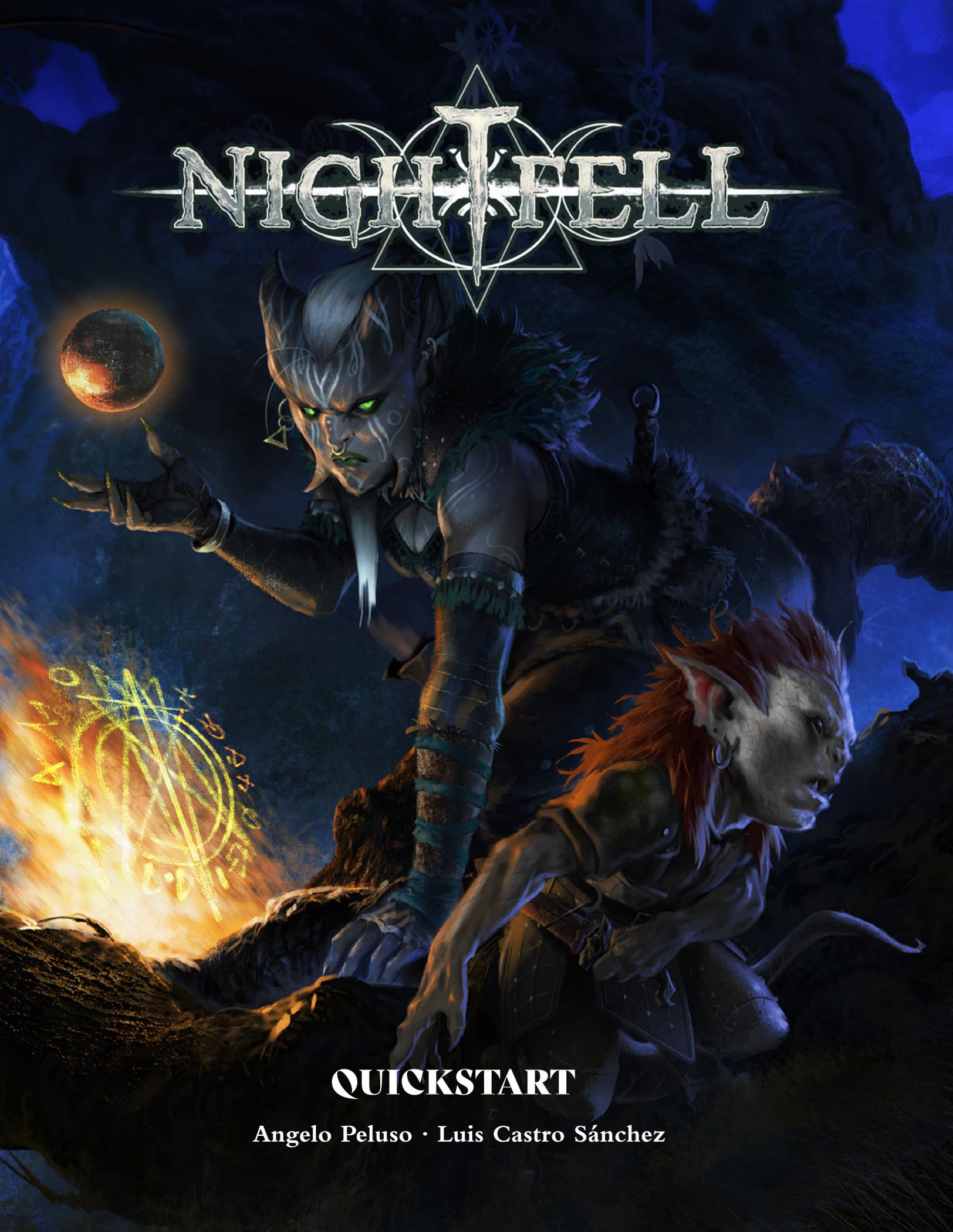


NIGHTFELL



QUICKSTART

Angelo Peluso · Luis Castro Sánchez



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NIGHTFELL

CHAPTER 1
**THE WORLD
OF IÛRMEN**



CHAPTER 1

THE WORLD OF IÜR MEN

“Of all the wrongs done in the world, that of Men was the most serious.”
· Lorarco, Master of Tradition, from Ervenrun ·

THREE SOURCES OF
ARCANE 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 (SIDİR)

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 (IÜR MEN)

Mortals also call it Iürmenvi (“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.

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.

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.

IÜR MEN THROUGHOUT
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, windswept, and covered in snow. The fauna is also affected by the sudden climate change and beasts are ravenous and distrustful.



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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 Enferun 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.

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 Enferun, 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.

SHEWOLF MANIACS

The worshipers of Lycanthropy. They are predominantly evil, brutal, and sometimes even irrational Werebeasts, who follow the strongest Lycanthropes.

It is not uncommon to find even mortals fascinated by the dark gifts of the Moon, who perform ritual sacrifices to convince Lupecernos to make them his cursed children.

NIGHTFELL

CHAPTER 2

**LUNAR AGE
FOLKLORE**



CHAPTER 2

LUNAR AGE FOLKLORE

“Let the Goddess see through you. She will weigh your valour and courage and choose whether or not to lighten your path in these frozen, forgotten lands”.
· Anvernia from Mirithrun ·

The amalgam of Material Plane and Dark Mirror has turned the whole of Iürmen into a desolate, dismal landscape, pervaded by a sense of decay and ruin. Buildings are in ruins, villages have become cemeteries, and the few survivors are mere shadows of their former selves. Yet, the people have not stopped celebrating births, mourning deaths, and commemorating anniversaries, even though their perception of time, and especially of a future, has been tragically subverted.

Today, the main custodians of customs and traditions are the followers of the Ancient Tradition, whose importance is now greater than ever, as they represent the memory of a world that still knew the light of hope. Nor, however, should the role of the Lunar Cult be overlooked, whose methods of passing on knowledge developed more recently and are more suited to life in the sporadic strongholds led by the priestesses of Mirithlen.

In the small villages and camps, as well as in the lands of the Primevals, traces of an ancient paganism can still be found, predating even the fall of Thurinthian. The relations between these ancient customs and the views of current religions and authorities can be peaceful or confrontational, depending on the case.

COMMON RITES

In the bleak Lunar Age, everyone pays homage to the sacredness of life as they can, for it is for everyone a balm for the wounds of the soul and an opportunity to come together and comfort one another.

These rituals, with occasional differences between communities, follow common and fundamental dictates of the ethnic group or cult to which they belong in celebrating specific events. Elsewhere, there are unique and particular festivities, handed down only in specific settlements.

Unions of Lovers

Lunar Age wedding ceremonies are usually sealed under the light of the Trifold Goddess, whose purity is invoked. This happens regardless of the ethnicity

and creed of the consorts and the officiant. Only the ejre differ, who wish upon the union roots as solid and long-lasting as those of the primordial centuries-old olive trees of their lands. In the nomadic culture of the Night Faeling, bonds are often unbound and unbinding, just as their take on life.

Funeral Rites

In contrast to the above, in an era when death is far more common than love, each community gives the final farewell in its own way and entrusts the soul of the deceased to a psychopomp of its choice, even to the Echo of Death known as Agabbadora.

Local customs are disparate to the point of being bizarre or even blasphemous in the eyes of outsiders. Nevertheless, all funerals provide for the purification of the corpses, so that they are spared the horrors of undeath.

The Old Tradition, for example, purifies corpses by burning them on pyres. At Ervenrun, they are erected and set on fire in the temple courtyard, where the Masters of Tradition chant litanies in honour of the departed souls.

The Lunar Cult performs magical rituals in the presence of the sacred light of the Goddess, after which they bury the bodies with silver coins over the eyes and salt inside the mouth.

The Apostates used to bury their dead among the roots of trees, so as to nourish the dying force of nature and be reconciled to it. It is said that this rite originally belonged to the now extinct Golden Satyrs.

Lunar New Year

The Lunar New Year always lasts five days, the last three of the year that ends and the first two of the one that begins. Although it is celebrated everywhere, it is particularly dear to Mirithlen devotees.

Broadly speaking, it encompasses all **Silver Days** (called Supreme Esbat), continues on the day called **Wolf Gibbous** and ends on the following day, which is the second of the First Moon. It symbolises the culmination of the Full Moon which then declines into Waning Gibbous in the new annual cycle.

Minor local holidays include:

- The **‘Wail for the Sun’**, celebrated by the Ishdrim during the **‘Wolf Gibbous’** at the beginning of the year to commemorate the Last Sun and the death of their main deity.
- The **‘Celebration of the Hero’** honors Erven, progenitor of the Gray Folk. The appointed date is approximately the middle of the Full Season (the first day of the 3rd Slow Cycle).
- The **Esbat Masses**, celebrated at each Full Moon by the priestesses of the Lunar Cult, who declaim extracts from sacred texts for a duration of about two hours.
- **Raven’s Night** is a very ancient festival, which is now canonically celebrated in the middle of the Fast Cycle of the Waning Season (the fourth day of the 4th Fast Cycle). It is said to be the coldest New Moon night of the year, followed by the commonly called ‘Wraith Day’. This festival is of particular importance to the Anireth culture, as it commemorates the day on which Lagoran first rent the veil of Enferun.
- Celebrated by the Old Covens and Ancient Pagan Cults, the **Day of Summer** evokes the warmth of summer and the abundance of crops from a long-lost era of peace. During the nights of the Waxing Moon in the Slow Cycle of the Waxing Season, i.e. the beginning of the second half of the 2nd annual Slow Cycle (53rd, 54th and 55th days of the year), banquets are held deep in the forests, facilitated by the unusual heat of these days.
- The **Primeval Sabbath** is especially dear to the ejre. Druids tell children stories of bygone eras and make votive offerings to the trees, burying bread between the roots and soaking them in wine. In doing so, they celebrate the vitality of the surviving Primes, guardians of the last spirits of nature and the world that was. This festival falls on the First Quarter night of the 2nd Fast Cycle (Waxing Season).

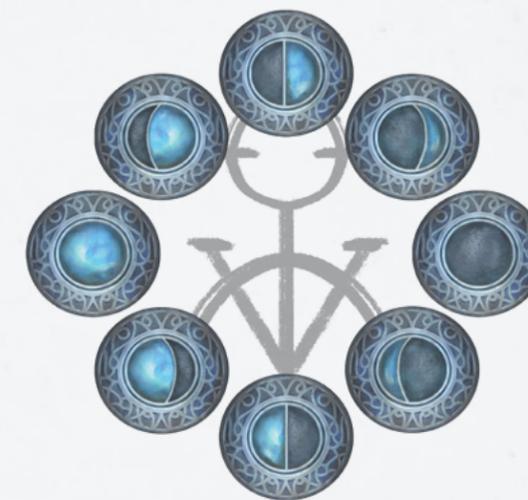
P.S.: Bear in mind that, in Iürmen, it is customary to live and work during Moonlit nights, and not in the darkness of sunless days.

