

GODS OF THE FALL

BY BRUCE R. CORDELL

AFTER THE NIGHTFALL



 **CYPHER**
SYSTEM™

AFTER THE NIGHTFALL



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INTRODUCTION

"After The Nightfall" is an adventure suitable for beginning or experienced players. *Gods of the Fall* is a Cypher System™ setting. It's a good idea to have a copy of the *Cypher System Rulebook* (CSR) and *Gods of the Fall* handy when running this adventure. For ease of play, six pregenerated characters are included, so your players can jump right into the fun.

BRIEF SUMMARY

The player characters (PCs) have recently discovered that they are, to put it bluntly, fledgling deities. In order to awaken their divine abilities, they must accomplish godly obligations, called divine labors.

After consulting an ancient religious text, the PCs decided to slay a creature of special malignancy known as a **raver**. Meanwhile, a killer for hire named Rav Kathor of the *Tranquil* (a notorious assassins' guild)

accepted a commission to murder the PCs. Kathor's client is Fedim, a mysterious humanoid with two wolflike heads. Fedim informed Kathor that the PCs were demigods, and wouldn't be easy targets. Upon learning that the PCs sought the lair of a raver, Kathor arranged an elaborate ambush in a *mostly* abandoned village called Dujar.

Setting the trap took almost a week, and the final step was to hire a thief in the metropolis of Corso to play the role of someone responding to the PCs' search for a raver. This thief—Garfan—pointed the PCs to Dujar, and Kathor's trap.

INTRODUCE THE WORLD

If you're familiar with the setting of *Gods of the Fall*, please describe it to the players. The following is a short summary.

Gods once watched over the world from their celestial realm *Elanehtar*. That golden era ended when *Elanehtar*, burning and crumbling, dropped out of the sky and smashed into the world. The gods died. *Elanehtar* shattered into millions of shards known as **cyphers**. The world plunged into darkness and turmoil. Grim times descended. Forty-two years have elapsed since prayers failed and heaven fell. Purges, war mongering, revenge, and outright madness swept the world for decades. Two generations grew up without the divine. They scarcely believe it when their elders describe the existence of gods, and many who were alive before the Fall have purposefully forgotten.

This is why few believe stories of reborn gods. If new gods do exist, they rarely announce themselves, lest they be tracked down and slain by *Reconciliators*, a group of

RULEBOOK AND
SETTING CALLOUTS

Throughout this supplement, you'll see page references to various items accompanied by one of these two symbols.

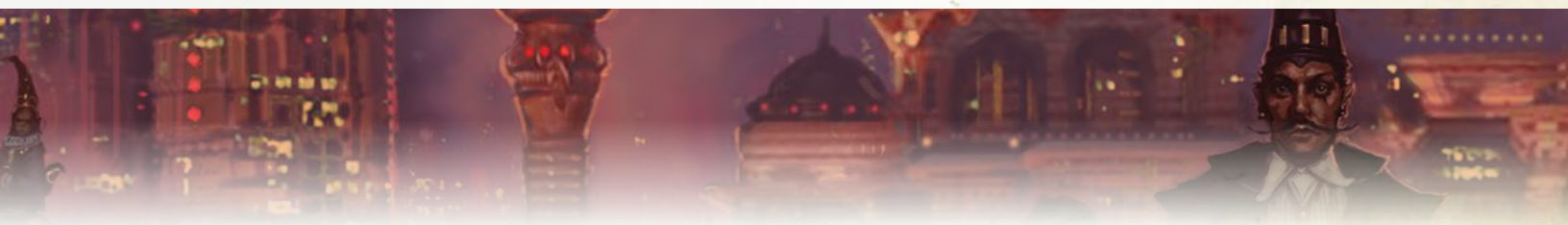


Cypher System Rulebook



Gods of the Fall

These are page references to *Gods of the Fall* and the *Cypher System* rulebook, where you can find additional details about the item, place, creature, or concept. It's not necessary to look up the references, but doing so may provide additional details.



zealots charged with eliminating the divine.

The world's most populous region is called the **Nightland**. The Nightland suffers from the curse of twilight: a second moon (called **Nod**) exactly tracks the sun, creating a region of perpetual twilight.

Corso is the largest city in the Nightland, and that's where the PCs begin. This metropolis is enormous, with a population of over 500,000. Black stonework columns, arches, colonnades, domes, and spires are everywhere, as are high lamps that burn with bright red flames. The people, in their fashionable long dark coats, scarves, and tall hats (accompanied as often as not by personal slaves in simple grey robes), take the raised roads of High Corso. Only fools risk a run through the slum wards beneath the raised sections of the city.

ADVENTURE START

After introducing the setting, provide a quick rundown on the Cypher System mechanics (if necessary), and ask the players to select their PCs. When they've had time to look them over, paraphrase the following information.

The PCs each awakened to a spark of divinity. Recognizing the secret nimbuses they all manifest, visible only to other demigods, they gathered. No one else knows what the PCs are; otherwise Reconciliators might come for them.

In a banned religious tome called *Sermons From Elanehtar*, the PCs learned that to grow their divine spark, they must complete divine labors. They've decided to slay a raver, the skin of an old, dead god that has reanimated as a manifestation of pure evil.

