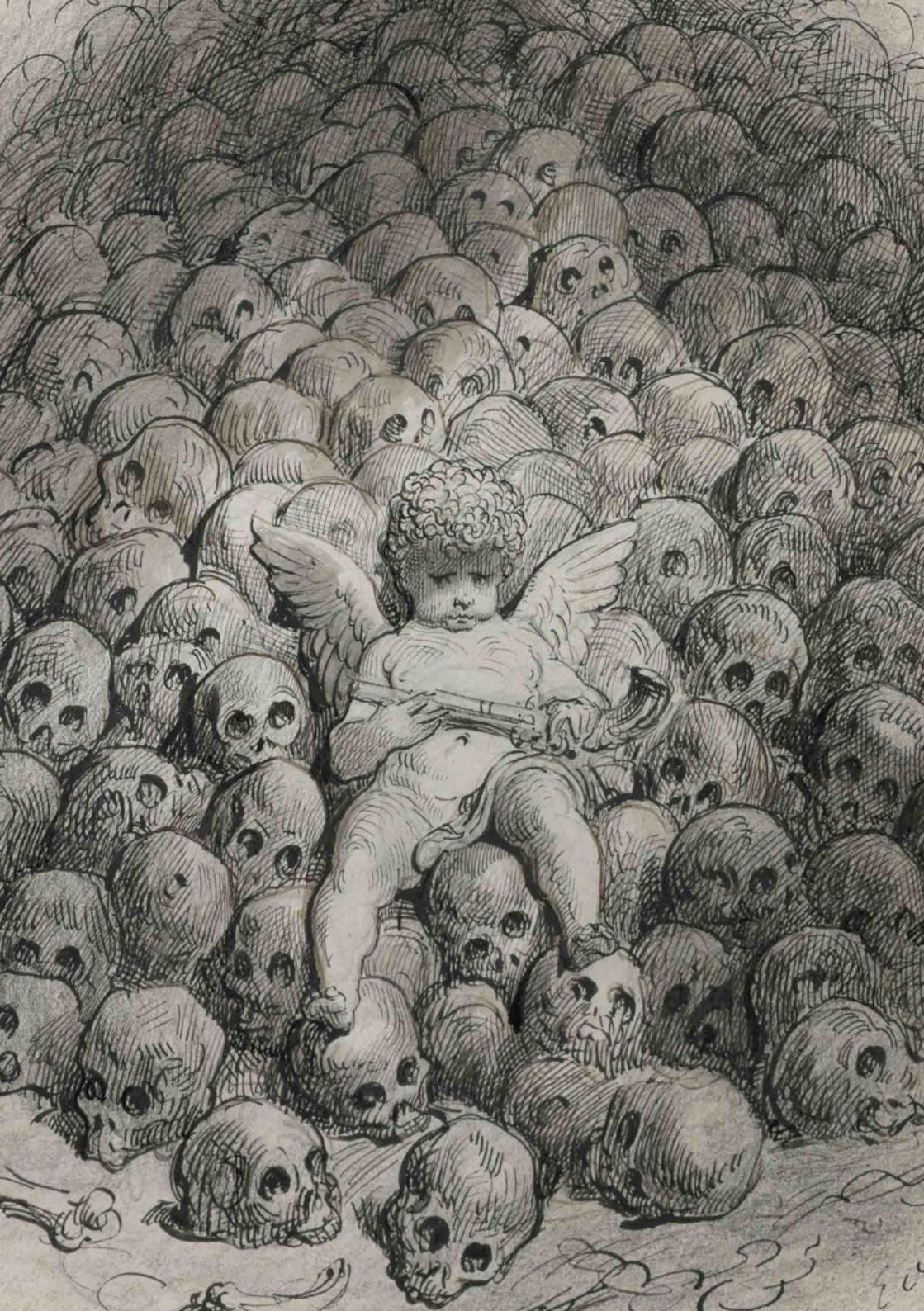




# D8 NIGHT

A VALENTINES ADVENTURE FOR 2

**5E**  
COMPATIBLE





## SUMMARY

**A**NTEROS, THE GOD OF REQUITED LOVE HAS trapped the player and the village of Sylvania in a repeating time bubble. To escape it, you must gather the necessary ingredients for a perfect Valentine's dinner for 2. Along the way your heart will be tested as you make tough choices to overcome the cursed village.

Can you rescue the bewitched residents, defeat the carnivorous flora and unravel the ancient secrets of the time locked village?

## ADVENTURE HOOK

D8 Night is designed to be played as a stand-alone adventure or as part of a wider campaign, if the character is level 3-5 and is travelling between settlements the D8 night adventure can begin.

