

RAVENLOFT

GAZETTEER

A 5TH EDITION RAVENLOFT ATLAS



ODIARE

COME OUT AND PLAY






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 Odiare. Included with every part is a short prologue detailing the nature of the domain and its Darklord. 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).



PROLOGUE: NO STRINGS ATTACHED

I have created a son! It does not matter that he is made of wood, cloth, and paint; he is my son. I have named him Figlio.

WHAT IS ODIARE?

Odiare (oh-dee-AR-ay) 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 Odiare's case, the Darklord is a twisted and murderous puppet which goes by the name of Maligno. The presence of its Darklord has caused Odiare to develop some brooding and insidious traits.

WHAT TO EXPECT

Adventurers who have the misfortune to enter Odiare will be trapped in the claustrophobic murder site Maligno calls home. Whilst there, they will meet the abandoned children of the domain, and face off against Maligno's legion of 'carrionettes'. This domain is not for the faint of heart or weak of will - it demands both the ability and desire to tackle lose-lose ethical dilemmas, and regularly tackles the possibility that children might become the inadvertent victims of conflict, whilst maintaining a near constant low level of stress and paranoia for the characters involved.

THE DARKLORD

The Toymaker

Once upon a time, there was a toymaker called Guiseppe. He wished very badly for a son, but he did not have a wife, and so grew into his later years alone. He made toys for all the boys and girls to make them happy, and became very talented indeed. One day, he wished so hard for a child of his own that he was visited by the Blue Fairy.

The Wish

The Blue Fairy promised the toymaker one wish, and the foolish Guiseppe used it immediately. "I want a son!" he said. "I wish for a son."

"I grant your wish," said the fairy, "your toys shall become alive, and be as children unto you."

Figlio

Guiseppe named his son Figlio, and tried to show him to the other parents of Odiare. The people shunned Figlio, however, for his blank stare and wooden features. Figlio was sad. And then resentful. Only the children of Odiare were kind to the puppet, and the toy soon came up with a plan to secure their friendship permanently.

Maligno

Figlio became cruel, berating his father and convincing the toymaker to make more toys. As Guiseppe made more puppets, they gained a bleak and evil sentience, but much like Maligno maintained their independence of Guiseppe's will. Before long Guiseppe discovered the folly of his wish, as Maligno led his troupe of murderous puppets to massacre the adults of Odiare.

Fiery Finale

Maligno slaughtered the adults of Odiare and kidnapped their children, taking them away to the Secolo Theatre to spend the rest of their lives watching him perform. The town of Odiare was swept away by the mists. Only the actions of a brave group of adventurers stopped Maligno from total dominance, collapsing the theatre on the homicidal puppet in a fiery conflagration.

Odiare Today

Maligno was repaired in secret by Guiseppe, who truly believes he can make his son a better person with enough time. The darklord Maligno has lurked in the darkness for years as the survivors of the massacre began to grow up, slowly forgetting and suppressing memories of the slaughter.

MARKS OF HORROR

Odiare uses several themes to achieve the desired feel, one which focuses on the nature family, society and the price of progress.

The Little Voice. Odiare is based on the classic morality tale Pinocchio, which emphasises ideas of conscience and morality. This is reflected in many Catch-22 situations that force characters to make the best of a bad situation.

Child's Play Odiare is lorded over by an evil, murderous puppet. There is an element of ridiculousness here, which can be streered into eerie horror by leaning hard into the similarties between Maligno and a regular child, whilst maintaining his cruel agenda.

Silent Hill. Odiare can invoke a sinister and uncanny presence as a town entirely devoid of adults. Use this to build suspense for as long as possible before unleashing it with the appearance of Maligno and his carrionettes.

THE POWERS THAT BE

Like any other Ravenloft setting, Odiare exists and continues to exist by the whim of the Dark Powers an enigmatic entity/set of entities that control (to one extent or another) the creation and maintenance of the demiplanes of dread. The reasons they might do this are unclear, as are the extent of their powers, but several theories are widely agreed upon.

Ravenloft is a punishment To become Lord of a domain of dread is to commit a terrible evil, and be stolen away for eternal torment

The punishment is self-inflicted A key component of the misery of a domain is the fact that each Darklord is bound by their own cravings and selfish impulses. In Odiare's case, Maligno is trapped in his hideous puppet body, unable to grow, change or find acceptance.

Time is relative. Ravenloft's punishments are infinite, and character spirited away by the mists might later return to find no time has passed at all. Darklords are defeated, and rise again from the ashes to be challenged by yet more adventurers.

Collateral Damage. The dark powers are not afraid of collateral damage in their enforcement of the domains of dread. Adventurers die in droves. Innocent citizens picked up by the mists fall prey to creatures of the night. It's impossible to say for sure who or what the Dark Powers are, but they clearly are prepared to accept bodies piling up by the wayside.

TRAVELING THE MISTS

This version of the *Ravenloft Gazetteer* assumes that the borders of each domain are closed, either by the will of the Dark Powers, or the will of the Darklord. In past editions, it has been possible for those who will it to travel between domains. In some

cases, suggestions are made to link one domain to another, in case you wish to avail yourself of this possibility.

EARLIER ITERATIONS OF ODIARE

The Ravenloft Gazetteer for 5th edition is pulled from multiple sources across earlier editions of Dungeons and Dragons. In this case, module RM2 - The Created was particularly helpful. This product borrows some of the ideas from earlier sources while presenting an alternative version of Odiare scaled for fifth edition and this product.

CONSCIENCE [HONOR]

It is suggested that you use the following rule variant when exploring Odiare, to achieve the desired feel. These rule is explained in detail in the Dungeon Master's guide, chapter 9 - "Honor".

Odiare measures a character's moral worth, and how frequently they indulge in selfish acts. Unlike other abilities, Conscience can't be raised with normal ability score increases. Instead, you can award increases to Conscience—or impose reductions—based on a character's actions. Suggestions are made in this Gazetteer where you might want to consider this.

When a character enters Odiare, assign them Conscience score based on their alignment, or at your discretion. Certain effects may ask characters to make a Conscience check, or a Conscience saving throw. Characters calculate their modifiers for any such rolls the same way they would calculate an ability score modifier (see examples below.) Paladins have proficiency in all Conscience checks and saving throws, to reflect their conviction.

Alignment	Starting Conscience Score	Modifier
Lawful Good	14	+2
Neutral Good	12	+1
Chaotic Good	12	+1
Lawful Neutral	11	+1
Neutral	10	0
Chaotic Neutral	10	0
Lawful Evil	9	-1
Neutral Evil	9	-1
Chaotic Evil	8	-1

Creatures can spend an Inspiration die when they fail a saving throw to roll a Conscience saving throw and use the higher result.

Creatures in Odiare with a positive Conscience score gain an Inspiration die at the end of a long rest.

ODIARE:

COME OUT AND PLAY

*He will not play with the other children
And yet he watches them so closely
I have hope he will join them, one day
He is my son, and if I love him enough
Perhaps he will change*

THE WORLD AXIS

Odaire is a miniature domain, sometimes called “Islands of Terror” though it is landlocked and actually consists purely of a single village that twists and turns back on itself to trap inter-planar travelers. Odiare is a cobbled, foggy village draped in a light fog. The buildings are in a state of heavy disrepair, with cracks and holes manifest in most of the walls and roofs. The sun, weak and dim behind clouds, passes overhead for roughly 6 hours a day, leaving Odiare blanketed in night for the remaining 18 hours. The sky above Odiare is starless, moonless and unforgiving.

