



WIDOW'S PEAK

A Ravenloft ADVENTURE OF SEASIDE DESPAIR
FOR CHARACTERS OF 5TH LEVEL AND ABOVE



by OLIVER CLEGG





WIDOW'S PEAK

The Witch is dead. Before she died, she cursed the town of Widow's Peak to be barren and lifeless until the sea swept it away.

Hurled into the devastation as the final stages of the curse take hold, can our characters hold back the tide, or will the waves wear them away to nothing?

An adventure for characters of 5th level and above

BY OLIVER CLEGG
[@DEATHBYBADGER]



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WIDOW'S PEAK

*I curse you to watch as your village withers
I curse your women to be barren
And your soil to be lifeless
Until your bones are washed away by the sea*

—The last words of the Witch

Widow's Peak is a Ravenloft adventure for characters between 5th and 10th level.

Story Overview

Adventurers from a distant land find themselves in the seaside town of Widow's Peak. Soon enough, it becomes clear that the town is buried in curses, secrets and dark magic. Can the adventurers break the town free of the hold of evil, or will they join the fallen heroes stolen away by the jealous clutches of the sea?

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- **Chapter One** - Widow's Peak
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INTRODUCTION:

CRAVEN COVE

Listen carefully. Can you hear the sea? It is not a mindless crashing, no. It is telling you a tale. The tale of a woman, and a monster.

— The Marvelous Madame Mavolo

What Is Craven Cove?

Craven Cove is a demiplane nested in the dark mists of Ravenloft. Like the other domains of Ravenloft, the demiplane is self-contained, and difficult to escape from. This has led many to speculate that the domains of Ravenloft hold some kind of purpose, though this has never been revealed. The first and most important feature of a domain is its Darklord. This malevolent being is a creature of darkness that committed a crime so terrible that the mists snatched them away. Many domains spring forth from the evil of the ensnared Darklord, and thus the entire demiplane is permeated by their particular brand of evil.

In Craven Cove's case, the Darklord was a sadistic witch burned at the stake by fearful townspeople some decades past. In her anger, she made a pact with Death to cling to life, and cursed the townspeople to be forever barren.

The presence of its Darklord caused Craven Cove to develop some sinister and unwelcoming traits. Now, it stands alone, waiting for the sea to wash it away. Every domain needs a Darklord, and Craven Cove is searching for a new one to replace the one it lost.

What To Expect

Adventurers who have the misfortune to enter Craven Cove are in for some surprises. The adventure is presented as a classic "hunt and kill the evil old witch" scenario. As the game progresses, it becomes more and more obvious that something is absent - the witch. Evidence mounts, and when the characters find that there is no evil witch to slay, they may become confused. Your role as Dungeon Master is to set up a monster-hunt narrative, and then pull the rug out from under the characters at the last moment. As Craven Cove tries to install its new Darklord, the characters have the opportunity to weigh in on the struggle. The climax of the adventure comes down to a choice - whether to allow a being of light and good to fall to evil, which keeps the integrity of the domain intact, or allow Craven Cove to enter the void (taking everyone with it.)

Marks of Horror

Widow's Peak uses several tropes to achieve the desired feel, one which focuses on shock horror and suspense to rattle and disarm.

Death Is Not The End. This is Craven Cove, and souls are leaking from the seams here. Ghosts, spirits, death curses...simply killing a threat is rarely enough to solve a problem. Hauntings, omens and lingering unease make Craven Cove a place where peace of mind is hard to come by.

Cursed and Damned. Tainted items. Befouled places. Creatures damned to live a life in some twisted form. The influence of the Witch can be seen everywhere, and it is not pleasant.

The Past Is A Burden The town's history is steeped in poor decisions, betrayal and misery. Trying to save this place from itself is a fool's errand.

The Old Darklord (Deceased)

The Sea Witch

The Sea Witch came to the town of Widow's Peak many decades ago. Appearing as a herbalist and cut-wife, she made a meager living on the mountainside overlooking the sea, administering the medicines and cures that holy men and pious medics didn't see fit to handle. Her long years of labour were rewarded with nothing but suffering. Hearing of the "Witch" and her blasphemous curses, the priests of Widow's Peak rallied the people and led them in a mob to her doorstep, where they burned her at the stake. With her dying breath, the Witch called down a curse upon the town, damning them to be barren forever. The town was stolen away by the mists, and the people fled in terror back to the perceived safety of their homes. This left the domain in the peculiar position of being without a Darklord to govern it, rendering it highly unstable.

Years passed, and lights were seen once more in the House on the Hill. Dark rumors surfaced about the Witch, and the possibility she might have survived. Furthermore, the townspeople found that her curse had taken hold. No children were born in the town from that day forward, and the population began to age without any heirs to live on after them. Nowadays, most of the populace are middle-aged or elderly, and the townsfolk have given up hope of being saved.

The rumors that the Witch survived are complete hokum. She is dead, but her curse remains. In her absence, Craven Cove is falling apart, literally. Storms rage on the horizon, winds howl, the land groans. The domain wants a new Darklord, and it will stop at nothing to get one.

Alterations to Magic

Craven Cove resides in its own Demiplane, isolated from all others. No spell, not even a Wish spell, allows one to escape. Astral Projection, Teleport and all similar spells cast with the intent of leaving Craven Cove simply fail, as do all effects that Banish a creature to another plane of existence. These restrictions apply to magic items and artifacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from Craven Cove is pulled back into Craven Cove upon leaving that plane.

For the purposes of spells whose effects change across planar boundaries, Craven Cove is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Craven Cove, as does magic that involves an extra-dimensional space. Any spells cast within such a space are subject to the same restrictions as in the rest of Craven Cove.

Whilst in Craven Cove, characters who receive spells from deities or otherworldly patrons continue to do so. Spells that allow contact with beings from other planes often receive false answers. Equally, any rolls that would usually be made on the Wild Magic table are made on the replacement Craven Cove Wild Magic Table found in the Appendices.

Dark Magic: The *remove curse* spell fails to function normally in Craven Cove.

Cosmetic Changes

The peculiar nature of Craven Cove has strange effects on spells cast within the perimeter. Some examples are included below, but feel free to create your own.

Find Familiar - Manifests as a seagull

Create Water - Conjures undrinkable salt water

Find Steed - Creates a waterborne steed like a dolphin which floats through air like it were water

Thunderwave - Sounds like the crash of waves on the shore

Fog Cloud - Blood red tendrils snake through the mist

Flesh to Stone - The statues always have a horrified expression

Corruption Stew

*What is that smell? It's not a soup. It's not a broth....
aha! It's a stew! Corruption stew!*

- Final Space, 2018

Craven Cove needs a Darklord. And it will have one, by hook or by crook. As the adventurers delve into the domain, you might decide that one or more of them bear the hallmarks of a good evil dictator. The adventure presumes that the adventurers are pure of heart and wiles, and it's possible to run it from start to finish without anyone turning on their party. However, we both know that there are many characters out there who might be persuaded to turn to darkness, given half a chance.

Sometimes in the text, you will see the word

CORRUPTION

followed by an explanation of a dark turn the chapter might take. For instance, it might read:

CORRUPTION: The adventurer accepts the bribe, and turns the innocent man over to the cult.

If this eventuality comes to pass, the Dark Powers are pleased, and begin to consider the perpetrator for the position of Darklord - a bit like an unholy job interview. The offending character gains a point of Corruption.

Corruption is very simple - it's a stain on the soul caused by selfish or morally ambiguous actions. A way for the Dark Powers (wherever they are) to keep track of who has the most potential for darkness in their soul. For each point of corruption a character gains, they are weighed down by it, as if they were carrying 50 pounds of weight. Keep track of the amount of extra weight characters are carrying - all that evil can be quite exhausting.

Corruption cannot be removed by magic, only by contrition and atonement, as determined by you. You may even decide that Corruption is permanent, if you playing a particularly poignant narrative.

One last note - playing with the Corruption mechanic acknowledges the possibility that your characters might turn on each other, particularly at the denouement of the module. Be prepared for this. If you would rather not explore this kind of conflict, don't use the Corruption mechanic, and instead run the module featuring Isolde as the up and coming Darklord, though you may need to guide your players more firmly down that path as a result.

Lay of the Land

Craven Cove is a desolate waste populated by mountainous rises and strange barrows. Closer to the sea, a small beach leads onto dark, roiling seas. The coast is visibly dotted with vicious shards of rock likely to make sea travel very risky. A chasm splits the land in two, a side effect of the Witch's dying curse.

Mists of Ravenloft

A deadly fog surrounds Craven Cove and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the Player's Handbook). This exhaustion can't be removed while the creature is in the fog.

No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Craven Cove.

The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the Player's Handbook).

Sunlight in Craven Cove

By the will of the Dark Powers, the sun never fully shines in Craven Cove. Even during the day, the sky is dark with storm clouds and the boom of distant thunder. Craven Cove daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight.

Resurrection Madness

The souls of the dead are unable to travel to the afterlife in Craven Cove. If a character who has been dead for more than 24 hours is returned to life in Craven Cove, they return having seen the horror that lies beneath, the true face of evil. Though this memory is suppressed in a subconscious attempt to save their own sanity, this trauma expresses itself in an Indefinite Madness (see chapter 8 of the Dungeon Master's Guide).

The good people of Widow's Peak are a dour and unwelcoming bunch. All citizens of Widow's Peak are in their middle years or later, as the curse levied upon the town has prevented them from procreating. As residents have passed away to natural causes, violence or misdemeanor, the remaining citizens have become close minded and untrusting.

Little new wealth comes through to Widow's Peak, and the residents barter for supplies from each other. Travelers who come bearing new coin are likely to be given the time of day, as the light of avarice flares in the long-deprived citizenry. Living in a closed ecosystem, everyone in Widow's Peak knows a craft or a trade. Many occupy themselves in fishing on the ocean, a dangerous pastime that nonetheless supplies the food needed to keep the town alive. Old fabrics are mended, old buildings are patched up.

Souls and Shells

Citizens of Widow's Peak are cursed to never bear children. As time has passed, and many elderly residents have died, their souls have lingered, unable to reincarnate into newborns. Unable to fulfill their purpose, these ghosts, specters and other incorporeal undead haunt every corner of Widow's Peak. Some of these ghosts are hostile, others don't have any comprehension of their undead state. Many roam listlessly around, invisible, unable to be brought out of their fugue state.

Cult of the Old Gods

The Morninglord has not answered the prayers of Widow's Peak in decades. In their desperation, some of the townsfolk began to pray to whatever they thought might listen. In the last decade, a cult to a nebulous entity/pantheon related to the wind and waves has surfaced. Unfortunately, the cult regards sacrifice (particularly human) as a way of gaining divine favor. These monstrous acts have transformed some of the cultists into **sea spawn** or **deep ones**. This is no act of the divine, just Ravenloft's uncanny habit for showing people who they really are. The cult doesn't like strangers, particularly people who stir trouble.

Life In Widow's Peak

Areas of Craven Cove

The following areas correspond to labels on the map of Craven Cove.

A. The Breaching Beach

This wretched beach is made of coarse grey sand and jagged rocks underfoot. A harsh, salty wind blows in from the sea, and a mournful gull cry sounds overhead.

This beach was once a popular location for births in a happier time. It is also responsible for sinking more ships than the townsfolk would care to admit to. No-one alive remembers precisely which of these traits is responsible for the beach's name.

A search of the beach is 50% likely to reveal a Trinket from the table in the appendices, washed onto the shore as flotsam and jetsam.

B. The Pier

A wooden walkway stretches out a hundred feet over the sea. The planks are rickety and rotten, worn down by countless restless feet.

A character traversing over this pier has a 10% chance of accidentally breaking a plank and falling several feet into the ocean. The shock of the cold water is only the first obstacle - the first time this occurs the unfortunate character has the pleasure of encountering a **giant shark**.

C. The Ocean

Black waters roil, tossed by violent winds under stormy clouds. Freezing spray lashes the shoreline, chilling and forbidding. Oblivion waits here.

Characters should be sensible enough to avoid the sea in the absence of dire necessity. Should they avoid the warnings you are probably honor bound to give them, use the random encounter tables provided for the sea later in this chapter to determine if they are disturbed. Check for a random encounter in this way once every 4 hours. Characters immersed in cold water. Swimming in the sea is a poor choice given the number of dangerous creatures inhabiting it. Check for a creature encounter each hour that characters are swimming, rather than every 4 hours of travel. A swimming character must succeed on a DC 10 Constitution saving throw for each hour of swimming or gain one level of exhaustion.

D. The Wailing Stone

See Chapter Three: The Wailing Stone

E. Wasteland Pathway

A blasted landscape lies on either side of this dirt trail. Dead weeds and barren fields lie fallow on either side, and thunder booms in the distance.

These paths were once used to travel from Widow's Peak to other nearby villages, but have fallen into disuse.

F. Widow's Peak

See Chapter One: Widow's Peak

G. The Colossus

The gigantic statue of a woman looms over the cliff edge, smiling out at the ocean as if greeting a long lost friend. It stands over a hundred feet tall, and the finer detail has been worn away by wind and weather.

The Colossus is impervious to damage, cannot be moved, and emits an anti-magic aura (as per the spell) around itself in a perfect sphere with a radius of 1 mile. This aura cannot be dispelled.

No one in the village knows the origin of the Colossus. It was here when the area was settled, and will no doubt be there long after everyone dies.

H. The Coastal Path

See Chapter Two: The Light and the Dark

I. The Lighthouse

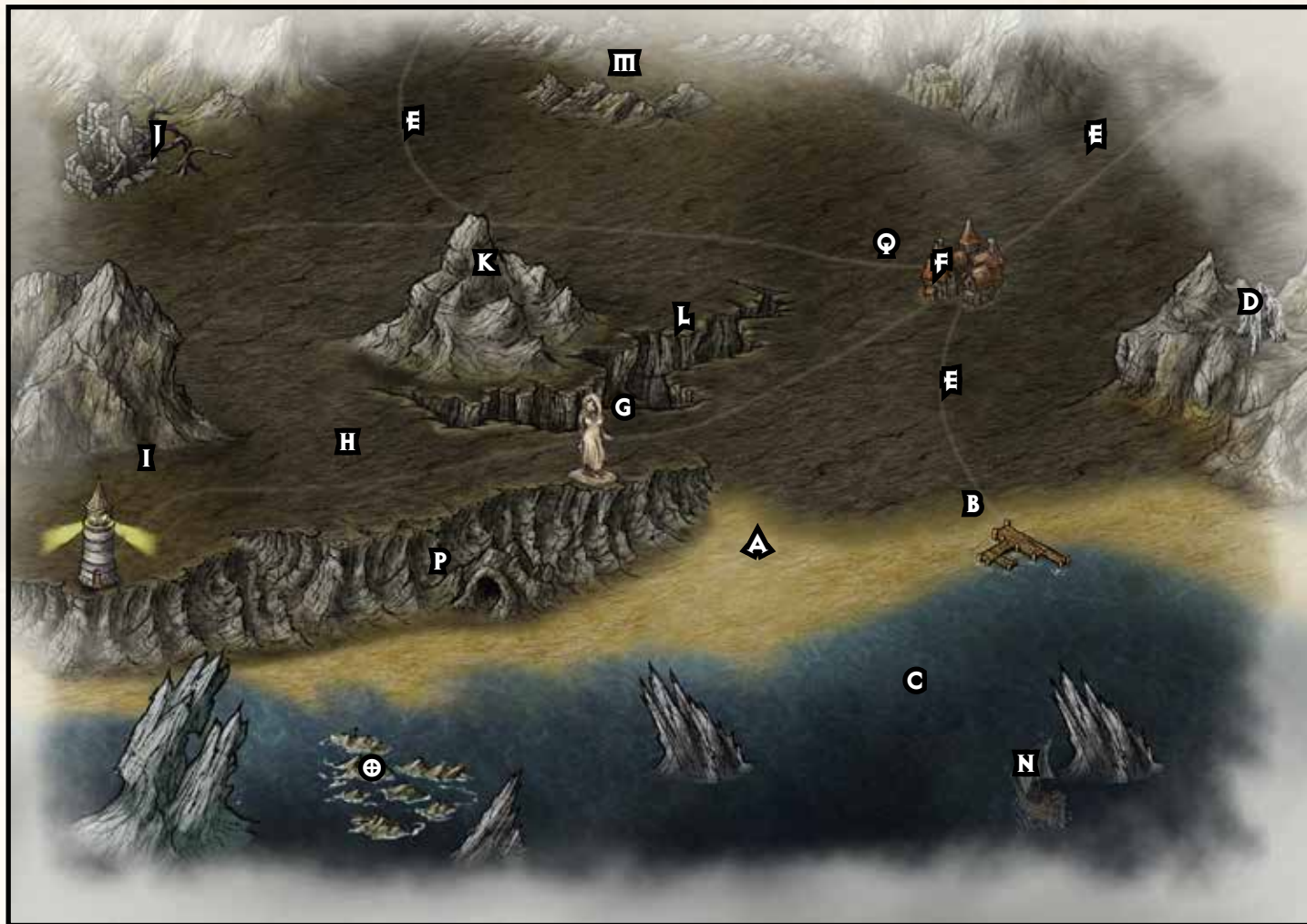
See Chapter Two: The Light and the Dark

I. The Grey Gardens

See Chapter Five: Grey Gardens

K. The House on the Hill

See Chapter Seven: The House on the Hill



L. The Yawning Chasm

The land is rent apart by a gigantic split in the earth, surrounded by blackened soil. A fall into a drop that steep could be deadly. No light or hope shines at the bottom of the chasm.

