

Documentation

Contents

Shadows of the Unnamed	1
A Mystery-Horror Adventure Series for 3-6 Investigators (Levels 1-5)	1
Series Overview	1
Act I: Peculiar Mysteries	1
Act II: Deepening Shadows	2
Act III: The Darkness Below	2
Key Characters	2
Campaign Mechanics	3
Running Gags That Turn Dark	3
Campaign Progression	3

Shadows of the Unnamed

A Mystery-Horror Adventure Series for 3-6 Investigators (Levels 1-5)

“Some mysteries should remain unsolved...”

Series Overview

This campaign begins as a lighthearted Victorian mystery series before revealing its darker nature. Players start as plucky investigators tackling seemingly mundane cases, only to uncover an ancient horror lying beneath their city’s surface.

Tone Evolution

1. **Early Episodes:** Playful investigation
2. **Middle Episodes:** Growing unease
3. **Later Episodes:** True horror emerges
4. **Final Episodes:** Full cosmic revelation

Act I: Peculiar Mysteries

“Something’s not quite right in this city...”

Episode 1: The Merchant’s End *A Classic Manor Mystery* - Wealthy merchant found in locked room - Butler Sebastian’s suspicious behavior - Hidden passages behind paintings - Cultists in obviously fake mustaches - **Boss:** The “Definitely Just a Butler” - **Key Item:** Strange Silver Coin

Episode 2: The Museum Job *Night at the Peculiar Museum* - Exhibits move when unobserved - Guard Jameson can’t stay awake - Society of Historical Preservation - Dinosaur bones reassemble themselves - **Boss:** Animated T-Rex Skeleton - **Key Item:** Ancient Tablet Fragment

Episode 3: A Priest's Last Prayer *The Beginning of Darkness* - Father Bernard's warning bells - Phantom choir at midnight - Clever trap-filled chapel - Ancient library secrets - **Boss:** The Nameless Chorister - **Key Item:** Bernard's Journal

Act II: Deepening Shadows

"The jokes aren't funny anymore..."

Episode 4: The Noble Circle *Dancing With Danger* - Lady Winchester's masquerade - Investigators in poor disguises - Wine cellar ritual chamber - Waltz of secrets and lies - **Boss:** The Masked Count - **Key Item:** Ritual Mask

Episode 5: Below the City *Where Laughter Dies* - Carnival above, horror below - Not just sewer alligators - Cult gaining real power - Underground canal chase - **Boss:** The Thing in the Deep - **Key Item:** Waterlogged Tome

Act III: The Darkness Below

"Some books should stay closed..."

Episode 6: The Name in Darkness *Truth in Text* - Miskatonic Book Emporium - Forbidden knowledge section - Ancient prophecy translation - Nyxthoth's first whispers - **Boss:** The Bookkeeper - **Key Item:** Black Grimoire

Episode 7: The Frame *Betrayal's Edge* - Museum heist gone wrong - Inspector Hayes reveals true nature - Chase through rain-slick streets - Trust shatters like glass - **Boss:** Corrupted Inspector Hayes - **Key Item:** The Dark Badge

Episode 8: Fugitives' Truth *The Final Revelation* - Full horror emerges - Ancient evil awakens - City's fate in balance - Sacrifice required - **Boss:** Herald of Nyxthoth - **Key Item:** The Final Seal

Key Characters

Inspector Hayes

- *Act I:* "By the book, thank you very much!"
- *Act II:* "Something's... changed in me."
- *Act III:* "We serve a greater purpose now."

Father Bernard

- *Early:* "The truth is in the patterns!"
- *Mid:* "I've found something terrible..."
- *Final:* "Save yourselves. It's too late for me."

The Cult of Nyxthoth

- *Initially:* Bumbling secret society
- *Growing:* Organized threat
- *Finally:* Cosmic horror servants

Campaign Mechanics

Investigation Tools

- Disguise Kit (with fake mustaches)
- Detective's Notebook
- Arcane Lens
- Spirit Bell
- Dark Mirror

Horror Elements

1. **Act I:** Spooky
 - Moving shadows
 - Strange sounds
 - Odd coincidences
2. **Act II:** Unsettling
 - Reality bends
 - True dangers
 - Real consequences
3. **Act III:** Terrifying
 - Cosmic horror
 - Ancient evil
 - World-ending threats

Running Gags That Turn Dark

The Butler Did It

- Episode 1: Actually true
- Episode 4: Deeply suspicious
- Episode 7: Horrifically true

Secret Passages

- Early: Convenient escapes
- Mid: Dangerous shortcuts
- Late: Things live in them

Poor Disguises

- Start: Comically bad
- Middle: Surprisingly effective
- End: Horrifically necessary

Campaign Progression

Power Level

- Start: Street-level investigators
- Middle: Experienced detectives
- End: Fate-touched champions

Stakes

- Initial: Local mysteries
- Growing: City-wide conspiracy
- Final: Reality-threatening danger

Tone Shift

- Beginning: “Scooby-Doo”
- Middle: “Penny Dreadful”
- End: “Call of Cthulhu”

“In solving life’s mysteries, we sometimes find answers best left unknown...”



Figure 1: Victorian-era detective's desk with scattered evidence - aged documents, a magnifying glass, mysterious silver coins, and ritual masks. Candlelight casts ominous shadows, while tentacle-like patterns subtly emerge in the wallpaper behind. Style combines Victorian elegance with creeping cosmic horror elements.



Figure 2: A masquerade ball scene in a Victorian mansion where masked dancers cast impossible shadows. Ornate architecture and candlelight create an atmospheric setting, while hidden eldritch symbols appear in the decorative patterns. Some masks seem to shift and change when viewed closely.