THE SHIFTING STREETS

Odiare prevents visitors leaving by mundane means by trapping them in the streets. When a character tries to move down an area of the street marked in bold colour on the map, they instead find themselves inexplicably walking down the corresponding street marked in the same colour on the map. This effect is not circumventable by any means other than those expressly noted in the Gazetteer, and at your personal discretion.

If a creature attempts to fly their way out of town, they find themselves quickly subsumed by a thick fog. 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 Odiare. The area within the fog is heavily obscured (see “Vision and Light” in chapter 8 of the Player’s Handbook).

ODIARANS

Odiarans are young. In the not-so-distant past, the puppet Maligno murdered all the adults of Odiare, and left the children behind, perhaps hoping they would become entertaining playmates. This, understandably, scarred the children, and left them to fend for themselves in the absence of anyone to foster or guide them. All the children of Odiare have been living a nightmare ever since. It’s not clear to the children how long they have been living their

shattered half-lives on the gravesite of Odiare, as the seasons do not turn in the grisly village, but many have aged to young adulthood. If a child ages to 18, they are secretly murdered by Maligno and his carrionettes. In this fashion, the population of Odiare has dwindled, leaving only a shadow of a shadow behind. The children of Odiare have almost entirely blocked out memories of the night from their minds, dismissing any specters of murderous toys as traumatized fancy.

In appearance, Odiarans frequently possess an olive tan to their skin, and dark eyes. Concerns of style have been abandoned by many, though they are often found wearing the same threadbare breeches or blousy dresses common in cupboards throughout the town.

ODIARAN LORE

Typical Odiarans know certain facts, or have certain beliefs, about their existence and their surroundings. This common lore is summarized here. Characters can learn this information after earning a Odiaran’s trust:

- Odiare was not always this way. It became strange after all the adults were killed one night. [True.]
- Some people say that there’s one adult left in town, but no-one knows where he is. [True. Giuseppe is kept alive by Maligno in his workshop.]
- You can’t leave the town. If you try, you’ll end up exhausted or dead. [True.]
- Adults aren’t allowed in Odiare. Kids tend to vanish when they get old. [True. Except they don’t vanish, they are killed by Maligno.]
- There’s crickets in the gardens that chat to anyone who listens. [Partly true. The crickets have been known to send listeners insane.]
- Wishing upon a star made your dreams come true. There are no stars any more though. [False. This was only ever folklore.]
- Children who behave sometimes get a visit from the Blue Fairy, who gives them a gift. [True, but the gift is often warped beyond recognition.]
- You should get a toy to look out for you. They have protective powers. [False. This is childish folklore that originated with the children who needed to believe something could save them. Maligno seeds these toys with carrionettes, so in many ways the opposite is true.]

ODIARANS AND OTHER RACES

Odiare is dominated exclusively by humans. Even the ubiquitous Vistani are rarely seen in Odiare causing any differentiation to be cause for concern in the locals. All non-human races are considered alien in Odiare and unless noted otherwise you should assume that when a Odiaran meets a non-human, this is the first time that they have ever done so.

ENTERING ODIARE

You can introduce parties to Odiare any way you desire, but the classic tried and tested method is an abduction by the Mists of Ravenloft.

CREEPING FOG

You are traveling down a lonely road, tired from the day's exertions. The weather looks like it might be about to take a turn for the worse, and rainclouds are moving in on the horizon. Before long, a deep and fog swallows your party whole.

This is a simple hook very familiar to Ravenloft fans. The fog obscures vision. When the fog passes some hours later, the characters find themselves having wandered into the streets of Odiare.

As the fog recedes, cobbles appear beneath your feet. Wretched houses huddle together under a bleak and cloudy sky. The streets are unnervingly quiet, seeming somehow both claustrophobic and infinitely long.

THE STREETS OF ODIARE

The streets of Odiare are lightly obscured by fog at all times. There are no streetlights, meaning at night the town is completely dark. Children from Odiare are occasionally seen out and about with their toys, but generally speaking the streets are quiet at all hours of the day and night.

PEOPLE ON THE STREET

d8	People on the Street (Odiare)
1	Gabriella, a 13 year old girl clutching a stuffed elephant.
2	Rocco, a tubby 12 year old boy with bowed legs.
3	Susanna, a 17 year old girl staring into the distance with a haunted look. Her birthday is in 3 days.
4	Anna, a 15 year old girl who has broken her toy horse and cart. She's heartbroken over it.
5	Edoardo, an 11 year old boy who looks starving. He's eating shoe leather.
6	Raul, a 15 year old boy trying (poorly) to fix his roof. It's clear he has no idea how.
7	Serafina, a 13 year old girl who tries to steal or wheedle food from strangers.
8	Tito, a 10 year old boy who is coughing horribly on a street corner. He looks very sick indeed.

RUMOURS

d6	Rumours (Odiare)
1	"You should run away. Grown ups go missing around here. You'll see."
2	"Did you speak to the crickets? They say all sort of things."
3	"My mom said that if I was good, I would grow up big and strong, but if I told lies my face would stick like this."
4	"If you are good and pure of heart, the Blue Fairy will take you away to a nice place."
5	"The old theatre is haunted. It burned to the ground and it is scary."
6	"I don't like vegetables much, but that's all we get. The tree gives us things."

GOODS AND SERVICES

Odiare is devoid of economy or adults able to supply useful services. Characters are doomed to endure Odiare with what supplies they brought with them, or such items as are specifically called out as present. Houses in Odiare, though often ruined and in a poor state of cleanliness, usually contain a change of clothes for adults that has gone unused.

ALTERATIONS TO MAGIC

Odiare resides in its own Demi-plane, 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 Odiare 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 Odiare is pulled back into Odiare upon leaving that plane.

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

Whilst in Odiare, 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. Characters who summon a familiar whilst in Odiare summon a **wordy cricket** instead (see Appendices).

AREAS OF ODIARE

The following areas of Odiare can be easily found by wandering the street, and correspond to the map on the following page.

1 - Alchemist

The roof on this abandoned shop is bowed and buckled. Inside, rows of colourful bottles and vials are laid out haphazardly. Dust coats everything.

This alchemist's shop is not owned by anyone, and the children of Odiare avoid it, as anyone who goes inside never seems to return. The reason for this is simple - Maligno does not want anyone acquiring any of the flame producing reagents hidden inside.

The alchemist's stock contains:

1 *potion of healing*

4 vials of antitoxin

4 vials of alchemist's fire

4 vials of poison

50% of vials are labelled in Odiaran.

Skulking in the back of the store is a lurking **carrionette** in the shape of a monkey with cymbals for hands. If faced by an armed party, it remains motionless until it finds a chance to sneak off and warn Maligno about the intruders.

2- Candlemaker

This unfortunate building seems to have burned to the ground, although the buildings near it went untouched by the flames. Heaps of molten slag and twisted candlesticks suggest this place was a victim of its own success.

This building was burned down accidentally by the child who tried to take over from his parents. Maligno has quietly discourages attempts to rebuild it - his hatred of flame means he is happy to see the establishment gone for good.

3- The House of the Blue Fairy

This rather robust looking cottage seems to have fared better than others of its type. The smell of baking comes from within, and the door is slightly ajar.

