lit by the moon. At first, it is but a dozen figures running in silence. When as many come out of the black woods behind them, it comes the screaming and the hellish clash of bells and drums. Until but a moment before, the figures were silent shadows, night predators stalking their prey, now they are charging the village headlong.

- The mountain devils are krampus indeed. Humanoid bestial beings dressed in tattered leathers, crude furs, bearing chains and other trinkets made of wood and bone. Their body is thick with corded muscle and has animal elements; many feature digitigrade legs and almost all have ram's, mouflon's or ibex's horns. Some swear they have hooves instead of feet, others that they leave lupine-like tracks, only much bigger. All bear large baskets on their backs, called Kraxn, and wield birch twigs as weapons. When “the Hunt” is awakened, they trample anything in their way to cattle, wine and children. The screams of the men and women of Mairan rise in the valley. The krampus charge reaches the village too quickly to be stopped. The group, then, is faced with a choice.

### CHOICE:

- If the group chooses to carelessly rush to help Mairan head to paragraph **1.3**
- If the group chooses a cautious approach to the gates of the Citadel, head to paragraph **1.4**



### 1.3

Running in a snowy forest is dangerous. Time and time again the characters must dodge sharp branches, vault over pits or slide over mounds of snow. However, the sounds of the raid down below grant them the strength to get back on track. The devils fill the streets, bashing the doors of homes and stables. The screams of children mingle with those of their mothers, together joining the dying choir of the beasts as they are brutally butchered. Faint and distant come the sounds of a battle to the south, beyond the lake, most likely a last stand. The group reaches the village from the west as the majority of the krampus is leaving. They have beaten with their birch twigs the last of the begging peasants and are falling back, cackling with bloodthirsty and maniacal glee. The baskets on their back hold one or two screaming children and many are dragging goats, calves and lambs, holding them by their legs or horns, streaking the snow with crimson. Thatch and musk roofs are now beginning to catch on fire.

- The krampus are gathering tribute for the bonfire of the Old Perchta (mostly cattle), kidnapping children for the New one to feed upon and have taken all they need to celebrate the end of an era and the beginning of a new one. It is a rite that only belongs to them, but it requires blood sacrifices, which is why they will avoid at all cost to kill the children. As the group reaches the citadel, the last krampus swarm around them; if the group attempts to stop them or advances with weapons drawn, some attack and 5 krampus join the fight as the others flee in the woods.

As the fight ends, the character least involved with the skirmish notices a figure cloaked in grey leaving the temple of the Town Protector. It looks like a small humanoid being, walking hunched in the alleys, its deformed body clutching something wrapped in a dirty rag under the cloak.

When it realizes it has been spotted, it hisses and flees into a scarcely lit alley, as its hood lifts showing a miniature krampus. Its fur is pale gray and adorned with all sorts of small bones and it seems to feature small horns. However, this one does not seem to carry any bells or baskets on its back.

- If the group follows it, they find it trapped in a dead end. The creature begs them to be spared, speaking in a broken and primitive language made all the harder by its prominent fangs. It claims it has nothing to do with the other krampus and that it has profited of the confusion to claim something that belongs to it. It wants to leave in peace, but if pressured it loses its precious treasure in a nervous fit. Wrapped in the dirty rags is a skeletal hand; although with no soft tissues, it seems to be anatomically perfect, as if treated with alchemy or even magic itself. For those who notice it, see chapter 2 Vorvuk Bonegnawer and the Stolen Relic.

#### 1.4

Taking their time to descend from the mountains, the group safely finds one of the few trails to the town that can be taken on horseback, almost entirely covered in snow during the day. From there, one can reach the Caldera Lake on which rises the southern neighborhood of Mairan, the wealthier one, the houses of the rich facing a perfectly circular pond. On the western side, below the mansion of the town Lord, opens an underground cave complex from which lazily rise faint vapors, evidence of the presence of a hot spring that warms water. Nothing lives in the lake, but it is the only defence the locals have against the northern cold.

The group of adventurers does not meet any krampus but now the lake is ruby red.

The corpses of the improvised militia of the town Lord are scattered on the shore, drenched in their own blood, as they attempted to defend the mansion from the assault of the mountain devils. Fire is spreading among the nearby houses and it seems a large group of people has gathered in the square where the massacre has taken place.

As the group draws near, they hear the furious cries of an angry mob first and then the clang of improvised weapons against stone. A few steps later and the scene becomes clear. A figure in a grey cloak is perched on the top of a statue in the middle of a snow-covered fountain.

It is small, hunched and yet springy... bestial, even, if the shapes under its cloak are true. It clutches to its chest something wrapped in a dirty rag, shouting and whining at every club or pitchfork waved at it, though few manage to actually hit it. In the commotion, its hood falls behind, showing a miniature krampus with gray fur decorated with small bones and horns hugging its skull. It does not wear bells or a basket on its back, although the mob wants its head nonetheless, in spite of its non threatening appearance.

- Closing in, the group hears the creature speaking in a somewhat comprehensible language. It is not armed, but is wounded and seems to only defend from those blows that land too close. The krampus is weak, but it takes only a show of benevolence or tolerance for it to jump down from the statue, throwing itself to the feet of its benefactor and begging to be spared. Vorvuk Bonegnawer, this is its name, speaks the common tongue, but in a broken fashion, with simple words and sentences. It claims it has nothing to do with the other krampus, cursing them, and tells that everything it wants is to be left alone and never come back. However, the continued threats from the crowd make it shiver so bad that it drops its precious treasure. Wrapped in the dirty rags is a skeletal hand; although with no soft tissues, it seems to be anatomically perfect, as if treated with alchemy or even magic itself. For those who notice it, see chapter 2 Vorvuk Bonegnawer and the Stolen Relic.



# CHAPTER 2

## VORVUK BONEGNAWER AND THE STOLEN RELIC

### 2.1

Whoever sees the relic of the Saint is granted a brief vision. A handful of sensations, a sequence of images and the overwhelming emotion that felt who was living that memory, making it clear it was a moment that belonged to the live of the Saint himself.

- The character closest to the relic must roll 1D6 and receive their vision from the following lists. The other visions are assigned clockwise.

|   |   |
|---|---|
| 1 | Your tired steps crunch in the snow of a mountain pass. All of a sudden, the rock beneath you trembles. <i>Dread</i> , followed by a rising sense of guilt.                     |
| 2 | You see the gorge of the Holy Spirit below you. In the void, something enormous and pale stirs. <i>Alienation</i> , followed by the feeling of never being alone.               |
| 3 | Three opaque eyes, carved stones, crying. The enormous tears crash on jagged rocks right beside you. <i>Anguish</i> , followed by the fear of no return.                        |
| 4 | Drums, fire, bells echo along the vale. Children scream and cry in the woods. <i>Anger</i> , followed by a sensation of impending, inescapable doom.                            |
| 5 | 5. You rise a knotted staff in the snow storm. A star-like light shines bright. <i>A last hope</i> , followed by divine recognition, falls onto you along a sense of belonging. |
| 6 | 6. An enormous female mouth opens in front of you. It is the end. <i>Victory</i> , followed by a bitter sense of emptiness, as if plunging into the void depths.                |

## 2.2

Shaking their heads, the group returns to reality, to the begging, frail krampus and the furious crowd. They want the monster's head. A few of the town's notable folk, emissaries of the local Lord, intervene to calm the mob and capture the creature; however, there are not enough living guards to do so. As everybody attempts to strike it down with sticks, torches or stones, the krampus seeks shelter among the group, clutching its relic as if it was the most important thing of its life. It is clear it stole it from somewhere, but the people of Mairan seems too focused on hitting the krampus to have noticed.

Almost beaten unconscious, the creature lets out a wail, almost a chant, that turns into a song. In spite of its conditions, its language becomes unusually rich as its devil eyes slowly shut.

*"The hunched man climbs the mountain.  
He is as tall as one of her teeth."*

Another stick strikes it square in the face, breaking its lip. The crowd, seeing the creature does not react, grows bolder and more violent.

*"The hunched man dares the mountain.  
From the high peak, howling he hears her."*

Large stones are thrown on the scene. The mob must be calmed down, before they injure anybody.

*"The hunched man silences the mountain.  
All are saved from quakes and storms."*

A large man grabs a torch from the hands of another villager and shouts words of hatred, as everybody closes in to kill the krampus. The words of the monsters, spat alongside blood, now return to the stuttering, desperate plea of a dying creature.

*"I beg. No kill. I b-beg.  
Bonegnawer tells where children cry.  
Bonegnawer wish no harm..."*

And yet harm is wrought upon it.

Here, the group are faced with a choice. The krampus looks weak and defenseless, but can it, really? Who will ever bear the responsibility of sparing it, aware it could be like every other krampus? Above all else, does it really know where the children of the village have been brought?