They've been discreetly asking around the metropolis of Corso, trying to locate more information. Finally, a caravan driver

named Garfan agreed to meet the PCs at their favorite public house, the Fat Seraph. He has news of a raver, and with it, the key to increasing the PCs' godlike powers.

MEETING AT THE FAT SERAPH

The Fat Seraph is the PCs' favorite public house in Corso. It serves as an inn and tavern, owned by a fifty-year-old woman called Tarisa. Its specialty is a delicious mincemeat pie. Garfan arrives a few minutes later than expected, but still makes the appointment. Six or seven other **patrons** are in the tavern when the "caravan driver" finally arrives.

Tarisa is silver-haired and sturdy, but also distant, melancholy, and unkempt. If PCs inquire (and succeed on a difficulty 5



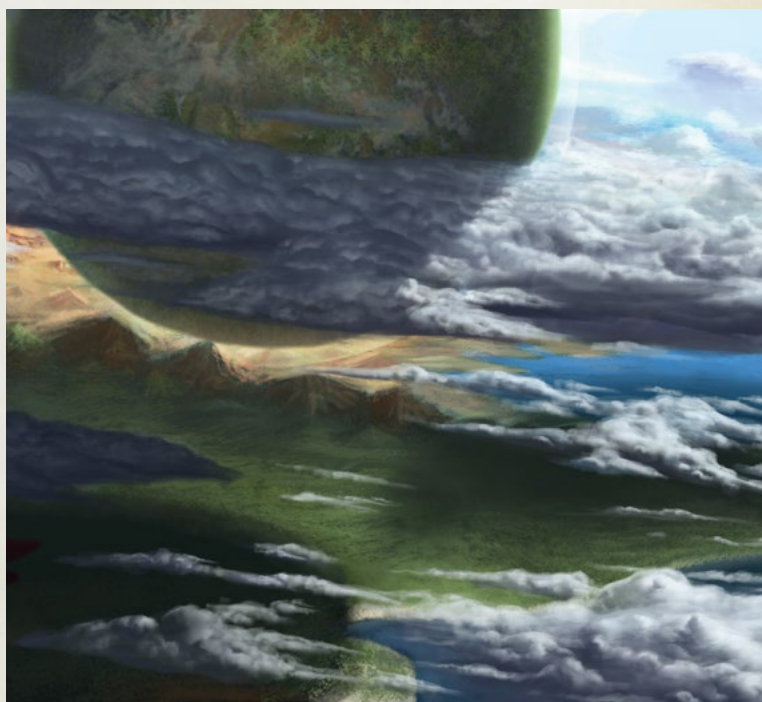
Nightland, page 22

Nod, page 78

Corso, page 24

Tavern Patron: level 2

Tarisa: level 2, tasks related to persuasion and innkeeping as level 5





Kasmandar Slave Company, page 27

Indulgence, page 24

Nulumriel, page 30

Garfan: level 3, deception, disguise, and games of chance as level 6

Slaver: level 3, Speed defense as level 4 due to shield, whip attack as level 5; inflicts 6 points of damage when the slave master commands them; Armor 3

Slave Master: level 6, defends as level 7 due to shield, Lash of Woe attack as level 7 (see Lash of Woe effects); health 25; Armor 3

Rav Kathor, page 7

Intellect-based task), Tarisa says her son Mherl was killed in a theft five years earlier. Since then, she's never been the same. A PC concerned with such things might offer comfort and concern, and possibly bring a little brightness into Tarisa's otherwise dreary life.

Garfan: Garfan is a paunchy man in his thirties with greasy black hair who smells of garlic. He shows up, sits, and pulls out a deck of cards. Before he provides the information about the raver, he wants to play cards. If he wins three of five hands, he'll provide the information on the raver for free. Otherwise, the PCs must pay 20 stars for the information.

If PCs choose to play, at least one must succeed on three difficulty 5 Intellect tasks before they fail three.

Whether the PCs win the information or pay for it (or get it in some other fashion), Garfan tells them that a raver lairs in the long-abandoned village of Dujar, a day and a half's walk north of Corso. Garfan claims he is a caravan driver, and that he discovered the raver there while moving goods along the road to Hornscar.

This is a lie. Garfan hasn't left Corso in years. He's a thief hired by someone unknown to him—"some guy in a hood" (**Rav Kathor**)—to tell the PCs about a raver in Dujar. Whether or not Garfan's lie is uncovered by the PCs, the fact remains that he tells them either that a raver is in Dujar, or that someone wants them to *think* there's a raver in Dujar. Besides this Garfan knows nothing. If the PCs detect the lie, heading to Dujar is the only way they have of figuring out who is trying to manipulate them, and why.

