

RAVENLOFT

G NIGHTMARE ON G GNOME STREET



*A one-shot slasher movie adventure with gno-where to run,
gno way out and gno-mercy.*

BY OLIVER CLEGG



GNIGHTMARE ON Gnome STREET

*"All people want to see nowadays is men running around in ski masks, hacking up young virgins."
— Peter Vincent, Fright Night (1985)*

Gnome Street is a Ravenloft adventure for pre-generated characters.

Overview

Unlucky teenagers enter a haunted house on a dare, hoping for a peaceful night's sleep. It soon becomes apparent, however, that the world is not so merciful. In a disturbing Gnightmare sequence, a mysterious killer works to slowly murder them one by one as they try to survive until morning. As the night progresses, the murderer becomes more violent and daring, until one lucky survivor makes a break for freedom.

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PROLOGUE:

HACK AND SLASH

What Is Gnome Street?

Gnome Street is a dream 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. Gnome Street is a peculiar demiplane in that it exists on the border of consciousness, allowing the plane to seep into the dreams of mortals and play out the grisly consequences inside their heads.

In Gnome Street's case, the Darklord is a shapechanging force which adores nothing more than slaughtering any adventurers which arrive in its domain. The form it most often takes to do so is the form it knew in life: a fearsome gnome with a chainsaw called Hackerjack. Throughout this adventure, the Darklord is often referred to as "the Killer" and sometimes as Hackerjack.

The presence of the Killer has caused Gnome Street to develop some unusual traits.

Marks of Horror

Gnightmare on Gnome Street uses several tropes to achieve the desired feel. They should be used liberally whenever appropriate to reinforce the gruesome (and slightly camp) aesthetic of slasher horrors.

Dwindling Party. The Killer stalks his new prey over the course of the night, planning to whittle down their numbers until only one remains. He'll dispatch his victims in cruel and unnecessarily brutal ways, before facing off against the final one in a chase or a showdown.

Implacable Foe. The Killer is intentionally stronger than the party by several magnitudes. The adventure should feel desperate. Attempts to damage the Killer with mundane weapons should be demonstrably unsuccessful. Having the killer smash through the odd door is always a nice touch.

Suspense. The Killer is playing with his food. Whilst murder most grisly is definitely on the cards, it's only worth doing if it provokes the right amount of horror, jump scares and desperate chases through the darkness. The killer could easily walk in and kill everyone in the first 10 seconds, but that isn't the point for the Killer. It's the dread that the killings inspire that makes it worthwhile.

Bad Things Only Happen At Night. The adventure takes place over one evening. By morning the characters will be dead, or returned to their beds in their own worlds. Of course, the characters don't know this, and the Killer is more than prepared to use their confusion to secure a good old fashioned beheading.

Too Dumb To Live. Several murder-fodder characters are provided for use with this adventure. You're encouraged to have them die abysmally and tragically after they make a singularly asinine decision like wandering off alone into a dark closet. Slasher films are horror, but they're campy horror. Don't take it too seriously, and enjoy the hysteria.

Alterations to Magic

Gnome Street 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 Gnome Street simply fail, as do all effects that Banish a creature to another plane of existence. These restrictions apply to magic items and artefacts. Magic that allows transit to the Border Ethereal is the exception to this rule. A creature that enters the Border Ethereal from Gnome Street is pulled back into the city upon leaving that plane.

For the purposes of spells whose effects change across planar boundaries, Gnome Street is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Gnome Street, Whilst in Gnome Street, characters who receive spells from deities or otherworldly patrons continue to do so. If you choose to bring your own characters to Gnome Street rather than use the pre-generated ones, keep the following in mind:

Playing Fair: Spells or abilities that conjure or access extradimensional spaces simply fail.

Light: Spells or abilities that conjure light only shed a quarter of their usual illumination in both dim and bright light.

Divinations: Spells of the Divination school simply fail, as to abilities that allow a character to detect creature types.

PART ONE:

THE DARK BEHIND THE CURTAIN

"Did you hear something?"

The Last Words of Albert Finknottle, Gnome.

