



# Nine Nights

IN THE GALLOWS

**HAXN**  
**HAXAN**  
STUDIOS

A VENTURE THROUGH DEATH

SONATA

*Abruptus*



NOT SUITABLE FOR  
CHILDREN OR  
SENSITIVE SOULS  
NC-17



SONATA

*Abruptus*

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*This grimoire is consecrated in the name of humanity.  
May the shadows guide our path.*

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STUDIOS

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## Nine Nights in the Gallows

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# The Reconstruction

*"The dawning of death - once disturbed it draws up your voice - your life - it will not be hindered - crawling and creeping it eventually covers all - it bides in many shapes it goes by many names - in many tongues many of which have now been forgotten - you simply can call it - death - It is older than your universe - and your universe cannot exist without its presence - for it is the glue that binds all - It is a fire that ravages, consumes and creates - For those without faith it is ever faithful and waiting - For those with faith it is the almighty destroyer - For some the experience will be brief - For others relief will not come as expected - as the bind does not falter or fail - you will cry out in here only laughter - ages have come and gone - civilizations have disappeared under its reign - yet it still remains - one must humble itself before it - otherwise who will be forced upon you - Death"*

[www.youtube.com/@coryvitt9693](http://www.youtube.com/@coryvitt9693)

-Cory Vitt - Odin's Poetry - The Dawning of Death

Nine Nights in the Gallows is a long form adventure or a shorter campaign based around the dead god Odin and his history in Fracture. It is meant to be 4-6 sessions long, but can be much longer depending on how ambitious you as a GM are. There are no prerequisites from the characters, and we have written it with new GM's and players in mind. Hints and tips are given as well as references to and reminders of available GM resources that can be used to evolve the story and make the adventure come alive. The players will need to do a lot more than fight to overcome the challenges, and players who seek conflict rather than alternative solutions when facing danger will probably have a rough time.

## SYNOPSIS

The adventure begins in Media Res with the characters on a quest for a relic in a sunken cathedral in Tit Ya-Haven. Then they are thrown in a political dilemma by the Satanic Marquis Naberius who wants to use them as spies. They get to visit Sorgesalir and Odin's throne Valhalla and enter his Death Dream. Here, they will experience the memories of many mythical locations, some of which have been ravaged by the crumbling mind of the Allfather: the resting place of the titan Fenrir, the throne of Anubis, the Gates of Heaven, the beginning of Creation, and the 13th Heaven.

## PREPARATIONS

Read the full adventure before starting. Also, reread the sections that are in the rulebook. They are referenced below. The players only need to travel once in this adventure, but a brief overview of travel won't hurt. How to roll loot, as well as generating and handling items, is a central part of Astro Inferno, and you should definitely have a good grasp of it.

Asgard, Sorgesalir, Valhalla and Odin	(p.318 in <i>Astro Inferno</i> )
Satanic Marquis Naberius	(p.286 in <i>Astro Inferno</i> )
Travel	(p.231 in <i>Astro Inferno</i> )
Conflict	(p.154 in <i>Astro Inferno</i> )
Looting and Harvesting	(p.204 in <i>Astro Inferno</i> )
Items	(p.172 in <i>Astro Inferno</i> )

## THE NIGHTS

The adventure largely centers around 9 nights that the players will experience without pause, one after another. You may change the order of the 8 first nights, and it is only important that the 9th night is the last one.

You should prepare at least shortly for each of the Nights.

### 1. Night Entity

Read through the night, and visualize the night entity. Roll the motivation and relation of the night entity on page 9. Apply these to **your idea** of the night entity and give them a context to adhere to. *What is the entity's connection with other beings and factions in the night? How is the power structure? How will the entity react to the characters?*

### 2. Goal & Theme

Now, roll a theme for the night and a goal the players must fulfill to succeed on page 9. Apply the theme and insert any conditions that must be met by the players into your narrative. Edit or adjust the location and cast of the night to fit these new conditions. *Is there a clock tower, where is it, who controls it? The warring factions, who are they and where do they live? The festival going on, is it of happiness or grief and why do they celebrate?*

### 3. Introduction & Exit

Finally, imagine the coolest way your players can enter the night. Take inspiration from movies and games. *Are they falling from the sky? Exiting a snow storm? Breaching deep waters, fighting for breath? Awakening bound and tortured? Opening a door or gateway?*

Also, come up with a good way to describe how the sun will rise here, and how to describe how the players achieve their goal.

**AND FINALLY**, ensure that you, and the players, have fun, which is ultimately the goal. If you fail to come up or don't get inspiration from a random roll, skip it and roll a new result, or take any inspiration you have, and make up your own goal, theme, and so on. If you can create a good image in your head of a location, entity, or situation, you will have a much better chance to transfer this to your players! *Good Luck!*

SONATA

*Abruptus*

**Sonata**; from Latin and Italian: *sonare* [archaic Italian; replaced in the modern language by *suonare*], "to sound"), in music, literally means a piece played as opposed to a cantata (Latin and Italian *cantare*, "to sing"), a piece sung

**Abruptus**; Perfect passive participle of *abrupō* ("break off, tear, sever"), from *ab* ("from, away from") + *rumpō* ("break, burst, tear").

Overture - Short Adventure

Sonata - Classic

Minuet - Action

Comedy - Not serious

Tragedy - Miserable

Aria - Serious

Anthem - Epic

Opus - Finale

# The Sunken Cathedral

GREAT CATHEDRAL OF SAINT ERASMUS IN TIT HA-YAVEN

*As we waded through the bog, the waters around us whispered tales of sorrow and despair. The dark reflection of the cathedral's highest tower, still above water, loomed like a black beacon of sins past. There were no croaks of frogs or any wildlife whatsoever. The silence was suffocating, and those of us with hearts could hear them beating in our chests as we entered through a broken window.*

*Thornheart the Drowned waited for us down there in the dark chambers. Once a protector of the sacred, now twisted by the Unlight, his presence could be felt even up here.*

You stand in front of the Sunken Cathedral. Odin's dreams have sent you here; the promised reward has already begun to pour into your pockets, and after last night, it has also started to be spent. To settle your debt, you must retrieve a rope once belonging to the Allfather, hidden in the depths of this cathedral and guarded by a being known as Thornheart.

## THE VESTIBULE

The knee-high water is eerily still, reflecting the shattered stained glass above. A great bell lies silent and tarnished on the flooded floor. From within the solid metal bell come faint whimpers of something or someone trapped under it. The bell weighs as much as a house and is unbelievably hard to lift. Beneath it, a Siege Chimera is trapped, infused with eternal rage. Wearing an armored harness adorned with seals of Naberius, it will attack anything in the room, fighting until death if given the chance.

**SCENE HINT** If the bell is lifted only slightly, the chimera will swipe with its sharp claws. Leaving the bell is an effective way of keeping the beast trapped.

## SIEGE CHIMERA BLESSED BY RAGE

**CHAMPION** 9 4 5

At the end of this verse the creature will:

- spew fire, engulfing the room and everyone in it (15)
- pounce and hold one of you beneath water (5 each verse)
- kill 1D2 souls in its vicinity

HARVEST TABLE

	Exotic Ingredient	1/
	Death Charm	1D3/
	Excellent III Weapon	1
	Stygian ingots	1D6/

**Looting**

(+3)

Titan Blood

**CHAMPIONS** When fighting champions and bosses you need to utilize the Conflict End Roll, a truth costing 3. When bought, the player simply tries to roll beneath the lowest mortality value involved in the conflict, modified by how well you've fought so far. See page 160 for details.

**Satanic Sigils:** Associated with the Satanic Marquis Naberius, hinting at the cathedral's dark patronage.

**Etchings of Defiance:** Etched into the walls with crude letters, often across the Satanic sigils, voices from a siege of ancient times reveal fragmented tales of bold defiance against Naberius. "Every rope we cut, every prayer we uttered, we knew the cost." "In our hearts, the flames of rebellion burn bright." "Blessed is the sword of the Defiant, our saviour!" "We are a beacon, not of subservience, but of resistance!"

**The Punishment:** The stone walls of the cathedral halls also bear scars of a brutal siege. Large, uneven cracks and blast marks suggest the use of powerful weapons and Satanic firearms. The lines of bullet holes puncturing many of the walls, the floor littered with ancient corpses on one side and numerous antiquated casings on the other, hint at a large-scale execution of hundreds, or even thousands, of souls. The casings bear inscriptions invoking the name of Naberius.

## THE LIBRARY

Half-flooded in deep muck and algae, the cathedral's library once held ancient tomes and sacred texts. Most shelves have collapsed, and the wood is warped and blackened by water and time. Disturbing the silence awakens a horde of blind unlight creatures. Clicking and gulping to communicate, they will attack anything that makes a sound. One of the creatures wears a glowing locket, surprisingly unharmed by time or water, radiating a faint, warm light. The locket is inscribed with "Elara" and bears an etching of a woman.

## CORPSE WALKERS AWOKEN BODY PARTS

**MINIONS** 4 9 1 50 walkers

At the end of this verse:

- the creatures will swarm and separate you (disadvantage)
- one of you will be "surrounded" and assaulted (10)
- the walkers will scream and summon 25 more walkers

HARVEST TABLE

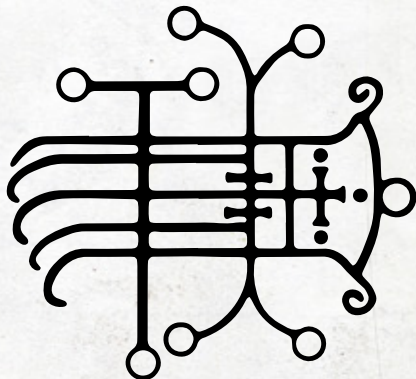
	Excellent III Armor	1
	Masterful IV Consumable	1D2/
	Crimson weave	1D2/
	Masterful IV Poison	1

**Looting**

(+0)

Soiled Blood

**HORDES** Fighting a horde can be very rewarding using the correct weapons. An attack doing 4 damage will kill off 4 corpse walkers in one go. If you do two attacks using an extra the attacks will now kill 8 walkers. Remember that automatic/slashing weapons have the innate feature Quick and a can be used to make two extra attacks instead of one which would kill 12 walkers. Finally, an automatic/slashing weapon can also have Quick twice from its heritage feature and such a weapon does 4 attacks extra for each spent.



*Demon Seal of Naberius*

**The Tome:** On a sturdy, yet ancient, lectern lies a **Book III** that has withstood the decay. "The Bestiary of New Jerusalem" contains detailed illustrations and descriptions of demonic entities, offspring to Naberius (pointing out their weaknesses). The book is written by a "Brother Alric" and dedicated to "My true love Elara."