CALENDAR OF IÜRMENT

The time of Sùlen has come to an end. Now there is nothing but the silver that pierces the darkness, the light of the Goddess who rides the night, whose passage marks the passing of our lives.

· Taken from the Sacred Texts of the Lunar Cult ·

Although the Lunar Cult is not the only religion or culture of reference, the system conceived by its priestesses, based on Lunar cycles, now serves as a common calendar for all peoples of this era.



The Lunar Year

The years consist of eight months (or Lunar cycles) and the computation of time is defined by the motion of the satellite’s revolution around Iürmen. This is quite different from past ages when the time reference was the Prime Hollon (also known as the Sùlen) and years and seasons were much longer and differed more significantly. This canon of eight cycles is the result of a convention between Old Tradition and the Lunar Cult to divide the year into four parts or seasons, corresponding to the lunar macro-phases. In total, there are 128 days in the year, alternating between short and long months:

The months, which we will call cycles, are nothing other than the completion of all eight Lunar Moments, namely: **Waning Gibbous - Last Quarter - Waning - New - Waxing - First Quarter - Waxing Gibbous - Full.**

The Months (or cycles)

Mirithlen revolves around the Material Plane, alternating between a fast and a long route.

- **Fast Cycles** of eight days: each Lunar Moment lasts one day
- **Slow Cycles** of twenty-four days: each Lunar Moment lasts three days

Each cycle begins during the Waning Gibbous and ends with the Full Moon, on days known as **Esbat**. The cycle calendar is composed as follows:

New Season:

the beginning of a new year.

- First Fast Cycle (eight days)
- First Slow Cycle (twenty-four days)

Waxing Season:

the season that ends mid-year.

- Second Fast Cycle (eight days)
- Second Slow Cycle (twenty-four days)

Full Season:

the beginning of the second half of the year.

- Third Fast Cycle (eight days)
- Third Slow Cycle (twenty-four days)

Waning Season:

the terminal phase of the Lunar year.

- Fourth Fast Cycle (eight days)
- Fourth Slow Cycle (twenty-four days)

It should be noted that the freezing climate does not vary significantly at the change of seasons, but usually Fast Cycles are more severe than Slow Cycles. Finally, the Lunar calendar has no intermediate periods such as weeks, and days are simply calculated according to the Lunar cycle.

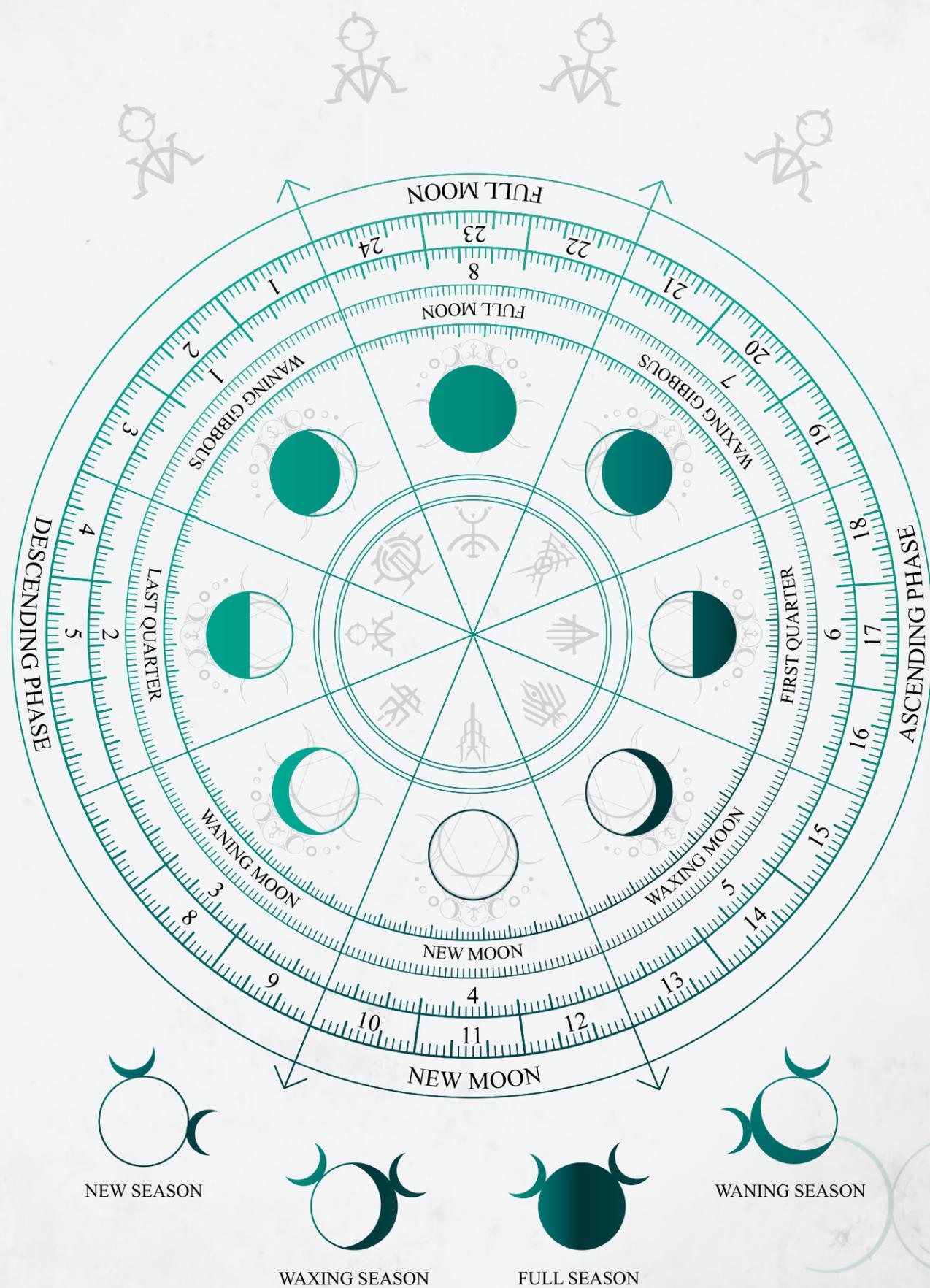
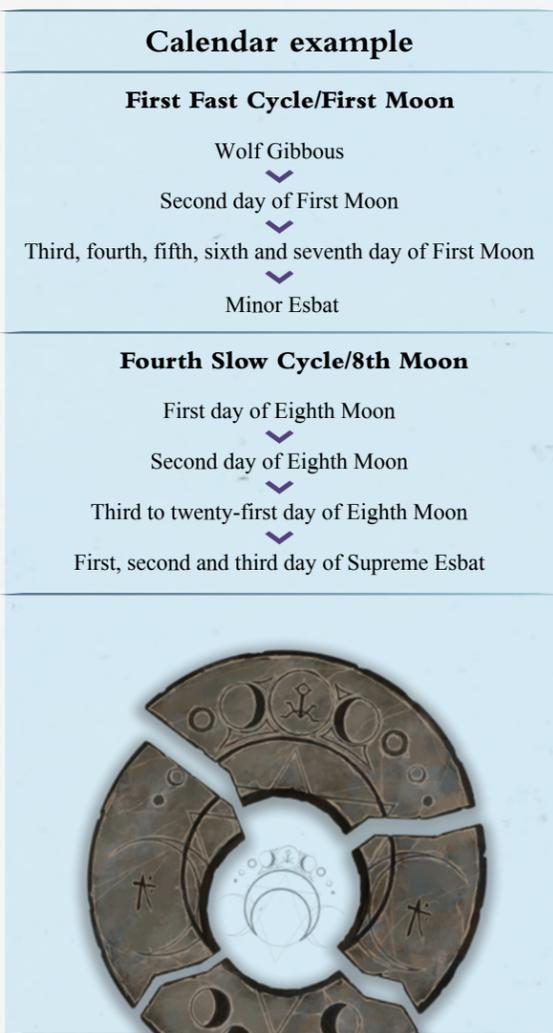
Example: Fourth day of the sixth Moon = fourth day of the third Slow Cycle and 108th day of the year.

The Esbat

All Full Moon days are called Esbat and each Season consists of a **Minor Esbat** of one day and a **Major Esbat** of three days.

These are occasions for religious rites dedicated to the Goddess, but also to Lupecernos.

The last (Major) Esbat of the year (last three days of the fourth Slow Cycle) is called **Supreme Esbat** or “Silver Days” and corresponds to the end of the year. The first day of the year falls on a Waning Gibbous and is usually called **Wolf Gibbous**.



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NIGHTFELL

CHAPTER 3
**NEW CHARACTER
OPTIONS**



CHAPTER 3

NEW CHARACTER OPTIONS

“Thou wilt tip the balance, since on thy actions 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”.

ANCESTRIES AND HERITAGES

The Nightfell setting gives the players new Ancestries and Heritages to choose from, each representing people that managed to survive and adapt to the corruption of the Dark Mirror. The Ænferun vexes the Material Plane with its horrors and plunged it in darkness and fear, so characters cannot do without superior surviving skills.

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.

BEASTKIN (LUPECERNOS)

In the world of Iürmen, werebeasts originate from an Echo of Death. Unlike vampires, their curse is attributable to a Major Authority that draws as much power from the Moon as Mirithlen can, making it one of the most powerful entities in Ænferun amongst those known to mortals.

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.

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.

FIRST MEN (ANIRETH)

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

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.



PRIMEVAL (EJRE)

These Humans, more than any other, have 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.

KRAMPUS

The Krampus are ancient creatures, dating back to before the Lunar Age. They are said to have been conceived by one of the first Perchtas in her own image, shaping their features from the void of Ænferun.

NEW CLASSES

“Awaken your power, o intrepid travellers of the night, and do not be afraid to follow the signs that fate has outlined for you. Whether fate is dark, or the way leads to unexplored heights, you alone can stand where the rest of us cannot!”

· Gherek Viirut, Archmaester of the Temple of Truth ·

LUNAR CULTIST

Soldiers devoted to the cult of Mirithlen and experts in Lunar Divination and in the exorcism of night creatures. These cultists, forged by severe training and inspired by the power of the Trifold Goddess, can rely on incredible powers that draw their strength from the influence of the Moon on the Material Plane.

SPIRITIST

The gift of Spiritists is also their burden, which is why they tend to mask their disturbing practices from those who cannot or do not want to understand them and from those who believe they are an unforgivable affront to the laws of the world: amalgamation of life and death. The bodies of Spiritists voluntarily become vessels to contain the spirits of the past, which give them skills and knowledge worthy of those beyond the veil of death, and a cold and otherworldly presence.



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NEW CLASS OPTIONS

• BARBARIAN

Unholy Instinct

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

Feral Instinct

The practice of this discipline allows one to unleash the beastlier side of the self by identifying with a specific animal.



BARBARIAN

• BARD

Muse: Chronologist

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

• CLERIC

Mirithlen (Nightsky Domain)

Mirithlen has ascended to godhood, claiming the moon as her realm and the vessel of her will. She is one of the last Primes standing against the Echoes of Death, and her magic supports the fragile balance of the last Primes.

