



Arrowhead Point Adventure Supplement



Setting description

The rough, grey sea that batters the Windling coastline has shaped the landscape here into a series of small beaches and coves. The tides leave all manner of items on the sands, so much of it stolen by the waves from passing ships. Indeed, some of those ships end up broken and strewn along on the sands themselves. One quiet stretch of the coast heads east, past a ruined village lost to erosion, until it cuts abruptly north at Arrowhead Point, where an unusual building sits atop the headland.

The land around the building gives little indication of its use, or indeed its possible disuse. There is little to see on the beach, where the coarse sand of the bay sweeps westwards. A small ruined hut sits between the Windling Way coast path and the route down onto the sand. Perhaps it once housed animals. A low, crumbling wall surrounds the main building, yielding for the path that leads to the house. Standing by the gateway, the conical roof of the building's round room looms overhead. The aging walls give away little of what might be happening inside.

The remote location, far from any settlement of size, means the Windling Way sees only a handful of travellers each day. The wooded land to the north does contain a few similarly isolated dwellings and sometimes inhabitants of these wend down to the shore for fishing, beachcombing, or sailing. They will all insist they know little about what goes on in that building on the point. Whether they all speak the truth, who can say?

Useful table 1a: Beach finds

1	The barnacle-encrusted figurehead from a wrecked ship. Depicting a harpy, it is incredibly realistically sculpted.
2	The bloated, partially-decomposed body of a... well, a something. Is it a mermaid? A shark? Who knows...?
3	A beautiful, purple shell that whispers names of the soon dead.
4	A salt-dried severed hand, clutching a brass spyglass.
5	Seven goblin skeletons, manacled together by their wrists.
6	A bottle containing human teeth, each carved with a letter.
7	A locked sea chest. Very well made, it is monogrammed 'GK'.
8	A packing crate containing nine copies of the same painting.

Places along the Windling Coast to Arrowhead Point

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|---------------------------|-------------------------------------|
| 1. Trollback Arch | 5. Ruined watchtower |
| 2. Tillerman's Copse | 6. The Witch Stair |
| 3. The Scoop | 7. The wreck of <i>The Sympathy</i> |
| 4. Bale, a ruined village | 8. Knock Cove |

Contents

Travel along the Windling Coast to Arrowhead Point and explore the old house that stands on the headland. Who will you meet?

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Useful table 1b: Travellers on the coastal path

1	Mrs Crelwyn, from up the coast, who combs the beaches and coves for edible items. Her basket is mostly filled with cockles.
2	Gillith Pykins, an amateur naturalist studying sealife in the hope of gaining a scholarship. Will impart knowledge for a sandwich.
3	A man with a pack of violent dogs on chains. He carries a spear.
4	The Witkin kids, four near-feral children from a hut in the woods, who wander happy and free all day. They've found a damp, old book that they cannot read, but which calls to them when closed.
5	Two human goblin-hunters, searching the coastal path for some escaped prisoners. They're gruff, rough and won't speak to you.
6	An elegantly dressed man, running in tears. He clutches a knife.
7	May and June, two cloaked women heading to a quiet cove to practice magic. They have bags of powders and a bone wand.
8	Morg Perrivan, chasing his escaped donkey, Gin, along the path.

Smugglers' Hideout



Useful table 2a: Set dressing for the Smugglers' hideout

1	A small stove is alight in the corner, bringing some much needed warmth to the old house. Torn papers flicker among the flames.
2	In this dark storeroom, a cold draught occasionally whistles from a floorhatch. Tiny red spiders infest the room.
3	The smugglers take turns using these cots and the bedding is stained and reeking. Beneath the bed is a stash of fine clothing.
4	On the table, the smugglers bide their time gambling. A fine set of dragonbone dice lie amongst the cards and coins.
5	Telescopes peek at the bay through the boarded-windows. On the floor by this one, a code is scratched: <i>sail light = brine safe</i> .

Plot hooks for using the Smugglers' Hideout map

1	You've joined Four-Foot Chester's smuggling ring and work at his hideout in an abandoned house on Arrowhead Point. Wrecking merchant ships for their cargo, safely piloting in jolly boats of contraband and selling goods to visiting smuggler ships — you do it all. But can you fend off the King's men? The customs officers are determined to stop your illegal trade.
2	Your ship has gone down! You've all made it across the ragged rocks and lie semi-conscious, strewn along the tideline. One of you has even managed to save the precious item you were transporting. But a shadow falls across you in the harsh morning light and a man prises the item from your clutches with a kick to the head. As you regain your senses, you're determined to find your property and woe betide the man who took it.