This house is owned by a fey enchantress who goes by the name of the **Blue Fairy** (see Appendices). The fairy was a stain on the village of Odiare even before the domain was snatched away into the mists. The fairy, in her malevolence, has long masqueraded as false friend to the people of Odiare, granting wishes that invariably turn sour for the recipient

The Blue Fairy is an expert at acting the part of

helpful, but limited in her capacity, Godmother. She delights in the arrival of adventurers, if only as a chance to do them a mischief by engineering a conflict with Maligno.

Inside the house, a beautiful woman with alabaster skin and shimmering gossamer wings is laying out freshly baked cookies on a table. She turns to you. "Won't you come in?" she says. "You must be hungry."

The fairy can use her magic wand (see statblock) to grant wishes that have a twisted flaw in their execution, though the fairy always blames this on the inherent darkness of Odiare. She tries to convince adventurers to hunt down the evil that infests Odiare, and she acts the part of innocent as long as she can. Canny characters might wonder why the starving children avoid the attentions of a beautiful godmother with food, and they would be right to.

The fairy become upset and cross if no-one takes her up on her offer of wishes, and eventually starts sulking. She particularly targets characters with a high Conscience score with her entreaties, hoping to draw them into making a wish they can't take back. She won't grant any wish to the effect of "destroy Maligno" or "help us leave Odiare" claiming she is not powerful enough.

Wishing on a Star. Being granted a wish by the fairy means wishing on a star for something. As Odiare no longer has actual stars, this can be any kind of suitable representation or metaphor, such as an emblem on a shield, or a diamond that shines like a star.

Food for the Needy. If the players ask for a way to solve the food crisis in Odiare, she gives them a Parridin's Porridge Pot (see appendices).

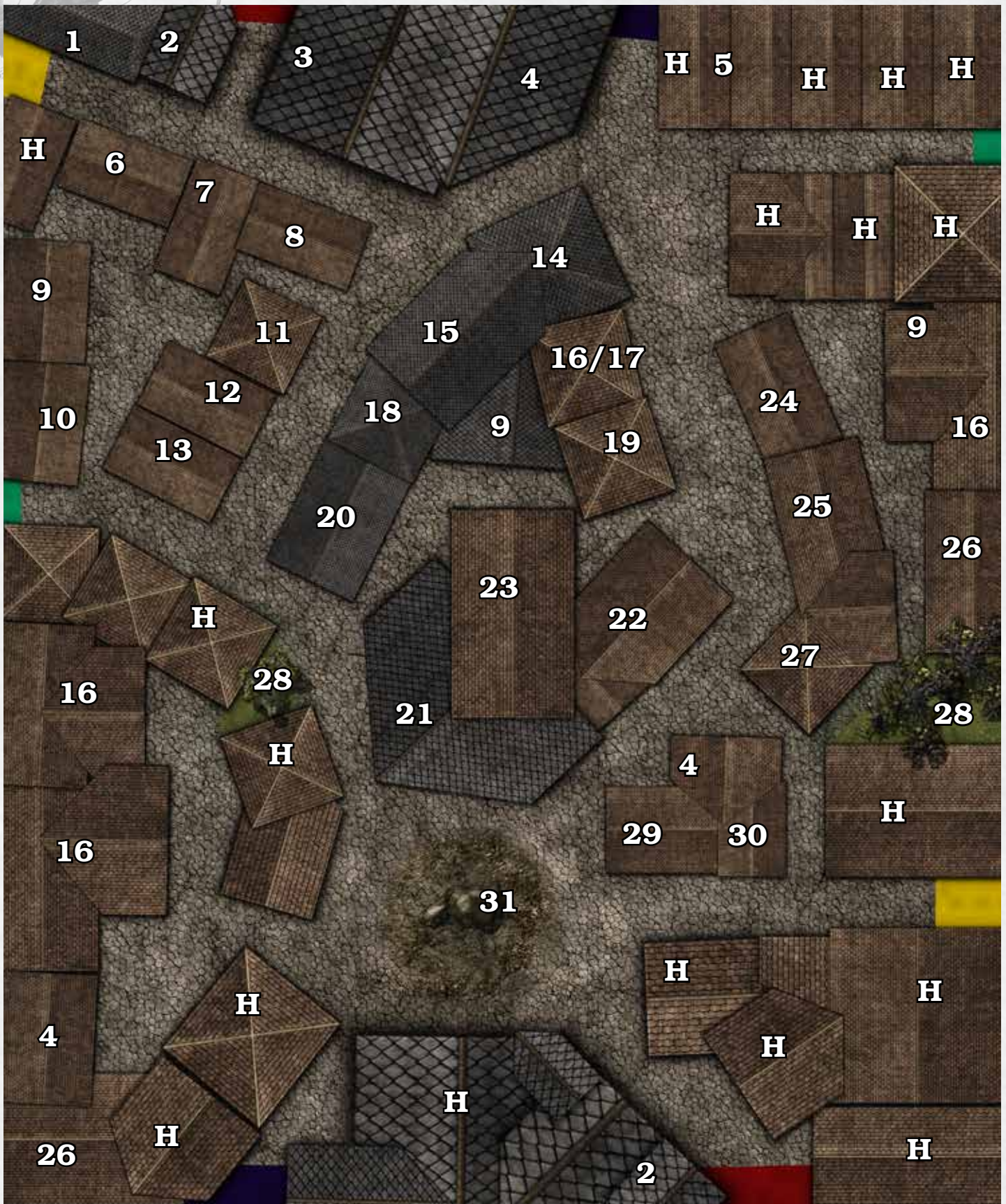
4- Taverns

This tavern has been boarded up and left for the birds. Identifying signs have been torn down, and the place radiates a sad aura of neglect.

The children of Odiare dare not explore the Taverns. They were places where grown ups went, and grown ups disappear. The risk was seen as too great. Characters who break into a tavern find it covered with a good ten years of dust, grime and spiders. There are bottles of wine and other sealed alcohol stored in the cellars.

Many Odiaran children are very attached to their carrionette companions, though they are often treated poorly in return.





- Houses marked H are occupied by 1d4 Odiaran Children, half-starved and clutching a trinket. There is a 50% chance that a random house also contains a carrionette which is spying on the children.
- Maligno's location varies at different times of day. He can only be reliably located by the Blue Fairy, or at Guiseppe's Workshop (area 15). He can also appear at a whim anywhere in Odiare (it's a small place).

5 - Sertino Home

This house is locked fast, and the curtains drawn tight. Something disturbs the drapes on the ground floor momentarily - someone is watching you.

This is the home of Giselle Sertino, a 16 year old girl whose family was one of the first to feel the malevolent touch of the carrionettes. Giselle's **carriquette**, the teddy bear Knuckles, has convinced her that she was to blame for the murder of her parents, and Giselle has slowly come to believe this to be true. The bear is extremely jealous and possessive of Giselle, and resents anyone else who talks to her. Giselle is nervous around strangers, and doesn't open the door more than a crack to them, whilst looking behind her constantly, as she is afraid Knuckles will hurt her if she makes him angry. Adventurers who enter the house find nothing but Giselle, threadbare fixtures, and her teddy bear. Giselle cannot be frightened into confessing Knuckles' true nature - if confronted in an aggressive way, she retreats mentally and becomes completely passive. Kindness, however, can cause her to slowly come out of her shell. If Knuckles sees this occur, he uses his powers as best he can to disrupt this process, only revealing his animate nature if it seems he might be losing control of Giselle.