• DRUID

Death Order

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.

• NEW FIGHTER FEATS

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

• NEW MONK FEATS

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.

• ROGUE

New Rogue's Racket: Night Agent

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

• SORCERER

Bloodline: Primeval

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

• WIZARD

School Of The Moon

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

• WITCH PATRONS

Entity From Sidir

These characters bond with cosmic beings 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 Eñferun, unveiling the vilest secrets.



WITCH

FIGHTER

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ARCHETYPES

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.

MASTER OF TRADITIONS

The Masters of Tradition are widely respected as the sole custodians of humanistic doctrines, whether they are unlikely myths or accurate historical accounts. Their thirst for knowledge is second only to their dedication and desire to put into practice, or to touch with their hands, what they have spent years reading about in the tomes of ancient knowledge.



VAMPIRE (ACIRENZIA'S BLOODLINE)

Iürmen's vampires are the Blood Moon's offspring, and therefore eternally opposed to the clergy of Mirithlen, and the Lunar Cult who hunts and persecutes them, and not without reason. All of Iürmen's Vampires descend from Acirenzia, who was a priestess of Mirithlen in the early Lunar Age but eventually betrayed her goddess.



NIGHTFELL

CHAPTER 4
**DELVE INTO
THE NIGHT**



CHAPTER 4

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

WHAT ARE THEY?

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 their Wisdom Modifier per level. In addition, spell casters gain additional souls points based on their class.

Soul Points
 $[(5 + \text{Wisdom Modifier}) \times \text{character level}]$
 + additional points

SOUL POINTS LOSS

Characters will lose their precious Soul Points every time they deal with supernatural events, dread manifestations of Enferun and when attacked by creatures of the dark. Characters reaching 0 Soul Points become Possessed: a new condition described below.

Here are the most frequent causes for Soul Point Loss:

- **Spellcasting:** Whenever a character casts a 1st-rank spell or greater, they lose 1 Soul Point, unless the spell has the holy trait.
- **Vile Foe:** Whenever a character faces a creature with the aberration, astral, ethereal, fiend, spirit, or undead traits, they must attempt a Will save with a DC based on the level of the creature. On a failure, the character loses as much Soul Points as the creature's level (to a minimum of 1); further encounters with the same kind of creature during the same day involve no further saving throws.
- **Might of the Soul:** As an action, a character can sacrifice their Soul Points, from a minimum of 1 to a maximum equal to their level plus their Charisma modifier, to obtain as many temporary

Hit Points; however, a character cannot willingly sacrifice all their remaining Soul Points using this ability.

- **Narrative Soul Points Loss:** From time to time, the NM might need to inflict a Soul Point loss to increase tension and put the characters under pressure. Any NM should find a kind of balance fit for his party, keeping in mind that Soul Point loss is the primary cause of death in Nightfell, because a Possessed character with 0 Hit Points dies instantly.
- **A Taste of Darkness (optional):** When brought to 0 Hit Points, a character can use their last moments of clarity to linger in the surrounding darkness and delve into their own soul to find the same darkness. By doing so, they can opt for losing Soul Points equal to their character level to stay at 1 Hit Point instead of 0; once used, a character can resort to Taste of Darkness only after using de Meditate activity or after an 8 hours rest. The Meditate activity is explained in the Regaining Soul Points paragraph.

REGAINING SOUL POINTS

A character's spiritual fortitude can be regained by using the Meditate exploration activity.

After they complete an 8 hours rest, a character regains an amount of Soul Points equal to their highest ability among **Intelligence**, **Wisdom** and **Charisma**. Such versatility represents the way different characters deal with trauma in their sleep: an intelligent character will try and understand, learn from their mistakes, and rationalize their fears; a wise character will follow a philosophical or a religious path, reassuring themselves with thoughts of transcendence and higher purposes; a charismatic character will try and find their inner strength, their resolve to go on and overcome any adversity.

MEDITATE

CONCENTRATE | EXPLORATION

Requirements You have lost Soul Points since the last time you meditated or since your last daily rest.

You spend 10 minutes meditating or simply committing to small things and earthly matters, to rediscover life's bright side and momentarily forget about the looming darkness. This restores an amount of Soul Points equal to your level + your Wisdom modifier (to a minimum of 1). After meditating you become temporarily immune to Meditate actions for 1 hour. Doing this activity requires an enormous amount of spiritual concentration and the mind needs time to recover

POSSESSION

When a character reaches 0 Soul Points, they become Possessed, haunted by evil spirits who try to lure them to their death.

If a character reaches 0 Hit Points while Possessed, they will not be able to resort to recovery checks, thus meeting their doom with swift simplicity.

If confronted with a situation that entails Soul Point Loss, the character will become doomed 1. If the character is already doomed, the doomed value increases by 1. While possessed, the character can't decrease their doomed value. A Possessed character is unable to regain Soul Points in any way.

The only way to get rid of Possession is to undergo an adequate Cleansing Ritual such as Interdiction from Evil (a ritual that can be celebrated by any character, yet often needs more officiants, and could pose risks for both those trying to remove the Possession and the Possessed one), or alternatively a Lunar Blessing, specialty of the Lunar Cultists.

Below, a recap:

- **Possessed:** the character cannot recover Soul Points; if reduced to 0 Hit Points, they die (without any recovery checks); any time they are supposed to lose further Soul Points, they become doomed 1 or increases their doomed value by 1.

PORTRAYING A POSSESSED ONE

A Possessed character needs the player to display their character's worst vices, flaws and whatever resides in the darkest edges of their heart, with grim morbidity.

Their identity twisted yet faithful to themselves. Bravery turns into recklessness, fear into aggression, mistrust into xenophobia and contempt, justice into thirst for vengeance. A knight bent on vanquishing evil becomes a merciless slaughterer dwelling on absolutes.



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INTERDICTION FROM EVIL

This ritual allows a possessed creature to be released from torment. The ritual requires at least three participants. As long as three characters abide and stay in the circle, the ritual may carry on. When their turn comes, any officiant may decide to 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 1d8 Soul Points.

The ritual requires at least three officiants, 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.



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 exercising.

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.

INTERDICTION FROM EVIL RITUAL 4

UNCOMMON

Cast 1 hour; **Cost** rare candles and incense, rope, salt and offerings worth a total value of 10 gp × the target's level; **Secondary Casters** 2

Primary Check Occultism or Religion (expert); **Secondary Checks** Occultism or Religion (whichever is used for the primary check)

Range 10 feet; **Targets** a Possessed creature

You try to help a possessed creature to break free itself from the being that torments it and dries up its body. You and the other casters bind the Possessed one with a rope, put them on their knees and draw a circle of salt around them in the shape of an apotropaic circle.

You and the other caster place yourselves on the circle, then take turns reciting the couplets of the Prayer for Interdiction.

Critical Success The target is relieved from their wretched state, regains 5 Soul Points, reduce their doomed value to 0 and recover Soul Point loss in the usual ways.

Success The target is relieved from their wretched state, regains 1 Soul Point and will be able to reduce their doomed value and recover Soul Point loss in the usual ways.

Failure The target becomes doomed 1. If the target is already doomed, the doomed value increases by 1. The primary and secondary casters lose 1d4 Soul Points. Any future interdiction from evil rituals for the same target cost half as much.

Critical Failure The target becomes doomed 1. If the target is already doomed, the doomed value increases by 1. The primary and secondary casters lose 1d8 Soul Points. Any future interdiction from evil rituals for the same target cost twice as much.

Note: For narrative purposes, each time a secondary or primary caster has to make a check, they have to recite one of the ritualistic couplets first.

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."*

GRIM WEAPONS

Bows, pitchforks, staves, daggers, or axes: whatever 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 that it almost has a will of its own, craving vileness and exuding 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 the creature bounded to that realm.

Whenever a weapon deals the killing blow to a creature with the aberration, astral, ethereal, fiend, spirit, or undead traits, 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 depends on the group the weapon belongs to.

The various weapons Grim Threshold chart:

Weapon	Grim Threshold
Bomb, Club, Dart, Knife	3
Pick, Shield, Sling	4
Bow, Crossbow	5
Flail, Spear	7
Hammer, Polearm	10
Axe, Sword	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).

Grim Weapons are considered +2 weapons against creatures with the aberration, astral, ethereal, fiend, spirit, or undead traits.

The wielder of a Grim Weapon is obsessed with it and will never willingly give it up: 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. A character holding their Grim Weapon gains a +2 circumstance bonus to their Intimidation checks: just laying the hand on the hilt permeates them with a dreadful aura.



SPIRITUAL FESTERING

A Grim Weapon grants its wielder with added effectiveness in fighting monsters spawning from the dark, and imposing their 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 Maximum Soul Points by 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 Strike with the weapon entails the loss of 1 Soul Point: the darkness within the weapon thrives on failure and frustration while enticing its wielder with more power.
- A critical failure on a Strike with the weapon is particularly malicious: the character must make a Will save with DC 15 to avoid one random Soul Affliction, described below.



Roll (1d10)	Soul Affliction	Effect (duration 1d10 minutes)
1	Soul chains	The character feels as if cold and malevolent chains grow out of their weapon, wrapping their soul and leaving them helpless. While their body is feverish and trembling, the character becomes paralyzed until they take damage. At the end of each of the character's turn, they may attempt a new Will save to end the effect.
2	Shattered Self	The weapon shatters the character's soul with a mighty, metaphorical blow to the very core of their being. The hair on the back of their neck stand up, and the character falls prone obsessively going from laughing to crying to babbling. The character can't use actions or reactions. At the end of each of the character's turn, they may attempt a new Will save to end the effect.
3	Dread Visage	A reflection of their very soul shows the character a glimpse of Ènferun. Their eyes are filled with blackness, seeing nothing but a dreadful delusion which leaves them fleeing from battle at every turn. At the end of each of the character's turn, they may attempt a new Will save to end the effect.
4	Tonghe of Blight	Darkness seeps into the character's mouth, making their tongue black, sharp and putrescent, and any of their words unintelligible to anyone apart from Possessed Ones and Incubi.
5	Drak Rage	Primeval darkness feeds on the character's anger and embitterment, leaving them incapable of telling friends from foes. The character is confused and their skin glows with red and is ridden with swelling veins.
6	Grievous Delusion	The character faces lifelike, occult delusions coming straight from Ènferun wherever they turn. Ink black tears flow down their face. They take a -2 circumstance penalty to all checks.
7	Pathetic Enslavement	The weapon severs the character from their sense of self and their decisiveness. Their posture is that of defeat and their head bowed, the character subdues to any order given to them, apart from the indisputably self-destructive ones. At the end of each of the character's turn, they may attempt a new Will save to end the effect.
8	Unquenchable Gluttony	The weapon fills the character with inadequacy and existential dread quenchable only through foul gluttony. Everything becomes nourishment: after exhausting their rations and anything edible, they will not relinquish consuming rotting remains, dirt, rubbish or any other sustenance within reach. Their mouth expands unnaturally, their jaw is 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 entralls the character's gaze, which starts turning all white dazing them until the character is blinded.
10	Abyssal Downfall	Darkness lures the character to the edge of a precipice, before dragging them down into oblivion. Sinews crumble and the character falls unconscious, like a puppet whose strings were cut. At the end of each of the character's turn, they may attempt a new Will save to end the effect.

