

INSPIRATIONS

We here at The FableTop Team have never been shy to admit we take a lot of inspiration from the media and content around us when it comes to our work. This game was no exception and quickly became the . Here is a list of everything that inspired us during the creation of Dread of Night.



TELEVISION AND CINEMA

Kimestu No Yaiba Demon Slayer, Berserk, Hunter x Hunter, Over The Garden Wall, Fullmetal Alchemist Brotherhood, The Lord of the Rings, Marvel's Doctor Strange, Avatar the Last Airbender, The Owl House, and more!

TABLETOPS

Dread of Night was inspired by many Powered by the Apocalypse systems, but one of our biggest inspirations was *Monster of the Week* by Michael Sands. All of us at the FableTop Team had played a few full campaigns of it and were inspired to build off of it so please go show it some support. On top of this we also were inspired by multiple elements from, Dungeons and Dragons, Blades in the Dark and Kingdom Death: Monster.

VIDEO GAMES

The Witcher 3, Wizard of Legend, The Dark Souls Series, Darkest Dungeon, Shin Megami Tensei, Castlevania, Divinity Original Sin 2, Monster Hunter World, Wildermyth, Shadow of the Colossus, For Honor, Fire Emblem, Kingdom Hearts, and other elements from video games in general.

I have watched, from the mountains of Grishnagaru, which lies between the folds of the mortal realm in Gradina. I have watched as our Forgotten Kin are labeled and renamed, and as the echoes of our past creep through the cracks of the world from places they never should have come back from.

I have waited, trained endlessly in an ancient art in anticipation of the threats that lie beneath the earth. The current residents of Gradina desperately fight against something they have no knowledge of, no way of knowing the true depths of the danger they are in.

The worst part of it all is that now others will seek the truth that lies beneath our former home.

I have seen what is on the horizon, I see war, death, destruction, the rising and falling of kingdoms, and an unprecedented era of Monsters and mayhem. I see a fountain of knowledge that springs from the cracks of Gradina, luring naïve and foolish hunters down deeper into its core. I see the arrival of ships with the rising of the sun to the east, and even more with the setting of the sun in the west.

Now, my peers and I must fight back against the torrents of beasts that crawl from the dark and forsaken places, I must hold fast against the power and influence of other Kingdoms, ones even more advanced than the peoples of Gradina.

A new age will rise with the arrival of these Hunters from another land.

Abdamana the Sentinel