Gnome Mercy

The Darklord of Gnome Street is doomed to repeat the same night of horror over and over. Once a gnomish engineer of some renown, he was cast out from his clan due to experimenting on his fellow gnomes. Now, he took this rather personally, and went on a rampage throughout Gnome street, leaving behind only carcasses and a vague smell of regret. The mists of Ravenloft swept in and stole him away, turning the House on Gnome Street into a dream realm which plagues the Gnightmares of the living to this day.

Hackerjack

Hackerjack prefers to use a chainsaw to gruesomely murder his victims (preferably in as darkly comedic a fashion as possible). If whimsy strikes him, however, he might use his sharp claws instead. He always wears black leathers, and a white full face mask to cover his features. He is a sadist at heart, which means he enjoys the thrill of the chase. If he can brutally injure a character, perhaps removing a leg or two in the process, he'll do that to amp up the tension, perhaps returning later to finish the job.

KILLER TRAITS

You can always substitute a different monster for the Killer if you desire. If you do so, a Killer monster has the following traits, in addition to their normal statblocks.

I'll be back: If reduced to zero hit points, the Killer vanishes. It returns to life in 1d4 rounds in an unobserved location with full hit points.

Here's Gnomey!: The killer deals double damage to objects and structures. (Use this to punch fists through doors and so on.)

Look Behind You [Recharge 6]: The Killer can use an action to vanish from its current location and appear at any other location as long as the destination is currently unseen by any characters.

You Can Run, But You Can't Hide [Recharge 5-6]: The Killer can use a bonus action to focus on the scent of panic and worry. The locations of any characters with fewer hit points than their maximum become known to the Killer.

Hackerjack

Small monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 110

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dexterity +3, Constitution +8, Wisdom +4

Skills, Athletics +10, Perception +4, Stealth +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., Passive Perception 14

Languages Common, Gnomish

I'll be back: If reduced to zero hit points, Hackerjacker vanishes. It returns to life in 1d4 rounds in an unobserved location with full hit points.

Here's Gnomey!: The killer deals double damage to objects and structures. (Use this to punch fists through doors and so on.)

Innate Spellcasting. Hackerjacker's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

at will: *minor illusion, project image, phantasmal force, compelled duel, spare the dying*

1/day each: *hold person, sleep, power word stun*

Actions

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

Chainsaw *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage.

Invisible Passage. Hackerjacker magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage. Any equipment it wears or carries is invisible with it

You Can Run, But You Can't Hide [Recharge 6]. The Killer can use a bonus action to focus on the scent of panic and worry. The locations of any characters with fewer hit points than their maximum become known to the Killer.

Look Behind You [Recharge 6]. The Killer can use an action to vanish from its current location and appear at any other location as long as the destination is currently unseen by any characters.

PART TWO: THE RULES OF THE GAME

Where to Begin

The poor souls trapped in the dream world of Gnome Street are doomed to meet a grisly end in the house. Each player chooses one of the pre-generated characters from the Appendices, and chooses a room to start in.

Introduce each of the characters, asking players to describe an appearance and a few salient personality traits. Read the following.

It's a dark and misty night, and you and your friends have come to the House on Gnome street to spend the night as part of a dare. Years ago, it's rumoured an evil gnome murdered his entire family here, and they say his spirit wreaks a terrible vengeance on trespassers. As you lay down to sleep, you can't shake the awful suspicion that you might have made a terrible mistake coming here.

Rules of Gnome Street

- A character cannot leave the House on Gnome Street until all other characters are dead. The players don't need to be aware of this unless you want them to be. Characters who attempt to leave the house instead find themselves returning through the front door. [Outside swirls endless grey mist which can't be reached.]
- Turns proceed in initiative order as soon as the killer appears until it can no longer be seen by any character. If the killer is subsequently encountered, reroll initiative and proceed until all characters are dead.
- Each room has some special features you can opt to use as the character flee from their bloodthirsty assailant. Be flexible in your approach, and give some poetic license to any crazy schemes characters might come up with to buy themselves a few more moments on the mortal coil.
- Characters reduced to 0 hit points do not fall unconscious, though they do make death saves as normal on their turns. Characters who fail three death saves die, and characters who pass three saves regain 1 hit point. When a character is reduced to 0 hit points they also immediately roll on the mutilation table.
- The module ends when the final character either escapes from the house, or meets a grisly end at the hands of Hackerjack.