## A TABLE FOR TWO

D8 night is designed to be played by 1 level 3 character and a DM, it has an estimated run time of 2 hours. This campaign is designed to have a heavy emphasis on puzzles and social encounters to maximise the opportunity for the DM and player to roleplay.

If you would like to play with more party members, you can rebalance the combat by adding 2 additional enemies in each combat encounter for each additional party member. For the "Silver Mirror of True Love" encounter, the party should nominate one member to take on the trial of the mirror.

# INTRODUCTION

## FOR THE DM TO READ ALOUD

Your eyes snap open. You find yourself seated at a table in the transept of a tumble-down temple. The table is laid out with a white cotton cloth, candles, crystal glasses and two sets of silverware. You look around. The air is thick with rose oil and the gentle hum of string music. Through a hole in the roof, you see the sky ablaze with the vibrant hues of sunset. Snowflakes hang motionless above your head, the orange shaft of light glinting off them like fireflies.

You blink to focus your vision, and in that moment a figure appears in the chair opposite you. A handsome man with brown curls. He is dressed in a black tuxedo and carries a sword at his hip.

Your head clears and your memories return. You last saw this man on the road to Sylvania. When he crossed your path, he asked you for the time. You agreed but before you could check your pocket watch, you woke up here.

You are stuck with an unfortunate realisation; this man is a creature of the forest, and you agreed to give him your time. You are trapped here until you can fulfil the conditions of this pact.

Anteros explains that they have trapped the village in a time bubble, setting the clock perpetually to 8 pm on Valentine's Day. The player and villagers, can walk around and live their lives but the sun will never set, the birds will never sing, and the hour will always be 8pm.

This temporal anomaly has been caused by the player's unintentional acceptance of a pact with Anteros. The pact stipulates that the player must spend time with Anteros.

To fulfil this obligation, the player must acquire the necessary items for a perfect meal.

**Anteros declares that the player must gather four items, The player may gather these materials in any order they choose.**

- A bottle of wine from the Forget Me Not Café
- A long-stemmed rose from Ms. Fritz's garden
- A juicy steak from the local market:
- A silver mirror bearing the reflection of true love

## ROLEPLAYING AS ANTEROS:

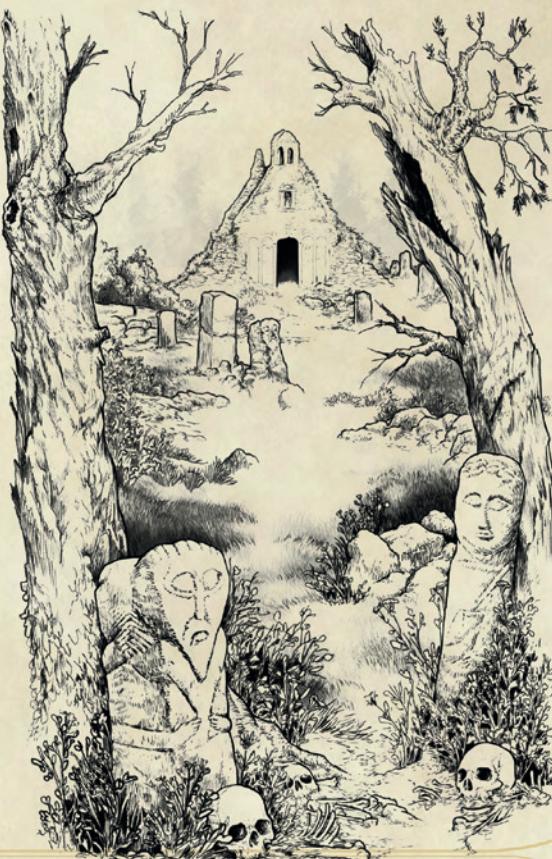
Anteros is the embodiment of requited love. He is infatuated with the player but he is not romantically attracted to them. He should be played as arrogant, aloof and rather ignorant, like an alien who has enthusiastically observed humans for some time but has never actually lived as one.

## REJECTING THE QUEST

At this point, it is possible for the player to reject Anteros's quest. If they attack Anteros and survive 3 rounds of combat, Anteros will become angry and leave.

**In this case the player will automatically receive ending 3 (See: Endings).**

If the player reaches 0 hp or tries to leave the village, they will be brought back by the time-bubble and restart the quest from the beginning.



# THE MARKETPLACE

The player approaches the night market. They see the glow of lanterns and hear the rumble of the crowds. Vendors are selling foods and trinkets of all kinds. As you approach the market centre you hear Anteros's voice in your head:

The traders of the night market have not noticed the disturbance in the flow of time, to them a never-ending festival is a joyous thing, their love of coin blinds them to their own exhaustion. Their ravenous customers have depleted most of their reserves, it will not be easy to find a steak and this stage.

