

Under Shadow of Night 0.1

Early Access Rulebook

Creating a Character

1. Choose a Warden

This is the role you hold in the community.

Spear Sage

Wild Walker

Dream Watcher

2. Choose your Saga

This is your experiences and legacy

Age

Saga

Burden

3. Set your Attributes

These are your physical and mental capabilities.

Traits

Skills

Potential

4. Set your Vitality

This is your capacity for strain and suffering.

Stress Track

Trauma Track

5. Choose your Tools

These are your everyday tools

Items

Instruments

Arms

Wardens

Wardens are the sacred guardians of the people, each archetype holds an important role in their society. A Warden carries many tools, which they use sparingly and only against specific threats.

As a Warden you hold a special role amongst the people, though, through most days you are a fellow member of the community partaking in hunts, gatherings, preparations and crafting, but when the shadows grow long and omens appear, you must don the mantle of Warden yet again.

Each Warden carries a Relic which is the symbol of their role

This Sacred Relic have been handed down through the ages. In the Hands of the Warden the Sacred Relic thrums with dormant power, wielded correctly it becomes a symbol of a wardens role in the community and is used as focus in all rites that they perform.

They are burdened with Sacred Knowledge which is theirs to know, and only theirs.

This Sacred Knowledge is passed down from warden to warden, and only they may know the sacred ways. Nothing is of greater power than knowledge, and through it the Wardens protect their people and keep them unburdened by the dread things.

Wardens are empowered by Rites that show their skill and wisdom.

These Sacred Rites are inherited from Elder Wardens who keep their workings hidden from unworthy eyes. These mystical incantations are performed by the Warden to Invoke boons for their people to ensure their prosperity and safety.

Spear Sage

Wield the Hallowed Spear to protect your people from the hungry beasts or shambling monsters.

Wild Walker

Wander through the wilds, keep the paths of old, rediscover and make solid that which once was lost.

Dream Watcher

Meditate on the anchor and enter deep dreamlike trances that lets you traverse the dreaming wilds and protect your people.

Choosing Wardens

Multiple players can choose the same Warden, but we recommend to not exceed two wardens of the same type to balance out the group.

Spear Sage #SpearSage

Protecting your people is your highest calling and you would do anything to protect them from the hungry beasts or shambling monsters.

The Hallowed Spear

This Spear has been passed down for generations, none knows whence it came from.

A mystical long spear which is said to guide its bearer to protect their people, to stop the spread of Rot and rebuke the monsters of the night. Rot impaled by the Spear is stopped in its tracks, and by the will of the Sage the rot itself is cleansed.

Boon: 1 Bonus dice on reactions that protect.

Mystic Boon: Impale rot to stop it spreading.

Howling Moon thrust the Hallowed Spear into the abdomen of the rotting god and gave of herself to awaken its fury and cleanse the god of its affliction.

Spear Rites

These Rites are your shield against the accursed and rotten beasts

Rite of Courage

Perform a rite where you encase your heart with courage so that the hollow beasts do not strike fear into you.

Boon: The affected may ignore any temporary burdens connected to fear.

Duration: For a day and a night.

Howling Moon meditated on what awaited her, injury, suffering, death, and she looked upon the faces of her people and knew her actions would save them. She was prepared to face death and remain steadfast with her spear in hand.

Rite of Restraint

Perform a rite where you draw a line or a circle which a chosen beast cannot cross.

Duration: Until dawn breaks

With ancient movements Howling Moon carved at the earth with the Hallowed Spear and spoke sacred words that completed the rite, no monster may cross this threshold she proclaimed.

Rite of Revelation

Perform a rite where you compel the beast to reveal itself and cast of its veil.

Duration: Until the beast has been revealed.

Flames crackled and danced, Howling Moon held the tip of the Hallowed Spear deep within the flames until the incantation was spoken. She pointed it towards the accused, and they burned with anguish as the spear compelled the beast to reveal itself.

The Rot

*This **Knowledge** is secret and is your burden to bear.*

From wounds in the wilds they form, the Rot, also known as the blood curse. A strange sickness upon the land which cares not what it infects, be it man, creature, stone, water or wind. It is a dreadful thing that slowly rots one from within, leaving a haunting monstrous thing behind which moves and acts as if driven by an otherworldly will.

The Rot can take many forms, often it is unseen by ordinary eyes, only the keen eyed, young or very old see it spreading, other times it can take on the form of a crimson blanket that covers all it touches, as if a great fungus moves to consume the entire world.

Any creature taken by the rot slowly wastes away, and in time will become a nest from which the Rot spreads further on. There are remedies that can banish the rot, but what has been lost can never be regained, if one has wasted away too far, one shall never recover.

Your kin found the right ingredients to brew remedies to stand against this rot, and the rites that rattle the rotted, you have inherited this knowledge and must protect your people if the Rot ever arises again.

Wild Walker #WildWalker

The Wilds are your true home, it calls to you when you are amongst the people, it is the only place you find true peace. As the Wild Walker you are the one to keep the paths of the people well trod so they don't wander and vanish.

The Carving Knife

*This **Relic** was hewn from the remains of a fallen star.*

A mystical Knife which is said to guide its bearer through the wilds, cutting through the wildest of thickets, hardest of woods and even carving through thresholds between the waking and the wandering wilds. Signs and symbols cut by the carving knife have an anchoring effect making those places who are signed less likely to wander.

Boon: Bonus dice on traversal rolls in the Waking Wilds

Mystic Boon: Impale earth, stone or wood to anchor the current location.

Burning Sky pushed the Carving Knife into the centre of the ritual circle causing the air to burst into multicoloured flames. Slowly he cut through the air and a threshold to another place appeared before them.

Rites of the Wilds

*These **Rites** guide you and your people through the wilds*

Rite of Passing

Perform a rite where you ask for a swift, safe or soft passage through the lands of gods and spirits.

Boon:

- A swift journey allows you to halve the travel time.
- A safe journey ensures no danger on the journey.
- A soft journey vanishes your tracks behind you.

Duration: Until the journey has ended

Burning Sky presented the offering at the edge of the forest under moonlight. He had carved the animal with the Carving knife and spoken the right words, tomorrow they would travel swiftly if the spirits obliged.

Rite of Hunting

Perform a rite where you ask for guidance on the hunt, to sense the prey and seek it well.

Boon: The Hunters are undaunted by terrain, weather and injury when engaging with the prey.

Duration: Until the prey is caught

Blood poured into the great basin, Burning Sky spoke the words of the hunt and smeared it across the faces of the hunters to be, tomorrow the great prey would be theirs.

Rite of Vigor

Perform a rite where you fill the body and mind with strength for the coming ordeal, allowing one to carry twice the weight, or to move over twice the distance without need for rest.

Boon: The affected do not gain any exhaustion for the duration of the boon.

Duration: Until night falls

The Wandering Wilds

*This **Knowledge** is secret and is your burden to bear.*

The wilds are changing. Paths, creatures and even entire lands wander away and are forgotten by the world until they are remembered. These Wandering Wilds may return without forewarning, changing the landscape.

A valley may appear where previously there were a mountain, a grand river may have vanished entirely or been reduced to a trickle. This is known as the shifting and only wild walkers have the knowledge to see the signs before it occurs.