What does the group do?

## CHOICE:

- Se il gruppo non interviene subito passa al paragrafo 2.2.
- Se il gruppo protegge il krampus dovrà misurarsi in un combattimento per calmare la furia della folla. Dopodiché passa al paragrafo 2.3.

## 2.2

If the group does not intervene immediately, the small Krampus is stoned, stabbed and eventually burnt to the stake, the mob so angered there is almost nothing left of its corpse. Many have taken bones or tufts of fur to use as a charm against the mountain devils. It is only afterwards, one of the characters realizes they have instinctively taken and guarded the relic the krampus had most likely stolen, almost as if the hand "wanted" to be saved. Drifting into sleep as the moon sets down tastes like blood and burned flesh. What has happened to the krampus was barbarous, not too different from what its kind does to humans during their raid and sleeping on it is difficult, but eventually slumber claims the group.

**Head to chapter 3 The Saint's Slumber.**

## 2.3

If the group decides to stop the crowd, they must face 9 villagers, swayed by neither words nor oratory. It is not an easy deed, they could be wounded, accused of being accomplices of the mountain devils or they could compromise their reputation. If even one of the villagers is wounded or killed, the group is no longer welcome in the town, that now actively attempts to chase them off. To placate the mob, the group must pass a Charisma (Intimidation or Persuasion) check, use magic or something else. If the group manages to stop the crowd, the creature is spared and can be brought to safety. The adventurers are denied access to the local inn, so must sleep in some covered stables if they could find hay that has not been drenched in blood by the krampus. Sleeping on what has happened that night is difficult, but eventually slumber claims the group. **Head to chapter 3 The Saint's Slumber.**

# CHAPTER 3

## THE SAINT'S SLUMBER

### 3.1

The adventurers are granted a deep slumber, descending upon them like a frozen blanket, as cold as the swirling snow in the mountain passes up high, cutting one's breath. There is no defense against such pall, something that crawls under clothes and armor, biting the skin. There are neither trees nor shelter in their troubled dreams, only rocks, slides and crags. Sleeping becomes as tiring as climbing uphill towards unknown peaks, so much so everybody suddenly wakes up in the dark of a forest, their eyes caked in frost.

As the initial confusion wears off, they realize they have been sleep walking and could be hours away from the settlement. Luckily, somehow the adventurers have taken their equipment alongside, preparing them for the frigid walk. The situation, however, is dire; they cannot find their bearing. The sky is covered, snow is fresh and the forest seems to swallow what little starlight shines through the clouds. It must be night, but nobody remembers where they were walking during their sleep.

- This section is key. The dreams of the characters are influenced by the presence of the Saint, as if he had sent instructions for them to retrace his steps in the mountains to the Perchta. His body, inside the belly of the giantess, calls for them by resonating with his relic, but he can do so only when they are sleeping. The goal of the Saint is to see his remains rescued and his tale told, so the protagonists of this adventure must reach the place where the krampus have gathered to mourn their dead Lady of Beasts.

### CHOICE:

- If the group did not save Bonegnawer, head to paragraph 3.2
- If the groups has saved Bonegnawer from the mob, head to paragraph 3.3

### 3.2

Looking for a path or stream of water around them, the group

realizes they are on a trail used by the krampus, as if they were following the tracks the devils left after the raid. Every now and then they spot footprints, broken twigs, blood stains and small, gnawed upon human bones. Did any of the kidnapped children survive?

Everything seems to be hinting at the snow-capped mountains.

- Where to go? Here the characters are faced with a dead end. Should they attempt to return to the village, going against the sense of this epic adventure, they are taken again by sleep. The Saint exerts his influence with more vigor, bringing them back on track. For all intents and purpose, it is as if they were cursed and haunted by this incorporeal entity about whom nobody knows anything yet. This forest segment can present numerous archetypes from movies like *A Nightmare on Elm Street*, where the protagonists fight against slumber and in their dreams are visited by a figure encouraging them to keep going. In the specific case of the adventure, they could meet a voiceless traveler who points at the peaks, trying to tell them something. They could see far away ghosts of children staring angrily at them from the bushes or, in alternative, the very relic could be needed for something. The character who claimed it might have lost it, secretly stolen by another member of the group. These events of which the characters have no memory should be enough to prove the players the relic is not to be trusted.
- If they did not save Vorvuk Bonegnawer the group takes the easiest way to the body of the Perchta, the one with footprints. If the group takes the narrow rocky pass with their guard down, they are ambushed by a small krampus group waiting for prey in a cave in the side of the mountain. Combattimento.

The path, after the battle, leads the group to chapter 4 Perchta's Den.

### 3.3

Vorvuk Bonegnawer is alive and seems to be walking quietly aside the group. It witnessed their awakening and was ordered to lead them beyond the mountains, where its kin are headed. If asked, one of the characters gave such order, but nobody has any memory of it happening. They must have spoken in their sleep, although it appears their voice was different, almost as if it had a local accent. Why are they heading there?

What is this force that is slowly drawing them to the peaks?

Talking to Vorvuk Bonegnawer the group could learn something about this creature or the situation.

Vorvuk is an albino krampus, weak and ill, forced by its diminutive size to make deals for its life, rather than fighting, and in its own way is grateful to the group for being alive. The body of the creature seems to be unfit for life with its kin and perhaps because of this Vorvuk has learned the human tongue spying mortals for years. However, it was only after it met the “Hag of the Path” that its life took a different bend. “She is not human”, keeps saying Vorvuk, and yet she does not belong to any of the families of dark creatures it knows. She helped taught it the basics of the human tongue and the thoughts of the mortals, appearing in the most varied of places to teach the small krampus after it had left small sacrifices and preys to an abandoned crossroads. Vorvuk, then, has learned the skeletal hand belonged to the famous Saint.

- Vorvuk has no qualm in sharing anything it knows, wanting to earn the trust of the humans and have the hand back, stolen by the monks who found its cave close to the Frostream Outpost. The krampus will say anything to have it back, including that it knows how to stop the dreams of the group and their nightly wandering. It can lead them to the place the hand wants them to see, somewhere Vorvuk got close to multiple times but teems with krampus.
- Saving Vorvuk allows the group to skip numerous threats and fights, although the narrator could have the ambush in paragraph 3.2 happen anyway for added difficulty. The steep paths the small creature leads the group through, more suitable to quadrupeds than humans, expose the characters to incredible landscapes such as natural towers made of stone or monumental, ice covered slides over tens of feet of fall.
- The Hag of the Path is Ordeile, the Strix, who wishes to make amends for her crime after she realized she was deceived by Ablapia. She should be mentioned, as the group will meet her before the last stop of their journey.

The path leads the group to chapter 4 Perchta’s Den.

# CHAPTER 4

## OUR LADY OF THE BEASTS

### 4.1

The group is faced with the harshest part of its journey. The hallucinations sent by the Saint show them bleeding animals jumping into the crags, children hiding among the stones and hermits preceding the characters in the least accessible reaches of the mountains in slow processions. The curse of the relic hangs on the group, filling them with the desire to complete their quest and be finally free of it. One last effort brings the group along a stone staircase spared by the snow, from which they now see a deep, long glacial valley.

The body of the Perchta is there, so vast it cannot be taken in in its entirety. It is as large as a mountain, its flesh almost entirely exposed, as murders of enormous crows gather on the titanic corpse to feast. Of its head, only the skull is left, featuring a third eye socket and prominent horns.

From the waist down, the corpse has barely any skin on its bones, but the tops half still seems relatively untouched by time. A gash that could fit a village opens in its chest, blue starlight shining within.

The trail leads to the colossal corpse as everything is about to be covered again in snow.

\*inserire immagine Perchta

Krampus activity is more and more visible the further the group goes. In the numerous caves the character cross, they find improvised bedding, though the mountain devils seem to be elsewhere. Something summoned them to perform a ritual not far away, bells and screams easy to discern in the distance. The characters also notice bone stacks, often belonging to small human beings.

In a clearing surrounded by what looks like an ancient megalithic circle shines a cerulean light; at its center, one of these piles of small bones, covered in fir branches. It seems to be burning in blue fire, untouched by the falling snow and almost cold.



- If the group is accompanied by Vorvuk, it calls this strange phenomenon “Winter Fire”, the krampus explaining it consumes everything and can be put down with water only by who turned it on.

*“If they set winter fire on,  
they want to burn whole mountain.  
Old mother will burn,  
we quick or dead.”*

Proceeding along the path, the group meets a figure sitting on a rock, an old woman with ashen skin and dressed in badly kept furs. She does not look hostile, but it does not take a mystic to realize her appearance is probably a ruse as no human being would last long in those temperatures.