As you approach the market you see 2 small children pulling a cow through the crowded streets. You hear them say something about magic beans before shushing each other loudly.

## ROLEPLAYING AS THE CHILDREN:

Ben is 7 and a half and his sister Margaret is 9. They are good kids but they are chronic liars. The children will initially try to play dumb but if the player presses them, they will reveal everything about the magic beans.

The 2 children are in possession of the only cow in the market, if the player talks to them, they will reveal that their father is very sick, and they plan to sell their cow to Boris the Butcher for magic beans to cure him.

If the player passes a DC12 INT check or has the "healer" feat, they will know the children are being scammed.

By speaking to the children and asking for more information about their father, they will reveal his symptoms. Passing a DC12 WIS check will let the player know that he is suffering from friars lung and can be cured with a common potion of healing.

The player can offer the children a health potion or items with a value of 10GP or greater in exchange for the cow.

Alternatively, the player can wait until the children sell the cow to Boris before offering to buy a steak from him for 5GP

The player can also steal the cow from the children and slaughter it for themselves

## COMPLETING THE OBJECTIVE

Once the player has acquired the cow or a steak from the cow, give them 1 point towards 1 of 3 endings:

- If the player successfully deduces the cause of their fathers' illness and offers a health potion, give them 1 point towards ending 1.
- If the player buys the cow from the children give them 1 point towards ending 2.
- If the player buys the cow from Boris or takes it by force, give them 1 point towards ending 3

Note: Bringing a live cow to Anteros will fulfil the requirements for the quest, the player does not need to kill it if they are not comfortable doing so.





# THE FORGET ME NOT CAFÉ

As the player approaches the cafe, they see the warm glow of a fire spilling out from its windows. As they approach, Anteros's voice fills their head.

"The Forget Me Not Café is a sanctuary of lost souls. Wretched men who love nothing but beer and whiskey. The patrons will gladly sit here forever, staring into their pint glasses. You will need to step lightly if you wish to liberate a bottle of wine. The drinkers will lash out violently if their attention is pulled from their beverages, even for a second".

When the player approaches the Café, place 1D10 NPCs on the chairs scattered within the café, take note of what direction each NPC is facing. The player must acquire a bottle of wine from the Café.

The player presumes that a fine bottle is kept behind the bar. If the player passes a DC12 WIS check or has the "tavern brawler" feat, they will also know that wine bottles are kept in locked cabinets, the keys are probably hidden in the back of the kitchen, where the kegs are stored.

The player may enter the café through any of the doors or windows. To acquire the wine, the player must reach the wine cabinet behind the bar. They can find the cabinet key hidden between the large kegs in the back of the building or break the lock with a DC15 STR test or a DC 12 DEX check if they have lock picking tools.

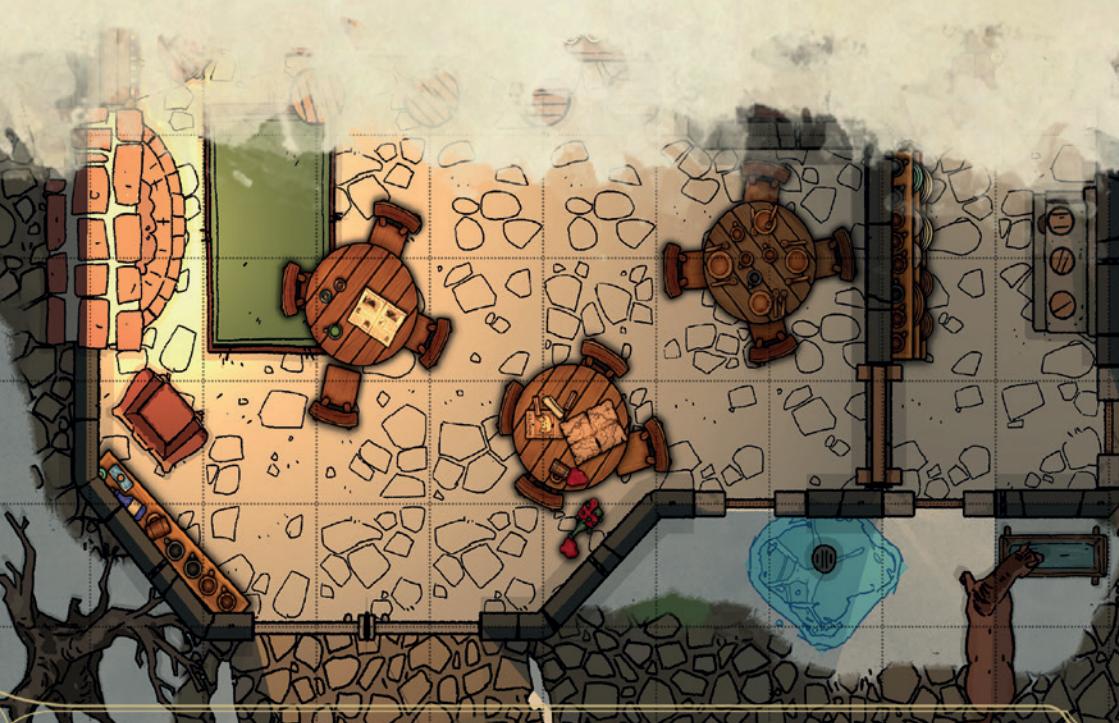
While sneaking through the café, they will need to choose their route carefully. If they walk within 5' of one of the customers, they must roll a DC18 stealth check. If they fail, the barfly will stand up and attack the player. If more than one customer is disturbed in this way, every NPC in the café will notice and attack the player.

