

For Gloom The Bell Tolls

A D&D Adventure

SUMMARY:

For Gloom The Bell Tolls takes place on the island village of Scallop. Inhabited by a unique race of colorful aquatic creatures, Scallop is a vibrant, albeit small, community-- at least, it used to be.

Many years ago, Caspian, the town pastor, asked Isla, the much-feared witch of the woods, to help protect the town from malevolent spirits. Her solution: to adorn the church tower with a magical bell to drive away angry spirits.

About three weeks ago, the town mayor Murray McGill snuck into the church, climbed up the tower, and destroyed the bell as part of an elaborate plan to possess the townsfolk with evil spirits. He has not been caught. Yet.

Now, many villagers have fled the island, leaving a small group to fend for themselves. Two villagers are currently possessed on the island, and each of them have been given a broken piece of the bell for safe-keeping, in case anyone had the bright idea of saving the day. The third piece is being safeguarded by the mayor himself.

OBJECTIVE:

The players must solve the mystery of Scallop, find the missing bell pieces, and mend the bell before being killed off-- or possessed themselves.

THE HOOK:

The players are enlisted by Captain Shanty, a grizzled old man resembling an anthropomorphic pufferfish with a heavy raincoat and white beard, to rescue his son, daughter, and grandchildren.

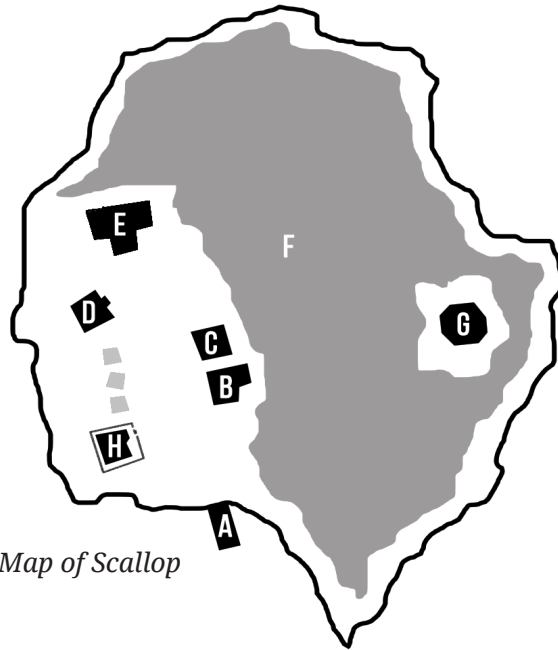
His son is Caspian, the town pastor, who can be found in the Church (see Page 6).

Myrtle, owner of the Sand Dollar general store, is his daughter (see Page 3).

Captain Shanty believes the town has been suffering from a plague, and will tell the players anything to convince them to rescue his family. You can entice the players with any reward you find appropriate (when in doubt, gold always works!)



Mayor Murray McGill



Map of Scallop

KEY

	Harbor
	Drunken Sailor
	General Store
	Library
	Church
	Forest
	Isla's Hut
	Mayor's House

HARBOR:

Captain Shanty gives the players safe passage to the island of Scallop on his personal boat, just big enough to carry him, the players, and his family on the way back, though even that would be a tight squeeze.

“Here we are!” Captain Shanty shouts over the sound of waves crashing onto shore. “Welcome to Scallop.”

He docks his boat and lets you out onto the wooden dock. Ahead, you see a street with two rows of buildings on either side.

A man with the head of an eel topped with a particularly dapper top hat waves you forward.

The eel-headed man is Mayor Murray McGill. He has just come from the library at the edge of town, and will gladly point newcomers to the town's various points of interest. He is happy to see new faces in Scallop, and only wishes more would do so.

Any mildly perceptive PC will notice that Mayor McGill wears a myriad of fashionable items, including a black monocle, silver rings, and a gold brooch (one of three missing Bell pieces, see Page 6).

If asked about the strange occurrences happening in town, Murray will admit that some of the villagers have been acting strange recently (Felix, the local bartender, and Olive, Myrtle's child, namely), but that he does not believe it is a plague. Instead, he claims that this is all the doing of Isla, the evil witch of the woods outside of town.

DRUNKEN SAILOR PUB & INN:

Walking into the tavern, the players are greeted with silence. The Drunken Sailor has seen better days.

