

NIGHTFELL



ARTBOOK

CREDITS

Artbook Cover Art

Roman Kuteynikov

Night Master Screen Art

Alberto Dal Lago

Corebook

Cover Art: Helge C. Balzer

Interior Art: Angelo Peluso, Roman Kuteynikov, Michele Esposito, Vincenzo Praticcò, Alessandro Paviolo, Domenico Cava, Federico Musetti, Alberto Dal Lago, Anton Solovianchyk, Samuele Bandini, Nicola Angius, Matteo Spirito, Enrico Serini, Lapo Roccella, Jacopo Schiavo, Daniele Di Parma

Bestiary

Cover Art: Helge C. Balzer

Interior Art: Angelo Peluso, Roman Kuteynikov, Michele Esposito, Vincenzo Praticcò, Mirko Failoni, Domenico Cava, Anna Pavleeva, Tatiana Vetrova, Anton Solovianchyk, John Tedrick, Helge C. Balzer, Matteo Spirito, Andrea Piparo, Mauro Alocci, Jacopo Schiavo, Paola Andreatta, Davide De Bellis

Adventure Book

Cover Art: Helge C. Balzer

Interior Art: Angelo Peluso, Roman Kuteynikov, Michele Esposito, Vincenzo Praticcò, Alessandro Paviolo, Domenico Cava, Federico Musetti, Giuseppe De Iure, Angelica Donarini, Samuele Bandini, Nicola Angius, Tatiana Vetrova, Lapo Roccella, Jacopo Schiavo, Daniele Di Parma



MANA PROJECT STUDIO





INTRODUCTION

Giving life to the world of Nightfell was not easy for me. As with all creative works, our job is to dig with our bare hands into that black abyss of ideas where the formless tools we need lie. With those, you have to model something unsubstantial, feeble and powerful at the same time, something scary because it is uncontrollable. This means roughing up ideas, giving them consistency and life, shaping them to make them clear and, later, observable and appreciable by all the others. Iürmen, the world where I chose to set Nightfell, was all this, a blurred creature waiting to be focused, with patience and dedication, and this process I started employed other brilliant minds and pens, who shared my same desire to give rise to something that previously existed only in the deep chaos of creation: the starting idea. This idea that was Iürmen took shape gradually, thanks to the vision of each individual artist who contributed with their sensitivity. That theater that I wanted to share with all of you has been set up with every single pencil stroke that, intertwining with the others, has given birth to a world that shows through the immersiveness of our images.

Iürmen is a dreadful place. It draws from restlessness. It is a landscape that wants to chill those who wander it to their bones. This world has built much of its symbolism from a

simple but powerful starting point: fear. Try to imagine that dark story that was told to you as a child to keep you away from a cellar or an unstable well. Find yourself in the black fairy tales told by those who feared the fog in the woods and warned the reckless who risked getting lost in that labyrinth of shadows. Try to remember those old, abandoned houses that you once looked at with the unconscious feeling of terror and wonder stirred by places inhabited only by times of old. Well, these are the feelings that we put in place when the images describing the atmosphere of Nightfell were to be born.

An obsessive care was put on the kind of sensation that the environments had to transmit. I longed for a silent world, suspended in time. A world the Primes who were immanent to it, and now dying, were drawing their last breath. Glacial, motionless expanses taking turns with immense gloomy forests, where one would feel as if crossing another dimension. Likewise, colors recur as if following a rhythm, to transmit a mixture of desolation, sadness, magic, and loneliness. Unbelievably tall trees convey the idea of a once vital and blooming Iürmen, a testimony to the existence of beings who gave life to everything. These titans of nature, the ancient ruins, the impenetrable strongholds all transmit a sense of abandonment. The dark sky looms over it all, and

