

RAVENLOFT

GAZETTEER

A 5TH EDITION RAVENLOFT ATLAS



CARNIVAL

- THE SHOW MUST GO ON -



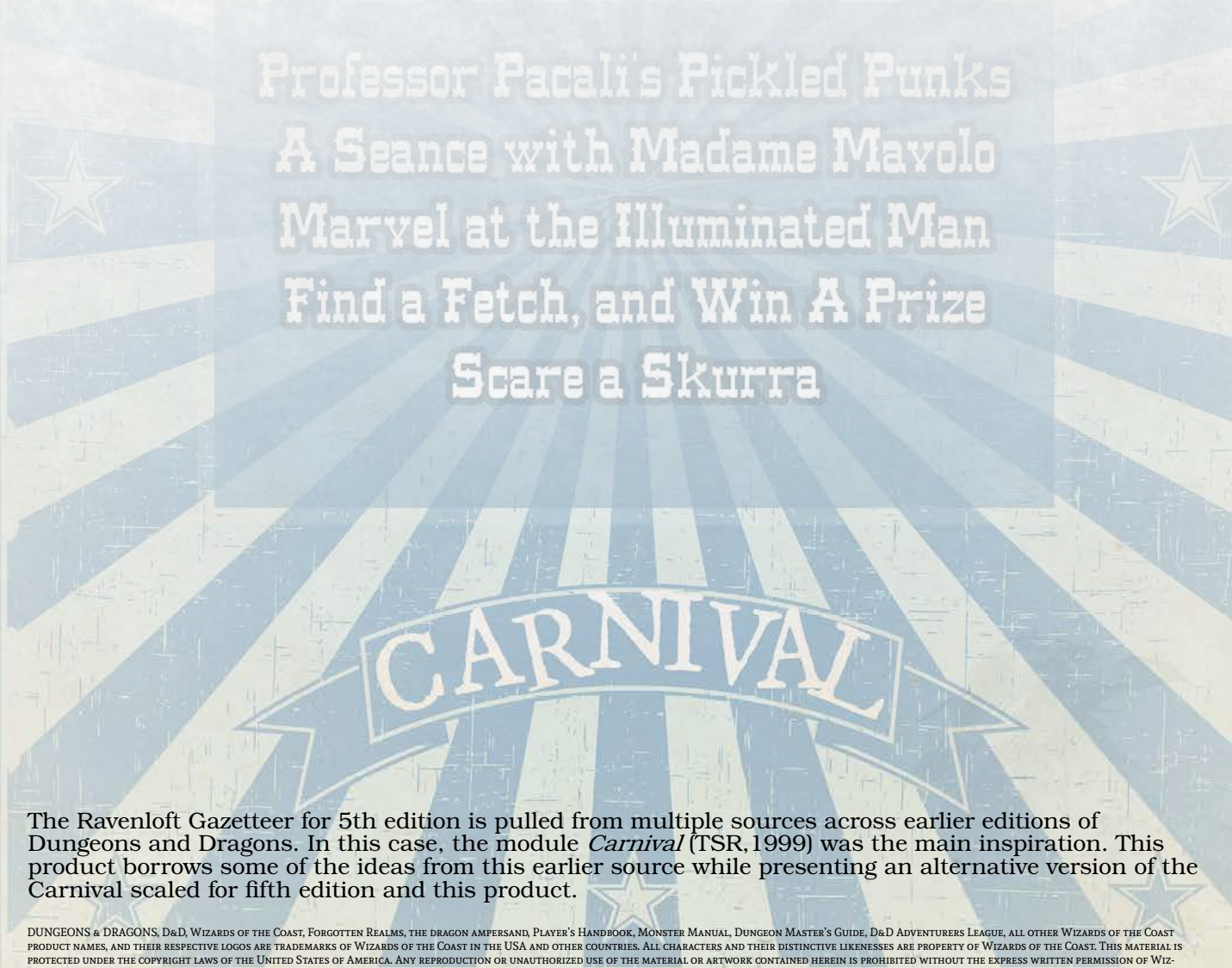


THE RAVENLOFT GAZETTEER

HOW TO USE THIS ATLAS

This is a series of Ravenloft Gazetteers updated for 5th edition, following closely to the original source material, and in some cases embellished with new information where ambiguity allows. Each Atlas takes on a new domain of Ravenloft, and is separated into parts. For instance, this Atlas is based around the domain of Darkon, and this is an addition to that Atlas focusing on the traveling Carnival. These locations are sometimes bound to the intrinsic nature of the domain, but can usually be ported over to other modules or homebrew campaigns with a little ingenuity.

As time goes on, more areas will be added to the Atlas, and occasional revisions may be made for the sake of continuity. In the fashion of the original Ravenloft Gazetteers, these atlases are a combination of descriptive information, settlements, random encounter charts, boxed text, mechanics, flavour and a variety of other information based on what seems pertinent at any given time. Hack, chop and use as you will. The only person who gets a say in how you use any Ravenloft material is you (and, of course, the ineffable Dark Powers.) Enjoy, and if you like it, the surest way to make sure more get made is to leave a rating (or a review).



Professor Pacali's Pickled Punks
A Seance with Madame Mayolo
Marvel at the Illuminated Man
Find a Fetch, and Win A Prize
Scare a Skurra

The Ravenloft Gazetteer for 5th edition is pulled from multiple sources across earlier editions of Dungeons and Dragons. In this case, the module *Carnival* (TSR, 1999) was the main inspiration. This product borrows some of the ideas from this earlier source while presenting an alternative version of the Carnival scaled for fifth edition and this product.

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, PLAYER'S HANDBOOK, MONSTER MANUAL, DUNGEON MASTER'S GUIDE, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST. ©2018 WIZARDS OF THE COAST LLC, PO Box 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UxBRIDGE, MIDDLESEX, UB11 1ET, UK.

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CARNIVAL

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

WHAT IS THE CARNIVAL?