Standing behind the counter is the eight-tentacled bartender and owner of the establishment, Felix. He is possessed, and as such, spends his waking hours wiping away at the glasses beside him and the counter-top below. If spoken to, Felix will only grunt

and slide the speaking player a drink. Felix's robotic, monotonous movements can not be intercepted without succeeding a DC 15 strength check.

Miniature ships in glass bottles adorn the wooden shelves behind him. A player who succeeds a DC 10 perception check notices one of the ship's masts is made of a bronze metal (one of three missing Bell pieces, see Page 6). The players must come up with a clever way to get Felix to leave his station to get a good shot at stealing the bottle. Otherwise, the players will have to succeed a DC 16 stealth check. If Felix catches them trying to steal the bottle, he will catch the perpetrator with his tentacles, signaling a roll for initiative.



Tide, the town drunk

To the right- a shrimp with a scruffy beard is slumped over a wooden table, hiccuping and trying to hold onto his beer (or root beer, if you're a cop.) His name is Tide, and he is more than happy to tell any passersby about his own theories concerning the town: as far as he is concerned, Isla cast a spell on the town after a heated argument with Laguna, the town librarian.

The moment the players leave Tide and Mayor Murray alone for any considerable amount of time (likely by going to the church, library, or Isla's Hut), they both go missing. Tide is then being held captive in the Mayor's basement (see Page 8).

FELIX

Medium Humanoid (Octopus Person), CN

Armor Class 12

Hit Points 45

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Intimidation +5

Senses Passive Perception 16

Languages Common

ACTIONS:

Multiattack. Felix makes two Tentacles attacks.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10ft, one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained.

Depossessed. When Felix goes down to 10 hit points or below, the Will-O-Ghost possessing his body will eject from it, leaving his lifeless body behind.

SAND DOLLAR GENERAL STORE:

As you enter the Sand Dollar general store, three things are apparent.

Ahead of you, a woman with the head of a seahorse stands behind a counter. The shelves of the store are barren, as if they haven't seen a new shipment in weeks. A young child, also with the head of a seahorse, is playing with some toys in the corner of the room.

The Sand Dollar general store is run by Myrtle, a cheerful seahorse woman with two kids- Olive and Peanut. Peanut sits in the store with their toys, while Olive is upstairs in her bedroom- possessed, but her family does not know it yet.

If spoken to, Peanut will tell the players their sister Olive refuses to play with them, and that they just want to make friends. Olive refuses to share her toys with them, especially the new ballerina doll with a “golden arm” that recently came into Olive’s possession. Neither Myrtle nor Peanut know where the doll came from.

A Note on Pronouns:

Peanut has been intentionally written to be non-binary, and as such uses they/them pronouns in place of she/her or he/him.

For more information, see:
<https://nonbinary.miraheze.org/wiki/Pronouns>

Myrtle has seen better days, but tries to keep up appearances for the sake of her children. She does not plan to skip town, and will refuse to leave with the players if asked.

It does not take much prying for Myrtle to tell the players about her daughter, Olive, who she believes has come down with a mysterious illness, causing all sorts of irrational, violent behavior. She will then ask the players to aid her in finding a cure, and will direct them towards either Laguna, the wizard living in the Library, or Isla, the medicine woman who lives in the woods. Myrtle seems desperate, and is not willing to leave her children or the shop unattended. As a

reward for curing her daughter, Myrtle promises to leave town with the players (a lie, of course).

Upstairs:

Up the stairs is a long hallway, connected to two doors on the left. Through the door closest to the stairs is Myrtle’s bedroom, though not much is inside. The second door, nestled at the end of the hallway, is the childrens’ bedroom, where Olive sits playing with the ballerina doll with the golden arm (one of three missing Bell pieces, see Page 6).

Players must succeed a DC 16 Stealth check, or else have their presence immediately known by Olive, who then vanishes from view the moment anyone enters the room. Interfering with the ballerina doll causes Olive to attack. Olive, being a possessed little girl, has but one motive: to protect her toys- it’s time to roll initiative.

OLIVE

Small Humanoid (Seahorse Person), CN

Armor Class 17

Hit Points 25

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	8 (-1)	12 (+1)	14 (+2)

Skills Persuasion +4, Stealth +5

Senses Passive Perception 16

Languages Common

ACTIONS:

Ghastly Dash. Olive can become invisible and move up to 15 feet as a bonus action.