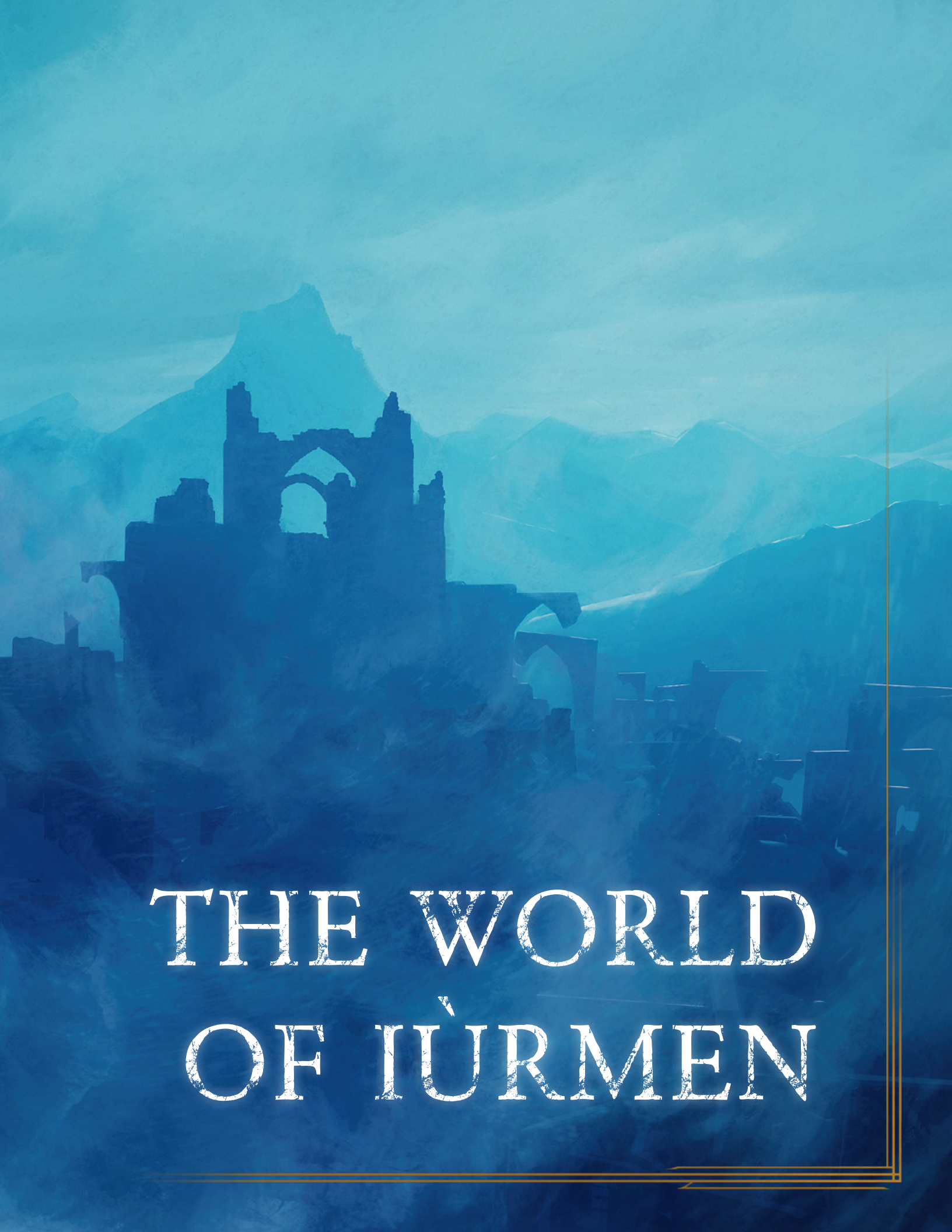
frost embraces it. The moon inter- leaves in this scenario, radiating her bright and yet impassive light. The moon watches over this world you are going to explore. She watches with sadness, and pities those who must live in such a desperate place.

The last piece of this creative handbook consists in the contrast between characters and creatures. The characters we have portrayed must inspire the courage you will need if you intend to face the endless night of Iürmen. At the same time, they will often look wretched and poorly equipped. These characters live as survivors and as champions of the few, and with this spirit they arm themselves with almost nothing, since their only real asset inside them. The mettle of those who live in perennial darkness transpires in a subtle way, while our characters strive to assume poses and expressions of courage, while they try to rise above the common people, knowing how small they are compared to so much horror.

Then, there are their opponents: fierce, vile, and often stoic in design. The nocturnal horrors are designed to convey uneasiness and to appear as unsurpassable obstacles for the adventurers who must deal with them. Playing with the design to portray disturbing scenes or horrendous creatures is a challenge for the artists themselves, who must focus and master that which upsets them.

