

A fitting Sin

Un péché sur-mesure

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The Pitch (English)

Its people call it the Bear Paw, a land rich with the best natural resources for those who can brave its harsh winter nights. The local fauna is split between the most sacred of critters and the most violent of beasts. Dire wolves, wendigos, hellhounds, get to terrorize and rampages the small villages and humble town, only to be slain and have their pelts use to make the most valuable treasure: Fur coats. Hunters and trappers will risk everything to collect the most valuable of furs, and the very essence of their preys, as it is the only way to survive December. In a Fitting Sin's campaign, you'll play new hunters, learning the trade, and best the most dreadful foes, so they can make their very own live-saving apparel.

Le Pitch (français)

Ses habitants l'appellent la Grande Ours, une terre remplie des meilleures ressources naturelles pour les vaillants ressources naturelles pour les vaillants capables de braver ses nuits hivernales. La faune locale se partage entre les créatures les plus sacrées et les bêtes les plus violentes. Loups-garous, wendigos et vilaines sorcières terrorisent et ravagent les petits villages et les villes modestes. Chasseurs et trappeurs risqueront tout pour récolter les fourrures les plus rares, ainsi que l'essence même de leurs proies, car c'est là l'unique moyen à l'hiver. Dans cette campagne de « Fitting Sin », vous incarnerez des apprentis chasseurs apprenant le métier. Vous devrez terrasser les ennemis les plus redoutables pour fabriquer vos propres vêtements de survie.

Tone and Feel

Harsh, mythical, heroic, fairytale, eerie, haunting, thrilling, dangerous

Themes

Traditions, spiritual awakening, sins, relation to nature, transformation and changes, fear of monsters and beasts, survival of the fittest

Touchstones

Monster hunters Wilds, Iceborne ; The Vitch ; Wildfrost ; Wildermyth ; Cult of the Lamb ; Prey; La chasse-galerie and other tales from Quebec Folklore



Overview

If your group decides to play this campaign, give your players the following information before character creation.

The Bear Paw is a wild and untamed land, long unknown to outside forces. The woods are dark and spreading, filled with ruthless cryptids and faint spirits. This wilderness fosters hardy tribes, tough communities and wicked witches. The Old World recently started venturing into these lands, not knowing of how deadly December can be. Their armies were never good enough to settle here completely, ending often as preys rather than predator. Nevertheless, few Lords have been able to gather some lands that appear livable through the hotter months, and some small villages and towns have been able to sprout, whose inhabitants been hiding underground during winters.

The influence of the Old Crowns is faint, but its exported faiths have started infiltrating the lives of the humble folks; beliefs in angels, saints and fallen deities clashes with the local spiritualities, whose are based around the sanctity of nature. It is up to the Cubs (People of The Bear Paw), to craft this emerging culture and leave some aspect of the Old World in the distant past.

On the eastern side, St-Marine-Of-Beavertail is one of these new promising villages. Its inhabitants have been protecting and living in symbiosis with a community of Fae-Beavers, who naturally shed their fur during Summer. They've been able to train themselves as artisans who give back to the land, just as much as they take and successfully crafted a community of both immigrant and local tribes, with a shared interest in the Fae-Beaver fur trades.

However, without notice, everything can quickly shift for the worst. The Bear Paw is also the land of the December Beast, whose presence bring the deadliest cold, the longest, darkest nights and the heaviest of dread. December is an abominable feline, tall as a mountain, who can come back whenever it feels like there's feast waiting, lured by the smell of sins and blood. The Artisans of the Bear have developed long traditions of tailoring enchanted coats of the skins of the most powerful foes, only for a small chance to survive December's mere presence. If you want to travel the lands, you will need to get yourself a good pelt. Lucky you, this is the place for it!



Communities

All communities are welcome in this campaign; however, some might have distinctions

Underborne folks spend most of their time in cave systems, thus they might share their homes with interesting critters and gruesome crawlers. Give them an expansive spider knowledge or incredible fire-starting ability.