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

Depossessed. When Olive goes down to 10 hit points or below, the Will-O-Ghast possessing her body will eject from it, leaving her lifeless body behind.

LIBRARY:

As the players near the library, the first thing they notice are its odd dimensions. About three stories tall, and more tall than wide, the library stands out from all other buildings in Scallop.

The interior of the building is not split up into floors. Instead, bookshelves line the entirety of the walls. Laguna, a giant squid, stands in the middle of the square room. She is so tall that she can easily access any book on any shelf at a moments notice.

If the players decide to look around, or are of the stealing variety, here's a handy list for you to generate some books on the spot:

1D6	Title of Book
1	To Krill A Mockingbird
2	Always Bait your own Hook: A Beginner's Guide to Self Actualization
3	The Old Man and the ME by Ernest Whalengway
4	Hook, Line, and Sphincter: Memoir of a Sturgeon
5	The Great Goby by F. Scott Fish-Gerald
6	Of Mice and Mackerel by John Quillback

The library contains no useful information on medicine, ailments, or the supernatural, with the exception of a single black tome sitting by itself in the "return" shelf next to the door, which is noticeable by any player with a passive perception above 12 on their way back outside.

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The tome contains information on an abundance of mythical creatures, evil spirits, and dark rituals. A player investigating the dark tome notices a page has been ripped out from the middle of the book, next to which is an entry on creatures called "Will-O-Ghasts" (see Page 6). Checking the Due Date card, or asking Laguna directly, reveals that the last person to check out the book was Mayor McGill.

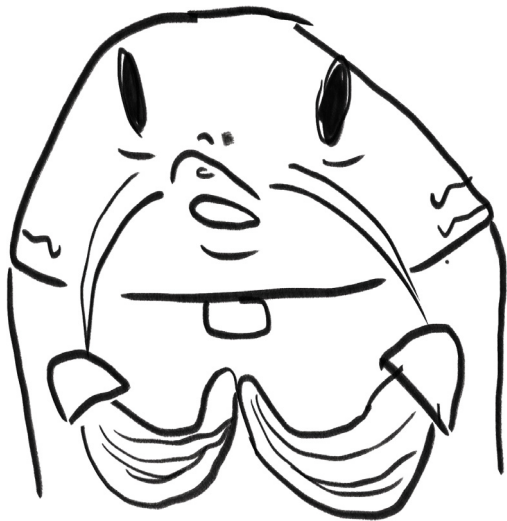
Laguna is a cheery, albeit pretentious, squid. An academic at heart, Laguna knows all sorts of arcane lore. She was once in a committed relationship with Isla, but ever since their splitting up, Laguna has had transparent disdain towards the more natural magics Isla possesses.

If asked about the town's current "situation", Laguna says she believes it has something to do with the breaking of the town bell hanging in the church tower. Laguna is jealous that Caspian had asked for the help of Isla rather than her for protection magic, and she feels she would have been much more qualified for the job. However, she has no useful remedy for the town's problem.

CHURCH:

No one has gathered here since the recent attack. The altar is barren, and the pews collect dust.

Caspian is hiding in his living quarters near the back of the building, and will walk out swinging a broken broom handle if he hears someone enter. When he learns of the party's intentions, however, he will graciously assist them.



Caspian

When asked, he will tell the tale of what happened the night of the attack. "I was in my room, when suddenly, I heard a loud bang at the front door, and footsteps going up the stairs. But before I could even react, the bell was destroyed. I saw no one."

Behind the altar are stairs leading up to the bell tower, which Caspian will gladly take them to.

The Bell Tower:

The stairs are narrow, leading up to a large room with a bell in the center. From the outside looking in through the bell tower window, the bell looked to be in fine condition. But from this new angle, the damage is clear: the near half of the bell has been shattered to pieces that scatter the floor. Caspian has

arranged the broken pieces in hopes of putting it (rather pathetically) back together. It is clear to any player making a perception check that three bell pieces are missing from the pile.

Surrounding the room are five paper lanterns, which seem to be lit. In actuality, five Will-O-Ghasts are resting inside them, causing them to glow. They will continue to hide here until they are either disturbed by a PC or if Isla's Ritual is performed.

WILL-O-GHAST

Medium Undead, CN

Armor Class 13

Hit Points 36

Speed 30 ft.