Six demons in the Bestiary

1. *Baron Malphas the Cloaked* - DARK EASTERN SPIRIT  
(The arachnid is fascinated by riddles and puzzles)
2. *Saraphine the Siren* - LAW DAEMON OF HAXAN  
(Don't listen to her singing, wear earplugs)
3. *Grimlok the Ironbound* - FURIE DAEMON, ALLIGATOR TORTOISE  
(Gets tired really fast when warm)
4. *Nag\*Shaggoth the Fire Phoenix* - DEAD FIRE SERAPH  
(Immortal because of her burning heart)
5. *Barakas the Flamebearer* - QUATERNARY FIRE CONQUISTADOR  
(Hatred will blind him - literally)
6. *Eldritch the Seer* - DRUDE DEMON  
(Loves reading the future of souls in a tarot of mist)

## THE CRYPTS

Accessed through a narrow, submerged passage hidden behind the main altar, a network of tunnels and crypts lies below the cathedral. This is a half-submerged labyrinth of corridors and chambers.

The crypts are illuminated by a dim, greenish light emanating from the walls themselves, casting long, twisted shadows of pillars and the thorny vines growing here. Water drips steadily from above, and the air is heavy with the scent of damp earth. Following the straightest path will take you to the underground Church of Thorns. This large sanctuary is dominated by an immense stone sarcophagus at the altar which serves as a throne for the Titan.

The main hall is filled with waist-high black water, with piles of rubble and brick and some fallen stone pillars serving as islands. Pews, rotten chests, and other floating debris also present opportunities and obstacles.

Random things

1. *Satanic sigil-etched bullet casings*
2. *Tarnished silver chalice*
3. *Cracked wooden pew fragments*
4. *Skeletal hand clutching a rope spun from blood*
5. *Dull ceremonial dagger*
6. *Rusted iron candelabra*



*Angel Seal of Camael*

## THORNHEART

*Suddenly, the silence shatters like glass under the weight of a deep, resonant groan. The waters around the altar begin to churn violently, as if a great force is awakening. Rust and debris of ages fall from the gargantuan form, and clouds of dust spread through the large hall. The skeletal, yet powerful, figure wields a massive sword, its blade as tarnished and corroded as his form. The eerie, greenish light that pervades the crypts seems to gather around the titan whose dark eye sockets flare to life with unholy fire, fixing upon you with both pain and wrath.*

Fighting Thornheart can be difficult, but using his faint memories and love for Elara can calm him down and perhaps even stop his rage.

Showing the locket to the titan can be challenging; players need to get it to his eye height and, somehow, make him notice it.


Players could also use the Siege Chimera to distract the titan or otherwise create some kind of ambush or trap to increase his mortality value.

With Thornheart defeated, the characters can investigate the crypt and find what they came for. Their dreams lead them to a thick black rope that once held the bell of the cathedral, a **Legendary V Artifact** of the Great Dark and seemingly a powerful item. Research on the artifact will reveal that the rope is even older than the Great Dark and has been used as a noose. An alchemist examining the rope can tell that something of great magnitude is infused inside.

Using a map they received in their dreams, they must travel to Asgard to meet with their contractor.

## PSALM 69:12

**Neutral III** Tour (2) to Gloom.

The navigator must continuously read a Satanic psalm of the Codex Satanus, losing 2  per day/ action. When successful, the travelers will enter Sorgesalir in its lowest part, called Gloom.



# THORNHEART

DEFIANT TITAN OF SORROW

**B O S S**  
**LESSER TITAN**  
10 -5 3

**IMMOBILE:** WHILE FIGHTING THORNHEART MOVEMENT ARE DOUBLED  
**DENY ARCANE ARTS:** NO ARCANE ARTS CAN BE USED IN HIS PRESENCE\*

*At the end of this verse the titan will:*

- sweep his sword across the room 15 (x2)
- cut a stone pillar (ceiling falling in, defence check 6 )
- catch one character in his huge, corrupted hand (5 )
- instantly kill one character by cutting them in half

## TRIGGERED TROUBLES

- Falling into deep water "disadvantageous position"
- Kicked, swept, or manhandled, flying across the hall (3 )
- Trampled or trapped under debris (3 ) "trapped"

## WEAK POINTS

- Calling out Thornheart's real name "Brother Alric" +2
- Calling out Elara's name (Removes the Deny Arcane Arts)
- Showing the locket and making him notice it +5

HARVEST TABLE

	Journal I	1/
	Volume II	1D3
	Book III	1D2
	Grimoire IV	1

## Looting

(+3)

Titan Blood

**GM HINT** See page 20 in the Satanic Journal to create the tomes found. Use the world table on page 22-23 to create a name for the tome. (*Prefix - Historic Record / Public or Private Event - Suffix*)

# A Question of Loyalty

FAR VERONA - THRONE OF MARQUIS NABERIUS

*The vessel, dark like a dead carcass, appeared through the shimmer, its abyssal ivory hull worn by time and ancient conflict. Seals of the Satanic Marquis Naberius revealed that this once was a military ship of the Occultus Marine Korps. After determining it was safe, we boarded the relic and entered the dark chambers within. Suddenly, with a thunderous clang, heavy doors slammed shut behind us, the sound reverberating like a death knell. Readying our weapons, we spun around, but escape was already impossible. A sinister hissing noise rose from the shadows. A sweet, overpowering scent stung my nose and burned my skin. "It's a trap!" someone shouted, but the warning came too late. My limbs grew heavy, my vision tunneling as I tried to find somewhere to flee, fighting against the encroaching darkness. One by one, we collapsed onto the cold deck.*

While traveling using Psalm 69:12, the characters will encounter a derelict ship. Believing it to be abandoned, they board the vessel and get captured by the Occultus Assassin Priests of Naberius, who imprison them and take them to Far Verona and the Throne of Marquis Naberius.

They awaken to find themselves imprisoned within the black ivory confines of the ship's hold. Masked Satanic priests of Naberius, wielding burning branding irons, stand over them. While enduring relentless torture and questioning about their business in Tit Ya-Haven and the significance of the black rope, the characters encounter *Tribune Frumentarii of the Occultus Marine Korps*. A sadistic succubus, torn between her ambition to impress her master, Naberius, and her sadistic urges to violate her prisoners and subordinates.

After what feels like an eternity, the Occultus vessel enters the airspace of Far Verona and docks with the glass fortress of the Marquis. Priests escort the characters through the labyrinthine corridors of Naberius' fortress. The air is thick with incense and the innocent singing of children. Eventually, they are ushered into a huge throne room atop the cross-shaped steel and glass building which overlooks the chaos of the city below where eternal conflict between faiths fills the streets.

Hovering above them on a levitating throne is Naberius, his gaze a piercing blend of curiosity and amusement. The Marquis addresses them, setting into motion an unexpected proposition that could dramatically alter their fates.

*"While I could easily crush you for daring to traverse my domain uninvited, I find myself... intrigued."*

*"Let us strike a bargain," he proposes, his tone laced with an undeniable charisma. "Aid me in understanding Odin's agenda, and not only will I spare you, but I will also grant you a boon to aid in your quests. Refuse, and you will find that the streets of Far Verona can be... unforgiving to those who spurn my generosity."*

Naberius wants the characters to continue their quest as his spies, and he summons a phoenix from shadow and flame that dives into the chest of one of the characters. He tells them they can whisper directly to the phoenix to communicate with him. While carrying the phoenix, straining sanity to improve any Literacy, Perception, or Affinity skills costs half the ☹.

*Of course, the phoenix is much more than it seems. It is Naberius' own daughter, and he can both see and hear everything the character does, and it can even function as a gate, allowing agents of the Marquis to explode out of the character's ribcage if necessary.*

Naberius lets the characters go and even offers to give them a ride to Asgard on a void cargo vessel, which could be an adventure in itself.

## OCCULTUS KORPS BLACK LEGION OF NABERIUS

**MINIONS** 5 ☹ 8 ☹ 2 ☹ 10-20 soldiers

## TRIBUNE FRUMENTARII BRIGADE INTELLIGENCE

**CHAMPION** 7 ☹ 5 ☹ 3 ☹

At the end of this verse:

the soldiers will get into defensive positions (♥ +1)

the soldiers will call for help (+10 soldiers)

the soldiers will throw a grenade (10 ☹, area)

the Tribune will raise morale (☹ -2)

HARVEST TABLE

☹	Masterful IV Consumable	1D2/☹
☹	Abyssal ivory ingot	1D6/☹
☹	Luxury Booze	1D6/☹
☹	Masterful IV Gear	1 ☹

**Looting**

☹ (+1)

☹ Soiled Blood

**CHAMPIONS & MINIONS** When fighting both minions and champions you are essentially fighting the champion. The minions mostly contribute with a change of pace in the conflict by making the Conflict End Roll harder to succeed. This is by making the characters fight at an disadvantage. Killing minions can remove the disadvantage and allow the characters to gain advantage over the champion. See page 161.



# The Looming Sorrow

SORGESALIR AND VALHALLA IN DARKENED ASGARD

*In front of us sprawled Sorgesalir, a town ensnared in perpetual twilight, beneath the looming shadow of Valhalla's fortress. Gray fog curled through the narrow streets, and the distant sound of mournful bells echoed faintly in the heavy air. The moment we stepped onto the cobblestone streets, an oppressive weight settled upon my shoulders. The air was thick, almost viscous, making each breath a labor. It was as if the very atmosphere was imbued with "the sorrow," the pervasive despair the locals spoke of in hushed tones.*

*A figure shuffled past - with a face etched by countless sorrows. Muttering incoherently, they clutched a tattered cloak tighter around their frame as they vanished down Misery Lane. I got a sudden sensation that we were being watched. Hidden eyes observed us newcomers from cracked doorways and soot-stained windows. The sound of distant weeping drifted through the air, mingling with the rustling of tattered banners that hung limply from corroded poles. From a nearby alley, the haunting melody of a muse's violin was heard, each note imbued with a grief so profound it threatened to pull me under there and then.*

If any of the players have not been slain in battle (see page 318), they will magically end up at the gates of Asgard instead. The only way to get to Asgard is to either be slain in battle or to, somehow, sneak through the gates. Sneaking through does allow a character to get into Asgard once, but if they have not been slain in battle on their next journey here, they will end up at the gates once more.

## SORGESALIR

The characters find themselves with the black rope in Sorgesalir and can explore the town. Any first-time visitors will contract *Sorgefeber* the day after arriving in the forsaken town. Overcome with grief, they will be incapacitated for six full days and forced to either rent a room in town or stay up in the fortress.

Valhalla is connected to Sorgesalir. To reach the great fortress you need to merely exit the the gates manned by unmotivated, and sometimes crying, guardsmen, and walk up the magnificent, very high, but deteriorating, steps. The cliff walls of the stairs leading up to Valhalla have been infested by unlight and ancient critters of all kinds. If the characters are unlucky, they might have to fight a horde of creatures or bandits that have taken residence here.