INTERRUPTED BY SLAVERS

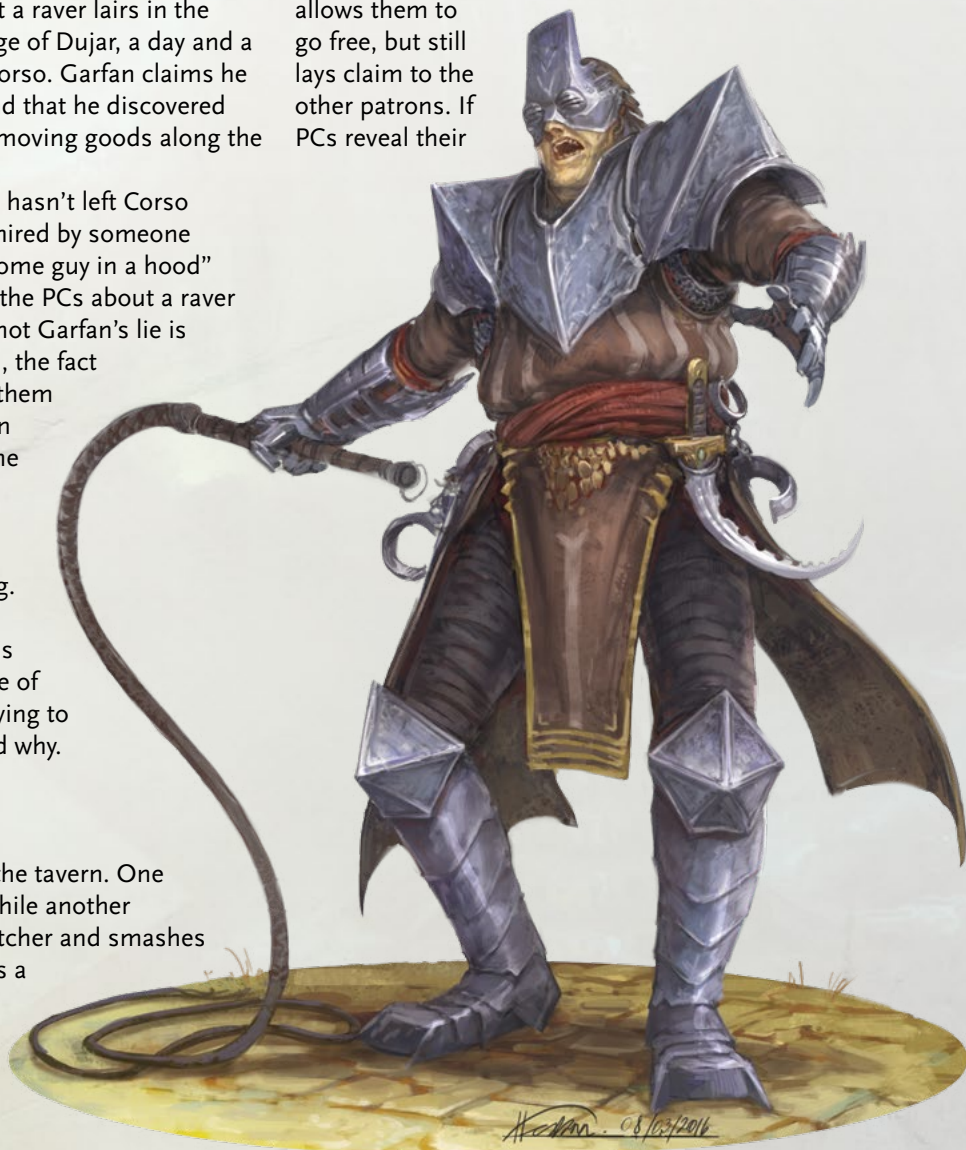
Five people slip into the tavern. One bolts the door shut while another snatches up an ale pitcher and smashes it on the floor, even as a third grabs a tavern stool and splinters it against the wall. All of them

wear the insignia of the **Kasmandar Slave Company**.

Indulgence to Take Slaves: One slaver brandishes a pale document with red letters: an **indulgence**. It flares with a dark nimbus only the PCs see—magic associated with the dragon **Nulumriel**—under whose authority all indulgences are drafted.

Good establishments pay indulgence insurance to prevent slavers from doing this sort of thing. The Fat Seraph used to, before Tarisa's grief over her dead son made her forget to renew her contract.

The Slavers: There are four regular slavers and a slave master who wields the Lash of Woe—a cursed artifact. The slavers know that if they don't fight to the end, they become slaves themselves. PCs might try to negotiate with the slave master, especially if they can appear intimidating. If they succeed, the slave master allows them to go free, but still lays claim to the other patrons. If PCs reveal their



LASH OF WOE**Level:** 10**Form:** Night-black whip with ebony handle**Effect:** This artifact functions as a normal medium weapon, inflicting 4 points of damage.

In addition, targets must succeed on an Intellect defense task or suffer an additional 5 points of Intellect damage (ignores Armor). Targets who possess divine shifts who fail their defense task do not take additional Intellect damage but lose access to the benefits from those shifts for one minute. During this time, additional strikes from the whip inflict additional Intellect damage.

Wielders who possess divine shifts who use the Lash of Woe must succeed on an Intellect defense task when they attack or lose access to their shifts as if they were the targets of the attack.

Depletion: 1 in 1d10

divine nature, the slave master uses the Lash of Woe, which, due to its glowing nimbus, they recognize as once belonging to the god Samiel, one of the Three Judges of Soulrest. Even before hitting anyone, the naked whip somehow dims the PCs' godly powers.

