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 betravals

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.

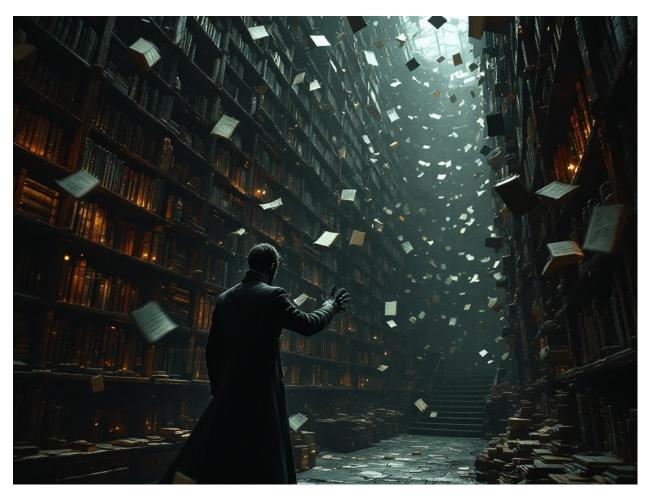


Figure 2: A Victorian-era bookshop interior with towering bookshelves disappearing into darkness. Books float in the air, their pages fluttering. A corrupted Inspector Hayes stands among the shelves, half-consumed by void energy, reaching out. Style: Dark gothic horror, atmospheric lighting, floating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