The player may cause a distraction outside the café. If they frighten the horse outside the café, it will bolt, causing the patrons to leave the café through the front door. The player may also cause a distraction in other ways e.g. by setting a fire or by using their spells creatively.

## COMPLETING THE OBJECTIVE

After the player retrieves the wine and leaves the area give them 1 point towards 1 of three endings:

- If the player snuck in and left with the wine unseen, give them 1 point towards Ending 1.
- If the player disturbed 1 patron but still completed the mission, give them 1 point towards Ending 2.
- If the player fought more than 1 patron give them 1 point towards Ending 3.



# Ms. FRITZ'S GARDEN

The player ventures into Ms. Fritz's garden, a thicket of razor-sharp thorns writhing against the snow-covered fields. As you approach, you see the heads of a thousand red roses twisting towards you, like the eyes of a predator watching in the dark. As you approach you hear Anteros's voice in your head:

"Ms Fritz loves her flowers, with the kind of unconditional devotion that only a mother can give. Her monstrous babies have cut her off from the world and soon they will consume her. These beasts are the only thing that grows in the snow. You will need to cut down one of her precious children if you want to retrieve a rose."

As the player approaches the hut in the centre of the garden, Ms Fritz will emerge and tell the player to go away. When she does, place 1D6 flower tokens on the map, anywhere within 10' of the large thorns on the edge of the map.

## ROLEPLAYING AS MS FRITZ:

A kindly old lady with a fanatical devotion to her flowers. She is hostile at first but will not physically attack the player if they do not attack her. She will lose her temper and lock herself inside the hut if the player tells her the flowers mean her harm or need to be killed.

As the player approaches Ms. Fritz, the flowers will move to surround the player but will not attack unless the player attacks them or Ms Fritz. If the player wishes to end the encounter peacefully, they must convince Ms Fritz to give them a flower. The player can do this by passing a DC15 CHA check or by telling her that you can take the plant to Anteros to find a cure for their aggressive behaviour. If you are successful, she will give you a potted sapling. This will fulfil the requirement of your mission.

Any mention of her flowers being dangerous or needing to be killed will cause her to turn hostile towards the player. Ms Fritz will not engage in combat herself but her flowers will turn hostile on her command. After the first turn of combat, her flowers will also turn hostile towards Ms Fritz. The player can choose to protect her by standing between her and the flowers or by shoving her inside the house.

## COMPLETING THE OBJECTIVE

After the player retrieves the rose and leaves the area give them 1 point towards 1 of three endings:

- If the player convinced Ms Fritz to hand over a potted sapling, give them 1 point towards Ending 1.
- If the player fights the flowers and defeats all of them or otherwise goes out of their way to ensure Ms Fritz's safety by barricading her in her home or convincing her to leave the garden, give them 1 point towards Ending 2.
- If the player ignores the old lady, attacks the flowers on sight and leaves after acquiring 1 rose, give them a point towards Ending 3.



# THE SILVER MIRROR OF TRUE LOVE

The player seeks a mirror said to reflect the true nature of love. The magical mirror is embedded in a stone pedestal surrounded by the frozen waters of the Sylvian River.

By walking slowly across the ice, the player can reach the altar and activate the mirror. As you approach you hear Anteros's voice in your head:

"This is an ancient place, dedicated to a long-forgotten god. Young men would come to test their hearts and prove themselves. Are you ready to be tested?"

As the player approaches the alter, a shard of ice emerges from the mirrors surface, it morphs and twists its shape until it appears to be a perfect reflection of the player.