*Welcome to Iürmen.
Angelo Peluso, Nightfell's Author
and Art Director*





THE WORLD
OF IURMEN



Alessandro Paviolo – Blood Moon



Roman Kuteynikov – Dawn of the Dead Moon



Alessandro Paviolo – Deep Thuringian



Federico Musetti – The Path



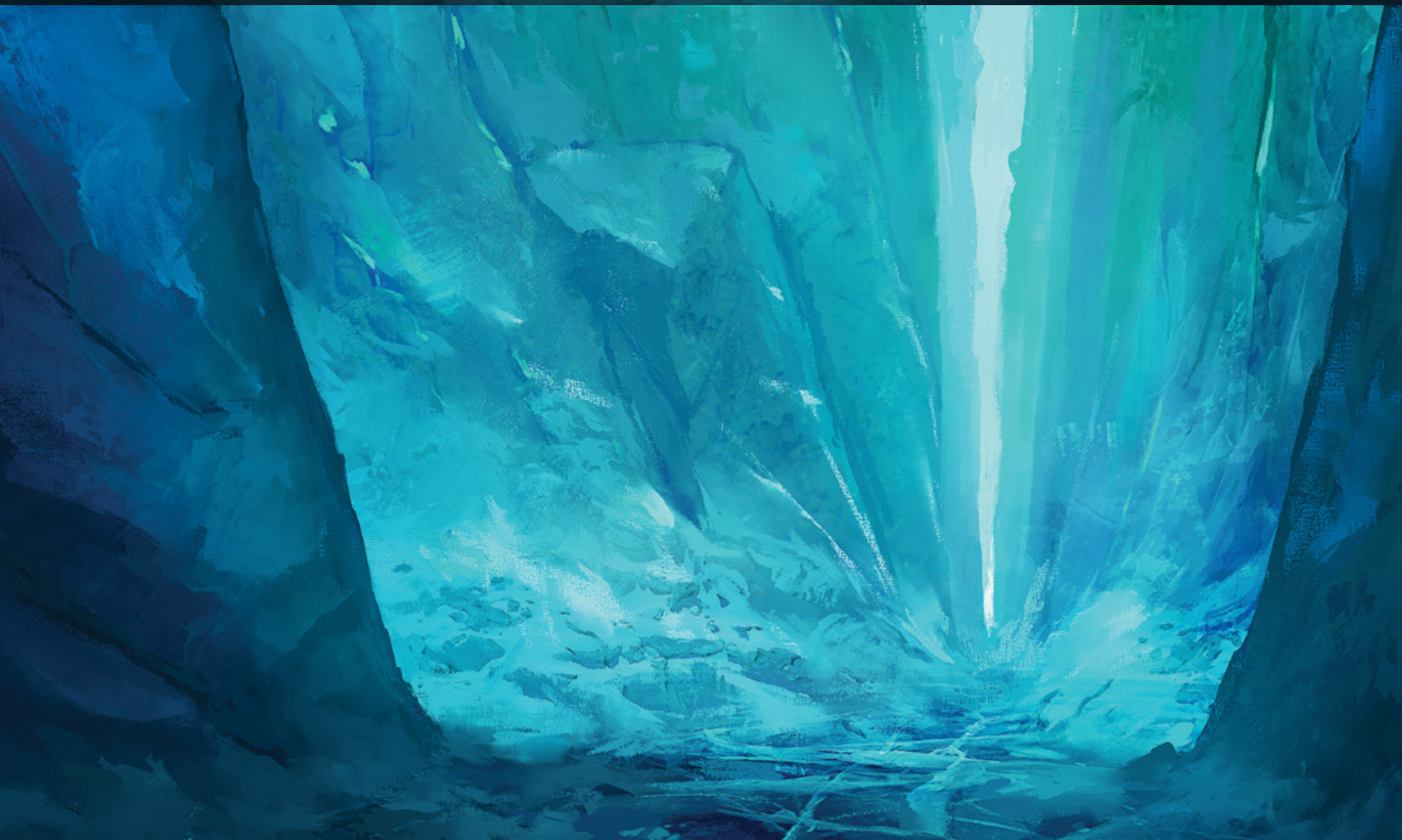








Roman Kuteynikov – Temple of Truths



Federico Cimini – Glaciers of Alper



Michele Esposito – Pertcha's Remains



Roman Kuteynikov – Journey to Xivanis







Domenico Cava – The Forgotten Cemetery



Domenico Cava – The Hag's way

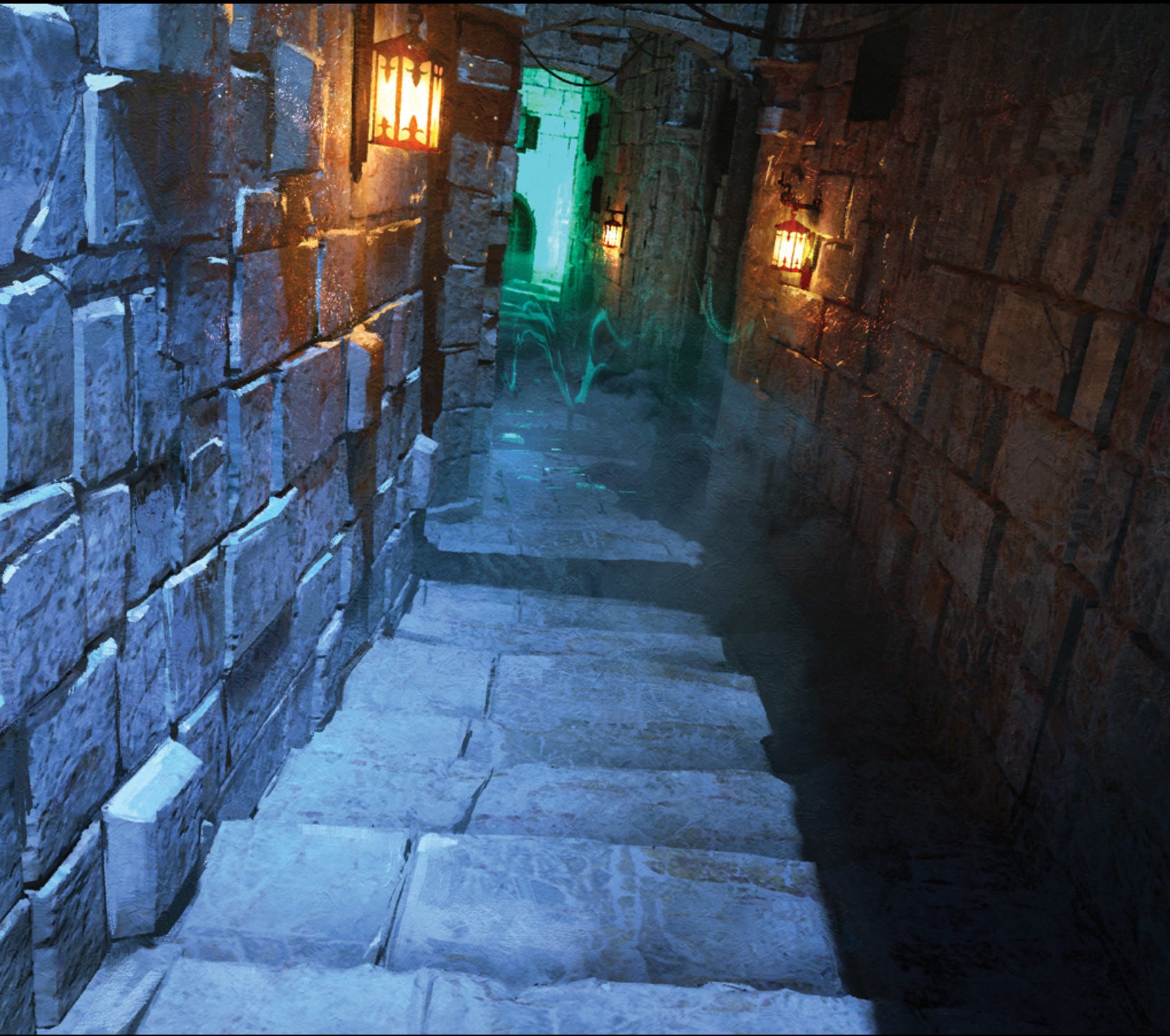