### WORLD BUILDING HINTS

Roll a table on page 25 in the Satanic Journal to establish a building the characters encounter while in Sorgesalir: *Institutions @ Buildings/Private Establishments @ Locales*

Roll the Creating World table on page 22 in the Satanic Journal to establish an event that happens while in Sorgesalir: *Public or Private Event - Suffix*

Roll the Creating World table on page 22 in the Satanic Journal to establish a group or entity, the characters see or hear about while in Sorgesalir: *Prefix - Groups - Suffix*

## VALHALLA

At the gates of Valhalla, the characters are greeted by an Einherjar, but some confusion soon emerges around the identity of the character with Naberius' phoenix in their chest. To the Einherjar and the Truth Witches of Valhalla, they are tainted by unlight, and there will be questions and investigations before the characters are invited into the main halls of the mythic fortress.

The characters are told that Odin is expecting them but that they need to wait patiently until they are summoned. They sleep in great guest halls, are served food cooked by Andhrimnir from the great cauldron of Eldhrimnir, and meet all sorts of beings including Dwargar, Dökkalfir, dead heroes of Asgard, Valkyries, and other Elysians residing there.

### WORLD BUILDING HINTS

Roll a table on page 25 in the Satanic Journal to establish a building the characters encounter while in Valhalla. *Private Establishments @ Locales*

Roll the Atmosphere table on page 17 in the Satanic Journal to establish a rumor circulating about something happening in the Gloom of Sorgesalir: *1D20 @ 1D6*

Roll the Cast table on page 26 in the Satanic Journal to establish a rumor circulating about a certain entity seen in Sorgesalir or Valhalla. *Entity Tier - Forms*

Roll the Members of the Satanic Church table on page 25 in the Satanic Journal to establish a guest also awaiting an audience with Odin. *Addition - Position - Church - Institution*

On the third day, they are summoned to Odin, and, together with an escort of two Einherjar and a völva (truth witch) named Groa, they enter the chambers of the dead god, high up in the drafty, monolithic black fortress.

# Death Dream of the Dead God

THE DISCORDANT MEMORIES OF ODIN

*Your footsteps echo like distant thunder in the hallowed hall. At the far end stands a towering throne forged from the very roots of Yggdrasil, the World Tree. Seated upon it is the dead god, the Allfather, a solitary eye gleaming like a distant star through the darkness of the chamber. On either side of him, a shadowy entity in silent rest. The god's form is gruesome and imposing, a dead mask of flesh covers the face and his cloak, once woven from the night sky, is covered in crimson ichor. His final raven is perched upon a large mirror standing in front of him, and the gaze of the god never leaves its reflecting surface.*

As the characters enter, their very spirits are stripped, like creatures of flesh turned inside out - laying bare feelings like cold pieces of meat on the workbench of a slaughterhouse. Cowardliness, insecurities, and nervousness start to weigh heavier than any other sins, and most of their inner demons seem to crawl into conscious thought, investigating this new experience. In profound silence, visions of might, violence, and fierce, brutal, force unfurl before them.

They see battles fought and lost, choices made in shadows, and burdens carried in solitude. They feel the sorrow of lifetimes and the yearning for redemption. Odin's voice resonates within their minds, a deep, sonorous tone that echoes from the dawn of creation.

*"I shall bear the weight of your transgressions," + "In my death, you shall find the hidden salvation. Enter my death dream, traverse my Nine Nights in these gallows, and seek the Artifact of Death hidden within. It is the key to undoing the darkness that encroaches upon all worlds."*

*Darkness gathers above Odin like a storm. The Black Noose slithers through the air, an echo of a thousand gallows, twisting and writhing like venomous serpents. The raven on the mirror takes flight, carving mournfully as the rope encircles the god's neck.*

*You watch in horror as the Allfather accepts his fate without resistance. The black noose tightens, and with a resounding crack, Odin is hanged - the impending death of a god.*

*A blinding light erupts from the hanged form, washing over the chamber like a tidal wave. The fabric of reality seems to tear asunder from the razor-sharp divinity, and you are pulled forward, lifted off your feet, weightless and unbound, dragged up into the luminous vortex that now envelops Odin's form.*

*Stars explode and collapse into darkness in the span of a heartbeat. You rush past celestial landscapes and through the primordial void, every moment stretching into an eternity. Whispers of the Norns, the weavers of fate, brush against your ears, cryptic and fleeting. "Make the sun dawn!"*

The momentum ceases, and the characters find themselves in the first night of the gallows. Here, in the heart of Odin's death dream, the stakes and goals are crystal clear and as vivid as their own memories. The characters have sensations of déjà vu, as if they have experienced each night before, and often remember names or events unfolding in the past just as if they were Odin himself.

The sacrifice has granted them passage into the first night, but it is up to them to navigate this realm to find the Artifact and fulfill the destiny Odin has laid before them.

## THE DEATH DREAM

Each night is an instance from Odin's afterlife and quest through Myth, Dream, Fracture, and beyond - a hardship or challenge the dead god remembers vividly. The memories have faded and changed as Time has ravaged the god, and as the characters explore Odin's death dream, they will encounter other experiences that could explain the current state of the Allfather and even of Fracture.

The nights can all play out differently and have different goals that can be achieved in various ways. The characters ultimately need to make the sun dawn to enter the next night. When a sun has dawned, the next night will fall over the characters, and they will enter a new scene with a new goal.

The GM is encouraged to let the players use their imagination to solve each night in their own way. Don't restrict their actions too much, and let them interpret the goals to their own benefit if it makes sense. If a night ends up being far too easy, let them enjoy it as a success, and move on to the next night.

The final goal is to reach the ninth night where Odin's subconscious has hidden the Artifact of Death he is after.

## DREAM RESOLUTION

For more info on how to handle certain mechanics like experience, deaths and further hints to game master the dreams, see Dream Resolution on page 21.

# The Nine Nights

Each night is controlled or hosted by a night entity. Roll a set of D6 to determine the motivation of this entity and its relation to Odin. You can also roll a D6 to define a theme you can use for the night in question in case you need inspiration.

## MOTIVATION OF THE NIGHT ENTITY 1D6

- 1 Kill or capture the visitors
- 2 Experiment on visitors or use them in some way
- 3 Finishing some other kind of activity or event
- 4 Marry or pair up one of the visitors to a night being
- 5 Defend their keep/settlement
- 6 Defend their family/friends

## NIGHT ENTITY'S RELATION TO ODIN 1D6

- 1 Hostile and defiant
- 2 Rivalrous and competitive
- 3 Jealous and possessive
- 4 Indifferent and aloof
- 5 Intrigued and interested
- 6 Allied but uneasy

## THEME OF THE NIGHT, CHOOSE ONE 1D6

- 1 A fight, a key, massive violence, a torture camp.
- 2 A witch, a throne room, a prison, a rebellion.
- 3 A great church, cellars and wells, candles, a ritual.
- 4 Ruins, a rebirth, weird sex plants, an execution.
- 5 A great parade, a hero, a crucifixion, a burial.
- 6 A screaming soul, cheering, a market, a festival.

As each night begins, the following points are true or should be made true:

- The characters know the name of the night entity and its relation to Odin.
- The characters know they need to make the sun dawn and the goal they need to achieve to make it happen.
- The night entity will recognize the characters as servants of Odin.

*All truths of the "goal of the night" are present in the night. If the players need to convince the council, there is a council. If they need to unlock a seal, there is a seal.*

*You could also allow for clever players to use an Universal Truth costing 4 ⚡ to change the goal of the night.*

Roll a Satanic D66 (see page 19) to determine the goal the players have to achieve to get to the next night. If the rolled goal was featured in a previous night, use the next unrolled goal. Night 4 and 9 instead have fixed goals.

If a goal is impossible (even if nothing really is impossible) the GM is welcome to create an alternate goal or reroll the table to create an additional goal.

## GOAL TO OVERCOME TO MAKE THE SUN DAWN 1 SATANIC D66

- 11 Kill the night entity, and the sun will dawn upon the sky.
- 21 Get the key from the night entity and find the secret gate, and the sun will dawn.
- 22 Once the night entity falls asleep, the sun will dawn.
- 31 Destroy the artifact of unlight that the night entity possesses, and the sun will dawn.
- 32 Perform the ritual that only the night entity possesses, and the sun will dawn.
- 33 Gather the three relics from three different beings of the night, and the sun will dawn.
- 41 Make a significant sacrifice in the presence of the night entity, and the sun will dawn.
- 42 Set up a great feast with at least three entities of the night present, and the sun will dawn.
- 43 Ring the Bell of Night, controlled by the night entity, and the sun will dawn.
- 44 Escort the night entity to a specific location, and the sun will dawn.
- 51 Unlock the seal of the night by solving a riddle or destroying it, and the sun will dawn.
- 52 Create an artificial dawn and light up the sky, and the real sun will dawn.
- 53 Free a certain captive soul from the night entity, and the sun will dawn.
- 54 End a blood feud between two warring factions within the night, and the sun will dawn.
- 55 Find the broken sun, forge it into a new one, and it will dawn.
- 61 Reset the clock of the night by altering the hands to morning, and the sun will dawn.
- 62 Convince the council of the night to let the morning come, and the sun will dawn.
- 63 Track down a thief who has stolen something from the night entity, and the sun will dawn.
- 64 Cut the Gordian knot to open the gate, and the sun will dawn.
- 65 Find the secret elevator that the night entity keeps hidden, and the sun will dawn.
- 66 A character must give birth to new life in the night, and the sun will dawn.



# Court of the Abyss Weaver

*In the cold, endless expanse beyond the known realms, Odin strode into the Court of the Abyss Weaver, where ignorance bore the weight of death and knowledge was light as the feathers of the angels. The Abyss Weaver sat upon his throne of starlight and bone, his eyes gleaming with the wisdom of a thousand gods. As Odin entered, the questions of the universe stirred in the silence, waiting for a opening, waiting to strike. Here, in this hall of veiled truths, the Allfather would face his greatest test - not of might, but of mind, with Fate lurking in the spaces between their words.*

The Court of Vafthruthnir, the Abyss Weaver, is a vast, eerie hall called The Hall of Veiled Truths, carved inside bones of dead Xrafstars and adorned with woven crimson weaves that shift in incomprehensible patterns. Polished pillars of abyssal ivory rise like crooked spires toward a smoke-filled ceiling, while the floor, slick with a dark, glassy substance, reflects visions of the souls walking on it.

## KEY LOCATIONS

**The dining hall** - A great dining hall acts as a central hub where Vafthruthnir holds court from a throne set at a huge long table. Talking, drinking, whispering as well as reading sections from historic books, reciting poems and holding improvised quizzes displaying the knowledge of the Abyss Weaver himself.

HARVEST TABLE

🔍	Wine of Sodom	1/🔍
💀	Abyssal ivory ingot	1/🔍
📖	Masterful IV Blood relic	1
📖	Grimoire IV	1 📖

**The Gray Library** - A library filled with books as tall as a man and shelves higher than apartment buildings. Small trolls have built nests among the books and the library servants can always be seen chasing them around while fetching books for their master.