The Carnival is a traveling troupe of creatures which prowl the dark mists of Ravenloft. The Carnival is one of the few entities able to move freely between the dark domains, due to the specific nature of its curse.

The Carnival is led by a powerful being called Isolde. Accounts of their true nature vary, but they are damned to an eternal chase in which they will never succeed. The Dark Powers allow them to roam the mists freely, knowing they can never rest until they catches their prey.

Isolde's powerful magical aura has warped the Carnival into something very strange, and simply being around it for extended periods can have undesirable effects.

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 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 they travels through the domain, they attempts to help the lost and broken where they finds them, to the extent that her time and resources will allow.

Appearing as a youthful, fair figure in their late-twenties, Isolde's features carry an alien grace. They are are hard to look upon without fear and guilt. Isolde's eyes carry a dark and terrible resolve that strikes terror into the heart of evil doers. They dress in humble clothing, favoring black and dark blues.

As a personality, Isolde is a creature of good and law. They try very hard to make the right choice as they sees it, and often err too far on the side of mercy. They regularly gives the benefit of the doubt to people who may not deserve it. Sadly, they usually find their efforts met with cruelty, treachery or violence, which only causes them to suffer.

ISOLDE AND OTHER DARKLORDS

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 Isolde will quickly vanish (which they often do). Other more powerful Darklords reach out to snuff the light like a candle, but Isolde is always gone before the shadows arrive.

THE CARNIVAL AND 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. Whilst within the bounds of the Carnival, the usual rules of the domain the Carnival is currently in cease to apply. The Carnival's rules instead take precedence, and these are the domain rules in use for any characters inside the Carnival's radius. Once a character leaves the Carnival, they become once again subject to the effects of the domain they have exited into. A character traveling with the Carnival can travel through domain borders like any other member, unless that Character is a Darklord.