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NIGHTFELL

CHAPTER 5
THE MOON



CHAPTER 5 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 Night Master 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. The Moon's radiance and its position in the sky affect many aspects in the life of Iürmen's inhabitants.

Such influence can be ascribed to **four major Lunar Phases:**

- Full Moon
- Ascending Moon
- New Moon
- Descending Moon

In turn, Lunar Phases are split in **Lunar Moments:**

- Full Moon
- Ascending Moon:
Waxing Gibbous, First Quarter, Waxing Crescent
- New Moon
- Descending Moon:
Waning Crescent, Last Quarter, Waning Gibbous

MONSTERS

During some Lunar Phases, monsters would roughly be more dangerous, resistant, and noxious if they are connected to the current Lunar Phase. Conversely, some monsters might be weaker during specific lunar phases. Only a thorough preemptive inspection or profound knowledge of the creature and its habits can give clues to that end.

BIRTHMOON

Players have the right to choose the Lunar Moment during which their characters were born. This decision determines a specific positive effect (purely interpretive) in the character.

New Moon:

"I feel upheaval inside me and the ability to turn any failure in an achievement."

Ascending Moon:

"What I long for is getting nearer with each passing days. I am strenghtening."

Full Moon:

"I have confidence in my skills and resources. My resolution never wavers."

Descending Moon:

"I do not let worries and regrets weigh me down."

LUNAR DIVINATION

Using Lunar Divination takes an hour. The officiant and the witnesses must be in utter silence (or softly moaning tunes) and meditation. The officiant must be able to cast 2nd rank spells and must spend a 2nd rank spell slot or higher to begin the Lunar Divination ceremony.

The witnesses must stand within 10 feet of the officiant for the entire duration of the ceremony to benefit from the divination effects. The officiant always benefits by their own Lunar Divination.

Any creature attending a Lunar Divination (either as an officiant or a witness) cannot be part in any role of any Lunar Divination performed in the following 24 hours.

It can be performed only outdoors or if the Moon's position can be seen through windows or the likes (it must be nighttime, even during New Moon).

To perform the divination, roll a Lunar Die (or a simple d8):

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

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.

NB: *If the roll result is the same as the current Lunar Moment and 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 Moment as what is currently in the sky; they choose among the following effects:

- cleansing a nearby creature from Possession, restoring 1 Soul Point unto them.
- restoring a Grim Weapon to 0 Grim Points, thus undoing the Grim Weapon feature with all its perks and flaws.
- 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: all characters benefit of a 24-hour effect.

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

• **Waxing Crescent:** The character gains 1d6 temporary Hit Points and temporary Soul Points

• **First Quarter:** The character gains a +2 status bonus to initiative checks.

• **Waxing Gibbous:** The character gains a +2 status bonus to all skill checks.

• **Full Moon:** The character gains a +2 status bonus to all Saving Throws as long as they have full Hit Points; they gain a +2 status bonus to all skill checks as long as they have full Soul Points.

• **Waning Gibbous:** The character's adjacent allies can use Taste of Darkness (see above) spending only 1 Soul Point

• **Last Quarter:** The character can cleanse all Grim Points from a weapon not yet turned into a Grim Weapon; if they do, the character regains twice as many Hit Points or Soul Points (choose one) as the cleansed Grim Points

• **Waning Crescent:** The character's speed increases by 10 feet and gains a +2 status bonus to AC against Reactive Strikes.

• **New Moon:** The character may add their level as a status bonus to any damage roll against a creature who has caused them a Soul Point Loss before (once per turn).

Lunar Hex: The player rolls New Moon - Black, but it is not the current phase; characters attending the ritual (apart from those whose Birthmoon was in a New Moon - Black phase) and the Diviner become doomed 1. If a character is already doomed, their doomed value increases by 1.

No effect: If none of the above listed outcomes occur, nothing happens.

NIGHTFELL

CHAPTER 6
**SCHOOL OF
THE MOON**



CHAPTER 6

SCHOOL OF THE MOON

“The young scholar slowly climbed the seemingly never-ending steps of the tower. From an arrow slit window filtered the silvery gleam of the Moon, in the moment became aware of his new ability to weave new textures on the fabric of reality. He finally arrived at the top of the tower, his will adamantine although sweating and panting. A perfectly circular body of water reflected the image of the Moon. This was the place where he would finally elevate his powers and carry out the ritual for which he had prepared his whole life

LUNAR MAGIC

The School of the Moon explores the influence of Mirithlen’s star on the magic that pervades the world. Scholars belonging to this doctrine learn how to channel the moonlight and the forces of attraction the Moon holds on the minds of mortals and the earth itself.

It is a common belief that wizards who worship the Full Moon can be trusted, whereas those studying the New Moon are motivated by sinister intentions. Others believe that all members of the School of the Moon, whatever the Lunar Phase to which they are devoted, change their disposition and purpose depending on which Moon is in the sky at the moment. Although they are only popular rumors without empirical foundation, they hide, like any legend, a grain of truth.

In this chapter you will find some new spells from the school of lunar magic.

ACTION ICONS

-  **Single Action**
-  **Two Action Activity**
-  **Three Action Activity**
-  **Free Action**
-  **Reaction**

SELENITIC ☾

FOCUS 1

UNCOMMON CONCENTRATE FOCUS FORTUNE WIZARD

Duration 1 minute

The moon’s blessing empowers your next spell to affect all those who oppose their influence. You can only cast this spell at night or under the influence of the Moon. If on the next spell you cast you have to make a spell attack roll, roll twice and use the better result. If the spell allows the target to attempt a saving throw, it must roll twice and use the worst result. Once you or the target use this effect, the spell ends.

LUNAR APPEARANCE ☾☾

FOCUS 4

UNCOMMON FOCUS MANIPULATE WIZARD

Duration sustained up to 1 minute

You commune with the moon and transcend until you are linked to her and her cycles. You get a benefit based on a phase of the moon, starting with the full moon. When you Cast the Spell and the first time you Sustain it each turn on subsequent rounds, select one of the phases of the moon different to the current one. As long as you Sustain the spell, you get the benefit of the current phase of the moon.

- **Full Moon** You gain a +1 status bonus to attack rolls, AC, skill checks and saving throws.
- **Waning Moon** You gain resistance 3 to all damage.
- **New Moon** You become invisible, with the same restrictions as the 2nd-rank invisibility spell.

Heightened (+2) The status bonus increases by 1 and the resistance increases by 2.

NEW SPELLS

GLYPH OF MIRITHLEN ☾☾ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult
Duration 1 round

You move your arms around, tracing the symbol of the Moon Goddess in mid-air. You gain resistance equal to half the spell’s rank to all damage.

INSTILL MOONLIGHT ☾☾ CANTRIP 1

CANTRIP CONCENTRATE LIGHT MANIPULATE

Traditions arcane, divine, occult, primal
Range touch; **Targets** 1 unattended object
Duration until your next daily preparations

You touch 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 bright light in a 10-foot radius (and dim light for the next 10 feet). Covering the item with something non-translucent obstructs its radiance.

If the spell is cast during a Lunar Phase corresponding to your Birthmoon, its range increases by 30 feet for the bright light and by other 30 feet for the dim one.

You can Dismiss the spell. If you Cast the Spell while you already have another instill moonlight spell active, the other spell ends.

LUNAR BEACON ☾☾ SPELL 1

CONCENTRATE LIGHT MANIPULATE SPIRIT VITALITY

Traditions arcane, divine, primal
Range 60 feet; **Area** 20-foot burst
Defense Reflex

You call the power of the moon and her light. The moonlight shines over the area revealing the truth that is hidden. Unattended items that were invisible, becomes concealed. Creatures in the area take 2d4 spirit damage, plus an additional 2d4 vitality damage to undead creatures. Each creature must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

Critical Failure As failure, but the creature takes double damage.

Heightened (+1) The damage increases by 2d4, and the vitality damage against undead increases by 2d4

MIRITHLEN’S KISS ☾☾ SPELL 1

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions arcane, divine, occult, primal
Range touch; **Targets** 1 willing living creature

This spell can only be cast directly under the moonlight. You channel Mirithlen’s blessing to a creature. If the target is a willing living creature, you restore an amount of Hit Points depending on the current Lunar Phase.

- **New Moon:** 1d6 + Intelligence modifier
- **Ascending or Descending Moon:** 1d4 + Intelligence modifier
- **Full Moon:** 1d8 + Intelligence modifier

Heightened (+1) The amount of healing increases by one die (1d6/1d4/1d8), depending on the Lunar Phase.

MOONRAIN ☾☾ SPELL 1

CONCENTRATE MANIPULATE SPIRIT

Traditions arcane, divine, occult, primal
Range 10 feet; **Area** 10-foot burst
Defense Reflex

You conjure a ray of moonlight descending from above. Creatures in the area take 1d6 piercing damage and 1d6 spirit damage. Each creature in the area must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage. The creature is blinded and deafened until the beginning of your next turn.

Critical Failure As failure, but the creature is blinded and deafened for 1 minute.

Heightened (+1) The damage increases by 1d6 piercing, and 1d6 fire.

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NIGHTFELL

ADVENTURE
**OUR LADY
OF THE BEAST**



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.

Remember that one of the objectives of this adventure is to keep the tension high in the characters and players, without resulting in frustration.

NIGHT MASTER OVERVIEW

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."