The chasm was created in the backlash of the Witch's curse. Nothing living exists in the chasm, and any creature which climbs or falls into the darkness simply never returns. No darkvision or magical sight can pierce the total blackness of the chasm.

M. The Barrow Downs

See Chapter Four: The Barrow Downs.

N. The Flying Hatchet

On the horizon, a hazy image flickers in a green light. Through the fog, you can perceive the faint specter of a ship.

The Flying Hatchet is an illusory phantom lurking in the mist. It always attempts to lead

curious figures into the mist, where they die from exhaustion chasing it. It is impossible to catch up to the ship, which is always on the horizon.

O. The Singing Reef

A faint, beguiling music weaves itself through the air. Enchanting strands of song drift across the water, urging you closer to the reef.

The Singing Reef is inhabited by over a hundred **harpies**, who croon in an attempt to lure sailors to their doom. The reefs are lined with human bones. Characters who manage to investigate the rocks find 1d4 trinkets lodged in secret crannies.

P. Angharad's Teeth

See Chapter Nine: Angharad's Teeth

Q. Carnival

See Chapter Six: Carnival!

Craven Cove Encounters

d12 + d8	Craven Cove Encounter [Day]
2	Suspicious Gull
3	1 ghost
4	Dead Man's Chest
5	Squall
6	Downpour
7	1 deep scion (human form)
8	Trinket
9	Old God Insignia
10	1d8 cultists and 1 cult fanatic
11	1 hulking crab
12	Lure
13	Fool's Shoal
14	2d4 sea spawn
15	Ambient Curse
16	Withered Willow
17	Abandoned Hovel
18	1d4 Skurra
19	1 bulette
20	Sun's Light
d12 + d8	Craven Cove Encounter [Night]
2	Suspicious Gull
3	1 ghost
4	3d4 shadows
5	1d8 specters
6	1 the lonely
7	1 vampiric mist
8	1 gullspeaker and 1d4 swarms of gulls
9	Old God Insignia
10	Awakened Willow
11	1 the lost
12	3d6 stone cursed
13	1 banderhobb
14	Trinket
15	1d4 deep scions
16	Ambient Curse
17	1d6 harpies
18	Piece of Eight
19	1 wraith
20	Moon's Radiance

Random Encounters

Nothing like a seaside vacat-AARGH

Craven Cove is a bleak and unforgiving place. Let down your guard, and you might just end up as seafood. In keeping with the ambiance of Craven Cove you should throw in a Random Encounter whenever

- The party goes for a stroll through town, or casually suggests they want to head outdoors
- The party is busy dealing with an important personal matter
- A character heads out to relieve themselves of an evening
- The party annoys you
- You have a bloodthirsty moment

Use the Encounters table below to generate an encounter, or just pick one you like.

Abandoned Hovel

A rickety shack lies just off your path. The windows look damaged, and the door hangs ajar.

The residents of this shack died long ago. The interior is bare, and the floor is stained with blood from some altercation long past.

Ambient Curse

The air chills, and an ill wind passes over you. You have the uncomfortable feeling that someone just walked over your grave.

Not all curses in Craven Cove are shackled to creatures. Some are manifest in spiritual form, raging up and down the coast in despair. If the party encounters an Ambient Curse, have all characters make a DC12 Wisdom Saving throw. Characters who fail the saving throw gain a random curse (see the Appendices)

Awakened Willow

Creaking into your path, a blackened willow stalks towards you. Its branches reach for you like claws, and the leaves whisper maliciously.

At night, the withered trees of Craven Cove come to life. It has the statistics of a **treant**, except it speaks no languages, looks like a willow, and is chaotic evil. Awakened Willows slaughter any living beings they come across.

Banderhobb

This Banderhobb was a servant of the Witch in days gone by. Now, it roams the land in search of tasty morsels. If undetected, it follows the party at a distance, or attacks their camp whilst they sleep. If the Banderhobb is killed, re-roll this encounter if you come across it again.

Bulette

Bulette, or land sharks, have always been an unusual quirk of Craven Cove. Nowadays, they are crazed and desperate from hunger. A bulette strikes without warning, and attempts to escape with a juicy, character-sized meal.

Cultists

The cultists belong to the cult of the Old Gods located down in Angharad's teeth. They are out looking for sacrifices to offer to the sea. The cultists are scared of death like any other mortal, and can be terrified into retreating if the odds turn against them.

Dead Man's Chest

A small iron or wooden box lies wedged into the earth. It is secured by a padlock which can be broken or picked at a DC of 13. If opened, a **swarm of ravens** pours out and flutters off into the sky. On subsequent occasions, the box is empty.

Deep Scions

Deep scions appear to be townspeople at first glance. When they get close, they morph into their monstrous forms and attack.

Downpour

The gray clouds begin to darken, and forked lightning lances across the sky. Thunder booms overhead, and the clouds open.

Heavy rain falls, and lightning flashes overhead. Visibility in heavy rain is limited to 50 yards. Beyond that distance, only Huge or larger objects can be distinguished. Missile weapon ranges are halved during rain. The rain lasts for 1d4 days before withdrawing.

Fool's Shoal

Strange rocks stick up out of the earth, shards of obsidian stabbing through the ground like knives. Puddles lie all around.

A Fool's Shoal looks like a quiet respite, and perhaps shelter from the weather. In actuality, a Fool's Shoal comprises of 1d4 resting **earth elementals**, which become irascible if disturbed

Gullspeaker

An old man with piercing green eyes stumbles into view. He is surrounded by a flock of screaming, squabbling gulls.

The **gullspeaker** (see Appendices) is lost in euphoria, and cannot be reasoned with. He attacks characters with his gulls as soon as he gets close enough.

Harpies

A wonderful melody floods the air, beguiling your senses and clouding your mind. Ahead, birdlike creatures with female faces perch on a rock, crooning at you.

These Harpies nest by day in the singing shoals, and packs of them sometimes emerge to hunt Craven Cove for food.

Hulking Crab

This gigantic crab is scuttling sideways along the coast. It ignores adventurers unless disturbed, whereupon it starts to follow them. It follows the party for 1d4 days before getting bored and wandering off.

Lure

A peculiar white menhir has been sunk into the earth. It has a large rune carved near the base.

The stone radiates enchantment magic to anyone with the ability to perceive magical auras. The rune is a druidic marking denoting this to once have been a 'lure'. A lure attracts wild beasts within a small area to it, and makes them docile. Widow's Peak is too barren to make it a useful tool any longer.

Moon's Radiance

The moon moves out from behind a cloud, painting the land in bright and otherworldly hues of silver and white.

As the moon exerts its influence over the land, the tide comes in, and Angharad's Teeth becomes inaccessible by foot.

Old God Insignia

You see a strange symbol carved into a nearby rock. The more you stare, the dizzier you feel. A burning smell like white hot metal fills the back of your head, and a strange static briefly fills the air.

This sigil has been carved into place by the Cult of the Old Gods, and it is imbued with their mind-shredding magic. A character who investigates the rock must succeed on a DC15 charisma saving throw or gain a level of madness. [see DMG]

Piece of Eight

A piece of eight turns up lodged in the sand, rock or blasted earth. Pieces of eight consist of small silver coins which feel incredibly cold to the touch. Once the group has accounted for all eight Pieces of Eight, no more appear.

Sea Spawn

These wretched humans wandered into the sea once they lost the will to live. They were transformed by the sea, and have become figments of violent evil.

Shadows

These shadows are the spirits of people who have died in Widow's Peak, unable to find new bodied to incarnate into. They grasp and clutch at characters, begging in hollow whispers - "Let us in".

Skurra

These Skurra are looking for Isolde. They are not aggressive, and stay out of the party's way if possible. (See Chapter Six: Carnival! for more information on the skurra.)

Specters

These specters are composed of those who died at sea in Widow's Peak. Confused and angry, the specters flee from the iconography of the Morninglord, but otherwise attack, hoping to steal the vitality of these peculiar strangers from another land.

Squall

The wind picks up, lashing across the cove in brutal squalls. Emerging from the angry winds, humanoid constructs of whirling air currents emerge into your path.

1d4 **air elementals** emerge from thin air to assault the party. For the duration of the fight, strong wind buffets all characters involved. The wind has the following effects:

- It deafens you and other creatures
- It extinguishes unprotected flames that are torch-sized or smaller.
- Vapor, gas and fog immediately disperses
- The area is difficult terrain for creatures other than the elementals
- The attack rolls of ranged weapon attacks have disadvantage

Stone Cursed

Statues line the horizon. Humans, carved with terrified or anguished expressions. They are scattered in a haphazard fashion, with no trace of who might have installed them here.

These poor souls had the misfortune to fall foul of Grey Gardens. Creatures petrified by the stone cursed are left to thaw out on their own, unless the stone cursed are particularly vindictive, in which case they smash them or throw them off a cliff.

Sun's Light

The clouds part, and the sun shines through. Rays of light touch the sea, in the distance, and the waves shine like silver.

All characters gain Inspiration. If the tide is in, it recedes, allowing access to Angharad's Teeth by foot.

Suspicious Gull

A seagull is perched on a stone outcrop. It is staring at you intently.

This seagull is a spy for the Cultists of the Old Gods. It watches the player characters pass by, and reports back to its masters within an hour of the event.

Trinket

The characters stumble across a trinket. (see the Appendices)

Vampiric Mist

Tendrils of silver mist begin to drift towards you out of the night air. Something about the way they probe towards you seems almost predatory.

This is a tendril of mist from the Barrow Downs. It can't get inside homes, so usually stalks the streets looking for stragglers to eat.

Withered Willow

A hideous old willow tree looms up in the foreground. The branches look like clawed fingers itching to steal you away to some forgotten nightmare. Seagulls are nesting in it, and staring at you.

In the day, the evil, blackened and withered **treants** that dot the wasteland are sleeping. Unless disturbed by violence, they remain so.

Wraith

A scream of malice and despair splits the air. A dark spirit clambers up out of the earth, a roiling mass of shadows which seems to swallow the light entirely.

This powerful spirit is one of the unlucky peasants who burned the witch. Years of solitude have driven it mad, and it hungers for the life force the characters possess.

CHAPTER ONE:

WIDOW'S PEAK

*The smell of the sea, the violent winds of change.
Can you not feel something in the air? Something...
special? I can. And I think you can help.*

— Amelia Hawthorne

Approaching Widow's Peak

When the characters first approach Widow's Peak, read the following:

The violent winds slow for a moment, allowing you to take stock of your surroundings. Ahead, a quaint seaside town wrought from crumbling white stone and terracotta tiling is nested at a crossroads. It has no walls, allowing you several means of entry.

House Occupants

If the characters explore a house other than one specifically listed, roll a d20 and consult the following table to determine the house's occupant.

1d20	Books
1-2	None
3-15	Widow's Peak Townsfolk
16-19	Old God Cultists
20	Cursed Home

Widow's Peak Townsfolk. A house of Widow's Peak Townsfolk contains 1d4 adult **commoners**. The townsfolk are sombre, elderly, and do not extend an offer of hospitality, or render aid that might endanger them.

Old God Cultists. A cult haven contains 2d6 **cultists** engaged in silent worship or quiet prayers. They are aggressive and hostile to intruders, resorting to violence the characters refuse to leave.

Cursed Home. A cursed home is a bleak and unwelcoming place. It is abandoned, but resting here restores no features, hit points or spell slots.

Local Lore

NPCs native to Widow's Peak know the following local lore, gossip and rumor:

- There's a witch who lives in the house on the cliff, but noone has seen her in decades. *[False, the witch died a long time ago.]*
- The wind howls when there is a death in the town. *[True, the Banshee who lives at the Wailing Stone can sense when a life is snuffed out, and wails. The echoes travel up to the town like the howling of wind.]*
- The best place for travelers to stay is the Stoker's Rest. *[True. It is in fact the **only** place for strangers to stay.]*
- There's a Carnival come to town. It's currently camped a little way to the West, though it's stayed a strangely long time. *[True]*
- Noone around here has had a child in years. Some say it's because of an old Witch who was jealous of the town's prosperity. *[Partly true. The town burned her at the stake and threw the body into the sea.]*
- There's a ghost ship that you can see if you go out to the beach. *[True. At least, you can see it. Chasing it may prove difficult.]*
- A strange, unnatural seeming woman dressed all in blue came around lately asking questions about the Witch. *[True, this was Isolde. She left quickly.]*
- The weather has been getting worse and worse lately. Almost dangerous, even. *[Very true. The domain is falling apart.]*
- The old Immaculate Chapel fell into disuse a long time ago, as the god abandoned them. *[False. The people of Widow's Peak destroyed the temple after the Morninglord didn't lift the Witch's curse.]*
- It's unlucky not to feed the seagulls now and then. *[Partly true, in that the Cult of the Old God might take offense and choose you to be sacrificed.]*
- No matter what you hear, you must never open your doors and windows at night.
- Earthquakes, storms and natural disasters are common here. It's almost like the world itself is falling apart.
- Lately, some murder victims have been found completely drained of their blood.
- Most of the trees in Widow's Peak are dead. Apart from the willow trees, which only *look* dead.

Areas of Widow's Peak

The following areas correspond to labels on the map of Widow's Peak.

C1 - The Town Square

The cobbles here are laid out to form a square plaza, ringed on all sides by sad looking houses buttressed against the wind. At the center of the plaza lies a dry fountain, carved with an angel weeping into its hands.

A close inspection of the fountain reveals that (were the fountain operational) it would trickle water from the eyes of the angel to simulate weeping. A character proficient in tinker's or mason's tools can fix the faulty mechanism with an hour of work.

C2 - The Town Hall

This wonky looking building sits on the edge of the plaza. Low marble steps lead up to wide double doors, into a single huge chamber well populated with empty chairs. A wooden stage stands at the back, with a lectern perched precariously atop it.