6 - The Knife Grinder

This cramped shop sells all manner of sharp and pointy objects. Shards of wood and fluff are scattered about the room, broken toys littering the floor. A skeleton lies against the far wall, with knives driven deep into its ribcage in several places.

The carrionettes of Odiare have a soft spot for weapons of the pointy variety, and thus their takeover of the village was unwillingly sponsored by the local knife grinder, whose carcass lies still against the wall where it bled to death from multiple puppet-inflicted stab wounds.

7 - Apothecary

The smell of herbs and poultices drifts from this overgrown shop, weeds spilling out over the windowsill into the street. Bright flowers secrete a tempting scent to passers-by. The doorway is thick with leaves and climbing plants.

This apothecary grew out of control after the local hedge wizard was killed in his own laboratory by a stab in the back. The plants grew over his corpse, and quickly subsumed the shop. He kept a stock of three *potions of healing*, and 1 *potion of poison* in a drawer now obscured by plants, weeds and flowers. The skeleton of the apothecary is buried beneath a thick covering of weeds, though it might be stumbled across by a clumsy explorer. A deep incision shows where the spine was severed by a large blade repeatedly stabbing the victim.

8 - The Leather Worker

Tanned flesh hangs from every rafter in this cramped and foul smelling shop. Draped sheets of cured leather obscure your view, but the floorboards are coated with reddish fluid that has a harsh chemical smell.

This store is inhabited by the skeleton of a girl who would not wear sensible shoes. Instead, she convinced the shoemaker to make her a pair of *red shoes* (see Appendices), which she loved with all her heart. When Maligno ascended, he turned the shoes against the girl, which began to dance. They danced all day and all night, until she became so exhausted she could barely move. She cut her feet off with a knife, and bled to death in a dusty corner of the store. The shoes continue to dance in the store, with her skeletal feet still inside. The skeleton is discarded in a corner, curled up.

9 - The Flophouse

This house was likely once a home for a single family. Now, it seems to be inhabited by a score of children in their adolescence, who appear to be sharing sparse resources in terms of blankets and food. Some look up as you approach, but most are listless. They look visibly haunted and emaciated from hunger.

The children here have gathered to share what little they could find in the village and for the security of company. They don't care much for adults, knowing it is a matter of time before the grown-ups vanish. They are very used to people coming in and making promises to save them, before being dragged off to Maligno to be killed. On past occasions, the children who have tried to help or advise the adults have been punished by the carrionettes. There are twenty children here, between the ages of 10 and 17. Some of the children are carrying toys. The children all have two levels of exhaustion from hunger.

- A baby doll with one eye missing (**carriquette**)
- A mouse that squeaks when you squeeze it
- A pillow with a face drawn on it
- A toy soldier missing one arm (**carriquette**)
- A clockwork dog with three legs (**carriquette**)

The children perk up a little if someone can convince them there is hope to escape from their terrible fate. Someone who befriends children from the Flophouse is told the information in Odiaran Lore.

10 - Limner

This shop has been broken into and trampled. Half-finished papers and manuscripts are everywhere, trodden and ruined. Pots of inks and shards of gold leaf have been mashed into the wreckage.

The Limner's store was broken into by children looking for food. They destroyed the merchandise in their frustration on not finding food.

11 - Cobbler

This shop still has the wares laid out in the window as if for sale. Leather bags, leather coats...mostly boots of all shapes and sizes.

This store is inhabited by the skeleton of a girl who would not wear sensible shoes. Instead, she convinced the shoemaker to make her a pair of red shoes, which she loved with all her heart. When Maligno ascended, he turned the shoes against the girl, which began to dance. They danced all day and all night, until she became so exhausted she could barely move. She cut her feet off with a knife, and bled to death in a dusty corner of the store. The shoes continue to dance in the store, with her skeletal feet still inside. The skeleton is discarded in a corner, curled up.

12 - Woodworker

The sounds of industry echo from inside this woodworker's workshop. Sawing, carving and chipping cause dust to occasionally puff outwards into the street. Inside, chunks of wood are being carved into tiny wooden body parts...you can't see anyone doing the work, apart from the occasional giggle and blurred movement from the corner of your eye.

This is the primary method by which Maligno supplies Guiseppe with the raw materials to create more Carionettes. more carrionettes. The tools are being worked by 3 **quicklings**, which are delighted to serve Maligno to such a malicious end. The quicklings have no care for intruders, but don't stop their work for anything less than violence.

The quicklings are also quickly running out of wood. If they run out entirely, they start taking it from nearby houses.

13 - Wizard's Charms

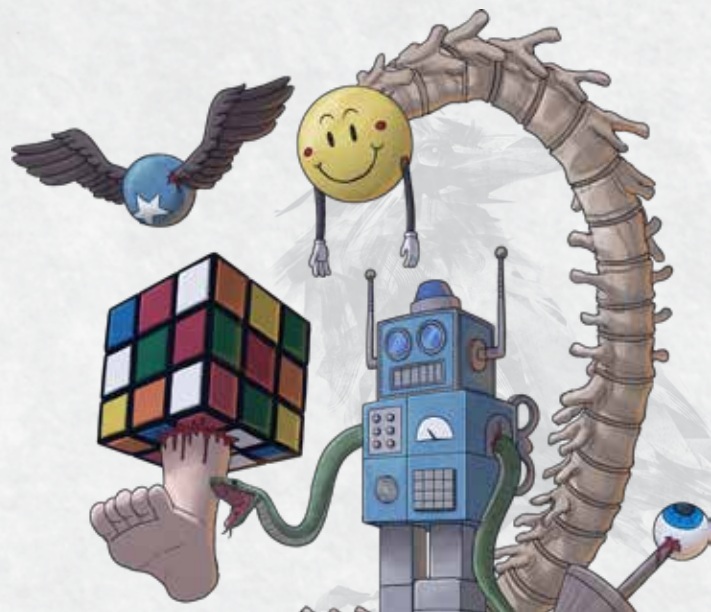
This friendly looking store has a hanging sign marked with a pointy wizard's hat. The window is layered with grime and dust, and the door looks like it has been stabbed and hacked repeatedly from the outside with something sharp at knee level.

The doors and windows are sealed with a guards and wards spell that protects the store from intruders. This was the residence of Odiare's arcanist, who sealed himself away in his store when the car-nage began, only to starve to death when the pup-pets prevented him leaving for week. His skeleton is slumped over his desk. Cowering inside the store is an tiny clockwork **homunculus**, which hides under a desk if the characters manage to find a way in. Its name is Hodgepodge, and it is one of the few uncorrupted ambulatory toys in Odiare, though it would be easy to mistake it for a malevolent carri-onette. If it finds an arcanist it thinks can protect it, it instantly bonds to them,, becoming fiercely loyal. Flightbright is not a clever homunculus, though, and is prone to making stupid remarks at dramatic moments. A character with the Spellcasting feature can scavenge together enough materials here for a single component pouch, up to 100gp in precious inks and a copy of Todrick's Minikins. This is a spellbook containing the following spells: catapult, find familiar, arcane lock, knock, magic weapon, rope trick, tiny servant, fabricate, leomund's secret chest, animate objects, creation, create homunculus, scatter

14 - Silversmith

This silversmith's workshop seems much better cared for than the surrounding buildings. Rows of silver needles are lined up on trays near the front of the store, and piles of silver jewelry and ornaments are stacked in piles, presumably for melting.