- Whether the group has saved Vorvuk or not, this is the moment of truth. The old traveler introduces herself using her own name, believing nobody could ever recognize her. She is Ordeile, there to stop Ablapia the Younger, the new Lady of Beasts. Ordeile warns

the adventurers, telling them of the plot they have been dragged into and revealing anything that Vorvuk has not revealed yet. She tells the character the tale of the Saint and the old Perchta, Ablapia’s and the other Truden’s betrayal. She tells them how the krampus have been manipulated and why she chose to help Vorvuk. Recovering the Saint’s mortal remains would be his salvation and only the power contained within those bones can defeat the new Perchta. This shall be Ordeile’s vengeance.

The Hag of the Path, if treated with kindness, leads the group at a brisk pace to the entrance of a cave surrounded by bones and fir twigs. The body of the giantess, the beacon of light in her chest and the crows larger than eagles are much closer, now. It is with surprise that she old woman shows the group a gash in the side of the mountain, a breach in the skin of the Perchta, the point where Ordeile’s owl form claws have torn the giantess’ flesh to shreds. Same must the adventurers do; enter the corpse and recover the body of the Saint. However, the Strix gives them a final warning.

*“Be careful, but swift.  
Only the chosen of the relic can complete this deed.  
Do you not hear, too, the chants and hymns of the devils  
of the mountain?  
They are marching here, with their new Lady.  
The newly crowned Perchta, Lady of Beasts, she who bears  
the Winter Fire.  
She shall burn the body of her predecessor.  
A pyre as large as the very valley, with you at its center.  
Time is against you.  
Be careful, but swift.”*

## 4.2

Entering the fleshy folds of the body is not yet as unnerving as one would imagine, the giantess being so large it is hard to tell whether she is made of flesh or snow-covered rock. The entrance is partially frozen and for a few hundred feet the tunnel is but a dark cave filled with snow and detritus. There are tracks left by paws, hooves and feet, the group not the first to explore the innards of the mountain.

However, as minutes pass and light fades away, everything becomes sticky and humid. The walls, lit by torches and lanterns, are black with slimy blood and the stench grows stronger the further inside the group proceeds, forcing the use of handkerchiefs in an attempt to fend it off. The wound left by Ordeile has turned into a maze of flesh dotted with fluid-leaking tunnels large enough to fit a crouching man... if there ever was one brave enough to attempt. In time, those drains have caused large, knee-high puddles in the tunnel, forcing the group to wade them.

- The task to make a short dungeon unnerving enough to keep the players on edge but not to the point of making them uncomfortable is left to the narrator. The tunnels still viable have been dug by Devourer Maggots that are currently wandering the corpse of the giantess, the ducts and shafts of her circulatory system slowly leaking every drop of the blood of the Perchta, now only a horrid mix of corrupt and tainted fluids. Delivering the feeling of a once mighty place, now turning softer and rotten, here, is key. Sudden movements can provoke slides of fat and putrid tissue or open gaping chasms to pools of primordial, organic fluids. Worms live there, but they should be kept at a distance; the dungeon should be scary, not its dwellers. Being buried within a giant corpse or falling in a pit full of parasites is a nightmare, an experience the narrator should tailor to

the sensibilities of their players.

- However, the narrator should ask their players to roll Constitution or Dexterity saving throws to challenge every member of the group and include at least one fight. The Devourer Maggots feed on carcasses killed by other creatures and are normally not aggressive. However, should they sense weakened characters in their vicinity they would attack. Winters are following one after the other and hunger is making them aggressive, after all, and the body of the giantess seems not to be enough to feed them.

Once they have made it past the tunnel network, the group enters larger halls, almost completely hollowed out by the maggots. Once, there were internal organs, now reduced to detritus. The cold, bluish starlight emanated by the body of the Saint is strong enough to filter through any wall and guide the characters, who would otherwise wander aimlessly in the dark. Such power must be located in the center of the giantess' chest, where once was the stomach and now is the epicenter of a luminous storm. As they follow the light, the characters feel as if there was always a cloaked hermit a few steps ahead of them, a silent guide and mentor to lead them in the right direction, sometimes even almost seeing him lean on his staff as he advances toward the blue light.

Those with magical talent could even discern his features, a young man, his head shaved clean and a blue symbol painted on his forehead. He seems to be hunched, like an old man.

## 4.3

Now the group receives the first warning their time is about to run out. They hear booms, chants in the distance and then nothing, the path apparently leading in a deep vertical chasm crossed by a slow stream of black fluids. The stench is acrid and almost unbearable, as the blue light shines through every nook and cranny and the hand of the Saint, the relic, seems to vibrate and hover, shrouded in spectral energy.

- È necessario stabilire se i personaggi percepiscono l'accendersi della pira funebre quando si odono i primi canti dei krampus. Si tratta di un'informazione che può arrivare loro senza particolare difficoltà, essendo il fumo molto aromatico per via dei rami d'abete. Eppure si può alzare la difficoltà dati gli effluvi che il gruppo sta inalando dall'inizio del dungeon. Prima i giocatori scoprono e reagiscono a questa informazione e più il narratore può essere clemente nel momento della fuga finale.

Entering the last cave should be horrifying. The worms have burrowed through the stomach membrane, now covered in acid substances probably caused by the contact with the light of the Saint. Moving through requires a Dexterity saving throw to avoid collateral damage. Once through, the group is in a wide chamber. Amidst a sea of digestive fluids, blood and other liquids rises a small isle of blackened bones, the last meals of the Perchta condensed together. Right above it, the pristine bones of the Saint hover in the air. His remains are engulfed in a blinding whirl of spiritual energy, so bright it hurts the eyes of those staring into it for too long, and form into the form of the hermit as soon as the group enters the room. His lost hand, the missing piece, floats to take its place in its former body, causing the light to become a warm, radiant splendor that for a moment seems to erase the pain, the stench of the carcass and the horror of that unholy place. In the following scene, the Saint looks like as if he was in the cave of legends, just awakened from his slumber.

## CHAPTER 5

### THE LEGACY OF THE SAINT AND THE WAKE OF THE KRAMPUS

#### 5.1

A voice comes from nowhere and anywhere. It was not the skeleton to speak, but this voice seems to vibrate in the body that belonged to the Perchta, as if haunted by a ghost the size of the mountain.

*"I feel whole, at last.  
You found me, Pilgrims."*

This sentence, although simple and perhaps obvious, sounds like an achievement worthy of song.

- Vorvuk can say with emphasis the following sentence or, if not possible, one of the characters under the influence of the Saint. However, Vorvuk does not worship the Saint because it believes in him, but for his light. Much like the old Perchta, hungry for light, Vorvuk is a moth incapable of resisting the lure of the flame.

*"The hunched man climbs the mountain.  
He is as tall as one of her teeth."  
"The hunched man dares the mountain.  
From the high peak, howling he hears her."  
"The hunched man silences the mountain.  
All are saved from quakes and storms."*

The skeletal remains tremble, the booming voice addressing who talked.

*"Is this what is sung of me?  
Have I really saved the vale from quake and storm?"*

- Now is time to remind the group the funeral pyre is still burning. The body of the Perchta is too large to be burned all at the same time, so the whole vale has been set ablaze with Winter Fire. Ignoring this warning to speak to the ghost of the Saint is therefore quite dangerous, as the narrator should gradually let the smoke in. Vorvuk itself, if present, could feel the incoming threat in the decisive moments of the ending. The Saint feels the urge to tell the group of his sacrifice, the fundamental condition for his release that a character with magical capacities can learn. He must tell the true tale of the fall of the Perchta, his remains must be brought back to the village for the ritual to be successful and so the giantess.

*"I wish to become the patron of Mairan, warden of Innkelch against the mountain devil. This I claim for defeating the ancient Perchta, the Bright Mother, Lady of Beasts.  
In exchange, I shall gift whoever aids me with the only thing I have left. The secret gift that shall be revealed in the end."*

And it is with this sentence that the pristine bones land on the small isle of blackened remains. Right before the ground starts quaking.

#### 5.2

The final escape begins.

- Winter Fire is filling every cavity in the body of the old Perchta with black smoke; the group must find a new way out of the corpse. However, someone must enter the pool of brackish fluids to recover the bones of the Saint. Vorvuk, if present, volunteers to do so, but returns

covered in burns caused by the shining power of the Saint; however, it does not look concerned by them, as it caresses the remains as if those of a long lost relative, uncaring of its flesh being burned off of its body.

- The difficulty of the escape is proportionate to the time the group spent exploring the dungeon, talking to the Saint or to Vorvuk, if present. It should be a fast paced scene, with the escape route coming crashing down multiple times, forcing the characters to find another one. The closer the group gets to the exit, the stronger the smoke and the krampus chanting become.