If misfortune hangs upon a person or creature they may find themselves lost in the Wandering Wilds, cut off from the world and unable to return. Sometimes they become victim to unknown lands and a lack of resources, other times they are hunted down by strange creatures, spirits and monsters who thrive within the Wandering Wilds, using it as their hunting grounds. It is known amongst Wild Walkers that there are ways both in and out known as Thresholds, but they appear and disappear at the most inopportune of moments.

A Threshold appears most often between perfectly entangled or aligned things. They are never obvious and are indistinguishable from normal by common folk, which is the reason so many are lost to the Wandering Wilds. It is believed that gods and spirits can create their own Thresholds, and that some may even simply wander to and fro.

The best way to avoid the Wandering Wilds and the Shifting is to keep paths well trod and marked, and to never stray too far from the path.

Dream Watcher #DreamWatcher

Meditate on the anchor of dreams to enter waking trances where you gaze beyond the veil into the Dreaming Wilds. Protect your people and ward off nightmares. Seek out those lost in dreams and help them find their way back.

The Veiled Anchor

*This **Relic** was found within ancient dreams and brought back to the people.*

An Anchor that grounds its wearer in the dreaming wilds, allowing them to shape dreams and traverse as they wish through the dreaming wilds. The anchor also leads them home, no matter how deep they dream. By offering their memories, the Watchers can bring back the lost or solidify places in the dreaming wilds, making them fixtures of the dream.

Boon: Bonus Dice on Traversal Rolls in the Dreaming Wild.

Mystic Boon:

Halt Dream, Set your Anchor up in the sky and it will hover and make it so that nothing may change.

Rites of Dreams

*These **Rites** are your tools for wandering the dreaming wilds*

You can perform Sacred Ceremonies where you focus on your Anchor to enter a deep trance, allowing you to peer into the dreaming wilds, entering shared dreams or protecting the sleeping from the nightmares.

Rite of Visions

Perform a rite where you bind yourself to your dreams, allowing you to seek out the people or places that you dream of. When you awake there is a pull which you can follow.

Boon: You sense the general direction of the subject no matter where you are.

Duration: Until the subject has been found or until night falls.

Rite of Warding

Perform a rite where you serve as guide to the sleeping, keeping them on the true path, not falling into nightmares.

Boon: The affected may not fall into nightmares.

Duration: Until dawn breaks.

The villagers thrashed and suffered, unable to awaken, their spirit slowly fading. Moonsinger stood above the dreamer and with ethereal song she slowly guiding them out of their nightmares and back to the waking wilds.

Rite of Wandering

Perform a rite where you delve into the dreams of others to guide them or seek what troubles them.

Boon: You are free to wander into the dreams of another and commune with them.

Duration: Until dawn breaks.

The Dreaming Wild

This **Knowledge** is *secret* and is your burden to bear.

There is a realm beyond our waking eyes, the land of dreams and nightmares: The Dreaming Wilds. We all wander through it in sleep, unwillingly swept away by visions of yore, imagined lands and things wholly strange and unknown to us in the Waking Wilds.

Like a river it is forever changing, a strange flow only the wisest of us know how to traverse. For one cannot tame the flow, only halt it momentarily. Those of us with sacred knowledge can walk in dreams, unfettered by the flow, able to peer beneath the surface.

But all is not well within the Dreaming Wilds, there are malicious spirits and forces that hunger to feast on the dreaming, the most dire of all being Nightmares. Rotting dreams that capture the dreamers and hold them trapped in unnatural and confusing caves, forests and endless plains. Slowly the nightmares drain the spirit of the trapped, or even worse - a monster of dreams may use it as their hunting ground and consume you whole.

Saga

Who are you behind the mask of your sacred duty? What is your Legend? What are your Legends? Your Burdens? What is the legacy that others speak of?

Age

Your age determines the your experience, place in the community and the nature of your **Legend** and **Burden**.

Young

You are young and inexperienced, but you make it up with energy, zeal and faith. You will succeed at any cost.

- Choose a Legend that reflects your fire
- Choose a Burden that reflects your foolhardiness

Mature

You are a stable cornerstone of the community, and know well the ins and outs of how the people live through the seasons.

- Choose a Legend that reflects your role in the community
- Choose a Burden gained working to aid the community.

Elder

You are old and worn, experienced from a lifetime, but still with more to give to your people, to those following your footsteps.

- Choose a Legend that reflects your age and experience
- Choose a Burden that reflects the many years lived

Ancient

This is your last journey, you will not return, and if you do, you are lost within yourself for the remainder of your days.

- Choose a Legend that reflects the coming end
- Choose a Burden that reflects the coming end

Legend

Legends are names, titles or named objects. They hold dormant power and can be **Invoked** to recall your past deeds to enhance your present actions.

Choose two legends, one connected to your age and the other your life.

Acquiring Legends

When you gain a Dramatic Success you can spend 3 Insight to declare a new Legend, or name one of your Objects. Legends can also be gained through solving mysteries and overcoming great challenges.

On Gaining a new Legend you must decide its Name and related Boons. You can consult the tables below or agree to a new Name and Boon together with the Storyteller.

Example Legends

Name	Boon	Cost
Iron Hide	+ 1 to Physical Protection - Spend a Sennight to regain when lost.	0
Dream Eater	Consume part of a dream, spreading fear amongst the denizens of the Dream	3
Wolfs Mane	Gain a Wolf Companion and call upon it for simple tasks	1
Boar Friend	Gain +1 Bonus Dice when engaging with Boars	0
Swift Doe	Double the movement of your action	1
Curious Goat	Halve the time of actions related to climbing	2
Still Water	Gain +2 to your Stress Track Threshold	0
Blood Knuckle	+2 Damage on Strike actions	0

Soaring Arrow	Fire over a great distance at no penalty.	2
Hawk Eye	Succeed on an action related to scouting	2

Burdens

These are physical, mental or mystical representations of the burdens you gained during your lifetime. These can manifest in many different ways.

Wounds can be lingering injuries that cause you to lose function in a part of your body partially or wholly.

Afflictions can be strange diseases or conditions that make you less human.

Obsessions can be fixations that cause you to seek out and attain the subject of your obsession.

Fears can be deep rooted dreads that you seek to avoid, and if faced you may seize to function.

Woe can be voices lingering in your mind, or flashes of horrible visages.

Lunacy can be a loss of connection with the Waking world, confusion and bewilderment.

Acquiring Burdens

When you cross into the next severity of Trauma; *minor to medium or medium to major*, you gain 2 insight and declare a new Burden. If you perform Cursed Rites or Sacrifice you may also declare and gain new Burdens.

You can also gain Burdens through exposure to the mythical, the Environment or to grave injuries.

On Gaining a new Burden you must decide its Name and related Misfortune. You can consult the tables below or agree to a new Name and Misfortune together with the Storyteller.

Example Burdens

Name	Misfortune
Scarface	You are horribly scarred across your face. Suffer 1 Penalty dice on social interactions.
Sinking Stone	You are gravely afraid of deep water.
Slow Ox	Traversal takes you twice as long as others.
Changeling	You are not human anymore. It is as if something else walks around in your skin, and sometimes this inhumanity spills out through its actions or words.
Thirsty Fish	You are addicted to something. When faced by it you must make a Endurance roll to see wether you can resist the temptation.
Screaming Moon	You are haunted by visions or dreams of dreadful events and entities. When sleeping you must make an Endurance roll. If you fail, you suffer a nightmare and gain no Spirit.
Raven-foe	You are hated by Ravens and if they are in great numbers or you attempt to cross their land they will assault you.
Fading Wind	You have lost your memories and cannot remember who the community was to you.
Seeking Squirrel	You are obsessed by something and cannot stop thinking about it, it occupies your every waking moment.
Foe Haunted	You have a nemesis who strives to hinder you and make your life more difficult, if taken too far they may even attempt to end your life.