This is where Maligno has his carrionettes craft the silver needles necessary to pin evil spirits into wooden toys, allowing Guiseppe to create yet more carrionettes. The shop is guarded at all times by an animated table, which attacks anyone who tries to steal from the store.



15 - Guiseppe's Workshop

The old toymaker Guiseppe is trapped in an eternal hell by his creation, which torments him and abuses him daily, whilst forcing him to construct ever more carrionettes to fawn over Maligno and carry out his wicked commands. Maligno's life force is inextricably tied to Guiseppe's, and Maligno fears that should Guiseppe perish, so would the evil toy. Indeed, when Guiseppe comes to harm, that harm is writ large across Maligno's flesh. Thus, to prevent any unfortunate accidents, Guiseppe is imprisoned in his own shop, watched over day and night by carrionettes with orders to restrain him should he attempt to leave. Guiseppe himself considers his predicament a result of his failures as a father, and has resigned himself grimly to his doomed fate. He holds on to a secret hope that Maligno might one day turn from his evil path, a understandable but foolish hope that keeps Guiseppe from ending his own life.

APPROACHING THE SHOP

As the characters approach the shop, read the following:

A hanging sign depicts a toy puppet dancing on strings. The letters underneath read "Guiseppe's Toyshop". Stuffed bears, toy dolls and all kinds of colourful playthings are proudly displayed in the wide arched windows on lovingly painted shelves. There is a sign on the door reading "closed".

Guiseppe is not allowed to answer the door, and refuses to open the store for anyone. He is terrified that adventurers might discover Maligno's presence and try to kill him. Try as he might, and after all he has been through at the hands of the puppet, Guiseppe cannot bear to think of Maligno being harmed.

Guiseppe. The toymaker Guiseppe (see Appendices) is imprisoned here by his own creations, and spends his time making toys and **carrionettes** for Maligno. He is usually found at his workbench, but at night retires upstairs to sleep. Guiseppe does not want adventurers to destroy Maligno, and tries to warn them to leave Odiare before it is too late for them. He has no control over the animated toys, in the shop, which move to defend him if the toymaker comes under attack.

Puss in Boots. Guiseppe's familiar, a **cat** called Gatto, sleeps on a chair by the hearth, and is infamously bad tempered. It wears tiny shoes made for it by Guiseppe.



15a - Display Shelves

Guiseppe stores most of his creations here, The minor toys on these shelves have the statistics of animated objects, as per the spell *animate objects*.

d12	Toy	Size	Features
1	Darts	Tiny	n/a
2	Jack in the Box	Small	Casts <i>fear</i> [DC12] when it jumps out. It is the leader of the Toystore toys.
3	Tin Soldier	Tiny	n/a
4	Rag Doll	Tiny	Immune to bludgeoning damage
5	Rocking Horse	Medium	Deals an extra 2d8 damage if it moves at least 10 feet before attacking
6	Wooden Dragon	Tiny	Has the statistics of a Red Dragon Wyrmling, but HP is 10
7	Punch & Judy	Tiny	Attacks three times when it takes the attack action.
8	Teddy Bear	Tiny	n/a
9	Nested Doll	Tiny	When this toy is reduced to 0 hit points, it breaks open to reveal a smaller doll with full hit points. It repeats this up to 6 times.
10	Spinning Tops	Tiny	Can enter a creature's space. Space occupied by the Spinning tops is difficult terrain.
11	Kite	Small	Flying speed of 80ft.
12	Hoop & Stick	Small	Has advantage on checks made to Shove creatures

The toys on these shelves are possessed of a vague intelligence that lets them understand if Guiseppe is in danger from an external threat, and they leap to defend him if this becomes the case. Two **carionettes** also guard this room at all times, hiding amongst the other toys.

15b- Workbench

Guiseppe's work bench is covered in a mess of half-finished projects, and is placed next to the back door of the building, which has been boarded shut.

Tools of the trade. Guiseppe has a variety of things on his desk, from paintbrushes, to craft knives, to scraps of lizard skin for abrading. He also keeps a jar of tar (flammable), and some string, wire or glue around at all times.

Secret stash. There is a secret panel in the back of Guiseppe's desk, which can only be found by searching the table and succeeding on a DC15 investigation check. Nestled in the back of the tiny compartment is a vial of **sovereign glue**.

The Book of Works. Guiseppe keeps his master manual for the creation of toys here, and the volume contains step by step instructions for how to reconstruct almost any toy you could imagine. It also goes into some arcane detail about the process of animating the toys, but any character proficient in Arcana can tell that the 'spell' Guiseppe is using to do so is little more than nonsense gobbledegook. Precisely how the toys become animate remains a mystery, but Guiseppe clearly believes he is instrumental. It also explains the main abilities of a **carionette**, and their weaknesses.

15c- The Cupboard Under The Stairs

The trapdoor under the stairs is kept shut, for this is where Guiseppe houses the toys he deemed too dangerous to be in the open area. The sole prisoner at the present time (by merit of having destroyed all its cellmates) is the clown toy Centifool, a **carionette** with a particularly vicious streak it. One of Guiseppe's earliest creations, it displayed a single minded wish to become a 'real boy', a goal it worked towards by murdering townspeople to steal their skin to drape over its wooden frame in a ghastly pantomime of life. If released, it immediately resumes pursuit of this rather macabre directive.

15d- Stairs

The stairs lead up to a cramped bedroom where Guiseppe sleeps alone. Under his bed, he keeps his diaries, which explain his fate as indicated in the Prologue.

CURTAIN CALL

If Maligno really wants intruders to his domain dead, he lures them to the workshop and stages an ambush, populating the shelves of the store with 2d6 **carrionettes** and lying limply in cabinets waiting for the moment to strike. Characters who think to check the shelves when they enter may notice Maligno if they have met him before.

If Maligno is angry enough to stage this attack, then he gives no quarter. To fall here is to join the bones of the dead adults in Odiare.

If Maligno falls, all carrionettes fall lifeless, and the streets marked in colour on the village map are filled with a dense fog.

If Guiseppe is alive, he begs for his life. He chooses to stay in his workshop, and in under a month he rebuilds Maligno under the auspices of the Dark Powers.

Walking into the fog allows the characters to return to their home world, or onto another Domain of Dread, at your discretion. The children of Odiare do not leave unless actively encouraged and shepherded by the characters. The Blue Fairy is nowhere to be found after Maligno's death, but returns at the time of his eventual resurrection.

16 - Warehouse

This run down old warehouse has long since been looted and the contents stolen. The door hangs wide open, and a deep mist fills the interior.

A warehouse is empty, apart from 1d4 Odiaran trinkets lying in the mud. The mist heavily obscures the interior, though the source of it is unclear. Sometimes a carrionette will wait in here to spook children.

17 - The Vegetable Market

This large, open fronted building has skeletons scattered around it and inside it at intervals. A greengrocer's sign hangs limply from the wall, smeared in dried blood. There's no sign of any fresh produce.

This was the last remaining building in Odiare that supplied fresh food, and many of the children died here fighting over it in the early days of the domain's existence. The bodies were left there out of fear.

