

RAVENLO

THE
HAUNTING
AT HEATHER HOUSE



A RAVENLOFT ADVENTURE
FOR CHARACTERS OF 3RD LEVEL
BY OLIVER CLEGG



PROLOGUE:

REST IN PEACE

Heather House sits on a hill, rafters heavy with memory. Gloom perches on the mantle, and ravens crowd the balconies. Paint peels from warped panels, and the crowlike door knocker is coated in verdigris. No-one walks the path to Heather House. It stands alone, for alone it must remain.

SYNOPSIS

A strange house appears in a well known street. It's strange because everyone seems to remember it apart from the characters, who are the only creatures that seem aware the house is a recent addition to local street planning. Once inside the house, the characters must tackle the strange occurrences, and perhaps even figure out what happened inside Heather House all those long years ago. Depending on their experiences inside the house, they may put the allegations of unquiet spirits to rest for good, or find themselves joining the long line of dead who walk the halls of Heather House.

THE HISTORY OF HEATHER HOUSE

Heather House first appeared in module "The House on Gryphon Hill", the successor to I6 Ravenloft. In that module, characters battled against strange forces at large in the house. After the events of *Gryphon Hill* the spirits of the house were roused to anger, and haunted the place relentlessly, including the resident Darklord, Lord Godefrey. As time passed, and no-one returned to the House, it fell quiet. Time eroded the memories of Mordent like the sea beating against the shore. The House was forgotten, and everything inside it became legend, which in turn faded to myth. Like all good stories, the memories of Heather House did not die entirely. Instead, they passed from the world of living or dead to the Shadowfell, and into the clutches of the Raven Queen, mistress and keeper of memories. The Queen turns this strange mirror of Heather House over and over in her palm, like a puzzle she has not yet deciphered the answer to. Those who stray too far from the path, or those who fall prey to her enigmatic whims, sometimes

find themselves walking the halls of Heather House as if in a dream.

TENSION

As the party travels through Heather House, they may encounter supernatural Hauntings that increase the suspense and sense of wrongness of the place. All of these Hauntings are optional, and you should sprinkle as many as you feel you need to best suit your group's play style. The tension score is additive, and represents the slow, creeping sense that something bad is about to happen.

You, as the dungeon master, can 'spend' Tension to inflict Hauntings on the characters. The system is designed to invoke the feel of trudging through a strange, hostile environment, with no clue as to when a manifestation might become a true threat. More violent or dangerous Hauntings require you to spend more Tension to manifest, and hence necessitate a longer build up. This helps structure your adventure with peaks and troughs, though you could of course dispense with it altogether and run Hauntings as suits your sense of whimsy. It is suggested that you do not repeat Hauntings, to preserve their dramatic effect.

"TENSION" IN PLAY

Tension and Hauntings are opportunities for characters to engage with horror and roleplay their characters response to unusual and unnatural occurrences. If players go to some effort to roleplay their characters' fear, dread and anxiety (or other pertinent emotions), consider granting them Inspiration, and allowing them to use that Inspiration at any time to reduce the current Tension by 1. Conversely, if characters are portrayed in a cynical or overly contemptuous light, consider increasing the tension by 1 each time the character displays these traits, but also targeting that character in a discriminatory fashion with the Hauntings you manifest as a result.

WHY WOULD I GO TO HEATHER HOUSE?

- Curiosity. Heather House appeared nearby with no warning, and no-one else seems to know that it only appeared recently. Any adventurer worth their salt would investigate,
- Concern. A friend wandered into the house, and has yet to return.
- A debt. An old friend calls in a favour - they want a specific item from inside the house, or they want the house cleansed of ghosts.
- A dream. Characters have been having horrible dreams about the House. There's only one way to end them.

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APPROACHING THE HOUSE

As the characters approach the house, read or summarize the following:

Heather House sits on a hill, rafters heavy with memory. Gloom perches on the mantle, and ravens crowd the balconies. Paint peels from warped panels, and the crowlike door knocker is coated in verdigris. No-one walks the path to Heather House. It stands alone, for alone it must remain.

GROUND FLOOR

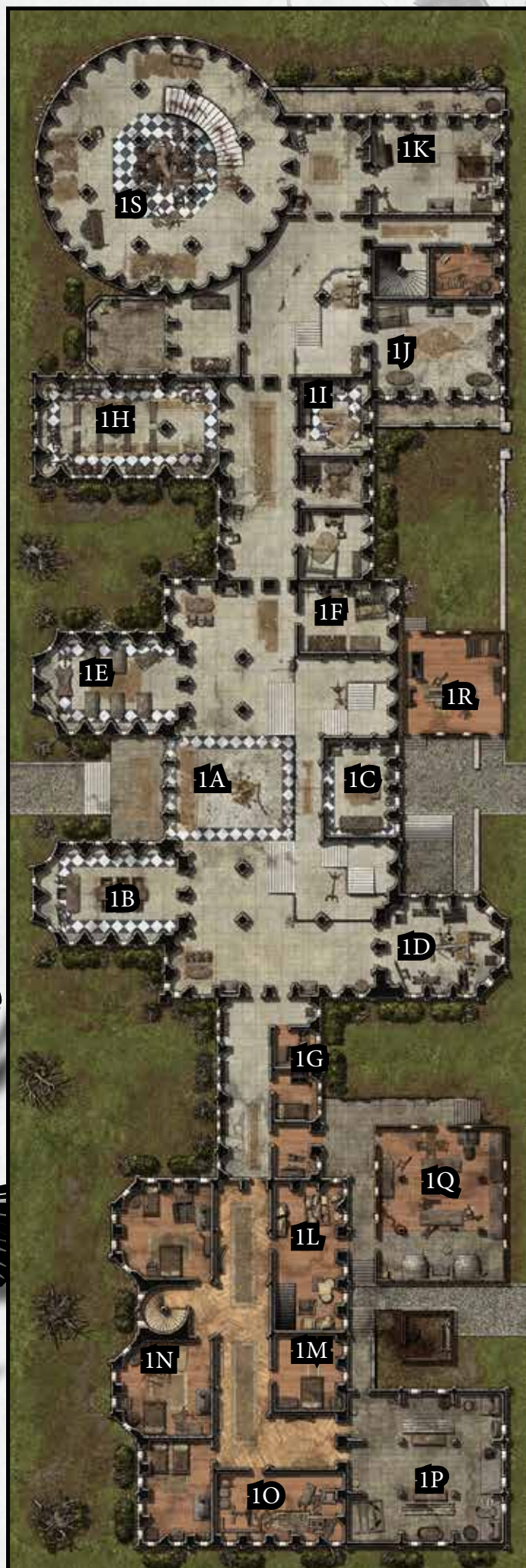
The Ground Floor of the house is a slow, suspense building episode, where each room has the potential to hold questions, answers or something awful. Use the Ground Floor to build an uneasy sense of mystery and suspense, ideally ascending to the First Floor when you are ready. It may come to pass that the characters attempt to immediately ascend. This is just the peril of roleplaying games - allow them to explore as they wish, and deal with the consequences as they arise.

Features

Windows. Heather House has tall glass windows throughout the floors. All can be broken if desired (AC 10, 5 hit points), and many are emblazoned with stained glass motifs of lilies and crows.

Doors. Heather House has thick wooden external doors (AC 13, 25 hit points) and thinner internal doors (AC 13, 10 hit points). None of the doors are locked unless otherwise noted.

Lighting. It is dark inside Heather House. Descriptions inside are predicated on the ability to see in dim light out to 60 feet.