Seaborne folks come from the Northern parts where they got used to a nomadic lifestyle of raids and conquests. PC can be inspired by Vikings or ice fishers when crafting a background. Instead of feeling the flow of life, flavor them as star readers or Aurora experts. The Ridgeborne also can come from the Bad North, having developed a warmer blood that makes them cold resilient or more prone to certain curses.

Loreborne communities can be from the Old World, in a quest for knowledge and witch-hunted by some of the more traditional settlers, especially if they show signs of dark magic. Maybe they are making a flora compendium. Slyborne come be exiled from their birthplace, with a desire for revenge.



Ancestries

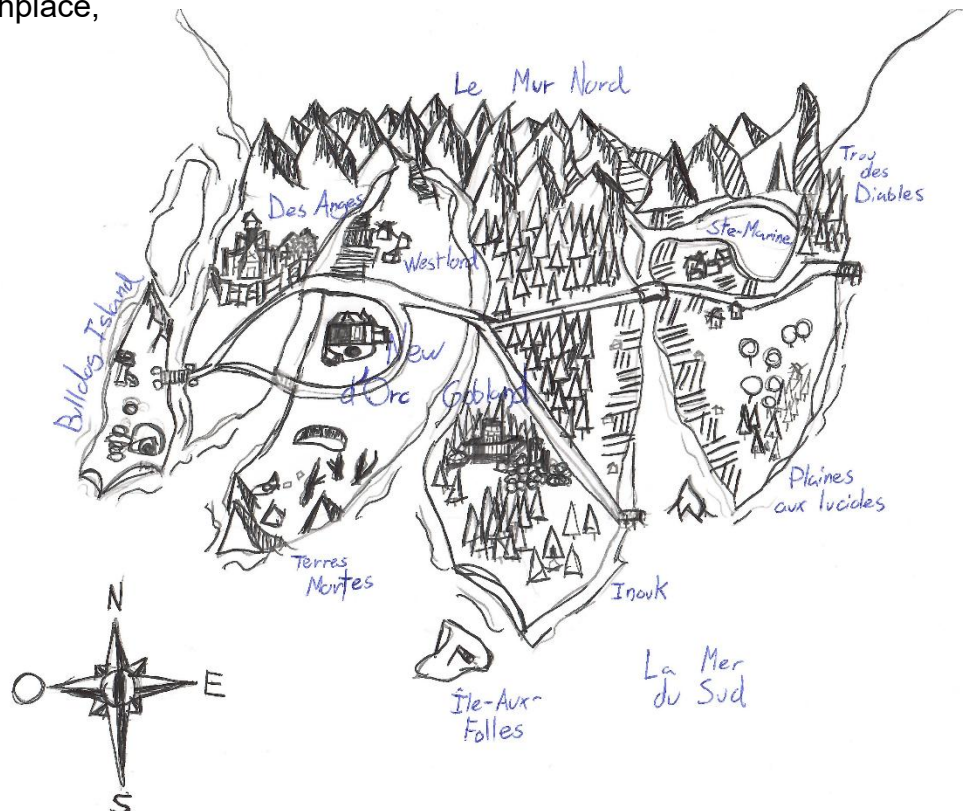


When choosing an ancestry, consider if your character is native of the Bear Paw or from the Old World. Native Kitaris can resemble lynx or mountain Lions; Ribbets can be forest toads and burrow themselves to hibernate instead of breath underwater; Fauns can have the woods of an elk; Firbolgs can look like wild Bisons; Dwarf could have a blueish skin you barely see under their multiples layers of cold protection; Simiahs, while rare, rock a white fur and get nicknamed “abominable snowmen”. Clank should be made of ancestral wood and look more like a Dryad.

Classes

All classes are playable, but some may have distinctions

Seraph might show hatred toward sinners and “heretics”, carrying their faith from a distant church. They might also try to become a local Saint and act as a protector for the humble villagers around them. Rangers can be masters of traps, or wolfpack leaders.



