



# The Night Cage

## A Mazes Module

You awake in the dark. Your body naked. Your mind blank. You have nothing but your fear, your candle, and a question...how long will the light last?

To escape, each prisoner must recover a Key and find a Gate. Before you lies only darkness and the monsters that inhabit it. Find a Gate and escape before being consumed by the darkness...

A MAZES Fantasy Roleplaying Module based on the hit SMIRK & DAGGER NIGHT CAGE Board Game. A free gift from **9th Level Games** and **Smirk & Dagger**.

## **Setup**

In this MAZES module, the players are amnesiac adventurers that have fallen into the NIGHT CAGE – a supernatural evil hellbent on consuming their souls. The players awake naked and afraid, having no possessions – other than a lit candle, a lit candle that is slowly burning down. There is no treasure in the Night Cage.

Each player chooses a ROLE – Paragon (d4), Vanguard (d6), Fighter (d8), or Sentinel (d10) – and the corresponding die and the appropriate HEARTS and STARS. This is all they start with as a character – they have no other memories – not their class, their edges, or even their name.

Explain to the players that they have no memories of who they were before they found themselves in the Night Cage – but that through trial and error they may find out who they were.

### **They know the following things:**

- If the light fails them, they will be trapped forever in the darkness.
- There are monsters in the darkness.
- Somewhere in this maze lies a KEY.
- The KEY will open a GATE.
- The GATE is their only salvation.

When the players attempt to do something – ask them if they have any memory of doing something like this in their lives before they came to the Night Cage. If they say “no” then proceed with the action - the player is DISADVANTAGED on the roll. If they say “yes” let them test (AS BELOW). After a character has acquired 3 edges – they can

still test but results that are KEYS or CROWNS are ignored and treated as odd or even results.

## Testing Your Past

Whenever a character tries to do something new, they have an option to TEST THEIR MEMORY. To do so, have them roll their die – if they roll ODD, they have a memory of doing this thing – this is something that they once knew how to do – they get to make their ROLL as normal. If they roll EVEN, they do not remember doing this thing, and roll with DISADVANTAGE. If they roll a KEY or a CROWN (either a 1 or the highest number on their die), then they see into their past, and remember something about themselves adding an EDGE, which will generally allow them to roll with ADVANTAGE.

When a player tests and gets an ODD result, they should take a moment – and describe the memory that they have. In this dark and strange realm, memories are rare and fleeting, but fill you with warmth and hope. When a player gains an EDGE, they should spend more time and fill in the memory – as this is something that is “core” to the character.

## The Darkness

Set the STARTING DARKNESS to 4 (Torchlit). If the Darkness reaches 9, the entire Night Cage is pulled into the darkness, and the players are lost forever.

## The Maze

Each turn, have the characters stumble into a new room in the ever evolving Night Cage. Explain that they see down a strange hallway, and that the hallway is lost in the darkness. Whenever the characters enter a new “room” – everything behind them dissolves

back into the darkness. Only the world that is illuminated by their candles is “real” and “permanent”. Each time they enter a new room, have the players roll their dice. From those dice rolls, devise the new “room”, selecting as you see fit from these lists. When the room is occupied by monsters of the Night Cage their stats are provided after these lists.

## Size

- 1 Cramped
- 2 Tiny
- 3 Small
- 4 Large
- 5 Huge
- 6 Non-Euclidean
- 7 Multiple Stories
- 8 Small Series of Chambers
- 9 Large Series of Chambers
- 0 Seemingly Endless

## Quality

- 1 Filled with Fear and Loathing
- 2 Made of Gelatinous Ooze
- 3 Sharp like a Knife
- 4 Mirrored and Glistening
- 5 Broken
- 6 Forgotten and Strange
- 7 Sad and Lonely
- 8 Smarter than You
- 9 Maniacal
- 0 Darker than the Darkness

## Obstacles

- 1 Books turning into sand
- 2 A forest of doors
- 3 A bridge across a chasm
- 4 Broken glass
- 5 A field of dead prisoners buried to their shoulders
- 6 A maze of walls
- 7 Maddening whispers
- 8 Brackish water and slippery rats
- 9 Chains
- 0 A False Gate

## Occupancy\*

- 1 A Wax Eater
- 2 A Pit Monster
- 3 A Key Holder
- 4 A Gate
- 5 Doppelgangers of the Characters
- 6 A False Key Holder
- 7 Empty, and quiet
- 8 Empty, but menacing
- 9 A Gate guarded by

Wax Eaters

0 Death itself

*\* Remember, the goal is to proceed through the darkness room to room, until they have a KEY and come upon a GATE. When it reaches 7 Darkness, if they do not yet have a KEY, make the next encounter a KEY HOLDER. After defeating any monster – if they have a KEY, they should encounter a GATE in the next room.*

## WAX EATER

**D 2 H 12**

**Flying, Baleful, Night Magic**

Wax Eaters are creatures spawned from the Darkness itself – fearsome, horrible creations that abhor all light and seek to snuff it out. They hate all warmth and motion and seek to sterilize the Night Cage. They float in the air – and look like a gnashing maw covered in grasping limbs – grotesque and scary.

## Key Holders

**D 1 H 4**

**Chilling, Fast, Undead**

Key Holders are the spirits of long lost adventurers. Each holds a key within its unbeating, ghostly heart – and to claim the key, it must be destroyed. The Key Holder ghost shimmers slightly in the darkness, but seems almost solid when exposed to light. The Key Holder wants to escape any light it sees, having been lost for so long in the Night Cage.

## Pit Monsters

**D 4 H 9**

**Armored, Grasping**

Pit Monsters travel through the ground eating away at the strange material that makes up the Night Cage. When exposed to light, the Pit Monster collapses the floor into its gaping maw, and hopes to trap prisoners its grasping maw.