HARVEST TABLE

🔍	Random tome	1 📖
💀	Masterful IV Vestige	1
📖	Volume II	1/🔍
📖	Satanic coin	1 📖

**The Well of Blood** - A well, filled with blood, into which a chain descends deep. Here, Vafthruthnir condemns his enemies to be keelhaunched if they fail his challenges of knowledge.

## ENTITIES & FACTIONS

### The guests

A rowdy bunch of guests, most are giant-sized titans, but some spark-bloods like satyroi, agrippean daemons, and the occasional gold blood also attend.

### The servants

Fleet-footed ashen souls who serve the court with anything from food, books, lighting candles, cleaning, and so on. They also keep the gigantic fire going and transport away any leftovers or feces the oblivious guests of the court might leave.

### The kitchen staff

A feisty bunch of spark-blooded trolls and dökkalfar work in a large kitchen with a few hundred chefs and service personnel. All dishes, the size of a car, are controlled and approved by the head chef Gravatass (Tomb-Claw), a Seilenoi who, with his elk horns, kills any chef who fails to exceed his expectations. Often, one or two per dish meet this fate.

### STORY HINT

Trolls and dökkalfar are stupid and the only real intelligent being in the kitchen is the Seilenoi. Cunning players can utilize this to their advantage, using the kitchen staff to achieve their goal.

### GUESTS OF THE COURT

#### Jotunheim's Envoy, Thrym the Thunderous

A titan from the frost-laden realms of Jotunheim, attends the court tonight bearing a proposition. He seeks Vafthruthnir's counsel on an ancient riddle that has kept his homeland locked in an endless winter.

#### Elysia the Truth Witch of Duke Berith

The Satanic Truth Witch, graces the dining hall with an air of urgency. She is here to warn Vafthruthnir of a dark omen she



## THE NIGHT ENTITY

# VAFTHRUTHNIR

WEAVER OF KNOWLEDGE AND WISDOM

**BOSS**  
**GREATER TITAN**  
15 🔍 0 📖 6 🛡️

**CUNNING: WHILE FIGHTING VAFTHRUTHNIR**  
LITERACY, PERCEPTION AND MOVEMENT CAN NOT BE STRAINED

### END TROUBLES

*At the end of this verse:*

- Vafthruthnir will blow an ice storm at the party ("slick and slipprey", 4 🔍, Area)
- 5 guests will join the conflict (stats as Centurions)
- pillars are crushed, creating a dangerous rain of collapsing stone and debris (Extra Defense check with 15 🔍, "chaotic area")

### TRIGGERED TROUBLES

- Bitten by a small horde of small trolls (4 🔍)
- Pounced by an aiding servant ("floored and grappled")
- Thrown into a wall (10 🔍)

Taller than a pine tree, a voice that breaks bones and a laugh that shakes the ground. Clad in the cloak of truth which weighs as much as the world. Touching it gives you the ability to tell truth from lies. The only thing he cherishes more than new knowledge is food and dancing.

HARVEST TABLE

📖	Journal I	1/🔍
📖	Volume II	1D3
📖	Book III	1D2
📖	Grimoire IV	1 📖

### Looting

📖 (+4)

💧 Titan IV Blood

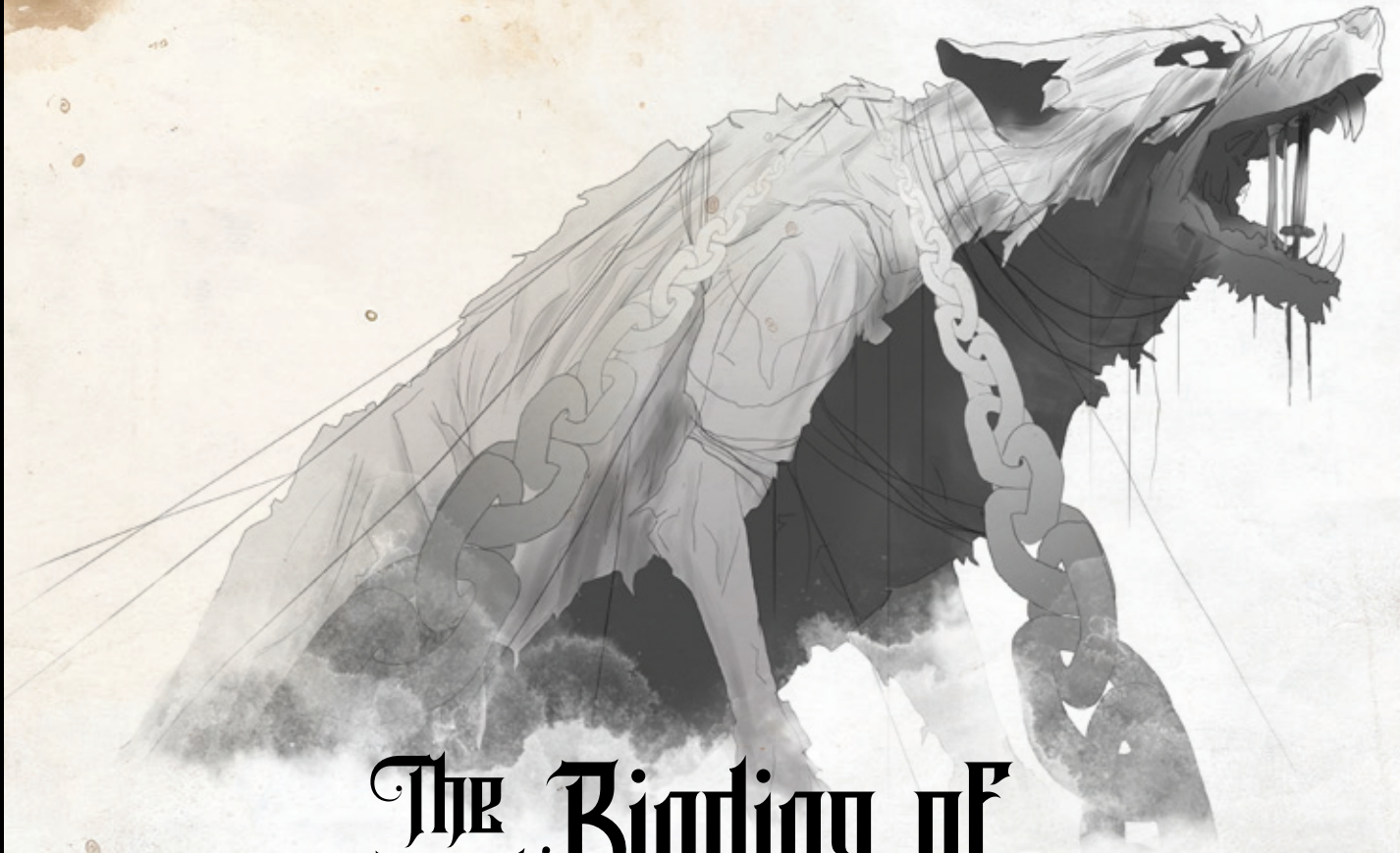
### GM HINT

See page 20 in the Satanic Journal to create the tomes found. Use the world table on page 22-23 to create a name for the tome. (*Prefix - Historic Record / Public or Private Event - Suffix*)

has foreseen - a looming catastrophe that threatens not only the court but the very roots of Yggdrasil itself.

### Zephyrix the Jinnestan Emissary

Attends the court under the guise of strengthening diplomatic ties with Duke Buné. However, his true intent is to negotiate access to the Gray Library. The Meisters of Buné seek knowledge of rare alchemical reagents from the Well of Duzakh, and a rumor of a map leading them there has circulated the halls of Hades.



# The Binding of FENRIR

*In the depths of Gleipnir's Hollow, where the earth trembled under the weight of prophecy, Odin approached the bound form of Fenrir. The great titan, once free and wild, now lay imprisoned by the silken chain of Gleipnir, crafted by the gods' deepest fears. The air was thick with the stench of iron and fate as Fenrir's eyes, burning with hatred, locked upon the Allfather. Odin, with one eye set on the beast and the other on the end of days, stepped forward, knowing that this binding was but a fleeting calm before the storm of Ragnarök. The creature growled low, his power undiminished, as Odin stood at the edge of doom, both bound by the threads of fate.*

Gleipnir's Hollow, a desolate and forsaken valley far beneath the roots of Yggdrasil, is scarred by ancient battles and forever darkened by storm clouds. At the bottom of the valley, the wolf titan Fenrir is bound by the silk chain Gleipnir while having the sword of the dead god Tyr positioned between his open jaws.

The titan emits a blood-curdling, sad growl, bathing the surrounding area in melancholy and sadness. From the wolf's jaws runs a foamy river of drool, called Ván "Expectation."

Covered by the shadow of the bound titan Fenrir and forever darkened by the storm-laden skies of Gleipnir's Hollow, a small swampy settlement called Dregelmyr has formed along the foamy banks of the river. Ruled by the demon-witch Aska, this stinky town is populated by ashen souls, Myrkir, Dökkalfar, Dwargar, and other spark beings of the underworld.

A stench of decay permeates the humid air, mingling with the sulfurous fog that seeps up from the earth, coating the wooden buildings of the town.

## KEY LOCATIONS

**The Dodecahedron Fortress** - The throne of Aska that also serves as a grueling slave labor camp and refinery of the "waters" of Ván, this fortress-factory with medieval technology, water wheels, and intricate water regulation systems that channel the river's flow, fueling vast machinery. Within, sludge ponds bubble and churn as they separate the noxious sloth of Fenrir, creating the foul essence needed for Aska's dark ambitions and setting a landscape where even the air tastes of despair.

HARVEST TABLE

🔍	Excellent III Valuables	1D4/🔍
📦	Masterful IV Valuables	1/🔍
☠️	Excellent III Poison	1D4/🔍
🔥	Unlight flare	1D4/🔍

**The Wolf Bridge** - Just outside Dregelmyr, near the bound Fenrir, a gigantic dead corpse of a wolf has formed a natural bridge over the river, which runs through the ribcage of the dead animal.

HARVEST TABLE

🔍	Earthian ingots	1D6/🔍
🔥	Blackened ingots	1/🔍
📦	Exotic ingredient	1/🔍
👤	Flesh & Sinew	1D6/🔍

**The Chain:** At the Wolf Bridge, a perceptive character can see a part of the silken chain, Gleipnir, has been torn and thrown by Fenrir across some trees and the wolf carcass.

### *Gleipnir* - LEGENDARY V SILKEN CHAIN

(Automatically ties itself around a target with a Throw check, can calm the rage of a bound target for 1 hour)

## ENTITIES & FACTIONS

**The Coven of Aska** - Known as the Gleipnir Coven, a faction of the sulfur witches of Stregheria, are bottling and exporting the volatile froth of Fenrir to a hidden clientele while conducting forbidden experiments deep within the fortress.