Open air cleanses the lungs of the group from the rancid smell of death they had grown accustomed to during their exploration, the black smoke from the pyres making them profusely cough. Wherever they manage to find their exit, they are surrounded by blue fires, each surrounded by a dozen or more krampus, kneeling as they chant and howl at their new Lady. Too many for the group to fight.

### 5.3

The group passes close to a circle of standing stones surrounded by flames; larger krampus are dancing swirling torches lit with Winter Flame and at the center of the circle is a palanquin made of numerous enormous interwoven antlers. There, sat as if on a throne, is an apparently human girl, her naked body twice as tall as a normal maiden. Her hair so long it snakes among the antlers her throne is made of, her visage the work of an artist who never saw a human face. Her eyes, mouth and forehead are out place, lending a bestial air to elven features, her lashes and eyebrows much thicker and longer than usual. On her head rests a crown of woven elder branches, drenched in blood. She was Ablapia, the Younger, once but now she is the Perchta, Bright Mother, Lady of Beast. The beginning of a new cycle.

- The group can move under the cover of smoke and fire and, if they do not attack the krampus, nobody will notice their passage. However, for the sake of drama the narrator should always tempt the characters with potential violence, before the end.
- Sooner or later, in fact, the group stumbles into a cage of wood and rope that contains the children the Perchta has not yet eaten, guarded by the largest krampus the protagonists have ever seen. If the group decides to stop and free them, they must fight their jailer. Otherwise, if the characters wish to avoid confrontation but have Vorvuk with them, the small krampus lends a hand. Have the bones of the Saint cured the heart of such abject and cruel creature, making it capable of feeling mercy? Thanks to the diversion, the group can escape with the last children and descend the vale, away from this madness.

## EPILOGUE

The group has achieved its goal.

Their return to Mairan with the bones of the Saint and the surviving children, long left for dead, earns them numerous blessings and endless gratitude as everybody in the village does whatever they can to reward them.

But it is only when one of the characters around the campfire tells the true Story of the Saint that a strange miracle happens in front of everybody. Within the flames blooms a fir tree, that sparks ablaze as it reaches five feet of height, burning into a smoking hermit staff.

# APPENDIX

## STAFF OF THE HERMIT

*Quarterstaff +1, raro (richiede sintonia)*

As long as the character holds the quarterstaff, he can use a bonus action to awaken the aura of the Saint, the previous owner. If he does so, the stick inflicts 1d4 extra radiant damage until the end of the turn.

## KRAMPUS

*Medium fiend, lawful evil*

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 12 (+1) | 16 (+3) | 10 (+0) | 10 (+0) | 7 (-2) |

**Armor Class** 13 (leather armor)

**Hit Points** 13 (2d6+6)

**Speed** 30ft.

**Skills** Deception +2

**Senses** Darkvision 120ft., passive Perception 12 Languages Common, Whisper of Echoes

**Challenge** 1/2 (100 XP)

**Gift of Perchta.** Magical darkness doesn't impede the Krampus' darkvision.

**Mask.** With a successful DC 11 Dexterity (Sleight of Hand) check an opponent can remove the mask from the Krampus. The Krampus, humiliated, will focus the attacks on anyone who carries the mask, the Krampus' attacks have disadvantage and any attack against the Krampus have advantage.

### ACTIONS

**Greatclub.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) slashing damage.

**Tree log.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### BONUS ACTION

**Poisonous whispers.** A creature that can hear the Krampus must succeed a DC 13 Wisdom saving throw or be poisoned until the end of the Krampus' next turn.

## BLOODMARKED KRAMPUS

*Large fiend, lawful evil*

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 16 (+3) | 10 (+0) | 10 (+0) | 10 (+0) |

**Armor Class** 14 (studded leather)

**Hit Points** 52 (8d6+24)

**Speed** 30ft.

**Skills** Intimidation +1, Perception +2, Stealth +5 Senses darkvision 120ft, passive Perception 12

**Languages** Common, Whisper of Echoes

**Challenge** 3 (700 XP)

**Cunning Action.** On each of its turns, the Krampus can use a bonus action to take the Dash, Disengage, or Hide action.

**Blood mark.** The Krampus deals 2 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

**Gift of Perchta.** Magical darkness doesn't impede the Krampus' darkvision.

**Mask.** With a successful DC 11 Dexterity (Sleight of Hand) check an opponent can remove the mask from the Krampus. The Krampus, humiliated, will focus the attacks on anyone who carries the mask, the Krampus' attacks have disadvantage and any attack against the Krampus have advantage.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach

5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

**Boulder.** *Ranged Weapon Attack:* +6 to hit, range

20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

**Devour light (Recharges after a Short or Long Rest).**

The Krampus casts darkness without any components.

Wisdom is its spellcasting ability.



OUR LADY OF THE BEASTS

# NIGHTFELL

**GOROM**

CHARACTER NAME

**BARBARIAN (1)**  
CLASS & LEVEL

**GARNAR**  
RACE

**HUNTER**  
BACKGROUND

**NEUTRAL**  
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16  
+3

DEXTERITY

12  
+1

CONSTITUTION

14  
+2

INTELLIGENCE

8  
-1

WISDOM

16  
+3

CHARISMA

8  
-1

INSPIRATION

+2 PROFICIENCY BONUS

+5 STRENGTH  
DEXTERITY  
+5 CONSTITUTION  
INTELLIGENCE  
WISDOM  
CHARISMA  
SAVING THROWS

ACROBATICS (DEX)  
ANIMAL HANDLING (WIS)  
ARCANA (INT)  
+5 ATHLETICS (STR)  
DECEPTION (CHA)  
HISTORY (INT)  
INSIGHT (WIS)  
INTIMIDATION (CHA)  
INVESTIGATION (INT)  
MEDICINE (WIS)  
+1 NATURE (INT)  
+5 PERCEPTION (WIS)  
PERFORMANCE (CHA)  
PERSUASION (CHA)  
RELIGION (INT)  
SLEIGHT OF HAND (DEX)  
+3 STEALTH (DEX)  
+5 SURVIVAL (WIS)

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

COMMON  
RUNIC PRIMAL

OTHER PROFICIENCIES & LANGUAGES

INITIATIVE ARMOR CLASS SPEED

+1 15 30FT

HIT POINT MAXIMUM 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

1d12

DEATH SAVES

ATTACKS

| NAME     | BONUS | DAMAGE/TYPE |
|----------|-------|-------------|
| GREATAXE | +5    | 1d10+3      |
| JAVELIN  | +5    | 1d6+3       |
| LONG BOW | +3    | 1d8+1       |
|          |       |             |
|          |       |             |

GP

SP

CP

GREATAXE /13

JAVELIN /4

LONG BOW /13

WEAPON GRIMNESS GRIM TRESHOLD

FUR CLOAK, SHIELD, ROPE (50FT), 2 TORCHES,  
2 RATIONS, WATERSKIN, TRAP.

EQUIPMENT

MOONBIRTH



BLACK - ASCENDING - FULL - DESCENDING

CURRENT MOONPHASE

LUNAR INFLUENCE

DESCRIPTION

YOU GAIN ADVANTAGE TO ALL SAVING THROWS AS LONG AS YOU HAVE FULL HIT POINTS; YOU GAIN ADVANTAGE IN ALL ABILITY CHECKS AS LONG AS YOU HAVE FULL SOUL POINTS.

POSITIVE EFFECT DURING MOONBIRTH PHASE

"I HAVE CONFIDENCE IN MY SKILLS AND RESOURCES. MY RESOLUTION NEVER WAVERS."

STRONG ARMS

YOU WIELD GREATSWORDS AND GREATAXES WITH ONE HAND, DEALING 1d10 POINTS OF DAMAGE.

MIGHTY

YOU ARE COMPETENT WITH SHORTSWORDS, LONGSWORDS, HEAVY CROSSBOWS AND PIKES.

CONSEQUENCES OF BETRAYAL

DURING FULL MOON PHASES YOU TURN INTO ANIMAL-LIKE ASPECT. YOU HAVE DISADVANTAGE IN CHARISMA TESTS (EXCEPT INTIMIDATION); YOU GET THESE BENEFITS:

- STRIPED WOLF AVATAR

1) YOU GAIN ADVANTAGE IN THE TESTS OF WISDOM (PERCEPTION) BASED ON SMELL AND HEARING AND CAN FOLLOW OLFACTORY TRACES LIKE A HOUND, HAVING ADVANTAGE IN THE TESTS OF WISDOM (SURVIVAL) TO FOLLOW TRACKS.

2) YOU GAIN ADVANTAGE IN ATTACK ROLLS AGAINST TARGETS ADJACENT TO AN ALLY.