PART THREE: THE HOUSE ON GNOME STREET

"Ugh, this place is filthy! Gnomes are gross. What even is a gnome anyway? Some kind of lizard?"

Cindi

Room Locations

Below are described rooms in the house, labeled to correspond to the Key attached to the map provided in the appendices.

A - The Foyer

This antechamber is suspiciously clean, and has an odd, sharp smell to it, like the acrid odour of acid or chemicals. It's devoid of furniture. To the west, oak front doors stand as an imposing barrier to your exit. To the south, double doors lead to the lounge, and an open archway leads off to the north.

The foyer is important as it leads to the front door. It's no help to any of the characters except the last man standing, who wants to exit as soon as possible. The doors can't be opened until then.

B - The Toolcase

This small corner room contains a small rug and a cupboard brimming with tools.

The tool cupboard contains a set of masons, smith's and thieves' tools.

Rug. A character can make a Strength (Athletics) check DC10 to pull the rug out from under the feet of anyone standing on it, knocking them prone.

C - The Dining Room

This large room contains a broad wooden table and 5 chairs. A rusty kitchen knife lies discarded on the table.

Table. A character can make a Strength (Athletics) check DC10 to overturn the table, turning the entire room into Difficult Terrain. A character can attempt to Hide under the table.

Knife. The rusty kitchen knife counts as a dagger.
Chairs. The chairs can be used as one-use improvised weapons (clubs or greatclubs).

D - The Kitchen

The tiled floor is coated in dried blood. Two chairs lie under a battered old kitchen table, and a third lies shattered on the floor. The stove on the far side of the room looks twisted and ancient, as does the dripping metal sink in the far corner. A large butcher's cleaver sits on the table.

Cleaver. The cleaver can be used as a scimitar.

Chairs. The chairs can be used as one-use improvised weapons (clubs or greatclubs).

Table. A character can make a Strength (Athletics) check DC10 to overturn the table, turning the entire room into Difficult Terrain.

Stove. The stove is broken, and can't be turned on.

Stove. The killer is able to stuff dead bodies in here.

Sink. A creature can smash the sink to release a spray of water into the bathroom, flooding the floor and causing anyone entering the room to succeed on a DC10 Dexterity saving throw or fall prone.

Herbs. A character proficient in Nature can use the herbs in the kitchen to mask their scent.

E - The Altar

This round room has a sinister stone altar laid into the floor, rising to chest height.

The Altar is where Hackerjack likes to store dead bodies, chainsaw corpses and generally hang out when he has nowhere else to be. He also likes to do crochet here.

Chainsaw. On the rare occasion he's not using it, Hackerjack leaves his Chainsaw here. Characters can use it as if it were a greatsword.

F - The Cupboard

This thin, curved room is filled with coats, shoes and other outdoors clothes hung back to back all through the cupboard.

Coats. A character can attempt to Hide amongst the coats. Sound is completely muffled here. The entire cupboard is difficult terrain.

G - The Lounge

A long corner sofa dominates this spacious room, and a patterned rug covers the floor.

Rug. A character can make a Strength (Athletics) check DC10 to pull the rug out from under the feet of anyone standing on it, knocking them prone.

Sofa A character can make a Strength (Athletics) check DC10 to pull the rug out from under the feet

of anyone standing on it, knocking them prone.

H - The Library

Rows of bookcases fill this gigantic room floor to ceiling. Most seem to be handbooks on engineering, grisly fairy tales, or bound up anthologies of trashy magazines. A sinister silence pervades the area.

Books. The books in the library contain mostly trashy horror fiction. A character who succeeds on DC15 Intelligence (History) check might learn a useful trait about the killer, presuming they have enough information already to conduct a productive search. This information might include the killer's creature type, resistances or one of their iconic abilities (for example, the mind flayer's extract brains ability). This is particularly useful if you're using a variant Killer.