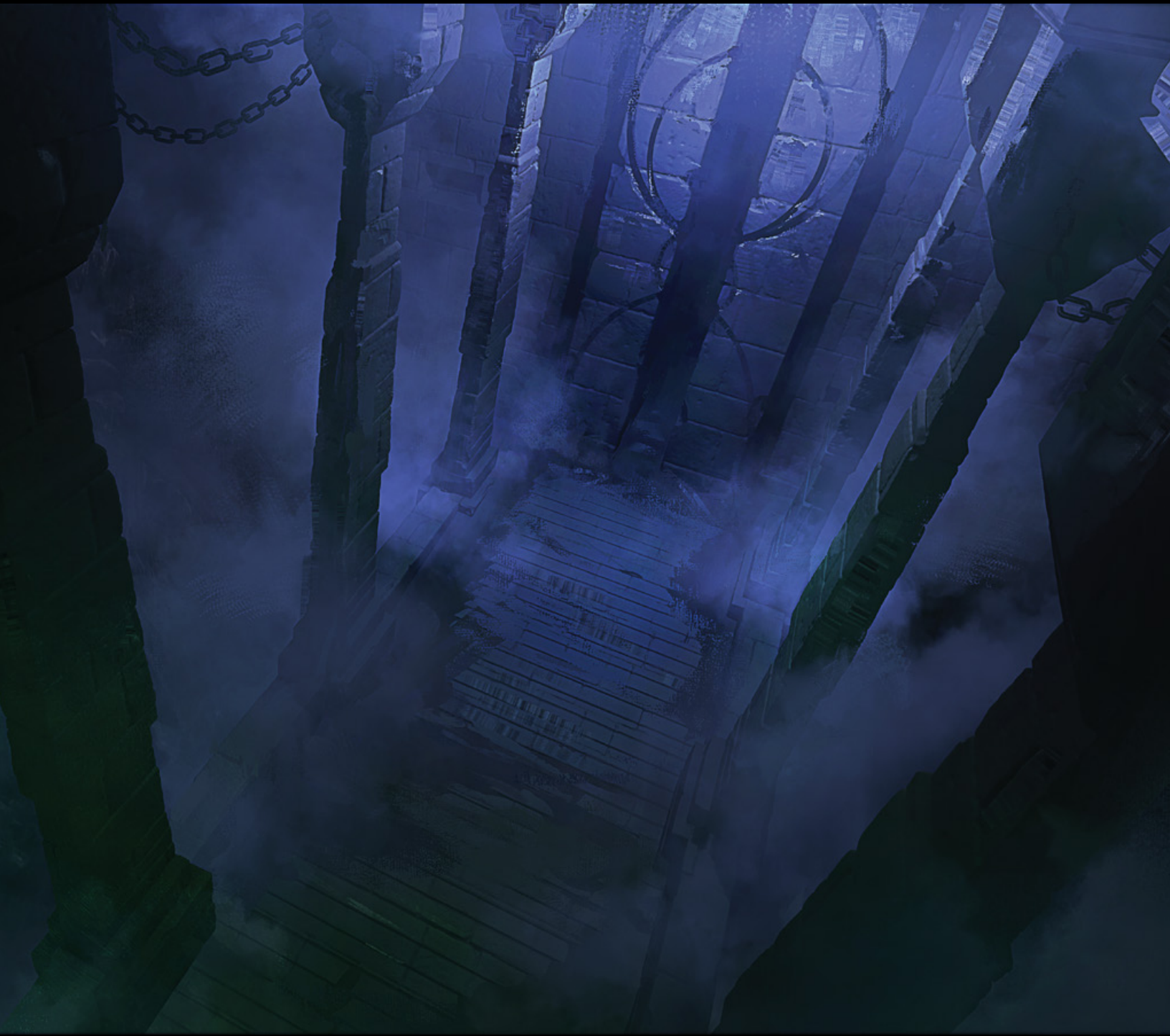






















Alessandro Paviolo – Abandoned Village





Alessandro Paviolo – The Lake of Mounds



Domenico Cava – Glacier Skeletons



Federico Cimini – Dark Dungeons



Enrico Serini – Lagoran's History





Alberto Dal Lago – Night Master's Screen – The Possessed One







Alessandro Paviolo – Old Religion



Alessandro Paviolo & Angelica Donarini – Exploring the Catacombs



Angelo Peluso – The Gathering

Jacopo Schiavo – The Exorcism

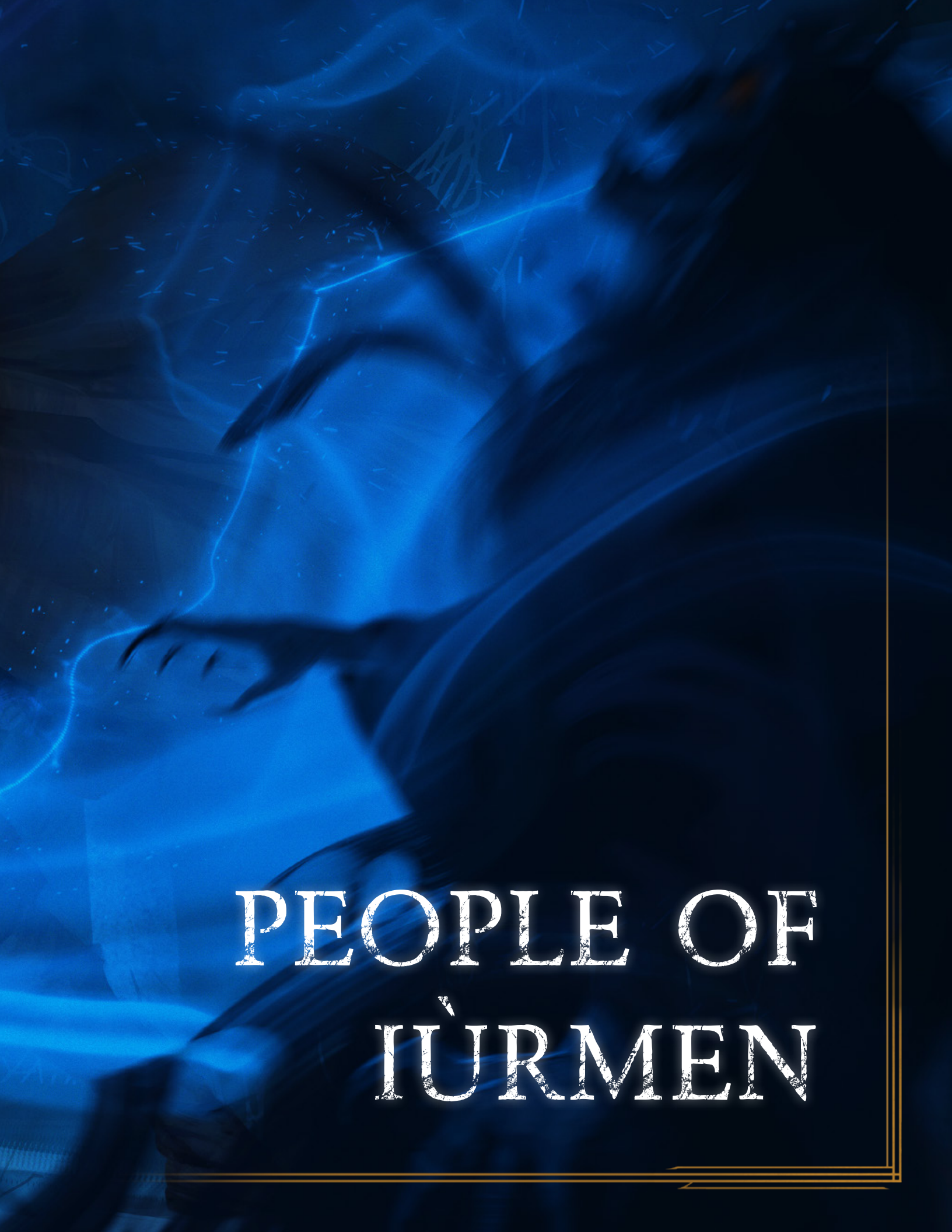












