



THE DREAD OF NIGHT

OBJECTIVE

This is a Powered by the Apocalypse Title that is a love letter to all the great Fantasy/Dark Fantasy video games and shows of our generation, with inspirations such as *Dark Souls*, *The Witcher*, *Castlevania*, *Lord of the Rings*, *Berserk*, and much more. By interweaving these inspirations with our original ideas, we aim to create an easy pick-up-and-play game that focuses on the pursuit of a Monster or problem over a long period of time. There will be much setup to solving your problems, and some actions will intrinsically take a lot of time. Although when the moment is right, and a battle ensues, we hope for a fast-paced, deadly system that can leave any Player on the edge of their seats, creating alternating waves of high-octane action and tranquil, methodical moments of character building.

LORE: Gradina, a land once peaceful, to the extent that humans could live in peace, was vast and beautiful. Its landscape was made of rolling hills, golden deserts, glimmering snowy peaks, and lush, beautiful forests. Even with the building of castles and cities, this land seemed untainted by human growth and lived as a monument to the greatness of the world and the powers that be. Magic has existed for as long as history itself, but none knew its source, and even fewer knew how to harness it. It was said that Magic came from lands unknown, others said it was gifted to humanity by Gods, and some believed humans possessed the skills naturally. Regardless it stayed an elusive and captivating force in Gradina.

Yet what was once an idle curiosity became a desperate necessity.

On a fateful day, Sir Faris Goliad of the Kingdom of Tress rode with his retinue from the king's castle towards a neighboring kingdom. As Sir Faris disappeared into the forest outside the city walls, a beast none had ever seen before appeared, raising its long serpentine neck from over the trees. They called it a Dragon, a green, serpentine beast that spat pews of fire from its gullet. Sir Faris and his retainers were burned to a crisp, no match against this fearsome foe, while the king and all the city bore witness on the horizon. Many stories of heroes and adventurers alike would follow the tale of this beast, but in truth, the Dragon was merely an omen.

Other beasts soon arose. Giant wolves out in the plains, feathered harpies up in the mountains, seductive sirens out in the seas, one by one more tales of fearsome beasts rose from coast to coast, and now humanity had little choice but to match it. The appearance of Monsters was not the only change that had come. Spirits of the fallen started returning as ghosts and specters, corpses rose to devour the living, and the ruins of ages never known began to appear. The world changed, seemingly overnight. Over the course of the last century, more and more was learned but even in that time everything man has known has been upended.

History was stirred, but if anything in history were to repeat, it would be human perseverance. Some ventured into the ruins of old to find ancient

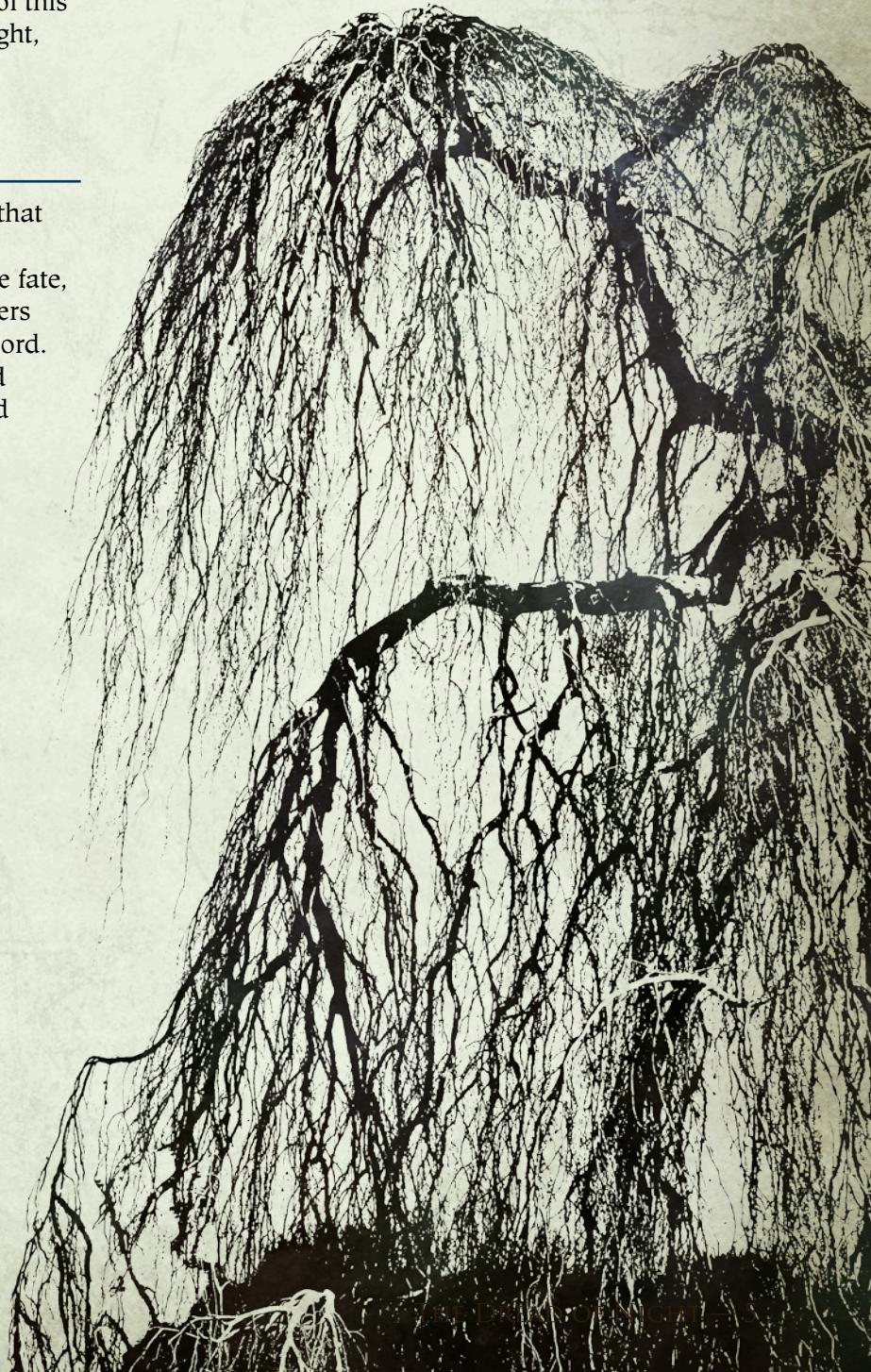
secrets, some mastered control of Magic to a degree once thought impossible, and some trained their bodies and mind to capacities unseen. Humans have always been fragile creatures, but humanity as a whole has always stood the test of time. This was no different to them, but how does one navigate through a world of Monsters and Magic, when so little is known? Kingdoms spend their time protecting their own walls. Caring for villages on the outskirts is an afterthought. How many fall through the cracks of magical mayhem just to come out the other side, alive...but different?