Shelves. Characters can attempt to hide behind the shelves. Knocking over the shelves requires a Strength (Athletics) check DC15, which topples it to the floor. A falling shelf deals 2d6 bludgeoning damage to anyone on the other side and knocks them prone.

KILLER TACTICS

The Killer loves nothing more than to play with its food. The following tactics are good places to start.

Mimicry: The killer uses minor illusion to confuse and misdirect its targets, pretending to be people in trouble, or simply making the sound of footsteps whilst it waits in a likely escape route.

Magical Mystery Ride: The killer locates a likely target, grapples them, and uses Look Behind You to vanish to a separate location and secure the kill.

Trophy Kills: The Killer likes to display his handiwork in surprising places. Inside the oven, under beds, in spike-filled closets...take your pick.

Only A Matter of Time: The Killer is patient. If it comes up against significant resistance, it retreats and returns when the characters' guard has lowered.

I - The Bedroom

A large bed lies in one corner of the room, accompanied by a rickety night-stand. A large carpet covers the floor, and a cupboard is propped up against one wall.

Curtains. As a reaction, a creature can yank down the curtains on an attacker with a successful DC10 Strength check. This ends the attacker's turn. Characters can also Hide behind the curtains.

Bed. The bed is big enough to hide under.

Cupboard. This cupboard isn't big enough to hide in, but has changes of spare clothes in it.

Cupboard The Killer can hide in the cupboard, as it is small enough to squeeze in.

J - The Closet

This cramped closet is empty aside from dust and cobwebs.

Whenever a character opens the door to The Closet, there's a 50% chance the Killer is there waiting for them if no one knows where the Killer is currently.

K - The Study

A large wooden desk sits before a gigantic corner window obscured by heavy curtains. Ink stains cover the desk.

Desk. Characters can hide under the desk. They can also open the drawers to find a small letter opener (dagger) and some sheets of paper.

Desk. When a character looks at the papers on the desk, there's a 50% chance the killer has drawn a perfect portrait of them in ink on all of the sheets of paper.

Chairs. The chair can be used as one-use improvised weapon (club or greatclub).

Curtains. As a reaction, a creature can yank down the curtains on an attacker with a successful DC10 Strength check. This ends the attacker's turn. Characters can also Hide behind the curtains.

L - The Bathroom

The bathroom is slippery. A creature which uses the Dash action whilst entering the bathroom must succeed on a DC 10 Dexterity saving throw or fall prone.

Bathtub. A creature can attempt to Hide by submerging themselves underwater and holding their breath.

Bathtub. A killer can hide the corpse of a slain character in the bathtub, turning the water red with blood. A character who witnesses this for the first time loses inspiration (if they have it) and must

succeed on a DC10 Wisdom saving throw or end their turn immediately.

Sink. A creature can smash the sink to release a spray of water into the bathroom, flooding the floor and causing anyone entering the room (dashing or not) to succeed on a DC10 Dexterity saving throw or fall prone.

M - The Chokey

This hideous room is filled with spikes and nails embedded into the walls. Everything is rusty and coated with dried blood.

Spikes. The Killer can stack bodies on these spikes. A character unfortunate enough to stumble across this must succeed on a DC10 Wisdom saving throw or end their turn immediately.

MUTILATION TABLE

When a character is reduced to 0 hit points, they immediately roll on this table. If a character rolls the same result twice, they only take the result if it's feasible. (ie., it's only possible for characters to lose two legs.)

1d10	Result
1-2	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2-4	Lose an Arm or a Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time.
5-6	Lose a Foot or Leg. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance.
7-8	Limp. Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone.
9-10	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.

THE HOUSE ON GNOME STREET



1 SQUARE = 5 feet

PART FOUR:

THE VICTIMS

Cindi

Cindi is independent, attractive and therefore doomed to a horrible fate sooner or later. An exceptional athlete and motivator, Cindi can theoretically keep a group of traumatized adventurers going in the face of horror and adversity. When it comes down to it, though, she'll save the people she likes first.