Attributes

Traits

Force

Wits - Your Cleverness and ability to think under pressure

Finesse - Your ability to embody elegance

Endurance - Your ability to endure hardship

Use the Standard Array to fill in your Strengths **2, 1, 1**

Intents

Subdue - Your ability to calm a situation

Deflect - Your ability to shift attention elsewhere

Escalate - Your ability to inflict harm

Use the Standard Array to fill in your Intents **3, 2, 1**

Skills

Conceal - How well can you hide something

Quiet, Sneak, Lie

Cognise - How quickly/well you can understand something

Investigate, Perceive, Learn

Empathy - How well you understand others

Perspective, Connect, Insight

Expression - How well you express yourself

Talk, Dance, Sing

Senses - How well you cut through the noise

Hear, Smell, See

Survival - How quickly you find routes, safe places and food.

Track, Forage, Traversal

Use the Standard Array to fill in your Skills: **3, 2, 2, 1, 1, 1**

Potential

Spirit

The Inner Flame of your character.

This pool of points can be spent to perform special actions or enhance ordinary actions.

You start with a max of 6 Spirit and regain 2 Spirit on Dramatic Success or on a nights recovery.

Uses:

- 1 Spirit to gain One Bonus Dice
- 2 Spirit to gain recover from 3 Stress
- 1-3 Spirit to Invoke Talisman, Relic or Legend

Insight

The Potential of your character.

Insight is used during Downtime to progress the character in a number of ways.

You start with 0 Insight

Insight is gained on Dramatic Failures or through completing adventures.

Uses:

- 1-3 Insight to Fable
- 3 Insight to gain a new Rite through Downtime.
- 3 Insight to gain +1 to a Trait or skill through Downtime.
- 6 Insight to declare Legend on a Dramatic Success

Vitality

Vitality is the combined health of a player which is separated into Stress and Trauma.

Stress

Stress signifies the amount of physical and mental strain that your character has the capacity to endure.

When you reach max stress you suffer a Trauma and are taken out of the conflict until roused by an ally.

You have a capacity of 6 Stress + Endurance

Stress is reduced to zero with a moment to breathe once danger has passed. Reduce 1d10 of Stress if you are Roused by an ally.

Trauma

Trauma is your characters physical and mental integrity. Each point of Trauma brings down your resistance to the wear and tear of the world.

When you reach max Trauma you enter on the path towards death.

You have a capacity of 6 Trauma + Wits.

Trauma can be reduced through downtime, the severity of the Trauma will determine how long it takes to recover from.

You have three severities of Trauma; Minor, Medium and Major.

Trauma gained always fills the lowest available severity. When starting out you have a capacity of 2 minor, 2 medium and 2 major trauma. Wits unlocks the third capacity starting with the lowest severity.

Tools

These are the tools that you always keep close.

Items

Choose two items from the list below or come up with your own

Arms

Each character starts with a knife and either a spear, axe, bow or sling which they bring with them for work

Light +2 dice

Medium + 3

Heavy + 5 - 2 dice

Knife - Light

Sling - Light

Axe - Light / Medium

Spear - Medium / Heavy

Bow - Medium / Heavy

Creating a Community

The community is the home of the Wardens. It may not have been their birthplace but it has still become an important part of their life as a place, people and memory they wish to protect.

1. Choose Circle

This is how your group is known in the community

Name

Meaning

2. Forge your Bonds

These are people that are important to your character

Duty

Fate

Blood

Love

3. Place your Settlement

This is the main settlement of the Community

Scale

Landscape

Name

4. Add Substance to the Community

These are elements that make up your community

People

Hermits

Shrines

Havens

5. Woe

These are what occupies and distracts your character

Mysteries

Omens
Hearsay

Circle

This is how your group is known by the community

The Circle is the group of Wardens banded together to protect the people from darkness and hardship. Choose a name that reflects the group, why do they bear this name?

Was it thrust upon them, or did they choose this name?

The Circle of Stars

The Circle of War

The Circle of Dreams

The Circle of Shadow

The Circle of Thorns

The Circle of Water

The Circle of Earth

The Circle of Storms

The Circle of Iron

The Circle of Flame

The Circle of Lies

The Circle of Ruin

The Circle of Renewal

The Circle of Truth

The Circle of Light

Bonds

Bonds are what bind you to others, and are of great personal importance to your character. They can take many forms, but commonly are by **Duty, Blood, Fate** or **Love**

First create a Bond to an Non Player Character that is part of the community-

Then Create a Bond to the player sitting to your left. If the group knows each other well, choose freely.

Create a Bond to **one Player** and **one NPC** in the community.

I am bound to X through Y reason

Duty

I have been charged to protect

I swore my allegiance

I was inducted

Fate

I owe them my life

We were lost together

Blood

As a Parent

As a Sibling

As a Child

Love

Through Friendship

Through Passion

Through Respect

Settlement

Scale

How large is the community?

We recommend smaller types of settlements for most adventures, but feel free to experiment.

Burrow - A small community containing up to 50 people often fortified by mounds or mud-walls.

Bulwark - A medium sized community containing up to 300 People. Fortified by wooden walls, tall mounds or dump.

Bastion - A vast Community containing thousands of people protected by many fortifications and guards.

Landscape

Where is the community seated?

The group can also decide if the Community is Static or Semi-Nomadic; This means that during some seasons all or some of the community venture out into the wilds and return seasons later.

Name

What is the Community Called?

Each community will have a name for the settlement, and they may also call themselves by the type of location they hail from. For example they may say that they are of the **Field Folk** and their community is the **Widehearth**.

Example Settlements

d10	Names	
1	In a Field	Widehearth
2	In a Forest	Tangleddeep
3	In a Valley	Heartwall
4	By a River	Fork Stream
5	By a Lake	Moonlake
6	By the Swamp	Bogmist
7	On a Hill	Hillwall
8	On the Mountain	Wailing-Split
9	On a Cliff	Far-fall
10	On a Ridge	Stormridge

Substance

A community is not just a small settlement of huts, it is also the area beyond that the people traverse, where they have their secluded resting places, their hunting grounds, havens and sacred groves. Imagine that each community has a region beyond their immediate settlement that is part of who they are. It is also not uncommon for communities to be wide spread between several small settlements.

The players partake in adding important and interesting elements to the community, making it essentially their own, and leaving their mark on the world, partaking in world building and granting them ownership of the setting and the community which they seek to protect.

Each player chooses one element of substance to forge and add to the community. Each element contains suggestions to their role and status, but it is up to the players to figure out who these characters are.

People

Who are the important people of the community and How would loosing one of these impact the players?

Role

- Hunter
- Healer
- Crafter
- Gatherer
- Reaper

Status

- Admired
- Feared
- Shunned
- Venerated

Examples:

The Sickness Mender - heals the sick and treats wounds - knows the best spots to acquire healing ingredients.

The Dress Weaver - mends and weaves clothes for the ceremonies, knows secrets behind treating hide and fiber to weave the finest of dress.

The Hunt Master - tracks down beasts and sets up traps, knows the beasts and their ways better than anyone.

The Craft Smith - crafts and mends the tools of the people, knows there to find the best wood and stone.