AREA IA - ENTRANCE HALL

AREA IB - SCRIPTORIUM



The vast and imposing entrance hall is marble floored, and a large glass chandelier lies broken in the middle of the room. The tiles are covered in glass shards. Further to the north and south, the room expands into unseen corridors and rooms.

This room's tables are arranged so that one figure might sit on a dais and look down on others seated cramped around a central table. The dais is graven with three ravens in flight. Framed works or calligraphy on parchment are dotted around the walls.

Glass shards. The splintered glass scattered across the floor makes this room difficult terrain for any creature without a fly speed.

Pillars. The pillars are graven with swirling ravens in flight. Words carved in elvish around the pillars read:

Desks. This cramped table has been installed with little cubby holes for ink, paper and other writing materials. Some of the paper has rotted, but others have not.

Ravens. If touched, the ravens glow with a soft white light, illuminating the room gently.

Parchments. Three of the mounted texts on the walls can be removed from their frames safely and used as if they were spell scrolls of augury.

Investigation (Easy). The chandelier was broken a long time ago, and left to gather dust. The string was cut...that doesn't seem like an accident.

Religion (Hard). The poem is an elven love song, with all the complexity and nuance that implies.

Investigation (Easy). This place was intended for use as a scriptorium, a place where writers gather under the watchful eye of a master, to scribe texts.

Arcana (Easy). The ravens provide light without necessitating candles or lamps. This is a low level magic, within the ability of a novice, but masterfully performed to be active after all this time.

Language (Sylvan): The texts around the walls are devotions to Labelas Enorath, the elven deity of time and memory. Many are psalms asking the god to stave off the inevitable.

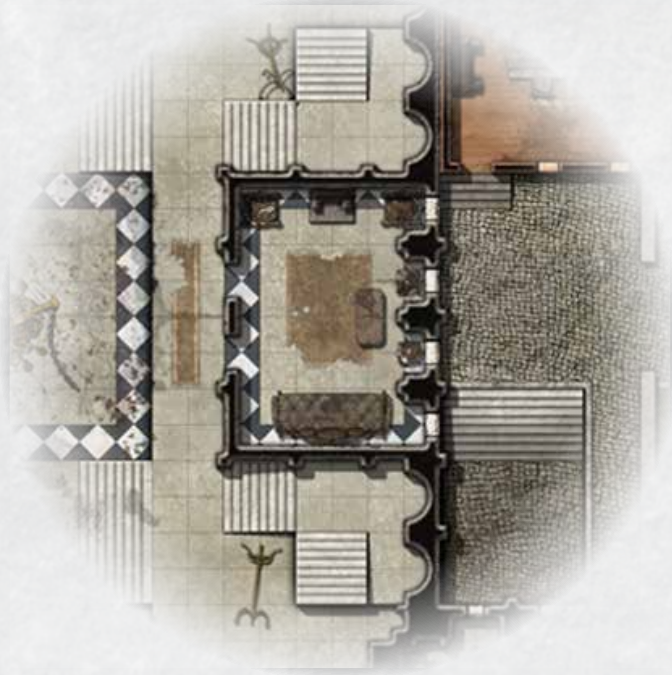
HAUNTING

A woman in black sits at the desk atop the dais. "Oh, have you come to learn?" she says, genially, before her face melts away into ink that spills across the table and onto the floor. Words spill out from her hands as she dissolves with a shriek.

This is a manifestation of a ghost's **Horrorific Visage** ability.



AREA IC - THE LOUNGE



The seats in this lounge have begun to decay with age, and stuffing is visible where moths or mice have nibbled away at the fabric. The rug on the floor seems in worse shape than the rest of the room. A large clock sits on the mantelpiece.

Seating. The couches in this room are infested with rats. Disturbing them causes a **swarm of rats** to exit the seat by the quickest means possible, fleeing through any available exit.

Rug. This horribly decayed rug is emblazoned with a majestic image of an elven figure holding the moon in one hand like an orb.

Clock. This rather unwieldy carriage clock is inlaid with silver filigree. It has no numbers on it, instead listing several rooms in the house. It has two hands, one is slender and bronze. The other is larger and inlaid with amethyst.

Investigation (Easy). The bronze hand of the clock is dusty, whilst the amethyst hand isn't. Perhaps the latter is still moving, from time to time.

Religion (Average). The rug depicts Sehanine Moonbow, elven goddess of dreams and mysteries. She probably doesn't appreciate being stepped on.

History (Hard). The clock is an antique, wrought in the elven style, but with the hallmarks of dwarven nuptial celebratory craft. Perhaps a wedding present? Or a dowry?

HAUNTING

The amethyst hand on the clock spins around to read "Lounge". The door creaks open, and shuts itself.
Increase the tension by 1.

AREA ID - STUDIO



Tables and chairs have been overturned in this room, spilling paints and books onto the floor in a colorful mess. Mouse-chewed canvasses are scattered throughout the melee.

Paints. The collected paints are all that remains of a set of *Nolzur's Marvelous Pigments*. Collecting the paints together reconstitutes the Marvelous Pigments, though there is only enough paint left to cover 250 square feet, as opposed to the 1000 that the item begins with.

Portraits. There are an abundance of portraits around the room, none of them framed.

Books. The books are works on technique and form for artists. Many are advanced, and are written in a staggering array of human and elven dialects.

Painter's Tools (Easy). Whoever once worked here was something of a talented artist. The style of painting is several hundred years old, at least, however.

Insight (Easy). These half-destroyed paintings are all of the same woman, at various ages. Raven black hair, a purple dress, and stroking a raven. It's clear this woman meant a great deal to the artist.

Investigation (Hard). One of the books has a small gift inscription to the front endpaper - "To my darling, in the knowledge he doesn't need it, but with the hope he might like it anyway."

HAUNTING

The women in the portraits get up one by one and leave their canvasses, until every single one is empty.

Increase the tension by 1.

AREA 1E - SHRINE TO MEMORY



Six wooden benches are arrayed before a pulpit, carved with a celestial array of stars. The ceiling is painted with an image of a slender, elfin man with dials for eyes. The picture is strangely hypnotic, as if at any moment he might reach out and touch you. Glyphs are worked into the floor and walls in concentric patterns.

Pulpit. The pulpit is dusty, and holds a religious work called the Dialects. An anonymous tract, it consists of a Socratic dialogue between a pupil and teacher concerning the passage of time.

Fresco. The ceiling illustration is a sweeping, majestic devotional art piece. The ceiling is enchanted with a *sympathy* effect (DC 12) which causes victims to stare blankly at it for 3d4 minutes. When victims overcome the effect, they have no memory of time they spent under its influence.

Time Distortion. For every minute spent in this room, an hour passes elsewhere in the world.

Religion (Easy). This is a shrine to the Seldarine, specifically Labelas Enorath, elven god of time and history.

Investigation (Average). There are enough seats here for several people, but only the front two pews look like they have ever been used.

Arcana (Hard). The glyphs are arcane sigils that divert and manipulate the flow of time.

HAUNTING

The lady of the house is deep in prayer on the front pew as the characters enter, hands clasped in front of her face. If disturbed, she raises her face to reveal that her eyes have been removed, blood trickling down. "There's no time," she whispers. "No time at all."

This is a manifestation of a ghost's **Horrorific Visage** ability.

AREA 1F - A CURIOUS CUPBOARD



This small seating area is arranged around a small fireplace. On a plush looking brown couch, a tabby cat is snoozing peacefully. On a side table, a deck of cards is played out in a half-finished game of solitaire.