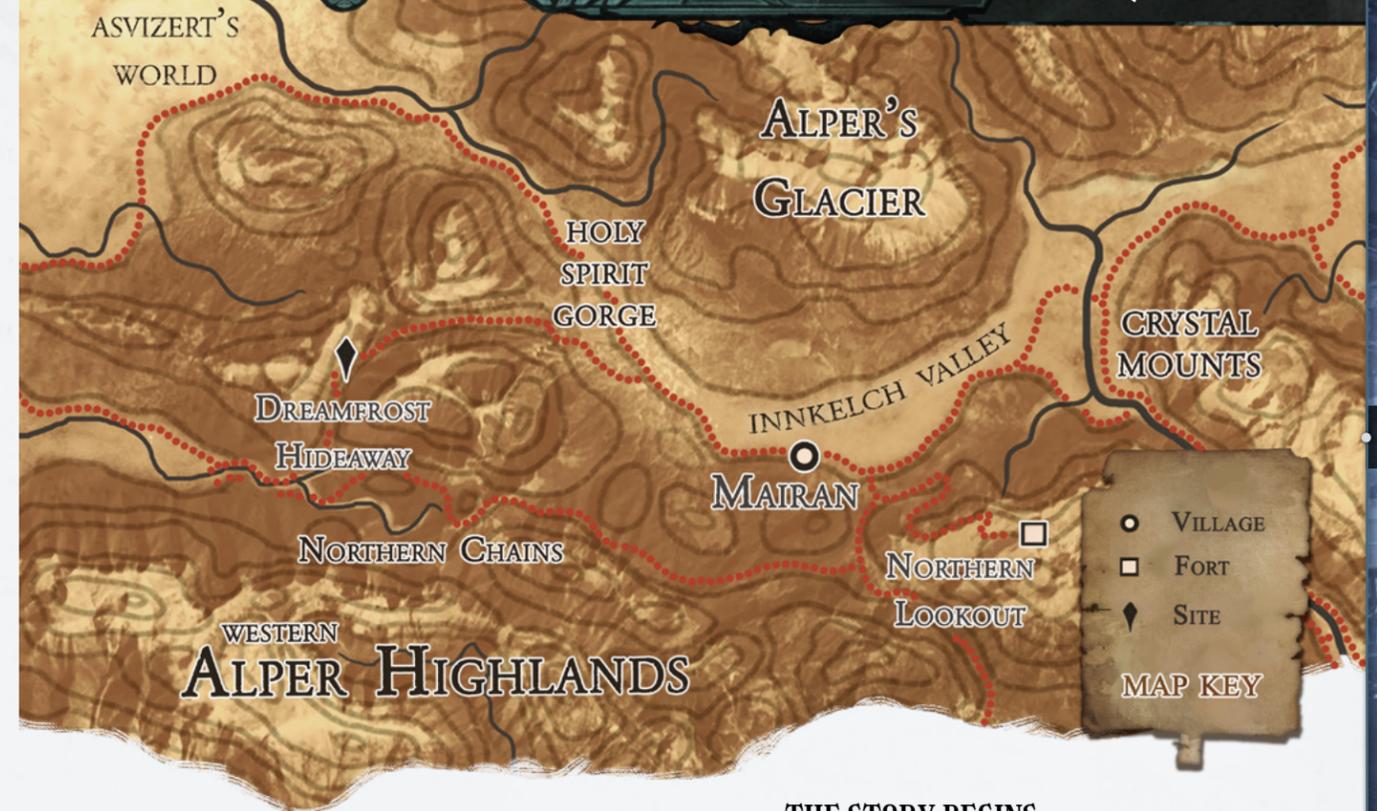
However, the truth behind this story is much different.

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 sluber of the Saint*
4. *The den of the Perchta*
5. *The inheritance of the Saint and the wake of the Krampus*
6. *Epilogue*



NIGHTFELL

ADVENTURE · ACT 1

**FROSTDREAM
OUTPOST AND
THE SACK
OF MAIRAN**

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?

Allow the PCs to attempt DC 15 Society check to Recall Knowledge to determine what the PCs already know about local history. On a critical success, the PCs get a hint of the true story behind the myth (At GM's discretion). 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.

THE FROZEN PATH **LOW 1**

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. The cliff, besides being steep, is frozen and partially covered with snow and is considered difficult terrain. Advancing through the terrain requires a DC 13 Acrobatics check to Balance and not fall 15 feet into mounds of fresh snow. The snow reduces the falling damage, treating the fall as 5 feet shorter. PCs that fail the check take 5 bludgeoning damage.

Hazard: The snowfalls of the last few nights have left large layers of loose snow on the cliffs and some trees. The movement of PCs near these places causes it to break loose and fall on them.

SNOWFALL **HAZARD 2**

ENVIRONMENTAL

Stealth DC 17 (trained)

Description Large layers of loose snow have accumulated on the cliffs and are at risk of falling off.

Disable DC 18 Survival (trained) to make snow fall safely or melt it by the use of fire or other method

AC 18; **Fort** +12, **Ref** +11

HP 25; **Immunities** critical hits, object immunities, precision damage

Snowdrop **Trigger** A creature moves beneath where the snowfall is resting; **Effect** Snow falls on the triggering creature, dealing 2d6+4 bludgeoning damage and 1d6+3 cold damage (DC 18 basic Reflex save) and soaks its clothes. Until they change into dry clothing or spend more than an hour somewhere warm, they will suffer 1d6 cold damage every hour they are outdoors in this location.

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 features digitigrade legs and almost all have ram's, mouflons 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 **Devils in town**.
- If the group chooses a cautious approach to the gates of the Citadel, head to **Through the gates of Mairan**.

DEVILS IN TOWN **SEVERE 1**

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 4 krampus join the fight as the others flee in the woods.



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KRAMPUS (4)

CREATURE 0

MEDIUM FIEND UNHOLY

Perception +6; greater darkvision**Languages** Common, Whisper of the Echoes**Skills** Athletics +5, Deception +3, Intimidation +3**Str** +3, **Dex** +2, **Con** +3, **Int** +0, **Wis** +0, **Cha** -1

Born from the cold The Krampus's aren't affected by severe or extreme cold, and they can walk across ice and snow at full Speed without needing to Balance.

Bless of the Mask When the Krampus wear their mask, they gain a +1 a circumstance bonus to attack rolls and a +2 a circumstance bonus to Will saving throws against emotion effects.

Shame of the Mask A creature within 5 feet of the Krampus can attempt to Disarm the Krampus to remove the mask they are wearing. When the mask is removed, the Krampus only attacks the creature that holds the mask. The Krampus loses the circumstance bonus of bless of the mask while they don't have the mask on.

Items club, leather armor, krampus mask

AC 14; **Fort** +9, **Ref** +3, **Will** +3**HP** 15; **Weaknesses** holy 2

Vile Foe (aura, occult, visual) 60 feet. A creature that begins its turn in the area must attempt a DC 14 Will save. If the creature fails, it loses 1 Soul Point. The creature is then temporarily immune for 24 hours.

Speed 25 fee

Melee **C** club +8 (unholy, magical, reach 5 feet),
Damage 1d6+2 bludgeoning

Ranged **C** branch +7 (thrown 30 feet),
Damage 1d4+2 piercing

Poisonous Whispers **CC** (auditory, concentrate, occult, spirit, poison) The Krampus mutters foul

words that corrupt body and soul. Each creature within 30 feet of the Krampus must attempt a DC 13 Will save. On a failure, they take 1d6 spirit damage and are exposed to perchta's gift.

Perchta's Gift (poison);

Saving Throw DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and enfeebled 1 (1 round)



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. Anyone who succeeds at a DC 10 Perception check to Sense Motive will find that the creature is telling the truth and is just nervous and scared. 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**.

THROUGH THE GATES OF MAIRAN

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 defense 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. Anyone who succeeds at a DC 15 Perception check to Sense Motive will realize that the creature is scared by the threads of the mob. 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. The PC need to attempt a secret DC 11 Perception check to notice the skeletal hand. For those who notice it, see **chapter 2 Vorvuk Bonegnawer and the Stolen Relic**.

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ADVENTURE · ACT 2
**VORVUK
BONEGNAWER
AND THE STOLEN
RELIC**

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.

Roll (1d6)	Vision
1	Your tired steps crunch in the snow of a mountain pass. All of a sudden, the rock beneath you trembles. Dread , 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. Alienation , 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. Anguish , followed by the fear of no return.
4	Drums, fire, bells echo along the vale. Children scream and cry in the woods. Anger , followed by a sensation of impending, inescapable doom.
5	You rise a knotted staff in the snow storm. A star-like light shines bright. A last hope , followed by divine recognition, falls onto you along a sense of belonging.
6	An enormous female mouth opens in front of you. It is the end. Victory , followed by a bitter sense of emptiness, as if plunging into the void depths.

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? The PCs may engage with the mob to try to stop the crowd from attacking the Krampus, then have each of them attempt a DC 19 Diplomacy or Intimidation check, as they see fit, to convince the angry mob to leave the krampus alone and go away.

- If the group does not act immediately, move on to **The wrath of the town.**
- If the group protects the krampus, they will have to engage in a fight to calm the fury of the crowd. Then move on to **The helpless creature.**

THE WRATH OF THE TOWN

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.**

THE HELPLESS CREATURE

MODERATE 1

If the group decides to stop the crowd, they must face the angry 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. The PCs may engage with the mob to try to stop the villagers from attacking the krampus, then have each of them attempt a DC 19 Diplomacy or Intimidation check, as they see fit, to convince the angry mob to leave the krampus alone and go away. If more than half of the PCs are successful, the creature is spared and can be brought to safety. If the PCs failed, they will have to face the angry mob that will blame them for being allies of the creature and will attack them as well as it.

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.

VILLAGER (5)

CREATURE -1

MEDIUM HUMAN HUMANOID

Perception +3

Languages Common

Skills Athletics +4, Deception +3, Diplomacy +3, Society +2

Str +3, Dex +1, Con +2, Int +0, Wis +1, Cha -1

Items sickle

AC 15; Fort +6, Ref +4, Will +3

HP 10;

Speed 25 feet

Melee **C** sickle +5 (agile, trip),
Damage 1d4+2 slashing

Melee **C** fist +5 (agile, nonlethal),
Damage 1d4+1 bludgeoning

Ranged **C** rock +3 (thrown 10 feet),
Damage 1d4+2 bludgeoning

Angry Mob When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

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



NIGHTFELL

ADVENTURE · ACT 3
**THE SAINT'S
SLUMBER**

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 *The devils' path*.
- If the group have saved Bonegnawer from the mob, head to *The mountain guide*.

THE DEVILS' PATH MODERATE 1

The krampus left a trail of footprints, broken twigs, blood stains and small, gnawed human bones after the raid leading into the mountains. If the PCs Track this trail with a successful DC 15 Survival check, they find the safe path the devils left. 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 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 the PCs were successful in the Survival check to Track the trail the krampus left, they see and hear the moans of faraway ghosts of children staring angrily at them from the bushes.

If they failed the Survival check, a couple of children's ghosts appear in the path and descend upon them seeking revenge for their deaths.

PHANTOM CHILD (2) CREATURE 1

MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Perception +5; darkvision
Skills Acrobatics +6, Intimidation +6
Str -5, **Dex** +4, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Walk the Ethereal Line ☾☾ The phantom walks the thin line between the Ethereal and Material Planes in order to exist on both planes simultaneously. They can shift back to solely the Ethereal Plane by using this ability again.

AC 15; **Fort** +6, **Ref** +7, **Will** +6

HP 16; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 2 (except force or *ghost touch*; double resistance vs. non-magical)

Susceptible to Death Though phantoms aren't alive, neither are they undead, and they are uniquely vulnerable to the effects of death. A phantom whose Hit Points are reduced to 0 as a result of a death effect (such as from a spell like *finger of death*) is immediately whisked away to the River of Souls, where their soul resumes the usual path to the afterlife.

Vile Foe (aura, occult, visual) 60 feet. A creature that begins its turn in the area must attempt a DC 15 Will save. If the creature fails, it loses 1 Soul Point. The creature is then temporarily immune for 24 hours.