USING THE CARNIVAL

The Carnival is rarely the centerpiece of the story, but it is a useful vehicle for both introducing change to make a change of pace from cultists, ghosts and sad people.

If your players tire of the domain of dread, there is the possibility that the Carnival might present a way to escape their particular predicament. 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

FLYERS

As the Carnival approaches a location, little blue flyers begin to appear ahead of it. They stick themselves in letterboxes, blow into faces and generally cause a nuisance of themselves until they are read. Attempts to rid oneself of them generally cause them to manifest in greater and greater numbers until they are acknowledged.

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 table below contains some suggestions as to possible ways the Twisting might manifest in response to certain traits. Feel free to get inventive - the Twisting is a very personal effect, and it should always be tailored to the affected creature to best express their flaw.



THE TWISTING

Flaw	Minor Effect	Major Effect
Vanity	The character's face becomes bland and unremarkable.	The character's face becomes reflective, like a mirror.
Avarice	The character's teeth become pointed and made of gold.	The character begins to stick to everything like glue.
Laziness	The character grows fur all over, and their arms drop down to hang like a sloth's at their sides	The character becomes a clockwork abomination, which chimes late every hour
Anger	The character glows red like coals	The character blows hot steam out of their ears constantly
Pride	The character's head is surrounded by a silvery cloud at all times	The character's feet end in little pedestals or hillocks
Envy	The character gains bug eyes, like those of a fly or a grasshopper.	The character becomes a furry, green monster with bright emerald eyes,
Gluttony	The character becomes corpulent and festering, like a pile of food left out to rot in the sun.	The character becomes translucent, so the contents of their stomach are very visible.

RUMOURS 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 their 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 them as the clouds weep tears of joy at their face
- Isolde is so ugly that children and animals sometimes die on seeing them
- Isolde avoids towns because they don't like all the attention

SKURRA

The Carnival is largely manned by strange henchmen of Vistani descent. These peculiar humanoids never remove their skull-like masks, nor do they speak a word. They perform all the taking up and down of the Carnival without complaint. Though they have lost much of their Vistani power to curse, they have retained a priceless piece of knowledge in the form of the Skurra-Verra, the magical mask which protects them from the Twisting. It is rumoured that the masks protect the Skurra from other perils, including the searching gaze of Death himself.

SAFE HAVEN

he Carnival is blessed with the presence of a powerful force for good, and the secret arts of Vistani descendants. No random encounters occur for the Carnival unless you wish it. Occasionally, powerful forces may assault the Carnival in a concerted effort to destroy it, but these efforts have always (to date) been thwarted. No creature can be Surprised by an attack at night inside the Carnival, always waking just in time to defend themselves from the threat.

ISOLDE'S PURPOSE

Isolde travels the Domains of Dread with one purpose - to hunt down the fiend known only as Gentleman Caller and put an end to his evil forever. This chase stretches back to the distant past, when the tricksome fiend fled into the mists hoping to lose her. Instead, Isolde followed him. Both powerful creatures have been locked in their chase for as long as they can remember. The fiend is always one step ahead, as the flyers that announce the Carnival's arrival always give the game away, courtesy of the Dark Powers.

USING THE CARNIVAL

The Carnival is rarely the centerpiece of the story, but it is a useful vehicle for both introducing change to make a change of pace from cultists, ghosts and sad people.

If your players tire of their present domain of dread, there is the possibility that the Carnival might present a way to escape their particular predicament. This is unlikely to come without a price, either in the form of the Twisting, or by Isolde demanding something from the characters in return for saving their lives.

FLYERS

As the Carnival approaches a location, little blue flyers begin to appear ahead of it. They stick themselves in letterboxes, blow into faces and generally cause a nuisance of themselves until they are read. Attempts to rid oneself of them generally cause them to manifest in greater and greater numbers until they are acknowledged.

