

The Vile

Your realm of DIE is called The Vile. Every region in the Vile draws on different fairytales, fantasies and campfire ghost stories to give shape to itself. The Vile is bent and shaped by the Masters' dreams, but also by their nightmares, and thus is full of dangers.

The Vile is ruled over by a powerful fey Monarch, whose Court governs different regions of the Vile. The Courtiers detest mortal interruptions into their perfect realm and aim to enslave, humble, impose their authority on, or kill the Personas.

To protect themselves, the Master hides themselves away at the centre of the Vile, in a tall white tower. They can only be released by a set of golden keys, scattered around the regions. For the Personas, finding those keys is the only way to get out. For the Master, the discovery of those keys is a threat to their literal ivory tower.

The Monarch and their Court

Each Courtier and region is keyed to the experiences of one of the Personas. If you don't have that character in your game, you can bend the story as you like or exclude that region entirely.

Each Courtier has a specific domain, except the Monarch, who acts to intervene or make things worse whenever the Personas are in an already bad situation.

Though the Courtiers are not "true" Paragons, each of their skill sets reflect one of the Paragons' (use the rules for Generation Native Paragons on page 184 of the DIE core book), and they each carry a false die. When they lose their golden keys to the Paragons, those dice crumble into dust and the Courtier crumbles as well, screaming.

Character	Description	Parallel	Class
The Monarch	The ruler of the realm, who is desperate to seize control from the Personas (including the Master)	The Camp Principal	Master
The Deal-Maker	The Witch-governess of the Blubbermarshes	The Helper's Friend's "Grandmother"	Godbinder
The Pirate King	Captain of the <i>Serpent's Tongue</i> on the river Vulgar.	The Delinquent's Betrayer	Neo
The Jealous	The envious ruler of the Bel Dominion.	The Desired's Counsellor	Emotion Knight
The Bear	The only non-hostile Courtier, who rules the Schneeberge	The Baby's Protector	Fool
The High Priest	A dictatorial priest from the Church District	The Chaplain	Dictator

Into the Vile

After you have handed over the character sheets and generated Personas, bring the campers to DIE. You may turn the lights on once the ritual is complete.

The game begins in the *Briarwood*. Their tent is transformed into a wild bower, overgrown with honeysuckle and roses. An ornate stone table bears a set of golden dice. The table is engraved with the motto of the camp.

The Master tells the others that they have seen this place in their dreams before, before reaching for the golden D20. As soon as they touch it, golden chains materialise, wrapping around them and teleporting them to their tower.

Pinned to a tree in the Bower is a scrawled map of the Vile and the locations of keys, and a cryptic rhyme:

*Your comrade dreams within a pale tower.
Enchained and locked by scattered keys of gold.
To break the spell, and shatter Vile's power,
You must retrieve them through adventure bold.
And if the die you carry, well portends;
Cruel Courtiers shall come to violent ends.*

As soon as the Personas have begun to make a plan of action, they are attacked by Fallen; in this case; a group of bloodthirsty fairies wielding clubs, angered at the disturbance to their glade.

Once all Fallen are defeated, the group should determine which region they want to visit first. The first session ends.

Regions of the Vile

It should take 1-2 sessions to explore a region, and you can require as many golden keys as you want to open the Master's tower. Whenever the Personas acquire a key, they level up.

The Briarwood

A magical forest, filled with fey creatures, and stalked by mysterious beasts. Heavy vines obstruct the sun for ground-dwellers, as birds fly freely through the canopy above.

No key is located in the Briarwood, but passing though it is dangerous, as it is haunted by something powerful (whatever being the Old Timer saw in the woods). Use the **Regal Vile** stats in the Bestiary (page xx). Personas who cannot defeat the creature may flee, but the creature will become a persistent nightmare until the group returns to defeat it.

The Blubbermarshes

A wet, grim marshland, where the wind carries the sounds of crying children and the shallow lakes are filled with wicked creatures and traps.

The Deal-Maker, who holds the key, lives in a hut in the marsh. In return for the key, she demands constant favours and acts of service, particularly from the Fool. Her end-goal is to trap the Fool into a contract, so that she can have them as a servant forever. She will never voluntarily give up the key, which must be stolen or taken by force.

Another child has already been ensnared by the Deal-Maker. The Fool recognises the face of the friend from camp. The friend has forgotten her name and past, but will help the group if they can be helped to remember.

The River Vulgar

A long, tempestuous, red river which winds through the centre of the Vile. Its falls and eddies shriek insults at the slightest splash. A gang of pirates known as the Goodfellows roam its waters on their ship, the *Serpent's Tongue*.