Player Principles

Be a clan

Experience the world with your party, grow up together. Share the prowess of your fellow players with the NPCs, give yourselves heroics nicknames and vote on a clan's name inspired by your greatest accomplishments.

Your looks tell a story

When thinking about the coat you want to tailor, have it been meaningful. Get the pelt from a foe that scarred you, the lining from someone you built a strong relationship with, and use give it a magical property who serves your character arc. When describing its appearance, paint the picture of truly mythical apparel, think of it as like a superhero costume or the hood of the Red Ridding Hood.

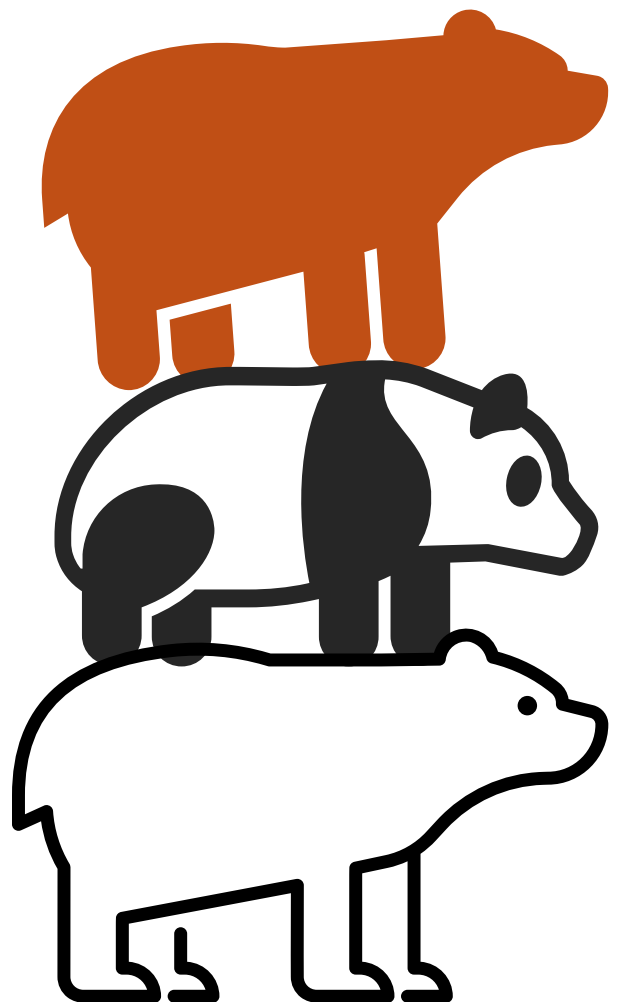
Gm Principles

Embrace Campfire storytelling

Build up foes has mythical creatures, with many tales told by the local drunks and village elders. Use encounters has opportunities to build PC's legends and reputation. Have some witness who witness the Heros vanquishing monsters and inspire generations of hopeful's adventurers to come!

A world full of life

The Bear Paws is absolutely filled with an expensive ecosystem. Every field has an herd of black Bisons, every tree homes the nest of a shadow owl and every river a house-sized red catfish.



Distinctions

Here are some things to keep in mind in *A Fitting Sin* campaign. Feel free to take some ideas and leave others out.

Dancing with Devils

Devils can be a fun addition to a campaign. They can shapeshift to try and trick PC into sinning, or they could appear in desperate time and offer tempting deals that comes with a high cost. Don't be afraid to flavor the Devil to your setting, they can go by many names and have many appearances or powers. Have NPC get "corrupted" or transformed into werewolf for memorable encounters. Maybe someone in the party has a hellish background or an unbreakable oath to vanquish all Evil?

Clergy and the Old Crown

While the influence of the Old World's faith is limited in the Bear Paw, you can still find the odd church or monastery. Sisters become hardened in these parts, and preachers learned to perform exorcisms to salvage to occasional werewolf or wraith's souls. Outsider Monarch can send invasive armies to exploit the riches of nature and anger a dangerous fauna, maybe even December itself?