This is where the townspeople once held regular meetings, but there hasn't been one in some time. The people have lost hope, and people slowly just stopped attending. Characters who investigate the

lectern find a book on local bylaws, heavily damaged by bookworms. It is open on a page concerning witch burnings:

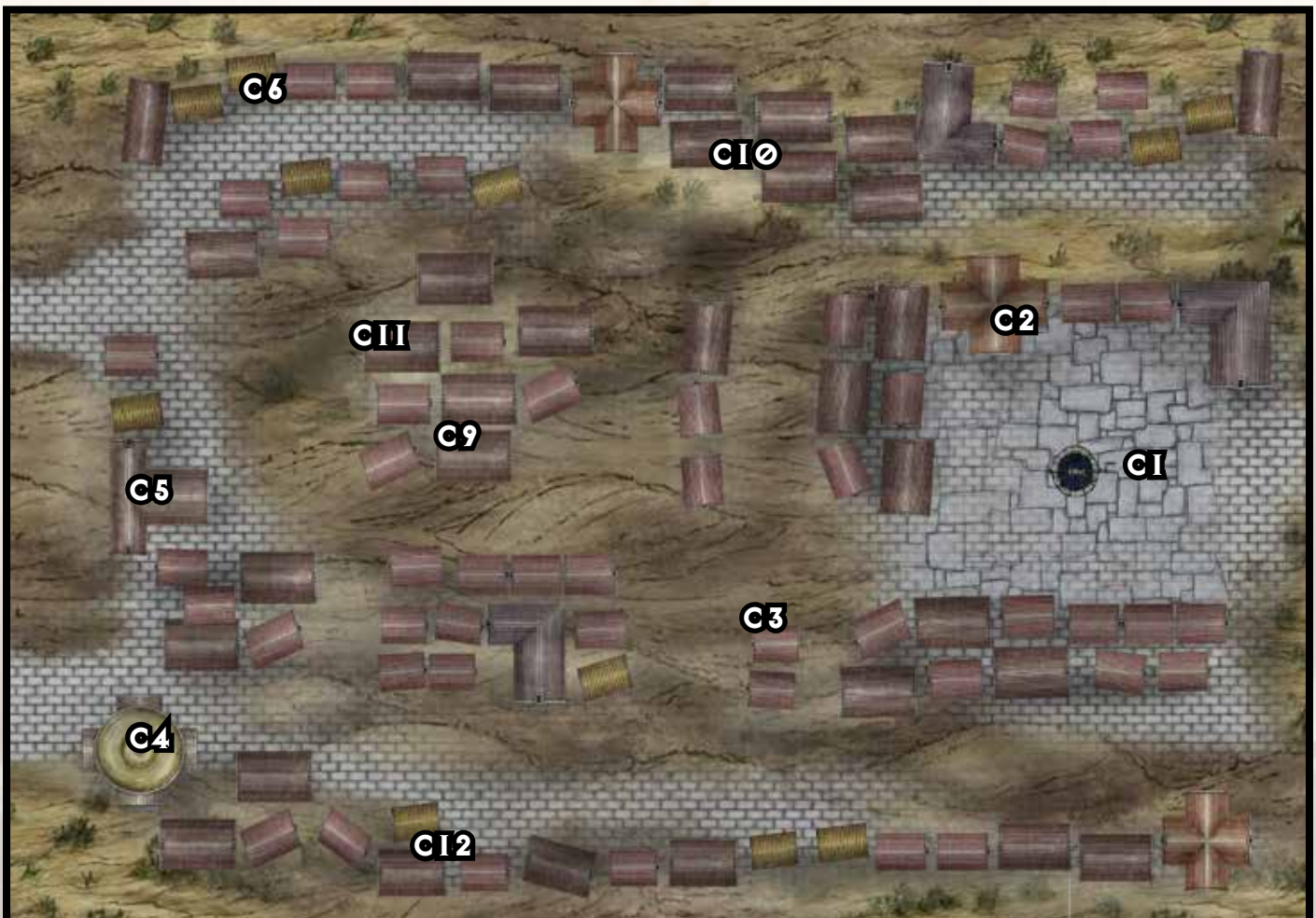
If a womyne shoulde be foudne to be consortying with devyls, ~~fowl~~ foul spirites or uthur dark magyks, she shall be put to the flayme and throwne to the see.

The book falls apart on touch, pages disintegrating.

C3 - The Meat Stall

In front of an abandoned house, an old man stands beside a rickety cart. Slabs of meat lie on top of the cart, dripping blood onto the cobbles and dirt. "Meat!" he cries out, "Delicious meat for sale!"

Herman the Meat Salesman sells human flesh recovered from rituals to the Old Gods. Unless compelled, he won't admit where the meat comes from or what it is, calling it a 'mystery meat'. If pressed, he can reveal the location of the cult's weekly rituals - once every seven days, the cult meets on the beach to sacrifice town members to the Witch in the hope she might lift her curse from them.



C4 - The Immaculate Chapel

This run down old chapel stands lopsidedly against a large, wizened oak tree. The door hangs ajar, and the windows have been smashed.

This chapel to the Morninglord has been abandoned and left in ruins. Characters proficient in Survival can discern that noone has been inside in some time

C4a - Entrance

The walls here are decorated with inlaid sunburst motifs, but in several places have been scorched or damaged. The floors are covered in vines and creepers.

A character who investigates the vines might find the skeleton of a human man under the plants. Clutched in his hand is a bronze sunburst amulet - this is a Holy Symbol.

C4b - The Hall of Radiance

This room was beautiful once. Ornately carved pews lie under thick brambles and creepers, and some have been destroyed by fallen masonry. The arched ceiling has fallen into disrepair, beams rotten and filthy. A large window at the end of the hall lies empty, shards of stained glass dotted around the edges of the window frame. Skeletons litter the floor.

The skeletons here are what remains of the Morninglord's faithful, killed trying to defend their place of worship from cultists of the old gods. If the characters disturb the bodies, 3d6 **skeletons** animate to drive the intruders away.

C5 - Stoker's Rest

A warm glow spills into the street from this dingy looking inn. A sign outside names it the Stoker's Rest, and a chalkboard near the door reveals that rooms with a sea view are available.

The Stoker's Rest has four stories, and many of the upper rooms have a decent view of the sea. The proprietor, an obsequious man named Uriah von Miser (CE **commoner**), runs his business with a callous hand. He opportunistically charges an outrageous 4 gold pieces a night for each room, though he can be haggled down to a pittance if pushed hard enough. Uriah is a cultist for the Old Gods, and reports on the adventurers' comings and goings whenever he gets the chance.

C6 - Amelia's Townhouse

This tiny bungalow is nested in at the far edge of town. The widows are heavily reinforced with metal bands, and the tiling on the rood has undergone some shoddy repairs.

If Amelia has invited the characters for tea (see Events), she opens the door to her house on their arrival and leads them into the drawing room.

The woman undoes her hair, letting it fall down her shoulders. "There," she says, "I've always hated wearing it up, but the sea water does ruin it so." She gazes at each of you in turn. "I suppose you have some questions," she says. "I'd like to help, if you'll let me."

Amelia is serious, and earnest. She explains that the mists around the village are the results of a curse laid by her dying birth mother, thought to be a witch. Amelia doesn't remember her childhood, as she was raised by a foster parent who has passed away. Amelia thinks that the mists would recede if her mother could be laid to rest, though this could be difficult as her mother's old house is layered with powerful enchantments and curses. She can't be sure, but she wouldn't be surprised if her mother's spirit haunted the place too, and might need banishing with sword and spell. This is where the adventurers come in. If the characters can find ways to protect themselves from the Witch's curses, they might stand a chance at facing her down on home turf and banishing her for good. Only then will the mists recede, and peace return to Widow's Peak. **[This is all Amelia's wishful thinking, but should encourage the characters to go out and explore.]**

"I will admit to feeling some pangs of guilt," Amelia says, gripping her skirt tightly, "but I don't see any other way. My mother must be stopped, and I've run out of options. Will you help me?"

If the characters say yes, she tries to press on them what she knows already. Along a coastal path out of town, a lighthouse once held an old sailor who survived the Witch's curse and bore a child. He was elderly then, and hasn't been seen in some time, but he may hold the key.

If the characters refuse, she seems sad but allows them to leave without reproach. Further visits to Amelia's townhouse find it empty, as Amelia is out doing research.

CORRUPTION: The characters scorn Amelia and her advice, and refuse to help her.

C7 - Ebenezer's Emporium

This general store is painted dark green, and has a large street-side window for customers to look inside. Junk fills every corner, and a ratty little man sits behind a desk at the rear making notes in a ledger.

Ebenezer Bagface is the only general store merchant who has bothered to keep his doors open in recent days. He has in his store whichever items from the Players Handbook you deem appropriate, listed at 1.5x their usual cost. He might also be willing to trade in trinkets or magical items, at your discretion, though he'll bankrupt the entire party doing so if he can manage it. Mortimer Filigree keeps a *necklace of fireballs* on his person, set to implode on the moment of his death.

If wrangled into conversation, Mortimer is standoffish and cold. If plied with money, however, he becomes a lot more talkative. He happily confides in adventurers that there's talk of a magical stone on a mountainside nearby that keens when someone dies.

C8 - The Schoolhouse

This robust looking building has been boarded up at the doors and windows. A sign hanging outside has been struck through with charcoal - it once read "Widow's Peak School".

No new children has rendered the schoolhouse unnecessary, and the old teacher has long since died. Inside, it contains only some old desks, ruined exercise books, and a discarded doll missing one eye.

C9 - The Carpenter's House

The Carpenter is a 90 year old man who lives along in a dingy cottage surrounded by the tools of his trade. When he was much younger, before the curse was cast, he used to like making toys for children. Nowadays, the toys go unused and gather dust. His father wandered off years ago, and never returned. All of his wooden toys bear the branding "Is no fun, is no Blinsky" in faded lettering.

C10 - Golo's Draperies

Mr. Golo Gasterblast runs a curtain store which hasn't had a customer in 20 years. Why he bothers to open it every day is a mystery, but Golo is a stickler for tradition. At night, the Cult of the Old Gods, (of whom the ancient Golo is the archdruid) meets sometimes to discuss strategy and change clothes before heading to Angharad's Teeth. Most days, the shop has a CLOSED sign over the door, and the windows are covered with understandably luxurious green velvet curtains.

C11 - The Bust of Bartimaeus

On this street corner, you can see a marble bust lodged precariously on an ill-fitting plinth. The carved face is stern, and the sign below reads - "Bartimaeus, may he find what he was looking for".

Bartimaeus was an explorer who went out to sea looking to reach the Ghost Ship on the horizon. He never returned.

C12 - The Walrus' House

The Walrus (CE **veteran**) is a 62 year old man, best friends with the Carpenter. He doesn't like anyone else seeing the carpenter (he's a rather possessive friend), and if he gets wind of the 90 year old having visitors, he invites the party for a picnic on the beach one day, before surprising them with 1d8 **cultists** of the Old Gods and trying to butcher them.



IT SURE WOULD BE TERRIBLE
IF A SHARK GOT CAUGHT UP IN ALL THAT WIND
AND FLEW OUT OF THE SEA
INTO YOUR FACE

WIDOW'S PEAK EVENTS

You can use any of the following special events while the characters explore the village.

A Stranger Calls

Ahead of you, an unfamiliar woman dressed in black head to toe is stalking in your direction. She carries a satchel, and wears a black feather fascinator. She seems younger than most people in this town, by a fair margin.

When the characters first enter town, they are approached by a mysterious woman dressed in black, as if mourning. This is Amelia Hawthorne, the daughter of the Witch. Now full grown, she wants to lay her mother to rest, and has been waiting for the mists to draw in new characters to help her achieve this. She introduces herself, and does her best to ingratiate herself before inviting them to tea the next day at her townhouse. [See. Area C7, Amelia's Townhouse.]

Feed the Birds

A haggard looking man with frost in his beard stares at you grimly from a street corner. He is surrounded by a horde of seagulls, which have their beady eyes fixed on you. "Feed the birds," murmurs the man. "Feed the birds."

The old man (CE **gullspeaker**) is a devoted servant of the Old Gods, and encourages townsfolk to donate their already meager supplies to the birds. If the characters refuse, the old man gets angry, eventually invoking the wrath the **swarm of gulls** surrounding him and attacking.

A Gift For The Sea

A scream echoes through the streets. In the darkness, someone is being pulled from their home by strange figures in dark green robes. "Please don't take me!" cries the stranger. "I don't want to go. Please, I'll do anything! Have mercy!"

The victim is merely the latest unfortunate commoner chosen by the priest of the old gods to be sacrificed to the sea. The kidnappers are 1d6 cultists, who tie up the victim and drag them down to the coast, where they are ritually sacrificed and thrown into the water.

A Day at the Fair

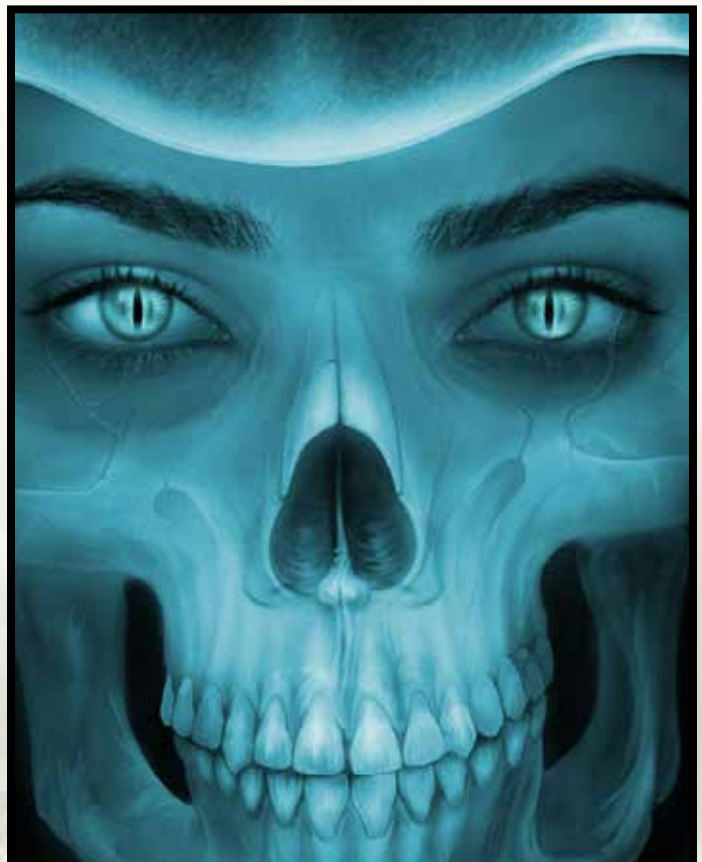
A blue flyer drifts through the street, almost hitting you in the face. It is printed with images of tents, jugglers and other peculiar grotesques. "Come to the Carnival!" it says. "Have your fortune read! Break the curse of boredom! Sample our delights!"

The flyer gives directions to the Carnival (see Chapter Six: Carnival!). If ignored, more flyer drift into the path of the characters at regular intervals, usually at inopportune moments.

Apparition

A voice calls up from street level, piercing the night. It's a scream - a woman's scream. Shuffling feet outside are joined by the crackling of torches.

This event only occurs at night, as character rest indoors. The noises are phantoms conjured from the memories of spirits that still haunt Widow's Peak. Opening the window or door to look outside reveals an empty street, until a **ghost** manifests to use its horrifying visage on the nearest character before vanishing into the night.



REMEMBER
YOU MUST NEVER
EVER
OPEN YOUR WINDOW AT NIGHT

CHAPTER TWO: THE OLD MAN & THE SEA

You cannot possibly begin to imagine how long I've waited here for promising minds such as your own to come to me. Yes, I've been quite patient. But all of that is over now, and I must ask you not to struggle - I understand the process can be quite painful.

— Lighthouse Keeper Ashmore

The Lighthouse on the cliffs has been maintained by the same family for generations. After the Witch's curse, the man who looked after the lighthouse became reclusive, shutting himself in the tower with his wife. This was overlooked by the townsfolk, all of whom were still busy processing their own trauma. In time, however, those few who came to see the lighthouse keeper came back with strange tales. From a distance, they saw the Lighthouse Keeper playing with a son. A human son. This should have been impossible, and the frightened witnesses invariably made their way back to town to bring the gossip to their friends and family. Further missions to the lighthouse have never returned. Characters who hear about the Lighthouse might venture out there in the hope that the Lighthouse keeper will have information on deflecting the Witch's dark magic.