Personality Trait. "I'm too young and pretty to die."

Bond. "Bugsy is like a little brother to me. I'd like to make sure he doesn't die horribly."

Flaw. "I tend to storm off in a rage when I'm contradicted."

Cindi

Medium humanoid (human), neutral good

Armor Class 13

Hit Points 9

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	8 (-1)	10 (0)	16 (+3)

Saving Throws Dexterity +5, Charisma +5

Skills Acrobatics +5, Athletics +3, Perception +2, Performance +5, Persuasion +5, Stealth +5

Senses passive Perception 12

Languages Common

Athletic: If Cindi is prone, standing up only costs her 5 feet of movement. Climbing doesn't cost her extra movement. Cindi can make a running long jump after moving only 5 feet on foot.

Spellcasting. Cindi is a 1st level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Cindi knows the following bard spells:

Cantrips (at will): light, prestidigitation

1st level (2 slots): faerie fire, healing word, silent image, heroism

Actions

Fist Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+ 1) bludgeoning damage.

Scream. In the first round of combat, you can use your bonus action to make a Charisma (Performance) check. Any allies with a passive perception equal to or lower than your the result become aware of your location within the house, and the fact you may be in danger.

Distraction. When the killer attacks you and you are aware of the attack, you may use your reaction to make a Dexterity (Sleight of Hand) check contested by the Killer's Wisdom (Perception) as you throw sand in its eyes, flash a torch or spell at it or stab it in the leg. If the Killer loses the contest, the attack misses.

"This is SO unfair."



Chad

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 14

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Strength +5, Constitution +4

Skills Acrobatics +3, Athletics +5, Perception +1, Sleight of Hand +3

Senses passive Perception 11

Languages Common

Brawler. Chad is proficient in improvised weapons. When Chad hits a creature with an unarmed strike or an improvised weapon on his turn, he can use an action to attempt to grapple the target.

Rage. On Chad's turn, he can enter a Rage as a bonus action. Whilst raging:

- Chad has advantage on Strength checks and Strength saving throws.
- He has resistance to bludgeoning, piercing, and slashing damage.

A Rage lasts for 1 minute. It ends early if Chad is knocked unconscious. Chad can also end his rage on his turn as a bonus action.

Actions

Fist Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage. This damage increases to 1d4+3 if Chad is raging.

Obstruction. You pull down curtains, smash sinks, knock over bookcases, anything it takes to put distance between you and the killer. You make a DC 12 Strength (Athletics) check to try and knock an object over, break it or cause a mess. On a success, a 5 ft radius area adjacent to you becomes Difficult Terrain.

Distraction. When the killer attacks you and you are aware of the attack, you may use your reaction to make a Dexterity (Sleight of Hand) check contested by the Killer's Wisdom (Perception) as you throw sand in its eyes, flash a torch or spell at it or stab it in the leg. If the Killer loses the contest, the attack misses.

Chad

Chad is a meathead, and relies on brute strength to get by. He's head-over-heels for Cindi, mostly because he's been taught by the patriarchy that his worth is tied up in being aggressively over-familiar to women. He makes a lot of not-particularly funny jokes.

Personality Trait. "I need to be the biggest man in the place, so I shout a lot."

Bond. "I'd put myself in danger for Cindi. Well, a little danger. Not too much."

Flaw. "I get violently angry when I think people aren't listening to me."

"I am OUTTA here...Cindi, call me. Bye."



Bugsy

Small humanoid (human), chaotic good

Armor Class 12

Hit Points 9

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	8 (-1)	18 (+4)	8 (-1)	6 (-2)

Saving Throws Dexterity +5, Wisdom +1

Skills Sleight of Hand +5, Stealth +5

Senses passive Perception 9

Languages Common

Lucky. Bugsy has 5 luck points. He can also spend one luck point when an attack roll is made against him. Roll a d20, and then choose whether the attack uses the attacker's roll or Bugsy's.

Overlooked. Bugsy can try to hide when he is lightly obscured from the creature from which he is hiding.