PEOPLE OF
TURMEN















Michele Esposito – Wizards in the Crypt



Anton Solovianchyk – Night Adventurers

















NIGHTFELL TM 2020 - ANGELO PELUSO





Angelo Peluso - Rizadrin Warrior





Michele Esposito (left), Vincenzo Praticò (right) - Moon Satyrs



Michele Esposito (left), Angelo Peluso (right) - Krampus & Krampa











Domenico Cava – Murian from Black Log



Michele Esposito - Anireth Vampire



Andrea Piparo – Acirenzia's Acolyte









Domenico Cava – Monk of the Four Truths







FM 21







Domenico Cava – Ishdrim Assassin





Angelo Peluso - Ishdrim Wizard









Angelo Peluso – Dead Warden



Jacopo Schiavo – Garnar Traveling in the Enclave



Lunar Warrior











Michele Esposito (up left), Roman Kuteynikov (up right), Angelo Peluso (down left) – Garnar People



Angelo Peluso - Garnar Paladin





Michele Esposito – Anghelar Character



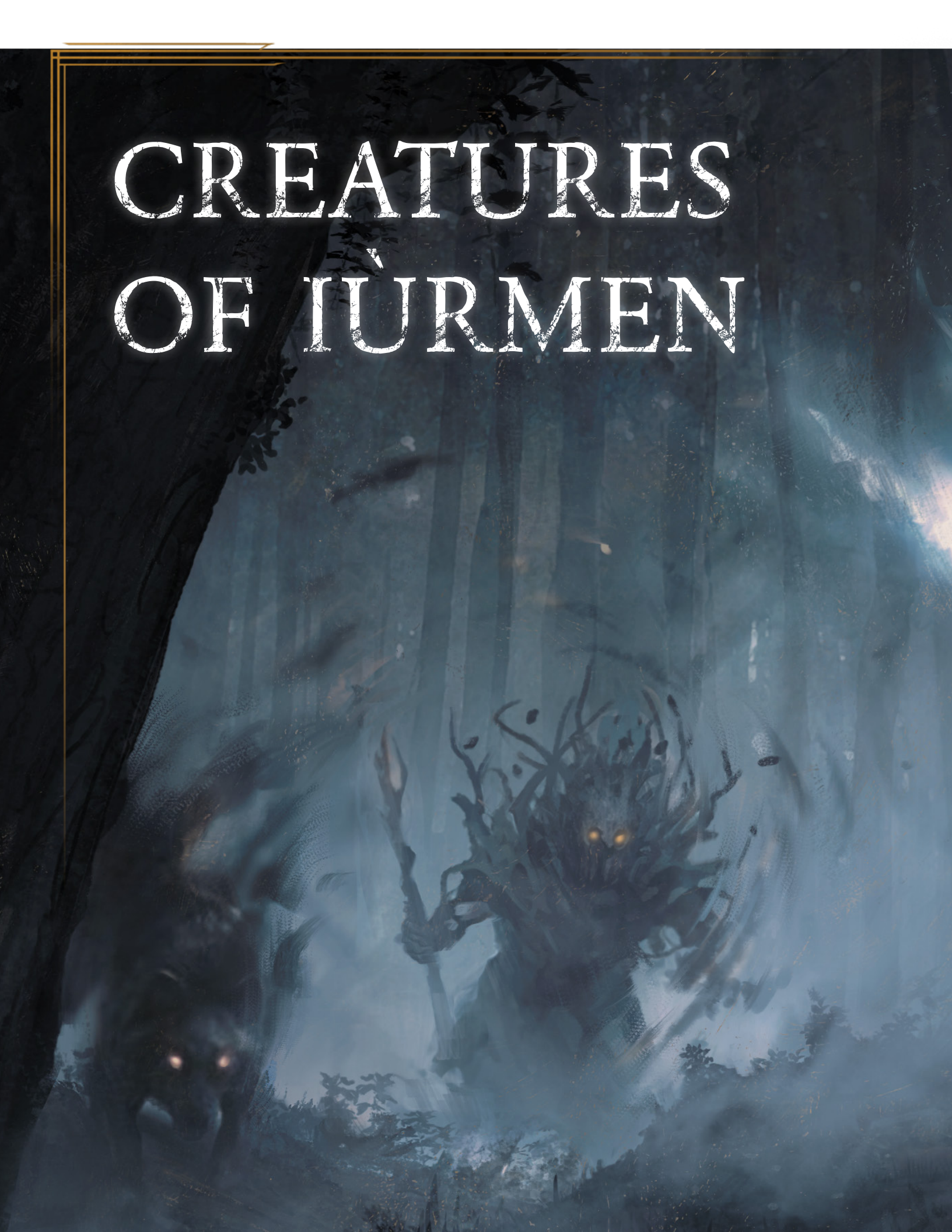


Angelo Peluso – Garnar Transformed





CREATURES OF TURMEN







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Angelo Peluso - The Spirit of Vaas