18 - The Tailor

A small, unassuming tailor's shop is identifiable by the suits and trousers hanging in the window. A small boy lounges outside, with a measuring tape around his neck, trying to thread a needle. "Oy!" he shouts as you approach. "Anyone need a suit? Trousers? You look like you could use a new pair, mister."

This is the Brave Little Tailor (or so he refers to himself), who seems unafraid of the dangers of Odiare. He seems as hungry as the other children, but otherwise unharmed. He is proficient in tailoring, and quite capable of using the sizeable store of drab fabrics to mock up a suit for anyone who cares to try one. As he works, he boasts about his supposed feats of valour, including killing two giants at once, slaying seven men in a single blow, and how he's going to be a king one day.

Bearskin. Hanging up at the back of the store is a filthy and matted old coat- the *bearskin* (see Appendices)

19 - The Fisherman's Wife

A nasty, rickety old hovel is lodged here, and it smells of rotting fish. Inside, the skeleton of a large woman is entrenched in a rocking chair as if staring out of the window. Perhaps she was waiting for something when she died.

There is nothing here but regret.

20 - The Leech

This house, by the damaged pictures and scrolls depicting the insides of the human body, once belonged to a leech, a primitive kind of doctor. Jars on the walls are full of various unsightly specimens, including several jars of leeches. There are old bloodstains everywhere, and rusty medical tools lie all over the floor.

The leech's house contains primitive medical gear in need of cleaning and disinfecting. It also has some well-preserved organic matter in containers.

The Eyes Box. This small wooden box is always slightly chilly on the inside and keeps organic material fresh. It contains 27 human eyes when it is found.

The Second Hand. This grisly hand allows the bearer to cast the light spell at will, targeting the hand. It can also replace a severed hand on attunement by magically grafting itself to a stump.

The Heart Gallery. This display case contains an array of 17 shriveled hearts, each labeled for different stages of human foetal development.

Mimic In A Jar. Is the jar a mimic? Is the mimic a door? Is the door a jar? No-one can say.

21 - The Secolo Theatre

The Secolo Theatre is a ruined, burned out wreckage, with blackened skeletal beams barely supporting a teetering roof. What was likely once a magnificent stage is drowned in ashes and soot, and the interior seems cloaked in darkness.

The Secolo Theatre is where Maligno lurks, putting on impromptu shows for the people he kidnaps and otherwise waiting for adults to slaughter. Since the theatre burned down, Maligno only comes here to grieve for the loss of the performance space after dark.

Maligno. If the players approach the ruins, there is a 10% chance they encounter Maligno here.

A nasty looking little boy sits on a scorched hunk of rock, staring at the devastation. When you look a little closer, you see that he is made entirely of wood - a little wooden puppet! He turns to face you, and his eyes are devoid of kindness or understanding. "Grown ups," he clacks through wooden lips. "You always ruin everything."

Maligno hates adults, and plots to kill any he finds sooner than later. If attacked, he instantly summons 1d6 **carrionettes**, which appear in 1d4 rounds to defend him. He takes this opportunity to showcase his invulnerability and cruelly torture an adult or two before he gets bored and wanders off.

22 - Brewer

This nasty looking hovel has the smell of strong alcohol wafting out from inside. Someone has scrawled the words THE SKY IS FALLING onto the bricks in thick tar.

This absolutely filthy hovel is filled with vats of awful smelling liquid. Hiding in the vats are 1d4 **grey oozes**, which have happily taken up residence in the muck.

23 - Potter

This abandoned pottery studio is filled with jars. A single pottery wheel sits by the far wall. The clay still looks fresh.

The pottery here is of little consequence, unless the characters are greatly in need of tableware.

Pottery Wheel. This pottery wheel is haunted by the **ghost** of the previous owner. Anyone who sits on the wheel is guided through the motions of pottery making by the ghost, who reaches their arms around from behind the character in an arguably overly-intimate form of demonstration.

24 - Butcher

This shop has ominous metal hooks hanging inside, and the floor is covered with bloody sand. A counter near the back has heavy scales for weighing and measuring.

A starving Odiaran child called Matteus is here, weeping at the corpse of a goat bleeding out onto the floor. Anyone who interrogates him discovers that he and his friend went to the Blue Fairy to ask for food. She granted their wish, by turning one of the unfortunate children into...food.

25 - Butcher

The forge is quiet and dark in this provincial little blacksmith's store. Pokers, horsehoes and other craftwork are displayed on hooks and in barrels all around the shop. It does not appear that anyone has been here in some time.

Maligno detests the Blacksmith, as he fears the forge, though he would never admit it. All carrionettes inherit his fear of the forge, and are reluctant to approach it unless they see that someone is close to relighting it. Characters can rest here without fear of attack by carrionettes unless they have incurred Maligno's wrath by some particular indiscretion.

26 - Abandoned

These buildings and houses are boarded up and dusty inside. They seem ready to collapse at a moment's notice.

27 - Baker

Empty shelves and empty ovens characterize the grim famine that inhabits this town. Empty sacks of grain have been scoured for every last morsel.

The ovens have charred human remains in them - Maligno shut the baker and his wife in their own oven. Needless to say, the baker did not appreciate the irony of this.

The Gingerbread Man. Opening an oven releases a tiny gingerbread man (hp 4, speed 40ft, AC16) into the room, which immediately runs away as fast as his little legs can carry him. He screams about the end, and how the sky is filled with ravens only he can see. He is delicious, and consuming him grants the eater the effects of an *expeditious retreat* spell which last for 1 hour before fading.

28 - Gardens

This small city garden supports some small fruit trees, and some common weeds. The trees loom over the garden, keeping a silent watch on the streets. The bark is twisted into curious patterns that attract and beguile the eye. Lush fruit hangs down from above, of all shapes and colours.

Both gardens are the only means by which the children of Odiare can acquire food, now that their supplies have run out. The **dryad** who inhabits the trees forces the plants to produce 1d6 goodberries each day to support the dwindling child population, though even so there is usually only barely enough to go around. Maligno allows the trees to live because he understands on some base level that the children of Odiare need food to live, though he resents how grateful the children are to the trees. He desires to eventually cut down the trees and use them to make more puppets, but has thus far stayed his hand. The dryad prefers to talk to characters with a high Conscience score.

29 - Abandoned

These buildings and houses are boarded up and dusty inside. They seem ready to collapse at a moment's notice.

30 - Astronomer

This house has an open hatch in the roof, through which a telescope peers into the starless sky. Rickety wooden stairs lead up to a penthouse maisonette, where the door lies open into the dark.

This house belonged to the village astrologer, who would spend his time studying the heavens, casting auguries, and making predictions about the state of the next harvest and so on. He foresaw the events of Maligno's ascension, and left the village a week before, saying nothing to anyone. He did, however, leave his notes behind in his hurry to get out of town.

Notebook. The astrologer's notebook lies open on the desk, written in cramped Odiaran. It reads: *may the good lord forgive me for what I do. I cannot prevent it. I have seen the end...wooden eyes and wooden hearts. Blade that stab and needles that slice your mind. A child of starlight, come to ruin us. The stars are going out. The sky is falling. Can you hear me? THE SKY IS FALLING.*

Charts. A character proficient in navigator's tools can make basic sense of the astrologer's charts, which indicate that at some point in the past Odiare had a heaven full of stars. Where they are now is hard to say.

Telescope. The telescope stares up into endless blackness. It can be moved to look at other locations in the town.