NEXT STEPS

If PCs revealed their divine nature during the fight it's only a matter of time before news of their presence spreads to **Reconciliators**. PCs should be reminded of this, because it's something their characters would certainly understand. Perhaps this makes investigating Dujar seem more intriguing, regardless of whether the characters have pierced Garfan's lies. Either way it's not a bad time for PCs to make themselves scarce.

Depending on how flagrant the use of their divine abilities was, allow PCs to make arrangements before heading off, including additional research related to their quest (see below). If they wish to purchase **equipment**, allow them anything reasonable, though mounts are likely beyond their means. If they tarry in Corso overlong (for more than a full day), the Reconciliators track them down.

Researching Dujar and Other Points

North: If the PCs want to know more about Dujar, those who succeed on a difficulty 5 Intellect task (or who engage the services of a sage or bibliomancer) learn that before the Fall, Dujar was known for producing sacramental wine for the rituals of the old gods. With the destruction of Elanehtar, it's not surprising that Dujar was abandoned. The village is 50 miles (80 km) north along the road leading to Hornscar (once a metropolis like Corso, but now, a ruin).

A roadhouse called the Dove lies about 35 miles (56 km) north of Corso along the same road.

Researching Ravers: Everyone knows ravers are the animate skins of dead gods. But a PC who succeeds on a difficulty 5 Intellect task knows slightly more: when gods are slain, sometimes ravers are born from their remains. Ravers manifest like the aura preceding a crippling migraine headache, flapping cloaks of bleeding skin, creeping mist, or a thunderhead underlit by lightning. Few people have encountered a raver directly and survived.

Reconciliator: level 7*Reconciliator, page 165**Equipment, page 148*

ADHERENTS

Danid and sister Hortana (ages nineteen and seventeen) fled from Dujar a week before when they came under attack by a group of hooded figures. They have reluctantly returned to Dujar to look for their parents and extended family. If the PCs find them, they are initially fearful the PCs are more of their mysterious attackers. As Adherents, they're deathly afraid of Reconciliators.

The Adherence is a banned cult that believes the dead gods will return if their devotion remains strong in the face of adversity.

If PCs allay their fears and prove they're not enemies, Danid and Hortana explain that there are no ravers present in Dujar. They encountered only a few hooded figures, who attacked them. The Adherents explain how Dujar was secretly resettled five years earlier by their Adherent extended family of fifteen. They came to restore the sacramental winery. They hoped that fermenting and bottling new sacramental wine would cause the old gods to notice.

Danid and Hortana want to enter the winery and find their family. They ask for the PCs' aid.

GM Intrusion: Just when it seems like the two Adherents are beginning to trust the PCs, the character says or does something Danid and Hortana find suspicious, and they flee.

Danid and Hortana: *level 2, tasks related to divine lore as level 4*

THE DOVE INN

Lit with yellow lanterns, this two-story structure with a few detached outbuildings offers travelers a room and a meal of stew for 5 moons each (ale is an extra 2 moons per pitcher). Five rough-looking, well-armed travelers at the inn claim, if asked, to be merchants. That's a lie. They're brigands in for a meal.

The proprietor, a man with salt-and-pepper hair named Hatheran, looks harried. He apologizes for being tardy serving the PCs, mentioning that since his wife Gisa fell ill, running the inn has fallen to him alone. It's been hard.

If PCs pick up on Hatheran's offhand remarks about his sick wife and offer to tend to Gisa, Hatheran accepts. He leads them to his upper-story private room. Gisa suffers from deathly fatigue brought on by an insect bite. If PCs use a cypher or ability to heal Gisa, they gain Hatheran's devotion (and free room and board for life).

GM Intrusion: At 3 A.M., the five brigands staying at the inn attempt to stealthily burgle the PCs' by picking the lock and slitting their throats.

Brigand: *level 3, tasks related to stealth as level 5; Armor 1; sword and crossbow attacks inflict 4 points of damage*

Hatheran: *level 2, innkeeping tasks as level 3*

Gisa: *level 2, innkeeping tasks as level 5*

RUINED STRUCTURES

Nothing of any interest is to be found among these lonely foundations.

DUJAR

Only two complete structures remain. Nod's light reveals one to be an old chapel (the Chapel to Zenia). The other is a large square brick building, which strangely, seems in good repair (the sacramental winery).

GM Group Intrusion: Before the characters begin exploring Dujar, they stumble across two figures hiding at the edge of the empty village (see Adherents).

START HERE

TRAVELING TO DUJAR

The road to Dujar, like the rest of the Nightland, is always dark. It's mostly deserted and always bone-cold under Nod, the cursed moon. Dim light from the pearly glow surrounding the moon's disk reveals dead trees, tumbled structures, and the ruins of a failed civilization in all directions, except the road.

GM Group Intrusion: Clouds boil out of the east and soon cover the moon and stars. A cold, driving rain falls, turning the road to mud, chilling travelers, slowing their progress, and generally making things miserable for several hours.

SACRISTY

The door at the end of the trapped hallway leads to the Sacristy. Here Rav Kathor and four assassin novitiates wait in ambush, ready to pounce on the first PC through the door. The room also contains 300 gold stars in a lock box, an ancient text called the *Scriptures of Zenia*, and two cyphers:

- **Level 5 circlet.** Any target, even an object, gains two divine shifts for one minute.
- **Level 8 map.** Teleports user to anywhere in the world they have previously visited or seen.

