
The Night Land

Introduction

The last remnant of mankind endures, besieged, in the invulnerable Last Redoubt, a pyramid of gray mental that rises seven miles into the air, high above the volcanic gloom, and delves another one hundred into the bedrock.

The law of the Redoubt is that no man can go into the Night Lands without the Preparation, and the capsule of release; nor can any man with bride or child to support, nor any man who is a debtor, or who knows the secrets of the Monstruwacans; nor a man of unsound mind or unfit character; nor any man younger than twenty-two years; and no woman, ever.

If you are here, you should take this small measure of safety:

+1000 cp

Origin

Inhabitant

It matters not whether you were dropped here unprepared, or have a lifetime of memories in this dying world. You are here now, until you can make your escape, or

Starting Location

I would highly recommend paying 50 CP to secure yourself some modicum of safety. Or roll 1d8.

1. ### Victorian England

   You will get to spend a few years in Victorian England, where the sun shines and birds sing. Then one day you will awake in your dreaming life to mocking laughter echoing from distant hills in the Eternal Night.

2. ### Carnacki Cylinders

   It is the 1900s, with echoes of future calamities in evidence. A well-traveled investigator of the paranormal has been astounding his friends with strange tales of his adventures, when you appear at his doorstep unannounced.

3. Moving City

Before the eternal night, there was the Dimming Sun, when slowing revolutions of the Earth allowed vast cities to crawl across the globe, chasing the last vestiges of light. Behind and before them, a darkness filled with terror and death and cold.

4. The Night Wall

In the deep of space, at the end of time, Good and Evil make one final gambit, for the fate of not this universe, for it is doomed and gone, but the next. You are aboard a vessel circling the last star, trapped in a monolithic structure filled with monsters.

5. The Last Redoubt

The last great home of humanity. Beset on all sides by great monsters and forces of evil, this last bastion has remained for tens of thousands of years. Many cycles and ages have come and gone, periods of renaissance and societal decay.

6. Lesser Redoubt

A comparatively small arcology. But you know it will soon fail: the earth-current wanes, people grow listless, and whispers are sometimes heard despite the flickering air clog. There is some hope – a daughter of the redoubt has made contact with another people.

7. The Night Land

You begin... in the darkness. You should probably grab a compass. This land is fraught with dangers to body and soul. These lands are also desolate, without sources of food, water, or even air you can trust. This is not a place for men.

8. Free Choice

No matter where you choose, dark forces will seek your destruction.

Perks

Choose one to be discounted from each price range.

100

Story Telling

You have a talent for sharing your past lives' stories, and of weaving words that capture attention.

Monstrowuco

You have a mighty knowing of all the threats of the night lands, where they inhabit, and how dangerous they are.

Master Word

You know the master word, which evil forces cannot speak, nor reply against.

A Strong Body

You are acclimated to the thin air of the dark and dismal future, and are well-endowed with a powerful and rigorous body.

Prepared and Aware

There is a capsule in your upper arm that may be broken by your teeth, and kill you before your spirit is Destroyed. You are also aware of how evils forces' influence may be recognized, and how to hold your mind still as to avoid their attention.

200

Night Hearing

Receptive to the thoughts and attentions of others, beating about you in the aether. Your spirit will let you know when danger approaches, and a vague direction. Not entirely reliable, works best against the forces of evils, and not lesser natural threats.

Safe Sleep

If you go to sleep without present danger, you'll get at least eight hours of uninterrupted sleep. There might be danger when you wake, though.

Focus of Millions

Attention is drawn to you when you attempt a great task, held longer in teh public conciousness, and results in monuments to your deeds.

600

Lives Are But Dreams

You have dreams and memories of other lives. Not just past lives, but future lives as well. When you sleep, you may dream of other lives. These lives may be those you remember clearly, or reincarnations you have forgotten. The moments you see often teach a lesson or give information sorely needed in your current circumstance.

Shining Powers

The Forces of Evil are well represented in the Night Land. While goodly forces are in wane, they still watch over you, but they cannot protect you always. They take various forms – distant stars, glowing curtains of light, shining orbs...

Items

Choose one to be discounted from each price range.

100

Scrip

Dehydrated water powder and food pills to sustain a person, but little else. Refills each day with 6 tablets and a pinch of powder, maximum 6 months worth of supplies. Comes with a collapsible cup.

Compass

This device has several needles. One points towards Magnetic North, another towards True North, and the last is drawn towards underground Earth Current.