Lords and Serf

As an attempt to expand their influence, some outside empire has "given" lands to Lords and their serfs in the form of small Lordships. While venturing on a Lordship, the Party might encounter specific "laws" or "rules", how they are enforced is another story. PC could be awarded one of these lands as a quest reward, or they could overthrow one if they felt like it. How hard could it really be?

Tribes of the Bear Paw

Generational Cubs, they know this place, and while they might not be hostile toward newer blood, they tend to have better odds of survival, embracing the roughness of terrains and the beauty of its ecosystems. Some may be a nomadic tribe of clank druids, made from an old haunted Great tree, while others may be a coven of wild witches, who goes from hex to ritual to defend local Faes and Wisps. Pc can be members of these clans or abhor a hostility toward a polytheist barely clothed band of heretics, close to the spirits of the Under Circles. The Bear Paw is large enough for all kinds of souls.

Cubs are fond of Totem making, throughout the lands, those landmarks can grant mystical properties to their surroundings. Have a totem near an encounter that boost animals' abilities or spellcasting. Use it to change how players think about encounters. What about a totem of the Great Eagle who makes flying enemies faster and give them a second attack roll per spotlight? The only common faith throughout the tribes is the myth of the Great Mother Bear, who touched the Realm to give it life, leaving us, all her Cubs, a land in the shape of her Paw.



Hibernation

To be able to survive, people have adapted a curious way: they hide to whole winter in a system of caves and tunnels, sharing with the hibernating fauna. Get used to spending months between a Grizzly and a family of Squirrels, this is the only way for the Uncoated. Spending one of those cold months underground was enough for you to yearn for you very enchanted mantle, the symbol of the bravest and the true conquerors of the Paw! This is why it is crucial to not tempt December with unimportant bloodsheds. Stay near cave entrances, or sturdy beaver hut. One cold-night too late and you're a goner, cat food for the Greatest Beast.

Mechanics

Here comes the Campaign Specific mechanics, they revolve around the great hunt, for the greatest pelts. This is here where we'll discuss the ways to hunt the strongest of preys: Werewolf, Wendigos, Demon, Sea Monsters and much worse.

The Hunt

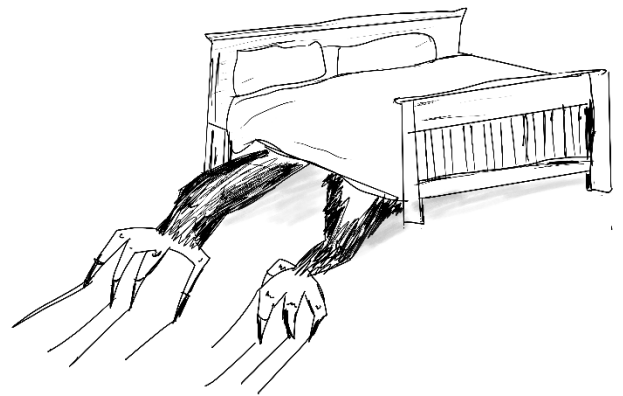
A rather important draw for *A Fitting Sin* campaign. You want to give the party motivation to stalk and strike the scariest creatures in existence and be thrilled about it! It's going to be all worth getting to know the local legends, explore the most recluse of forest grounds, follow the tracks left in a rabbit's blood, just the joy of the sport.

Mechanically, it translates into phases of information gathering, preparation and

exploration. In a session, you can try to have both a phase of tracking and striking, and a phase of exploration for local directions to take the hunt.

The beast themselves can be a variety of things, a mysterious cryptid like the elusive Sasquatch of the Bluewoods, a lost soul who got corrupted by their sins and transformed into a werewolf or a dreadful wendigo, or it could be much more mundane as a greed Lord, who got so consume by it's own self that it turned into a Demon of Greed.

What you want for your masterpiece is three main resources: A fur (or skin, pelt, hide), a lining (which is gotten through pacific means) and an essence, something left behind by great souls when leaving the mortal realm.