CARNIVAL DRAMA

The Carnival possesses its own share of internal drama, in addition to being a refreshing set piece. Use the table below to generate a plot hook in a hurry.

1d8	Carnival Drama
1	Professor Pacali thinks Isolde is a fiend, and wants the characters to help him kill her.
2	Madame Mavolo has lost her Tarokka cards somewhere in the domain. She wants them back, and offers free fortune telling as a reward.
3	Tindal's real self breaks out of his mirror and tries to kill his mirror image.
4	The Illuminated Man dreams a nightmare into existence, which begins to slaughter people in nearby villages.
5	Isolde vanishes, and the Carnival is stuck in one place. No-one knows where she has gone.
6	Isolde becomes convinced the characters are associates of the Gentleman Caller, and begins to hunt them tirelessly.
7	The Imp flees the Carnival to complete a ritual and restore his voice. Isolde sends people to stop him,
8	Mister ? becomes obsessed with a character, and starts bringing them gifts. Eventually he tries to assume their identity.

APPROACHING THE CARNIVAL

When the characters first approach the Carnival, read:

Colorful tents emerge into your line of sight. Bright reds, yellows and purples seem striking against the drab grays and browns of the land surrounding it. However, the unnerving quiet suggests that perhaps 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.

- Madame Mavolo is a bit of an old hack, but they say that in her youth she was quite the dancer. Her fortunes aren't worth the trouble.

The Fetching Mirror

A long time ago, the real 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 (LE **bard**) 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? Perhaps it is a spell. Tindal isn't sure.
- Isolde is the Ringmaster. They occasionally go off on their own, but not for long. They always come back in the end.
- 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.



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 motley 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.

BLADE BROTHER

Medium humanoid, lawful evil

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	8 (-1)	15 (+2)

Saving Throws DEX +5, CHA +4
Skills Acrobatics +7, Performance +4
Senses, Passive Perception 9
Languages Common
Challenge 1 (200 XP)

Special Equipment. The skurra wears a Skurra-Vera (see appendix A).

Nimble. The Blade Brother can take the Disengage action as a bonus action on each of its turns.

Flashing Blades. Whilst within 30 feet of another Blade Brother, this creature gains the ability to cast the following spells, requiring no components:

At will: *catapult*

1/day each: *cloud of daggers*, *hypnotic pattern*

ACTIONS

Multiattack. The Blade Brother makes three dagger attacks.

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

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 ORGAN GRINDER

Medium humanoid, lawful evil

Armor Class 11
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+1)

Saving Throws DEX +5, CHA +4
Skills Perception +4, Performance +3
Senses, Passive Perception 14
Languages -

Special Equipment. The skurra wears a Skurra-Vera (see appendix A).

My Pretties. The Blade Brother can use a bonus action on each of its turns to summon a swarm of Fidgets and Creeplings. The summoned swarm acts as an ally of the Organ Grinder and obeys its spoken commands.

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft, one target. Hit: 2 (1d4) bludgeoning damage.

CREEPLINGS AND FIDGETS

Large swarm of tiny beasts, chaotic evil

Armor Class 12
Hit Points 36 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses, Passive Perception 10
Languages -
Challenge 1/2

ACTIONS

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

THE FATES THREE

These three Skurra have painted their faces with horrible, leering eyes. Their Skurra (false) names are Leer, Pry and Scream. They loom around the edge of the Carnival, sharing silent secrets known only to them.

FATE

Medium humanoid, lawful neutral

Armor Class 10
Hit Points 16 (3d8 + 3)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	13 (+1)	14 (+2)	10 (+0)	12 (+1)

Skills Arcana +4, Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Understands common, but cannot speak it
Challenge 1/2 (100 XP)

Special Equipment. The skurra wears a Skurra-Vera (see appendix A).

