**Luna PM**

You check your quarters before heading out toward the nightly rooms.

You see **Breath of Archangel** sitting on the desk besides your bed with a note taped to it that reads “ROLE REVEAL LOTTO WIN!” *Nice!*

Before entering the rooms, as the entire group was heading off to go explore, you used **First Aid Kit**. You feel healthier already!... though something is off. *W-w-what!?* You notice that **2 tokens** are missing! *So-someone must have swiped them!* You think to yourself.

That night you decided to enter the **Christmas Radio Room**. You note that Calen Vinyelleth, Callaria Schwägerin, Bolshka Shandall, Rosemary Finn Smith-Schumacher, Alexander the Average, Karl, Aurelia, Lord Marius Lucard, and Nil'Aurelias "Nils" Verbenti explore the **Christmas Radio Room** tonight as well.

The radio room immediately stands out as massive. It seems to be comprised of an open expanse with a central recording booth in the middle of the room and many more smaller ones connected to outer walls. Scattered everywhere are loads of broken microphones, cheap plastic toy instruments, confetti, and obviously aged Christmas decorations.

The lighting in the room is an uncomfortably sterile white that doesn't match the tone of the red and green festive decorations that fill the place. To your displeasure it seems that almost any sound travels a far distance and that each of the rooms is soundproof by itself. Dangerous, ripe places for seedy combat. You quickly notice dust gathered on every musical instrument left remotely intact with unsettling finger prints carved onto almost each of the dust sheets.

Making sure not to stir a sleeping beast you begin to search the Christmas Radio Room... quietly.

**Room Card:** https://imgur.com/qvU39e3

…

During your search you found a **Shurikens** and **Computer program: objective**. You also found **8 tokens**!

You also find a strange note. It reads…

*The runes in the wall will kill ya if you don't take the pill. I saw it myself...*

…

As you begin finishing up your quest for loot alone you begin to become even more anxious and panicked. You look around desperately for Aurelia. Eventually you stumble upon Bolshka Shandall.

With a pained expression and ragged breathing you plead, “P-please help me find Aurelia!” You bow clumsily.

“What’s up?” Bolshka ask questioningly.

“I-I-I found h-him.” you stutter through gasped breaths.

Without a pause the two of you set off to find Aurelia and more comrades, but before you can find anyone to help in your attack you stumble upon the man himself. This time around it seems he has a visible ally.

*He’s right there… he’s right there! He’s totally unaware…!*

“Alright, Luna. Let’s go aro--”

“*I-I-I-I g-g-gotta.. I g-gotta… I gotta get him.. He’s not e-e-expecting it....*” you cut you off Bolshka, mumbling to yourself.

“Luna?”

“**I GOTTA!**” You spring up. Before Bolshka gets a chance to figure out what going on you start charging Alexander.

Carrying your much too large sword above your head dangerously with both hands you charge the unsuspecting man.

***PFFFFKTTT***

You don’t even make it twenty feet before tripping over yourself. Your face collides with the floor as you luckily loses your grip on the sword after it had cleared your head. There was still some fifty feet between you and Alexander and what was now apparent to be Finn.

While you try to recover from the self-inflicted wound and and panic Bolshka rushed to stand between you and Alexander. She nervously asks, “Can, uh… we get a do over?”

Alexander, gripping his wooden stick so hard a small amount of blood began to trickle from his palm ordered, “**Leave.**” Without a word Bolshka picks you and your sword up and carries you off.

Once out of sight you're set down. You struggle to breath, but manage to spit out, "T-thanks… *haa*…"

"Hello." Both you and Bolshka turn in surprise. You let out a small hiccup while experiencing the full range of shocked, terrified, relieved, and glad all in the span of one or two seconds. Besides you two now stands Karl and Nils. "I take it you found Alexander?"

Bolshka speaks up in your stead, "Yep. I say we go now before he gets any more allies."

*Huh.*

"more alllies :( we should atttack now :)" Karl suggests.