Speed fly 25 feet

Melee ☾ fist +7 (agile, finesse, force, magical),

Damage 1d6+2 force

Frightful Moan ☾ (auditory, divine, emotion, enchantment, fear, mental) The phantom child laments its fate, forcing each living creature within 30 feet to attempt a DC 14 Will save. On a failure, a creature becomes frightened 1 (or frightened 2 on a critical failure). On a success, a creature is temporarily immune to this phantom child's frightful moan for 1 minute.



THE CAVE OF THE KRAMPUS MODERATE 1

The group continues on its way by following the trail to the body of the Perchta. Crossing through the narrow rocky pass, the PCs can take the Avoid Notice or the Scout exploration activities to avoid being ambushed by a small group of krampus waiting for prey in a cave on the mountainside or to pre-empt their attack.

KRAMPUS (3) CREATURE 0

MEDIUM FIEND UNHOLY

Initiative Perception +6

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

THE MOUNTAIN GUIDE

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 Frostdream 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 krampus 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.

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NIGHTFELL

ADVENTURE · ACT 4
**PERCHTA'S
DEN**

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

MODERATE 1

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. As the group approaches it, their presence disturbs the crows, who look away from their feast to attack the new intruders.

CROW SWARM

CREATURE 3

LARGE ANIMAL SWARM

Perception +9; low-light vision

Skills Acrobatics +10, Thievery +10

Str +0, **Dex** +4, **Con** +0, **Int** -4, **Wis** +3, **Cha** +0

AC 19; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision, swarm mind;

Weaknesses area damage 5, splash damage 5;

Resistances bludgeoning 2, piercing 5, slashing 5

Speed 10 feet, fly 40 feet

Bloody Beaks ☾ The crows' angry pecking deals 1d8 piercing damage to each enemy in the swarm's space (DC 20 basic Reflex save). A creature that critically fails its save takes 3 persistent bleed damage.

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 standing 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."

INSIDE THE GIANTESS MODERATE 1

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 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.

ORGANIC POOL

HAZARD 3

ENVIRONMENTAL

Stealth DC 23 (trained)

Description This pool of organic debris and gastric fluids emits acid fumes.

Disable DC 20 Survival (trained) to remove the grease safely or to be able to bypass it

Slippery grease ☞ **Trigger** A creature steps onto the grease; **Effect** The creature slips and falls into one of the gastric juice pools and takes 2d10+13 acid damage.

FLESH FEAST

SEVERE 1

The interior of the giant's corpse is home to huge, hungry worms, 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.

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DEVOURER MAGGOT (4) CREATURE 0**MEDIUM ANIMAL****Perception** +4; no vision, tremorsense 30 feet**Skills** Athletics +5**Str** +2, **Dex** -1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5**AC** 13; **Fort** +9, **Ref** +3, **Will** +3**HP** 20; **Immune** visual

Regurgitation \mathcal{R} **Trigger** The giant maggot takes damage; **Effect** The giant maggot regurgitates its rancid, foul meal. All creatures in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). The giant maggot can't use Regurgitation again until it spends at least an hour feeding on a corpse.

Speed 10 feet**Melee** \mathcal{C} mandibles +6,**Damage** 1d6+3 piercing plus Grab

Gnaw Flesh \mathcal{C} **Requirement** The devourer maggot has Grabbed a creature; **Effect** The devourer maggot deals 1d6+3 piercing damage and 2 bleed damage to the grabbed creature as it chews the creature's flesh (DC 19 basic Reflex save).

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.

CAVE OF FLESH**LOW 1**

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.

It is necessary to establish whether the characters perceive the lighting of the funeral pyre when the first Krampus songs are heard. This information can reach them without particular difficulty, the smoke being very aromatic due to the fir branches. Yet the difficulty can be raised given the effluvia that the group has been inhaling since the beginning of the dungeon. The sooner the players discover and react to this information, the more lenient the narrator can be in the final escape.

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. If they are not careful when moving through the cave, the PCs may step on one of the most fragile membranes and be exposed to acid vapors. 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.

ACID MEMBRANES**HAZARD 2****ENVIRONMENTAL****Stealth** DC 21 (trained)**Description** The putrefying flesh has created pockets of acid gases contained by thin membranes.**Disable** DC 18 Survival (trained) to break the membrane with caution and not to be exposed to the vapors**Slippery grease** \mathcal{R} **Trigger** A creature steps on one of the membranes; **Effect** A cloud of acidic vapors explodes from the ground. Creatures within 5 feet of the explosion suffer 2d8+9 points of acid damage (basic Reflex save DC 22).

NIGHTFELL

ADVENTURE · ACT 5

**THE LEGACY OF
THE SAINT AND
THE WAKE OF THE
KRAMPUS**

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.

THE FINAL ESCAPE MODERATE 1

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.

COLLAPSING DUNGEON HAZARD 3

ENVIRONMENTAL

Stealth DC 23 (trained) to notice the cracks in the walls or roof of the dungeons before it collapses

Description The walls and roof of the dungeons begin to crumble and large chunks of the structure fall amid rumbling and smoke.

Disable DC 20 Thievery (trained), Crafting (trained) to secure the structure that is on the verge of collapse

Collapse **Trigger** A small or larger creature comes close to a crack; **Effect** The walls and roof trembles. The area within 30 feet of the collapse becomes difficult terrain; creatures on this difficult terrain take a -2 circumstance penalty to attack rolls, AC, and skill checks. A creature in the area must attempt a DC 20 Reflex save; a creature that's not directly under the collapsing area improves the result of their saving throw one degree.

Critical Success The creature takes no damage.

Success The creature takes 1d10+6 bludgeoning damage.

Failure The creature takes 2d10+13 bludgeoning damage and is knocked prone.

Critical Failure The creature takes 4d10+13 bludgeoning damage, is knocked prone, and is immobilized by fallen rubble.

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.

THE BRIGHT MOTHER MODERATE 1

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.

KRAMPUS JAILER CREATURE 3

HUGE FIEND UNHOLY

Perception +9; greater darkvision

Languages Common, Whisper of the Echoes

Skills Athletics +9, Deception +9, Intimidation +10

Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** -1

Born from the cold The Krampus's aren't affected by severe or extreme cold, and they can walk across ice and snow at full Speed without needing to Balance.

Bless of the Mask When the Krampus wear their mask, they gain a +1 a circumstance bonus to attack rolls and a +2 a circumstance bonus to Will saving throws against emotion effects.

Shame of the Mask A creature within 5 feet of the Krampus can attempt to Disarm the Krampus to remove the mask they are wearing. When the mask is removed, the Krampus only attacks the creature that holds the mask. The Krampus loses the circumstance bonus of bless of the mask while they don't have the mask on.

Bloodmark The Krampus attacks deals additional unholy damage.

Items club, leather armor, krampus mask

AC 17; **Fort** +13, **Ref** +6, **Will** +4

HP 55; **Weaknesses** holy 2

Vile Foe (aura, occult, visual) 60 feet. A creature that begins its turn in the area must attempt a DC 18 Will save. If the creature fails, it loses 1 Soul Point. The creature is then temporarily immune for 24 hours.

Speed 25 feet

Melee **C** club +12 (unholy, magical, reach 10 feet), **Damage** 1d10+6 bludgeoning plus 5 unholy

Ranged **C** rock +12 (thrown 30 feet), **Damage** 1d10+6 bludgeoning

Poisonous Whispers **CC** (auditory, concentrate, occult, spirit, poison) The Krampus mutters foul words that corrupt body and soul. Each creature within 30 feet of the Krampus must attempt a DC 18 Will save. On a failure, they take 2d8 spirit damage and are exposed to perchta's gift.

Poisonous Whispers (poison); **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d8 poison and enfeebled 2 (1 round)

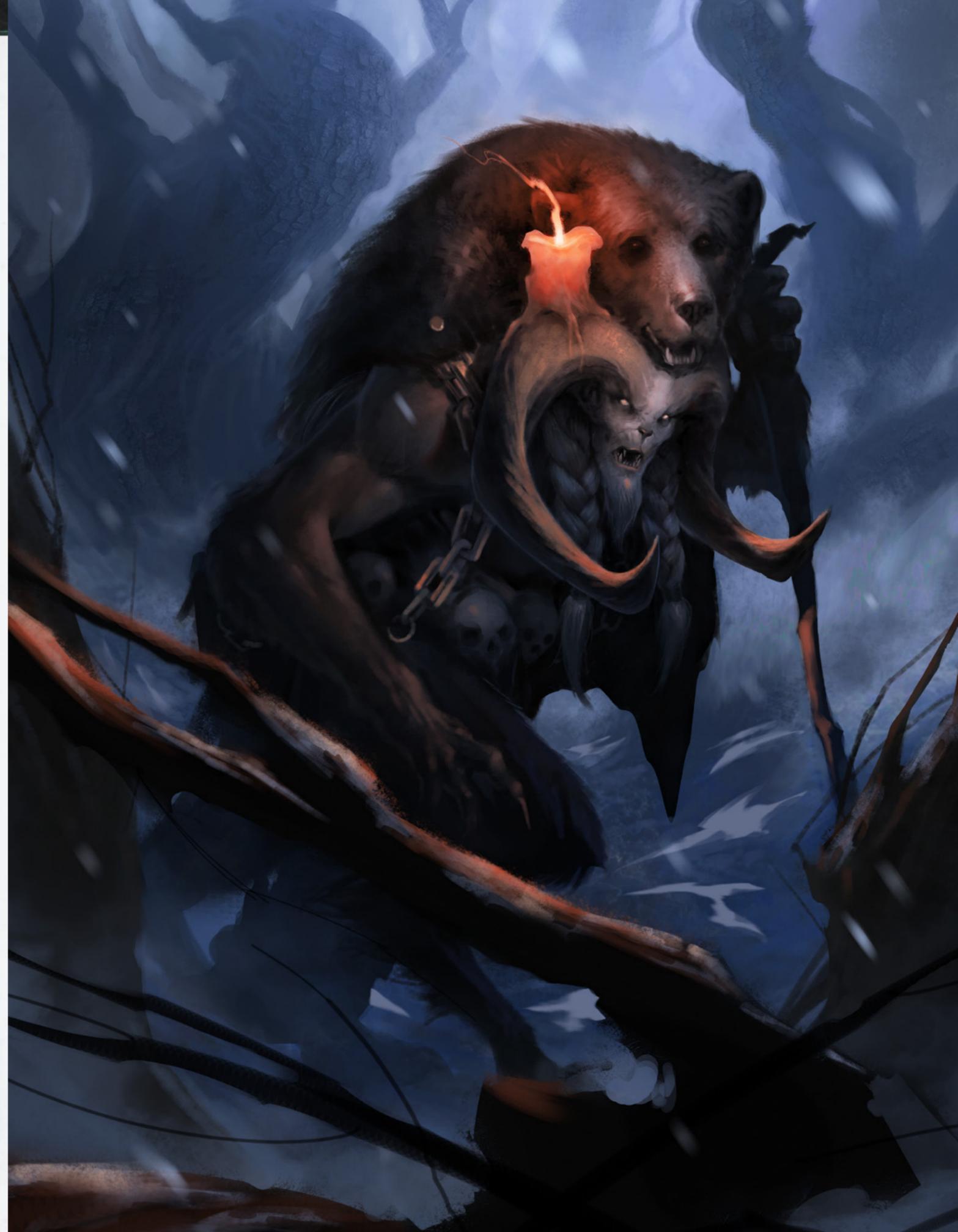
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EPILOGUE

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.