Trapdoor There's a small trapdoor under one of the couches, which doesn't look like it has been opened in some time. Moving the couch allows it to be opened, revealing a 5 foot wide wood paneled tunnel that reaches to Area 1.

Cards. There is a deck of cards on the table of the room. Every single card in this deck is a Joker.

Cat. There's a rather uncomfortably wide-smiled cat sitting in this room. It disdains attempts to curry favour with it with the contempt such entreaties deserve.

Investigation (Easy). There's some irregular raised flooring under that couch, it looks very odd.

History (Average). There's not much use for a pack of cards filled entirely with Jokers, is there? Though, now you look at them closely, they remind you of a story about a jester who split himself into a thousand pieces to evade a jealous lover.

Perception (Hard): That cat...something is wrong about it. The smile is too wide, and the eyes are too bright.

HAUNTING

The cards on the table scatter in an intangible wind, whirling about giddily. There's a high pitched giggle, and the tinkling of unseen bells.

Increase the tension level by 1.

AREA IG - STORAGE



Bookcases. The books in these rooms are manuals on practical remedies for home solutions, old recipe books and other primers.

Cleaning supplies. Mops, sponges, bars of soap and the odd bucket. They smell of despair.

Utensils. An array of knives, forks and spoon have been stacked up rather carelessly on a top shelf. There is a +1 *dagger* hidden amongst them.

History (Easy). There's a copy of *Calpurnia's Guide to Cookery*. It might be worth 25gp to the right buyer.

Perception (Average). Those knives on that cabinet could fall at any minute. Better not be in the way when that happens.

Smith's Tools (Hard). That's no kitchen knife. It's too sharp and shiny, even from a distance.

HAUNTING

The case groans, and begins to fall forward with a creaking moan. Characters standing nearby the case must succeed on a Dexterity saving throw DC10, or take 3d6 bludgeoning damage from the falling case. A character who fails the save by 4 or more also gets stabbed by an errant knife, taking 3d4 piercing damage.



AREA IH - SHRINE TO CAPTIVITY



This large, spacious chamber has room for an entire congregation of supplicants. Pews are laid out in rows, and a painting on the ceiling depicts an ethereal woman clutching a dove in her palm. It's not clear if she is nursing it...or strangling it. Empty birdcages hang from above. A soot-blackened statue of a woman emblazoned with birds in flight stands near the far windows.

Fresco. The painting on the ceiling is marked in elvish with the phrase "In life, death. In death, life. So mote it be."

Birdcages. Gilded cages hang from the ceiling. They are mostly empty, the occupants having long fled. One cage still has an occupant - this is a raven.

Statue. A closer look at the statue reveals that it has been desecrated. Someone has made an attempt to burn it, and there are scorch marks all over it.

Survival (Easy). How is that raven still alive? This place looks abandoned.

Nature (Easy). The scorch marks look a fair bit like crows or ravens in flight.

Religion (Hard). Naralis Analor is an obscure elven deity of life and death. She is most commonly invoked in cases where all hope for medical intervention has faded,

HAUNTING

The Lady of the House is present when the characters enter, at the feet of the statue. She raises a pale hand, and touches the statue fondly. It cracks down one side of its face. The Lady of the House turns, and fades away.

Increase the tension by 1.

AREA II - RAT NESTS



This carpeted room has the furniture stacked to either side, leaving a clear floor space. The smell of rat droppings and filth is strong in this room, and occasionally you can hear a verminous squeak from somewhere in the walls.

Rat Horde. On initiative count 20 each round after the characters enter the room, a **swarm of rats** generates from inside a wall, entering through a previously unseen hidey hole. The rats are nasty and territorial, and all of them carry Cackle Fever (see Diseases in the Dungeon Master's Guide) which makes for an unnerving, giggling mass of squeakers.

Medicine (Easy). These rats have a disease called Cackle Fever - don't get bitten.

Nature (Average). These rats are unusually aggressive, but it's probably a territorial reflex. If we retreat, they won't follow.

Perception (Hard). I spy 6 rat holes. If we plug them, the rats should stop streaming in.

HAUNTING

The rats swarm out of the walls in greater and greater numbers, threatening to overwhelm you. Suddenly, they stop. They look around, wild eyed with fear, and dark back to their holes.

Increase the tension by 1.

AREA IJ - A MEMORY OF HATE



The dilapidated furniture and drab walls of this room are a grim reminder of the impermanence of material wealth. The peeling wallpaper reveals bloodstains hastily concealed long ago.

Stains. There is a violent array of old bloody stains on the walls behind the decaying wallpaper.

Gouge marks. Accompanying the blood stains, some of the furniture has gouge marks in it, as if from claws.

Candlestick. There's an old candlestick in the corner. It is also encrusted with blood.

Investigation (Easy). Someone was attacked here with the candlestick. How trite.

Medicine (Average). The victim lost a lot of blood. Depending on their age and health it is doubtful they survived.

Insight (Hard). This attack was vicious, and went on for some time by the look of it. Someone must have been very angry indeed to make such a mess.

HAUNTING

A whistle picks up, and a scratching sound echoes through the room, like a knife being dragged across stone. It fades as quickly as it came.

Increase the tension by 1.

AREA IK - THE SECOND BEST BED



This room is mostly occupied by a rather ugly double bed, lumpy with age and battered from use. The covers have been stripped from it, and the mattress is leaking straw, which makes it rather a sorry sight.

The Second Best Bed. This bed is lumpy and uncomfortable. You can't think for the life of you why anyone would voluntarily sleep on this thing.

Investigation (Easy). This bed is worn almost to pieces. Someone (or maybe several someones) used it every day until it broke.

Arcana (Hard). If you were to take out the straw from this bed, you could probably make a rather entertaining scarecrow from it. It's already haunted, after all.

Lazy-Eyed Susan. A character proficient in the Arcana skill can perform a 1 hour ritual to construct a **scarecrow** from the straw bedding. The scarecrow follows the party around with a malevolent air.

HAUNTING

There's a rustling, clicking noise from under the bed. A closer inspection reveals nothing awry.

Raise the Tension by 1.

AREA IL - LARDER



This cupboard is filled with sacks of dry seed and other withered comestibles. To cook using any of these ingredients now would be a brave, if not fatal, move.

Grain. These sacks of grain have spilled out all over the floor. The rats occasionally scampering through them suggest that perhaps people had best avoid ingesting any.

Dried fruit. There's an entire barrel filled with tiny packages of dried fruit. They aren't safe to eat, and make anyone who chooses to do so feel queasy.

Withered meats. There are some stripes of withered, salted beef lying on the remains of a table. Anyone who eats the meat is **Poisoned** for the next hour.

Stairs. There is a set of stairs leading down into Area

Medicine (Easy). Don't eat the food. It has clearly gone bad.

Herbalist's Kit (Average). Give you an hour, a cauldron and some boiling water and you could make a *potion of healing*.

Cookery Utensils (Hard). Some of the dried herbs here are incredibly rare. Whoever the cook was, they had a lot of money.

HAUNTING

The dried fruit is ominous enough already, perhaps.

AREA 1M - THE THIRD BEST BED

AREA 1N - BEDKNOBS AND BROOMSTICKS



This bed in this room looks not only uncomfortable, but actively malevolent, with an uncomfortable array of springs, feathers and bedknobs in unlikely positions.

There were two beds in this room, one of which has shattered as if crushed beneath a titanic heel. Cleaning apparatus is stashed against the walls, as are a variety of humble personal belongings.