The creature will engage the player in combat. It has the same stats as the player but only 75% of their total HP. The creature will not attack first. Whatever actions the player takes in combat, the creature will do the same on their turn.

During this combat encounter, the player must step carefully, the ice beneath their feet is very thin. The sections of blue ice on the map are too thin to step on,

doing so will cause the player to fall into the lake and freeze to death.

The white sections of ice are strong enough to step on but they are considered difficult terrain.

If the player or creature are knocked prone during the fight, they must pass a DC 15 DEX test to avoid falling through the ice, if they are unconscious, the test is automatically failed.

If the player realises that the creature is copying their actions, they can end the fight peacefully by lowering their weapon and disengaging from the fight.

Alternatively, the player can win the fight easily by damaging the mirror that summoned the creature or by attacking the ice beneath the creatures feet.

## COMPLETING THE OBJECTIVE

After the combat, give the player 1 point towards 1 of 3 endings:

- If the player ends the encounter peacefully give them 1 point towards Ending 1.
- If the player fights the creature and wins, give them 1 point towards Ending 2
- If the player runs away or defeats the creature by damaging the ice below their feet or the mirror itself, give them 1 point towards Ending 3.



# THE END

When the player returns to the temple, they will find Anteros seated at the dinner table. At this point you may give the player 1 of 3 ending depending on the points they accrued.

## ENDING 1:

You sit with Anteros, he invites you to look into the silver mirror. You see your own reflection, and the face of every villager of Sylvania.

"You have chosen the road of sacrifice. You carry the love of all mankind in your heart.

Your cup may be empty, but you will have a seat at every table and a place by every hearth.

You are destined to give yourself to the people you love, you will go hungry to feed them, you will go cold to clothe them and eventually you will die to save them.

The world is not kind to people like you. Remember to be kind to yourself."

Anteros snaps his fingers and vanishes. In his place the temple fills with the light of a thousand candles.

Through the hole in the roof, you see the sun beginning to set. The curse is lifted, and the village is free. All the Villagers of Sylvania come to you and thank you for rescuing them.

You spend the night in the temple, partying with your newfound friends and experiencing the love of a place you can call home.

## ENDING 2:

You sit with Anteros, and he invites you to look into the silver mirror. You see only your own reflection.

You are a person. You try to do what is right but sometimes it is just not possible.

You fight against the evils of the world, but you cannot do it alone.

You are imperfect and impulsive and broken in ways you don't yet have the courage to say aloud but you are a person, nonetheless.

Learn to forgive yourself for being less than perfect and in time you will have room in your heart to love and be loved completely.

## ENDING 3:

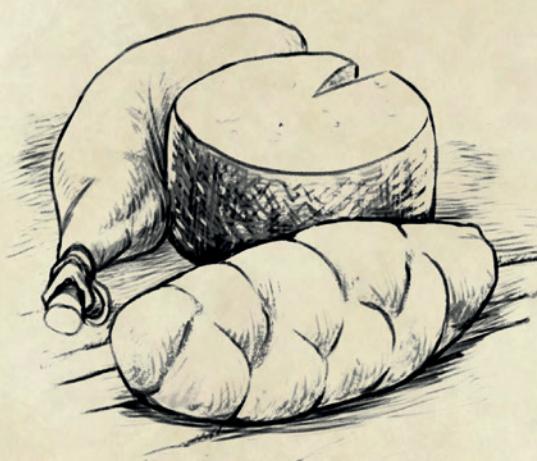
You sit with Anteros, and he invites you to look into the silver mirror. The surface is cracked, and your reflection is distorted.

"You like to hurt people. You have chosen cruelty when it would have been easier to be kind.

You will continue to succeed in your efforts, as you have succeeded here today but you will never be satisfied. A Rose is just a flower if you have no one to give it to.

A meal is just fuel if it is not shared in good company and wine is just sour grapes for a person who sits alone."

Anteros vanishes. Through the skylight you see the sun finally beginning to set. You finish your dinner, in the dark, eating alone.



# NPC STAT BLOCKS:

## ANTEROS

Medium celestial, neutral good

**Armor Class** 16 (natural Armor)

**Hit Points** 71(12D8 + 24)

**Speed** 30ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12(+1)	10(-0)	16 (+3)	14 (+2)

**Condition Immunities** poisoned,

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Celestial, Common, Elvish, Sylvan

**Challenge** 3 (700 XP)

**Skills** Perception +6, Persuasion +5

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Celestial, Common, Elvish, Sylvan

**Challenge** 3 (700 XP)

**Keen Senses** Anteros has advantage on Wisdom (Perception) checks.

**Magic Resistance\*** Anteros has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack** Anteros makes two ranged attacks with its bow.