The Earth Tender - tends to plants and encourages them to share their flesh with the gatherers, knows how to call forth fruits from simple earth.

The Kin Strider - the fastest of the people, carries messages between settlements and areas, knows the hidden shortcuts.

Feel free to use the Character tables on page.XX to further flesh out these characters.

Areas

These are part of the greater community, areas the people travel through from settlement to settlement, or that the people travel to for specific reasons.

Purpose

- Food
- Worship
- Peace
- Protection

Distance

- Nearby
- Far Away

Scale

- Small
- Large
- Vast

Examples:

The Hunting Grounds - Far away from the central village the hunting grounds lie, where one hunts animals.

The Healing Grove - A secret grove where special plants grow with healing properties

The Silkwoods - a part of the greater forest where rare spiders spin vast constructs of silknet, which is gathered for ceremonial garbs.

The Elder Woods - a dark part of the forest with long stretched shadows, many shrines are spread about

The Forest of Dolls - A forest populated by wooden dolls of varying sizes, strange whispers said to come from these dolls.

The Growing Fields - small fields where edible plants and fruits are grown,

The Lookout Peak - away and up from the central village, atop a mountain or mound stand a constructed tower which grants an eagle view of the region.

The Putrid Bogs - near the hunting grounds lie dangerous bogs that have claimed many lives over the ages, move through with caution, and avoid if possible

Hermits

These are people of near mythical status amongst the people, fallen heroes who now live removed from the people, if they are still even alive.

Who are they?

- A Healer
- A Protector
- A Warrior
- A Seer
- A Wise
- A Harbinger

Why did they leave?

- They Failed
- They lost too much
- They did something unforgivable
- They entered a terrible pact
- They were grievously scarred

- They are hunted by a monster

What do they desire

- Freedom
- Safety
- Grace
- Vanity
- Curiosity
- Vision
- Redemption
- Peace

Shrines

Shrines are places of worship; gratitude, praise and appeasement. Shrines must be maintained to keep a bond strong

What or who are they dedicated to

- Animal
- Ancestor
- Beast
- Hero
- God
- Spirit

What do they offer in return of worship?

- Protection against Hunger
- Protection against Cold
- Protection against Evil
- Protection against Shadows

What state is it currently in?

- Venerated
- Preserved
- Neglected
- Forgotten

Havens

These are hiding places in the wilds that offer refuge to hunters and travellers caught by darkness or inclement weather.

Who tends to it?

- Travellers
- Hunters
- A Hermit
- Unseen Forces

How is it hidden?

- Behind a Waterfall
- Within a Thicket
- Beneath the Ground
- In maze of ravines
- Behind a veil

How was it made?

- Carved by water
- Built by mortal men
- Built by gods
- Dug by beasts

Woe

There are dark clouds ahead on the horizon, omens speaking of change, mysteries puzzling the people and hearsay spread by children and travellers alike

Each player chooses to create either a Mystery, Omen or Hearsay

Mystery

Mysteries are intriguing parts of the community that the people themselves don't necessarily understand, but may have started using or taking advantage of.

What is it:

A Black Obelisk
A furred child
A Burning Bush
A Talking Animal

What it does:

It hums at night
It whispers in riddles
It offers a secret pact
It moves unseen

How it affects us:

Protects the sleeping
Causes obsession
Voices whisper secrets
Guides travellers home

Omens

These are the signs of things to come.

These are harbingers of doom or blessings upon the community. Each warden creates an Omen for themselves or by rolling on the three tables below. They then share how they experienced this omen with the group and Storyteller.

What

What did you See / Hear / Smell

- A Three Headed Crow
- Nothing, only Utter Silence
- Terrible and unnatural screaming
- A long dead loved one / Rival
- The Stench of death in water
- A Bleating Headless Fawn
- A man bathing in a river without a face
- Flames streaking across the heavens
- Strange Markings upon the skin
- Nine eyes gazing upon you

Where

Where did you experience this Omen

- In a Dream
- In a Vision

- In the Mists
- In the Wilds
- In the Shadows
- On the Wind
- Within the Flames
- Within the Water
- Amongst the People

Why

What do you think it means?

- It symbolises coming sickness
- It symbolises coming tragedy
- It symbolises coming death
- It symbolises coming change
- It symbolises coming truth
- It symbolises the presence of a spirit
- It symbolises coming calamity
- It symbolises coming abundance
- It symbolises the waking of a god
- It symbolises the coming of the end

Hearsay

These are rumours spread by the people and travellers, perhaps strange things are unfolding in the north, is it heading here? Many dead have been found on the paths nearby.

Guidelines

Actions

When performing actions you are always either attempting to overcome a challenge, using traits and skills, or overcoming a conflict, using traits and intents.

You simply explain what you want to do, and the Storyteller will tell you which attributes to combine for the desired result.

For example if you wanted to persuade someone you would use Wits + Subdue. If you wanted to track a wounded deer you would use Wits + Survival .

If you wish to counter an Adversaries strike, you can use Finesse + Deflect, while to strike at someone may combine Wits and Escalate or Finesse and Escalate.

If you wish to perform a striking dance under moonlight you can use Finesse + Expression, while to hold your breath under water could use Endurance + Conceal.

Use your imagination to say what you want, and the Storyteller will inform you of the attributes to use.

The combined value of your trait and skill or intent is your dice pool.

Invoke

You can spend spirit to Invoke the power within Legends, Talismans and Relics.

A player can at any time invoke these tools to gain their boon.

Fable

Fable is a way for the players to participate actively in the world building of the game and to give themselves ways out of being stuck.

I know this - If you think your character should know something then you can ask to pay Insight and gain the knowledge from the storyteller. Just remember that this must make sense

I know a guy - you can proclaim that you know a legend or character that can grant knowledge on a topic or that they hold a special skill the group needs.

I know a place - you proclaim that you know the place to find what you seek, and can find this path

Hidden Powers

When performing an action related to your Legend or Relic you can spin a fable that calls upon the hidden power of your relic or legend, performing strange and logic defying feats.

Costs 1-6 Insight

Shatter

You can at any time sacrifice a part of your character, or any tool or talisman they currently hold in possession to gain a boon. What is sacrificed is forever lost or corrupted by unseen forces.

Shattered Legends flip and become Burdens.

Conflict

Within Conflict, there are several actions with additional rules connected to them, this includes three base types and their sub types.

For all of these you combine Force with Intent to gain the dice pool.

Act

Perform once per round on your turn.

Move can always be performed once on your round in addition to another Act.

Strike causes harm to the adversary equal to the amount of Successes rolled plus a base damage if you gain a complete success.

Speech is Wits, Fists is Finesse or Endurance as base dmg, While Tools have varying base dmg based on type.

React

Perform once per round on others turns.

Aid allows you to grant another player a Bonus Dice on their action.

Disrupt allows you to step in between an ally and the adversary, focusing attention on yourself.

Defend

Perform every time you are attacked.

Guard reduces incoming harm by one per success rolled, plus the protection value if you gain a complete success.

Counter foregoes all defence to strike at the enemy. You suffer full harm, but get to strike back at the same time.

Resolution

Rolling Dice

Under Shadow of Night uses a pool of 10 sided dice (d10) for resolving challenges and conflicts.

Rolling a 8, 9, or 10 gains you a success.

For each dice that rolls this number, you accrue one additional success. There are some actions that may require more than one success to fully complete the action.