Tailoring

Tailoring our first coat is much more than an exercise of craftsmanship, it's a rite of passage, where a guest becomes a Cub to the Great Mother Bear and can get granted the freedom to face the cold of December.

One needs to gather all the resources with only their might and this of its clan (party). When one has struck a prey, they may take one ingredient for their pelt, either the skin of the beast, so they can dress with their majesty and protection from the elements, or its essence to enchant their piece with the inner strength and powers.

For example, if a PC vanquish a Wendigo, they can choose between getting their *skin of Wendigo* to make a leather coat that gives a bonus to agility when used in the tailoring process, or they could extract its stomach to make a *Witness of Gluttony* and enchant (or curse, in this case) their coat with a dark power who grants its wearer a vicious bite attack who causes a humanoid target to the paralysed condition. Sometimes a roll could be necessary, if the skin is scaly, or thick, you might need a lot of strength to get it, while a small rodent pack might warrant finesse. Now the lining, is obtain through pacifist means. A *Ball of Golden yarn* can be given to a hero whose saved the daughter of a shepherd. A true Cub doesn't just take from the land; they give just as much. It grants the biggest share of elemental resistances.

When someone has gathered the three pieces they want to make into their clothes, they may get back to a trusty seamstress and have them work on the fitting. And then, it becomes the PC's armor, so it should be powerful and meaningful for the character's story, it is this campaign's *Excalibur* and *Muramasa*.

| Name | Recipe | Base Threshold | Base Score | Feature |
|---------------------------------|--|----------------|------------|---|
| Cape of the Beaver Queen | Badger fur exterior/Silver Beaver Fur Lining/Heart of the lake | 11/23 | 6 | Natural Builder: You get advantage on action roll when you think or craft ; you can gather materials from the nature around you anytime |
| Wendigo slayer Hide | Wendigo Leather/Blessed sheep lining/ Witness of Cannibalism | 12/24 | 7 | Blood fetish: When in close range with flesh blood, adversary that attack you have disadvantage. |
| Red Hood | Big bad wolf pelt/ Fairy Silk Lining/ Grandma's wish | 10/18 | 5 | Lucky Star: +2 evasion; Once per short rest you can call upon your lucky star and reroll your hope die with a d20. |



December, Beast of All Northern Winds

Just over the Northern mountains, legends talk of a towering evil, lurking in the snow. It gets called December, Demon, Northern Winds, Snow Devil and is usually described as either a snow covered, gargantuan feline or wolf-like animal. It can sense the sins being committed and blood being shed. When PC commit great sins or finish encounters, they should warry of signs of the Beast's presence: dropping temperature, gentle snow falling, aurora borealis in the distant North.

You can have a tracker for its whereabouts, directly on the map, so players can escape its maw. When they're in a region, make it drastically colder and more dangerous, days shorter, beast bloodthirsty and traversal infernal. Have the Devils at every corner with tempting fiery warmth or elixir of cold resistance, at high cost.

Facing the beast without proper equipment is a Deathwish, PC can't even be close without freezing in place and needing rescue. But, with enough experience and creativity, one can learn to play around, and put themselves at an advantage, luring the beast toward opponents, or in elaborate traps. With enough might, the bravest or warriors have been able to claim some of the beast's claws or teeth to craft the most powerful of weapons or magic items.

Session zero questions

Is your character native to the Bear Paw? If yes, what is their tribe like? Why did they leave them? If no, what is their homeland like? Where they chased out?

What stylish attire fits your character the best?

Is there an animal your character has a special bond with? Do they have noteworthy ancestors?

What Legends their parents told them to scare them when they where young?

Quelles légendes ses parents lui racontaient-ils pour lui faire peur quand il était petit ?

Quel trophée ou objet de famille ton personnage porte-t-il, alors qu'il est techniquement "maudit" ou qu'il attire les prédateurs, et pourquoi refuse-t-il de s'en débarrasser malgré le danger ?

Quel type de tenue correspond le mieux à ton personnage