The Sordid Truth

The truth is even more insidious than already implied. Soon after the Witch's curse, an oozing malevolence crawled up from the sea. It stole into the Lighthouse, murdering the keeper and his wife, and absorbing their memories. Over time, the Oblex grew in strength from passing visitors and well-meaning guests, growing into a powerful imitator. It soon decided to create the lure of a

child's form, in the hope that curiosity would drive more meals towards it. This worked, for a time, but in recent days the village has run out of victims foolish enough to take the bait. This has frustrated the Oblex, who is delighted to sense the characters approach.

Light and Dark

An elemental is bound at the top of the lighthouse, and shines there to this day. The bonds are weakening, as the Oblex finds being in the presence of such light and heat unbearable. The elemental will gladly take any chance it can to free itself.

Approaching The Lighthouse

The Lighthouse is best accessed by the Coastal Path, which winds along the cliff edge past the Colossus and to the very border of the domain.

A tower teeters precariously on the cliff edge. A strange stone tower, this building has a bulbous room at the summit lined with large glass windows. A wooden door with a cast-iron knocker has a plaque that bears the words "Keeper's House."

The oblex opens the door to anyone who knocks. He presents as a homely old man and his wife, advanced in years.



I1 - Ground Floor

The ground floor of the lighthouse has been converted into a small, but cozy home. A double bed lies against the far wall, complimented by a rustic stove, bookshelf and a simple wooden dining table. The sound of the sea fades to a murmur, and the salty scent of the sea gives way to a faint smell of sulphur.

The Lighthouse Keeper blames the smell of sulphur on a malfunctioning spell on the upper floor. His wife nods, and agrees. Character proficient in Insight might smell a rat, inexplicably sensing something is amiss with the pair.

If questioned about a possible child he might have, the lighthouse keeper says the following:

"Ah, my little Josef. He was so daring, and so bright! I am afraid...I am afraid little Josef is no longer with us. He fell into the sea, and it claimed him."

This is a total fabrication. Characters who look around might notice the following.

Investigation. This place doesn't look big enough to support a family. All these fixtures look old, but also rusty in places.

Perception. If a child lived here, where are all his things? Did they throw them all away?

Survival. If the Lighthouse keeper stopped speaking to the village...where is he getting his food?

Arcana. That smell of sulphur...something's not right. Maybe you should check out that upper floor.

If questioned, the Lighthouse Keeper becomes defensive, and gets angry. If pushed, and you feel the need for combat, read the following:

The lighthouse keeper and his wife shudder, and their faces begin to melt apart like candle wax. The bodies, now amorphous piles of goo, lurch and lunge for you with gooey hands.

The oblex tries to flee if reduced to fewer than a quarter of its original hit points.

I2 - Staircase

Stone stairs wind all around the inside of this tower. At the very top, a rope ladder ascends to a hatch in a wooden floor.

This staircase ascends 200 feet in an upwards to spiral to the peak of the lighthouse.

I3 - Upper Floor

Pulling yourself up through hatch in the wooden floor, you are dazzled by brilliant light flickering in the center of this chamber. Trapped in a series of arcane sigils on the floor of the room, the flames lick the corner of the wards as if testing them.

Trapped inside this magical seal, and forced to emit light to guide ships to shore, this **fire elemental** rages against the bonds that hold it tight. This elemental can communicate in Ignan, but otherwise simply flails against the invisible bonds that hold it back. The elemental can be freed by using an action to deface the ward. If freed, the elemental immediately attacks, incinerating everyone it can see before fleeing the realm. Where [possible, it uses its attacks to damage the wooden flooring. If it deals more than 40 damage to the floor, the wooden slats give out and the floor collapses, sending all combatants plummeting to the lower floor.

OBLEX TACTICS

The main body of the oblex has squeezed itself under the stones of the lower floor. If roused to anger, it seeps up through the cracks in the stone to assault the intruders. It casts hypnotic pattern as an opening gambit, and then lays waste with Eat Memories at the first opportunity. If it gets the chance to devour a dying character, it takes that rather than chase living ones. If characters flee the building, the oblex will not chase them outside the lighthouse. If the building is somehow set ablaze, the oblex flees, heading towards the sea.

CORRUPTION: The characters free the elemental from its bonds and allow it to burn down the lighthouse.

CHAPTER THREE: THE WAILING STONE

I weep for the present. I weep for the past. But most of all, I weep for the future.

— Aurelia

The Wailing Stone lies in the heart of a mountain close to Widow's Peak. Local legend has it that when someone dies in the village, the stone lets off a dreadful howl. The truth of the matter is much more simple - the tomb is the final resting place of a terrible banshee called Aurelia, the first matriarch of Widow's Peak. Whilst very knowledgeable about local history, the elf maiden's spirit is mad with grief and age. Each death in the village renews her grief, and without the hope of new life blossoming, she has turned vengeful and violent in her dotage.

Approaching The Wailing Stone

The Wailing Stone cave can be accessed by trekking up a steep mountainside staircase in a location marked on the Craven Cove map in the Prologue. Several NPCs know the location of the Wailing Stone, and can direct characters in the general direction.

The rocky staircase has zig-zagged up the mountain-face for some time, when you finally see an opening in the rock, disguised as a natural outcrop. From inside, a gentle moaning drifts out into the harsh wind.

Areas near the Wailing Stone

The following areas correspond to labels on the map of the Wailing Stone below.



THE WAILING STONE

Areas near the Wailing Stone

The following areas correspond to labels on the map of the Wailing Stone below.

D1 - Rocky Entrance

The staircase ends at a small plateau leading inside the mountain. A feeble voice echoes through the entranceway. "Who are you? Have you come to tell me a story? Come closer."

The voice is that of an old woman. Characters proficient in Insight are likely to discern that the voice is genuine, if a little uncertain. The sound of the voice comes from further inside, though there is no sign of the speaker.

D2 - Cave Stream

The cave opens up into a large cavern, with a swift stream running through the middle. The stream passes through the chamber and heads over a fall into the darkness. Stalactites and stalagmites dot the area, and on the other side of the stream an archway leads further into the cave.

The stream is fast flowing and cold. A character knocked unconscious in the stream is swept over the waterfall into the darkness and crushed to death at the start of the next round. Lurking in the stream, a **roper** sits under the water waiting for prey to appear.

D3 - Aurelia's Grave

This open cave room bears hallmarks of careful craftsmanship, not least of which is the broken pillar at the center of the room, carved in glyphs. A keening fills the room as a woman's voice croaks "So much death. No life. Where are the children? Where?!"

The broken pillar is inscribed in druidic, relating this to be the final resting place of Aurelia Hawthorne, an elf, herbalist and enchantress. Aurelia is a distant ancestor of the witch, though she knows nothing of recent events in the village. Every time a life is snuffed out, she can feel it using her Banshee life detection abilities. This used to be bearable when she could also sense new life coming into the world, but since the witch's curse no new babies have been born. This has sent the **banshee** mad with grief, and the spirit could prove difficult to placate.

Characters who approach the pillar are greeted by the translucent manifestation of Aurelia. She looks like an elderly elf, skin wrinkled and creased in deep furrows. Her clothes are tattered, and black.

The air warps, and a ghostly figure emerges from the dark. Her skin is wrinkled and furrowed, and her eyes blinded by cataracts. Her ears are pointy, and her clothes ragged. She blinks at you, before her lips curl into a snarl.

If the characters do not immediately leave, the banshee appears and babbles misleadingly for as long as possible. Throw a few intentional contradictions in there, so the characters can figure out she's not in her right mind.

The Banshee believes that the Witch is still alive, but she is wrong. Slightly mad, the Banshee can't reconcile herself to such a terrible curse, and chooses to believe that if the witch can be found and destroyed, the lost children could be saved. If you need to extend the conversation to ensure this point is made, then feel free to do so, characterizing Aurelia as angry, confused and very unstable from one moment to the next.

"She has stolen the children!" the ghostly elf cries. "She has stolen them away! She must be stopped, before it is too late!"

Her pleas quickly turn to anger, and confusion.

"Who are you? Where am I? Leave this place!"

Should characters dig away under the pillar for any physical remains, they find a grave containing a small elf woman's skeleton and a 200 gold pieces in assorted grave goods. On Aurelia's brow is a circlet wrought from silver and studded with seven lapis lazuli. This is *Ocean's Seven* (see the Appendices).

CORRUPTION: The characters are cruel or deliberately insulting to the elderly spirit. The characters destroy the spirit without attempting to parley. The characters desecrate or disturb the spirit's resting place, including digging up and stealing her grave goods.

CHAPTER FOUR: THE BARROW DOWNS

*I hunger
Time passes
The years flicker by
And still I hunger*

— The Vampire

The Barrow Downs, hills and middens on the northern border of the domain, are home to a vampiric force which does not take kindly to visitors.

A Story From Before The Witch

In days gone by, older days than these, a young woman came to the hills. She was desperate, hungry and alone. Curling up, she waited for death to come. It was not death, however, who answered her call but something similar. A creature of the night - wild and untamed. A parasite on the world of the living, with a craving for the blood of others. A vampire. Something about the girl stirred long forgotten feelings in the vampire's heart, and he stayed his hand, dragging her instead back to his tomb to watch her. As the days passed, the vampire forbore to drink her blood, but could see her pulse becoming weaker from exhaustion. Panicked, the vampire flitted towards the Widow's Peak, which at this time was little more than a collection of huts. The vampire left her at the door of an inn, where she was taken in and cared for by the local herbalist. The vampire returned to his lair, and waited. Human blood lost its attraction for him. He festered in his tomb, consumed by longing. He starved, and faded away, becoming little more than a mist of confused emotions and blood hunger.

Recent Days

The little girl grew up to be the Witch. Some long years later, when she was murdered by the locals, something in the vampiric mist snapped. Enraged, it began to hunt down humans once more, and the town has been terrorized by its predations ever since. The mist is not a cunning adversary, but it is strong. The bulk of the mist exists in the barrows, and it is powerful enough to send lesser manifestations on hunting sprees whilst it remains safely in the dark.

The Barrow Downs

The downs are a collection of hills and valleys nested against the northern border of the domain. It's easy to lose track of time whilst wandering in these hills. Only one of these hills contains the tomb, and its location is unknown to most. Finding the tomb when looking for it requires a Wisdom (Survival) check DC15, and takes 2d6 hours of wandering. If characters are not looking for the

tomb, there is a slim chance they stumble across it by accident at your discretion. For every two hours the characters spend wandering the Barrow Downs, check for a random encounter on the table below.

d8	Barrow Downs Encounters
1-4	No encounter
5	Midden
6	Empty Tomb
7	Haunted Tomb
8	Unholy Tomb

Midden

Atop a small rise, you see a small pile of refuse, bones and scrap that has been tidied into a mound. The air is chill, and the skull mounted on top seems to watch you carefully.

A midden is mostly composed of old bones, trash, and the occasional treasure. Spending 10 minutes rooting through the garbage has a 10% of revealing buried trinket.

Empty Tomb

In the next hill, a door has been burrowed into the earth, held open by a stone doorframe. The floor is paved in stone, leading into a hollow chamber. At the center of the room, a sarcophagus lies shattered and empty.

This tomb is a 10 x10 feet square stone chamber. It is largely empty.

Haunted Tomb

The entrance to this barrow is veiled in shadow. A cold feeling washes over you, chilling you to the marrow. You can't escape the feeling that something horrible is waiting inside.

This tomb is a 10 x10 feet square stone chamber. It contains a broken sarcophagus in the middle of the floor. Touching it draws the attention of a **wraith**, which attacks.

Unholy Tomb

The entrance to this barrow reeks of decay.. Humanoid skeletons litter the entranceway.

This tomb is a 10 x10 feet square stone chamber. The tomb is also desecrated ground. Inside, a **bo-dak** paces back and forth. It won't chase intruders outside the tomb.

The Bloody Barrow

The vampiric mist hides in the Bloody Barrow, near the coffin it once called a final resting place. It fears the sunlight, like all creatures of darkness, and sends tendrils out at night to the village to drain the occasional villager of their vitality.

M1a - Hallway

This stone corridor is carved with unsettling images of humans being chased by feral looking men with fangs. Bats, skulls and other grisly motifs are ornamentally chiseled into every surface. The air has a biting cold to it, and the entire corridor smells peculiar. Almost like an absence of scent. The doorway at the end of the corridor leads to a room shrouded in heavy mist.

The hallway is empty and completely free of organic material - the vampiric mist scoured it clean a long time ago.

Characters who look around might notice the following:

Religion. This symbols and texts relate to tales of undead creatures that drain the life from the living. Vampires. If an elder vampire is here, it's an incredibly dangerous threat.

Nature. You have seen literally no vermin, pests or other natural creatures in the Barrow Downs. This is not just peculiar, it's downright unnatural.

History. There are stories about bats, death and ruin. They usually relate to powerful undead, though sunlight is often a great way to repel them.

Arcana. Many creatures are capable of producing an unnatural fog or mist, and vampires are one of them. The mist is rarely so thick, however. Or quite so localized....

Investigation. Despite the age of this place, it's suspiciously clean. Almost like the entire place has been scoured clean of organic matter.

As soon as living creatures enter this corridor, the mist notices their arrival. It patiently waits at the end of the corridor, hoping they will be curious enough to come closer. If it is daytime, it won't dare venture into the corridor unless it is attacked. If it is night, it might take a chance and billow into the corridor to devour the food.

The Vampire has the statistics of a vampire, except its size is gargantuan, and it is unable to leave its mist form. Each turn on initiative count 20, it can conjure a discrete vampiric mist, which is under its control. The mist acts on the vampire's initiative, and follows its mental commands.



AREA M1A

M1b - Tomb

When the characters first encounter this room, it is likely entirely filled with opalescent mist. **When the characters defeat the mist, or if you have a character who can see clearly through it, you can give the following room description.**

The walls of this room have been plastered with bones layered on top of each other in a ghastly mess. Broken pillars stand near the entranceway, and a crack has opened in the floor to one side of the room. In the center of the room A broken sarcophagus lies in the middle of the chamber.

The mist savagely attacks anyone who enters the chamber. If the mist is destroyed, it fades in moments. Inside the sarcophagus is the dirty and withered old skeleton of a man with pointed teeth. Around his body are his grave goods, which include Vampyr's Vectors, a *shield of missile attraction*, a *hell hound cloak*, a *loadstone*, and a *stone of ill luck*.

The skeletons on the wall are all humanoid, ranging from elves to humans to dwarves, all the way down to rarer races like tritons or firbolgs.

This room is desecrated ground, and the vampiric mist has advantage on all saving throws whilst it remains in the room. If the vampiric mist is killed by any means other than sunlight, it reforms in this room 1 day later at sunset. It immediately begins to send out lesser **vampiric mist** each night to slay whoever killed it.

EVENT

You can use the following special event when the characters are exploring the tomb.

"Skurry" and Hurry

A noise behind you attracts your attention. A capering figure, dressed in motley garb, is waving for your attention. Her skin has been covered in a strange body paint mimicking a skeleton, and her face is hidden behind a similarly skeletal mask.

This is a skurra (see Chapter Six: Carnival) who is looking high and low for Isolde. She hopes to find her inside the tomb, but is nervous to go in alone. Seeing the adventurers enter, she happily tags along if they allow her to, but otherwise remains mute. If the adventurers have children or animals with them, the skurra does her best to entertain them by doing magic tricks. She never speaks, like all skurra. She has the statistics of a **thug**. If she gets along with the characters, she tags along for a few more days before leaving suddenly in the night. She leaves some flyers for the carnival behind.