The Third Best Bed. This bed is uniquely uncomfortable. It's impossible to get any worthwhile rest on it. Yes, this does mean that if you tied someone to it they would eventually die of sleep-deprivation related exhaustion.

Broken bed. This bed has been smashed to pieces, for unknown reasons. Perhaps it said something offensive. A stray bedknob can be found nearby, which feels magical to the touch. The complete bed has the powers of a 6 ft. x 9 ft. *carpet of flying* but it can carry up to 1600lbs

Personal effects, Amongst a variety of smallclothes and other day-today concerns, there is a photo frame containing an image of two young woman smiling and standing outside the house in a maid's uniform. One is clearly a half-giant, which may explain the bed 'situation'

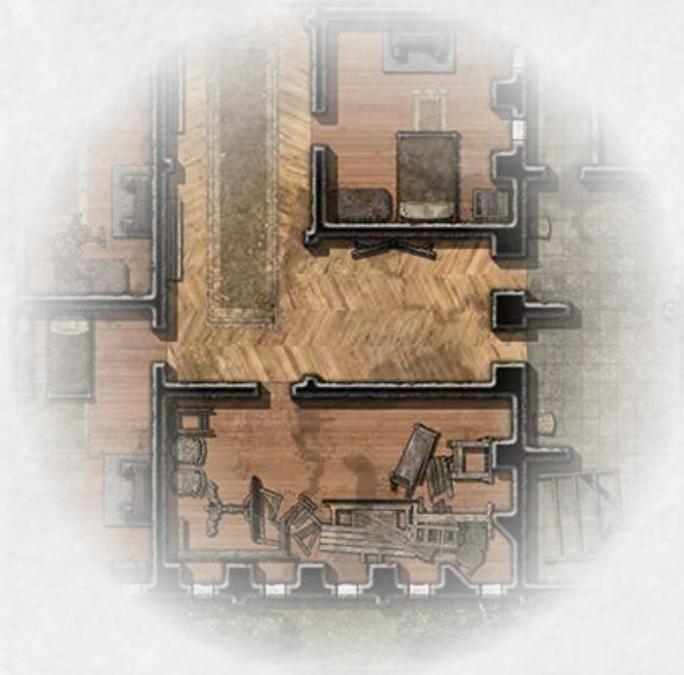
Broomstick. This is a **broom of animated attack**, and it doesn't like being disturbed. It remains very still, but follows the party around the house as stealthily as it can out of curiosity. It will never voluntarily admit to being able to move, even if caught in the act.

Detect Magic. One of the bedknobs from the broken bed is radiating transmutation magic.

Woodworker's Tools. You could fix the bed in a few hours, re-attaching the bedknobs.

Investigation (Hard). What happened to the maids? It looks like they left without any of their personal belongings.

AREA IO - WORKSHOP



This room is filled with broken wooden furniture and constructs of unknown purpose. A carpenter's desk has been knocked over onto its side, spilling tools all over the floor.

Tools. This is a complete set of Woodworker's Tools, which can be assembled and taken. The tools have a mind of their own, however. If they are ever left alone at night, they begin to construct trinkets, dolls and toys out of whatever raw materials they can find. They fall inert if anyone chances across them in the act.

Wooden Flooring. The flooring in this room covers a secret compartment, nailed shut. There is an elf skeleton curled up in the hole, clutching its knees.

Survival (Easy). That skeleton couldn't have survived long in the hole. Whoever they were, they died a horrible death.

Perception (Average). These floorboards are a bit irregular near the center of the room, almost like they were replaced badly.

HAUNTING

There is a knocking from under the floorboards. Something is trying to get through. There is again...that patient knocking.

Raise the Tension by 1.

AREA IP - KITCHEN



This huge kitchen is decked out with preparation tables, tubs for washing and a large dead stove on a stone hearth. An old woman is running clothes through a mangle, and humming to herself.

Agnes Grey. Agnes is a modified version of an *unseen servant* glamoured to look like a person, which is still performing chores after all this time. She is incapable of registering commands, and ignores all attempts to communicate.

Dirty Pan There is a particularly dirty pan lodged in the wall. It reeks of oil and mild depression. The pan is cursed - creatures that touch the pan gain the personality trait "I am dirty and ugly, and I should stick my head through a wall where no-one can see it." Remove curse or similar magic can alleviate this effect.

Detect Magic. The old woman radiates conjuration magic. It seems interwoven in the fabric of her being.

Insight (Easy). The woman seems completely oblivious to your presence and utterly devoid of thought.

Investigation (Hard). That pan is particularly far into the wall. Whatever put it there likely possessed supernatural strength.

HAUNTING

The old woman turns to you, a faint smile on her lips. Her face fades to concern, and then to fear. She backs away, raising her hands to defend herself, and then something unseen grabs her by the wrist before she vanishes.

Raise the Tension by 1.

AREA IQ - POTTER'S YARD

AREA IR - THE WOODSHED



This crowded room is filled with tables, chairs and shattered pottery. A large kiln stands at one end of the room, dark and cold. The wooden floor is stained with dried blood in several places.

This woodshed has timber piled up against the walls and in one corner. The room is filled with cobwebs, which dangle down innocently from the ceiling. There is a sense of bated breath about the place, like the calm before a storm.

Shattered art. Shards of pottery lie all over the room, crunching underfoot if walked over. It's almost impossible to discern how to piece anything in particular back together, but it seems like most of these were small statuettes and sculptures.

Kiln. The kiln is dark and cold. It cannot be lit any longer, and exudes a supernatural chill around it. The kiln becomes magically dark inside, which cannot be penetrated by darkvision. A creature that crawls inside the kiln is never seen again.

Something Nasty. The woodshed is imbued with a powerful *antipathy* effect (DC 19), which steers away unwanted visitors. Those that brave the effect and enter the woodshed return shortly afterwards under a *feblemind* effect, with the new Bond "I saw something Nasty in the woodshed", though they find themselves unable to vocalize what precisely it was they saw.

Investigation (Easy). The destruction here was wholesale. Someone really wanted to destroy all the works created here.

Religion (Hard). There aren't many coherent fragments left of the statuettes, but you can see the iconography of Corellon and the Seldarine here and there.

Religion (Easy). The folklore you know about sheds suggests they are unlucky.

Nature (Average). Those are a very good imitation of natural spider webs. They are not the real thing.

History (Hard). There are stories about sheds like this... they come up occasionally throughout history. People tend to come out dead, or gibbering.

HAUNTING

The kiln begins to emit shadows that flicker inside, spectral feathers barely visible at the edges. It calls to you, calls you to climb inside, to oblivion.

Raise the Tension by 1.

HAUNTING

A humming sound emanates from inside the shed, it pries away at your mind, attempting to peel it open. There is the glimpse of a purple, and something many-legged skittering out of sight.

Raise the Tension by 1.

AREA IS - GRAND STAIRCASE



This huge circular room is arranged around a wide marble spiral staircase that leads upwards. Junked furniture is piled in the center, reaching up towards the ceiling.

Staircase. Stepping on a stair causes it to light up and emit a clear note. Each stair governs a note on the scale, and the notes rise sequentially, lingering for a second before fading.

Junkpile. The pile of wooden tables, chairs and cabinets is a rather sad miscellany. Someone has doused it with oil, which reeks, whilst also making it something of a fire hazard.

Hole in the Ceiling. There is a hole leading up through the ceiling into the dark. This leads up through areas 2 and 3, right into area 4.

Performance (Easy). This staircase is elegantly (and expensively) designed. Someone must have loved music.
Investigation (Average). This pile of oily wreckage would make a rather violent bonfire. In fact, if you wanted to destroy this room, and maybe bring down this tower, this might be a way of going about that.