Character Name
PLAYER NAME



Level 1
XP
HERO POINTS
Gain 1 at the start of each session and when granted by the NM
Spend 1 to reroll a check
Spend 3 to avoid death

Ancestry
Human
HERITAGE AND TRAITS
Primeval (Ejre)
SIZE
M

Background
Warrior
BACKGROUND NOTES

Class
Fighter
CLASS NOTES

Attributes
+4 STRENGTH **+1** DEXTERITY **+3** CONSTITUTION **+0** INTELLIGENCE **+1** WISDOM **+0** CHARISMA
 Partial Boost Partial Boost Partial Boost Partial Boost Partial Boost Partial Boost

Armor Class Shield
 ARMOR **18** SHIELD **+2** HARDNESS **5** MAX HP / BT **20/10** HP
 Armor Proficiencies: Unarmored, Light, Medium, Heavy
 10 1 3 4
 Base + Dex + Prof + Item
 Use armor's Dex cap if lower

Fortitude 8 **Reflex** 6 **Will** 4
 T E M L T E M L T E M L
 3 5 0 1 5 0 1 3 0
 Con + Prof + Item Dex + Prof + Item Wis + Prof + Item
 DEFENCE NOTES

Hit Points **21** Max HP
 Current HP
 Temporary HP
 Wounded
 Resistance & Immunities
 Conditions
Soul Points **6** Max SP
 Current SP

Skills	Value	T	E	M	L	Formula
ACROBATICS	4					Dex + Prof + Item + Armor
ARCANA	0					Int + Prof + Item
ATHLETICS	7					Str + Prof + Item + Armor
CRAFTING	3					Int + Prof + Item
DECEPTION	0					Cha + Prof + Item
DIPLOMACY	0					Cha + Prof + Item
INTIMIDATION	3					Cha + Prof + Item
Warfare LORE	3					Int + Prof + Item
..... LORE						
MEDICINE	4					Wis + Prof + Item
NATURE	1					Wis + Prof + Item
OCCULTISM	0					Int + Prof + Item
PERFORMANCE	0					Cha + Prof + Item
RELIGION	1					Wis + Prof + Item
SOCIETY	0					Int + Prof + Item
STEALTH	1					Dex + Prof + Item + Armor
SURVIVAL	1					Wis + Prof + Item
THIEVERY	1					Dex + Prof + Item + Armor

Languages

Perception **6**
 T E M L
 1 5 0
 Wis + Prof + Item
 SENCES AND NOTES

Speed **30** Feet
 SPECIAL MOVEMENT

Melee weapon
Longsword **9** 4 5 0 **1d8+4**
 Str + Prof + Item
 Grim Weapon Traits and Notes Versatile P Damage Grim Threshold

Melee weapon
Dagger **9** 4 5 0 **1d4+4**
 Str + Prof + Item
 Grim Weapon Traits and Notes Agile, Finesse, Thrown 10 ft., Versatile S Damage Grim Threshold

Ranged weapon
Shortbow **6** 1 5 0 **1d6**
 Dex + Prof + Item
 Grim Weapon Traits and Notes Range: 60 ft.; Deadly d10 Damage Grim Threshold

Ranged weapon
 Grim Weapon Traits and Notes Damage Grim Threshold

Weapon Proficiencies
 Unarmored Simple Martial Advanced Other
 T E M L T E M L T E M L T E M L T E M L

Class DC **17**
 10 4 3 0
 Base + Key + Prof + Item
 REMINDERS
 Proficiency Untrained +0 Trained 2+level Expert 4+level Master 6+level Legendary 8+level
 Action Icons
 Single Action Two Action Activity Three Action Activity Free Action Reaction

Character Name
PLAYER NAME



Campaign Name

Ancestry and General Feats

Level	Ancestry and Heritage Abilities	Class Feats and Features
1	Primeval (Ejre) Long Step	Reactive Strike
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Inventory

Held Items	Bulk
Steel Shield	1
Backpack	0
Bedroll	L
Chalk (10)	0
Flint and Steel	0
Rations (3)	0.3
Repair Kit	1
Rope	L
Soap	0
Torch	L
Waterskin	L
Consumables	
Worn Items	
Breastplate	2

Bulk
 ACTUAL BULK **7** ENCUMBERED BULK MAXIMUM BULK
 Light Items 10 light Bulk items = 1 Bulk
 Encumbered Bulk 5 + Str
 Maximum Bulk 10 + Str
 Maximum Invested 10

Wealth
 CP SP GP **1** PP
 GEMS AND ARTWORKS PRICE BULK

Character Name
PLAYER NAME



Level 1
XP
HERO POINTS
Gain 1 at the start of each session and when granted by the NM
Spend 1 to reroll a check
Spend 3 to avoid death

Ancestry
Human
HERITAGE AND TRAITS
Gray Folk
SIZE
M

Background
Fortune Teller
BACKGROUND NOTES

Class
Spiritist
CLASS NOTES

Attributes
+1 STRENGTH Partial Boost
+4 DEXTERITY Partial Boost
+0 CONSTITUTION Partial Boost
+0 INTELLIGENCE Partial Boost
+1 WISDOM Partial Boost
+3 CHARISMA Partial Boost

Armor Class Shield
ARMOR 18
SHIELD
HARDNESS
MAX HP / BT HP
Armor Proficiencies
Unarmored Light Medium Heavy
10 3 3 3
Base + Dex + Prof + Item
Use armor's Dex cap if lower

Fortitude 3
Reflex 9
Will 6
0 3 0
Con + Prof + Item
4 5 0
Dex + Prof + Item
1 5 0
Wis + Prof + Item

Hit Points
16 Max HP
Current HP
Temporary HP
Dying
Wounded
Soul Points
9 Max SP
Current SP
Resistance & Immunities
Conditions

Skills

ACROBATICS	7	4 3 0 0
ARCANA	0	0 0 0
ATHLETICS	1	1 0 0 0
CRAFTING	0	0 0 0
DECEPTION	3	3 0 0
DIPLOMACY	3	3 0 0
INTIMIDATION	6	3 3 0
Fortune Telling LORE	3	0 3 0
LORE		
MEDICINE	1	1 0 0
NATURE	1	1 0 0
OCCULTISM	3	0 3 0
PERFORMANCE	3	3 0 0
RELIGION	4	1 3 0
SOCIETY	0	0 0 0
STEALTH	7	4 3 0 0
SURVIVAL	1	1 0 0
THIEVERY	4	4 0 0 0

Languages

Perception 4
1 3 0
Wis + Prof + Item

Speed 25 Feet
SPECIAL MOVEMENT

Melee weapon
Longsword 4 1 3 0
1d8+1
Grim Weapon Traits and Notes Versatile P Damage

Melee weapon
Shortsword 7 4 3 0
1d6+1
Grim Weapon Traits and Notes Agile, Finesse, Versatile S Damage

Ranged weapon
Shortbow 7 4 5 0
1d6
Grim Weapon Traits and Notes Range: 60 ft.; Deadly d10 Damage

Ranged weapon
Dex + Prof + Item
Grim Weapon Traits and Notes Damage

Weapon Proficiencies
Unarmored Simple Martial Advanced Other
T E M L T E M L T E M L T E M L T E M L
Class DC 17
10 4 3 0
Base + Key + Prof + Item
Proficiency Untrained +0
Trained 2+level
Expert 4+level
Master 6+level
Legendary 8+level
REMINDEMS
Action Icons
Single Action
Two Action Activity
Three Action Activity
Free Action
Reaction

Critical Specializations

Character Name
PLAYER NAME



Campaign Name

Ancestry and General Feats
ANCESTRY AND HERITAGE ABILITIES *Gray Folk*
CLASS FEATS AND FEATURES
Spiritist Spellcasting
Bond with your Ghost (Wandering Ghost)
Manifest Ghost
Ghost Ambush
Manifestation Spells
ANCESTRY FEAT *Warrior Prowess: Ignore the reduction to your Speed from any armor you wear and you reduced the Check Penalty of heavy armor by 1.*
BACKGROUND SKILL FEAT *Oddity Identification*
SKILL FEAT CLASS FEAT
GENERAL FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
ANCESTRY FEAT BOOSTS CLASS FEATURE
SKILL FEAT CLASS FEAT
GENERAL FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
ANCESTRY FEAT CLASS FEATURE
SKILL FEAT BOOSTS CLASS FEAT
GENERAL FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
ANCESTRY FEAT CLASS FEATURE
SKILL FEAT BOOSTS CLASS FEAT
GENERAL FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
ANCESTRY FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
GENERAL FEAT BOOSTS CLASS FEATURE
SKILL FEAT CLASS FEAT
ANCESTRY FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
GENERAL FEAT CLASS FEATURE
SKILL FEAT CLASS FEAT
ANCESTRY FEAT CLASS FEATURE
SKILL FEAT BOOSTS CLASS FEAT

Inventory

HELD ITEMS	BULK
<i>Backpack</i>	0
<i>Bedroll</i>	L
<i>Chalk (10)</i>	0
<i>Flint and Steel</i>	0
<i>Rations (3)</i>	0.3
<i>Repair Kit</i>	1
<i>Rope</i>	L
<i>Soap</i>	0
<i>Torch (2)</i>	L
<i>Waterskin</i>	L
<i>Healer's Toolkit</i>	1
CONSUMABLES	
BULK	
WORN ITEMS	
<i>Studded Leather</i>	INVESTED BULK
	1

Bulk
ACCTUAL BULK 3
ENCUMBERED BULK
MAXIMUM BULK
Light Items
10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

Wealth
CP SP GP PP
1
GEMS AND ARTWORKS PRICE BULK

SPIRITIST

BOND WITH YOUR GHOST

There are many wandering and scattered souls that hover unseen throughout Iürmen, unable to proceed in the afterlife. Some of them are linked to a specific place, where others find individuals willing to welcome them as if they were some sort of phylactery and with whom they establish an indissoluble bond and mutual benefit. Spiritists often tend to have great empathy for the regrets and the lost relationships of their ghosts, pursuing goals that old age has prevented them from achieving or harboring desires of revenge towards their killers, for example.

The symbiosis of the Spiritists with their own ghosts, however, opens the door to the union between the vitality of mortals and the eternity of the dead, gaining power but often also a kind of catharsis from the afflictions of earthly life or a presence that relieves them of an incurable loneliness. It is not uncommon for these spirits to belong to ancestors who seek their descendants to find help in completing what they have left unresolved or come to their aid at the most desperate time.

SPIRITIST SPELLCASTING

You draw power from the phantom essence of the ghost that lives in you, providing you the power to cast spells. You are a spellcaster, and you can cast spells of the occult tradition using the Cast a Spell activity.