Shared Spellcasting. While all three members of the Fates are within 30 feet of one another, they can each cast the following spells from the cleric spell list but must share the spell slots among themselves:

1st level (4 slots): *sanctuary*, *cure wounds*

2nd level (3 slots): *zone of truth*, *silence*

3rd level (3 slots): *clairvoyance*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

THE VAMPIRESS

This skurra has a bizarre mutation - leathery bat wings extend from her shoulders. She acquired it by taking her mask off one night by accident, and hates the transformation. She wears the wings as an act of shame, rather than asking Isolde to remove them. At night, she takes to the skies, enjoying the small freedom it affords her from the Carnival.

THE VAMPIRESS

Medium humanoid, neutral good

Armor Class 11
Hit Points 26 (4d8 + 8)
Speed 25 ft, fly 60ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	9 (-1)	10 (+0)	6 (-2)

Skills Deception +2, Perception +2, Stealth +3
Senses Passive Perception 12
Languages Common
Challenge 1/4 (50 XP)

Special Equipment. The skurra wears a Skurra-Vera (see appendix A).

Standing Leap. The Vampiress' long jump is up to 20 feet and her high jump is up to 10 feet, with or without a running start.

ACTIONS

Unarmed Strike. Melee Weapon Attack: +2 to hit, reach 5 ft, one target. Hit: 2 bludgeoning damage.



THE CRIMSON ROSE

This skurra dances for her act - the sign next to her platform says "Guaranteed to drive you crazy". Indeed, anyone who watches the Crimson Rose perform her dance soon begins to exhibit an obsession for her. Perhaps her magic is intentional, and perhaps it is merely a strange effect of the Carnival's twisted aura.

THE CRIMSON ROSE

Medium humanoid, chaotic evil

Armor Class 15
Hit Points 66 (12d8 + 12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Insight +5, Perception +5, , Stealth +7
Senses Passive Perception 15
Languages Understands common, but cannot speak it
Challenge 4 (1,100 XP)

Special Equipment. The skurra wears a Skurra-Vera (see appendix A).

Aura of Madness. Creatures within 20 feet of the Crimson Rose that aren't aberrations have disadvantage on saving throws, as well as on attack rolls against her.

ACTIONS

Charm. One humanoid the Crimson Rose can see within 30 feet of her must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys her verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Charm for the next 24 hours.

The Crimson Rose can have only one target charmed at a time. If it charms another, the effect on the previous target ends.



PROFESSOR PACALI

Professor Pacali 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.

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.

THE PICKLED PUNKS

The Professor raises a peculiar variety of creature he calls the Pickled Punk. He offers them at parsimonious prices. Partaking of 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.

Cost	Effect on Consumption
25gp	Potion of Heroism
25gp	Philtre of Love
50gp	Potion of Healing
50gp	Potion of Poison
100gp	Potion of Gaseous Form
250gp	Potion of Speed
500gp	Potion of Longevity

PROFESSOR PACALI

Medium humanoid, lawful evil

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (+2)	15 (+2)	12 (+1)	20 (+5)	7 (-2)	8 (-2)

Skills Arcana +7, History +7, Medicine +0, Nature +7
Senses, Passive Perception 9
Languages Common
Challenge 1 (200 XP)

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

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 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.

Suggested prophecies:

- You will meet a tall and handsome stranger
- I see a large amount of money in your future
- Have you considered getting a dog?

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'.

MADAME MAVOLO

Medium humanoid, lawful evil

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses Passive Perception 16

Languages Common

Cunning Action. On each of her turns, Madame Mavolo can use a bonus action to take the Dash, Disengage, or Hide action.

Look, a Distraction! When Madame Mavolo takes the disengage action, she uses her reaction to move up to her speed in any direction.

ACTIONS

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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.