HAUNTING

The staircase lights up of its own accord, and briefly plays a simple melody.

Raise the Tension by 1.



AREA 5 - THE BASEMENTS

At certain points throughout the ground floor of Heather House, there are stairs leading down into the basements. These stone parlors, pantries and storage cellars are pitch black and cold.

Features.

Corridors. The corridors are between 5 and 10 feet wide.

Ceilings. The ceilings are 9 feet tall.

If characters head into the basements, read or summarize the following:

You head down into the dark. On all sides, cold stone walls and empty shelves create a barren landscape, and only the creaking of floorboards overhead suggests you are in a house and not a crypt. Down here, in the dark, the old powers of the earth are ascendant, and you are not welcome.

Crushing Earth

Complex Trap, levels 1-4, Deadly Threat

Trigger. A character enters a spot marked in red on the map.

Duration. This trap continues until all characters in the Basement when it triggers are dead, or have left the area.

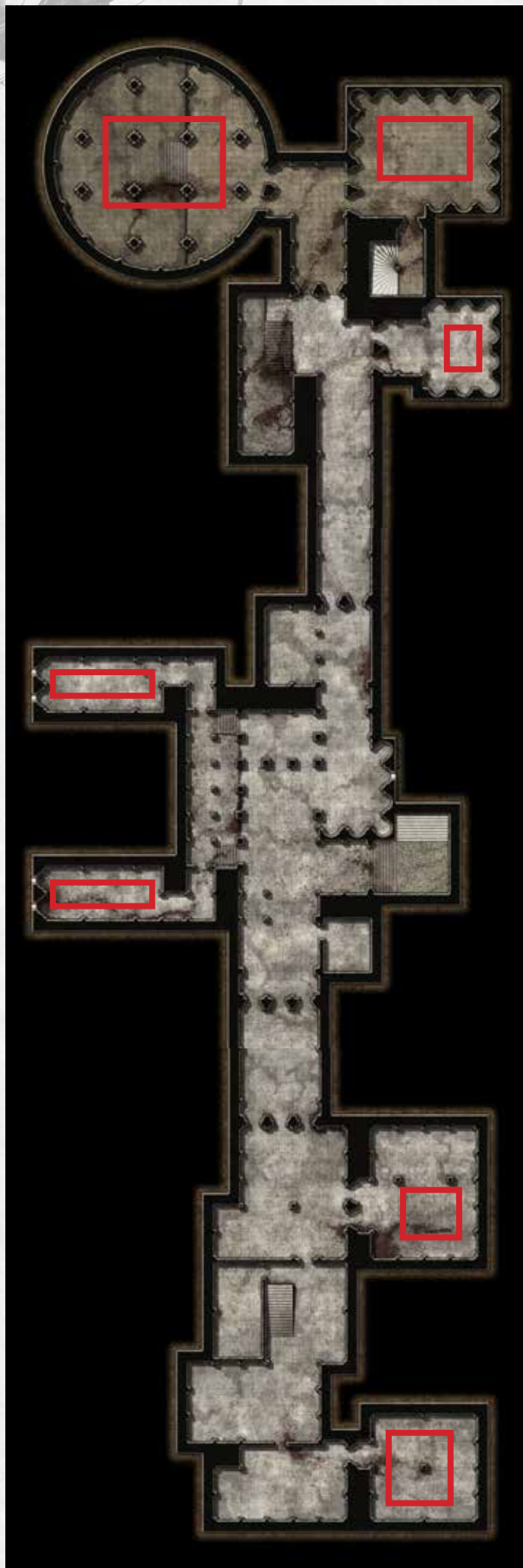
Active Elements. The corridors tighten.

Initiative. The trap acts on initiative count 5.

Tunnel Vision (Initiative 5). The walls and ceiling of the basement constrict by 1 foot on each side., with a grinding sound. Characters can squeeze through a gap 3 feet wide as difficult terrain, and a gap 1 foot wide with a DC15 acrobatics check. A character trapped between the walls takes a cumulative d6 bludgeoning damage each round.

Constant Elements. The walls and ceiling rumble and let off dust, alerting characters to the impending disaster and obscuring vision with clouds of grey dust.

Countermeasures. A character can jam something solid metal between the walls to stop them closing further, which takes the bludgeoning damage each round until it is destroyed. This damage can destroy magical items and other objects that would usually be immune to normal damage.



THE FIRST FLOOR

This floor is characterized by a more overt supernatural presence. It consists of three areas, rather than the more intricate and detailed layout of the Ground Floor. On this floor, though you have been provided with a map, you should feel free to move rooms and corridors about to match your desires, particularly if characters are making a concerted effort to put a map together.

Guidelines for this floor include:

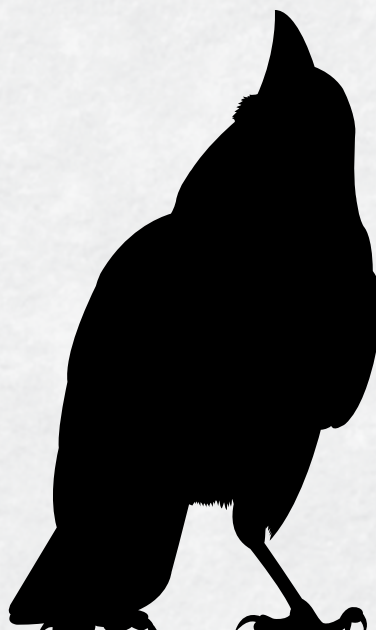
Beguile and Bedevil. This floor should carry a far greater level of hostile mystery than the subtle increases in tension of the ground floor. Doors and walls seem to creep in on all sides, and the ever present specter of Ravens makes for a sinister feeling of constant oversight by an unknown foe.

Note. Whilst the First Floor has more of an obviously magical feel than the Ground Floor, the effects are still largely internal rather than external. This allows you to blur the line between reality and perception, and leave many questions about the truth of Heather House to ambiguity (a time honored horror tradition).

Baffling Haze. The second floor of Heather House is tainted by the influence of the shadowfell. All the rooms, despite once having singular purpose, are one and the same room for the purposes of their contents. Whenever the characters enter a room that isn't described, read the following.

Another grey room, drained of colour and life, woven into the endless winding maze of corridors and chambers.

Abilities that would prevent a character from becoming lost do not function on the First Floor. The First Floor is governed by a complex trap detailed below - The Raven Rooms.



AREA 2 - THE RAVEN ROOMS

This floor is a labyrinth of grey corridors and bleak furnishing. Ravens are nested here on every pillar, seat and threshold. They eye you silently, as if questioning your right to enter.

The Raven Rooms

Complex trap (level 1-4), dangerous threat

Trigger. This trap activates as soon as character step out of Area 2A into any other location on this floor.

Initiative. This trap activates on Initiative counts 20, 15, and 10.

Active Elements. The floor slips away under the feet of careless adventurers. The tension increases. Ravens congregate.

Shifting Floors (Initiative 20). The floors of the raven rooms seem to confound and confuse unwary explorers. All characters on the first floor must make an Intelligence saving throw (DC 14) or vanish, appearing somewhere on the Ground Floor at the discretion of the DM.

Tension (Initiative 15). Increase the current tension level by 1.

Ravens (Initiative 10). Ravens begin to gather nearby. They don't do anything, and one more appears each time this ability triggers. Killing a Raven increases the Tension by 1.

Dynamic Elements. The Raven Rooms escalate their threat as characters spend more time on the First Floor.