Rumors say they're on the brink of perfecting a recipe for Dream Honey, a nectar of nightmares that could grant its drinker access to twisted realms of bent realities where the unlaw rules supreme.

**The residents of Dregelmyr** - The town's heart, an ancient courthouse long abandoned to rot and despair, houses a frightened and discouraged group of greater souls and spark beings. Their fears, in this dream, probably reinforced by Odin's attitudes towards cowardly beings. They gather, or even hide here, to trade whispered tales, all terrorized by Aska and her coven.

### **The Revolving Souls of the Courthouse**

Within the crumbling walls of Dregelmyr's abandoned courthouse, an infiltrated agent named Eldric has been secretly rallying the oppressed souls and spark beings against Aska's tyrannical rule. Posing as one of the frightened residents, he has gathered crucial information about the Coven's weaknesses and is now ready to ignite a rebellion. Their mission involves inciting the revolt, strategically sabotaging the Dodecahedron Fortress's operations, and confronting Aska to liberate Dregelmyr from her grasp. They may seek help from any visiting Death Singers.



## THE NIGHT ENTITY

# ASKA

HAXAN - HIGH WITCH OF THE GLEIPNIR COVEN

BOSS  
QUATERNARY SUCCUBUS  
7🔍 4👤 2👤

IMPEDING TENTACLES: WHILE FIGHTING ASKA  
MOVEMENT CAN NOT BE STRAINED

### END TROUBLES

*At the end of this verse:*

- lights will shatter, limiting vision
- sparks will fly, potentially igniting any flammable materials
- the area will fill with poisonous gas
- four breasts will smother and crush one character (10🔍)

### TRIGGERED TROUBLES

- The coven regroups, trying to counter attack (👤-1)
- A fear ritual paralyze you (4👤)
- A tentacle sneaks up and grapples violently (2🔍)
- Corrupted froth seeps through the floor (2👤)

Aska never leaves her throne, with a large body that encompasses most of her throne room. Her 12 magnificent breasts have grown into long tentacles that reach into the surrounding rooms. Aska wears a mask made of steel fused with her own flesh, a rite she performed, "to feel something."

HARVEST TABLE

🔍	Ordinary II Consumable	1D10/🔍
🔥	Spark blood III	1D10/🔍
👤	Excellent III Artifact (researchable)	1/🔍
🔥	Masterful IV Gear	1🔍

### Looting

📦 (+1)

💧 Spark Blood

### **The Plot of Honey**

A group of Elysians of Pazuzu has infiltrated Dregelmyr to steal the nearly perfected recipe for Dream Honey from Aska's coven. The Plague Squad consisting of Pestilent Harbingers a Spore Swarmer and a Disease Alchemist are currently hiding in an abandoned building overlooking the Wolf Bridge. They are preparing an assault, which involves sneaking into the Dodecahedron Fortress, navigating its intricate water regulation systems, and using explosive devices to gain access to the laboratory beneath Aska's Throne.



# The Freeing of Prometheus

*In the shadow of crumbling Olympus, where winds of winter scream the name of the heretic god, Odin descends upon the cliffs where Prometheus is bound. The defier of fate writhes beneath the eternal gnashing of the eagle's talons, punished for gifting fire to mortals. With one eye cast to the future and the other in the past, Odin offers his hand. A bargain forged in the blood of rebellion - freedom for wisdom, fire for vision. As chains shatter against the ancient rock, the sky trembles, for with Prometheus unbound the world will once again blaze with the light of defiance.*

The mountains of Scythia are shrouded in the freezing Fimbulwinter where hurricane winds carrying ice shards that cut flesh like razor blades blast the icy mountainsides. Here, the gigantic dead god Prometheus is chained. A massive void ship floats, anchored and docked to Oceanus, a labyrinthine settlement embedded in the ice walls. Oceanus is home to the daughters of the dead god with the same name.

The settlement, built within icy tunnels behind the punished dead god, is inhabited by ashen souls and a large number of water nymphs who do their best to survive the harsh conditions. Acting as ruler is the lesser titan Io alongside her court of Ascended souls. Io remains locked in a long dream conversation with Prometheus about the treachery of Zeus and the pain the king of the dead gods has inflicted upon them both.

## KEY LOCATIONS

**The void ship of the Allfather** - Arrived when Odin came to free Prometheus, but, in his death dream, it is now a permanent derelict installation. This ghost ship is inhabited by massive Genesis creatures and horrors born from the dead god's own nightmares.

HARVEST TABLE

🏹	Excellent III Blood relic	1/🎲
🔍	Excellent III Augmentation	1D4/🎲
🛡️	Excellent III Gear	1
🏠	Masterful IV Vestige	1 ⚡

**The throne of Io** - Io's throne room is a tall shaft made of ice with alcoves where her court Journaland guests look up at their queen.

**The chained god Prometheus** - Visible from the windows of Oceanus, the dead god can be touched but, due to the storm outside, cannot really be scaled. The form of the dead god is not described here and can be decided by the GM.

## ENTITIES & FACTIONS

**Royal guards of Io** - Elite ascended Elysians, clad in heavy winter armor, defending the settlement with heavy weapons and advanced ancient tech.

**The Daughters of Oceanus** - Oceanids (water nymphs) wearing advanced heated armor to avoid freezing into ice. Skilled water witches who, with their high priestess, hold a fragile alliance with Io. They hold discussions with her about whether to help free the dead god chained outside and how to go about doing that

**STORY HINT** Let the nymphs take good care of the characters. Give them nice food, wine, comfortable beds, and all kinds of services. Let it feel too good to be true and lure the players into thinking it is a classic trap, when it in reality are very fascinated and curious nymphs.

Oceanids are not regular nymphs, but still have a spark of curiosity and playfulness about souls. This is part of the reason they are so interested in Prometheus. A smooth talking Death Singer could probably persuade a water nymph to be of service somehow.

### PLOT HOOKS

#### The Wanderer

A mysterious guest currently resides in Oceanus – a masked wanderer whose face is hidden behind an ornate, expressionless mask. They claim to possess knowledge about a hidden weakness in Prometheus's chains that could free the dead god. While Asterope is intrigued and offers the warmth of the nymphs' hospitality, Io's court is suspicious of the stranger's true identity and motives. The Wanderer secretly is an outsider to the Death Dream, an satanic agent of King Purson infiltrating the dream. The motive is to steal and gather any resources they can from these magnificent locations. The Wanderer will recognize the aura of the phoenix and investigate further.

#### The Crimson Lake

A red god known as the Crimson Lake has emerged in the depths beneath Oceanus. Asterope and the water nymphs believe it holds prophecies about the fate of Prometheus and the possibility of ending the eternal winter. Io's own



THE NIGHT ENTITY

# ASTEROPE

HIGH PRIESTESS OF OCEANUS

CHAMPION  
LESSER TITAN

6 🎲 5 🛡️ 1 🛡️

DENY ARCANES: WHILE FIGHTING ASTEROPE  
ARCANES CAN NOT BE USED

*At the end of this verse:*

- Asterope will bring the entire floor down.
- An alarm will sound bringing reinforcements (🛡️ -2)
- Asterope will freeze one character (20 🎲)

#### TRIGGERED TROUBLES

- Ice mist begins spreading making everything slippery.
- Freezing arcane attack (5 🎲)
- Crashing roof obstructs the room (🛡️ -2)

Always surrounded by her sisters, clad in advanced armor and arcane cloaks. In the Temple of Oceanus, she holds long audiences with visiting entities and contemplates the evolving situation, the be or not to be of visitors, spies, and other elements that could be a threat to Prometheus.

Asterope has a comfortable residence with warm baths where she and other nymphs often swim. The hospitality of the nymphs is the direct opposite to the cold and suspicious reception the character will get from Io and her court of ashen souls.

HARVEST TABLE

🏹	Titan blood IV	1D2/🎲
🔍	Legendary V Blood relic	1
🛡️	Masterful IV Armor	1
🔍	Ancient coin	1 ⚡

#### Looting

🛡️ (+2)

💧 Spark Blood

council has deemed the anomaly dangerous and sealed the way down there and accessing the caves where the anomaly is requires a key held by Io's court.

The characters are soon approached by some of the Oceanids who wants to retrieve the key, guarded closely by the royal guards of Io. Navigating the political tensions between the Oceanids and Io's court, the characters must decide whether to assist, potentially altering the destiny of all who dwell in Oceanus.



# The Judgment of Ammit

*In the darkest depths of Duat, where shadows stretch towards the horizon and the night is the domain of the death gods, Odin, the Allfather, strides into the Hall of Two Truths. His one eye gleams in the dim light, piercing the silence as the jackal-god watches from his throne. Before the great death god lies the Scales of Ma'at where truth and destiny meet. Odin approaches with the weight of ages, violence, and war upon him, his heart heavy in his chest. The feather of Ma'at gleams, untouched by time, waiting to judge even the wisest of gods. No spear, rune, or knowledge can sway this scale - here, Odin, too, is but a soul, seeking the judgment that all must face.*

The Hall of Two Truths is a grand, dark chamber at the heart of Duat, dimly lit by flickering torches that cast long shadows across the stone floor. Pillars engraved with hieroglyphs of forgotten gods rise into darkness, their surfaces worn by the passage of countless souls who have been judged here.

At the center of the halls a massive bronze balance: the Scales of Ma'at. On one side of the scales rests the feather of Ma'at, the goddess of truth, representing the symbol of universal justice and cosmic balance. Opposite the feather, the hearts of the dead are placed, and, if burdened by sin, they are devoured by the waiting beast, Ammit.

Instinctively, the characters know that, in order to progress, they must have their hearts removed and measured on the bronze scales. The problem, apart from that they need to have their hearts cut out, is that the doomed souls won't tolerate anyone cutting the queue.

The fourth night has a fixed goal and a different set of prerequisites. The characters need to be judged on the scales of Ma'at while surviving an onslaught of angry, doomed souls.

## KEY LOCATIONS

### The four temples

Four small temples are located on the outskirts of the Hall of Two Truths: the Temple of Records, the Temple of Fate, the Temple of Judgment, and the Temple of Balance. Priests and servants serve here when needed, but mostly they also spend their time watching the judgment of the souls.

### The throne of Anubis

At the far end of the hall, Anubis sits on his throne, towering and imposing. The jackal-headed god is draped in shadow, his eyes glowing like embers.

### The scales

Fed by an endless queue of tarnished, doomed souls ready for judgment, the dead gods Ma'at and Thoth, and a group of priests, prepare each soul and perform a ritual ending with the heart being cut out and weighed on the scale. Not much can interrupt the judgment; apart from attacking the scale or the dead gods, the rituals will continue. Whatever happens in the rest of the hall is deemed unworthy of the gods' attention.