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

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses Darkvision 60ft., Pass. Perception 10

Incorporeal Movement. Will-O-Ghasts can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS:

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

ISLA'S HUT:

If the players leave in any direction inland outside of town, they will enter a forest of thick fog and dense foliage.

After some time, the player with the highest Passive Perception notices a floating, glowing orb about ten feet up and a hundred feet away, dodging past trees. Following the glowing light will lead the players to a large octagonal hut sitting in the middle of a clearing.

Inside the hut is Isla, a ten foot tall woman resembling an angler fish, whose glowing orb dangling from her head inadvertently led the players to her location. Isla is a friendly, albeit lonely, witch, spending her days crafting potions and collecting ingredients in the forest. She is surprised to see visitors, as she is feared by most of the townsfolk.

Isla knows nothing of the town's recent troubles. If told, she immediately suspects that the bell has been destroyed, and can only be mended by performing a specific ritual. Isla offers to write down the specifics of the ritual, but refuses to enter the town until the nightmare has ended, as she (rightfully) suspects that many townsfolk would point fingers at her.



ISLA'S RITUAL:

In order to mend the bell, all bell pieces must be placed in the bell tower. Only one person can perform the ritual at a time.

Each round, the player performing the ritual must succeed a DC 10 Arcana check. Someone with a background in spells or magic items gets advantage on their roll.

Keep note of every success and failure made, as the ritual is successful once the player reaches three successes before they reach three failures.

If at any point during the ritual the player or the bell are attacked, mark 1 failure. If three failures are reached, the ritual must begin again, and all failures and successes are cleared.

MAYOR'S HOUSE:

Mayor McGill lives in a small victorian home near the harbor. It is gated, with a walkway that leads to a door locked from the inside. Players may choose to break in through the door or the window, leading into the living room.

The living room is rather boring, with two couches resting on either side of a rug, and a coffee table nestled neatly in the center.

Beneath the rug is a trapdoor connecting to a narrow stairway leading to the basement.

If the players have already met Isla, or have otherwise been away long enough for Mayor McGill to have captured Tide from the Drunken Sailor Pub (see Page 2), the coffee table seems to have been moved aside, and sits awkwardly away from the center of

the room.

The bedroom off the side of the living room is equally plain, with nothing of note except a worn leather journal on the bedside table, filled to the brim with inane jargon and badly drawn sigils. Most of it is incomprehensible except for a few select phrases, such as “For the good of the town”, “Destroy the bell”, and “The ghastrs are your friends!”. Players who look long enough will find what looks to be a diagram of the house, with directions for how to enter the basement.

The Basement

In the basement, Mayor McGill has Tide shackled to the floor in the center of a circle made of candles. The Mayor is chanting incomprehensibly, reading from a torn page he got from the tome in the library (see Page 5). The Mayor has already performed the soul extraction section of the spell, and Tide’s soul now sits in a mason jar by the Mayor’s feet.

Unless something is done immediately, a Will-O-Ghast is seen entering Tide’s unconscious body. Intercepting the ritual causes Mayor McGill and the Will-O-Ghast to attack.

To left of the ritual circle is a shelf lined with glass jars, each labelled with the name of a different townsfolk. You can even have the PCs find jars with their own names on them, too, if you really want to freak them out! The jars labelled “Felix” and “Olive” contain souls, and opening them causes the souls to fly towards their respective bodies, going through any physical barriers. This causes the Will O Ghasts inhabiting their bodies to eject themselves and go to the bell tower if they have not already been defeated.

Opening the jar labelled “Tide” has a similar effect, causing Tide to become conscious again. He does not remember what happened, just that he was having a few drinks at the pub (“just a few”, he swears) before being knocked unconscious and waking up in the basement to the sound of Mayor McGill’s chanting.

END GAME:

If the players did everything right, found the three missing bell pieces and successfully performed Isla’s bell-mending ritual, ringing the bell will cause all the Will-O-Ghasts to disappear. Releasing the souls in Mayor McGill’s basement will allow both Olive and Felix to return to normal.

The players may choose to do with Mayor McGill what they wish, and the townsfolk will show no sympathy.

Captain Shanty will return to town once he learns of what has passed, and will keep his end of the bargain, showering your players in gold and praise.

CREDITS:

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