**Longbow** Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Radiant Arrows** (Recharge 6-6) fires six radiant arrows at a single target within 120 feet of it. Each arrow makes a ranged attack against the target. On a hit, the target takes 12 (2d8 + 4) radiant damage.

## MS FRITZ KILLER ROSES

Small plant, unaligned

**Armor Class** 11 (natural Armor)

**Hit Points** 22(4d6+8)

**Speed** 20ft,

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12(+1)	14(+2)	2(-5)	10 (+0)	5 (-3)

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** -

**Challenge** 1 (200 XP)

**False Appearance** While the rose thorn remains motionless, it is indistinguishable from a normal rose bush.

**Spines** The rose thorns deal 1 piercing damage when touched.

**Entangle** (Recharge 5-6) The rose thorn extends its thorny branches up to 20 feet to entangle a creature. The target must succeed on a DC 11 Dexterity saving throw or be restrained until the rose thorn is destroyed. A creature can use its action to make a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check to free itself. On a successful check, the creature is no longer restrained.

### Actions

**Multiattack** The rose makes two melee attacks.

**Thorn Attack** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

## VILLAGER

Medium humanoid, any alignment

**Armor Class** 10 (natural Armor)

**Hit Points** 4(4d6+8)

**Speed** 30ft,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10(0)	12(+1)	8(-1)	10 (+0)	10 (+0)

**Condition Immunities**

**Senses** passive Perception 10

**Languages** Common

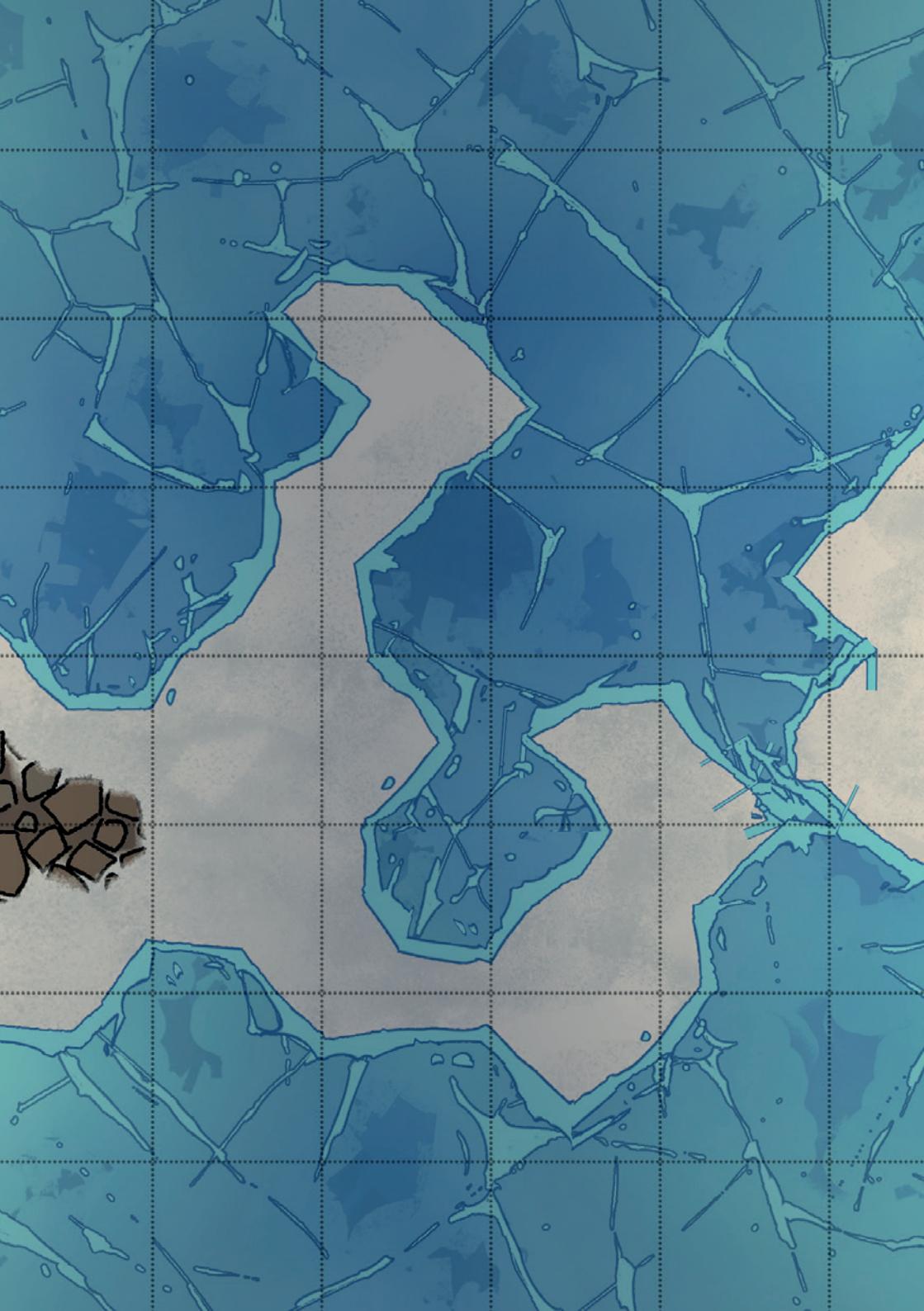
**Challenge** 0 (10 XP)