*What?*

"Indeed. Take us there, Bolshka." Nils readies his strange wooden crested weapon as he makes his request.

*WHAT!?!?*

"What about Luna?" Bolshka asks, concerned.

You stand up. "*Haa*… d-d-don't... leave m-me… *haa*…"

Nils shakes his head. "I'm with Karl on this. It is best if we strike now. You should be safe here, Luna."

Karl nods as welll. "you willl be safe here :) after alll :) Allexander is there and not here :)"

Bolshka grips her divinity rapier. "Luna, stay here. We will be back."

"**PLEASE!**" You begs before sitting back down and entering a coughing fit.

Bolshka kneels besides you and puts an arm on your shoulder. Looking into your eyes she assures you, "You're more likely to reunite with Aurelia if you stay here." Without waiting to hear any retort she got up and left with Nils and Karl.

*Oh no… I was alone and then I found people… and now I am alone again!*

Panic began to set in. Hyperventilating, you sat down and tried your best to calm yourself down.

"I-I-I-It's o-o-okay, *haa haa*… I… *haa*… I-I will w-wait… *haa*… for Aurelia… *haa*."

## *BBKKOOMBBB!!!*

"*EEP!*" You literally hop up in your seat startled at the sound of a large explosion. Any progress you made toward calming yourself down vanished as your heart and mind began to race faster than ever before.

Bouncing between coughing fits, hiccups, and exasperated breaths, you sat literally shaking in fear at the potential things to come your way. An audible clanking sound could be heard from the sword in your hands banging against the floor in your much less than steady hands.

## *SSHHHBAAMBB!!!*

***BOOOOOM!!!***

"*EEEEP!*" Once again you hop in your seat, startled by the sound of unearthly explosions. You continue to sit anxiously in plain sight praying that nothing bad finds its way to you -- hiccuping, coughing, and struggling to breath the entire way.

After a few minutes you hear what sounds like footsteps. Your head cocks in the direction of the sound instantaneously with robot-like jaggedness.

*ALEXANDER!!! FINN!!!*

You see Finn carrying a severely wounded Alexander away. Your mouth agape and yourself quivering you look around for your allies. Seeing nothing, your eyes begin to water.

*I've got to find friends… I need to survive… I CAN'T DIE!*

With pure a primal, pure instinctual necessity to survive your hiccups and coughs cease. You rush toward the battlefield.

You then spot your Nils, Karl, and Bolshka. "Dang!" Bolshka shouts.

"They couldn't have gotten far." Nils assures the group.

"they probably are going to the exit :) we can meeet them there :)"

"They're… *haa*… g-going that way… *haa*… I saw them… *haa haa*…" You surprise the group with your presence. Standing wobbly with your sword in hand, you beg, "D-don't… *haa*… leave me this time."

With your instructions the group found Alexander and Finn in short time. Karl instantly leaps in front of the party and confronts Alexander.

“it is The Alexander :) I thought should you esscape :) that I would meeet you again :) fehehehe :)”

Without a word Finn charged the group. It was clear by his attacks that his intent was to only poke and prod -- never committing to anything that’d put him at risk. “Go, Alexander!” he shouted while pulling you, Bolshka, and Nils off of his weakened ally.

The four of you dueled. It was evident none of your party was intending on risking their own life as well, so all fighters exchanged half hearted blows while Finn tried finding a solution to the problem he faced. You did your best to stay out of the fray while keeping the outnumbered for trapped.

“***ARRRRHHHHHHYYAAA!***” you hear Alexander shout in the distance.

*Oh no.*

“**ARRUUUGGGGHHHHHHHH!!!!**” You hear a pained scream followed by a series of painful sounding attacks connecting with tissue. It appears Karl had landed a critical blow against Alexander.

