

Into the Dark



a Forged in the Dark game by

Stras Acimovic & John W. Sheldon

THE WORLD IS COVERED IN MURK...

It is more than just darkness. It is a miasma that hates the light, devours flame, and warps the living. Somewhere, in that hungry dark is a Nightwell, and near it a Shade—a creature born of the Murk itself, and not just twisted like the beasts that it creates. Your lands are threatened, and someone must bear the Silver Flame to the Nightwell to close it. If you're lucky, you might make it back with treasures from the world before the Murk. If you're careful you might just survive your expedition into the dark.

Into the Dark is a game about delvers who brave a strange and alien darkness-covered environment to protect their homes, and in the process hope to recover valuables and find information on the world that existed before the dark.

This game focuses on using wits to overcome obstacles, life and death struggles, and exploration of unfamiliar and dangerous environments. It mixes familiar dungeon-delving fantasy themes with a post-apocalyptic horror-tinged world.

Included are:

- **Four Unique Delver Types.** Detailed within are the well-armed Murkhunter, the quick-witted Explorer, the Murk-touched Shadowbinder, and the Silver Flame attuning Lightbearer. Each comes with unique powers, gear, and advancement rules suited to their role.
- **Adventure Generation.** Tables and instructions to help you build your own expeditions into the murk, as well as five included murkwells (and spooky attendant monsters) to let you jump immediately into the game.
- **Streamlined Forged in the Dark System.** A super-minimized, complete system that emphasizes player decisions, non-binary successes, and is geared for adventuring and delving into the dark.

INTENDED FOR

SINGLE SESSIONS / SHORT CAMPAIGNS.

3-5 PLAYERS (INCLUDES GM).

2-4 HOURS PER SESSION.

LOW PREP. MEDIUM COMPLEXITY.



Into the Dark

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Horror-tinged Dungeon Fantasy

Forged in the Dark

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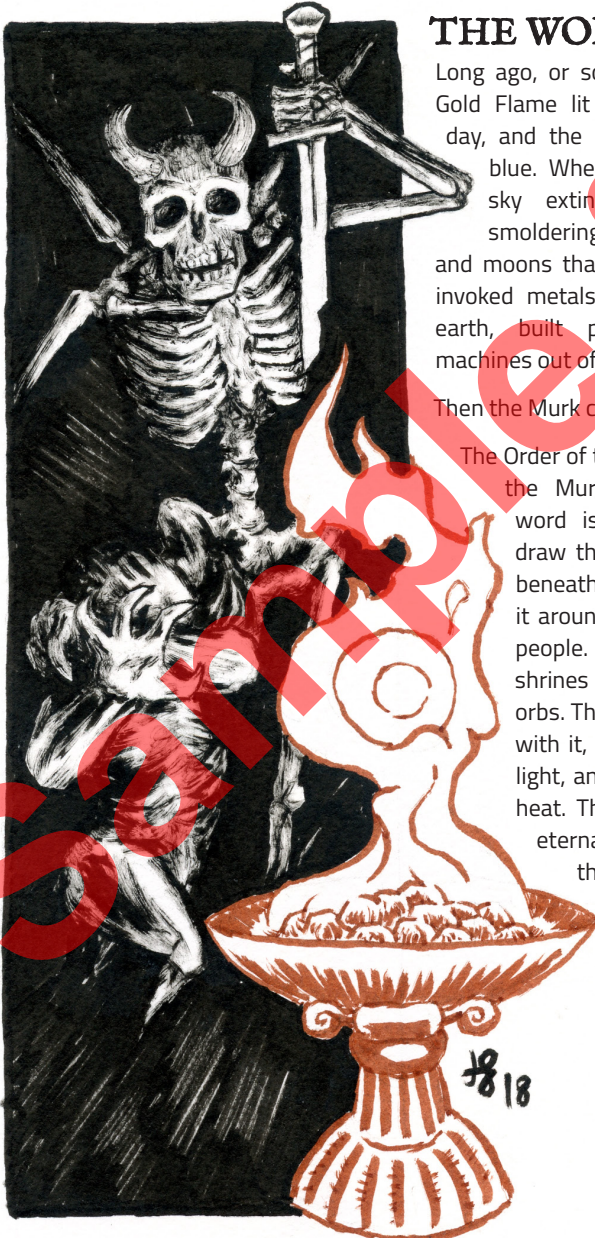
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Into the Dark

In a night-covered world, the Murk invades pockets of light—stealing people, and extinguishing the fires that keep it at bay. You play Murkdelvers, people who volunteer to take the Silver Flame to close Nightwells in the night regions. Don't stay too long. Once your flame dies, the Nightmares will almost certainly claim you.



THE WORLD

Long ago, or so the story goes, the Gold Flame lit the land during the day, and the sky burned a vibrant blue. When the Flame set, the sky extinguished, except for smoldering sparks that shone and moons that glowed. The People invoked metals and glass from the earth, built palaces and mighty machines out of them.

Then the Murk covered the world.

The Order of the Silver Flame keeps the Murk at bay, and their word is law. Their temples draw the last Fire from deep beneath the ground and pipe it around the enclaves of the people. It floats above their shrines in argent burning orbs. Their priests forge metal with it, protect roads with its light, and warm flesh with its heat. The Silver Flame burns eternal, unless devoured by the Murk.

Once in a while, the Murk invades the Lit lands. Nightmares come out of the dark to throw themselves onto the fires to extinguish them, and drag people into the Nightlands far from the light.

There in the dark, the Murk breeds more monsters from the living. Its Nightwells give these monstrosities strength and drive.

Somewhere, up to a few days from the border of the Lit lands, the well sits—a black portal vomiting forth a deeper dark, guarded by monsters bred in the Murk. Nobody knows why wells form, just that they do.

Some people are not like others. They can bear the Murk without becoming monsters in its presence. People like this are often found as survivors of incursions. They are paid by the Order to delve into the Murk.

Often, these are people without training. They're not famed soldiers. They are not powerful priests. They are simply not yet Murk-corrupted.

But if they survive their excursions into the unlit dark, they will become famed and powerful delvers.

If they are very lucky, they'll exit carrying treasures acquired in the Murk and earn coin (both legal and illegal) and the respect of the people they protect.