⊕CORRUPTION⊕: The characters are cruel or violent towards the poor skurra.



AREA M1B

CHAPTER FIVE: GREY GARDENS

Once, you told me that the stone held no deeper secret than our love. You were like a blazing sun in a sea of darkness. Now, you are cold and will never again walk with me outside of the dream. Why did you leave me? How could you leave me? I am so horribly, terribly angry at you.

...I...I miss you.

— The Giant

Grey Gardens is a writhing, melting cesspit of stony horrors, home to a distraught Stone Giant and a medusa enchantress.

The Cautionary Tale

In the days of the Witch, when Widow's Peak was a thriving seaside town. A giant came to the shore, looking for his wife. She had left the safety of the underworld for the light of the sun, and he wanted to understand why. When he found her, he was distraught - she had turned into a statue after long centuries of gazing out to sea. Furious, he rampaged around the countryside, until he was approached by the Witch. She asked him why he was sad, to which he responded "My wife is frozen

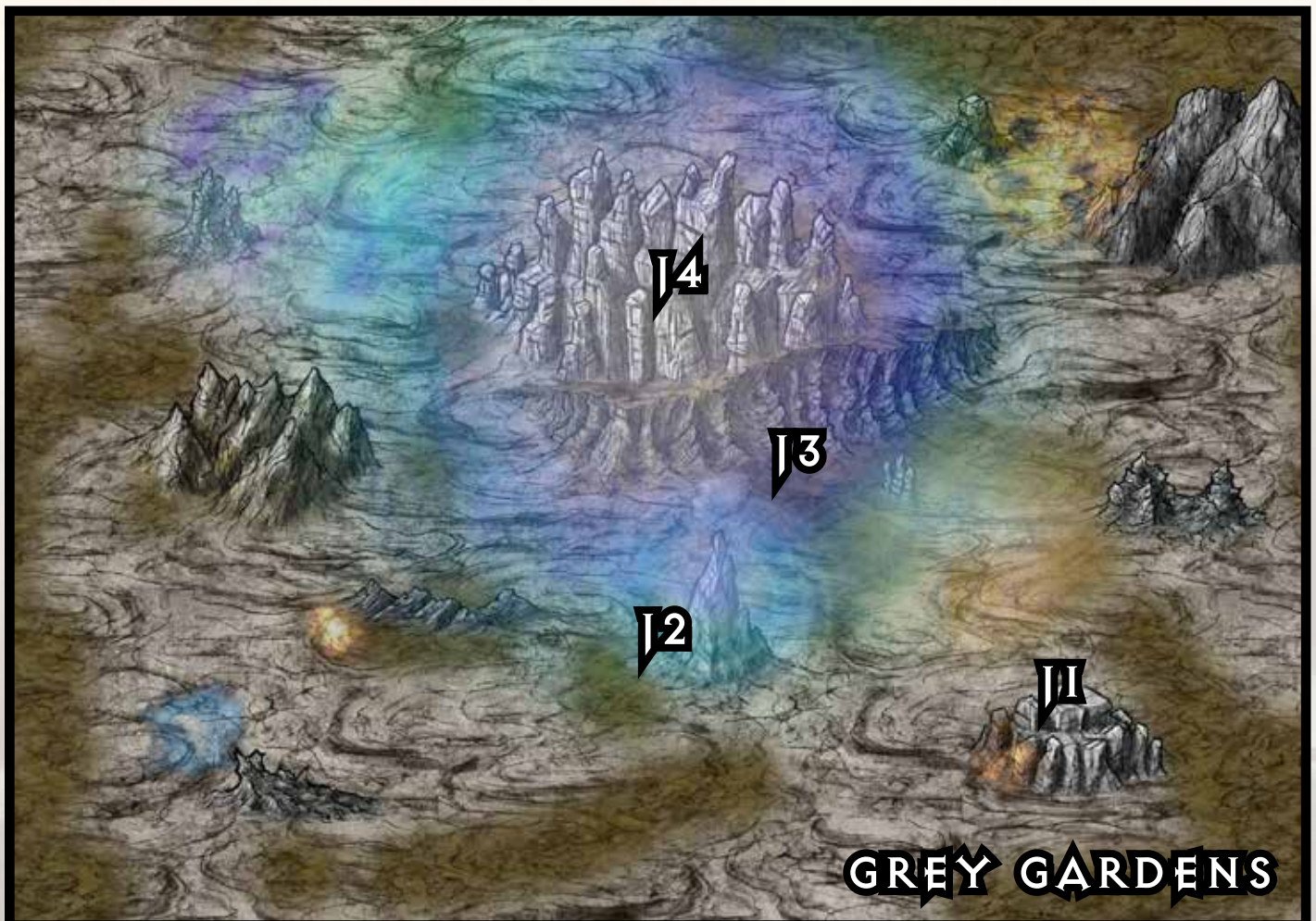
as stone, looking out across the sea. I miss her terribly." Taking pity on the giant, the Witch gave him a magical mirror which would allow him to look into his wife's dreaming mind, on the condition that should the Witch ever need his aid, the giant would come. Many years later, when the mob beat on the Witch's door, she called on the giant for help, but he was lost in the visions and ignored her call. In anger at his betrayal, she twisted the magic, trapping him in a nightmare which warped the land and people around him into a stony horror show.

Creatures and Horrors

Many of the civilians caught in the giant's nightmares became basilisks, gorgons or cockatrices. One, a magician of strong will and black heart, used her spells to deflect the worst of the curse. She became a medusa, and rallied the confused monsters to her cause with the aid of her enchantments. Taking up residence in the giant's shattered home, she works her black magic in secret, kidnapping travelers and transforming them into Stone Cursed for her own amusement.

The Nightmare

The Giant is trapped in an endless nightmare as the result of the Witch's Curse. His torment has warped the surrounding landscape, rendering it volatile and unpredictable. Whenever a creature in Grey Gardens casts a spell of 1st level or higher, roll on the wild magic table in the appendices.



Approaching Grey Gardens

Grey Gardens is likely to be approached from the south-east. As characters get within a mile of it, read the following:

As you head onwards, the ground beneath your feet seems to become soft and pliable. Stone drifts idly up from the earth into floating motes of rock, and back down again to merge with the floor. Walls rise and fall within minutes, replaced by more strange rock features. The earth itself seems alive, and twists away from your feet as you soldier forwards into this peculiar territory.

J1 - Grey Gardens

This mound of rock seems oddly stationary compared to the ever-shifting surroundings. An entrance has been hollowed out of the rock, and stone stairs lead downwards into the dark.

This subterranean lair has been hollowed out by the medusa who lives here.

J1a - The Medusa's Mausoleum

The stairs lead downwards into an underground chamber shrouded in dust and darkness. Four statues are placed dramatically around the chamber. One door leads further into the complex on the far wall.

These statues in this room are actually stone cursed. They wait until characters have almost passed through the room before surprising them with a sudden flurry of blows. The double doors are made of wood with steel banding, and are locked. The doors are also enchanted with an arcane lock, making them much more difficult to open. [DC25 to break down or lockpick].

J1a - Edie's Room

This room is divided in half by a large green curtain which cuts off your view of the rear half of the room. A gentle hissing comes from the other side of the curtain. "What do you want?" a female voice asks, laden with venomous intent.

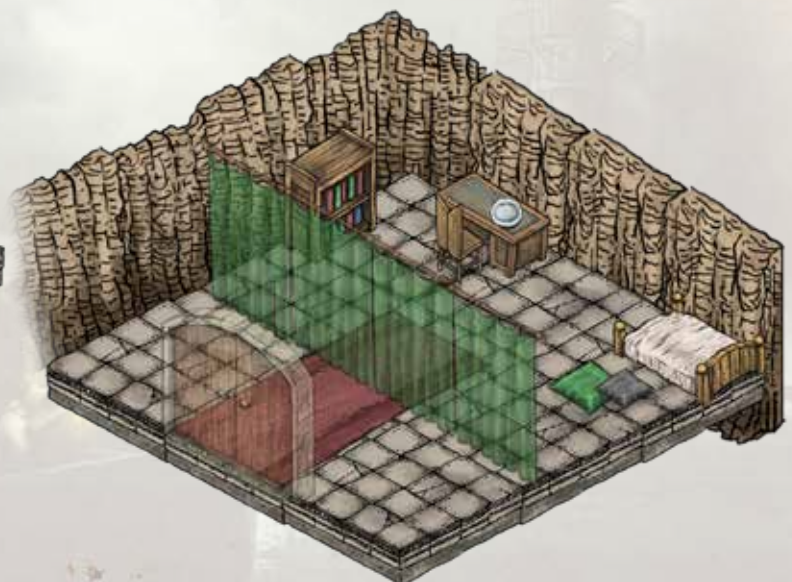
The medusa Little Edie (see the Appendices) resides here in the dark. She is acutely aware of the sudden danger she is in against a group of intruders. She speaks plainly and honestly as long as she thinks there's a chance the adventurers will leave peacefully. She warns the adventurers not to draw back the curtain. Edie knows the following information:

- There is a giant trapped in a nightmare in the heart of grey gardens. There is no freeing him.
- A being called Isolde came here recently, looking for the witch. Edie couldn't help her, but told her to look to the cove. There is a cave there where the Witch once worked her darkest magics.
- The stone cursed are a result of Edie's experiments. They are all former townspeople - Edie does not have the magic to cure them.

If the party draw back the curtain, Edie attacks with her magic.

Edie's room contains a spellbook - Edie's Edifying Enchantments (see the appendices). It also contains a selection of outdated books on natural history. Under her bed, Edie keeps an *Ioun Stone of sustenance* under her pillow, and wears a *bracelet of rock magic*.

CORRUPTION: The party kills Edie despite her attempts to avoid them.



J2 - The Peak

A spire of rock shoots up from the earth, hurtling towards the sky and hardening into a wizened steeple. A seagull alights on the newly formed peak.

The steeple vanishes in a few minutes, replaced by yet more ever-changing formations.

J3 - The Sheer Edge

Ahead of you the rock curves upwards in a sheer cliff edge. Boulders tumble down it, before vanishing and reappearing as gravel, which floats off to be caught into another magical eddy and floating out of view.

This cliff is dangerous to climb, and should really be navigated around. Coming too close to the Sheer Edge angers the rocks, which attack. Rocks have the statistics of **galeb duhr** - add a new **galeb duhr** each round on initiative count 20.

J4 - The Miserable Mesa

A haze of purple and pink weaves through the air, turning stone to mud and mud to magma and magma to shards of obsidian. Rock falls like water one moment and rise like clouds the next. At the center of the chaos, a gigantic humanoid sits staring into a mirror he holds in both hands. On the Giant's body, you can see strange protuberances that you swiftly realize are petrified human limbs and faces sunken into his flesh.

This area is dangerous, and all creatures treat it as difficult terrain. The Giant is a **stone giant dreamwalker** and is completely insensible. Anyone who steps close enough to look into the mirror he holds can see shifting scenes of two stone giants embracing, talking and other mundane activities. No amount of shouting or poking the giant raises him from his stupor, neither do attacks or merely covering the mirror. Only smashing or somehow stealing the 1000lb mirror has any impact on his attention to it. If his attention is garnered, the Giant is wroth:

The giant stirs, milky eyes filling with inhuman rage. The images on the mirror fade, replaced with a dull sheen. "You..what have you done?!" the giant roars. Rocks begin to crash to earth around him, and fissures spread where his feet touch the earth. He stands, and towers above you. "You...you have robbed me of my wife," he weeps. "Why? Why would you do such a cruel thing?"

Once stolen or broken, the mirror cannot be re-enchanted, and is no longer functional. The giant is distraught, and inconsolable.

EVENTS

You can use either of the following special events while the characters explore Grey Gardens.

A Present for Edie

A procession of grey-skinned humanoids lurches into view. They are dragging a human behind them, who is screaming vainly for help.

This group of twelve **stone cursed** are taking a new victim to Little Edie, so she can add them to their ranks. The woman is a **commoner** called Delilah, and is very grateful if she is rescued.

Amelia's Research

You are hailed from behind by a strange sight in these parts. A lone woman in black astride a rather sickly pony canters in your direction. She is being chased by a billowing specter, and it's gaining on her.

This is Amelia Hawthorne (area C6) who is being chased by a **wraith** she angered. If she is rescued Amelia apologizes for the inconvenience, and asks to accompany the characters into Grey Gardens. She wants to make some notes on the unusual geology for her book on natural history she's writing.



TRY NOT TO LOSE YOUR HEAD

CHAPTER SIX:

CARNIVAL!

Come one! Come all! See the wondrous and most marvelous collection of oddities and peculiarities this side of the wide, dark sea!

— Tindal, the Barker

What Is the Carnival?

The Carnival is a moving Ravenloft pocket domain that travels through the domains owned by other Darklords. For untold millennia, it moved through the borders of other domains, bringing cheer and wonder to the inhabitants of those other domains. In recent days, however, the Carnival has ground to a halt. The Ringleader of the carnival, an enigmatic being known as Isolde, has refused to move on for an unknown reason. This happens occasionally, whilst Isolde deals with some unknown business, so the carnies have taken the opportunity for a well-deserved holiday by the sea.

Isolde

A demon. A warrior. A paladin. Such are the words the carnival folk use to describe the Ringmaster, a being rarely seen in the carnival proper. Her tent, the largest of all, stands at the center of the carnival. As she is so seldom seen, the carnies whisper dire rumors about her true nature, though all agree she is the most powerful being they've ever met.

The Truth about Isolde

Isolde is a powerful Celestial. So powerful, in fact, that the world itself bends around her to accommodate her presence. The mists of Ravenloft, tainted by evil, cannot abide her presence. It is this constant conflict between the light of her being and the darkness that surrounds her which causes the a phenomena called the Twisting. Arcane scholars might call it a 'reality wrinkle', though similar occurrences are usually rare and short-lived. Banished from the heavens for disobeying orders in pursuit of a fiendish quarry, Isolde is trapped in an endless pursuit for the mysterious incubus known only as the Gentleman Caller. As she travels through the domains, she attempts to help the lost and broken where she finds them, to the extent that her time and resources will allow.

Appearing as a youthful elf in their late-twenties, Isolde's features carry an alien grace that is hard to look upon without fear and guilt. Her eyes carry a dark and terrible resolve that strikes terror into the heart of evil doers. She dresses in humble clothing, favoring black and dark blues. She always wears clothing traditionally worn by men, sticking to

trousers and keeping her hair short. She binds her chest to conceal her breasts, and to anything but a close inspection would appear to be nothing but an androgynous elf.

As a personality, Isolde is a creature of good and law. She tries very hard to make the right choice as she sees it, and often errs too far on the side of mercy. She regularly gives the benefit of the doubt to people who may not deserve it. Sadly, she usually finds her efforts met with cruelty, treachery or violence, which only causes her to suffer.

Darklords and Isolde

Within the bounds of the Carnival, the Dark Powers have allowed Isolde almost complete authority. The authority of other Darklords does not stretch into the Carnival, and their domain effects do not apply. When the Carnival enters a domain, the resident Darklord immediately becomes aware of it. Isolde's presence burns like the sun in the sight of creatures of evil, and many Darklords shy away from the light, hoping she will quickly vanish (which she often does). Other more powerful Darklords reach out to snuff the light like a candle, but she is always gone before the shadows arrive.

The Carnival and Other Domains

The Carnival is a traveling pocket domain, which moves between domains despite the various barriers protecting the borders. This is an exception to any rule which prevents creatures moving through those borders. Only creatures tied to the Carnival through the Twisting can benefit from this effect, something the characters will not be able to take advantage of in this instance.

The Twisting

The reality wrinkle produced by Isolde causes the inhabitants of the carnival to develop peculiar traits reflecting their inner nature. Isolde can suppress this effect by great force of will, or reverse individual cases with great effort, but chooses not to. As far as she is concerned, one's outward form should affect one's appearance.