Actions

Fist Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Panic Hide. You move up to your movement speed and make a Dexterity (stealth) check.

Reactions

Redirect Attack. When a creature the you can see targets you with an attack, you can choose another character within 5 feet of you. The two characters swap places, and the chosen character becomes the target instead.

Bugsy

Bugsy is small, terrified, and determined to document the happenings at the House on Gnome Street. He carries a little journalist pad everywhere, and is absolutely sure the place is haunted. Unfortunately for Bugsy, he's absolutely right. If you prefer, Bugsy has a video camera to record the trauma instead.

Personality Trait. "I'm scared of almost everything, it turns out for good reason."

Bond. "I need to document this story."

Flaw. "I can't be relied upon in a crisis."



Edgar

Medium humanoid (human), neutral good

Armor Class 9

Hit Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	10 (0)	10 (0)	16 (+3)	12 (+1)

Saving Throws Dexterity +2, Wisdom +6

Skills Intimidation +4

Senses passive Perception 10

Languages Common

Spellcasting. Edgar is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Edgar knows the following druid spells:

Cantrips (at will): *gust, thunderclap*

1st level (2 slots): *healing word, fog cloud*

Familiar. Edgar has a familiar called Sophocles. It does as he asks. If it dies, Edgar despairs.

Actions

Fist Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Sophocles

Small beast (raven), unaligned

Armor Class 12

Hit Points 1

Speed 10 ft., fly 50ft.

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

Skills Perception +3

Senses Passive Perception 13

Languages understands common, doesn't speak

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Edgar

Edgar is a gloomy sort, who keeps a pet raven (Sophocles). He writes awful poetry, and died his hair black. He's also a witch, which has done him absolutely no good up until now - in the dream world of Gnome Hill, he finds he suddenly has more power than he thought.

Personality Trait. "If we all die here, we probably deserve it."

Bond. "I love Sophocles, I won't leave without him."

Flaw. "I lose hope too easily."

"Alas, Sophocles.
It seems we are doomed to die here. Woe."



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RATINGS

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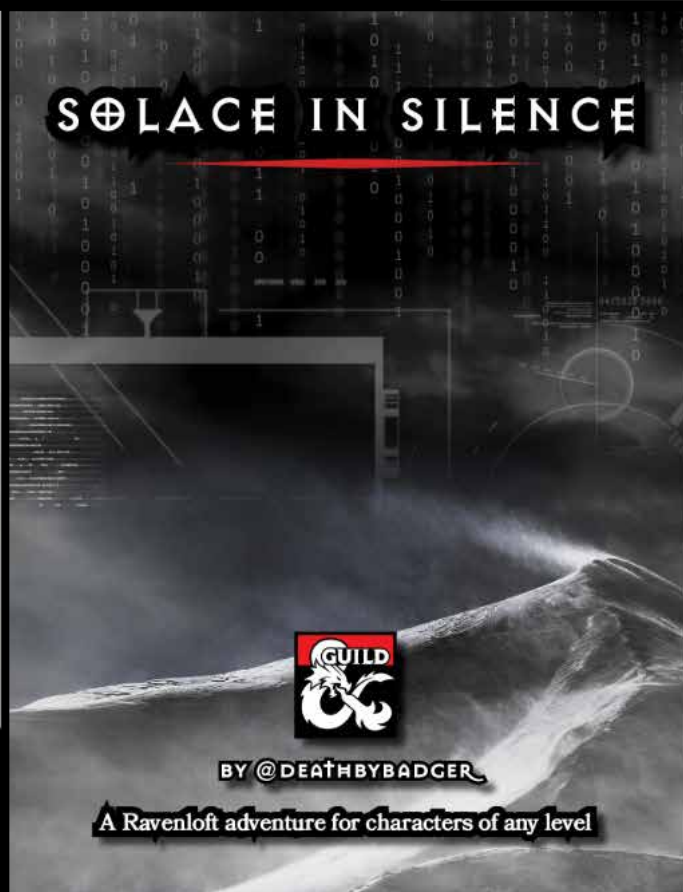
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