The ship is captained by the Pirate-King, who jealously guards their hoard of Fair Gold and each day sends the Goodfellows out to slaughter any Fallen they can find to add to it. The golden key is located in the same place as the treasure: in the hold of the ship.

If the Personas try to steal the key, they'll have to organise a heist on a moving vessel – which also happens to be the most secure and well-trapped vault in the Vile. But first they'll need to cross the red river, and contend with its ancient curse.

The Bel Dominion

A classical fairytale kingdom, its little cottages and picturesque fields and woodlands dominated by a grand, turreted castle.

The dominion is governed by The Jealous. The Jealous deeply resents anyone who might be younger and more beautiful than they are, and dispatches Fallen hunters to kill them. The key is located behind their magic mirror.

The Magic Mirror warns of the Desired's arrival, so the group will be hunted from day one.

The castle is practically impenetrable, but the Personas have one advantage – nobody else knows about the Jealous' crimes, past and present. If they can expose them, they might be able to foment a rebellion, or at least convince someone on the inside to help.

The Schneeberge

Tall, snowy peaks ruled by The Bear. The frequent blizzards and winding tracks make the mountains almost impassable.

The Bear has abandoned the rest of the Court. As a result, the path to their home, a stone monastery high in the mountains, has been cursed by the other Courtiers. Each trail is guarded by a different monster. Use the animal dolls drawn by the Emotion Knight's player to determine what these look like. This is also a good time for the Monarch to intervene to prevent the group from winning a powerful ally.

If the Personas manage to reach the monastery, the Bear will offer whatever help they can. They feel inexplicably protective of the Paragons, especially the Emotion Knight, and guilty for something in their past that they cannot remember. They're willing to put themselves at risk to aid the group.

The Emotion Knight can help the Bear to recall their shared past and their relationship outside DIE. If they do so, they gain the special ability **Clarity**: while with the Bear, they can help you to calm momentarily and act against your Emotion (roll with advantage on Wis checks against compulsions).

The Bear will willingly give up their key once they have done everything they can to help the group, even though this will lead to their death.

The Maiglöckchen Church district

A fundamentalist city dominated by strict moral codes, built around a giant cathedral made of bronze. The cathedral is the diocese of the domineering and charismatic High Priest.

The key is hidden inside the clapper of the cathedral bell, which is inscribed with the phrase “blessed are the meek”.

As soon as the Paragons set foot inside the city, they are singled out for unfair treatment. Whatever they do, it's impossible to meet all of the city's strictures; dress, behaviour, knowledge, etc. Eventually the group will be dragged into the cathedral to face the High Priest.

It should be made clear to the Godbinder that the High Priest is not really deriving anything from the gods, and is simply manipulating people with the power of their voice. The “miracle” that they claim to have witnessed, upon which the city is founded, is a myth.

The Godbinder can prove this by demonstrating a real miracle and turning the city against the High Priest. Or, they can simply find a way to steal the key. Either course of action will not only turn the High Priest to dust, but cause the cathedral to collapse as well.

Leaving DIE

Once enough keys have been retrieved, the chains on the Master's Tower can be unlocked. When they do, the Personas enter a large room which resembles the Old-Timer's hiding place at camp. Each of the Personas' favourite foods and drinks are on offer, alongside other comforts.

The Master asks each Persona in turn what it is that they have to go back to, contrasting it to the potential of the fairytale realm. Working together, now that they have got rid of the wicked Courtiers, they could build a stable and bountiful kingdom for each of them to govern.

But the group doesn't have long to decide what they want to do; the more the Dreamer is forced to confront reality and remember the real world, the more the world outside loses its magic and vibrancy. The group must agree whether to stay in the Vile and rule over it as its new Court, or leave.

Epilogue

As per Die Rituals (see pXX, DIE RPG).

Bestiary

Use the stat block most like the level of power of the Fae, and modify appropriately.

Remember the standard DIE rules - a character can do whatever a character can do. If the Fae has wings, it can likely fly. Just because this stat block doesn't say it, doesn't mean it's not true.

Minor Vile

Use the statline for your common, petrifying faerie.

Health 1, Dexterity 3, Guard 3, Willpower 4, Defence 0, All other stats 2. Attack using DX.

Regal Vile

Use the statline for your grander fae, who haunt your dreams forever. Attack with their intelligence, via wild magic.

Dexterity 3, Guard 3, Intelligence 4, Willpower 6, Defence 1, All other stats 2.

Monstrous Vile

Use the statline for the most monstrous of fae, who haunt your nightmares forever. No matter their size, they take a supernatural level of punishment. Their size may not be static.

Strength 5, Constitution 4, Guard 0, Health 6 + number of players, Willpower 5, Defence 1, All other stats 2.