As a spiritist, when you cast spells, your incantations can call upon the souls of former individuals as you recite fragments of esoteric knowledge while voices from beyond are heard all around you.

Each day, you can cast one 1st-level spell and five cantrips. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a spiritist, the symbiosis with your ghost grants you additional, more powerful spell slots. Your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Spiritist Spells per Day table. Because of your connection with the ghost within you and in order to have the mental power necessary to maintain your consciousness and not fall into total possession, you begin to lose lower-rank spell slots once you reach 5th level. The maximum number of spell slots you get from the spiritist class is four, starting when you reach 4th level.

Some of your spells require you to attempt a spell attack to see how effective they are or have your enemies roll against your spell DC (typically by attempting a saving throw). Your spell attack rolls and spell DCs use your Charisma modifier.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest rank of spiritist spell slot you have. For example, as a 1st-level spiritist, your cantrips are 1st-rank spells, and as a 5th-level spiritist, your cantrips are 3rd-rank spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank occult spells of your choice and five occult cantrips of your choice. You choose these from the common spells from the occult list or from other occult spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank. Your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it doesn't give you another spell slot, and vice versa.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see the Spiritist Spells per Day table), you add a spell of the same rank to your spell repertoire. At 2nd level, you select another 1st-rank spell. At 3rd level, you add the first 2nd-rank spell to your repertoire. At 4th level you gain your second and your spell repertoire reaches its maximum size of five spells.

At 5th level, in addition to adding two 3rd-rank spells to your repertoire, you lose your lowest rank of spell slots. Any time you lose a rank of spell slots, you lose two spells in your repertoire as well. These can come from spells you already know or out of the number of new spells you're learning. On levels in which you don't change your spell slots, you can swap out multiple spells, as described below.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. If it's a level at which you lose a set of lower-rank slots, you can replace the two in either order. You can also instead swap a cantrip. You can also swap out spells by retraining during downtime.

Your Level	Spell Rank									
	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	5	1	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	2	1	—	—	—	—	—	—	—
4	5	2	2	—	—	—	—	—	—	—
5	5	—	2	2	—	—	—	—	—	—
6	5	—	2	2	—	—	—	—	—	—
7	5	—	—*	2	2	—	—	—	—	—
8	5	—	—*	2	2	—	—	—	—	—
9	5	—	—*	—	2	2	—	—	—	—
10	5	—	—*	—	2	2	—	—	—	—
11	5	—	—	—*	—	2	2	—	—	—
12	5	—	—	—*	—	2	2	—	—	—
13	5	—	—	—	—*	—	2	2	—	—
14	5	—	—	—	—*	—	2	2	—	—
15	5	—	—	—	—*	—	—	2	2	—
16	5	—	—	—	—*	—	—	2	2	—
17	5	—	—	—	—*	—	—	—	2	2
18	5	—	—	—	—*	—	—	—	2	2
19	5	—	—	—	—*	—	—	—	2	2
20	5	—	—	—	—*	—	—	—	2	2

* The veil spells class feature gives you extra slots of this rank for specific spells.

Manifestation Spells

By learning about their ghost and learning how to use their powers, the spiritist begins to observe its true nature. Only when the nature of the spirit is revealed it can unleash its true potential. In order to cast a manifestation spell, you need the ghost to be out of your body using the Manifest Ghost activity (see below). Manifestation spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to contact and commune with your ghost from beyond the veil.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points.



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KEY TERMS

You'll see the following key terms in many spiritist class features.

Manifestation: Manifestations are effects that take place when the ghosts bound to you is manifested out of your body. Spiritist abilities and focus spells with the manifestation trait requires to have the ghost outside their body from the Manifest Ghost activity.

Ghost

You have a connection with those beyond the veil of death and use your body as a vessel to contain them. This bond with the ghost within you grants you a phantom essence that allows you the use of magic as well as the attainment of the contained power of the spirit.

As a spiritist, you select one ghost at 1st level. Choose a ghost from the options below and other ghosts you have access to. The ghost's appearance, name, origin, the cause of its death and those features that make it unique are up to you.

You can summon the ghost that is inside you and materialize it outside your body with the *Manifest Ghost* activity.

As long as your ghost is manifested, you gain benefits and abilities from beyond the veil that your ghost grants you. Also, you can command the ghost to chase your enemies with the *Ghost Ambush* reaction.

Your ghost determines the following.

Ghost Skill You become trained in the listed skill.

Granted Spells You add the spells listed here to your spell repertoire as soon as you gain the veil spells class feature.

Manifestation Spell Your ghost grants you the listed manifestation spell at 1st level. You can only cast this spell while the ghost is out of your body from using the manifest ghost activity.

Wandering Ghost

The ghost reveals its connection to the world invisible to the eye, and its personal torment that keep it tethered to the world of the living. It begins to manifest itself in the form of elusive abilities. Such is the nature of the ghost that makes the Spiritist take on the appearance of a real spectre.

Ghost Skill You become trained in Acrobatics.

Granted Spells 7th: mist; 11th: safe passage; 13th: flicker.

Manifestation Spell Spectral Veil

MANIFEST GHOST

CONCENTRATE MANIPULATE SPIRITIST

The ghost inside you leaves your body and hovers ominously behind you. The ghost manifests in the same space as you and, being linked to you, you are one and the same being. It does not count as a different creature nor can it be targeted by attacks or effects. As long as the ghost is manifested in this way you gain resistance to all physical damage equal to your level, and weakness to all energy damage equal to 2 + your level.

After your ghost returns to your body, you need to recover from the struggle of manifesting it. You can't use Manifest Ghost again for 2 rounds.

GHOST AMBUSH

MANIFESTATION MANIPULATE SPIRITIST

Trigger An enemy hits you with a melee Strike

You command the ghost to cling to the enemy that hits you with the Strike. Until the end of the target's next turn, the target cannot regain Hit Points and has weakness to all damage equal to your level. At the end of the target's next turn, the ghost returns to your body and ceases to be manifested.

SPECTRAL VEIL

MANIFESTATION SPIRITIST VERBAL

Ghost Wandering Ghost

Range 30 feet

You cross the veil where distances are different from the material plane to reappear in a better location. The veil's essence grants you a +2 circumstance bonus to AC and Reflex saves until the beginning of your next turn.

Character Name
PLAYER NAME

Ancestry
Human

Background
Bandit

Class
Rogue

HERITAGE AND TRAITS: *Ishdrim* SIZE: *M*

BACKGROUND NOTES

CLASS NOTES

Level 1
HERO POINTS: Gain 1 at the start of each session and when granted by the NM. Spend 1 to reroll a check. Spend 3 to avoid death.

Attributes
+3 STRENGTH (Partial Boost) +4 DEXTERITY (Partial Boost) +0 CONSTITUTION (Partial Boost) +0 INTELLIGENCE (Partial Boost) +1 WISDOM (Partial Boost) +1 CHARISMA (Partial Boost)

Armor Class Shield
ARMOR: 18 SHIELD: 0
HARDNESS: 0 MAX HP / BT: 16 HP: 16
Armor Proficiencies: Unarmored, Light, Medium, Heavy

Fortitude 3 (TEM) (TML) (ML)
0 3 0 (Con + Prof + Item)

Reflex 9 (TEM) (TML) (ML)
4 5 0 (Dex + Prof + Item)

Will 6 (TEM) (TML) (ML)
1 5 0 (Wis + Prof + Item)

Hit Points 16 (Max HP) 16 (Current HP)
Temporary HP: 0 Dying: 0
Wounded: 0

Soul Points 6 (Max SP) 6 (Current SP)
Resistance & Immunities: 0
Conditions: 0

Skills

ACROBATICS	7	(TEM) (TML) (ML)	4 3 0 0	(Dex + Prof + Item + Armor)
ARCANA	0	(TEM) (TML) (ML)	0 0 0	(Int + Prof + Item)
ATHLETICS	6	(TEM) (TML) (ML)	3 3 0 0	(Str + Prof + Item + Armor)
CRAFTING	0	(TEM) (TML) (ML)	0 0 0	(Int + Prof + Item)
DECEPTION	4	(TEM) (TML) (ML)	1 3 0	(Cha + Prof + Item)
DIPLOMACY	4	(TEM) (TML) (ML)	1 3 0	(Cha + Prof + Item)
INTIMIDATION	4	(TEM) (TML) (ML)	1 3 0	(Cha + Prof + Item)
Desert LORE	3	(TEM) (TML) (ML)	0 3 0	(Int + Prof + Item)
LORE		(TEM) (TML) (ML)		(Int + Prof + Item)
MEDICINE	4	(TEM) (TML) (ML)	1 3 0	(Wis + Prof + Item)
NATURE	1	(TEM) (TML) (ML)	1 0 0	(Wis + Prof + Item)
OCCULTISM	0	(TEM) (TML) (ML)	0 0 0	(Int + Prof + Item)
PERFORMANCE	1	(TEM) (TML) (ML)	1 0 0	(Cha + Prof + Item)
RELIGION	1	(TEM) (TML) (ML)	1 0 0	(Wis + Prof + Item)
SOCIETY	3	(TEM) (TML) (ML)	0 3 0	(Int + Prof + Item)
STEALTH	7	(TEM) (TML) (ML)	4 3 0 0	(Dex + Prof + Item + Armor)
SURVIVAL	4	(TEM) (TML) (ML)	1 3 0	(Wis + Prof + Item)
THIEVERY	7	(TEM) (TML) (ML)	4 3 0 0	(Dex + Prof + Item + Armor)

Languages

Perception 6 (TEM) (TML) (ML)
1 5 0 (Wis + Prof + Item)
SENCES AND NOTES

Speed 25 Feet
SPECIAL MOVEMENT

Melee weapon *Rapier* 7 4 3 0 (1d6+3) (Str + Prof + Item) (B) (P) (S) Grim Threshold: /
Grim Weapon: Deadly d8, Disarm, Finesse Damage

Melee weapon *Shortsword* 7 4 3 0 (1d6+3) (Str + Prof + Item) (B) (P) (S) Grim Threshold: /
Grim Weapon: Agile, Finesse, Versatile S Damage

Ranged weapon *Shortbow* 7 4 3 0 (1d6) (Dex + Prof + Item) (B) (P) (S) Grim Threshold: /
Grim Weapon: Range: 60 ft.; Deadly d10 Damage

Ranged weapon (Empty) (Dex + Prof + Item) (B) (P) (S) Grim Threshold: /
Grim Weapon: Traits and Notes Damage

Weapon Proficiencies
Unarmored: (TEM) (TML) (ML) Simple: (TEM) (TML) (ML) Martial: (TEM) (TML) (ML) Advanced: (TEM) (TML) (ML) Other: (TEM) (TML) (ML)

Class DC 17 10 4 3 0 (Base + Key + Prof + Item)

Critical Specializations

Proficiency Untrained +0, Trained 2+level, Expert 4+level, Master 6+level, Legendary 8+level

REMINERS

Action Icons Single Action, Two Action Activity, Three Action Activity, Free Action, Reaction



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