FEATURES & TRAITS

# NIGHTFELL



**GOROM**

CHARACTER NAME

|                   |                  |                   |
|-------------------|------------------|-------------------|
| 29<br>AGE         | 1.95 M<br>HEIGHT | 102 KG<br>WEIGHT  |
| DARK BLUE<br>EYES | WHITE<br>SKIN    | RED, LONG<br>HAIR |



|                        |                  |
|------------------------|------------------|
| ALLIES & ORGANIZATIONS | NAME             |
|                        |                  |
|                        | SYMBOL           |
|                        | RELIGION         |
|                        | RAHIDRA APOSTATE |

BACKSTORY

**UNARMORED DEFENCE**  
WHILE YOU ARE NOT WEARING ANY ARMOR, YOUR AC EQUALS 10+ DEXTERITY MODIFIER + CONSTITUTION MODIFIER. YOU CAN USE A SHIELD AND STILL GAIN THIS BENEFITS.

**RAGE (TWICE DAILY)**  
YOU CAN ENTER A RAGE AS BONUS ACTION.

- YOU HAVE ADVANTAGE ON STRENGHT CHECKS AND STRENGHT SAVING THROWS.
- YOU HAVE A +2 DAMAGE BONUS ON MELEE ATTACKS BASED ON STRENGHT.
- YOU HAVE RESISTANCE TO BLUDGEONUNG, PIERCING AND SLASHING DAMAGE.

YOUR RAGE LASTS FOR 1 MINUTE. IT ENDS EARLY IF YOU ARE KNOCKED UNCONCIOUS OR IF YOUR TURN ENDS AND YOU HAVEN'T ATTACKED AN HOSTILE CREATURE SINCE YOUR LAST TURN OR TAKEN DAMAGE SINCE THEN. YOU CAN ALSO END YOUR RAGE ON YOUR TURN AS A BONUS ACTION.

ADDITIONALS FEATURES & TRAITS

SUSPICIOUS

PERSONALITY TRAITS

PUSH BEYOND THE LIMITS

IDEALS

ANCIENT AXE OF MY ANCESTORS

BONDS

HE IS WARY OF MAGIC

FLAWS

TREASURE





# NIGHTFELL

**JARIEN**

CHARACTER NAME

**BARD (1)**  
CLASS & LEVEL

**RIZADRIN**  
RACE

**STREET BOY**  
BACKGROUND

**NEUTRAL**  
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12  
+1

DEXTERITY

14  
+2

CONSTITUTION

13  
+1

INTELLIGENCE

10  
+0

WISDOM

12  
+1

CHARISMA

16  
+3

INSPIRATION

+2 PROFICIENCY BONUS

STRENGTH +4  
DEXTERITY +4  
CONSTITUTION  
INTELLIGENCE  
WISDOM  
CHARISMA +5  
SAVING THROWS

+4 ACROBATICS (DEX)  
ANIMAL HANDLING (WIS)  
ARCANA (INT)  
ATHLETICS (STR)  
DECEPTION (CHA)  
HISTORY (INT)  
+3 INSIGHT (WIS)  
INTIMIDATION (CHA)  
INVESTIGATION (INT)  
MEDICINE (WIS)  
NATURE (INT)  
PERCEPTION (WIS)  
+5 PERFORMANCE (CHA)  
+5 PERSUASION (CHA)  
RELIGION (INT)  
+4 SLEIGHT OF HAND (DEX)  
+4 STEALTH (DEX)  
+3 SURVIVAL (WIS)

SKILLS

11

PASSIVE WISDOM (PERCEPTION)

COMMON  
STONE'S TONGUE

OTHER PROFICIENCIES & LANGUAGES

INITIATIVE ARMOR CLASS SPEED

+2 13 30FT

HIT POINT MAXIMUM 9  
CURRENT HIT POINTS  
TEMPORARY HIT POINTS

HIT DICE

1D8

DEATH SAVES

ATTACKS

| NAME     | BONUS | DAMAGE/TYPE |
|----------|-------|-------------|
| RAPIER   | +4    | 1d8+2       |
| SHORTBOW | +4    | 1d6+2       |
| DAGGER   | +4    | 1d4+2       |
|          |       |             |
|          |       |             |

GP

SP

CP

|          |   |     |
|----------|---|-----|
| RAPIER   | 0 | /10 |
| SHORTBOW | 0 | /5  |
| DAGGER   | 0 | /4  |

WEAPON GRIMNESS GRIM TRESHOLD

HIDE ARMOR, FLUTE, TAMBOURINE, BAG OF MARBLES, 2 RATIONS, WINE, LANTERN (2LT OIL)

EQUIPMENT

## MOONBIRTH



BLACK - ASCENDING - FULL - DESCENDING

CURRENT MOONPHASE

LUNAR INFLUENCE

DESCRIPTION

YOUR ADJACENT ALLIES CAN USE TASTE OF DARKNESS SPENDING ONLY 1 SOUL POINT.

POSITIVE EFFECT DURING MOONBIRTH PHASE

"I DO NOT LET WORRIES AND REGRETS WEIGH ME DOWN. EVERYTHING PASSES ME BY."

DARKVISION

60FT

RESOURCEFUL

YOU ARE COMPETENT IN INSIGHT AND SURVIVAL.

PRIMAL ENERGY

INFUSE PRIMEVAL ENERGY INTO A MELEE OR THROWING WEAPON FOR 1 MINUTE; THE WEAPON IS CONSIDERED MAGICAL AND DEALS ADDITIONAL DAMAGE EQUAL TO ITS CHARISMA MODIFIER (3).

WITH A BONUS ACTION, THE WEAPON RETURNS TO THE CHARACTER'S HAND IF IT WAS THROWN OR DROPPED. THIS TRAIT HAS NO EFFECT ON GRIM WEAPONS.

LUNAR INSTINCT

YOU KNOW THE CANTRIP: TRIFOLD GODDESS'S GAZE.

FEATURES & TRAITS





# NIGHTFELL

## BARD

### SPELLCASTING CLASS

### CHARISMA

|                      |               |                    |
|----------------------|---------------|--------------------|
| +3                   | 13            | +5                 |
| SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |

0 **CANTRIPS**

TRIFOLD GODDESS'S GAZE  
 MOONLIGHT SEDUCTION  
 FREEZING SNARE

| SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED |
|-------------|-------------|----------------|
|-------------|-------------|----------------|

1 2

- GLIMMER
- MOON GLAMOUR (Wis)
- MIRITHLEN'S KISS (d6/d8/d10 +3)
- \* SPEAK WITH ANIMALS

\* Loss of 1 Soul Point

2

Horizontal lines for notes

3

Horizontal lines for notes

4

Horizontal lines for notes

5

Horizontal lines for notes

6

Horizontal lines for notes

7

Horizontal lines for notes

8

Horizontal lines for notes

9

Horizontal lines for notes



# NIGHTFELL

**GWIVEN**

CHARACTER NAME

**MOON CULTIST (1) MERCENARY**  
 CLASS & LEVEL BACKGROUND PLAYER NAME  
**ANIRETH** **CHAOTIC NEUTRAL**  
 RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH 16 (+3)

DEXTERITY 10 (+0)

CONSTITUTION 14 (+2)

INTELLIGENCE 12 (+1)

WISDOM 14 (+2)

CHARISMA 8 (-1)

INSPIRATION

+2 PROFICIENCY BONUS

+5 STRENGTH  
 DEXTERITY  
 CONSTITUTION  
 INTELLIGENCE  
 WISDOM  
 CHARISMA  
 SAVING THROWS

ACROBATICS (DEX)  
 ANIMAL HANDLING (WIS)  
 +3 ARCANA (INT)  
 +5 ATHLETICS (STR)  
 DECEPTION (CHA)  
 HISTORY (INT)  
 +4 INSIGHT (WIS)  
 +1 INTIMIDATION (CHA)  
 +3 INVESTIGATION (INT)  
 +4 MEDICINE (WIS)  
 NATURE (INT)  
 PERCEPTION (WIS)  
 PERFORMANCE (CHA)  
 PERSUASION (CHA)  
 +3 RELIGION (ISG)  
 SLEIGHT OF HAND (DEX)  
 STEALTH (DEX)  
 SURVIVAL (WIS)

SKILLS

12 PASSIVE WISDOM (PERCEPTION)

COMMON WHISPERS OF ECHOES

OTHER PROFICIENCIES & LANGUAGES

INITIATIVE +0 ARMOR CLASS 16 SPEED 30FT

HIT POINT MAXIMUM 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE 1D10 DEATH SAVES

| ATTACKS        |       |             |
|----------------|-------|-------------|
| NAME           | BONUS | DAMAGE/TYPE |
| SPEAR          | +5    | 1d6+3       |
| DAGGER         | +5    | 1d4+3       |
| CROSSBOW, LIG. | +2    | 1d8         |
|                |       |             |
|                |       |             |

GP SP CP

|                 |          |               |
|-----------------|----------|---------------|
| SPEAR           | 0        | /5            |
| DAGGER          | 0        | /4            |
| CROSSBOW, LIGHT | 0        | /5            |
| WEAPON          | GRIMNESS | GRIM TRESHOLD |

SCALES ARMOR, SHIELD, ROPE (60FT), HOLY WATER, 2 RATIONS, WATERSKIN (2LT).