*Oh no...*

***WHACK***

“**ARGGHHH!**”

*I’m sorry.*

***WHACK***

“**AGGHGHHRH!**”

*I’m sorry...*

***WHACK***

“**Rghhh…**”

*I’m sorry!*

***WHACK***

"**Hhnng…**"

*I'm sorry!!!*

***WHACK***

"**Hn…**"

*I'm sorry! I'm sorry! I'm sorry! I'm sorry! I'm sorry!*

Finn shows clear worry for his friend. That distraction gives Bolshka the edge to corner him, pushing him farther away from his ally. You were thankful for the support. You could barely stand as you heard the life beaten out of Alexander in the distance.

"**I pray to see you in the next life.**" You hear Alexander shout.

*He lives?!*

"**May my wrath be devout and vicious as it tears through your being.**

"**May you remember the fall of Alexander…**"

"Alexander!" Finn shouts to his ally in vain.

**"and may your dreams be full of pain and hate…**

**... YOU BASTARD!"**

***WHACK***

Something inside you snaps. Good, bad, nothing connects. You can only mutter within your own consciousness, *I'm… sorry…*

"ARGHHH!" Finn shouts, waving his rapier in a whirlwind, effectively disengaging combat with his foes. He flees and no one seems to want to give chase.

The four of you look over Alexander's dead body. Only Karl spoke. "we survived :)"

Few spoke as the group departed and left for their quarters.

## Your Character Information:

**HP:** 8
**ATK:** 3
**DEF:** 1
**STA:** 6
**SPE:** 10
**Adrenaline Available:** Yes
**Role:** Berserker
**Affinity:** Gold
**Objective #1 Status:** Complete
**Objective #2 Status:** N/A
**Objective #3 Status:** Complete
**Affinity Points:** 12
**Tokens:** 14

## Inventory

**Box of Ammunition**
Item Category: Utility
Item Type: Combat | ATK
Description: A box of bullets for some sort of gun.
Details:  Provides one shot for any firearm.
Number of Uses: 1
Additional Information: Each box of ammunition provides enough bullets to last one night only.
How to use: Automatic when attacking or defending if you have a firearm.

**Sword**
Item Category: Weapon
Item Type: Combat | ATK | Melee

Description: An antique medieval sword. It may be an aged, somewhat dull weapon of the past, but it can still cut up anyone unlucky enough to cross your path without the proper defenses.
Details: +4 ATK
Number of Uses: Unlimited
Additional Information: N/A
How to use: Automatic when attacking or defending.
Affinity: Fire, Water

**X-ray Goggles**
Item Category: Utility
Item Type: Information
Description: A pair of goggles that can be used to see through objects.
Details: Learn the inventory of another player.
Number of Uses: 1
Additional Information: You will be informed of the names of the items in their inventory, but not of what the items do. You will learn the state of their inventory at the end of the night phase. If the player dies during the night you will still learn of their inventory and the item will be consumed.
How to use: Inform the Game Master you want to use X-ray Goggles in your night actions submission. Provide the player you wish to learn about.

**Breath of Archangel**
Item Category: Utility
Item Type: Healing
Description: An old, worn down trading card with some sort of ancient scripture written on the back of it.
Details: Fully heal your base HP.
Number of Uses: 1
Additional Information: N/A
How to use: Inform the Game Master you want to use Breath of Archangel in your night actions submission. If used you will go into the room that night already healed and not have to wait until the night concludes to have your health restored.

**Shurikens**
Item Category: Weapon
Item Type: Combat | ATK | Ranged
Description: A set of sharp, silver coated Japanese shurikens.
Details: +3 ATK
Number of Uses: 1
Additional Information: N/A

How to use: Automatic when attacking or defending.
Affinity: Dark, Light

**Computer program: objective**
Item Category: Utility
Item Type: Information
Description: A floppy disk with the word "OBJECTIVE" written on it.
Details: Learn the Objectives of one player of your choice.
Number of Uses: 1
Additional Information: N/A
How to use: Inform the Game Master you want to use Computer program: objective in your night actions submission. Provide the player you wish to learn about.