Difficulty

Based on your action and the result you are trying to achieve, the Storyteller considers and decides the difficulty of the action. There are four levels of difficulty to choose between, and each level requires additional successes to achieve.

Tricky

These are most common actions that offer a semblance of challenge to complete. They take **1** Success to reach.

Challenging

These are more uncommon tasks and actions that offer real challenge to complete. They take **2** successes to reach.

Extraordinary

These are rare tasks that offer true challenge to complete. They take **4** Successes to reach.

Legendary

These are acts of legend, rarely done. They take **6** Successes to reach.

Success

Depending on the number of successes from your Dice roll and the difficulty of the action, you will achieve a different level of success or failure.

Complete success

You rolled at the difficulty and gained a complete success with no drawbacks.

Mixed success

You rolled below the difficulty, you accomplished the task, but there are consequences.

Failure

You rolled no success and suffer the consequences, these can take the form of narrative complications or of drawbacks of some kind.

Dramatic Success

When rolling above the difficulty level, a player can choose to push their success into a Dramatic Success, making your action extra effective.

This cost **1** point of **Insight**, and players gain 2 points Spirit in return.

Dramatic Failure

You chose to push your failure into a Dramatic failure and gain a disastrous drawback.

Gain 1 Insight.

Bonus & Penalties

Depending on the situation you find yourself in, your Dice Pool might gain Bonus Dice or Penalty Dice.

Bonus Dice.

You add a d10 to your Dice Pool. You can have up to three Bonus Dice in your Dice Pool.

They can be gained through spending Spirit, receiving aid, invoking a Relic, Legend or Talisman, or through environmental and conditional triggers.

Penalty Dice.

You remove a d10 from your Dice Pool. You can't have more than three Penalty Dice to your Dice Pool.

They can be gained from environmental and conditional triggers, effects or attempting something dangerous.

Initiative

When conflict is against one or more adversaries in an attempt to overcome them with weapons, wits, or words, it's necessary to track actions and movement of everyone involved. This is done through the Initiative Queue. At the start of the conflict, all players roll 1d10 and add their Finesse, this becomes their initiative for the conflict. The Storyteller then ranks all players and adversaries based on their initiative from highest to lowest, forming the initiative queue.

The entity at the start of the initiative queue takes their turn first. Moving to the next entity in the queue when they are done. When all entities in the initiative queue has taken their turn a round has passed, and you go through the queue again, starting from the top.

When a tie occurs between players they decide who acts first, or roll 1d10 until one gets a higher number. The highest number going first. If the tie is between a player and an adversary, the player acts first.

Optional Initiative

Instead of determining an initiative queue for a conflict, each player can choose when they act during the round. The storyteller injects the adversaries when suitable. The round is over when all participants of the conflict have taken a turn.

Scenes

Under Shadow of Night plays out in Scenes. A scene is the combination of a location, the events unfolding, and the time the players spend there. The Storyteller sets up the scene by describing the environment the characters are in, what challenges are present. The players act their characters accordingly, taking actions in response to the scene. When the scene has been resolved, the Storyteller moves the group to the next scene, and the game moves on.

Distance

While acting in a scene or encounter, the distance between a character and their target matters. Such as granting penalty when the target is too far away, or bonuses when within a short distance. Distance in scenes and encounters is described as following.

Immediate. A radius of up to 3 metres / 9 feet around you.

Short. A radius of up to 15 metres / 50 feet around you.

Medium. A radius of up to 50 metres / 165 feet around you.

Long. A radius of up to 100 metres / 330 feet around you.

Far. A radius of up to 1 kilometre / 0.5 miles around you.

Encounters

During Scenes there are many times the players will be faced with dangers, challenges and adversaries that hinder their path forwards. These are categorised into **Challenges**, which is built around your skills, while **Conflict** which is built around your intent.

Challenges

When you are faced with a time restraint, possible danger or an action that requires skill, you enter a Skill Challenge where you must roll Force + Skill to achieve the action.

Examples of Actions used to overcome challenges

Attributes / Skills Wits		Finesse	Endurance
Conceal	Deceit	Sneaking / Stealing	Remain Still / Hold Breath
Cognise	Understand Foreign Concepts	Investigate	Resist Mythical forces
Empathy	Social Skills	Body Language	Clarity of Mind
Expression	Poetry / Thought / Speech	Dance / Song	Craftsmanship
Senses	Study	Take a stock of surroundings	Separate Senses
Survival	Track, Forage	Traversal	Persevere

Environmental Harm

Exhaustion, Cold, Heat, falling, drowning, crushing are examples of possible harm one can suffer while in a Scene or a Challenge. These harms take on the form of Trauma or Burdens suffered. The Burdens may be temporary, or more persistent.

Conflict

When you are faced with an adversary who stands in your way or otherwise hinders you on your quest you enter a Conflict encounter where you aim to defeat them by words, wits or violence.

Examples of Actions used to end conflict

Attributes / Intent	Wits	Finesse	Endurance
Subdue	Persuade, Intimidate	Disarm,	Grapple

Deflect	Deny, Resist	Parry, Counter	Block, Brace
Escalate	Curse, Manipulate	Strike	Knock Back / Down

Vital Harm

Curse words, bruises, scrapes and strain are examples of possible harm one can suffer while in a Conflict Encounter. These harms mainly take on the form of Stress, but may at times manifest as direct trauma or burdens as well.

The Oncoming Death

When your character reaches their maximum Trauma, they enter the path to death. By the end of the Scene you must choose which path you take to fulfil your death.

Death of Flesh

You perish, performing one last legendary fight, forever remembered.

You braved the impossible storm even while it tore skin from your very bones, you braved it well and placed the lost orb of the gods upon the alter before letting the cold embrace of earth take you.

Death of Spirit

You survive, but fade away, unable to ever heed the call again.

In the village there now sits an old man, not old in flesh but in old spirit, they tell tales of old, but shudder at the darkest moments and pull back to their own hovel to mind over the trauma of their journey.

Death of Ego

You survive, but lose all that is you, your names, legend and legacy are consumed, forgotten you start anew.

Was your legend consumed by otherworldly creatures, or were you sent away in dishonour, stripped of all your deeds?

Belongings

Belongings are objects used by Wardens to help them on their journey. Including varying Tools and Protection.

One cannot own things, for they are of the world, one can borrow but one day it must be returned. And so it is for the people, all things are borrowed, even if crafted the materials were borrowed.

Tools

Tools are items that aid you by granting bonus dice on specific actions or additional effects. You can carry up to 5 tools at the time.

Items

Ropes, Preparations, baskets, vials, clothes, and anything useful for your journey.

Gain +1 Bonus die on actions involving the item.

Light Arms

Swift to Manoeuvre and precise to strike.

Gain +1 Bonus die and +1 Harm on Strikes. While wielding this Item in one hand you can wield another Light Arm or Shield in your other hand.

Medium Arms

Effective and trustworthy

Gain +3 Harm on Strikes. While wielding this Item in one hand you can wield another Light Arm or Shield in your other hand.

Heavy Arms

Heavy and strong but imprecise.

Gain -1 Penalty die and +5 Harm on Strikes. You must use two hands to wield this item.

Protection

Items with Protection reduce incoming Harm by one per point of Protection they have. When you suffer a Trauma, you can instead force the Trauma onto an Item with Protection, reducing the items Protection by 1. When an item with Protection reaches 0 it breaks and is no longer useable as defensive material.