THE IMP

Medium humanoid, lawful evil

Armor Class 12 (15 With Mage Armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+2)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +3

Senses Darkvision 30 ft., Passive Perception 10

Languages Understands Common and Infernal but can't speak

Spellcasting. The Imp is a 3rd-level spellcaster. Its spellcasting ability is Charisma (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 warlock spells:

Cantrips (at will): *eldritch blast, mage hand, minor illusion, poison spray, prestidigitation*

1st–2nd level (2 2nd-level slots): *burning hands, expeditious retreat, invisibility, scorching ray*

ACTIONS

Knife. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

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 (LG **commoner**) 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.

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 ? 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.



MISTER ?

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+3)	4 (-4)	8 (-1)	1 (-5)

Senses Darkvision 30 ft., Passive Perception 10

Languages -

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 9

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.

ISOLDE

Isolde is a powerful celestial and ring-master of the Carnival. On their endless hunt for the elusive Gentleman Caller, they have gathered the Carnival under their protection as they traveled through the Domains of Dread. Unfortunately, their nature conflicts with that of the Shadowfell, and the reality wrinkle caused their passing to manifest as a strange Twisting - a bend in the nature of things that warps the body and mind to reflect the darker aspects of its true nature.

Headstrong and righteous, Isolde is prepared to sacrifice much for their ultimate goal of ridding the planes of the Gentleman Caller once and for all. They are proud and unbending if confronted, and rarely see fit to remove the Twisting from one it has

changed, seeing it as a true reflection of a person's soul. Though they can seem heartless as a result, nothing could be further from the truth. Isolde grieves for every soul they must leave behind them in the mists, whilst also being painfully aware that they cannot save everybody. This is the nature of the torment the Dark Powers exert on Isolde - an impossible task that daily forces Isolde to confront their inability to help people.



ISOLDE

Medium celestial, chaotic good

Armor Class 21 (natural armour)
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

Senses Perception +14, Persuasion +17, Intimidation +17

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

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, 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 they hit 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). They 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*

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. Isolde regains spent legendary actions at the start of its turn.

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

Searing Burst (Costs 2 Actions). Isolde emits magical, divine energy. Each creature of their 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 they can see within 30 feet of them. If the target can see Isolde, 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.

LAIR ACTIONS

While Isolde is in the Carnival, they can take lair actions as long as they aren't incapacitated.

On initiative count 20 (losing initiative ties), Isolde can take one of the following lair action options, or forgo using any of them in that round:

- Isolde casts *command* four times at its lowest level, targeting different creatures with the spell
- Isolde casts *mass polymorph*. Creatures transformed by this effect return to their normal forms at the end of their next turn.
- Isolde controls the Carnival as an extension of themselves. Each creature Isolde designates must succeed at a DC 25 Dexterity saving throw or take 3d6 bludgeoning damage from hurtling equipment.

APPENDIX A: THE 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.

SKURRA-VERA

Wondrous item, Very Rare (requires attunement)

Whilst worn, the Skurra-Vera protects the wearer from curses of all kinds, rendering them inert. If a creature is already under a curse when it dons the mask, the curse is suppressed for the duration. The use also gains immunity to any effect which would cause them to change their form, and any effect which would magically divine their location.

APPENDIX B: THE MYSTICK CAGE

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.

MYSTICK CAGE

Artifact, requires attunement by a spellcaster

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 for 7 days.

APPENDIX C: TRINKETS

The carnival is full of curious doo-dads and whatnots. Prizes to win, games to play.

d10	Carnival Trinkets
1	A stick of pink candy floss. On closer inspection, it's actually human hair.
2	A toy spider which scuttles about when you wind it up.
3	A flyer for the Greatest Show in Darkon. There's a picture of a skeleton doing a jig.
4	A letter from someone called Lord Zarovich, requesting politely that the Carnival cease and desist all merriment in his domain
5	There's a clockwork watch engraved to "the love of my life" by "Adam".
6	A small stone maze with a ball inside. It seems like a puzzle.
7	A tuft of werewolf hair braided with knots and ribbons.
8	A shard of deer antler stained with blood
9	A wooden shoe sized for a child
10	A withered black rose