The Twisting is a physical change, and usually results in the afflicted character taking on monstrous or highly disfigured appearance traits. The twisting only affects characters who travel with the Carnival for any significant length of time, or who anger Isolde. There is no saving throw against the Twisting, and it usually manifests when characters wake after an extended rest. The Twisting never removes a character's ability to function as a member of their chosen class (i.e., a Wizard would not gain a twisting that sewed his mouth shut, as that would remove his ability to effectively cast spells). Changes caused by the twisting can be cured by a Greater Restoration spell once characters have left the Carnival.

The assumption is that characters will not dwell with the Carnival long enough to develop a Twisting, but feel free to improvise if you prefer.

Using the Carnival

The Carnival is not the centerpiece of this story, but it is a useful vehicle for both introducing Isolde, and to play around with some fun NPCs to make a change of pace from cultists, ghosts and sad people.

Use the Carnival to press home the possibility that Isolde presents a way to escape the domain, and that should get the characters interested in meeting her. If you need to, you can have the characters chase her all the way around the domain, with her always being one step ahead, but that's up to you.

Approaching The Carnival

The Carnival is less than a day's walk from Widow's Peak, though characters might not stumble across it for some time unless someone points them towards it.

Colorful tents emerge into your line of sight. Bright reds, yellows and purples seem striking against the drab grays and browns of the wasteland surrounding it. However, the unnerving quiet suggests that attendance figures are poor. As you approach, a strikingly vigorous man in a top hat leaps down from a soapbox to cartwheel over to you.

- Mister ? hasn't been around much lately, but then it's so hard to tell when he keeps stealing faces.
- The Carnival does strange things to people who travel with it. The Carnival folk call it the Twisting.
- Don't go for dinner with the Vampiress - she eats with her mouth open.
- You mustn't try and talk to the Skurra, as they are bound by a sacred oath of silence.
- The Carnival came here before, a long time ago, Decades even.
- If you give money to the Imp, he'll only spend it on getting foot-rubs from the skurra. He's awful like that.
- This place isn't the same as it was before. It feels.. unstable. Like the ground could fall away.
- Madame Mavolo is a bit of an old hack, but they say that in her youth she was quite the dancer.

The Fetching Mirror

A long time ago, Tindal became the owner of a very special mirror - unfortunately, his experiments led him to become trapped in the mirror, with his reflection taking over his life. Thus, the adventurers are not talking to the real Tindal, just his reflection.

Tindal, the Soulless Man

Tindal is the Carnival's "barker" - that is to say, he drums up enthusiasm from the crowd. He's also rather good at it. He leaps at the chance to show newcomers around, even going so far as to offer them a personal tour (business being what it is, he has the time).

Tindal is part of the Carnival, and has a Twisting like his coworkers. His is very discreet, which is why he is in charge of public relations. He doesn't have a reflection, or a shadow, something he's happy to demonstrate.

He leads the characters around the Carnival grounds, answering questions and showing them the various acts. He can proffer the following information and rumors:

- The Carnival can travel to very hard to reach places. Tindal says the Ringmaster has a way to travel in and out of places like this.
- The creepy skeletal looking attendants? They're the Skurra. They've lost a lot of their old heritage, but their colorful wagons sure came in useful.
- Professor Pacali has been working on some kind of device for years now. Some kind of armband or circlet.
- Isolde is the Ringmaster. She occasionally goes off on her own, but not for this long. She's been gone for days.

Tindal explains to the characters that the Carnival can't leave without Isolde, and if they are getting along, he even goes so far as to ask if they'll keep an eye out for her. He thinks she might have gone to the old Witch's house on the hill, but that's just a hunch.



**A SKURRA NEVER SPEAKS
BUT THEY DO WATCH**

Inhabitants of the Carnival

The Carnival is home to a variety of peculiar acts, all of which bear the burden of the Twisting to one degree or another.

Skurra

The 'Skurra' are peculiar humans in strange skeletal masks and colorful clothes that help run the Carnival. They put up the tents, clear up mess, move heavy boxes and every other mundane chore required to keep the Carnival functioning. The other carnival folk refer to them as Vistani, which is born out by the Skurra's colorful clothing and itinerant ways. The Skurra never speak, under any circumstances. If forced to speak by magic, a Skurra vanishes at the first opportunity and is never seen again.

The Blade Brothers

This enigmatic duo is a knife throwing and juggling act. The brothers are identical, including their masks. Their act is a dazzling display to behold, and the Blade Brothers have been known to let knives fly just a fraction too close to people who irritate them. A knife thrown by either of the Blade Brothers is incapable of missing its target.

The Organ Grinder

This lone Skurra operates a clunky old Organ Grinder, and can usually be found either playing it relentlessly or sleeping under it. When he performs, tiny beasts crawl out from under the tent and begin to dance madly to the music. If the Organ Grinder is attacked, he can issue these swarms simple commands to defend him.

The Fates Three

These three Skurra have painted their faces with horrible, leering eyes. Their Skurra (false) names are Leer, Pry and Scream. When alone, the Fates Three have the statistics of normal skurra, but when within 30 feet of each other they gain the spellcasting abilities of a **mage**, sharing the same spells known and spell slots.

The Vampire

This skurra has a bizarre mutation - leathery bat wings extend from her shoulders, giving her a flying speed of 30 feet.

The Crimson Rose

This skurra dances for her act - the sign next to her platform says "Guaranteed to drive men crazy". Indeed, anyone who watches the Crimson Rose perform her dance for longer than a minute must succeed on a DC13 Charisma saving throw or gain a long term madness trait.

SKURRA-VERA

The carnival's vistani attendants wear special painted masks that deflect the effects of the Twisting and other curses, as long as the user abides by the following restrictions:

- The wearer never acknowledges, responds to or uses her true name
- The wearer never speaks
- The wearer never removes the mask
- The wearer is humanoid

The mask-making ritual is performed on the night after the full moon. The special oils and clays require proficiency in Alchemist's tools (or Vistani aid) to properly prepare, with a base cost of 50gp in reagents. A character who succeeds on a DC15 Intelligence [Religion] roll may even know enough of the basics to perform the ritual without Vistani aid.

The Skurra-vera are protective charms woven from sympathetic magic against a powerful effect. They draw in the bad magic and contain it, but only for a limited time. A Skurra-vera mask only lasts 1 month, after which a new mask must be made. Staring too intently at a Skurra-Vera mask can be unnerving. The masks neutralize the effects of any curse the wearer is under whilst they are worn.

A sinister rumor is whispered amongst the other carnival ghosts that the Skurra are in actuality long dead Vistani using their masks to hide from Death himself. Is it true? That's up for you to decide.

Professor Pacali and his Pickled Punks

A strange old gentleman with a crazed expression in a thin knee length white coat is standing in front of a cart full of tiny colorful jars. On closer inspection, the jars each hold a tiny humanoid creature curled up in the foetal position.

Professor Pacali (CE **noble**) is the most educated of the troupe. An old mage in a shabby lab coat, his cart is filled with little jars, in which tiny hairless humanoids have been pickled - their proportions are grotesque. He lives alone with his Pickled Punks at the edge of the carnival.

The Professor raises a peculiar variety of creature he calls the Pickled Punk. He offers them at reasonable prices. Eating a Pickled Punk can have miraculous effects, depending on the particular punk he has pickled. To pick a pickled punk, you might perhaps prefer to peruse the pots the punks are pickled in. The powers that a punk provides are presented practically in parallel.

The Professor will sell each character one Punk for a cost of 100gp. When consumed the pickled punk acts like one of the following potions:

Potion of Heroism, Philtre of Love, Potion of Poison, Potion of Healing, Potion of Gaseous Form, Potion of Speed, Potion of Longevity

The Marvelous Madame Mavolo

A wizened old crone beckons you into her dismal little tent. Cushions are scattered on the floor, and she plonks herself down behind a dirty table covered in strange looking cards. "Let Madame Mavolo part the veil," she begins, before being interrupted by a hacking cough, "and see the future."

This twisted old woman (LE **spy**) is a complete charlatan. She promises to read the future, but in actuality just mumbles words over a crystal ball and reads Tarokka cards whilst saying things that are vague, but seem meaningful. It is suggested that you play this with a straight face for as long as possible - some suggestions for cryptic prophecies are below:

The bird calls twice; you shall be avenged.

The third born son of a third born son will see the sun rise on a field of ashes.

You will meet a tall, dark stranger - he will tell you something important.

Ach, your fate is tangled. I see love, a great many loves.

If Madame Mavolo is revealed to be a hack through some combination of magic or skill, she gets angry and asks people to leave her to commune with the 'spirits'.

The Illuminated Man

Chained to a post like a dog, a naked man writhes in the dirt. His body is covered in gold and black tattoos, which shimmer and glide over his torso. As you approach, he scrambles away in a panic, throwing you a terrified look.

The illuminated man (CN **thug**) is covered head to toe in wondrous and marvelous tattoos of red, black and golden dragons, which shimmer when exposed to bright light. These tattoos are the effects of the Twisting, though to what end it's hard to say, as his tongue has been removed at some point in the past. He's shackled to a post, and spends most of his time with his head in his hands, or staring blankly up into the rain. He is unable to speak, but can communicate basic concepts through mime to those proficient in Insight.

The tattoos he bears are magical in nature, and once held a variety of dangerous inter-planar creatures. A long time past, his captors broke free and devastated the carnival, killing most of the troupe. He was punished by his captivity, and by the removal of his tongue.

RUMORS ABOUT ISOLDE

The carnival folk are unsure as to Isolde's true nature. The following rumors might be heard from any of the carnival folk who speak to the characters.

- Isolde is a powerful demon who other dark powers are terrified of
- Isolde is a rogue enchantress who sold her soul to a hag for magic
- Isolde is a mighty angel who can strike down evil with a touch
- Isolde is so beautiful it always rains near her as the clouds weep tears of joy at her face
- Isolde is so ugly that children and animals sometimes die on seeing her
- Isolde avoids towns because she doesn't like all the attention
- Isolde wanted to stop here to see an old friend
- Isolde has been gone for days now, and she isn't usually gone this long
- Isolde wanted to see the old house on the hill, but wouldn't let anyone go with her

The Imp

A wretched man crawls and debases himself in front of you. The lower half of his face is a horror story unto itself - green, oily flesh and a miniature face protrude from the skin. A tiny arm waggles where his mouth should be. He groans and mimes for you to give him money. It's a pathetic sight.

The Imp is much cannier than he looks. A fledgling warlock who murdered his way into the bad books of a vampiric darklord who shall remain nameless, the Imp fled to the Carnival for sanctuary. Whilst Isolde took him in, she saw into his black heart, and knew him for what he was - a murderer and a liar. Soon enough, however, the Twisting took effect and melded his Imp familiar to his face. Now everyone sees him for what he is - a monster. Without his voice, he is unable to cast his spells, rendering him helpless but to beg for money.

CORRUPTION: Knowingly aiding the evil Imp to return to his life of casual murder.

Mister ?

Lurking behind a tent, a mysterious gentleman is watching you, head tilted as if in curiosity. He wears a copper mask in the theatrical style, faded green from oxidization.

Mister Question Mark (see appendices) lurks behind tents and slips away from possible conversation before it begins. It wears a mask over its face, which is designed to cover the horror of Mister?'s appearance. In his normal form, Mister ? looks like a featureless white waxwork doll, completely hairless. Though harmless enough, Mister ? has developed a taste for the life experience of others, which it can drain from anyone he successfully grapples. A lone adventurer presents a tasty meal... and Mister ? hasn't as much self-control as it would like.



EVENTS

You can use either of the following special events while the characters explore the Carnival.

The Professor's Plan

This event occurs when the characters are speaking to Professor Pacali.

The nasty little man gives you a conspiratorial glance. "Between you and me", he says. "I think Isolde is...up to something here. Something nasty. It's no coincidence this place hasn't seen the Witch in decades. Isolde has a history with this place, I know it. And we can do something about it."

Professor Pacali (LE **noble**) wants to use a magical device called the Mystick Cage to imprison Isolde and interrogate her for answers. The *mystick cage* (see appendices) is a rare magical device he's been working on for years. He happily agrees to accompany adventurers to find and trap Isolde if they agree to go with his plan. Once she's trapped, Pacali intends to seal her away or bury her, and take up ownership of the Carnival.

CORRUPTION: The characters agree to help Professor Pacali in his underhanded coup attempt.

Nightmares Unbound

This event occurs at night, anywhere in the domain, after the characters have spoken to the Illuminated Man.

A spectral, two dimensional horror warps towards you, drifting through the dark and billowing in the breeze. It looks almost like a living tattoo....

This creature can be anything you like, with the following added traits:

Fluid Form. The creature can move through any gap that isn't airtight.

Thought Given Flesh. When this creature is reduced to 0 hit points, it vanishes.

Try and pick creatures with meaning from the past of the characters, which can even include dead enemies and NPCs the characters never thought they would see again.

CHAPTER SEVEN: THE HOUSE ON THE HILL

Come one! Come all! See the wondrous and most marvelous collection of oddities and peculiarities this side of the wide, dark sea!

— Tindal, the Barker

Burn The Witch

The Witch maintained a residence on a mountainous hillside near Widow's Peak. There, she dispensed medicine, performed auguries and invoked the old gods of wind and sea in her dark magic. People came to her for advice, for magic and healing, and for curses on those they believed to have wronged them. In time, the townsfolk grew terrified of the Witch's power. All manner of bad luck, incompetence and human malevolence were blamed on her magic. Whenever a cow fell sick - the witch did it. When a child became ill - the witch was to blame. Fear (as it so often does) turned to anger, and anger to violence. A mob of citizens armed with pitchforks descended on the Witch's house. They found her waiting for them, calmly, having foreseen this day would come. They dragged her outside her

house, and burned her at the stake. As she died, the Witch brought down her curse on the villager. Such power had this dying curse that the land was rent in two. The earth around the pyre blackened, and the Witch laughed. Once the deed was done, the carcass was torn from the smouldering remains and hurled into the sea.

The House

The Witch cursed Widow's Peak for their treachery and violence. Most of all, she cursed the land around her house, so that none would love it as she had. She rent a tear in the earth leading to the void itself. She drew a veil of dark magic over the house and the site of her death, a lethal magic designed to kill any interlopers. No subtlety here, just death.

Approaching The House

The Witch's cottage lies on the mountainside, some 4 hours walk up a craggy, treacherous slope. Coming within 10 miles of the house sets most mortal creatures at unease. Animals become scared, and all but the bravest flee far away, never to return.

The air has become biting. Stones dig into your feet through your shoes. The air whispers bitter curses into your heart - you are not welcome here, it says. Turn back, or die.



The House's Curse

The house is surrounded up to 5 miles around by the dark effects of her curse. The area is warded against magical travel. Creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The curse proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Ethereal Plane. In addition, the spell damages mortal creatures. When a humanoid or beast enters the curse's area for the first time on a turn or starts its turn there, the creature takes 5d10 necrotic damage. Creatures feel a sense of incredible danger moments before they set foot inside the area affected by the curse.

Avoiding the Curse

Surviving the house's curse can be achieved in several ways.

- Familiars or conjured extra-planar creatures can be used to scout ahead.
 - Any effect or item which protects against curses (such as a skurra-verra) will protect against the house's lethal aura
 - Immunity to necrotic damage
- and other ingenious ways characters will undoubtedly come up with. The curse cannot be dispelled or neutralized, even by an *antimagic field*.

K1 - The Pyre

Burned planks of wood lie in an ugly heap on the ground. The earth is stained black around it, as if scarred. A glowing green mark surrounds the remains of the pyre, leaking magical energy in places.

This is where the witch was burned at the stake, remains preserved by dark magic. This is Ground Zero for the curse, and is arguably the most dangerous place in the entire domain. Any creature which touches or crosses the green mark is disintegrated.