Armour

Protection attached to the body made from cloth, reed, wood and bone. Often bound by cloth to the body, or sown into clothing.

A Warden can carry one armour at the time. Armour have a Protection of 3 when Defending against Physical Harm.

Shield

Protection that is held in hands, is made from wood or reed.

A Warden can carry one shield at the time. A shield counts as a Light Arms, and have a Protection of 1 against Physical Harm.

Charm

Mystical Protection Talismans that is carried upon your person, made from any material and empowered through rituals.

A Warden can carry one Charm at the time. Charms have a Protection of 2 when Defending against Mental Harm, and increase the Harm dealt by Mental Strikes by 1.

Adversaries

This section details how enemies, or adversaries as we call them, work.

Adversaries are any entity that stands to hinder you from achieving your goal, it need not be through violence but persuasion or simply that they have the power to hinder you.

Attributes

Stress - The amount of stress an Adversary can take before they engage their Defeat Response.

Protection - The amount of Harm the adversary can soak before it affects their Stress.

Armour - The amount of Physical Harm the adversary can soak before it affects their Stress.

Charm - The amount of Mental the adversary can soak before it affects their Stress.

Initiative - The Adversaries set Initiative Value in.

Traits - Adversaries have the same Traits as Players, which are used in contests between adversaries and players.

Damage - This value denotes the amount of damage an adversary causes.

Difficulty Tier - This value denotes the amount of successes needed to succeed against the adversary in an action.

Defeat Response

When an adversary reaches max Stress they can engage their **Fight, Flight, Fawn** response. The most common being **Fawn** and **Flight**.

Fight allows the Adversary to recover their stress, gain an additional point of Protection and two points of Damage. *Some Adversaries may gain additional abilities during a Fight Response.*

Flight gives an adversary a chance to get away, players always receive penalty dice on actions directed at fleeing adversaries.

Fawn makes it so that the Adversary surrenders to the will of the players and lets them get their way, though it may be begrudgingly.

Belongings

Adversaries may have with them a small set of belongings that aid them like arms, protection, talismans and more.

Death

Death does not come by accident. An adversary cannot be killed by reaching max stress, Players must make an active choice to take their life once they have been captured or have forfeited the conflict. Taking lives may cause unforeseen consequences.

Nature

Each Adversary has an underlying nature that affects who they are and how they respond to actions against them. Below is a table of Nature examples and their most likely Defeat Response

Nature	Personality	Defeat
Aggressive	Will not respond well to being talked down to or attempts to subdue.	Fight
Stubborn	Will not yield or give up. May double down if aggressively confronted.	Fight
Submissive	Will attempt to avoid outright confrontation.	Fawn
Clever	Will attempt to trick you into getting their own way	Fawn
Cowardly	Will always attempt to take the easy route	Flee
Practical	Will attempt to find the best way, if they fail they will seek other venues	Flee

Forging Myths

The main structure of play in *Under Shadow of Night* is to solve mysteries, most of the time these come in the form of Myths that threaten the lives of the people in some shape or form. Most Myths take on the shape of creatures and entities, but some may be forces, places and even concepts and ideas.

The Velherak - Creatures of Myth

Gods, Spirits, Accursed and Shadows are all living myths, the folklore creatures of this world, known collectively as The Velherak.

There are many strange and otherworldly creatures, forces and entities in the world, some are considered gods, others are seen as monsters.

When creating Creatures of Myth for the adventure consider their role, as they should intertwine deeply with the mystery.

Attributes

Glory

All Velherak have a form of Glory, commonly taking the shape of a hollow screaming circle. This manifests when they warp and change the world to their own suits.

Behaviour

All Velherak have some foundational behaviour that affects their movements and plans.

Laws

All Velherak are bound to some laws, by their own making, through pacts made with mortal creatures or by the foundations of the world itself.

Shrines

Shrines are man made constructs that they offer to the creatures of myth as a place of communion and connection, to bridge the worlds of the mortal and the otherworldly.

Lairs

Many cursed creatures have a Lair where they rest, consume prey or hide away from the world beyond. The older and more powerful they are, the stranger and mightier their lair is too.

Thrones

Thrones are natural wellsprings of power. One may find them abandoned in the wilds, and as the ages pass they ebb and flow, some disappear, and are born anew elsewhere. These places thrum with power, attracting all sorts of creatures to them, both ordinary and mythical. Some say that Thrones are where Velherak sit and that is why they hold power, others say they are as springs. Thrones may also be more than an area, it can be an imagined place within a thought, object or even another entity.

Below we include some categories for the storyteller in how one might divide the Velherak. In the world there is no true category for the Velherak and an entity may fit in several or none of the categories detailed below. In the world, any Velherak should simply be considered as a standalone myth with its own rules and definitions. These categories are for the Storytellers advantage

The Unbound

Entities or forces that may always have been here. They may not even know the concept of life or death and utterly unknowable entities.

In Play the Unbound are living Calamities that cannot be killed. They may be stopped or diverted, but have no concept of death, even if they do, they may simply forget they ever died.

Manifestation

Through the natural world they reveal themselves. The Unbound may take any shape and manifest through any medium. Commonly they are connected to a single element through which they do reveal themselves, but related elements can also be used.

Offering

To sate or push back an Unbound, offerings must be made. These can be presented in any number of Rituals or Festivals, but if an offering is not made, then the Velherak will continue on their path.

Threshold

Being of the physical and of thought allows the Unbound to enter the Waking Wilds through the actions and thoughts of others, or through any event in the natural world. These Thresholds are also required for an Unbound to return to whence they came from.

The Wise

Entities that have lived for too long, overcoming death and ascending into godhood - making them larger, Wiser and mightier than the stock they came from.

In Play the Wise are Lords of the land, bargain makers and guardians of their kin. They can be killed, but with grave consequences following their death.

Shape

Every Wise started as an ordinary creature long ago, and through the ages they survived and grew both in size and wisdom. Some say that the Wise came as they were, or were born of other powerful entities. The sure thing is that Wise takes on the shape of ordinary creatures, often leading great packs.

Purpose

Every Wise has a higher purpose or tenet they seek to uphold. This can be something they themselves machinate for, or perhaps they bring their pack with them.

Throne

These are seats of power from whence the Wise rule an area, or perhaps an entire region.

The Unseen

Entities and forces that arise from care, time or violence. It is said that all things have a Spirit, and in time they may grow mighty enough to manifest upon the world.

In Play the Unseen are often parasitic in nature, latching on to people and animals to manipulate them to their own desires. They may also be wise and work as caretakers for a small piece of land or forest.

Presence

While they cannot be seen, they can be felt through their presence. Every Unseen affects the Wilds around them, on purpose or coincidentally through their actions.

Nascence

All the Unseen came from somewhere, and many are bound to their fate from the day of their birth.

Hunger

Every Unseen holds a hunger within them that drives them to grow in strength and reach. They feed upon this hunger like a parasite upon the world, sometimes forming symbiotic relationships with creatures or plants, other times they are utterly destructive in nature.

The Accursed

Entities that have been cursed, by others or by themselves. They are of singular thought and obsession. Manifesting their curse in dreadful physical ways they become monstrous.

In Play the Accursed are monsters that harass and consume the living and must be stopped before committing real harm onto the people and its lands.