Tension. When the Tension level reaches 6, the Raven Rooms unleashes a surge of negative energy. Characters trapped in the Raven Rooms gain a level of Exhaustion, and the Tension drops to 3.

Ravens. When the number of ravens reaches 6, the ravens begin to cry out aggressively. If the number reaches 13, the ravens congregate into a **swarm of ravens** and flutter about in the faces of characters.

Countermeasures. The Raven Rooms are not a perfect trap. They rely on befuddling the senses and clouding the mind.

Close Your Eyes Tight. A character who cannot see is immune to the effects of the Shifting Floors, as the beguiling patterns of the floors affect the visual senses of the victims.

Warmth and Light. The Ravens will not enter an area surrounding an open flame, or other sources of warmth. If forced into such an area, they fade into smoke and shadow.



THE SECOND FLOOR

This floor escalates to a direct intervention by evil, which shrouds the entire floor like a veil. The influence of the Raven Queen lies over everything on this floor, a dark enchantment of elven glamour and shadowy guile. Memories drift and flood this place like sands through an hourglass.

Guidelines for this floor include:

Darkness and Malice. Darkvision fails on this floor of the house, providing no benefit to those who possess it. In addition, light sources provide only dim light, whilst illuminating half the usual radius.

Puissant Hauntings. The evil of the Second Floor augments Hauntings with unnatural persistence. Countermeasures against Hauntings no longer function whilst on the Second Floor.

Dead Men Walking. When a creature dies on the Third Floor, roll a d6 and consult the table below.

1d6	Dead Men Walking
1	The creature dies, and their soul slips away to the afterlife.
2	The creature dies, and their soul is trapped in the Mists of Ravenloft, unable to reach the afterlife.
3	The creature dies, but doesn't realize it for 1d6 hours. A cursory inspection reveals that the creature is no longer breathing. When the duration of this effect expires, the soul leaves the body as usual.
4	The creature dies, and their spirit becomes a hostile specter under the control of the DM.
5	The creature dies, but their soul gains the specter statblock and can act normally. If it ever leaves Heather House, the spirit dissipates forever.
6	The Raven Queen reaches out to the dying character and offers them a deal. If they accept (and the terms are up to the DM), the character is returned to life in a manner suitable to the severity of the terms agreed to.

ENCOUNTERS

Certain events take place at particular places on the third floor. These are listed below and marked on the map.



AREA 3A - CRONE'S WARNING



An old crone lingers before a dark fireplace. Her face is etched deep with wrinkles and scorn. "She is not what you think she is," the crone barks at you. "No, not at all. Not what you think."

Crone. The Crone offers the characters a choice, pulling from behind her back a rose and a spider. The Crone is not a creature.

"Choose," says the Crone, displaying the rose and the spider in either hand. "Choose one, and decide your fate. You must know her, or you would not have come this far." She waits for you to pick one.

Religion (Easy). A Rose symbolises beauty, but also mortality. A Spider is a metaphor for enchantment, or impossible choices.

History (Hard). You know a folk tale that is very similar to this one. The hero chooses neither, and marries a princess. The connection between those two events is unclear.

I Choose the Rose. The Crone smiles, nastily. "Beauty Fades," she admonishes, and fades away. Raise the Tension by 1.

I Choose the Spider. The Crone frowns. "A hard life, and a web to spin from threads of dreams. Yes, I see now." She fades away. All characters gain Inspiration.

I Choose Neither. The Crone hisses, and bares teeth wrought from starlight. "You will choose before the end," she spits. "Everyone does." She fades away.

AREA 3B - THE WORLD STAGE



A large raised dais covers the floor of this room. A clockwork woman dances above it. She stops as you enter, and turns her face towards you. "I am inevitable," she says, turning back to her dance.

Clockwork Dancer. The Clockwork Dancer twirls and dances. One side of her face is painted with a smile, and the other with a frown. The Dancer is not a creature.

The Clockwork dancer is beauty in motion. She turns her face to you, and takes it off, separating it into two parts. Cogs turn where her face should be. "Choose," she says, offering you the two parts.

Insight (Easy). The Clockwork Dancer is acting very expressively for an automaton.

Perception (Hard). You can see rough edges around the mask where it has been handled over and over again. You can't be the first people who have been asked this question by the Clockwork Dancer.

I Choose a Smile. The Dancer clicks and whirrs. "A poor choice," she says. "But understandable." She fades away. Raise the Tension by 1.

I Choose the Frown. The Dancer's gears grind. "A sad choice," she says. "But wise." She fades away.

I Choose Neither. The Dancer drops both halves of her mask. "Yes," she says, echoing. "Emotions are a weakness that can only lead to heartbreak, and yet here we are. A delicious irony." She fades away.

AREA 3C - GOBLETS



Chairs stand around a long table, and a young boy sits at one end. Before him are two cups. "Drink," he says, pointing at the vessels. "One goes up, and the other goes down."

Boy. The boy offers the characters a choice. One cup is made of silver, and the other of dark obsidian. Both are filled with a clear, waterlike substance. The obsidian goblet contains a *potion of poison*, and the silver goblet contains water.

"To meet the Queen," says the Boy. "You must first learn that you have already met her." He smiles a crooked smile, and there are shadows behind his small eyes.

Nature (Easy). One of these drinks is likely to be poisoned. It's too big a risk to know either way.

Sleight of Hand (Hard). You know how to fake drinking something - it's an old magician's trick, and it can be very convincing.

I Choose the Silver Goblet. The Boy shakes his head. "Silver for purity, Silver for cleanliness. Life is a mystery." He vanishes. Raise the Tension by 1.

I Choose the Obsidian Goblet. The Boy nods. "Yes, life is a void, but we sail it together." He vanishes.

I Choose Neither. The Boy watches intently. "Drink deep," he says. "For the well of life is finite." He vanishes.

AREA 3D - THE WARRENS



Dark rooms full of cobwebs and bloody stains lie on either side of this corridor. A faint sobbing sound can be heard from somewhere in the maze of rooms.

The Weeping Woman. When the characters enter one of the rooms in the Warrens, roll a d6. On a 6, the Weeping Woman is inside.

A pale woman stands at a window, staring out into the sky, "I was not always like this," she says, through tears that stream down her face. "I was not always alone. Leave me."

History (Easy). You know the legends about the weeping lady. You must leave her alone.

Perception (Hard). You can see a slight haze around her, a faint buzzing, a weakening of the flesh. Whatever this woman is, she is dangerous. Maybe you should do as she says.

The Weeping Woman waits a few moments for the characters to acquiesce to her request. If they fail to do so, increase the Tension by 2 and read the following.

The weeping woman opens her mouth, and it is filled with knives. She screams, and the sound is ear-shattering. When you look back, she is gone.

AREA 4 - RAVEN'S ROOST

This room is the staging ground for the confrontation between the characters and the presence that infests the house.

Mounting Dread. Area 4 is affected by all the effects of the Second Floor (see that section for details).

Shadow Crossing. This area of the house is part of the Shadowfell as much as any other domain or plane of existence. Creatures not native to the shadowfell gain a level of Exhaustion whilst on this plane due to the stress and fatigue of being torn between two planes at once. Elves, half-elves and gnomes gain two instead, as the spiteful enmity of the Raven Queen bears down upon them. If the exhaustion gained would kill a creature, they do not gain it.

Features.

Pillars. The roof is kept aloft by four stone pillars.

Hole in the Floor. This hole leads down through areas 2 & 3, right into area 1s.