When the characters approach the scales, the queue of souls will become outraged and growl at the characters in anger, showing their teeth and make hissing noises.

As a matter of routine, the priests of Ma'at begin the ritual by undressing the nearest character. This act alone triggers a riot amongst the doomed souls. When the knife of Ma'at's Gutter Priest cuts the first character's chest open, an insane shrieking will sound from the frenzied doomed as they charge forward as a horde in a bestial, berserker rage.

### DOOMED FIGHT MECHANICS AND GOAL OF THE NIGHT

The doomed souls are 1000 strong and persistent with a low mortality value, meaning they will be a tough fight. They will deal 10 damage each verse unless the characters decimate their numbers. Each kill lowers the damage dealt **this verse** by 1, down to a minimum of 1 dealt.

Each judgment will take 2 verses in total, and the judged character can not fight while this happens. After judgment, the heartless character can join the fight. The sun will dawn when all characters have been judged.

Heartless characters can live like normal after judgment, maybe love less and appreciate torture and hurting their friends a little more. Missing hearts is something of a pet peeve among most masters, and they are often quickly replaced for this reason.

Killed characters do not count towards judgment, and the sun will dawn if only judged characters remain. The dawning will scare the doomed souls who will scatter like lice while the characters are taken to the next night. Even if they can't harvest, allow for one loot roll to reward the survivors.

## ENTITIES & FACTIONS

### Servants of other entities

Messengers, Death Stalkers, diplomats, and pilgrims have audiences with Anubis here, with waiting guests visiting the temples or watching the judgment. The queue to meet the Jackal God is long and characters will have to wait for days and days if they want the chance.



# DOOMED SOULS

MANIACAL HUSKS OF FLESH AND TEETH

HORDE OF 1000  
SOILED SOULS  
10-1 ⚔ 0 ♣ 1 ♠

**SURGING:** DEALS 10 ⚔ DEFAULT. EACH DOOMED SOUL KILLED LOWERS THE ⚔ DEALT BY 1 (MINIMUM 1) IN THE CURRENT VERSE.

*At the end of this verse:*

- the doomed souls will advance one step upwards (⚔ +2)
- the doomed will accidentally annoy Ma'at enough so she lashes out in anger, hitting anyone near (6⚔, area)
- a group of doomed will climb the scales disturbing the ritual of the current judgment (adding 2 verses)
- the doomed souls gathers in a group and swarm the characters (15⚔, area)
- the scale will not find equilibrium and the current judged character will be fed to Ammit, killing them instantly

### TRIGGERED TROUBLES

- Add 10 doomed souls to the fray
- Bitten in the back (4 ⚔)
- Pounced and pummeled (4 ⚔, beneath a heap of souls)

### Looting

🗑 (+0)

💧 Soiled Blood

### The Death Stalker captain

An Elysian called the Crawler is skulking in the shadows of one of the temples. She may notice the party as they approach the scales and can act as a guide for them, describing the weighing rituals and the hall in general.

Use the Satanic Journal and roll the Location Bond table on page 11 to establish something she might share with her new found friends.

### The Temple Bazaar

The temples, inhabited by peculiar spark beings of the underworld, are gathering places of all kinds of beings. Many of them have set up small shops on the ground, on tables or even inside the temples, selling goods from all over Fracture.

Use the Satanic Journal and roll the Form table on page 26 to establish a being and roll the Place table on page 18 to establish what they are selling.

# Golgotha

## AND THE DEAD GOD

The silence of the night is broken only by the faint rustling of the wind as it sweeps across the barren rocks of Golgotha. Against the shadowed backdrop of Jerusalem's towering walls, bathed in pale moonlight, lies the hill. Crosses in rows with bodies nailed to them cast long shadows on the ground.

Roman soldiers, weary and silent, patrol the walls, their armor clinking softly in the night. Occasionally, lone shadows visit the hill to say goodbye or leave their respects. A chill settles over the land, and the stone, still warm from the sun, slowly cools.

### KEY LOCATIONS

**Golgotha** - Deserted with only the condemned men hanging from their crosses. Four are criminals, but the fifth man in the middle is not. All three men on the right passed earlier this afternoon, and the criminals on the left are barely alive. Apart from the five men, some empty crosses still stand, remains from the crucifixions earlier in the day.

HARVEST TABLE

🔪	Earthian ingot	1D4/⚡
👤	Human skull	1D4/⚡
🍖	Food	1D4/⚡
🍷	Exotic Ingredient	1

**The Gates of Jerusalem** - Closed for the night, guarded by two tired Roman soldiers. Three beggars have taken shelter along the wall, within a respectable distance from the guards, but close enough to be awarded protection from bandits or animals.

**The guard house** - A house built into the walls of Jerusalem with its own door to the outside. Here, prisoners awaiting punishment are held as well as 100 Roman legionnaires led by the centurion Gaius Cassius Longinus.

HARVEST TABLE

🍷	Luxury food	1D6/⚡
🍷	Booze	1/⚡
🔪	Ordinary II Weapon	1
🛡️	Ordinary II Armor	1

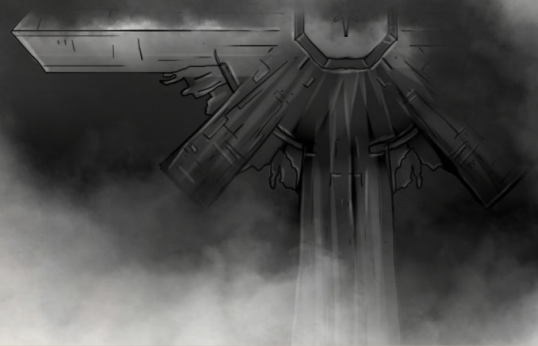
### ENTITIES & FACTIONS

**Roman Legionnaires** - Soldiers armed with spears, shields, and gladii. Very nervous in presence of demons. Treat as a horde. Only speak Latin.

**Scavengers** - A group of plunderers who scrounge the hill at night looking for valuables or offerings left by relatives and friends of the crucified. If spotted, the guards will often chase them away.

**The Weeping Angel** - The Machine Angel Barachiel has a habit of watching over this instance of Golgotha, hidden in the night above, shedding silent tears for the son of god.

*In the quest for the understanding, the Allfather, doth journey unto the hill of Golgotha, the place of Christ's crucifixion. Thereupon, he sat in silent contemplation, watching the one god die, pondering the deep mystery of death and resurrection. He gazeth upon mankind, who bowed in reverence before a God who, by His own will, suffered death at the hands of mortals. And thus, in the silence of that hallowed ground, Odin mused upon his own doom at Ragnarök, and questioneth whether, in that fated death, there might yet be found the seed of rebirth - a new dawn for the gods eternal.*



## THE NIGHT ENTITY GAIUS CASSIUS LONGINUS

ROMAN CENTURION OF GOLGATHA

### CHAMPION MORTAL

4 ⚡ 8 🛡️ 2 🛡️

SUPPORT: CASSIUS CAN SUMMON HIS 100 LEGIONNAIRES TO AID HIM IN THE NEXT VERSE

Still awake, haunted by the events earlier today, he sometimes wanders atop the walls to feel the cool breeze on his skin. Not violent nor aggressive, but he will defend himself and his men if attacked.

HARVEST TABLE

👤	Legendary V Blood relic	1
👤	Titan blood IV	1/⚡
🛡️	Ordinary II Armor	1/⚡
🔪	Legendary V Spear of Longinus	1 ⚡

👤 Looting  
💧 Spark Blood

**STORY HINT** Gaius is a legendary person, but he is just a mortal man. Fighting or bullying him into doing things against his will is very easy. Reward players who don't exploit this and actually treat him like the remorseful person that he is.

# The Iron Baths of Satan

A memory of the original hells while fully operational, the Iron Baths is a facility located in Malebolge, the eighth circle of Hell, and was one of Satan's favorite places to spend his very valuable time. Souls are tortured here by different methods of burning, drowning, and other heat-related deaths.

Lesser Unlight demons work here, some dipping souls into the baths with long rods, moving them up and down like fishing poles. Others operate different kinds of infernal machinery or work in private chambers with blowtorches, red-hot chains, or the now-classic execution of pouring white-hot iron down the throats of screaming souls.

## KEY LOCATIONS

**The Throne of Chains** - The seat of power for Zarathrax the Shackler, where he commands the endless production of chains used to bind souls in eternal torment. It is a massive hall where chains dangle from the ceiling, clattering and shifting with the movements of the damned souls hanging, penetrated by them.

HARVEST TABLE

🔪	Flesh & Sinew	1D6/🔪
🔪	Crimson weave	1D4/🔪
🔪	Abyssal ivory ingot	1/🔪
🔪	Masterful IV Consumable	1D4/🔪

**The Crucible of Souls** - An immense, circular chamber, its walls lined with ancient furnaces that blaze with infernal fire. Malacoda takes particular delight in throwing souls into these furnaces, refining their suffering. Souls emerge twisted and broken, ready for greater punishment or forged into tools for Hell.

HARVEST TABLE

🔪	Ordinary II Consumable	1D10/🔪
🔪	Spark blood III	1D10/🔪
🔪	Excellent III Artifact (researchable)	1/🔪
🔪	Masterful IV Gear	1 ⚡

## ENTITIES & FACTIONS

**Zarathrax the Shackler** - A hulking True Unlight that oversees the creation of the chains that bind the souls to their eternal suffering. Bound by his own oath, betrayed by those he once trusted, he now takes pleasure in the endless crafting of shackles. Though filled with rage, he also harbors a deep hatred for Satan and the Fallen Angels.

**The 32nd Imp Brigade** - A large part of the workforce in the baths, these feeble imps wear thick iron armor to resist the heat. Many of them can barely walk and are both clumsy and almost blind in their large helmets and visors.

**The Malebranche** - A group of evil demons, spread across all of Hell, most occupied with the important and prestigious task of keeping the souls of corrupt leaders beneath the surface of a boiling lake of pitch by brute force.

*Undeterred, Odin followed the demon through the infernal halls where the screams of the damned echoed off the molten stone. They descended deeper into Hell, passing through rivers of flame and over bridges of cracking iron, until they reached a vast industrial complex.*

*Before them lay the Iron Baths, halls upon halls of molten metal roiling with tortured souls of the damned, their bodies submerged in the molten iron, only to rise again and again, screaming in dying pain, eternally consumed by the searing heat. Above them stood Satan, the fallen prince of angels, his black wings unfurled, his eyes burning with unholy fire.*



## THE NIGHT ENTITY

# MALACODA

CAPTAIN OF THE MALEBRANCHE

BOSS

TRUE UNLIGHT

15 🔪 0 🛡 5 🛡

DENY RANGED WEAPONS: MALACODA CAN NOT BE HURT BY RANGED WEAPONS

Malacoda, a twisted demon with charred wings, a sharp beak, and a sentient, evil, long tail armed with razor-sharp teeth. He holds dominion over the inner workings of the baths, making him a key figure in controlling the flow of suffering.