K2 - The Wardens of Wood

These rather sick looking trees are a strange, ashen gray. Faint faces are etched into the trunks.

These trees are actually **wood woads** bound as a last line of defense from intruders. The wood woads awaken if characters enter the house or disturb the Pyre. They attack until they die or drive off intruders.

K3 - The Hut

Illuminated in the sickly green miasma, this rustic stone cottage looks like it might once have been cosy. A small wooden door, lovingly polished to a shine, is slightly ajar leading into the house.

The door's lock is broken, as if it were forced.

K3a - The Main Chamber

The door opens to reveal a tiled chamber, sparsely furnished with a desk, stove and cupboard. The room is quiet, but not dusty.

This was the Witch's main living area, where she would make notes, cook and relax. Sitting on the desk is a letter in a spidery hand. It reads thus:

Dear Amelia,

I wish it had not come to this. I wish could tell you this in person. I wish so many things. I have sent you somewhere safe, somewhere they will not find you. I will not have you live your life thought a monster. They come to kill me, of course. It's a funny thing, I'm not scared at all. I've lived a long life, and I shall have my revenge upon them tenfold. If you find this, a long time from now, I want you to know that I love you.

Never forget that.

Your Loving Mother

The cupboard contains old peasant clothes suitable for an old woman, gardening implements and a collection of small empty glass bottles. The books on the table are mundane ones on geology, medicine, midwifery and natural history. The stove is broken, and doesn't function at all any longer.

K3b - The Bedroom

This room is very small, containing a bed, a rug, a fireplace and a bucket.

A character who searches the room finds a *talisman of ultimate evil* under the bed pillow. Anyone who sleeps in the bed has horrible nightmares all night.

CORRUPTION: A character picks up and attunes to the *talisman of ultimate evil*. I mean, come on. Seriously? They totally deserve it.

EVENTS

You can use any the following special event while the characters explore the House on the Hill.

Isolde

This event occurs only if the characters have not yet met Isolde, as they enter area K3a.

A beautiful humanoid with sharply pointed ears stands surveying the room. Their clothes are smart, and almost military in cut, colored a deep blue. As they turn their eyes to you, a powerful sense of righteousness, good and mercy shines out from her kind expression.

This is Isolde. Allow players to mistake her for the Witch if you have a sense of the dramatic.

"Hello," says the stranger, in a voice that shimmers and dances around you like a melody you've known all your life. "I am Isolde. You are here to witness the fruits of mortal folly? Behold." Her gaze becomes sad as she once more looks around the room.

Isolde has come here looking for her old friend, the Witch. She is rapidly understanding what has taken place here, and her grief is beginning to turn to righteous anger. She turns to the characters, listening to their story. If she is asked, she explains that she knew the woman called The Witch a long time ago. She goes on to confess that the cult who burned the witch still maintains activity, sacrificing women and children to some foul idol. She asks the characters whether they think Craven Cove has suffered enough at the hand of the Witch's Curse, or whether intervention is required.

If they say that the town has suffered enough, Isolde warns the characters to stay out of her way. She leaves, heading for Angharad's Teeth.

If they say the cult must be stopped Isolde's anger is stoked. She condemns the villagers for their treachery, and means to make an end of it.

"Very well," says Isolde. Her eyes flash a brilliant white, and her body shines with an incandescent aura. The shadow of feathered wings falls against the wall. "Meet me at Angharad's Teeth. This cult must be punished for their wickedness." Isolde vanishes in a flash, leaving a pure white feather behind.

Either way, Isolde heads to Angharad's teeth, to deal the cult the justice she thinks they deserve.



IN CRAVEN COVE
EVEN THE WINGED CAN FALL FROM GRACE

CHAPTER EIGHT:

ANGHARAD'S TEETH

When the Morninglord abandoned us, we learned the old ways of water and air. We sought out the gods that lie dreaming under the sea, and petitioned their mercy with blood and sacrifice. Don't you see? This was their miracle. You are their miracle.

— Arch-priest Golo

Food for the Old Gods

Angharad's Teeth is a dark place. In the years since the Witch perished and laid her curse on Widow's Peak, cultists hoping to garner the favor of their imaginary gods have been sacrificing each other here, allowing the blood to feed itself to the sea. The domain of dread has fed on these dark deeds, and Angharad's Teeth has become imbued with a savage evil that encourages the very worst that mortals have to offer.

Angharad's Teeth

A cave lair hidden in a secluded part of the beach, Angharad's Teeth is not obvious to the naked eye. Indeed, when the tide is in the lair is inaccessible by foot, requiring the characters to use magic, or

construct some kind of sea vehicle to reach it.

The Cult

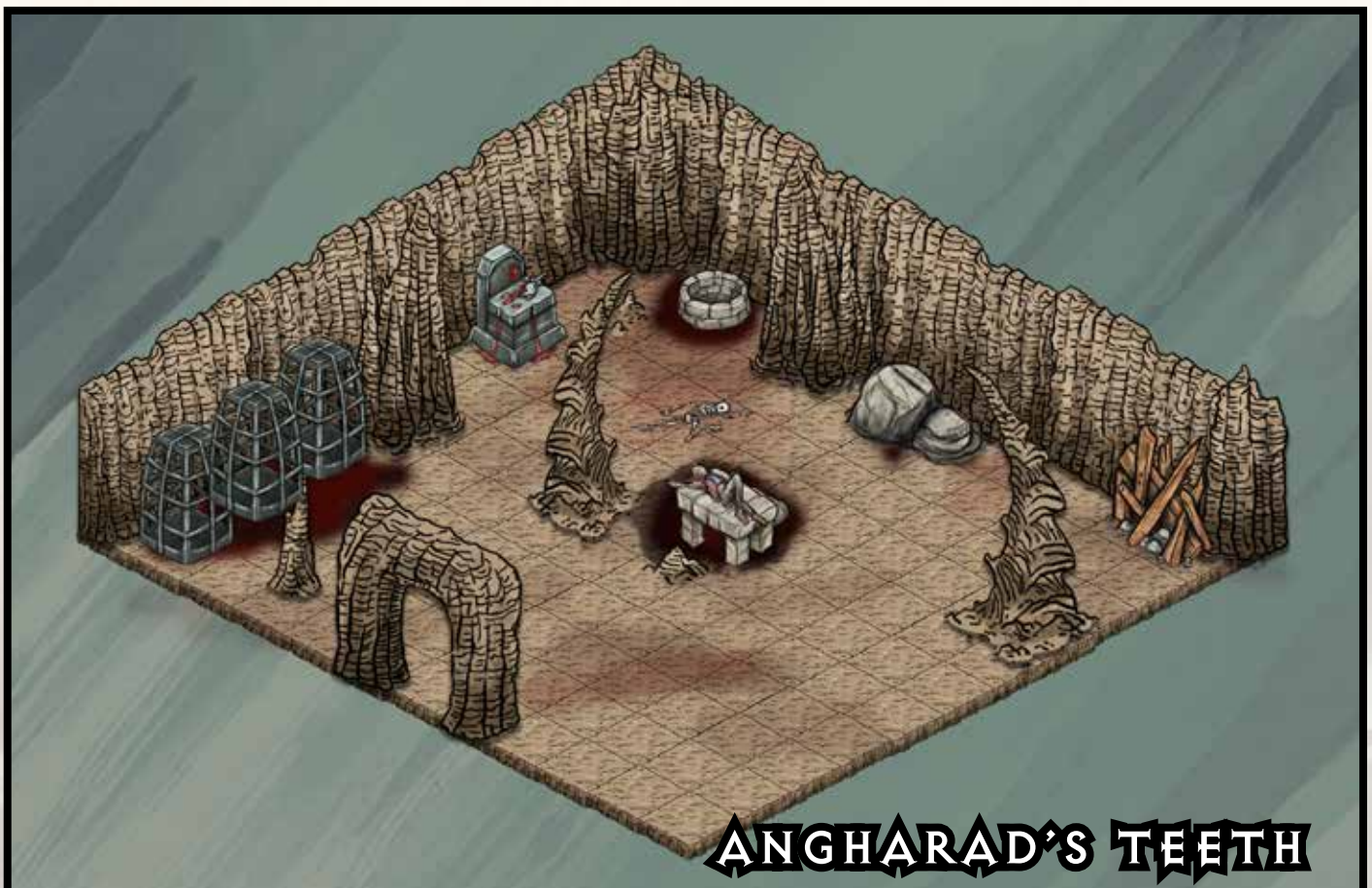
Up to 30 cult members reside here at any one time. Appearing at Angharad's Teeth without being adequately prepared could easily lead to a grisly death. Whilst the cult worships false idols, the domain has twisted itself to further their misbegotten cause, lending some of the cultists peculiar powers over wind and sea. Characters who charge in blindly are likely to be captured and killed, before their bodies are thrown as an offering to the sea.

The Cull

Tensions have been mounting for some time in Widow's Peak. The cultists have been stealing away townsfolk for a long time, and they are running out of potential sacrifices. Several events in this module might lead the characters to start tracking down the cult, which should lead them right to Angharad's teeth at your convenience.

Tracking the Cult

Any character who tries can track the cult down to the seafront. Where they went from there depends if the tide is in. If the tide is out, it's easy to follow the many footprints leading to Angharad's Teeth. If the tide is in - well, the players may have to become inventive, or search the entire beach.



ANGHARAD'S TEETH

Servants of Madness

The cultists arrayed at Angharad's teeth vary from day to day. When the characters arrive, the following cultists are present:

3d6 **cultists**

1d4 **gullspeakers**

1 **archdruid**

The cultists of the Old Gods are beyond rational behavior. They live in the hope that some dark god is listening to their prayers - in their minds, this is far better than having no god at all. Their collective belief in these nebulous old gods has drawn the attention of the Dark Powers, who power their magical abilities to encourage them to further acts of evil.

Characters who enter Angharad's Teeth are immediately as not being members of the cult, unless they have stolen the faces of existing cult members. (The reason for this should be self evident in that all cult members know all other members on a first-name basis, it's a small town).

Cult members dress like normal villagers when at home. When on cult business, they dress in green loincloths, thin grey linen robes and green copper masks shaped like theatrical masks in a wide variety of expressions.

Archdruid Golo runs a defunct drapery business back in Widow's Peak, and is the leader of the cult since the last one threw himself from a cliff in suspicious circumstances some 20 years prior. He loves nothing more than watching a sacrifice, and worries that the recent upsurge in natural disasters is due to the cult not providing enough sacrifices to the old gods.

Area P - Angharad's Teeth

Once the characters have located the cave entrance, all that remains is to enter.

As your eyes adjust to your new surroundings, you see a stone altar standing in the center of the room, on which lies the body of a middle-aged man. Blood pools around the floor beneath it. The entire room is stained dark maroon. Against the wall, hideous metal cages are riveted into the rock.

Robed figures in smiling masks swarm out of the shadows to accost you. "Get them!" shrieks a wavering voice, "The Old Gods must be fed!"

The cultists give no quarter. If they are reduced to a quarter of their number, they begin to flee, hoping to escape back to town and disappear into anonymity.

The body on the table is dead already, and has been for several minutes. The well in the corner of the room stretches down into the void that lies waiting below Craven Cove. Anything that falls into it is lost forever. The cages don't currently contain any prisoners, unless you need them to for some

reason. The DC to break open these cages without the key is 20, and Archdruid Golo carries the only set of keys.

CORRUPTION: The characters kill fleeing cultists, or slaughter them en masse rather than attempting to imprison them.

EVENTS

You can use the following special event while the characters explore the Angharad's Teeth.

Like A Prayer

This event occurs only if the characters have met Isolde at the House on the Hill, and agreed to join her in slaying the cult.

You arrive at the cave to a grisly sight. Bodies lie everywhere, strange figures in green cloth and smiling masks. Blood floods the floor. Isolde stands amongst the wreckage, holding her sword aloft. Her eyes are a deep black, and her voice thunders. "They deserved their fate, didn't they?" she says, almost as if the question were rhetorical. "I understand now. Evil can only be met with swift justice. Think how many lives I could save, if only I were more..proactive." Her gaze falls on you.

Proceed immediately to Chapter Nine: What the Thunder Said.

CHAPTER NINE: WHAT THE THUNDER SAID

The wind blows

The sea calls

The sky rages

Come to me, lost and terrible

Your time is here

— Priest of the Old Gods

The Time Has Come, the Walrus Said

You should run this chapter when you are ready to conclude the adventure, and both of the following criteria are met:

One of the adventurers has a Corruption score of 5 or higher.

The adventurers are confronting Isolde at any of the locations in Craven Cove.

The Dark Powers decide (at a moment of your choosing) that now is the time they will anoint the new Darklord.

The Storm

The storm is a side-effect of the disintegrating domain. Without a Darklord to sustain it, the demiplane is slowly collapsing in on itself. The storm begins on the horizon, and moves quickly over the whole domain. Thunder and lightning are accompanied by howling wind and rain. Whilst the storm rages, several effects are in place for anyone outside:

1) A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

2) Everything within an area of heavy rain is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Voices In The Dark

This chapter can evolve in many ways, depending on who you expect to be raised to the position of Darklord. Wherever the characters and Isolde are, allow the storm to break overhead.

The wind rips across the sea, hurling the waves into a crashing frenzy. The sea batters the shore, sending rocks hurtling into the water. Thunder booms, lightning flashes, and rain pours from the sky in a furious deluge.

Characters who have high Corruption scores feel the world fade to black as a powerful bolt of lightning strikes the earth dangerously close to their location. Time pauses in the material plane for a moment, as each is offered a choice.

You open your eyes to blackness. Darkness as far as you can see. You float in an inky void, distorted whispers pressing in against your awareness. "Craven Cove must have a Lord" the voices seem to say. "Or it will fall into the void. Will you take this burden?"

The voices answer no more questions, waiting for assent or rejection. Wait for all characters to make up their minds, and then restart time with each character returned to their bodies.

This is a good time to study the Corruption scores for each character if you are using that rule. If the Dark Powers are faced with multiple willing candidates for the position of Darklord, they will almost always choose the character with the most corruption.



If you are worried about players' decisions being contaminated by knowledge they shouldn't have IC, you can take each character briefly aside for a few minutes outside the room, whilst each makes their choices.

A Character Chooses Darkness

If a player character chooses to take up the mantle of Darklord, run this encounter. Any characters who chooses this path are immediately rendered a non-player characters. Before the eyes of the party, they begin to warp and transform, becoming a monster worthy of ruling a domain of Ravenloft. The character grows into a **kraken**.

Your friend bulges and grows outwards in a hideous warping, scaly growths appearing on their flesh until they disappear into a gargantuan mouth surrounded by failing tentacles. Lightning strikes once more, and something in the air seems to exult

The new Darklord immediately attacks Isolde. The new Darklord is reeling from the transformation, and is their old self no longer. It's up to the player characters to decide whether to intervene. If she isn't helped, Isolde holds her own at first, but soon falls to a powerful spell or blow from the kraken's tentacles. The kraken is focused on Isolde, feeling a burning need to snuff her out like a candle, but it turns the occasional tentacle or lair action on player characters. Once it has dealt with Isolde, it eliminates the characters one by one.

Isolde Chooses Darkness

If no player characters choose to take up the mantle of Darklord, run this encounter.

Isolde's face turns ashen, and her eyes black. "I cannot allow this place to fall into nothingness," she says, but her voice is a chorus of many. "I will do what I must. And I cannot allow you to stop me."

Isolde turns on the party. This could prove a difficult fight for the characters. Isolde is a powerful foe, and approacher her new duty with the same fearsome efficiency she applies to everything. The characters will need to pull out all the stops to take her down.

The Darkness is Denied

If no player characters choose to take up the mantle of Darklord, and you don't want to corrupt Isolde, the domain falls apart in earnest. The characters have one hope - reach the Carnival in time to disappear into the mists with it.

The sky tears, deep black voids appearing in the sky. The earth bends, splintering into fragments. "Join hands!" Isolde screams. "Now!"