Angelo Peluso - Wraith Matron

















Mauro Alocci (up left), Michele Esposito (up right & down left), Helge C. Balzer (down right) – Undeads





Angelo Peluso (up left), Mirko Failoni (up right & down left) – Shadow and Unholy Sacrament Worshipers



Andrea Piparo - Necromancer





Roman Kuteynikov – Eliodorus







Domenico Cava - Grim Giant



Vincenzo Praticcò (up left), Andrea Piparo (up right), Michele Esposito (down left), Helge C. Balzer (down right) – Wights & Mummies



Jacopo Schiavo (up left), Vincenzo Praticcò (up right & down left), Helge C. Balzer (down right) – ghouls & Horrors







John Tedrick – Sculton Dragon



John Tedrick - The Tatzelwurm

TEDRICK















Angelo Peluso (up left & down), Michele Esposito (up right) – Dark Imps







Davide De Bellis - Sbilf Character





Mauro Alocci – Wild Om (left), Michele Esposito – Erchitu (up right)





Davide De Bellis – Krampa Witch Doctor













Jacopo Schiavo – Maggot Man (up right), Vincenzo Praticcò – Swamp God (down left)

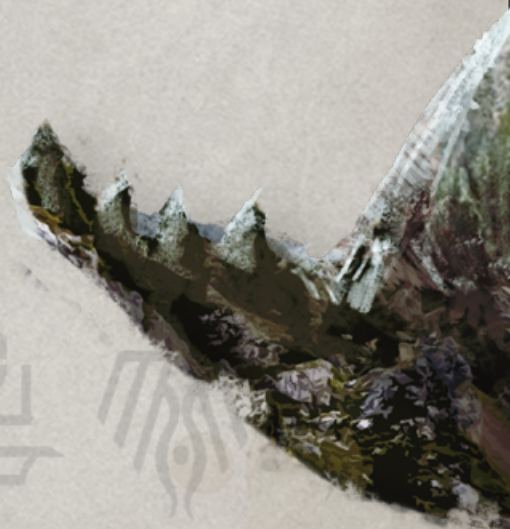






Domenico Cava - Mamùn













Vincenzo Praticcò (up & down in the left), Davide De Bellis (up right), Roman Kuteynikov (down right) – Corrupted Beasts







Helge C. Balzer – Kusago Beast (up), Michele Esposito – Lincuetus (down)