GM Intrusion: When an assassin novitate is slain, a nightfall wolf (a huge, two-headed wolf with ebony fur) is birthed of the body and attacks the PC.

Assassin novitate: level 4; attacks inflict 6 points of damage.

Rav Kathor: level 6, stealth and deception tasks as level 8; health 33; Armor 12 (from a cypher); poison on weapons moves victims who fail a Might defense roll one step down the damage track

Nightfall wolf: level 5, Speed defense as level 4 due to size; health 25; bites a single target twice as one action; howl attack causes all creatures with divine shifts within long range to lose access to them for one minute on a failed Intellect defense task

CHAPEL TO ZENIA

Dried blood is splashed on the door to form a stylized skull. Rav Kathor painted it in Adherent blood as a lure to help sell his story of a raver lairing within.

The main entrance is the only obvious one; the side windows are narrow, boarded, and barred with iron. Inside, the main worship area is scorched and burned. The Sacristy door has a blood symbol like that on the chapel entrance. Danid and Hortana explain that the Sacristy is where relics of the old gods were once kept. A short hallway with a closed door at each end connects the main chapel area with the Sacristy.

GM Intrusion: The first PC into the hallway triggers the floor trap.

GM Intrusion: The first PC who attempts to jump across the pit from the floor trap hits a transparent glass pane on the far side. On a failed difficulty 8 Speed defense roll to jump back, the PC falls into the pit. (Once the PCs realize the glass is there, breaking it is a difficulty 5 Might task.)

Cold Fire Trap: The 5-foot (2 m) wide, 12-foot (4 m) long Sacristy entrance looks normal but the floor is false. When trod upon, it falls away to reveal a 4-foot (1 m) long and deep pit filled with a magical spell of cold fire. On a failed difficulty 5 Speed defense task, the victim falls in and suffers 5 points of damage each round. They must succeed on a difficulty 5 Might task each round or remain frozen in place for one additional round. Each failure increases the difficulty of the next Might task by one step.

SACRAMENTAL WINERY

If Danid and Hortana accompany the PCs to the winery, they show the characters to a secret room where the family once dwelled. It's empty now, and ransacked. There are also bloodstains.

The main floor of the winery is a large warehouse-like space that contains vats, barrels, various equipment, and lots of broken bottles of sacramental wine. If the PCs search the debris, they discover scattered coins (3 gold stars), four unbroken bottles of sacramental wine (worth 10 stars each), and one cypher:

- **Level 7 coin.** Restores 7 points to any Pool.

High in the shadowed rafters are the dead bodies of thirteen humans strung up in a gruesome bundle. A message in blood on the ceiling reads, over and over, "the dark coming inside now."

GM Intrusion: A curse left by Rav Kathor animates the bodies into a crawling carnage—a massive undead creature with many arms, legs, and hands.

Crawling carnage: level 6; health 44; attacks up to ten creatures at once within immediate range using clawed hands and bites that each inflict 6 points of damage; struck creatures are stunned and lose their next turn; the crawling carnage regains 10 points of health each round or 15 points in any round it inflicts damage



RAV KATHOR DEFEATED

If the PCs capture rather than kill Rav Kathor, they may attempt to learn additional information from him. Rav is a professional, and knows that revealing information about a client will be the end of his career just as surely as death. So he doesn't speak unless the PCs have some means to magically compel him. Even so, he doesn't know much.

Rav Kathor knows that a humanoid being with two wolf heads named Fedim hired the Tranquil to murder a group of fledgling gods with the PCs' names and descriptions. The job was issued in the city of **Cryserech**. To help him achieve his goal, the assassin was given the following:

- A cypher that granted protection for 24 hours (+12 to Armor—already used by Rav Kathor).
- A cypher allowing a target to be scryed or seen remotely for 12 hours (already used).
- The nightbrand—a cursed magical branding iron that he was to use on the PCs' corpses after death. The symbol is a two-headed wolf. (Rav Kathor used the brand on the living assassin novitiates, which is what caused one or more of them to "birth" night wolves upon their death).
- A curse inscribed on parchment able to give rise to a creature called a crawling carnage if at least ten bodies are sacrificed to the effort (already used).
- **Level 6 brooch.** For all creatures with divine shifts within short range, the difficulty of the next action they take on their next turn is reduced by one step.
- **Level 7 lens.** The user can observe a location he has visited previously, regardless of how far away it is. This vision persists for up to ten minutes.

Rav Kathor attempts to escape if given the opportunity and complete his contract.

WRAPPING UP

If the PCs survive, their victory is soured with an ominous warning, given while they are still licking their wounds, searching the Sacristy, or Rav Kathor (if he survives). The warning is given by the corpse of a nightfall wolf birthed from one of the novitiate assassin bodies.

SCRIPTURES OF ZENIA

Level: 1d6 + 3

Form: A massive tome with elaborate binding (divine characters note a dim nimbus)

Effect: The tome describes the glories of the god Zenia. Among other attributes, she is described as the head of the pantheon of the old, dead gods, and as the one who carved out the Cerulean Peaks and set them adrift in the sky. If the user reads from the book as their action, they can cause everything within a 10-foot (3 m) cube to shake as if caught in an earthquake, inflicting damage equal to the artifact level each round for three rounds.