Isolde waits only moments, then grabs the free hand of the closest character and launches herself towards the Carnival, dragging the chain with her. It takes 5 rounds to reach the Carnival with Isolde dashing frantically across the sky through lightning, thunder and rain. As the party hangs on

for dear life, something emerges from the rain.

A gigantic terror from a sailor's nightmares cruises out of the falling skies. A gigantic seagull, eyes black as coal, beak razor sharp. It swoops for you with a cry that drowns out the thunder, attended by a howling brood of lesser gulls.

This is the King of Gulls, a manifestation of the domain's dying malevolence. Use the statistics for a **roc**, and include however many **swarms of seagulls** you see fit. If the characters reach the Carnival alive, move on to Epilogue.

This Isn't A Fair Fight!

No, you're right. It categorically isn't. A kraken, a monstrous seagull and a celestial of Isolde's power are far outside the recommended threat level for level 10 characters. Below are a list of things to consider when staging this last fight.

- This the location of this fight is entirely up to you. Placing it on the sea shore is more dangerous, and placing it in Widow's Peak benefits the characters, giving them more places to hide.
- Both a kraken and a solar are high damage dealers, but a party of level ten is very capable of outputting enough damage to take them down, particularly if they have recently rested
- Magical items scattered across the module can give the characters an edge
- The monsters are largely focused on each other at first, meaning all the characters need to do is play cleanup if they don't feel like a big challenge
- Your characters might get lucky, or just pull an unusual trick out of the bag.
- Influence from other NPCs might affect this moment, such as possessing Professor Pacali's *mystick cage* in a fight against Isolde.

EVENTS

You can use the following special event while the characters decide the fate of Craven Cove.

Sharknado

This event occurs as the fight gets underway.

In the distance, wind roars across the sea, circling in a typhoon that drags water up into the sky. Dark, finned shapes swirl in the tornado hurtling towards the shore.

Woe betide anyone hit by a tornado full of sharks.

EPILOGUE: A WICKED WHISPER

*I looked to heaven, and tried to pray;
But or ever a prayer had gusht,
A wicked whisper came, and made
My heart as dry as dust.*

— *The Rime of the Ancient Mariner* [1834]

Chapter Nine is a deadly challenge for the characters. If they gain corruption too quickly, and fail to explore Widow's Peak for items, help and experience, they will likely perish. They can improve their chances by talking to non-player characters, exploring their surroundings, and so on.

The outcome of Chapter Nine determines how the adventure ends.

The Void Beckons

If the remaining character manage to defeat their treacherous party member, or the crazed Isolde, destroying them, then the storm continues to rise in ferocity as the characters try to regain their bearings. The demiplane is unable to sustain itself any longer without a Darklord, and unravels.

Your victory is pyrrhic. As the last blow falls, the weather takes a turn for the worse. Lightning blinds you, falling from the sky in arcing bolts all over the cove. Thunder deafens you, crashing over and over like the peal of a ghastly bell. The land splits apart, revealing nothing beneath it but never-ending darkness. The nothingness swallows you.

The characters are consigned to nothingness as the demiplane unravels. This is quick and painless.

A New Darklord Rises

If the characters are unable to defeat the ascended Darklord, they will surely perish in the attempt. The new Darklord slays the characters and consigns their ghosts to wander the demiplane with the knowledge of their failure. The Darklord closes the borders of the domain, and rules over the forsaken wreckage of Craven Cove for the foreseeable future.

Escape!

If the characters manage to ride Isolde's coat tails to the Carnival, they reach the Caravans just in time, as the skurra finish loading the wagons.

"Come!" roars Isolde over the driving rain and thunder. "We leave at once!" The caravans move as one over the rapidly disintegrating earth, fading into nothingness. As the last caravan begins to shudder into movement, Isolde hops on, and holds out her hand.

Characters who join the Caravan are whisked away from the domain as it collapses it upon itself. From here on, only you can say what becomes of them. Perhaps the Carnival is able to leave them in another Domain of Dread. Maybe they awaken in their home plane, troubled by dreams of dark water. Their adventures are their own from here on out, and Craven Cove is no more. For now.

A NOTE FROM THE AUTHOR

Thank you for reading through Widow's Peak. I hope you get some enjoyment, or at least some inspiration from it. I drew from a lot of sources to pull this module together, but I owe a great debt to the 2nd Ed module *Carnival* by John W. Mangrum and Steve Miller, from which I drew several of the characters presented in Chapter 6 (though I took a great deal of poetic license with that material). The rest is spun from wholecloth - there's something very frightening about the sea. It doesn't make sense, it doesn't apologize. The capricious whimsy of the seaside is something I've tried hard to capture here, and I hope that at least some of that came across. The idea of what might happen if a Domain of Dread were left without a Darklord has always been interesting to me, and I think that people will find it fun to explore. It also opens the doorway to a climactic final scene, whether or not you corrupt your player characters to evil. Above all, D&D is about having fun, so steal, add or remove bits as much as you like to make Craven Cove your own. If you want to use the domain in your own work, go ahead, but please credit this document.

APPENDICES

Appendix A: Magic Items

Ocean's Seven [Wondrous Item]

Legendary, requires attunement by a spellcaster

This silver tiara is studded with seven lapis lazuli *spell gems*. A character attuned to *Ocean's Seven* is attuned to all seven spell gems.

Spell Level	Gem	DC	Atk. Bonus
1st	Lapis lazuli	13	+5

Mystick Cage [Wondrous Item]

Artifact, requires attunement by a spellcaster

Professor Pacali has been constructing this device for decades. It seems to be a small iron band, large enough to fit around one's arm as a bracelet. It is inscribed with arcane symbols of binding and ensorcelment around the inner edge. Extra-planar creatures who touch it feel an intense pain.

Anathema. Celestials, fiends and undead within 120 feet of the Mystick Cage have disadvantage on saving throws. Whilst the Mystic Cage is on your person, you have advantage on saving throws against effects produced by celestials, fiends or undead.

Radiant Immunity. While attuned to and bearing the *mystick cage*, you have immunity to radiant damage.

Spells. Whilst the Mystic Cage is on your person, you can use an action to cast one of the following spells (save DC 23) from it: *magic circle*, *antimagic field*, *wall of force*. Once you use the mystick cage to cast a spell, you can't cast a spell again from it until the next dawn.

Appendix B: Trinkets

d20	Craven Cove Trinkets
1	A small bottle with a rolled up letter inside
2	An eye patch
3	A bag of sea salt
4	A broken tiller
5	A small metal hook the size of a hand
6	A porcelain figurine of a seagull
7	A pot of blue ink
8	The skull of a fish that had three eyes
9	A sea shell. If you hold it to your ear, you can hear the sea.
10	A colorful stick of candy colored with red and white stripes
11	A big lump of white chalk
12	A golden coin marked with a skull
13	A bag of bird feed
14	An amber spyglass
15	A water damaged book called "Wight waves at midnight"
16	Half the jawbone of a shark.
17	A small pendant made of lapis lazuli and peridot
18	A wooden eye, scratched and worn, with a fork sticking out of it
19	A waterlogged monkey's paw
20	Two large clam shells fitted with shoulder straps.

SPELL GEMS

A spell gem can contain one spell from any class's spell list. You become aware of the spell when you learn the gem's properties. While holding the gem, you can cast the spell from it as an action if you know the spell or if the spell is on your class's spell list. Doing so doesn't require any components and doesn't require attunement. The spell then disappears from the gem. If the spell is of a higher level than you can normally cast, you must make an ability check using your spell-casting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the gem with no other effect.

Each spell gem has a maximum level for the spell it can store. The spell level determines the gem's rarity and the stored spell's saving throw DC and attack bonus, as shown in the Spell Gem table. You can imbue the gem with a spell if you're attuned to it and it's empty. To do so, you cast the spell while holding the gem. The spell is stored in the gem instead of having any effect. Casting the spell must require either 1 action or 1 minute or longer, and the spell's level must be no higher than the gem's maximum. If the spell belongs to the school of abjuration and requires material components that are consumed, you must provide them, but they can be worth half as much as normal. Once imbued with a spell, the gem can't be imbued again until the next dawn.

Appendix C: Craven Cove Wild Magic

d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
03-04	For the next minute, you can see invisible creatures you have line of sight to.
05-06	A giant shark appears in an unoccupied space within 5ft of you, then disappears 1 minute later.
07-08	You cast <i>erupting earth</i> as a 3rd level spell, centered on yourself.
09-10	You cast magic missile as a 4th level spell.
11-12	Your fingernails turn purple and rot away.
13-14	You cast <i>fog cloud</i> centered on yourself.
15-16	For the next minute, you can breathe underwater, but can't breathe on land.
17-18	You gain a tattoo of a skull on your face or hands.
19-20	You cast <i>water breathing</i> .
21-22	You cast bestow curse at 3rd level on the nearest living creature.
23-24	Your skin turns a vibrant shade of green. A Greater Restoration spell can end this effect.
25-26	An eye appears on your forehead for the next minute. During this time, you have advantage on Wisdom (Perception) checks that rely on sight.
27-28	For the next minute, all your spells with a casting time of one action have a casting time of 1 minute.
29-30	You teleport 1 mile in a random direction.
31-32	You transport yourself to the Border Ethereal until the end of your next turn, when you return to the space you previously occupied (or the nearest unoccupied space).
33-34	The next time you cast a spell of 1st level or higher, a swarm of gulls appears and attacks
35-36	Roll 2d10. You age by that many years.
37-38	1d6 specters appear within 30ft and attack, prioritizing the weakest targets.
39-40	You regain your lowest level expended spell slot.
41-42	You cast Create Water as a 9th level spell.
43-44	For the next minute, you walk on water.
45-46	You turn transparent for 1 minute, apart from your circulatory system.
47-48	A water elemental controlled by the DM appears in a space within 5 feet of you.

d100

Effect

49-50	You can't speak for the next minute. Whenever you try, you begin to vomit sea water.
51-52	Your skin hardens to a crab like shell for 1 minute, granting you +2 to AC, and immunity to cold damage.
53-54	You are immune to suffocation for the next 1d6 days.
55-56	Your clothes turn a pale green.
57-58	For the next minute, each person you touch starts vomiting seawater and can't speak.
59-60	You cannot recover spell slots for the next week.
61-62	For the next minute, anything you say comes out as a whisper.
63-64	You cast Fog Cloud centered on yourself.
65-66	Up to three creatures you choose within 60 feet of you take 4d10 cold damage.
67-68	You are frightened by all creatures until the end of your next turn.
69-70	Each creature within 30ft of you loses the ability to swim, if they possess it.
71-72	You gain resistance to all damage for the next minute.
73-74	A random creature within 60ft of you starts screaming. They stop after 1 minute.
75-76	You become infertile. This effect can be ended by <i>remove curse</i> .
77-78	You turn to stone and are petrified for 1 minute.
79-80	You are surrounded by the illusion of a swarm of gulls.
81-82	You can take one additional turn, immediately.
83-84	A random creature within 10ft of you takes 6d10 Thunder damage as a crash of thunder echoes out from you.
85-86	You cast <i>misty step</i> .
87-88	You gain a fly speed of 25ft for the next minute.
89-90	You vanish, and reappear wherever you woke up this morning.
91-92	If you die within the next minute, you return to life as if targeted by a Reincarnate spell.
93-94	All your teeth fall out. They grow back in 72 hours.
95-96	You and all creatures within 10 feet of you gain vulnerability to radiant damage for 1 minute.
97-98	You are surrounded by faint music, that reminds you of a sea shanty.
99-00	You regain all expended spell slots.

Appendix D: NPCS & Villains

Gullspeaker

Gullspeakers are the eyes and ears of the Cult of the Old Gods. They can summon seagulls to do their bidding, and spend a lot of time looking through their eyes.

Gullspeaker

Medium humanoid, neutral evil

Armor Class 11

Hit Points 32 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	14 (+2)

Skills Animal Handling +3, Perception +3

Senses passive Perception 13

Languages Common, Primordial

Dark Devotion. The gullspeaker has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The warlock's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 11), requiring no material components:

At will: *speak with animals (birds only)*, *animal friendship (birds only)*, *beast bond (birds only)*

Spellcasting. The gullspeaker is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following druid spells:

Cantrips (at will): *shape water*, *gust*, *frostbite*

1st-3rd level (2 3rd level slots): *sleet storm*, *thunderwave*, *call lightning*, *conjure animals (birds)*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

Swarm of Gulls

Craven Cove is infested with seagulls. These nasty and territorial birds often waylay travelers in large groups looking for food.

Swarm of Gulls

Medium beast, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 11

Languages --

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a seagull. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Isolde

Isolde is a powerful celestial, ring-mistress of the Carnival, and a potential new Darklord for Craven Cove.

Isolde

Medium celestial, chaotic good

Armor Class 21 (Natural Armor)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws INT +14, WIS +14, CHA +17

Skills Perception +14

Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 24

Languages All, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. Isolde's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Innate Spellcasting. Isolde's spellcasting ability is Charisma (spell save DC 25). She can innately cast the following spells, requiring no material components:

At will: *detect evil and good, command*

3/day each: *blade barrier, bestow curse, blindness/deafness*

1/day each: *reverse gravity, divine word*

Magic Resistance. Isolde has advantage on saving throws against spells and other magical effects.

Actions

Multi-attack. Isolde makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Legendary Actions

Isolde can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The solar regains spent legendary actions at the start of its turn.

Teleport. Isolde magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Searing Burst (Costs 2 Actions). Isolde emits magical, divine energy. Each creature of her choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). Isolde targets one creature she can see within 30 feet of her. If the target can see her, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Hulking Crab

Huge beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 76 (8d12 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (+1)	16 (+3)	3 (-4)	11 (+0)	3 (-4)

Skills Stealth +2

Senses Blindsight 30 ft., Passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Amphibious. The crab can breathe air and water.

Shell Camouflage. While the crab remains motionless with its eyestalks and pincers tucked close to its body, it resembles a natural formation or a pile of detritus. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

Actions

Multiattack. The crab makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The crab has two claws, each of which can grapple only one target.

Mister ?

Mister Question Mark is a peculiar abomination who stalks the grounds of the Carnival looking for experiences to eat.

Mister ?

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands common, but can't speak
Challenge 5 (1,800 XP)

Immutable Form. Mister ? is immune to any spell or effect that would alter its form.

Actions

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (DC 14)

Eat Memories. Mister ? targets one creature it has grappled. The target must succeed on a DC 14 Charisma saving throw or become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When Mister ? causes a target to become memory drained, Mister ? gains their appearance until they are no longer memory drained.

Appendix D: Curses

Craven Cove is a place plagued by bad mojo. The spell bestow curse allows creative uses for it, and some flavorful little hexes are suggested below. Some of these curses billow about Craven Cove as ambient clouds of hats, encountered randomly. When you need a curse in a hurry, roll on the table below or choose one that suits your needs.

d20	Effect
1	Your left eye goes blind.
2	You grow a hideous wart on the side of your nose has a single hair sticking out of it.
3	Everything smells of herrings to you.
4	Every attack you make is accompanied by a sad trombone sound.
5	Your teeth turn yellow and crooked
6	Whenever you drop something, it lands at the worse possible angle.
7	You stub your toe whenever you enter or leave a building.
8	You chew horrendously loudly, no matter how hard you try to eat quietly
9	Whenever you joke about an object being a mimic, it turns out to actually be one
10	You lose a weapon or spell focus whenever you finish a long rest.
11	One of your feet becomes very large and bursts out of your shoe.
12	You grow nonfunctional gills.
13	Once each night, just as you fall asleep, you are awoken by a loud noise.
14	You can't remember anyone's names.
15	You have a silly walk now.
16	Seagulls follow you asking for food wherever you go
17	You have a permanent cold.
18	You lose all appetite for food and drink
19	Animals are scared of you
20	You gain a 6th finger on one of your hands