31 - Statue

This dark and empty town square is centered around the statue of a woman holding something in her hands. On closer inspection, it is a small marionette she is pulling the strings of.

The square doesn't see much use given the town's current population.

Statue. The statue here appeared after Odiare was swallowed by the mists. Sometimes, when no-one is looking, it shifts positions slightly. It is usually surrounded by **Worry Crickets** (see Appendices) which happily leap from it to trail strangers.



Odiaran Children

If you need to generate a random Odiaran child in a hurry, use the information below.

d6	Physical State
1-3	Starving (Exhausted)
4-5	Hungry
6	Satisfied

d6	Emotional State
1-3	Traumatized
4-5	Hysterical
6	Surprisingly balanced, all things considered

Names

Adriana

Andre

Antoni

Aurelia

Bitino

Caterina

Diana

Faustina

Francesca

Isabella

Jaco

Leonardo

Lucia

Maria

Nicholo

Pascol

Pellegrina

Piero

Simon

Tadio

Vincenzo

Zuana

Zulian



I:

MONSTERS AND NPCs

Ravenloft harbours horrors both old and new, the ever changing mists conspiring to introduce adventurers to new vistas of horror. New monsters that appear in this volume of the Gazetteer are described below.

Worry Cricket

Worry Crickets infest Odiare at various points, and often appear when familiars are summoned. They whisper dark things in the ears of their masters, slowly driving them mad with guilt and worry.

WORRY CRICKET

Tiny beast, lawful evil

Armor Class 16
Hit Points 10 (3d4+3)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	8 (-1)	10 (0)	10 (0)	10 (0)

Senses Blindsight 10 ft., Passive Perception 9
Languages All
Challenge 0 [25 XP]

Uncanny Hunch. The cricket can tell if it hears a lie.
Knowing What To Say. The Worry Cricket makes attack rolls against the targets Conscience score, not their armor class.
Words Like Fire. Creatures within 5 feet of a Worry Cricket have disadvantage on saving throws against Madness.

ACTIONS

Worry. Melee Spell Attack: +2 to hit, reach 5ft., one target. Hit: 1 psychic damage, and the target has disadvantage on attack rolls and saving throws until the end of their next turn.

Carrionette

Carrionettes are the evil puppets created by Giuseppe under the orders of the Darklord Maligno. They have no soul, or remorse, given life by the Dark Powers perhaps in a cruel mockery of Maligno's desire to be friends with the other children, something his heart is too dark to ever truly achieve.

Unseen but seeing. Carrionettes are cursed to become inert whenever they are being looked at, but are otherwise incredibly fast. They use this ability to disturb and disorient their victims, preferring to attack in large numbers to their targets are stuck looking back and forth trying to keep track of the

sheer number of toys. If undiscovered, they like to leave messages scrawled on walls, steal, and destroy belongings. They rarely kill except under Maligno's direct command. They do not possess true sentience, only a baseline malevolence that enables them to enact Maligno's will.

Silver Needles. Carrionettes prefer to carry small bladed weapons, but also possess a secret weapon - a long silver needle they secrete on their person. The needle can be used to paralyse an unwitting victim, who is then powerless as the puppets dismember them. It is also capable of a more insidious power, to possess a host from the inside, transferring the puppet's consciousness into a host body. This masquerade rarely lasts long, but can often turn the tide of a battle in their favour.

Fear of fire. All carrionettes have inherited their dark lord's fear of the open flame, which eats away their thin bodies of wood, fluff and cloth easily. Acid is equally effective, and the puppets take any adversary wielding such tools very seriously indeed.

Don't Blink

The carrionettes which plague Odiare are bound by several restrictions. The toys are sentient, and can move incredibly quickly. However, as toys, they fall inert when they are being inspected. They often seize the opportunity to strike when a character lets down their guard, or when a character blinks.

When in combat, or when it becomes important to decide whether or not the characters have eyes on any particular Carrionette, it is suggested that you employ the following rules or variants when handling the evil carrionettes.

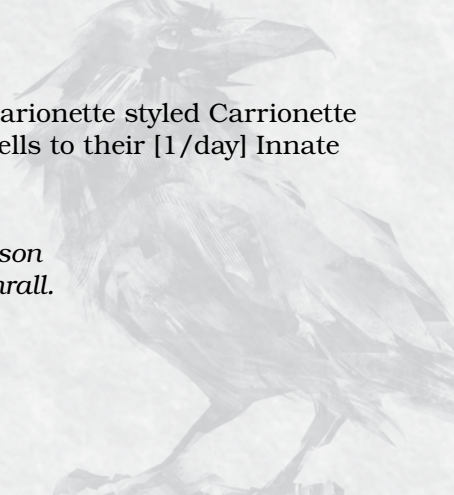
Blink. A character can stare without blinking for a number of rounds equal to their Constitution modifier (minimum 1). They must declare they are doing so. At the end of a round where the character blinked, they must do so, allowing creatures who have held actions for this purpose (or who have reactions that use blinking as a stipulation) to make their move.

View. A bipedal humanoid creature typically has a 210 degree field of vision. For the purposes of this module, assume that the carrionettes care about the narrower field in which humanoid eyes are capable of focusing, which translates in this context to a 15 foot wide column facing away from the character's position in any direction you choose. A character can change their viewpoint freely at the start or end of the turn, or after an attack has been resolved against them.

So Many Toys!

Different types of non-marionette styled Carrionette can add the following spells to their [1/day] Innate Spellcasting list:

- Teddy Bear.** *Charm Person*
- Dancing Ballerina.** *Enthrall.*
- Cymbal Monkey.** *Alarm*
- Tin Soldier.** *Haste.*



CARRIONETTE

Tiny construct, chaotic evil

Armor Class 16

Hit Points 10 (3d4+3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (0)	12 (+1)	7 (-2)

Damage Immunities Poison, Psychic

Damage Vulnerabilities Fire

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

Senses Blindsight 60 ft., Passive Perception 11

Languages -

Challenge 5 (1,800 XP)

Skills Stealth +8

False Appearance. While the carrionette remains motionless, it is indistinguishable from a normal toy.

Frozen Puppets. If a character has eyes on a Carrionette, it is incapacitated and its speed becomes 0.

Innate Spellcasting The carrionette's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand (the hand is invisible)*
1/day: *invisibility*

ACTIONS

Multiattack. The carrionette makes two melee attacks.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Silver Needle. Melee weapon attack. +7 to hit, The carrionette stabs a creature with a long silver needle. On a hit, the carrionette chooses one of the following effects.

Paralysis. The affected creature must succeed on a Constitution saving throw or become paralyzed. At the end of each of their turns, the creature can repeat the saving throw.

Possession. One humanoid that the carrionette can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the carrionette; the carrionette's puppet body then falls inert, and the target is incapacitated and loses control of its body. The carrionette now controls the body but doesn't deprive the target of awareness. The carrionette can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the carrionette ends it as a bonus action, or the carrionette's original puppet body is destroyed (which also destroys the carrionette). When the possession ends, the carrionette reappears in an unoccupied space within 5 feet of the body. The target is immune to this carrionette's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

REACTIONS

Burst of Speed. When a character blinks (see Don't Blink, page x), a carrionette can move up to its speed and take an action.



Maligno

The Darklord of Odiare is the homicidal puppet Maligno. He hates adults, believing irredeemably that they are the cause of all awful things.

