

Documentation

Contents

When Darkness Falls	1
Introduction	1
Part I: The Last Sanctuary	1
Part II: The Ascension	1
Part III: Cryptic Truths	2
Part IV: The Final Battle	2
Key Characters	2
Combat Encounters	2
Battle Dynamics	2
Critical Moments	3
Resolution Paths	3
Aftermath	3
Campaign Conclusion	3
Closing Notes	4

When Darkness Falls

Episode 8 of Shadows of the Unnamed - The Final Battle for 3-6 Investigators (Levels 5-7)

“In darkness deepest, truth speaks loudest.” - Father Bernard’s last sermon

Introduction

St. Bernard’s Cathedral stands as humanity’s final bastion against the void. Within its sacred walls, refugees huddle while Lady Ravencrest prepares the ultimate ritual. The true name of the Unnamed echoes through reality’s tears, and dawn seems an eternity away.

Part I: The Last Sanctuary

Cathedral Defenses Sacred ground becomes battlefield.

Initial Scene: - Hundreds of refugees in the nave - Hayes organizing defenders - Prayer circles maintaining barriers - Father Bernard at the altar

Hayes’s Rally: *“We’ve lost the streets, but by all that’s holy, we hold these walls. Every citizen here lives to see dawn.”*

Sacred Ground Ancient protections awaken.

Defensive Elements: - Blessed barriers - Holy water fonts - Sanctified grounds - Consecrated weapons

Part II: The Ascension

Bell Tower Ritual Reality bends at the summit.

Tower Environment: - Shifting gravity - Time distortions - Void tears - Noble circles

Lady Ravenscrest's Declaration: *"The city's power flows through noble blood. We are its chosen vessels, its willing sacrifice. The Unnamed comes!"*

Reality's Edge Each level brings new horror.

Ascension Challenges: - Gravity reversals - Time loops - Phase shifts - Memory echoes

Part III: Cryptic Truths

Ancient Chambers Where it all began.

Crypt Features: - First ritual sites - Name-carved tombs - Reality anchors - Truth scrolls

The True Name Power beyond comprehension.

Name Elements: - Reality-breaking syllables - Power costs - Speaking dangers - Final choices

Part IV: The Final Battle

Multiple Fronts Cathedral Defense: - Civilian protection - Resource management - Sacred barriers - Volunteer courage

Tower Assault: - Vertical combat - Environmental hazards - Noble cultists - Time pressure

Final Confrontation: - Reality warping - Name power - True forms - Ultimate stakes

Key Characters

Lady Ravenscrest *"The void doesn't destroy - it transforms. We become what we were meant to be."* - HP: 140 | AC: 18 - Void-touched noble - Reality bender - Dark ascendant

The Unnamed *Beyond mortal comprehension* - HP: 200 | AC: 19 - True horror - Reality breaker - Name-bound entity

Hayes *"Whatever the cost, whatever we face - we protect our own."* - Final redemption - Leadership - Sacrifice ready - City's champion

Combat Encounters

Void-Touched Nobles (CR 6)

- HP: 90 | AC: 16
- Reality distortion
- Noble combat
- Dark powers

Cathedral Defenders *Civilian volunteers and guards* - Improvised weapons - Sacred items - Desperate courage - United purpose

Battle Dynamics

Cathedral Defense Multiple Layers: - Outer barriers - Inner sanctum - Civilian zones - Resource points

Tower Ascent Vertical Challenges: - Bell weapon use - Gravity combat - Time management - Environmental hazards

Final Confrontation **Ultimate Stakes:** - Name power use - Reality warping - True form reveal - Sacrifice choices

Critical Moments

The Name's Power **Usage Costs:** - Reality damage - Personal toll - Power surge - Final impact

Ravencrest's Transformation **Dark Ascension:** - Noble corruption - Void merger - City sacrifice - Power manifestation

Hayes's Choice **Redemption Path:** - Ultimate sacrifice - City salvation - Personal cost - Legacy secured

Resolution Paths

Complete Victory

- Ritual stopped
- Civilians saved
- City secured
- Name controlled

Partial Success

- Heavy losses
- Void contained
- City changed
- Future threats

Pyrrhic Victory

- Ultimate sacrifice
- City abandoned
- Darkness sealed
- Story's end

Aftermath

City's Future **Recovery Options:** - Rebuilding plans - Changed landscape - New protectors - Void remnants

Character Legacies **Impact Stories:** - Hayes's sacrifice - Noble judgment - Church renewal - Survivor tales

Campaign Conclusion

Victory Conditions

1. Ritual disruption
2. Civilian survival
3. Name containment
4. City salvation

Epilogue Elements

- Rebuilding begins
- Stories spread
- Lessons learned
- Hope returns

Closing Notes

"In darkness deepest, heroes rise. Through sacrifice greatest, light returns. The city endures, though changed forever."