Obsession

Any Accursed is driven by a singular thought, an obsession that is in essence what cursed them. This obsession affects all decisions made

Domain

Any Accursed holds dominion of a place where they carry out their obsession. Often the Domain

Nature

Any Accursed is guided by an internal nature which affects how they

Deviation

Any Accursed manifests their curse and obsession in unique ways, making them not only terrible in spirit but also in visage.

Overcoming Myths

There are seldom any true way to defeat a Velherak, but there are ways to still live to see another day. Through Bargain, Ceremony and Trickery one may yet survive.

Rebuke

Fight back the Velherak through ceremony For a Season, Winter or Age. The Myth is kept at bay for now.

Bargain

Enter a pact or deal with the Velherak which will keep your people and land safe, for a price.

Trick

Fool the Velherak into revealing its true Weakness to dispel and defeat the danger once and for all...

Tables

Any and all tables are examples, you can roll on them using d10s or simply picking and choosing or take inspiration from them to craft your own unique scenarios, characters, cults, raiders and Velherak.

Characters

Names d100

d100	Titles	Native Names
1-5	Moonsinger	Neima
6-10	Boneweaver	Noba
11-15	Manyhands	liassan
16-20	Nightpaw	Thera
21-25	Falling Goose	t'Suna
26-30	Gnawing Rat	Òran
31-35	Nightsrain	Oweir'
36-40	Swiftwind	Goolar
41-45	Leaping Frog	t'Eimor
46-50	Summersbreeze	Imori
51-55	Blunt spoon	Sabía
56-60	Sharp Tooth	Nozo
61-65	Hawkeye	Naroul
66-70	Riversong	t'Yuuka
71-75	Climbing Bear	t'Maru
76-80	Sleeping Aurox	Yuron
81-85	Little Acorn	Belnaar
86-90	Large Boulder	t'larno
91-95	Gentle Flame	Geiwan
96-100	Fluttering Sparrow	Rwnda

Details d100

Feel free to roll multiple features, desires and traits for a single character to add to their depth.

d100	Features	Desire	Traits
1-5	Tall	Gratification	Brash
6-10	Short	Grace	Kind
11-15	Aged	Food	Quiet
16-20	Young	Worship	Loud
21-25	Weak	Competence	Wise
26-30	Brawny	Freedom	Cunning
31-35	Fast	Protection	Cowardly
36-40	Beautiful	Knowledge	Stubborn

41-45	Slender	Accomplishment	Impatient
46-50	Scrawny	Fun	Submissive
51-55	Pale	Justice	Empathetic
56-60	Freckled	Family	Generous
61-65	Long Face	Vengeance	Loyal
66-70	Wide Eyes	Tranquility	Brave
71-75	Rough Skin	Carnal	Creative
76-80	Scarred	Friendship	Optimistic
81-85	Cursed	Acceptance	Pessimistic
86-90	Blessed	Status	Realistic
91-95	Malformed	Loyalty	Honest
96-100	Elongated Limbs	Order	Vain

Environment

Weather

d10	Type	Intensity
1-2	Sunny	Gentle
3-4	Cloudy	Moderate
5-6	Windy	Severe
7-8	Rain/Snow	Intense
9-10	Foggy	Extreme

Seasons

d10	Season of	Special Season
1-2	Rain	Flood
3-4	Light	Drought
5-6	Storms	Flame
7-8	Night	Silence
9-10	Roll Special	Pestilence

Encounters

Scenarios

The people are hungry - its been a sennight since any animal have been seen in the hunting grounds, and the reserves are wearing thin -

d10 Event

- 1 A birth is taking place under a full moon.
- 2 A child is coming of age.
- 3 A festival is taking place to ease the passing of seasons.
- 4 The community is splitting up/coming together for/after the season
- 5 A union between two lovers
- 6 The Death of an Ancient
- 7 Tumbling rocks have blocked a critical mountain path
- 8 A member of the community has been gravely injured
- 9 A Brave has called upon a duel to find the strongest of the people
- 10 The call of harvest has come and the people must pick up tools.

Quest

- New Sacred Embers must be acquired from the Burning Wounds.
- An Ancient must be guided to their final resting place
- An Offering must be delivered to the god on the mountains.
- The community's Healer requires a rare flower growing in the far north
- Prove their worth in solving the riddle of a god
- A traveller requires guidance to pass through the land
- A Wise must venture into the highest peaks to prostrate themselves onto the gods and requires aid.
- A Strider brings news of a legendary flower growing far beyond the peoples lands which will cure all ailments
- A Wise elder must be found and retrieved for the seasonal festival.
- A lost relic must be retrieved or the community will face the wrath of their god

Adversity

d10 Troubles

- 1 A Child has gone missing in the forest
- 2 An Elder has become very sick
- 3 Animals are coming down from the mountain, disrupting the area

Threats

- People go missing, and none but the wardens remember them.
- Several more have gone sick, but they live beyond the community.
- The earth shakes and smoke rises from the mountains

Calamities

- The world is being forgotten, anything or anyone that is forgotten vanishes.
- A plague spreads across the land, killing all it touches.
- A violent eruption destroys a mountain, raining fire and death down upon the land.

4	Animosity has risen between friends.	All who feel the rage had been hunting together the day before	Rage blinds the people as they attack their loved ones ripping each other apart.
5	The spring of water has become foul and cursed.	Once cleansed the sickness it caused still persists.	A Sickness spreads grave scars in the population of the region and the very landscape itself
6	All Elders Vanish during the Night	The Elder returns from being lost, but are not quite the same as they once were.	The Elders are no more than a ravenous god in the flesh of our Elders which now consume the young.
7	Food is being stolen and hunger is spreading	Murder has struck the community.	A great drought has struck the region, rivers run dry and no rain has fallen in a Moon.
8	Lies are spreading amongst the people	A stranger has arrived spouting about the coming doom	Falsehoods spread like disease, changing what once was to something new.
9	The Healer will not waken from their slumber	A similar dream is being dreamt by the people, and they are beginning to weaken and become dazed.	A Misty miasma of sleep falls over the region, all things have fallen asleep and will not awaken.
10	People have become obsessed over the night sky and roam around restlessly until they can see the stars	Children speak of whispers in their ears at night, revealing dark secrets.	In the quiet sky the stars reign down upon the land

Signs

d10 Omens

- 1 A flock of birds fall dead from the sky.
- 2 Patterns of dead plants occur in the fields around the community.
- 3 Those once dead have been seen walking again.
- 4 Strange markings appear on those who awaken under the full moon.
- 5 The lame are healed of their affliction.
- 6 Seventh Son of a Seventh Son gains a Seventh Son.
- 7 You hear echoing laughter on the westbound winds.
- 8 Fresh fruits and roots reveal stinking rot when opened.

Hearsay

- 1 The shadow of an elder has disappeared and they now act strangely.
- 2 At a hidden pool in the forest, a spirit is granting wishes.
- 3 There is a new tribe arriving from the south.
- 4 The northern tribes have all but vanished.
- 5 A stranger is treating the great beasts of their sickness.
- 6 There is a cave that allows you to speak to the dead.
- 7 There are hidden caverns running below the forest.
- 8 A new god and its kin has arrived in the mountains.

Visions

- 1 A wolf hunts you through a cragged mountain.
- 2 Your dead mother speaks to you in riddles.
- 3 Bloods rains from the skies.
- 4 A whispering god beckons you into the wilds.
- 5 A friend trapped in a deep crag calls out for help.
- 6 A joyous festival being held by the people.
- 7 A long and hard winter looms on the horizon.
- 8 A shadowed Figure warns you of taking action.