EQUIPMENT

## MOONBIRTH



BLACK - ASCENDING - FULL - DESCENDING

CURRENT MOONPHASE

LUNAR INFLUENCE DESCRIPTION

YOU HAVE PROFICIENCY IN INITIATIVE THROWS.

POSITIVE EFFECT DURING MOONBIRTH PHASE

"WHAT I LONG FOR IS GETTING NEARER WITH EACH PASSING DAYS. I AM STRENGTHENING."

SUPERIORDARKVISION

120FT

SPECTRAL STANCE

YOU ARE COMPETENT IN INTIMIDATION.

DARK LEGACY

YOU HAVE ADDITIONAL SOUL POINTS EQUAL TO YOUR INTELLIGENCE MODIFIER (0 MIN) FOR EACH LEVEL.

STARTING FROM LEVEL 5 YOU CAN CAST DETECT MAGIC (1/LONG REST).

SPECTRAL MOVEMENT

WITH AN ACTION, YOU CAN MOVE BECOMING ETHEREAL. YOU IGNORE DIFFICULT TERRAINS, THE OPPORTUNITY ATTACKS AGAINST YOU HAVE DISADVANTAGE WHILE YOU USE THIS ACTION AND YOU CAN GO ACROSS CREATURES AND SOLID OBJECTS. (1/SHORT REST)

FEATURES & TRAITS

# NIGHTFELL



**GWIVEN**

CHARACTER NAME

32

AGE

1.72 M

HEIGHT

60 KG

WEIGHT

BRIGHT BLUE

EYES

PALE

SKIN

SILVER, LONG

HAIR



|                        |  |            |  |
|------------------------|--|------------|--|
| NAME                   |  |            |  |
|                        |  |            |  |
|                        |  | SYMBOL     |  |
|                        |  | RELIGION   |  |
|                        |  | LUNAR CULT |  |
| ALLIES & ORGANIZATIONS |  |            |  |

BACKSTORY

**MOON WILL**  
DURING YOUR BIRTHMOON PHASE, YOUR SOUL POINTS INCREASE OF 2 FOR EVERY CLASS LEVELS.

**DEVOTET PROTECTOR**  
YOU KNOW THAUMATURGY AND RESISTANCE. YOU CAN CAST SHIELD OF FAITH WITHOUT USING ANY SLOTS. (1 / SHORT REST).

**ASCENDING MOON CULTIST**  
YOU HAVE COMPETENCE IN INSIGHT AND INVESTIGATION. YOU CAN CAST GUIDANCE.

**NIGHT'S LANTERN**  
WHEN YOU ARE UNDER SHIELD OF FAITH'S EFFECT, YOU GAIN A +1 BONUS TO SKILLS ROLLS AND SAVING THROWS.

ADDITIONALS FEATURES & TRAITS

METHODICAL

PERSONALITY TRAITS

THE END JUSTIFIES THE MEANS

IDEALS

THE SCARS ON MY BODY

BONDS

UNLOAD THE BLAME ON OTHERS

FLAWS

TREASURE



# NIGHTFELL

## CULTIST SPELLCASTING CLASS

WISDOM

|                      |               |                    |
|----------------------|---------------|--------------------|
| +2                   | 12            | +4                 |
| SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |

0 **CANTRIPS**

GUIDANCE (+1 D4)  
THAUMATURGY  
RESISTANCE (+1 D4)

| SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED |
|-------------|-------------|----------------|
|-------------|-------------|----------------|

1

SHIELD OF FAITH (+2 AC)

2

3

4

5

6

7

8

9



# NIGHTFELL

**ANXHEEL**

CHARACTER NAME

**DRUID(1)**  
CLASS & LEVEL

**SPY**

BACKGROUND

PLAYER NAME

**LYVAR**

RACE

**NEUTRAL EVIL**

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

10  
+0

DEXTERITY

16  
+3

CONSTITUTION

9  
-1

INTELLIGENCE

12  
+1

WISDOM

16  
+3

CHARISMA

12  
+1

INSPIRATION

+2 PROFICIENCY BONUS

STRENGTH  
DEXTERITY  
CONSTITUTION  
INTELLIGENCE  
WISDOM  
CHARISMA  
SAVING THROWS

ACROBATICS (DEX)  
ANIMAL HANDLING (WIS)  
ARCANA (INT)  
ATHLETICS (STR)  
C +3 DECEPTION (CHA)  
HISTORY (INT)  
INSIGHT (WIS)  
INTIMIDATION (CHA)  
INVESTIGATION (INT)  
C +5 MEDICINE (WIS)  
NATURE (INT)  
C +5 PERCEPTION (WIS)  
PERFORMANCE (CHA)  
PERSUASION (CHA)  
RELIGION (INT)  
SLEIGHT OF HAND (DEX)  
C +5 STEALTH (DEX)  
C +5 SURVIVAL (WIS)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

COMMON  
STONE TONGUE  
SYLVAN  
  
OTHER PROFICIENCIES & LANGUAGES

INITIATIVE ARMOR CLASS SPEED  
+0 16 25FT

HIT POINT MAXIMUM 7  
CURRENT HIT POINTS  
TEMPORARY HIT POINTS

HIT DICE DEATH SAVES  
1D8

| ATTACKS  |       |             |
|----------|-------|-------------|
| NAME     | BONUS | DAMAGE/TYPE |
| SCIMITAR | +5    | 1d6+3       |
| SICKLE   | +2    | 1d4         |
| SLING    | +5    | 1d4+3       |
|          |       |             |
|          |       |             |

GP SP CP

|          |   |    |
|----------|---|----|
| SCIMITAR | 0 | /7 |
| SICKLE   | 0 | /3 |
| SLING    | 0 | /3 |

WEAPON GRIMNESS GRIM TRESHOLD

HIDE ARMOR, ROPE (60FT), POISON (+1d6),  
SPRIG OF MISTLETOE, BAG OF CALTROPS, 2  
RATIONS, WATERSKIN (2LT), SHIELD.

EQUIPMENT

## MOONBIRTH

WAXING CRESCENT WAXING GIBBOUS WANING GIBBOUS WANING CRESCENT  
NEW MOON FIRST QUARTER FULL MOON LAST QUARTER

BLACK - ASCENDING - FULL - DESCENDING

CURRENT MOONPHASE

LUNAR INFLUENCE  
DESCRIPTION  
YOU ADD YOU PROFICIENCY BONUS TO ANY DAMAGE CHECKS AGAINST CREATURES WHO HAVE CAUSED A SOUL POINT LOSS BEFORE. THIS BONUS IS USABLE ONCE PER TURN.  
POSITIVE EFFECT DURING MOONBIRTH PHASE  
"I FEEL UPHEAVAL INSIDE ME AND THE ABILITY TO TURN ANY FAILURE IN AN ACHIEVEMENT."

DARKVISION  
60FT  
NATURAL ESCAPE  
YOU CAN USE RETREAT AS A BONUS ACTION AND YOUR SPEED INCREASES OF 15FT UNTIL THE END OF YOUR ROUND.  
SMART SENSES  
YOU HAVE PROFICIENCY IN PERCEPTION; IN CLOSED PLACES YOU HAVE ADVANTAGE IN WISDOM (PERCEPTION) THROWS BASED ON HEARING.  
MAGICAL GIFTS  
YOU KNOW\*, ONCE YOU REACH LEVEL 3 YOU CAN CAST JUMP (1/LONG REST) AND AT LEVEL 5 YOU CAN CAST INVISIBILITY (1/LONG REST). \*PRESTIDIGITATION AT 1TH LV YOUR ABILITY FOR THIS TRAITS IS WISDOM.  
SMALL SIZE  
DISADVANTAGE WITH HEAVY WEAPONS.  
  