HARVEST TABLE

🔪	Golden blood V	1D2/🔪
🔪	Exotic ingredient	1D4/🔪
🔪	Legendary V Valuables	1D2
🔪	Masterful IV Artifact (researchable)	1 ⚡

Looting

📦 (+5)

🔥 Golden Blood

**EXTRA CLUE** The baths are a good place to share the true name of the Phoenix of Shadow and Flame if they missed it earlier. Maybe Malacoda keeps a directory of higher demons in his Crucible where the characters can find a reference to it?

# The Pearly Gates of Heaven

Towering, radiant gates, made of shimmering, ethereal material that defies description, glow with the light of eternity. The gates are massive yet graceful, welcoming yet imposing, and are flanked by colossal statues of angels in reverent poses.

## KEY LOCATIONS

**The steps of Ascension** - A grand staircase, made from celestial marble and flanked by angelic figures carved into the stone, leads up to the gates. Now, the stairs are barren except for dry leaves and branches that cover the steps. The steps have become poisonous and deadly, and walking them is a death sentence. The crooked, dusty soul of St. Peter is sitting on the first step of the stairs.

**Threshold** - Far beneath the gates, there is a small hamlet with a handful of buildings where most of the beings of this location have taken residence.

**The Pillars of Judgment** - Surrounding the Gates of Heaven are the Pillars of Judgment. These ancient, towering monoliths, etched with divine scripture, serve as both a reminder of Heaven's laws and a conduit for the energies of judgment. At each pillar, an entity of virtue is chained with its own intestines.

HARVEST TABLE

☪ True unlight tobacco	1D10/☪
☪ Masterful V Valuable	1/☪
☪ Masterful IV Grenade	1/☪
☪ Excellent III Blood relic	1

## ENTITIES & FACTIONS

**The Petitioners** - These are souls that have not yet been granted entry into Heaven. They wait in a state of spiritual limbo in Threshold, striving for redemption, understanding, or atonement for their past deeds.

**The Record Keepers** - These celestial scribes, with wings of parchment and quills of starlight, are responsible for documenting the judgments passed by St. Peter and the status of every soul that approaches the Gates of Heaven.

**The Emissaries** - Ambassadors and representatives from other planes of existence - gods, demigods, and ancient entities who seek the counsel of Heaven or wish to form alliances.

HARVEST TABLE

☪ Volume II	1D2/☪
☪ Book III	1/☪
☪ Wine of Sodom	1D2/☪
☪ Legendary V Consumable	1 ☒

*Odin's eyes, one bright with wisdom, the other dark with memory, met St. Peter's gaze squarely. "The fabric of reality weaves through all realms, and understanding its threads can aid us all," he said.*

*St. Peter's facade softened. "What is it you seek, wanderer of the worlds?" he asked, a hint of curiosity breaking through.*

*Odin stepped closer, his voice lowering to a conspiratorial whisper even though they were alone in this high celestial place. "The Norms are gone, I seek the Well of Urd, not the one mirrored in my own realm, but its echo in Heaven."*

*Surprised, St. Peter answered "Such a well exists here, indeed, but it is not for the faint of heart or those with malice in their soul."*

*"Then let us find it together," Odin proposed, an offer that extended beyond mere words, an invitation of wisdom.*

*Surprisingly, a slow nod from St. Peter sealed their temporary alliance, and, together, they turned towards the radiant gates, stepping into a realm bathed in divine light with secrets waiting to be unearthed beneath the celestial glow. The journey ahead would test them both, for, even in Heaven, not all truths wished to be found.*

## THE NIGHT ENTITY

# ST. PETER

CUSTODIAN OF THE SPIRITUAL REALM

BOSS  
IMMORTAL SOUL  
21 ☪ 0 ☪ 2 ☪

TRUE DEATH AURA: WHILE IN THE PRESENCE OF ST. PETER  
ANY DEATH IS CONSIDERED TRUE DEATH

Covered in ancient dust and with a creaking, twisted spine, St. Peter is hardly motivated to judge souls, or even talk to them. God has given up on him, and he is afraid heaven has been stormed and looted by the forces of Satan. His heart is filled with guilt from past deeds that cannot be forgiven.

HARVEST TABLE

☪ Excellent III Blood relic	1/☪
☪ Excellent III Augmentation	1D4/☪
☪ Excellent III Gear	1
☪ Masterful IV Vestige	1 ☒

Looting

☪ [+5]

☪ Golden Blood

**STORY HINT** St. Peter is very powerful but also a pacifist, and he will let himself be killed one blow at a time rather than fight back.

# The First Day

The Creation of the first day is a huge, storming mass of water, turbulent and revolving as though it were newly created. It's a world of water moving both horizontally and vertically. The "sky" is a steam storm filled with constant electrical discharges and chaotic rain falling in all directions at once. Everything is kind of hazy and it's very difficult to see any colors. Gravity isn't established yet and the air is so saturated with water that it's literally impossible to breathe without some sort of aid. The characters will descend onto the Coil of Firmaments and the island that is the Well of Eden.

**The Coil of Firmaments** - An immense, cosmic machine, a colossal construct older than the heavens themselves. Suspended within the Primordial Sea of Creation, the Coil, which spans miles up and down, is a mass of unknown metal that revolves around a pulsing, central axis of raw creative energy. Its purpose is to generate a swirling vortex of formative energy, birthing new realms, matter, and the building blocks of existence itself.

## KEY LOCATIONS

**The Well of Eden** - Part of early creation, this was supposed to become the Garden of Eden but got stuck here on the surface of the Coil. The well is a massive cavernous structure overgrown and filled with greenery, mysterious plants, and trees. Even though the Coil is directly beneath it, the well dwindles downwards and disregards the impossibility.

**The Keepers of Shape** - Huge creatures rooted to the ground in the Well of Eden. Their masked visages are covered in roots that stretch toward the sky above. Serene and wise, these beings are the reason part of the creation has stuck to the surface of the Coil. They speak in material shapes to other residents and have a frail friendship with the Witch Angel.

**The shores** - The outskirts of the Well of Eden form a shoreline where the surface of the Coil stretches as far as the eye can see. The surface is brimming with pure energy and will shock anything that comes too close.

## ENTITIES & FACTIONS

**Angel Spawn** - Spidery children of the Witch Angel. Blind and not very smart, they roam the entire well, often irritating all the beings here. Predatory themselves, but always hunted by the Whisperer.

**The Crow Father and the Hierophant** - Two irrational beings stuck in an endless discussion about creation, God, free will, and the illogical reasoning behind creating life. What would anyone gain from doing such a stupid thing?

**The Whisperer** - A shadowy, half-invisible, furry creature with tentacles who lies frequently. Wants to eat anything smaller than itself. Slightly larger than a regular soul.

*In the beginning God created the heaven and the earth. And the earth was without form, and void; and darkness was upon the face of the deep. And the Spirit of God moved upon the face of the waters.*

*And God said, Let there be light: and there was light. And God saw the light, that it was good: and God divided the light from the darkness. And God called the light Day, and the darkness be called Night. And the evening and the morning were the first day. And God said, Let there be a firmament in the midst of the waters, and let it divide the waters from the waters. And God made the firmament, and divided the waters which were under the firmament from the waters which were above the firmament: and it was so.*

## THE NIGHT ENTITY

# THE WITCH ANGEL

A PROTOTYPE OF DIVINITY

**BOSS**  
**IMMORTAL MISCREATION**

15 ⚔ -7 🛡 7 🛡

INSANITY: WHILE FIGHTING THE WITCH ANGEL  
CHARACTERS WILL LOSE 1 🧠 EACH VERSE

A blind, ancient entity lives in an underground glade. She grazes on a lake of fluorescent green grass, but she is highly rational and intelligent. She awaits the creator's return to destroy this world, which she knows is a failure - an infected and corrupt part of the true masterpiece that she will never experience.

### Looting

📦 (+2) 💧 Golden Blood

HARVEST TABLE

🔍 Ordinary II Consumable	1010/🔍
🔍 Spark blood III	1010/🔍
🔍 Excellent III Artifact (researchable)	1/🔍
🔍 Masterful IV Gear	1 🛡

HARVEST TABLE

🔍 Legendary V Valuables	102/🔍
🔍 Legendary V Consumable	1/🔍
🔍 Masterful IV Gear	1 🛡
🔍 Masterful IV Vestige	1 🛡

**STORY HINT** The Witch Angel is an enigmatic creature. Older than creation, she is the seed of angels, and, if she escaped the Death Dream, she could, indeed, become a very potent and cunning power in the politics of Fracture.

The ninth night has a different set of prerequisites, and the characters should understand that they must ascend the angel and uncover whatever Odin discovered within its heart.

## THE NINTH NIGHT

# The Corrupted Archangel

*At last, after enduring trials that tested his soul as no battle had ever done, in the Thirteenth Heaven Odin stood, beneath the eye of Metatron, at the very threshold of the Fourteenth Heaven. Here, the light was so pure it seemed to burn away the very essence of his being. Not a heaven for warriors, nor scholars, but for those who had relinquished all for love and grace.*

*Before him stood a figure of indescribable radiance - neither angel nor god, but something beyond all creation. The voice spoke again, this time without challenge, only clarity:*

*"The Fourteenth Heaven is the heart of creation, where all things are born and all things return. To enter, you must lay down all that you are, all that you have sought. What will you surrender, Odin Allfather?"*

Grandier than most heavens, the Thirteenth Heaven is a place of permanent awe, and simply viewing these surroundings makes souls gasp for breath. The overwhelming beauty strikes repeatedly, overloading the senses; all souls will botch on rolls of 19 and 20 while in this location.

Grand gardens with metallic butterflies flies among floating islands, where waterfalls pour clear, crystal waters. Enigmatic, ancient ghost lights roam the vast expanse. At the heart of it all, the petrified Machine Angel, Metatron, rises toward the heavens in all its corrupted glory. Once the scribe of God and one of the highest-ranking angels, it now stands as a petrified, empty tower of divine inspiration.

## THE ASCENT OF METATRON

**The Stairs** - A large white staircase of celestial marble sprouts from the grassy hills at the angel's base, winding upwards to a great gateway. The stairs seem endless, leading to a long bridge at the top, which connects to the gateway. Here, Exethrath nests.

**The Gateway** - Metatron's body is made of an ivory material that shines as brightly as the sun and feels warm to the touch. The entrance into the angel is taller than a palace. Once inside, the brightness subsides, and by traversing winding, gravity-defying ramps and spiraling inclines the characters wander through hallways that float seamlessly above one another, bending the very fabric of space in ways that defy reason.