The world is changing, and lands once known must be explored again, revealing new secrets and ancient truths of this cataclysm. For now, those questions are left to the kings and the heroes of this land. As for the rest of us, we must struggle, fight, and protect what little we know of this world.

INTRODUCTION

You will be playing as a Hunter, in this guide that will be referring to the Player's Characters. As Hunters, you have crossed some sort of unique fate, whether having lost your loved ones to Monsters or striking out to study magic of your own accord. Every Hunter has a distinct set of abilities and a background and helps define their place and goals in this world. Each Hunter has what's known as a "Playbook" or a character sheet, it is recommended that there is only one of any given Playbook in a Party.

Despite the grandiose nature of the setting and lore, this game will focus on smaller threats. Hunters deal with individual problems over the course of a Season. When a problem or crisis is resolved, each Hunter will have the rest of the Season to interact with the Party or others, complete smaller tasks, earn money and resources, or just relax and prepare for the next threat. At the end of each Season everything on a Hunter is reset. Broken Weapons or Armor is repaired, All Injuries are healed, and any Luck Points spent are returned. GMs can change these rules to alter the difficulty for their campaign experience, such as injuries not recovering, but it is strictly optional.



WHAT YOU'VE SIGNED UP FOR

Dread of Night is a game about travelers called Hunters who move through the world in a quest against the supernatural forces plaguing the land.

One Player will serve as the Game Master or GM for short. The GM will be in charge of:

- Designing creatures and horrors the Hunters will have to traverse and circumvent.
- Guiding the Players in their journey throughout the land of Gradina.
- Bringing the world, creatures, people, and locations to life.
- Creating an immersive experience for the Players to interact with.

Players create their own Hunters who work together to investigate and combat the horrors unleashed on the land. Hunters can come from a wide range of backgrounds, faiths, and regions with unique skill sets and capabilities. A Hunter's challenges are as wide in variety as they are difficult. They will be tasked with everything from vanquishing demons and slaying Monsters to collecting relics and solving supernatural riddles. No job is off the table if it means defeating the supernatural forces tearing through the land. If your Hunters succeed on their journey, they will become heroes and champions that the lands will praise for generations to come.

The average play session through a Season will last two to four hours but can run longer. The first session will typically exceed this as Players familiarize themselves with each other's Hunters and the setting.

WHAT YOUR GROUP WILL NEED

Dread of Night is best experienced with 2 to 4 Players and a GM. The game can be played with more or fewer people but the GM should be prepared to scale the difficulty accordingly.

When the Players are preparing a campaign, they will need the following:

- Printed copies of the Playbooks
- The guidebook for reference
- Pencils, and paper for everyone.
- A standard set of tabletop dice (d4, 2d6, d8, d10, d12)

Additionally, the GM can prepare copies of the "Hunters Reference" "GM Reference" "Threat Template" and "Season Template" for both themselves and the Players to use during play.

To find any documents mentioned, they can all be found at [insert website link]



WHAT SHOULD YOU READ?

All should be encouraged to read through the first half if they are the GM or the second half if they are Hunters, but here are some of the essentials for convenience:

- Everyone should read all of the **Core Mechanics**, **Moves & Innate Tasks**, & **The Playbooks** sections, which will outline the core rules, available actions in combat, and the different classes for character creation.
- Players should read the **Proceeding with Character Creation & Hunter Summaries** before the **Playbooks** to get inspiration for Characters and what you might want to play.
- Gamemasters, beyond the recommended reading for everyone, should read through all sections between **Establishing a Base Camp** to the **End of Session** section. Many of these sections cover lists of weapons, items, or consumables and it is not necessary to memorize everything, but these sections cover a lot of useful mechanics and help establish the pacing and rules of the game. One of the most important sections being the **Your Work as a GM**.

- Everyone should familiarize themselves with the **Terms** and **Statuses** section, for these words will be used frequently within **Playbooks**, **Moves**, & other points in the guide.
- Optionally the *Gamemaster* could refer to the **Lore** section or **The Land of Gradina** for inspiration for their hunts and where they take place. If the GM is using the in guide **Lore** it is recommended for *Players* to familiarize themselves to help create their Hunter's Origins.

If you want to run your first session quickly, GM's are advised to read through **Your Work as a GM**, **Before your First Mystery**, and **An Example Hunt** to furnish a quick one-shot experience.

FEEDBACK

If you have any feedback, suggestions, custom content, or simply would like to discuss the game with us in some manner, you can contact us at TheFableTopTeam@gmail.com and also our website at FableTopProductions.com.