FEATURES & TRAITS







# NIGHTFELL

**SKADI**

CHARACTER NAME

**FIGHTER (1)**  
CLASS & LEVEL

**GARNAR**  
RACE

**WARDEN**  
BACKGROUND

**NEUTRAL LEGAL**  
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16  
+3

DEXTERITY

8  
-1

CONSTITUTION

16  
+3

INTELLIGENCE

8  
-1

WISDOM

14  
+2

CHARISMA

12  
+1

INSPIRATION

+2 PROFICIENCY BONUS

+5 STRENGTH  
DEXTERITY  
+5 CONSTITUTION  
INTELLIGENCE  
WISDOM  
CHARISMA  
SAVING THROWS

ACROBATICS (DEX)  
+4 ANIMAL HANDLING (WIS)  
ARCANA (INT)  
+5 ATHLETICS (STR)  
DECEPTION (CHA)  
HISTORY (INT)  
INSIGHT (WIS)  
+3 INTIMIDATION (CHA)  
INVESTIGATION (INT)  
+4 MEDICINE (WIS)  
NATURE (INT)  
PERCEPTION (WIS)  
PERFORMANCE (CHA)  
PERSUASION (CHA)  
RELIGION (ISG)  
SLEIGHT OF HAND (DEX)  
STEALTH (DEX)  
+3 SURVIVAL (WIS)  
SKILLS

12 PASSIVE WISDOM (PERCEPTION)

COMMON  
RUNIC PRIMAL

OTHER PROFICIENCIES & LANGUAGES

INITIATIVE: -1    ARMOR CLASS: 18    SPEED: 30FT

HIT POINT MAXIMUM: 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE: 1D10    DEATH SAVES

ATTACKS

| NAME         | BONUS | DAMAGE/TYPE |
|--------------|-------|-------------|
| GREATSWORD   | +5    | 1d10+5      |
| JAVELINS (4) | +5    | 1d6+5       |
|              |       |             |
|              |       |             |

GP    SP    CP

|            |   |     |
|------------|---|-----|
| GREATSWORD | 0 | /13 |
| JAVELINS   | 0 | /4  |
|            | 0 |     |

WEAPON    GRIMNESS    GRIM TRESHOLD

CHAIN MAIL, SHIELD, ROPE (50FT), 2 TORCHES,  
2 RATIONS, MANACHELS, SALT, WATERSKIN

EQUIPMENT

## MOONBIRTH

WAXING CRESCENT    WAXING GIBBOUS    WANING GIBBOUS    WANING CRESCENT

NEW MOON    FIRST QUARTER    FULL MOON    LAST QUARTER

BLACK - ASCENDING - FULL - DESCENDING

CURRENT MOONPHASE

LUNAR INFLUENCE

DESCRIPTION

YOUR SPEED INCREASES OF 9FT. AND ANY  
ATTACK OF OPPORTUNITY AGAINST YOU GAINS  
DISADVANTAGE.

POSITIVE EFFECT DURING MOONBIRTH PHASE

"I DO NOT LET WORRIES AND REGRETS WEIGH  
ME DOWN. EVERYTHING PASSES ME BY."

STRONG ARMS

YOU WIELD GREATSWORDS AND GREATAKES  
WITH ONE HAND, DEALING 1D10 POINTS OF  
DAMAGE.

MIGHTY

YOU ARE COMPETENT WITH SHORTSWORDS,  
LONGSWORDS, HEAVY CROSSBOWS AND  
PIKES.

CONSEQUENCES OF BETRAYAL

DURING FULL MOONS AND WANING CRESCENT  
MOON PHASES YOU TURN INTO ANIMAL-LIKE  
ASPECT. YOU HAVE DISADVANTAGE IN  
CHARISMA TESTS (EXCEPT INTIMIDATION);  
YOU GET THESE BENEFITS:

- PRIMAL BEAR AVATAR

WHEN YOU TAKE A MELEE ATTACK THAT DEALS  
4 (YOUR LEVEL + CON) OR LESS DAMAGE,  
YOU CAN MAKE A MELEE ATTACK AGAINST THE  
ATTACKER AS A REACTION.

FEATURES & TRAITS

# NIGHTFELL



**SKADI**

CHARACTER NAME

21

AGE

1.76 M

HEIGHT

62 KG

WEIGHT

GREY  
EYES

PALE  
SKIN

BROWN, LONG  
HAIR



|                        |  |
|------------------------|--|
| NAME                   |  |
|                        |  |
| SYMBOL                 |  |
| RELIGION               |  |
| OLD TRADITION          |  |
| ALLIES & ORGANIZATIONS |  |

Backstory section with 20 horizontal lines for text.

BACKSTORY

**COMBAT STYLE**

DUELIST:  
+2 DAMAGE WHEN HOLDING A SINGLE ONE-HANDED WEAPON.

**RECOVER ENERGIES**

BONUS ACTION: RECOVER 1D10 + 1 HIT POINTS. (1 / SHORT REST)

Additional Features & Traits section with 20 horizontal lines for text.

ADDITIONALS FEATURES & TRAITS

PERSONALITY TRAITS

FEARLESS

VICTORY AT ANY COST

IDEALS

TRIBAL FAMILY TATTOO

BONDS

STUBBORN

FLAWS

Treasure section with 10 horizontal lines for text.

TREASURE





# NIGHTFELL

**ALYSANDIRA**

CHARACTER NAME

**WIZARD (1)**  
CLASS & LEVEL

**GREY FOLK**  
RACE

**SCHOLAR**  
BACKGROUND

**NEUTRAL GOOD**  
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH** 8 (-1)

**DEXTERITY** 12 (+1)

**CONSTITUTION** 14 (+2)

**INTELLIGENCE** 16 (+3)

**WISDOM** 14 (+2)

**CHARISMA** 11 (+0)

INSPIRATION

+2 PROFICIENCY BONUS

- STRENGTH
  - DEXTERITY
  - CONSTITUTION
  - +5 INTELLIGENCE
  - +4 WISDOM
  - CHARISMA
- SAVING THROWS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- +5 ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- +5 HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- +5 INVESTIGATION (INT)
- +4 MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- +2 PERSUASION (CHA)
- +5 RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

SKILLS

12 PASSIVE WISDOM (PERCEPTION)

COMMON

OTHER PROFICIENCIES & LANGUAGES

INITIATIVE: +1    ARMOR CLASS: 11    SPEED: 30FT

HIT POINT MAXIMUM: 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE: 1D6    DEATH SAVES

| ATTACKS        |       |             |
|----------------|-------|-------------|
| NAME           | BONUS | DAMAGE/TYPE |
| SHORTSWORD     | +3    | 1d6+1       |
| HEAVY CROSSBOW | +3    | 1d10+1      |
| STAFF          | +1    | 1d8-1       |
|                |       |             |
|                |       |             |

GP    SP    CP

|                |          |               |
|----------------|----------|---------------|
| SHORTSWORD     | 0        | /7            |
| HEAVY CROSSBOW | 0        | /10           |
| STAFF          | 0        | /5            |
| WEAPON         | GRIMNESS | GRIM TRESHOLD |

SPELLBOOK, EMPTY SCROLLS (3), 2 CANDLES, NIB AND INK, INCENSE, WATER BOTTLE (2L), 2 RATIONS.

EQUIPMENT

## MOONBIRTH

WAXING CRESCENT    WAXING GIBBOUS    WAXING GIBBOUS    WAXING CRESCENT

NEW MOON    FIRST QUARTER    FULL MOON    LAST QUARTER

BLACK - ASCENDING - FULL - DESCENDING

CURRENT MOONPHASE

LUNAR INFLUENCE DESCRIPTION

YOU GAIN 1D6 TEMPORARY HIT POINTS AND TEMPORARY SOUL POINTS

POSITIVE EFFECT DURING MOONBIRTH PHASE

"WHAT I LONG FOR IS GETTING NEARER WITH EACH PASSING DAYS. I AM STRENGTHENING."

### SMART FOLK

COMPETENCE IN TWO SKILLS OF YOUR CHOICE: PERSUASION AND INVESTIGATION.

### MARTIAL TRAINING

YOU ARE COMPETENT WITH SHORTSWORDS, LONGSWORDS, HEAVY CROSSBOWS AND PIKES.

### WILLFULNESS

WHEN YOU COMPLETE A SHORT OR LONG REST, YOU GAIN TEMPORARY HIT POINTS EQUAL TO YOUR CHARISMA MODIFIER (MINIMUM 1).

### WAR DEXTERITY

YOUR SPEED IS NOT SLOWED DOWN BY THE ARMOR YOU WEAR AND IGNORE THE DISADVANTAGE TO THE DEXTERITY (STEALTH) TESTS IMPOSED BY CERTAIN ARMOR.

