

# Documentation

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## The Name in Darkness

*Episode 6 of Shadows of the Unnamed - A Revelation for 3-6 Investigators (Levels 4-6)*

“Some books are meant to stay closed.” - Final note from Inspector Hayes

### Introduction

Inspector Hayes has vanished, leaving only a cryptic note leading to The Dusty Tome, an ancient bookshop untouched for days. As investigators approach the darkened storefront, whispers echo from within. The time for truth has come.

### Part I: The Darkened Shop

**Initial Investigation** The shop’s entrance reveals immediate wrongness.

**Observable Details:** - Door slightly ajar - Hayes’s hat on counter - Floating dust motes - Books trembling on shelves

**First Impressions:** “*The shadows here... they’re reading.*” - Common observation

**The Main Floor** Reality begins to warp among the towering shelves.

**Environmental Features:** - Endless book corridors - Reading nooks with wrong angles - Whispering tomes  
- Dancing shadows

### Part II: Knowledge Awakens

**Living Library** Books take flight, knowledge becomes weapon.

**Combat Environment:** - Flying tomes as cover - Paper cut hazards - Animated card catalogs - Knowledge-based attacks

**Hayes's Office** Personal space reveals painful truths.

**Discovery Elements:** - Research journals - Correspondence with cult - Warning drafts - Final confession

### **Part III: The Hidden Truth**

**Secret Archive** Beyond a shifting bookshelf lies revelation.

**Chamber Features:** - Ritual circle floor - Ancient text displays - Void energy traces - Hayes's final notes

**Key Dialogue:** *"I tried to stop it. I tried to work both sides. But some truths destroy everything they touch."* - Hayes's journal

**The Unnamed Revealed** Ancient texts expose the horror.

**Critical Information:** - Void entity nature - City's dark purpose - Ritual true meaning - Hayes's role

### **Part IV: The Final Chapter**

**Basement Descent** Into darkness where truth waits.

**Environment:** - Spiral staircase - Reality distortions - Void whispers - Ancient symbols

**Hayes Confrontation** Friend or foe, the moment of truth.

**Dramatic Elements:** - Emotional weight - Personal history - Complex motivations - No good choices

### **Running the Adventure**

**Atmosphere Management** **Building Tension:** 1. **Early Stage** - Quiet whispers - Moving shadows - Book movements - Wrong angles

#### **2. Mid-Point**

- Reality warps
- Knowledge attacks
- Truth reveals
- Personal betrayals

#### **3. Climax**

- Horror manifest
- Void presence
- Hayes's choice
- Final truth

### **Key NPCs**

#### **Corrupted Hayes**

- Void-touched
- Still fighting
- Inner conflict
- Final choice

**The Voice** *"Names have power. Mine has been forgotten for a reason."* - Ancient horror - Truth speaker  
- Reality warper - Final enemy

## Location Details

### Bookshop Layout

- Main floor maze
- Reading rooms
- Hidden passages
- Ritual basement

### Reality Warps

- Shifting shelves
- Endless corridors
- Wrong geometry
- Void tears

## Combat Encounters

### Animated Books (CR 3)

- HP: 40 | AC: 14
- Paper cuts
- Knowledge drain
- Flying swarms

### Shadow Hayes (CR 5)

- HP: 85 | AC: 16
- Void powers
- Police tactics
- Personal combat

### The Voice (CR 7)

- HP: 120 | AC: 17
- Reality warping
- Truth damage
- Horror manifestation

## Critical Revelations

**The City's Purpose**    *"Built as a prison, became a gateway."*

**Hayes's Mission**    Years of infiltration, impossible choices.

**The Final Truth**    The Unnamed's nature and coming threat.

## Resolution Paths

### Hayes's Redemption

- Sacrifice play
- Information sharing
- Player forgiveness
- Noble end

## **Hayes's Fall**

- Void corruption
- Final battle
- Player guilt
- Darker path

## **Campaign Impact**

### **Immediate Effects**

- Shop destroyed
- Knowledge gained
- Hayes resolved
- Horror unleashed

### **Future Consequences**

- City evacuation
- Noble panic
- Cult frenzy
- Final ritual

## **Closing Notes**

*"Some truths are written in darkness. Some names should remain unspoken. But now you know both."*



Figure 1: Detailed isometric map of The Dusty Tome bookshop, showing three levels. TOP FLOOR: Maze-like bookshelves, reading nooks, Hayes's office. HIDDEN LEVEL: Secret archive, ritual preparation room. BASEMENT: Ancient chamber with altar and void tear. Include reality-warped areas, floating book hazards, and void corruption zones. Style: Classical D&D dungeon map with eldritch horror elements, detailed Victorian architecture, reality distortion indicators, void energy markings.





Figure 2: A Victorian-era bookshop interior with towering bookshelves disappearing into darkness. Books float in the air, their pages fluttering. A corrupted Inspector Hayes stands among the shelves, half-consumed by void energy, reaching out. Style: Dark gothic horror, atmospheric lighting, floating particles, reality distortion effects.



Figure 3: The basement ritual chamber with a massive void tear floating above an ancient altar. Reality warps around its edges while The Voice manifests as a horror of forgotten knowledge and darkness. Corrupted texts float in the air. Style: Cosmic horror, eldritch architecture, void effects, ancient stonework.