Depletion: 1 in 10

NIGHTBRAND

Level: 1d6 + 3

Form: Iron branding rod with two-headed wolf brand

Effect: Creates a two-headed wolf brand on the flesh of a target, without the requirement of the brand being heated. Sometimes a nightfall wolf is birthed from branded targets who die.

Depletion: 1 in 10

NIGHTFALL WOLF CORPSE WARNING

Just when the PCs think all is well, a nightfall wolf corpse bursts into blue flame. From both mouths of the burning corpse, a horrific voice speaks. It says "Your survival is not victory. The true end of all things, divine and mortal, approaches. I still hunt. When you and the last of the new gods are dead, the Night Beast shall wake and consume this world until nothing remains but embers and dust."

Then the corpse detonates, leaving nothing behind but burning fur and flesh. The PCs are unlikely to know anything about the Night Beast or who the person speaking was. In truth, the voice was that of Fedim, Rav Kathor's client. If the PCs use powers or cyphers to probe the corpse, it is possible to discover a bit more about Fedim.

Fedim is a **rakshasa**, but unlike others of its kind, it has two wolflike heads, as well as

Cryserech, page 34

Rakshasa, page 168



many more abilities. Fedim is prophet of the Night Beast, a mysterious apocalyptic force that makes the Fall of Elanehtar seem mild in comparison. As such, it is compelled to continue its hunt. Fedim is also true to its word and will continue to hunt the PCs. But that's an adventure for a different day.

USING THIS IN A CAMPAIGN

If you're interested in continuing the campaign arc introduced by the PCs' attempted assassination, you're in luck, because this campaign arc, called *The Night Beast Awakens*, is available in the *Gods of the Fall* book. This adventure is the tier 2 arc, fleshed out; see "assassination attempt."

Obligation: Though the PCs failed to find and kill a raver, they did uncover and defeat Rav Kathor, an instrument of the apocalypse. This success can easily serve as meeting the characters' **tier 3 obligation** for choosing a first labor.

FURTHER DEVELOPMENT

The PCs should earn 1 experience point (XP) for defeating the slavers, 1 XP for tending to Gisa in the Dove roadhouse, 1 XP for each Adherent they keep safe, and 2 XP for surviving the assassination attempt. If the PCs survive, it is a partial fulfillment of the **Prophecy of Salvation**. If some PCs are murdered, it is a partial fulfillment of the **Prophecy of Ruin**.



The Night Beast Awakens, page 101

Tier 3: Choose First Labor, page 140

Seven Prophecies, page 95

NAME **Cree**

IS A **Mysterious** WHO **Shaper**

DESCRIPATOR TYPE

FOCUS **Awakens Dreams**

GOD OF **Dreams**

DOMINION

2 2 2

TIER EFFORT XP

MIGHT SPEED INTELLLECT

10 10 18 2

POOL EDGE POOL EDGE POOL EDGE

RECOVERY ROLLS 1d6+2

DAMAGE TRACK

1 ACTION 1 HOUR 10 MINS 10 HOURS

SPECIAL ABILITIES & DOMINION ABILITIES

Confoundng (CSR p. 80)

Dreamcraft (CSR p. 95)

Dream Thief (CSR p. 96)

Magic Training (CSR p. 96)

Onslaught (CSR p. 31)

Sculpt Flesh (CSR p. 32)

Shatter (CSR p. 32)

Divine Shifts (3 at second tier):

1 to Resilience: Might defense tasks is decreased by one step and +1 Armor.

ADVANCEMENT

SKILLS • MIGHT T S I

Might defense †*

†Divine shift decreases difficulty by one step

*not currently trained

SKILLS • SPEED T S I

Stealth

SKILLS • INTELLLECT T S I

Creating believable Dreamcraft images†

Recognize plays meant to trick you

Resisting interrogation

Sleep-related tasks

Magic practice and magical artifacts

Gaining another's trust

†Divine shifts reduce difficulty by two steps

ATTACKS MOD DAM

Dagger

Onslaught

*not practiced cancels light weapon mod



CYPHERS

• Teleporter (traveler) level 5 (CSR p. 362)

• Time dilation (defensive) level 5 (CSR p. 363)

• Meditation aid level 8 (CSR p. 355)

EQUIPMENT

Pack containing 50 feet (15 m) rope, 3 days' rations,

3 spikes, hammer, warm clothes, boots, 3 torches

Book about dreams (asset to interpreting dream tasks)

Dreamdust (10 doses): ensures dreams untroubled by the

King of Dreams, likely to one day prove your nemesis

Trella juice (4 doses): additive drug enhances Intellect

(+1 Edge) for one hour

Sleep draught (asset to restful night sleep)

1

ARMOR

8

stars

MONEY

3

LIMIT

Jon Hygom Gislason - gislason19@hotmail.com - 221745

PORTAIT	DIVINE SYMBOL
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DOGMA

Divine Obligations:
Tier 1: Dominion = Dreams
Tier 2: Symbol = Swirl of mist

DISCIPLES

NOTES

BACKGROUND

You were born of a dream and gained actual physical life by means of a curse that doesn't seem especially curselike, at least not yet.