- | | | | |
|----|--|---|---|
| 9 | Animals have grown vicious and attack the people unprompted. | A giant black stone has appeared in the fields beyond the forest. | Animals screeching in pain from deep within the mountains. |
| 10 | The sun becomes eclipsed by the moon during a communal rite. | There is a ancient rock where you can trade memories for gifts. | A loved one stands gazing at you with a gaping hole in their torso. |

Cult

Worship is what entity or idea that the Cult has embraced

Temple is where the Cult conducts their Ceremonies

Purpose is why the Cult was formed, and is their ultimate goal.

d10	Worship	Temples	Purpose
1	Dread Gods	A Secret Spring atop a Mountain	Awaken the Dead
2	Blood Spirits	A Dark cave in the Cliffside	Ascend to Godhood
3	Arisen Ancestors	Hidden in Plain Sight	Fulfil the Prophecy
4	Awoken Nightmares	An Underground Cavern	Enter a new World
5	Unmoving Shadows	A Circle of Sacred Stones	Change What Was
6	Ravenous Tempests	An Islet on a mist-shrouded lake	Rapture the World
7	Sleeping Giants	The Graveyard of Great Beasts	Call upon the Red Rot
8	Serpentine Rebirth	A Secret Pit of Fire	The Rebirth of a God
9	Unseen	A Clearing in the dark forest	Rouse the Shadows
10	That which came before	Carcass of a Dreaming God	Cause Death and Destruction

Raiders

Motivation is what drives the raiders to continue their exile

Hideout is where they hide away after committing atrocities

d10	Motivation	Hideout
1	Survival	In huts built into towering trees
2	Violence	In a hidden Ravine
3	Revenge	In a secluded valley
4	Lust	In the ruins of an abandoned community
5	Pleasure	In the temple of a forgotten god
6	Bloodshed	In a dark pit in the earth
7	Wealth	In a floating barge on the grand lake

8	Amusement	In an occupied settlement they have enslaved
9	Kinship	No hideout, the valley and wilds are your playground.
10	Status	In the Maw of an dead giant beast

Myths

A creature of Myth may have a certain behaviours. They may also follow laws they must abide, and may be bound to shrines where they can be communed with.

Laws & Behaviour

d10	Laws	Behaviour
1 - 2	Cannot pass thresholds without invite	Indifferent
3 - 4	Must extinguish all flames	Playful
5 - 6	Cannot walk in Light	Wicked
7 - 8	Cannot pass running water	Mischievous
9	Cannot cause Harm	Benevolent
10	Must Consume All Life	Malicious

Shrines

d10	Location	Form
1	Submerged in a raging river	A stone-cut statue
2	In the Community Centre	A wood-carved statue
3	At the bottom of a dark crevasse	An ornate rock
4	In the nethermost part of the Forest	A divine gate
5	By the Cross-paths	A giant skull lit from within by fire
6	At the temple of gods	An idol illuminated by many candles
7	Hidden under the overgrowth	A painted memory stone
8	In the home of an Elder	A symbol carved in earth
9	Under the Ancestral Tree	A mask symbolising the Velherak
10	At the centre of a lake	A construction of bone and wood

The Unbound

Manifestation is what medium they reveal themselves through

Offering is what they may require to be sated

Threshold is where or what they enter the wilds through

d10	Manifestation	Offering	Threshold
1	Earth	Blood	The embrace of young lovers / Birth of the Seventh son of a Seventh Son
2	Water	Memories	The lies of an old man
3	Wind	Flesh	The reflections of a springs water
4	Thought	Legends	The corner of a creatures eyes
5	Light	Stories	The plunge of a thundering waterfall
6	Shadow	Relics	The edge of an eclipse
7	Plant	Loved Ones	The rotting flesh of the dead
8	Disease	First Born	A single grain of sand lying on the beach
9	Flesh	Ones Future	A crystal hanging from the neck of a young woman
10	Sound	Death	An ancient stone weathered by wind and heat

The Wise

These are the gods of the land, ancient spirits and other things whose lives stretch far beyond the ordinary.

Shape is what they once were, or the shape they have taken

Purpose is what they still exist for

Throne is where they hold dominion

d10	Shape	Purpose	Throne
1	Of Wolf	Hunt	A fog-laden Islet
2	Of Bird	Scavenge	An eternally sunset valley
3	Of Elk	Protect	A crag of broken bones and vile echoes
4	Of Insect	Build	The exact centre of a vast forest
5	Of Man	Command	The bottom of a forgotten lake
6	Of Snake	Gratify	A Hilltop drenched in an eternal eclipse
7	Of Fish	Reclaim	Within a valley of unmoving fog
8	Of Owl	Rule	In a cave resembling a great maw
9	Of Thought	Destroy	A majestic glade of fruit filled trees
10	Of Memory	Consume	The wellspring of the great rivers

The Unseen

These are unseen shadows, spirits and entities that stalk the lands

Presence is how the Unseen make themselves known.

Nascence is how the entity came to be

Hunger is what they crave and work to make happen.

d10 Presence	Nascence	Hunger
1 Sudden flash of Cold or Heat	Through untold deaths it rose	Bloodshed
2 Uncontrollable Emotions / Change of heart	Through gentle care over ages it came to be	Hate
3 Whispers in your Ears	Through aeons it came to be	Care
4 Flickering Light	From a single seed it sprouted	Love
5 Moving Shadows	Through collective Trauma it grew	Peace
6 A Gentle Breeze	From repeated use it emerged	Novelty
7 Distant Echoing Laughter	Through despair it came to be	Violence
8 Unseen Touch	From the joy of youth it grew	Kinship
9 Retching Stench	Through rage it made itself known	Fear
10 Visions of loved ones	It has been here since before the gods	Courage

The Accursed

These are accursed entities that have become of a singular though, embodying their obsession.

Obsession is their singular focus and influences their every move

Domain is where their hunting grounds are

Nature is how they embody their Obsession

Deviation is how their curse manifests on them

Lair is where they fester, feed and scheme.

Severity is how clear or extreme the Deviation is.

d10	Obsession	Domain	Nature
1-2	Hoard	Teras - The Earth	Patience
3 -4	Ruin	Thalassa - The Depths	Hunger
5-6	Prey	Welkin - The Skies	Fury
7-8	Fear	Umbrae - The Dark	Terror
9-10	Vision	Yorah - The Ages	Cunning

Fear + Umbrae + Hunger: You awaken in the night to find half of your toes eaten, a strange creature slinks out pf your abode and vanishes, each night it returns for a nibble, only after you sleep, causing great fear and suffering.

d10 Deviation	Lair
1 Teeth growing where they should not	A deep cave covered in teeth
2 Clinging to life with flesh falling apart	An impossibly tall peak
3 Growing features alien to its kin	Deep within a retching boiling lake
4 Multitudes of eyes	A forest with bleeding trees
5 Ruptures of skin and pus	Beneath the very earth
6 Complete loss of hair, teeth and nails	Within the nightmares of a child
7 Glowing in the dark	A glade captured in eternal night
8 Walks with a body missing all its bones	A vast cave hidden within a rotting boar
9 Takes on the likeness of those it encounters	A hut in the community
10 Grows to enormous size	A hidden place that captures any pray that fall into

d10	Severity
1-2	Hidden
3 -4	Minor
5-6	Subtle
7-8	Clear
9-10	Extreme