**The Rusted Hall of Virtue** - This spherical room appears to be a dead end, but it requires solving a puzzle to ascend further. Seven angelic statues, representing the seven virtues, are placed in a circle, their bodies and heads facing inwards towards the center of the sphere. The statues, covered in rusted iron, hide black, gruesome flesh beneath, oozing corrupted, tar-like blood. The material of the statues gravitates toward the center of the sphere and, if harmed, will create a swirling universe of rust, blood, and chunks of flesh. When material from all virtues is collected, gravity reverses and a hole opens in the new floor causing blood, flesh, and the characters to fall into The Heart Forge.

## EXETHRATH

### THE CARRION GRYPHON

**BOSS TITAN** 15 -4 4

*At the end of the verse:*

- Exethrath will take to the air, covering the bridge in a cloud of poisonous maggots (Tick 5 , area).
- One random character will be judged by Metatron (-4 ).
- Exethrath will destroy the bridge, creating a Hall III - gap. Large pieces of debris will float around in the divine atmosphere, creating a chaotic scene.
- Exethrath will activate regenerating nanites (1 - 2)

### TRIGGERED TROUBLES

Fear 5

Deal 10

*Gets thrown off the bridge facing a 100 floor drop (see page 368)*

*A marble statue is shattered (3 )*

### WEAK POINTS

2 wings (6 ) +3 each

### Looting:

(+2)

Titan Blood

HARVEST TABLE

	Titan blood IV	102/
	Exotic ingredient	102/
	Legendary V Valuables	102
	Masterful IV Artifact (researchable)	1

*The Rusted Hall of Virtue*

*The Gateway*

*The Stairs*

The ascent becomes a descent, with black blood and flesh from the virtues continuing to rain down on the characters as they pass through the forge.

**The Heart Forge** - Once a divine production of virtues, this enormous room now houses ancient, heavenly machinery flanking an endless factory floor. The blood from the virtues soon turns the floor into a blackened river of unlight tar. Characters will have to swim through the muck, losing 3C, or find a floating device to avoid the corruption. Investigating the machinery reveals that the corrupted factory now, whether by accident or design, grows large human hearts and other organs for purposes unknown. The river flows in reverse at the end of the room, into an organic black cavity that leads to The Churn of Sins.

**The Churn of Sins** - This massive, deafening machine of rotating teeth and grinding stones will instantly kill anyone who falls into it. Fortunately, the sound of the churn alone is enough to fill the heart with fear, costing characters 2D. To bypass the churn, characters must climb down past the waterfall or use a device or ability to enter service tunnels that circumvent the machinery. If the players are up for a challenge, the characters may be attacked by a horde of Pig Fiends or stumble upon the lair of a Great Mother deep in these dark, narrow tunnels. The journey around the churn involves descending deep shafts and crawling through tight tunnels, navigating a complex task of difficulty 10D.

**Failures 1D6**

- 1-3. Inner demon whispers (-2D)
- 4-5. Corrupted (-1C)
- 6. Group loses 2 consumables

**Botches 1D6**

- 1-5. Deeply corrupted (-4C)
- 6. Character loses connection with their Master (-1)

**The Core Cathedral of Records** - Deep within Metatron, this vast hall resembles a city. Originally illuminated by divine light through gill-like openings in the angel's outer skin, most of these openings are now covered in thick organic corruption, coloring the light in the dim halls with a red hue. This sanctuary of divine knowledge features towering pillars of glowing crystal circuit boards which store encoded holy data in massive glass tablets. Each holds the decrees and laws of the divine order as well as the morals of souls dating from 5800 BC to 1886 AD.

A playful, ancient red ghost wanders among the pillars, playing hide and seek. If treated well and communicated with, the ghost may lead the characters to the heavenly records of Odin himself. However, the investigation reveals a grim truth - Odin's actions, if ever judged by the heavens, would condemn him to an eternity in Hell.

**The Eye of Metatron**

In these mechanical clockwork halls, a battle between two entities once stood. So grand was this event that the atmosphere in here is still so tense you can hear it creek and tighten when moving around. Just as if you were moving around in a pool of balloons all on the verge of bursting.

At the heart of this location is the eye itself. Clouded and inactive it is an object larger than a house. In the center of the eye, five floors up, a spear is lodged and the characters instinctively recognize this as the **Legendary V Spear of Longinus**.

Naberius also recognizes the spear and the character with the phoenix will suddenly explode in a cloud of blood and chunks of flesh when a squad of the Black Horrux Command bursts through. The Master of the exploded character acts quickly in such an important situation and their old flesh will reconstruct, and they will be able to act in the next verse.

The Phoenix of Shadow and Flame will also take form, presenting a near impossible threat for the characters. The goal of Naberius' forces is to kill all the characters, secure the dream sequence, and retrieve the Spear of Longinus

The characters can fight the Phoenix by exploiting the weaknesses they have gathered during the nights. But reaching the Spear of Longinus and hurting her with it will be a secure way to get rid of this fire seraph. They can use any of the two versions of the spear found in the adventure.

The Eye of Metatron

The Core Cathedral of Records

Churn of Sins

The Heart Forge





## KERES IX

ULTIMA PHALANX  
NABERIUS BLACK HORRUX COMMAND

CHAMPIONS  
GREATER SOULS  
10 ⚔ 7 🛡 5 🛡

A team of 6 terrifying Satanic soldiers in heavy armor carry weapons larger than themselves. Highly tactical and motivated, they'd rather die than fail a mission.

*At the end of this verse the Keres unit will:*

- purge an area with their heavy weapons [25 ⚔, area]
- mobilize and regroup (🛡+1)
- focus on the eye and the spear (the unit will attack the eye, which will disconnect from the wall, crashing down into the ground, spreading devastation.)

### TRIGGERED TROUBLES

- A sudden explosion, and a pillar crashes down and the final 3 phalanxes joins the fray (🛡+1)
- Regroups and changes tactic
- Performs a flanking maneuver [disadvantage]

### WEAK POINT

- Killing one of the phalanxes by dealing 🛡 damage (⚔-2)

HARVEST TABLE

👁	Infernal ingots	106/🛡
🛡	Masterful IV Consumable	1/🛡
🛡	Legendary V Consumable	1
🛡	Masterful IV Armor	1

### Looting

💧 Spark Blood

## NAG'SHAGGATH

TRUE DAUGHTER OF NABERIUS

PHOENIX OF SHADOW AND FLAME

BOSS  
DEAD FIRE SERAPH  
16 ⚔ -10 🛡 6 🛡

A huge demonic, birdlike dragon creature filled with rage, eyeless with fiery charcoal feathers and very long snapping beak, strong enough to cut several souls in half at once.

*At the end of this verse the phoenix:*

- will try to snap someone in half 20 ⚔
- will engulf room in fire [15 ⚔, area]
- will destroy a wall (collapses in large chunks)
- will infuse the divine power of the area (🛡+3)

### TRIGGERED TROUBLES

- Throw a character through the room, maybe out a window
- Burn a character or two (6 ⚔)

### WEAK POINTS

- Calling out the name of the phoenix 🛡+2
- Tying Gleipnir around any part of the phoenix 🛡+2
- Removing the heart of fire [10 🛡] 🛡+3
- Hurting the Seraph with the Spear of Longinus 🛡+5

HARVEST TABLE

👁	Ordinary II Consumable	1010/🛡
🛡	Abyssal Ivory ingot	1010/🛡
🛡	Exotic Ingredient	1/🛡
🛡	Masterful IV Gear	1

### Looting

💧 Soiled Blood  
🛡 (+5)

# The First Dawn

## FINALE

With the Phoenix defeated, it will implode ejecting its fiery blood and black flesh in a cascade of smoldering gore. Left hanging in the middle of the air is a two-dimensional black opening in the shape of an inverted triangle. Remaining units from Keres IX can detonate suicide grenades to not get captured alive, effectively ending all resistance at once.

Give the players time to explore and loot the Eye of Metatron and maybe find some fancy relics of heaven.

### WORLD BUILDING HINTS

Roll the Location Genatrix on page 16 in the Satanic Journal to establish a location the characters find in Metatron. *Prefix + Place + Atmosphere + Mythical elements*

Roll the creating worlds tables on page 22 in the Satanic Journal to establish a phenomena the characters stumble upon in Metatron. *Prefix + Weather @ Phenomena + Suffix*

Entering the triangular hole will effectively exit the players from the Sonata and it will take them wherever you need them to be next. All gear and loot they found stay with them with the exception of the Death Artifact, the Spear of Longinus, which the Allfather keeps in his possession.

## REWARDS

The players don't get any reward directly from Odin but will have dreams the following nights of sorrow and loss related to the god. Somehow, the characters understand that this is the god's way of saying thanks. In the following days, luck will happen upon the characters in the form of violence. A wealthy soul falling to their death clutching a pack of Brimholtz weave or a bar fight escalating leaving more than its share of gold teeth. Each character gains a total of 50 Copper tokens in just a few days.

## WHAT NOW?

The Death Artifact is safe with Odin, but what is his plan with this lost dream relic? Does he need help? Nag'Shaggath is a true immortal and will resurrect in Tit Ya-Haven holding a deep grudge against her killers. Naberius has no ill will against them and could potentially still be interested in the characters for other tasks.

What heavenly relics or dream artifacts did the characters bring back to Fracture, and what could the ramifications be of such items existing here? Drawing unwanted attention, or even sending signals to real counterparts, connections or hints to other adventures further down the road?

# DREAM RESOLUTION

A COLLECTION OF TIPS AND SUGGESTIONS FOR THE GM

## MECHANICS OF ODIN'S DEATH DREAM

Odin's Death Dream is its own reality within Fracture that only exists while Odin is dying in the Gallows. Things and entities can leave this dream using the gate of the dead Phoenix just like the characters. If they connect to a being and want to visit them again in the future they need to provoke Odin's Death Dream to reemerge by having Odin die again and, of course, having a map to navigate there.

## GRITTIER DREAMS

If you feel like you want more mysterious and gritty Death Dream, don't reveal the goal of the night or even the identity of the night entity. Let the players themselves explore and figure out what they need to do to make the sun dawn. This can be a very rewarding experience and a great way to tell a deeper story and portray a more real narrative.

## PLAYER DEATHS

Dying in the death dream is resolved like normal. The masters of the characters will probably be very intrigued by what is going on, and they could enact their own agenda into the story if the GM thinks it would be fitting.

## EXPERIENCE & SONGS

Each night can be a Song, often with tier III or IV, making the whole death dream a very rewarding experience. Each night can, of course, become many Songs if the players experience several events and expand the story of the night.

### EXAMPLE SONGS AS INSPIRATION

The bloody - assault - of the Sunken Cathedral IV (50 XP)

The degrading - imprisonment - at Naberius III (25 XP)

The stealthy - infiltration - of the kitchen staff at the court of the Abyss Weaver III (25 XP)

The cunning - outsmarting - of the Abyss Weaver IV (50 XP)





NINE NIGHTS IN THE GALLOWS