Looking Glass

Not mere crystal, this ancient device allows one to perceive clearly miles away, and delivers an image clearly to the bounds of sight, and perhaps a bit beyond.

200

Padded Clothing and Cloak

You would surely die of exposure, if not for these articles. The padded suit keeps you warm in the chill of the nightlands, and provides a small amount of protection. The cloak can hold body heat even better, and serves as an able bed.

Grey Armor

This set of armor seals around the joints, and can protect a man from many dangers. It is surprisingly comfortable, and comes with boots, gloves, and a helmet.

Instruments

Like a HAM radio for psychic communications. Is interfered with by great evils, but works over vast distances.

400

Diskos

A spinning, spark-spitting blade, attached to an electrified pole, so any who attempt to wrest it from your grip on the handles will be shocked. Powered by the earth current, it can bring deadly injury to mighty monsters, even those immaterial. This one seems to recognize you as its owner.

Great Library

A great record of humanity, larger than any man could read in one lifetime. Contains the secrets and wisdom of the past millions of years. If you can find them. It is... poorly organized.

Companions

My One (100)

A new companion, a soul-mate, perfectly suited to your preferences and apprehensions. This person has waited for you through their many reincarnations. Perhaps they have met you in some past life, and although you have changed, they recognize you still. Fairly useless in a pinch.

Boon Companion (200)

A Ghost Hunter, man of the Watch, or some other brave man or woman who is knowledgeable and capable in dealing with dark things, and resists the efforts of the forces of evil upon their soul. Strong in body and spirit, you could not ask for a better friend to face the darkness with.

Drawbacks

Gauntlet (-1000)

The Night Land is not a world easily repaired, subjected to great forces of darkness inimical to human effort. You enter this world as any human does: without the benefit of cosmic powers, armed only with the half-understood vestiges of ancient technology, and should you face Destruction of the spirit as well as body, the light of your soul shall be Ended. Get double the points from drawbacks.

Feet (+100)

You can't help it, you have a thing for feet. Massaging them, caressing them, cleaning them, kissing them...

Plagued by Snakes and Scorpions (+100)

Every fire hole and hot spring you come to seems to be infested with serpents or scorpion crabs. These are troublesome pests that you'll have to kill before sleeping.

Alway Gat Wot (+100)

Everybody here talks like William Hope Hodgeson writes. In a somewhat archaic, repititive, and rambling manner. Even you will find yourself spouting comically butchered 17th-Century English.

Frightful (+200)

You tend to be afraid, very afraid. You sometimes faint when danger passes, and tend to be weak and trembling before it.

Curious (+200)

Oh yes, let's get really close to that monster with hill-like shoulders, which stares balefully, unblinking, at the last refuge of mankind, and waits through countless ages. Surely, looking into the doorway of the House of Silence, from which nothing has returned, and which has cost many brave men their lives and souls is a good idea.

Weak of Spirit (+200)

You are easily confused, tricked, mislead, or even attacked spiritually by the forces of evil. It might be better if you stayed in the redoubt. Unless, you know, you're in the Lesser Redoubt. Even in the Great Redout, you have uncanny dreams.

Stupid One (+300)

GOD. DAMMIT. WHY would you choose this? WHY. You, or one of your companions has come down with a terminal case of "needing sense bitchslapped into you". What is the very height of stupidity and carelessness, you now believe to be coy and slightly naughty. Like, say, singing while running into woods where degenerate ape-men live, because your lover was a bit distant during the hundreds-of-miles-long trek to return to the only safe place left on the planet.

A Great Force of Evil (+300)

Evil knows you are here, for it apprehended your arrival, and now seeks the destruction of your soul. They hunt you, send false messages, and will surely find you if you leave.

Destruction is Final (+300)

If you die, things proceed as you expect, either returning Home or continuing your chain. If your soul is claimed or destroyed by an evil force, or delivered to death by their agents, your fate will be worse than merely returning home.

Notes

The following can be found online, beyond the reach of the evils of copyright.

- The Night Land, by William Hope Hodgson
- Carnacki the Ghost-Finder, by William Hope Hodgson
- The House on the Borderland, by William Hope Hodgson
- Across The Night Wall, by Martin Isitt

The following may be found by those who seek them:

- Awake in the Night Land, by John C. Wright
- The Night Land, A Story Retold, by James Stoddard

Changelog

0.1	12/31/19	First Draft