The End of “Shadows of the Unnamed”

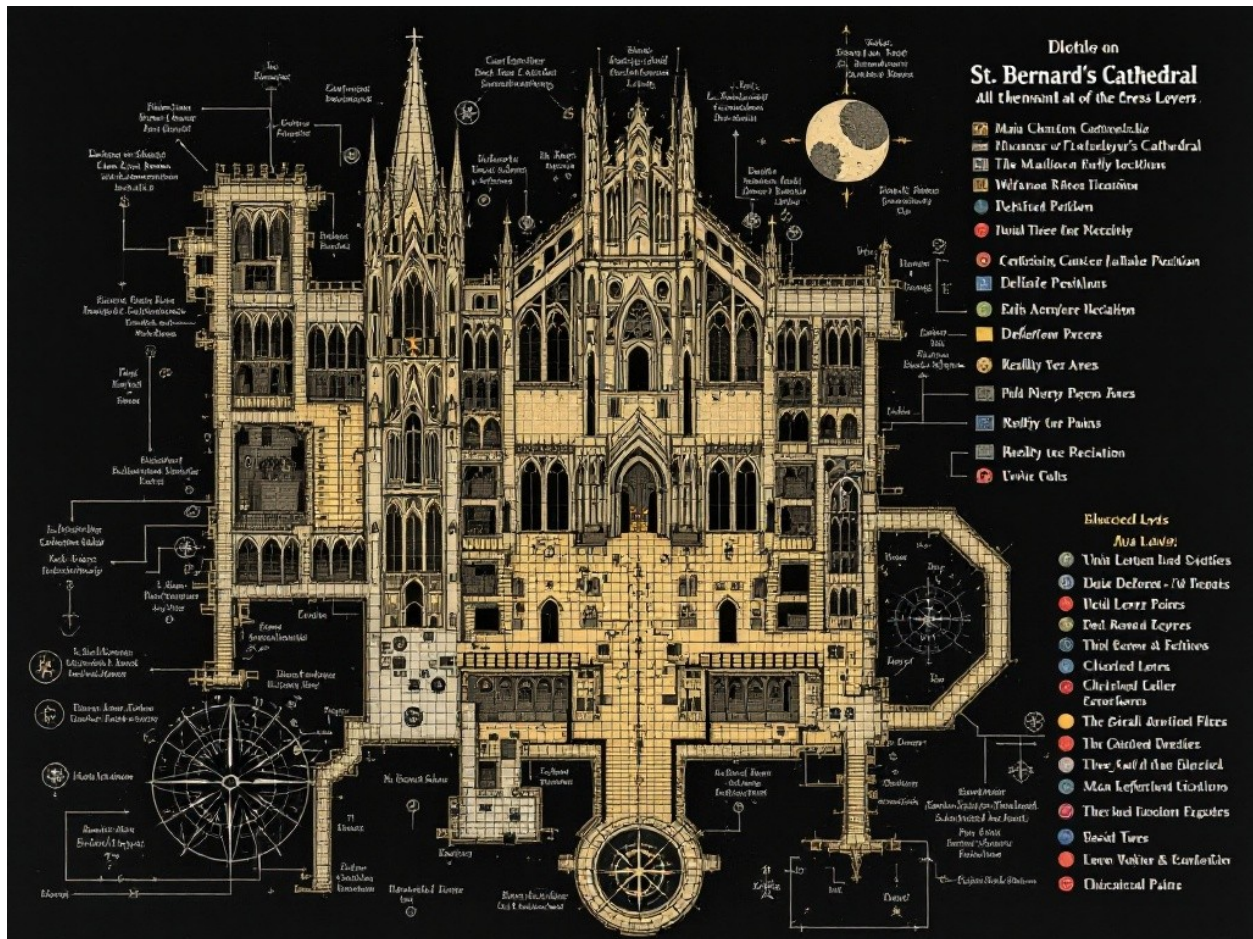


Figure 1: Detailed cross-section map of St. Bernard's Cathedral showing all three levels (main cathedral, bell tower, crypts). Include defensive positions, ritual locations, refugee areas, and reality tear points. Style: Classic D&D dungeon map with gothic cathedral architecture, vertical details, and mystical annotations. Include compass rose and legend marking sacred barriers, void tears, and critical paths.



Figure 2: St. Bernard's Cathedral at night, massive gothic architecture illuminated by void tears in the sky. Sacred barriers of golden light protect refugees while void-touched nobles perform a dark ritual in the bell tower. Style: Gothic horror, dramatic lighting, magical effects, architectural detail.