Bound to the Master. Maligno is linked to Guiseppe in a way he despises. Maligno cannot be harmed whilst Guiseppe lives, but suffers all damage dealt to Guiseppe. He keeps Guiseppe hidden away for this reason.

Cruel Curiosity. Maligno is needlessly cruel, much like a child frying ants with a magnifying glass. He has no conception of any grander schemes than his own immediate gratification. He often leaves badly wounded enemies with one hand or no eyes if something distracts him.

Master of Muppets. Maligno is the master of the carrionettes, and they obey him utterly in all things.

MALIGNO

Tiny construct, chaotic evil

Armor Class 16

Hit Points 39 (6d8 + 12)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	23 (+6)	18 (+4)	10 (0)	12 (+1)	16 (+3)

Damage Immunities Poison, Psychic

Damage Vulnerabilities Fire

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

Senses Blindsight 60 ft., Passive Perception 11

Languages Common, Odiaran

Challenge 7

Skills Acrobatics +8, Performance +5, Stealth +8

False Appearance. While Maligno remains motionless, he is indistinguishable from a normal toy.]

Immortal Evil. Whenever Guiseppe takes damage, Maligno takes an equal amount of damage. Maligno is immune to all other damage.

Regeneration. Whilst he can see Guiseppe, Maligno regains 10 hit points at the start of his turn. If Maligno takes acid or fire damage, this trait doesn't function at the start of the puppet's next turn. Maligno dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Spellcasting Maligno's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

Lair Actions

While Maligno is in Guiseppe's Workshop (area 15) he can take lair actions as long as he isn't incapacitated.

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

- Until initiative count 20 of the next round, a toy Maligno designates within sight of him becomes a **carrionette**.
- Until initiative count 20 of the next round, Maligno cannot be grappled, restrained or slowed.
- Maligno chooses one humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the **simulacrum** spell). This hideous simulacrum is a puppet of the creature it is imitating. This simulacrum obeys Maligno's commands and is destroyed on initiative count 20 on the next round.

At will: *vicious mockery, thaumaturgy*
3/day: *tasha's hideous laughter, hold person, tiny servant, darkness*
1/day: *animate objects, otto's irresistible dance, glibness*

ACTIONS

Multiattack. Maligno makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Silver Needle. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d4 + 6) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Conscience saving throw or be paralyzed for 1 minute by doubts and guilt. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Maligno 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. Maligno regains spent legendary actions at the start of his turn.

Move. Maligno moves up to his speed without provoking opportunity attacks.

Silver Needle. Maligno makes one Silver Needle attack.

Cast a spell (Costs 2 Actions). Maligno casts a spell using his Innate Spellcasting feature.

The Blue Fairy

The Blue Fairy is a nasty and hateful fey that delights in twisting the wishes of people against them. She masquerades as a good fairy to the people of Odiare, and with a wave of her wand promises to give people their heart's desire, if they wish upon a star.

THE BLUE FAIRY

Medium fey, lawful evil

Armor Class 16 (natural armour)
Hit Points 143 (22d8 + 44)
Speed 30ft. (60 fly)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	19 (+4)	20 (+5)	21 (+5)

Saving Throws INT +8, WIS +9, CHA +9
Skills Arcana +8, Nature +8, Perception +9, Deception +13
Senses Darkvision 60 ft., Passive Perception 19
Condition Immunities Charmed
Senses Blindsight 60 ft., Passive Perception 11
Languages Common, Odieran, Sylvan, Elvish
Challenge 9

Magic Resistance. The blue fairy has advantage on saving throws against spells and other magical effects.

Innate Spellcasting The blue fairy's innate spellcasting ability is Charisma (spell save Charisma (spell save DC 17)). She can innately cast the following spells, requiring no material components:

At will: *minor illusion, disguise self, magic aura*
3/day: *charm person, suggestion, bestow curse*
1/day: *mass suggestion, polymorph*

ACTIONS

Magic Wand. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d8 + 1) radiant damage, plus 18 (4d8) psychic damage.

Guiseppe

The poor and embattled toymaker Guiseppe suffers an eternal nightmare under the delusion he might be able to save his "son", the evil Maligno.

Ideal. "My toys and craftsmanship are a solace in dark times."

Bond. "My son can be saved, if I love him enough."

Flaw. "I allow my apathy to imperil others."

GUISEPPE

Medium humanoid (human), lawful evil

Armor Class 15 (leather apron)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Senses Passive Perception 10
Languages Odieran
Challenge 8 (3,900 XP)

Pulling Strings If Guiseppe is dealt damage, Maligno is also dealt that damage, bypassing Maligno's damage immunity.

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.



II: TREASURES

Scattered throughout Ravenloft and in the possession of NPCs, are artefacts that can be used to the benefit of the party. Items new to the Gazetteer are listed here.

THE RED SHOES

These smart looking crimson shoes are made of a soft material made to fit snugly around your feet. They are flexible and light, suiting a dancer or an acrobat.

Wondrous Item, uncommon, (requires attunement)

Whilst attuned to the Red Shoes, you have advantage on Performance checks made to dance, or acrobatics checks made to move gracefully. Your movement speed increases by 5 feet.

Curse. A character who dons the Red Shoes immediately becomes attuned to them. An attuned character cannot remove the shoes. The shoes dance continually, whether the user likes it or not. This prevents the wearer from resting or sleeping.

PARRIDIN'S PORRIDGE POT

Wondrous Item, uncommon.

Whilst holding this pot, you can speak the command word "Cook, little pot, cook!" and the pot will produce one litre of delicious, heated and edible porridge each hour. Saying the second command phrase "Stop, little pot, stop!" causes the pot to stop producing porridge.

Curse. The second command phrase does not produce the desired effect until the curse is lifted.

BEARSKIN

Wondrous Item (cloak), legendary (requires att.)

You have a +3 bonus to AC while wearing this cloak. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the cloak. Once this special action is used, it can't be used again until the next dawn.

Curse. Once the bearskin is attuned, the wearer becomes filthy and hideous. This imposes disadvantage on charisma checks made to interact positively with others. Wearing this cloak for a period of seven years without taking it off removes this curse from the item forever.

d10	Odiaran Trinkets
1	A small screwdriver with a flat head
2	A wooden prosthetic eye
3	A paper crown
4	A small bell on a string
5	A doll of a gaunt man in a suit. He has fangs and a sour look to his face.
6	A toy clockwork spider
7	A battered copy of <i>Sleight of Hand Tricks to Amaze and Delight</i>
8	A glass sphere that turns blue in sunlight
9	A toy crocodile that has an alarm clock sewn into the stomach
10	A golden nightingale music box. When it sings, you feel a cold hand on your shoulder.
11	A small door made of gingerbread. Perhaps it was once part of a house.
12	A tiny tin soldier which doubles up as a nutcracker.
13	A sock puppet missing one of its button eyes
14	A hideous stuffed ball of eyes and beaks. It has a warning label "do not feed after midnight"
15	A stuffed whale. as big as your armspan. It has the name "Monsto" sewn onto the side.
16	An ugly baby bird plushie which is reversible into a glamorous swan
17	A toy pink rabbit
18	A set of twelve tiny princess dolls
19	A small round black orb. When you shake it, the words "Yes" "No" "Perhaps" and other answers appear on the surface
20	A little porcelain pig with a slot in its back through which to insert coins

