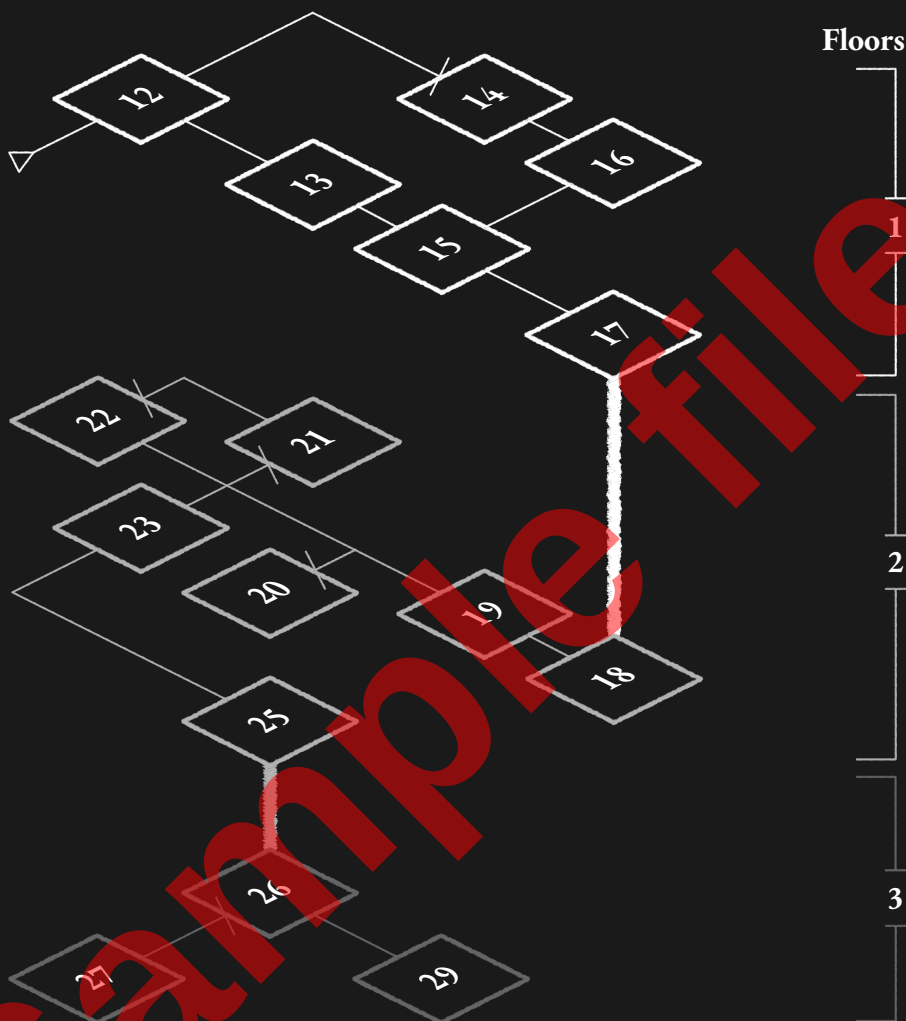


NEVERMORE



— CRAFTED FOR —
GRIMWILD



13 Page/room number

 Vertical passage

 Locked entrance

When characters change floor (ascend or descend), rest, or attract attention, take suspense equal to the floor number (e.g. 2 suspense for moving from floor 1 to 2).

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Intro

The Nevermore lies within a mountain ravine to the North. Its entrance is a split in the rock face, lightless and beckoning.

It is a conjoined crypt and temple, that was once home to a disturbed cult and the avatar of death that they exalted. It has been long abandoned, and the entity within has long slumbered. Until now.

Table safety: Nevermore features possession, suicide, forced transformation, hearing voices, and other sensitive topics. We recommend using player safety tools and highlight that these topics can be removed from the module.

Voletha

The entity within Nevermore is **Voletha**. Her nature and will are unclear, but she is a potent supernatural force associated with death. Dormant for centuries, Voletha's awakening is a timer pool which starts when the player characters enter the Nevermore:

6d Voletha Awakens

Roll the timer pool at the end of every session. It takes around 4 sessions to complete, but can take between 2-6 sessions depending on how you roll. If **Voletha awakens**, see 29.

Knives of the New Moon

The cult that idolised Voletha, the Knives of the New Moon, were scattered but survived. They have sensed her renewed presence and dispatched agents to the Nevermore. This time though, they don't wish to serve Voletha but to subjugate her.

These agents are a rival party to the player characters, detailed on 9. They aim to carry out a ritual that will bind Voletha to a vessel (a crystal shard), and move her from the Nevermore to their own base. They must reach Voletha's sanctum at the bottom of the Nevermore (29).

There is a timer pool for the rival party reaching Voletha. Roll the pool at the end of every session or an event occurs that advances their progress:

4d Reach Voletha

If they reach Voletha before the player characters, their ritual begins:

4d Ritual Completes

Spend 1 suspense to roll this timer pool. If the ritual hasn't completed, the player characters may attempt to interrupt it by facing off against the rival party. The ritual kills the participants instead of trapping Voletha, and provides her with additional strength. See 29 if the ritual succeeds.

Flow of Play

There is no set sequence of events within the Nevermore. The players can interact with it however they wish. The flow of play is as follows.

Start: Use Beginning the Module (8) to hook the characters into the adventure, then start at the Entrance (12).

Describe: Let your players know what's around them. Use the entry for the location to build the scene and situation.

Engage: Your players interact with the situation. Your players decide where to go next or perhaps to rest.

Travel: Your players decide to go elsewhere in the Nevermore. There is a mini map on each page to show you where they could go next with the page numbers for each room.

Deadly environment

The Nevermore is without light, besides the illumination that characters provide themselves with. When the players move to a new floor (ascend or descend), rest, or attract attention, take suspense equal to the floor number (e.g. 2 suspense if moving to floor 2).

Spend suspense to hit the players with traps, ambushes by denizens of the Nevermore or the agents of the cult, magical effects like possession, or to hinder healing magic. Use the tables in the back of the book (p.30-p.31) for inspiration on traps or magical effects.