Wallpaper. The walls are covered in black and purple wallpaper depicting ravens in flight.

Bloodstains. There are large bloodstains covering the floor. The blood looks dried and old.



THE LADY OF THE HOUSE

As characters enter the room, read the following:

A single figure stands in this tall attic room. Shadows dance in her wake, Regal, and cold, her face flickers from one aspect to another. Maiden, mother, crone. Maiden, mother, crone.

Insight (Easy). Whoever or whatever this creature is, she is trapped in some kind of reverie. She must be woken.

Arcana (Easy). The aura of power emanating from this creature is incredible. Staggering, even. To assault it would be folly.

Religion (Average). This is no ghost. Or even a spirit. This is a manifestation of extraplanar power on a huge scale.

History (Hard). There are fragments of tales about an elf who walked the shadow world, who speaks the tongue of ravens, and draws the lost and forgotten to her side. None of them end well.

Attacking the Lady of the House. If the Lady of the House is attacked, she awakens from her stupor. Carelessly, almost curiously, she waves a hand and erases the attacker from existence. No one remembers them - it is as if they had never been born, and their removal does not affect the timeline in any meaningful way.

Approaching the Lady of the House. If the Lady of the House is addressed, touched or approached with non-hostile intent, her eyes flicker open.

Her eyes are entirely black, and deep inside them long ages of men crash against the shores of eternity. Her gaze contains sorrow for the necessity of mortality, and a grim purpose.

"This is not my place," she says, a thousand voices crying out in silence. "I do not belong here." Another pause. "You have earned a boon. Speak it."

The Lady of the House can grant any semi-divine boon you see fit, ideally remaining along the theme of memories and the grave.

The Lady of the House allows characters to ask her questions, which she answers as cryptically as you can possibly manage, whilst remaining truthful. The Lady should be utterly ineffable and beyond comprehension. Describe her in metaphor. No mortal magic has the power to harm or affect her. When the characters have finished their negotiations, move on to "House of Cards", opposite.



FINALE: HOUSE OF CARDS

Read or summarize the following:

The apparition draws itself upwards, folds of shadow curling around it and grasping at the walls. Ravens flutter unseen, swarming past you in invisible hordes, into the shadow. The room warps and buckles, the house groaning as if in pain. The Lady of the House lets off a snarl, her face mutating from beauty to haggard age, to a childlike innocence. "It wants to kill you all" she observes, emotions flickering like starlight under her hood. "To keep you. I will hold open the way until the clock strikes thirteen. The Powers know I am here, and I would not test their ire further. GO."

House of Cards

Complex Trap, Levels 1-4, deadly

Trigger. This trap triggers immediately on completing the events listed in Area 4.

Initiative. This trap acts on Initiative counts 20, 15, 10 and 5.

Active Elements. The clocks chime. The house begins to drop masonry and fixtures. The shutters and doors close. Hauntings spontaneously manifest.

Keeping Time (Initiative 20). When this trap triggers, the clocks chime throughout Heather House. Keep track of how many times the clocks have chimed.

The Sky Is Falling Down (Initiative 15). Fixtures of the house begin to drop and crumble. All characters inside the house must succeed on a Dexterity saving throw, DC11 or take 1d6 bludgeoning damage.

No Escape (Initiative 10). The house slams doors and windows shut. When this activates for the first time, doors and windows in the 3rd floor are shut. Each time this ability activates subsequently, the

next floor down is shut. Doors locked in this way are treated as if sealed by an *arcane lock*, with a DC of 15 for breaking and picking of locks.

The Haunting at Heather House (Initiative 5). Each turn, manifest Hauntings with a combined total level equal to the number of times the clocks have chimed.

Constant Elements. This trap is time sensitive.

A Race against Time. When the clocks strike thirteen, the trap ends. All characters still inside Heather House are crushed as it collapses in on them, and their spirits are forever trapped in the house.

Dynamic Elements. This trap becomes more dangerous as time goes on.

The Sky Is Falling Down. The DC for this element increases by 1 for each time the clocks have chimed.

No Escape. The DCs for this element increases by 1 for each time the clocks have chimed.

Countermeasures. This trap has no universal countermeasures, but be lenient to ingenious ideas from characters struggling to survive.

ESCAPE

As soon as characters emerge from Heather House, read or summarize the following:

Heather House sits on a hill, rafters heavy with memory. Gloom perches on the mantle, and ravens crowd the balconies. Paint peels from warped panels, and the crowlike door knocker is coated in verdigris. No-one walks the path to Heather House. It stands alone, for alone it must remain.

Heather House remains for a while after the characters leave, and then vanishes back into the mists of Ravenloft, where it lingers until it feels the draw of sweet memories tempt it back once more to the world of the living.

HAUNTINGS

Use the Hauntings below with the guidelines for generating and releasing Tension described earlier in this module. You can create your own hauntings, using the following as guides, and of course you can exert poetic license over the effects and countermeasures of any Haunting - particularly if you find yourself using a particular Haunting more than once - a change of flavour or effect can go a long way towards keeping the suspense (and the stakes) high.

GRAVE DUST

HAUNTING - LEVEL 1

Grey dust swirls into the room, coiling around your feet for a moment, before falling to the ground. It reeks of soil, decay and death. all go?

Effect. You are infected with Grave Fever. A creature with Grave Fever loses Darkvision, if they possess it, and develops clammy, cold skin

Countermeasures. A *bless* spell removes the effects of Grave Fever, as does any effect which cures disease.

DOUBT

HAUNTING - LEVEL 1

Memories of other lives are carried to you on black wings. A singular truth blossoms in your mind. Soul upon soul has entered this house, and none have ever returned. Do you suppose your fate will be any different?

Effect. You gain the personality trait "I feel uncertain or insecure about my future."

Countermeasures. A *heroism* spell removes the effects of doubt. A character that faces a challenge that affects their bond, personality trait or ideal can also shake off Doubt at the discretion of the DM.

SHADOWS OF HISTORY

HAUNTING - LEVEL 1

Clouds form around your mind. What is this place but a tombstone, a memorial to those long dead? Silent thunder booms in your ears, obfuscating the world around you in an invisible haze.

Effect. You have disadvantage on Wisdom (Perception) checks.

Countermeasures. A character that faces a challenge that affects their bond, personality trait or ideal can shake off Shadows of History. When they do so, a **shadow** identical to the owner reveals itself and attacks.

GHOSTINATO

HAUNTING - LEVEL 1

A fragment of an old song, a lullaby about birds, forms in your mind. You can't shake it.

*Winds of ash, and stillborn cries
The story ends, and daylight dies*

Effect. You are distracted, and hear this same refrain repeated over and over. Hum or repeat it to yourself frequently.

Countermeasures. A *silence* spell removes the effects of Ghostinato. A character who whispers the song into the ear of another character may pass the Haunting on to that character.

GROWING EVIL

HAUNTING - LEVEL 2

With every room you enter, every door you open, the sense of oppressive evil grows stronger. There is something dark about this place, and it grows stronger as time passes.

Effect. The house feels claustrophobic and oppressive to you. Each time you enter a room, roll a d6. On a result of a 6, increase the Tension by 1.

Countermeasures. Growing Evil is discernible as a dark shadow behind the eyes of the afflicted. It can be removed by Channel Divinity: Turn Undead, or *remove curse* or similar abjorative magic.

SOMETHING IS OUT THERE

HAUNTING - LEVEL 2

There is a banging on the outer walls of the house. Something wants to get inside, you can feel it. It knows you are here.

Effect. You gain the Bond "I would much prefer not to go near the walls of the house."