You fell in with the other PCs accidentally, but apparently it was fate. All of you learned you were Awakening divine abilities.

Pick one other PC. You accidentally sent that character into a sleep so deep they didn't wake for three days. Whether they forgive you or not is up to them.

Dreams are all about possibilities and change. And thus you dream of a better world, one that is redeemed of its present brutal and desperate state, where most dreams are waking nightmares.

FIRST LABOR

DIVINE LABOR

PORTRAIT	DIVINE SYMBOL
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DOGMA

Divine Obligations:
Tier 1: Dominion = Fables
Tier 2: Symbol = Book

DISCIPLES

NOTES

BACKGROUND

Your twin disappeared seven years ago, but sometimes you still see their face in your dreams, mocking you.

You fell in with the other PCs accidentally, but apparently it was fate. All of you learned you were Awakening divine abilities.

Pick one other PC. Wherever this character goes, you are aware of the general distance and direction of their location.

You've chosen to be a god of Fables—unless it's a front, and you're really a freshly minted god of Lies. Perhaps only time will tell.

FIRST LABOR

DIVINE LABOR

NAME Sheth

IS A Inquisitive WHO Shaper

DESCRIPTOR TYPE BEARS A HALO OF FIRE

FOCUS GOD OF DOMINION Fire

2 TIER 2 EFFORT XP

MIGHT	SPEED	INTELLECT
10 POOL	9 POOL	23 POOL
EDGE	EDGE	EDGE
		2

RECOVERY ROLLS 1d6+2

DAMAGE TRACK

☐ IMPAIRED

☐ DEBILITATED

☐ 1 ACTION ☐ 1 HOUR

☐ 10 MINS ☐ 10 HOURS

+1 Effort per level

ignore minor and major effect results on rolls

Combat roll of 17-20

Can move only an immediate distance

Cannot move if Speed Pool is 0

deals only +1 damage

SPECIAL ABILITIES & DOMINION ABILITIES

- Far Step (CSR p. 31)
- Flame (CSR p. 98)
- Magic Training (CSR p. 31)
- Scan (CSR p. 32)
- Shroud of Flame (CSR p. 98)
- Ward (CSR p. 32)
- Dominion Abilities: Manifest Nimbus (GOTF p. 143) Flash (CSR p. 33)
- Divine Shifts (3 at second tier): 3 to Single Attack (Hurl Flame): The difficulty of all attacks you make with your Hurl Flame ability is reduced by three steps and you inflict + 9 points of damage.

ADVANCEMENT

☐ INCREASE CAPABILITIES +4 points into stat Pools

☐ MOVE TOWARD PERFECTION +1 to the Edge of your choice

☐ EXTRA EFFORT +1 into Effort

☐ SKILL TRAINING Train in a skill or specialize in a trained skill

☐ OTHER Refer to the Cypher System Rulebook

SKILLS • MIGHT	T	S	I

SKILLS • SPEED	T	S	I

SKILLS • INTELLECT	T	S	I
Magic practice and magical artifacts	X		
Learning new things		X	
Geography and history tasks	X		
Inability: Noticing danger			X
Inability: Initiative actions			X

ATTACKS	MOD	DAM
Dagger	*	2
Hurl Flame (see Special Abilities)	-3†	13†
†Benefits from 3 divine shifts to attack and damage		
*not practiced cancels light weapon mod		



- CYPHERS
- Farsight level 5 (CSR p. 350)
 - Heat attack level 5 (CSR p. 352)
 - Meditation aid level 6 (CSR p. 355)

3 LIMIT

EQUIPMENT

Pack containing 50 feet (15 m) rope, 3 days' rations, 3 spikes, hammer, warm clothes, boots, 3 torches

Book about fire (asset to fire knowledge)

3 bottles of cheap (but flammable) alcohol

Grappling hook

Matchsticks (10)

7 stars MONEY

1* ARMOR

*Armor benefits from Ward

BACKGROUND

You learned your magic by making a pact with a nameless entity that sometimes appears in your dreams. It promises that it will collect the debt you owe it someday.

You fell in with the other PCs accidentally, but apparently it was fate. All of you learned you were Awakening divine abilities.

Pick one other PC. They had a devastating experience with fire in their past and must decide how to react to your constant use of flame around them.

Fire consumes. But that doesn't mean you can't learn from what is consumed in the process. You may aspire to be a god of Fire, but you hope to choose that which you burn with your holy flame with knowledge and forethought. When possible.

