

NIGHT BLADE



THERE ARE THREE FACTS TO BE LEARNT ABOUT LIFE BENEATH THE SURFACE:

ONE, NO ONE SEES ACROSS BLINDING DARKNESS LIKE THE DARK ELVES.

TWO, NO ONE BLEEDS LIKE THEIR ENEMIES.

AND THREE, NOTHING ACHES LIKE THEIR THIRST FOR REVENGE.

TRIGGER WARNING: THIS ADVENTURE CONTAINS MENTIONS AND VISUAL REPRESENTATIONS OF SPIDERS. VIEWER DISCRETION IS ADVISED.

NIGHT BLADE

NIGHT BLADE WAS DESIGNED FOR A **6TH LEVEL party of 4 characters**, and it works as a stand-alone adventure or as an inspiration for the DM to build up something new.

This material brings you all the information you'll need in matters of creatures, monsters to be fought, and the available characters to be played with and it's all D&D 5e compatible.

Night Blade is divided into sections for you to consult as you please. However, this is just a guide to help you navigate through this adventure – you are the one and only Dungeon Master so feel free to ignore whatever parts or descriptions you find unworthy of yours and your players' time, and replace them with what you believe suits best to your party. The main goal of role-playing games is having fun, not following strict orders and rules.

GETTING READY

First of all, if this is a beginner's party, make sure you establish comfortable boundaries for playing together – such as asking the players what could upset them if brought up during sessions, possible triggers or nasty subjects.

A session zero is recommended to set everyone in the same mood for a greater gaming experience. During session zero, do not forget to mention what the campaign is about and inform your players this adventure has presettable playable characters.

This campaign is designed to be played by a group of four level 6 characters, so make sure the players level up accordingly in case they choose to use their own characters.

DUNGEON MASTERS ONLY!

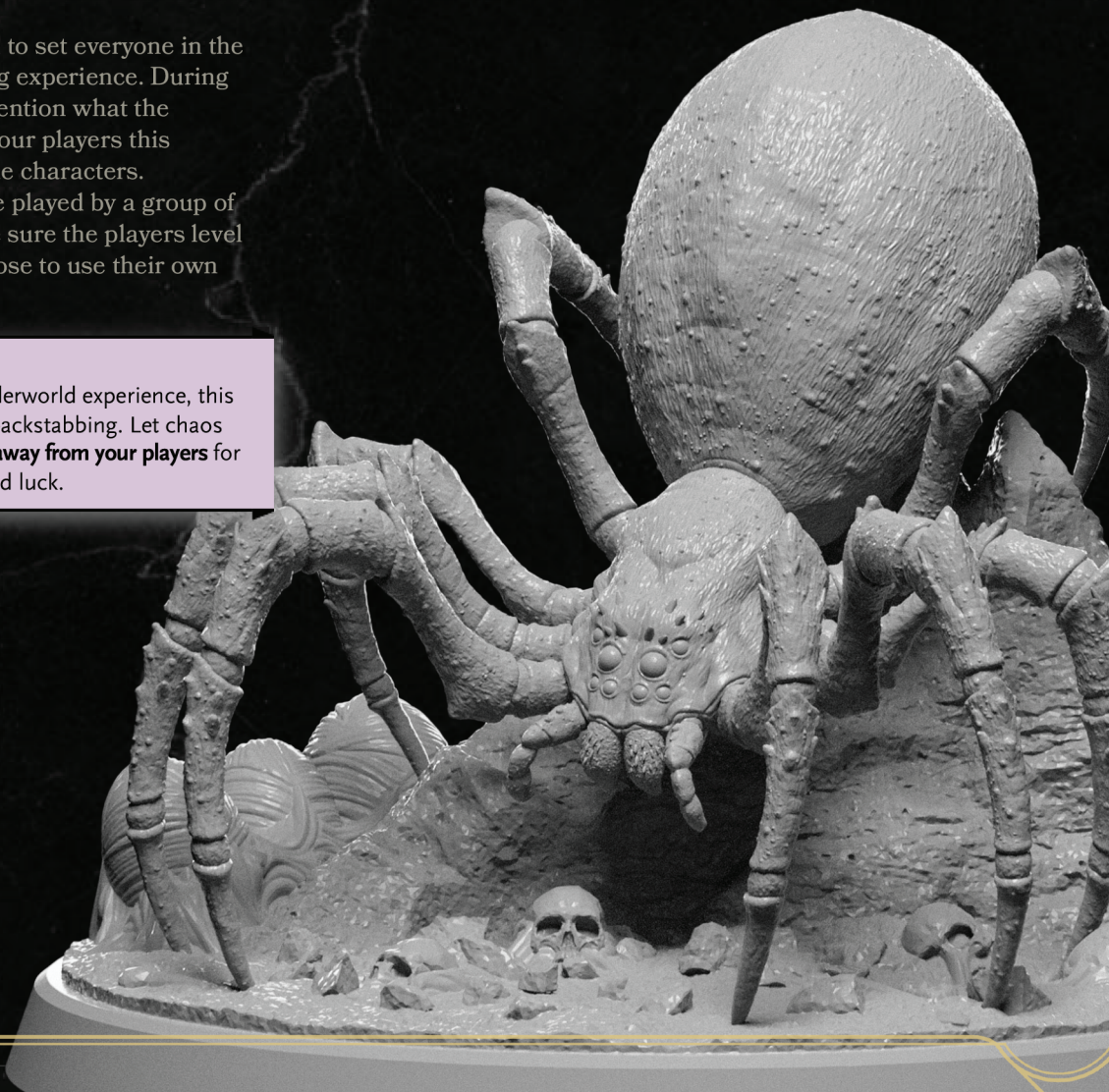
Following the dark vibes of the underworld experience, this campaign is heavy in secrets and backstabbing. Let chaos run unchained and **keep this book away from your players** for the duration of the adventure. Good luck.

SHHHH...

This module was designed to be a balance between engaging combat and deep roleplay, with a **secret-based** plot development.

Each of the playable characters of this module **has at least one secret which they keep from the other members of the group**. When the time comes, there will be a chance for them to either reveal or keep concealing the truth. As the Dungeon Master, you'll have access to the whole ordeal. Do with what you will, be it meddling in the affairs, stirring the chaos or slightly hinting them the direction you'd like them to go, but make sure to encourage your players to keep things civil outside of the game, as plots like this can provoke all sorts of feelings.

Because of this heavily detailed plotline, it is highly recommended to refrain from custom characters while playing this module, as it'll lose most of the fun bits. That being said, feel free to adapt any of the secrets, change the plot or remove it entirely. The only rule is to have fun!



Доколку си **Dungeon Master** кој е заинтересиран за кампањава, пиши ни на figuramkd@gmail.com и ти го праќаме бесплатно цел PDF во кој ќе најдеш подетални информации за околината и карактерите :)