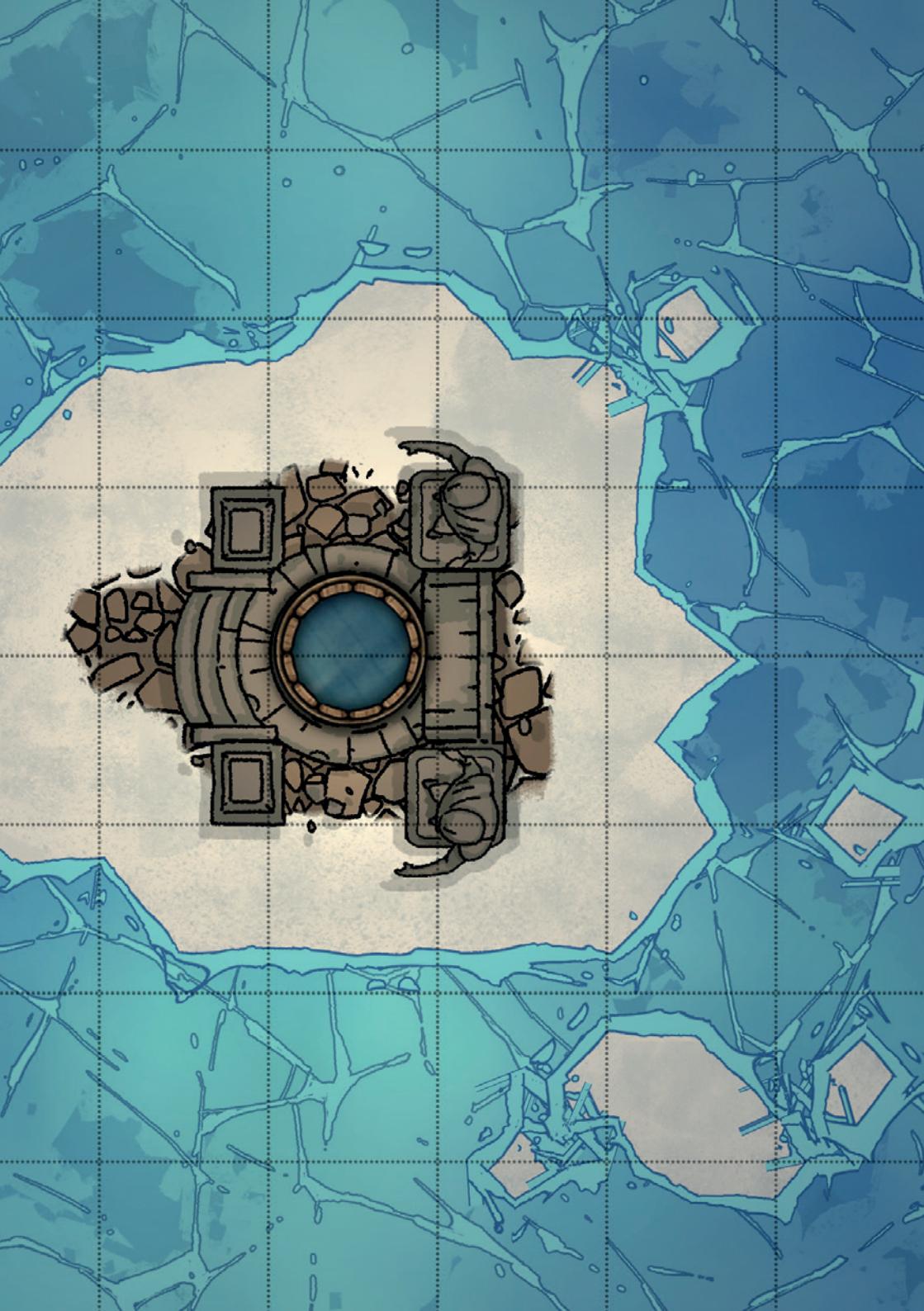
### Tavern Brawler

### Actions

**Unarmed Strike** Melee Weapon Attack +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 bludgeoning damage.

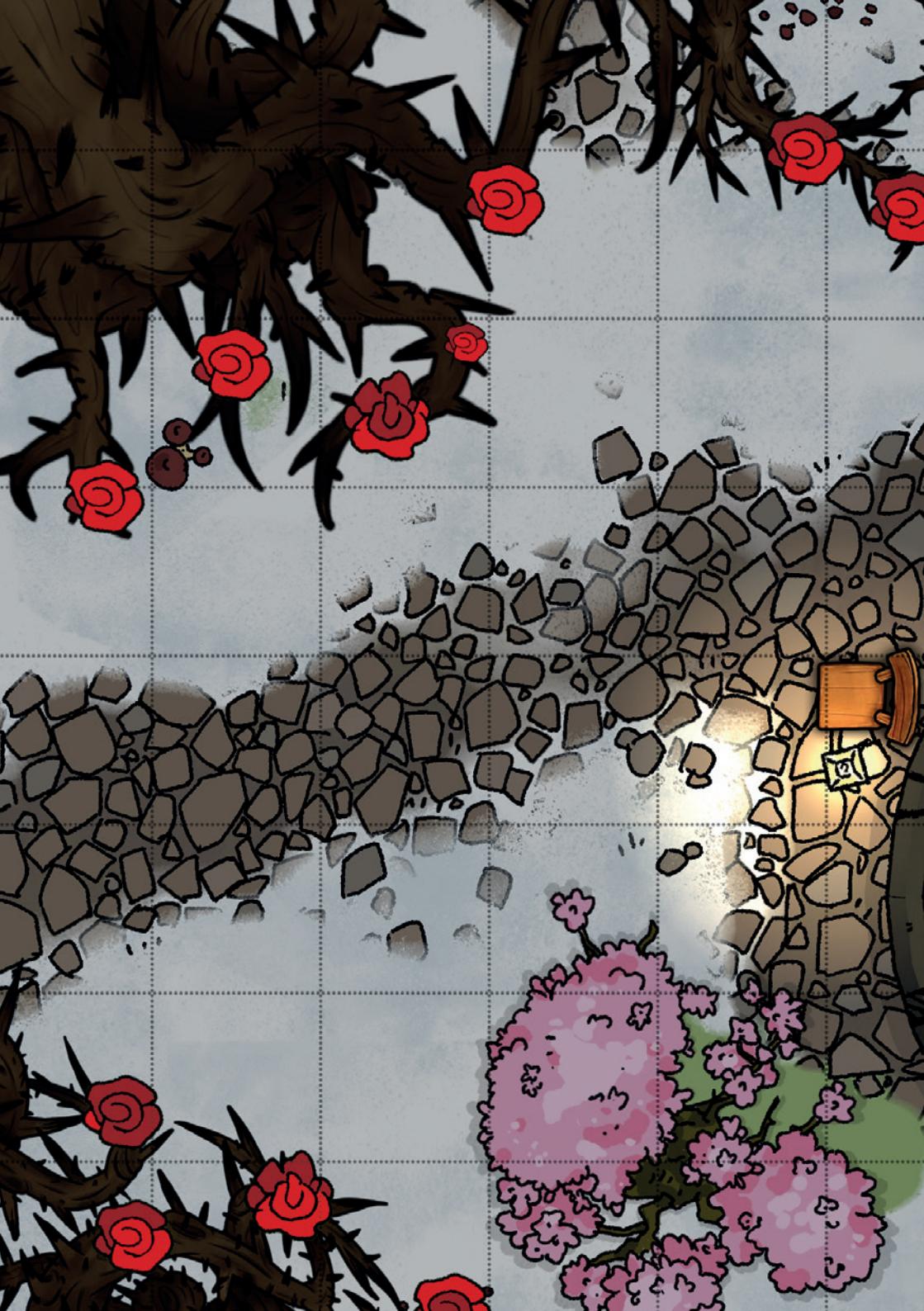
**Bonus Action** The villager can make one unarmed strik

















## **CREDITS**

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## A ROMAN-TASY FOR 2

Rescue a time-locked village from a love-struck malevolent spirit in this romantic adventure.

D8 Night is a one-shot adventure designed for two players, making it perfect for a romantic D&D-themed date night or introducing your partner to TTRPGs.

The adventure is packed with engaging puzzles, exciting combat encounters, and a heartwarming story that will remind you of the power of love.

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Written by Pa O'Sullivan



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