Countermeasures. Something is Out There can be cured by the *calm emotions* spell, the *heroism* spell or similar magic.

RAVEN'S EYE

HAUNTING - LEVEL 2

You catch a glimpse of one of many possible futures, shards of a mirror shattered into infinite reflections.

Effect. Pick another character. You become completely convinced you know the manner of that character's death. This belief is unshakable.

Countermeasures. If you wish to remove Raven's Third Eye, roll a d6. 1-3. You remove the effects, and regain your sanity. 4-5. You remove the effects, but you were right (metaphorically). 6. You remove the effects, but you were completely right, down to the finer details.

SOMEONE I USED TO KNOW

HAUNTING - LEVEL 2

There is a voice in your ear. A familiar voice. It's good to hear them again.

Effect. You hear the voice of someone dearly departed speaking to you. You do not register this as abnormal, and treat any objections to the presence of the voice as baffling. The suggestions made by the voice are up to you, as is your reaction to them.

Countermeasures. Someone That I Used To Know can be banished by a *protection from good and evil* spell, or an acknowledgement of grief by the afflicted, and their pain at losing the loved one.

FOLLOWED

HAUNTING - LEVEL 3

The darkness behind the curtains is growing oppressive. A smothering evil lies in this house, and it waits to snuff the life from you like a candle.

Effect. Shadows begin to trail the party at a distance. Each time the Tension rises, a **shadow** appears somewhere nearby and begins to tail the group. If the number of shadows or the tension level reaches 6, the shadows attack.

Countermeasures. Shadows generated by this Haunting cannot come within the radius of a light spell, or similar magic. After the shadows attack, remove this Haunting.

OLD EVILS

HAUNTING - LEVEL 3

The evil of this place runs deep. You can feel it, beating like a heart of darkness far beneath the earth. Your presence here is like a wave crashing against a cliff face - you will be broken, and the evil that holds sway here will stand vigil over your bones.

Effect. You lose the ability to call on, or be affected by, magic that would restore or heal your mind and/or emotions.

Countermeasures. Defeating a creature of a higher CR than your current level removes the Old Evils haunting. You must deal the killing blow to dispel Old Evils in this way.

THE GHOST OF SOMEONE LOST

HAUNTING - LEVEL 3

A presence lurks nearby. An oppressive, constant gnawing, a need to be found. Someone, long ago, was lost here. Their grief and longing to be free permeate your surroundings.

Effect. The spirit follows you until you find a way to remove the Haunting. Whilst the spirit is in your presence, it distracts you with its constant hunger to be sought out and you gain a level of Exhaustion whilst it plagues you.

Countermeasures. Each time you enter a room, roll a d6. On a 6, the ghost is present. On being found, it sighs with relief and fades from existence.

PARANOIA

HAUNTING - LEVEL 3

A smile becomes a line of daggers. An outstretched hand reeks of treachery. Who can you trust, when the world twists and turns against you like a viper. No, you can only look to yourself, no other.

Effect. You lose all your Bonds for the duration of this Haunting, and gain the Bond "I am the only thing I can trust not to betray me in the end"

Countermeasures. You can shake off this Haunting at any time by gaining a level of Exhaustion.

BLEED

HAUNTING - LEVEL 4

There's a tickling sensation under your nose. A feather? Dust? No...it's blood, streaming down your nostril. The world turns sideways, and you crash to the floor, losing consciousness. The last thing you hear is a woman laughing.

Effect. You drop to 0 hit points, and proceed to have a violent seizure. If you die whilst in the grips of this seizure, your body animates as a spasming ghoul and attacks the nearest living creature until slain.

Countermeasures. If you become stable (ie. through a skill check or by magic), the fits end. Any hit points you lose from this Haunting return 1 round after you become stable.

REVERIES

HAUNTING - LEVEL 4

The longer you wander the halls of Heather House, the more you feel you remember it from somewhere. The sense of unease grows until finally it hits you. You know where you've seen it before.

Effect. You have a (false) revelation about where you've seen this house before in your past. You cannot be convinced that this is not the case, regardless of the evidence. The association is always a grisly one.

Countermeasures. Breathing the air outside of Heather House clears your mind of the false truth. Spells or magic that generate new air can also clear out your mental cobwebs.

LOOKING

HAUNTING - LEVEL 4

The silence is broken by the shattering of windows. Glass blows through the room, carried aloft a surge of force that passes as quickly as it came.

Effect. Characters who fail a DC12 Dexterity saving throw take 4d6 piercing damage. A character who fails the saving throw by 5 or more is cursed with "Mirrorblind Eyes". Whilst cursed in this way, afflicted characters see the worst in the actions of their allies, remembering their worst or most cruel aspects, and brooding over past wrongs.

Countermeasures. Mirrorblind Eyes can be cured with a lesser restoration spell, or any other effect that removes blindness.

DARK BEHIND THE CURTAIN

HAUNTING - LEVEL 4

There is a dark place behind that curtain. Blacker than pitch, and alluring. A shift of a gown, the flicker of a fan...a come hither flutter. You are transfixed, like a mouse watching a cobra.

Effect. You feel a strong urge to enter areas of darkness alone. If you manage to do so, you lurks there alone for as long as possible, in silent communion with an unknown benefactor.

Countermeasures. Any effect that would remove the Charmed condition removes this Haunting..

SCREAM

HAUNTING - LEVEL 5

A hideous shriek fills the air, resonating with loss and grief. Inside the wail, you can hear thousands of voices - one life, countless regrets and failures. A litany of scars rakes across your ears.

Effect. This wail has no effect on constructs and undead. All other creatures that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Countermeasures. None.

A SERIES OF UNFORTUNATE EVENTS

HAUNTING - LEVEL 5

A tumble. A collapsing shelf. An unfortunately placed knife. A train of misfortune that would probably be entertaining if it weren't happening to you.

Effect. Make a Dexterity saving throw, DC20. On a success you avoid harm entirely. On a failure, you take 1d4 bludgeoning, slashing or piercing damage from a minor household accident, then repeat the roll. Each time you repeat the roll, add 1d4 to the damage, which stacks, and reduce the DC by 2, which also stacks.

Countermeasures. A nearby character can throw themselves in the way of an incoming accident as a reaction. This counts as failing the saving throw, and the cycle continues, now targeting the interfering character.

SCHEHERAZADE

HAUNTING - LEVEL 5

You catch a glimpse of a woman in purple, face draped in black lace. And then, she is gone. Sisyphean nightmares cloud your spirit. as you remember how you came to be here.

Effect. Choose a character. That character remembers an infinite array of past adventures into Heather House, all of which ended in death. At the end of each such adventure, the afflicted character remembers waking up in their bed and starting the day again as if it were brand new, a la groundhog day. This endless cycle seems to have no end.

Countermeasures. A gentle repose spell can send your past life back to slumber, as can a sleep spell or any other magic you deem sufficient. In lieu of this, a character can spend Inspiration to shake off the effects of Scheherazade.

THE WOMAN IN PURPLE

HAUNTING - LEVEL 5

Her eyes are deep black as the night sky, and her skin pale as a ghost. Her hair streams about her wildly, buffeted by a wind you can neither see nor feel. The shadow of a gigantic raven, wings spread majestically, covers the wall. Her gaze is death.

Effect. A creature that sees the woman in purple is cursed. A creature cursed in this way dies in 3 days. An affected creature becomes aware of how much time they have left.

Countermeasures. A remove curse spell lifts the effects of this Haunting, as does interacting with the entity in Area 4.