FEATURES & TRAITS

# NIGHTFELL



**ALYSANDIRA**

CHARACTER NAME

27

AGE

1.63 M

HEIGHT

52 KG

WEIGHT

CHESTNUT

EYES

PALE

SKIN

BLACK, LONG

HAIR



|                        |  |            |  |
|------------------------|--|------------|--|
| NAME                   |  |            |  |
|                        |  |            |  |
|                        |  | SYMBOL     |  |
|                        |  | RELIGION   |  |
|                        |  | LUNAR CULT |  |
| ALLIES & ORGANIZATIONS |  |            |  |

BACKSTORY

**ARCANE RECOVER**  
 DURING A SHORT REST, YOU RECOVER A 1ST LEVEL SLOT (1 / LONG REST)

**SPELLS**  
 ABILITY: INTELLIGENCE  
 YOU PREPARE 4 SPELLS EVERY DAY.  
 YOU CAN CAST RITUALS FROM YOUR SPELLBOOK.

ADDITIONALS FEATURES & TRAITS

CURIOSITY

PERSONALITY TRAITS

JUSTICE

IDEALS

MY HOMELAND AND MY TRADITIONS

BONDS

IRRESOLUTE

FLAWS

TREASURE





# LEVEL UP YOUR PREGEN. CHARACTERS

## BARBARIAN

### 2nd level

- Your Maximum Hit Points increase by 8 (6+2)
- You gain Barbarian Class Features: *Reckless Attack*, *Danger Sense*.

### 3rd level

- Your Maximum Hit Points increase by 8 (6+2)
- **Unholy Path:** Gains features Unholy Thirst and Blood of the Soul.
- **Unholy Thirst:** At 3rd level, you learnt how to give in to the temptation of darkness, giving up fragments of your soul for a lure of power you can only really feel while raging.
- At the beginning of every round while raging, you can choose to lose 1 Soul Point. If so, the first melee attack you make in that round gains 1d12 damage bonus. If the attack fails to drop your target to 0 HP, you suffer 1d6 necrotic damage, no Saving Throw or Resistance allowed.
- **Blood of the Soul:** Starting at 3rd level, you learn how to draw strength from darkness instead of being swallowed by it. When you suffer a Soul Point loss against your will, you can use your reaction to gain 1d12 Temporary Hit Points and gain Advantage to Saving Throws until the end of the next turn.

## BARD

### 2nd level

- Your Maximum Hit Points increase by 6 (5+1)
- You gain an additional 1st level slot (3 totale)
- Spells: You learn the spell *Thunderwave*.
- You gain Bard Class Features: *Jack of All Trades*, *Song of Rest*.

### 3rd level

- Your Maximum Hit Points increase by 6 (5+1)
- You gain an additional 1st level slot and 2 additional 2nd level slots (4/2 total)
- You learn the 2nd level spell *Moonsong of Renewal*
- You gain Bard Class Features: *Expertise* (doubles your proficiency in Acrobatics and Stealth)
- **College of Hex:** You gain the features *Tarantism Tune* and *Note of Ancient Traditions*
- **Tarantism Tune:** As a Reaction to an hostile creature starting its turn within 30 ft, you start playing an odd tune which creeps into the target's mind. You spend a Bardic Inspiration dice to use this feature. The target has its speed halved, Disadvantage in all Saving Throws on Dexterity and Disadvantage on every turn's first Attack check for all the duration of the feature. *Tarantism Tune* lasts a number of rounds equal to the result of the Bardic Inspiration dice roll.
- **Note of Ancient Traditions:** At 3rd level, you learn how to use music to facilitate the exorcism of dark forces and to bequeath religious precepts and traditional lore otherwise forgotten. You can take 10 minutes to play a song about your homeland or your forefathers to bestow Advantage to Intelligence (Religion) checks to no more than three listeners (yourself included) for 8 hours. You can use this feature once every long rest.

**Note of Ancient Traditions:** At 3rd level, you learn how to use music to facilitate the exorcism of dark forces and to bequeath religious precepts and traditional lore otherwise forgotten. You can take 10 minutes to play a song about your homeland or your forefathers to bestow Advantage to Intelligence (Religion) checks to no more than three listeners (yourself included) for 8 hours. You can use this feature once every long rest.

## CULTIST

### 2nd level

- Your Maximum Hit Points increase by 8 (6+2)
- You gain Fighting Style: *Protection*.

### 3rd level

- Your Maximum Hit Points increase by 8 (6+2)
- Spells: You learn the spells *Divine Favor* and *Unseen Servant*.
- You have two 1st level slots, regained through a Long Rest; your caster ability is Wisdom.
- **Lunar Spells (Ascending Moon):** Thanks to your Lunar Cultist (Ascending Moon) template, you learn the additional spells *Healing Word* and *Find Familiar*; they are to be considered Lunar Spells (casting has no Soul Points cost).

## FIGHTER

### 2nd level

- Your Maximum Hit Points increase by 9 (6+3)
- You gain Fighter Class Features: *Action Surge*.

### 3rd level

- Your Maximum Hit Points increase by 9 (6+3)
- **Warden of the Dead template:** you gain the Brand of the Dead feature.
- **Brand of the Dead:** as a bonus action, you can brand a weapon you are wielding and a related target you can see within 30 ft. If the branded target is an Aberration, a Fiend or an Undead, its death at the hand of the branded weapon grants said weapon 2 Grim Points instead of 1. Any attacks made with the branded weapon against the branded target deal extra Strength damage equal to your Wisdom modifier (to a minimum of 1).  
You gain Advantage to Saving Throws on Wisdom for the duration of the feature.  
The effects of the feature last 1 minute per usage.  
You can use this feature a number of times equal to your Wisdom Modifier (to a minimum of 1), you regain 1 usage per Long Rest.

## DRUID

### 2nd level

- Your Maximum Hit Points increase by 4 (5-1)
- You gain an additional 1st level slot (3 total).
- You can prepare an additional spell per day.
- You gain the Druid Class Feature: *Wild Shape*.
- **Masciario Circle:** You gain the Necrotic Caress and the Grim Wild Shape features.
- **Necrotic Caress:** Upon choosing this Circle at 2nd level, the druid learns the Chill Touch cantrip, which is to be considered as a Druid cantrip.
- **Grim Wild Shape:** Starting at 2nd level, a druid from this Circle can assume its Wild Shape only once per Short or Long Rest, instead of twice.  
**Wild Shapes** gain the following features, other than the standard ones of the animal:  
Resistance to necrotic, poison and cold damage and to bludgeoning, slashing and piercing damage dealt by non magical attacks.  
Weakness to radiant and fire damage and to any damage dealt by a Grim Weapon.  
Darkvision (60 ft)  
Natural attacks are to be considered magical to the purpose of bypassing resistances and immunities to non magical attacks.  
**Shadow Stealth:** As long as the druid in Grim Wild Shape stays in dim light or darkness, an Hiding action counts as a bonus action.

### 3rd level

- Your Maximum Hit Points increase by 6 (5+1)
- You gain an additional 1st level slot and 2 additional 2nd level slots (4/2 total).
- You can prepare an additional spell per day.

# MAGA

## 2nd level

- Your Maximum Hit Points increase by 6 (4+2)
- You gain an additional 1st level slot (3 total).
- You can prepare an additional spell per day.
- Add *Disguise Self* and *Shield* to your spellbook.

- **School of the Moon Tradition:** You gain the *Moon Scholar* and *Selenite*.
- **Moon Scholar:** Upon choosing this school at 2nd level, you choose one of the eight lunar phases. A traditional school of magic is associated to each of those phases. The cost in time and gold to copy a spell of the associated school into your spellbook is halved. Every time you gain a Wizard level, you can change your Lunar Phase.

The chosen Lunar Phase replace your Moonbirth.

|   |                               |
|---|-------------------------------|
| 1 | New Moon: Necromancy          |
| 2 | Waxing Crescent: Evocation    |
| 3 | First Quarter: Conjuration    |
| 4 | Waxing Gibbous: Transmutation |
| 5 | Full Moon: Abjuration         |
| 6 | Waning Gibbous: Divination    |
| 7 | Last Quarter: Illusion        |
| 8 | Waning Crescent: Enchantment  |

- **Selenite:** At 2nd level, you gain the ability to attune with the Moon to strengthen your spells. As long as you are in the open, directly bathed in Moonlight, as a bonus action, you can obtain Advantage to a spell Attack check or impose Disadvantage to a target's saving throw vs. a spell of yours until the end of your round. You can use this feature once per Short or Long Rest. If the Lunar Phase coincides with the one chosen as a Moon Scholar, your spell's DC increases by 1.

## 3rd level

- Your Maximum Hit Points increase by 6 (4+2)
- You gain an additional 1st level slot and 2 additional 2nd level slots (4/2 total).
- You can prepare an additional spell per day.
- Add *Mooncloak* and *Price of Memories* to your spellbook.



NIGHTFELL



EMBRACE THE DARKNESS.

LIVE ON **KICKSTARTER**

JUNE 30TH



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