Angelo Peluso – The Hag and the Baby







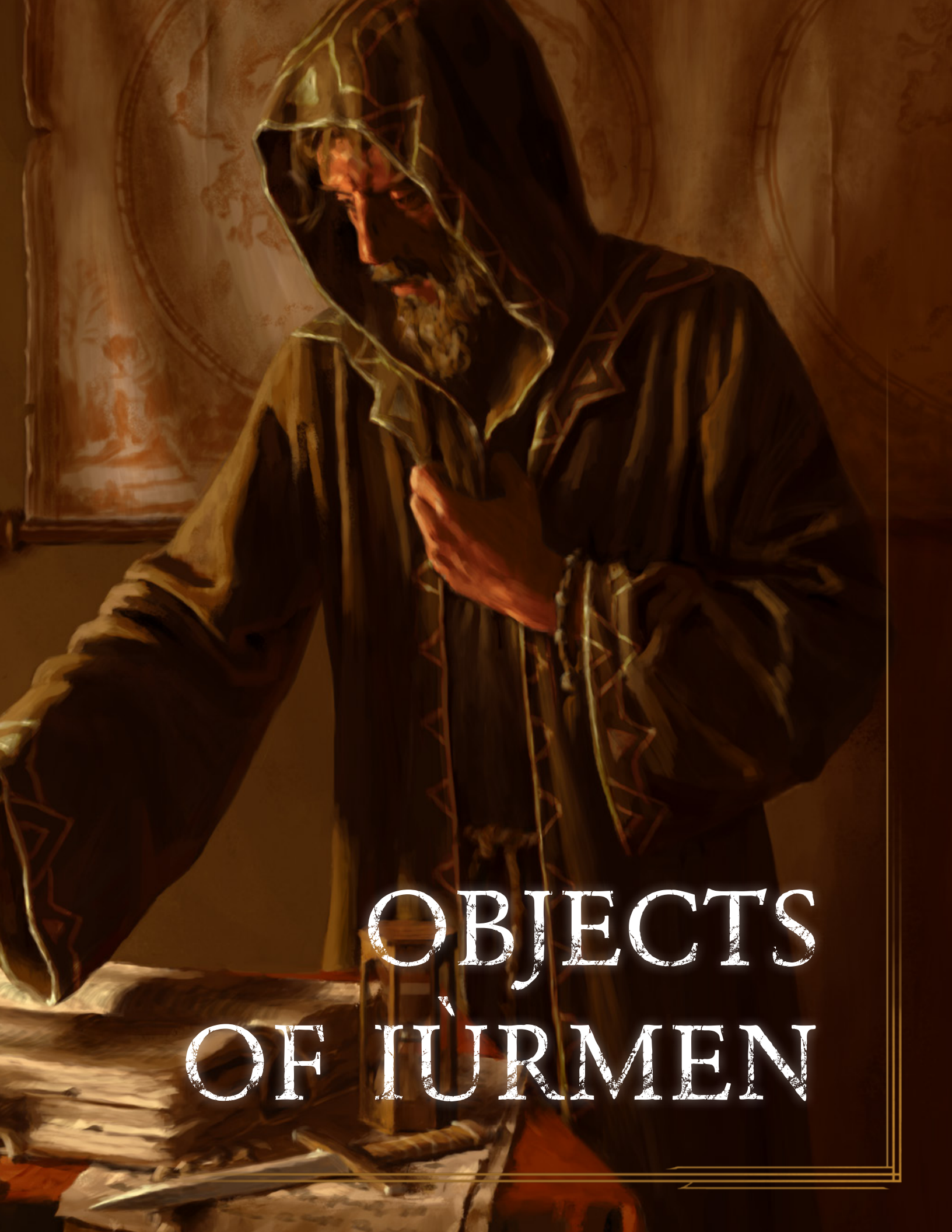












OBJECTS OF TURMEN





Lapo Roccella (up & middle), Angelo Peluso (down left), Daniele Di Parma (down right) – Prop Design







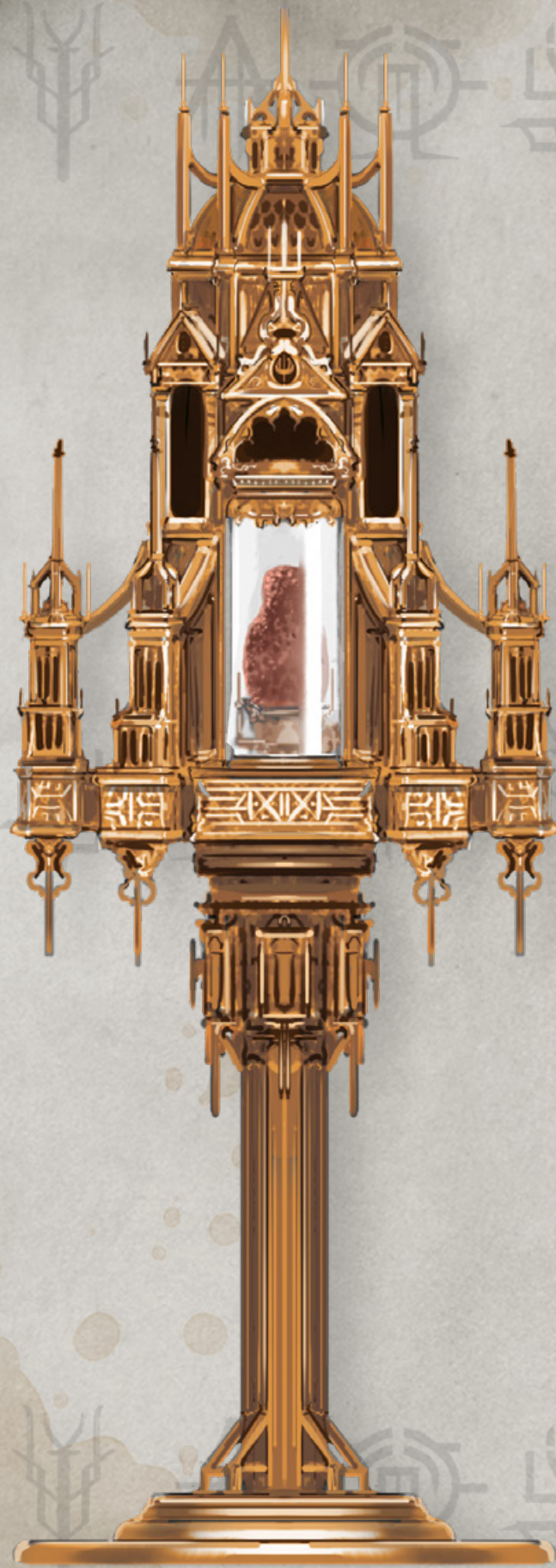












Lapo Roccella - The Relic



Lapo Roccella – Enchanted Coin (up), Angelo Peluso – Moon Glyph (down)





COVER ARTS