DOGMA

Divine Obligations:

Tier 1: Dominion = Fire

Tier 2: Symbol = Blazing Flame

PORTRAIT

DIVINE SYMBOL

DISCIPLES

NOTES

FIRST LABOR

DIVINE LABOR

NAME **Varis**

IS A **Perceptive** **Savior** WHO

DESCRIPTOR TYPE

FOCUS **Secrets**

GOD OF DOMINION

2 TIER 2 EFFORT XP

MIGHT	SPEED	INTELLECT
10 POOL	10 POOL	20 POOL
20 POOL	20 POOL	20 POOL

RECOVERY ROLLS **1d6+2**

DAMAGE TRACK

IMPAIRED DEBILITATED

+1 Effort per level ignore minor and major effect results on rolls Combat roll of 17-20 deals only +1 damage

SPECIAL ABILITIES & DOMINION ABILITIES

Entrall (CSR p. 45)

Erase Memories (CSR p. 45)

Find the Flaw (GOTF p. 131)

Perfect Submission (GOTF p. 131)

Reckoning (GOTF p. 131)

Reveal (CSR p. 33)

Terrifying Presence (CSR p. 46)

Dominion Abilities:

Manifest Nimbus (GOTF p. 143)

Steal Name (GOTF p. 143)

Divine Shifts (3 at second tier):

3 to Special Ability. The difficulty of all attempts you make to see through lies is reduced by three steps. Others rarely successfully lie to you.

ADVANCEMENT

INCREASE CAPABILITIES +4 points into stat Pools

MOVE TOWARD PERFECTION +1 to the Edge of your choice

EXTRA EFFORT +1 into Effort

SKILL TRAINING Train in a skill or specialize in a trained skill

OTHER Refer to the Cypher System Rulebook

SKILLS • MIGHT T S I

SKILLS • SPEED T S I

SKILLS • INTELLECT T S I

Deception			X
Seeing through deception +3 divine shifts	X		
Finding or noticing details	X		
Identifying objects	X		
Trivia	X		
Intimidation	X		
Inability: Positive social interactions			X

ATTACKS MOD DAM

Knuckle "tiger" claw	-1*	2

*Reduces difficulty by one step



- CYPHERS
- Force cube level 5 (CSR p. 351)
 - Instant shelter level 6 (CSR p. 354)

2 LIMIT

- EQUIPMENT
- Bag of light tools
 - Disguise kit
 - Ward of protection (+1 Armor)
 - Dream dust
 - Sermons of Elanenthar (book that describes divine obligations)

Artifact: Quill that can paint a simple rune on objects and creatures to make them invisible to your ability to sense their flaws for one year (Depletion: 1 in 1d20).

1* from ward of protection

6 stars MONEY

PORTAIT	DIVINE SYMBOL
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DOGMA

Divine Obligations:

Tier 1: Dominion = Secrets

Tier 2: Symbol = Key

DISCIPLES

NOTES

BACKGROUND

Among your collection of souvenirs garnered from the Central Market in Corso is a coin stamped with the face of the old god Zenia. In your dreams, the coin sometimes tells you secrets.

You fell in with the other PCs accidentally, but apparently it was fate. All of you learned you were Awakening divine abilities.

Pick one other PC. This character has a treasured item that was once yours, but that you lost in a game of chance.

You've chosen to be a god of Secrets—you revel in finding out secrets, keeping some, and revealing others.

FIRST LABOR

DIVINE LABOR

PORTAIT	DIVINE SYMBOL
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DOGMA

Divine Obligations:
Tier 1: Dominion = War
Tier 2: Symbol = Smoking Blade

DISCIPLES

NOTES

BACKGROUND

You have no memory of anything before your eighth birthday, when you woke battered and bruised in an orphanage.

You fell in with the other PCs accidentally, but apparently it was fate. All of you learned you were Awakening divine abilities.

Pick one other PC. If they are within immediate range when you're in a fight, sometimes they are helped, and sometimes accidentally hindered (50% chance either way, determined per fight). When they help, you gain +1 to all attack rolls. When they hinder, you suffer a -1 penalty to attack rolls.

You've chosen to be a god of War, mainly because you dream of unending combat. At first the dreams were like nightmares, but now you've begun to enjoy them.

FIRST LABOR

DIVINE LABOR

NAME Malin

IS A Vengeful DESTROYER WHO

FOCUS Murders

GOD OF DOMINION Vengeance

2 TIER 2 EFFORT XP

MIGHT SPEED INTELLLECT

RECOVERY ROLLS 2 DAMAGE TRACK

SPECIAL ABILITIES & DOMINION ABILITIES

Divine Shifts (3 at second tier):

ADVANCEMENT

SKILLS • MIGHT

SKILLS • SPEED

SKILLS • INTELLLECT

ATTACKS



CYPHERS

EQUIPMENT

ARMOR

5 stars MONEY

PORTAIT	DIVINE SYMBOL
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DOGMA

Divine Obligations:

Tier 1: Dominion = Vengeance

Tier 2: Symbol = Stylized Eye

DISCIPLES

NOTES

BACKGROUND

Your parents were slain in a brutal fashion right before your eyes when you were young.

You fell in with the other PCs accidentally, but apparently it was fate. All of you learned you were Awakening divine abilities.

Pick one other PC. You were recently approached by someone who wanted to hire you to take that character out. You decided to warn them that their life was in danger instead of taking the job.

You've sworn vengeance on whoever or whatever killed your parents. That oath nearly consumed you, but you managed to pull back. You use that anger to help others avoid the same fate that befell you even as you gather clues as to what happened. One day, vengeance will be yours. And after that, perhaps all who swear vengeance may do so your name!

FIRST LABOR

DIVINE LABOR