

BENEATH A ROTTING SKY

A GIRL BY MOONLIGHT SERIES



The Blight

Its Perpetrators

The Mundane World

What's Sacred

What's Profane

The Price We Paid

Our Obligations

Transcendence

Our Transgressions

Our Prey

Hunting Grounds

Rival Hunters

Our Tragic Fate

Series Abilities

- **Troubled hearts:** Each protagonist may add +1 action rating to confess, defy, or conceal.
- **Grim determination:** Gain +1d when you roll stars. When you take harm, recover stress equal to the level of the harm.
- **Bitter embrace:** When you accept a Poisoned Promise, gain +2d instead of +1d. Gain +1d to all action rolls made while in eclipse. When rolling eclipse take -1d.
- **Elusive:** Gain +1d to all rolls made during fallout. When you advance the Blight track at the end of a mission, mark 1 less.
- **Gazing into the abyss:** Permanently fill the first 3 spaces of the Blight track. Gain +1d when you investigate, and mark xp.
- **Vengeful drive:** Gain +1d when you help a friend recover from physical harm. The protagonists have a magical awareness of the location of foes who have harmed them.
- **Night hunters:** When you set out on the hunt, take +1d to your engagement roll. When your mission involves staging an ambush, mark series xp.

OUTSIDE INFLUENCE

choose from another source

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TRANSCENDENT ABILITIES

- ◆ **Fighting in shadow:** Each protagonist marks a transcendent action dot in confess, defy, and conceal.
- ◆ **I won't allow it!** If you take fatal harm while transcended, you don't die. When your transcendence ends, roll eclipse. If you succeed, you're out of action for the remainder of the mission, but still alive. If you fail, whatever dark power held death at bay fades, and you die. *Who catches you when you fall?*
- ◆ **For the thrill:** Desperate rolls made while transcended also count as recovery rolls. While transcended count all controlled rolls as risky.

Investigation

TIER I TIER II TIER III

The Blight

TIER I TIER II TIER III

SERIES RULES

Make a connection is replaced with **have a disagreement**. All abilities that apply to make a connection also apply to have a disagreement.

When you complete a mission, do not clear stress and transcendence as normal. To recover stress and transcendence the group must **devour blighted hearts**.

XP

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

- *Successfully carried out a mission from the series' list*
- *Suffer the world's oppression, and advance toward your tragic fate*
- *Explore the nature of the Blight, and hunt your prey*
- *Express the essential nature, origin, or destiny of the group*

NAMES

Violet, Amber, Acajou, Alabaster, Amaranth, Sienna, Umber, Carmine, Lavender, Eton, Fallow, Flax, Icterine, Isobel, Jet, Midnight, Dawn, Dusk, Twilight, Sunrise, Orchid, Scarlet, Thistle, Verse, Puce, Cerulean, Steel, Ochre, Jonquil, Aurora, Gloam, Maize

MISSIONS

THE HUNT

Locate your prey, best it, and claim its heart. Roll +1d when you devour blighted hearts after this mission.

SECURE YOUR HUNTING GROUNDS

Patrol your territory and fend off other hunters that would take it from you.

SEEK ANSWERS

Look for clues to the nature of the Blight, or its intentions, in unexpected places. The investigation track does not reset after this mission.

STEAL POWER

Use force or deception to claim an object of power. Roll +1d when you devour blighted hearts after this mission, and -1d when you roll fallout.

DRIVE BACK THE BLIGHT

Face the Blight where it is strongest, in the hopes of disrupting its progress, and delaying the world's undoing.

After this mission, the season ends.

FACE OUR TRAGIC FATE

Fight a hopeless battle against impossible odds.

After this mission the series ends.