Useful table 2b: Items in crates stored in the hideout

1	A dozen jars of pickled pigs' ears
2	Wax-sealed jugs of Frentish wine from the Panagnia region
3	A large crate filled with counterfeit exotic jewellery
4	3 small bales of the finest unspun white rabbit wool
5	Twenty pouches of human bone dust
6	A crate of Goblin leather belts and purses
7	Twenty small vials of Red Fairywing, a hallucinogenic powder
8	A barrel of Alchosyrup, a thick, sweet, tasteless spirit
9	A barrel of brined poultry with gold bracelets hidden in the birds

Characters

Four-Foot Chester, boss of the smuggling ring

Four-Foot has run a gang of smugglers, now 20 strong, on the Windling Coast for decades. Average height, ginger-bearded and beady-eyed, his red-lace waistcoat is festooned with shells. Tough and unfair, Four-Foot is hot-tempered with a keen criminal mind. No one dares ask the origin of his name.

Mother Eyes, a smuggler

That Old Mother Eyes is an unlikely looking smuggler is especially useful if anyone snoops round the hideout. "No sonny, I'm just a poor old crone living in me lonely shack by meself." A crone who will cut out your eyes and rob you blind. Her greatest skills however are as a spotter and signaller.

Den O'Cangle, undercover customs' agent

People have known Den for years. He's solid. They just can't remember where they met him. He's a bit dim, but a hard-working, all-round good bloke. Who would suspect him of being Customs Officer Dennis Varfeller, a highly-educated, law-abiding civil servant, quietly compiling intel on the gang?

Sidney Griffmarsh, His Majesty's Chief Customs Officer (Regional)

Griffmarsh is a frustrated, inadequate man. He's been tracking smugglers on this coast for so very long, but he just cannot nail the bastards. And what has happened to Varfeller? Where are the reports he was supposed to leave in the empty wine bottle? Scratching at his greying goatee, Griffmarsh is stumped. The King must have his revenue!

Useful table 2c: Things spotted out at sea

1	A bright-sailed yacht practicing manoeuvres in the bay. Two figures dressed in red are its skilful pilots.
2	A small rowboat appearing from a nearby cove and heading out towards the empty horizon.
3	A merchant ship, listing on the waves. Sailors can be spotted jumping overboard.
4	A monstrous, eel-like creature can be seen undulating through the waves. Black cloudy-water trails in its wake.
5	A military ship flying the colours of a hostile neighbouring nation.
6	Crates and wreckage float around a small reef some 200m out to sea. Some variously bob under water before appearing again.

Useful table 2d: Events due to happen today

6am	An early shipment of moonshine will be rowed into the bay.
8am	A patrol of customs officials is due to walk this stretch of coast. They'll be late, as one of them will slip on the rocks.
Midday	Gordon Pintdrripp, who owns several taverns in the region, is arriving with his men to negotiate the purchase of spirits.
1pm	A picnicking couple will call at the house for fresh water.
3.15pm	The merchant ship <i>Imprudence</i> is due to sail carelessly past with a cargo of pepper, pineapples and pork.
6pm	Dozens of Pinceblade crabs will sidle onto the beach to mate. A large, angry, rare species beloved of crabspotters.
8.30pm	The Smuggler Jack Lucky has planned a raid on Four-Foot's gang in revenge for them pinching her wool trade partners.

Gentleman's Hunting Lodge



Useful table 3a: Set dressing for the Gentleman's Hunting Lodge

- 1 Hunting trophies decorate the bedroom walls as elsewhere in the lodge. The floors creaks when one steps on the centre of the rug.
- 2 The house has a small prep kitchen for processing fish and game. Cupboards beneath the counters store preserved goods.
- 3 A stack of books on the sideboard appear to be the Viscount's personal diaries and appointment books.
- 4 Searching one of the dining chairs reveals a small leather pouch pinned to the underside. It contains a yellow powder.
- 5 A large fire-bowl dominates the rotunda sitting room. The comfortable chairs are angled to the window that watches the bay. The books of the library are dusty and seem untouched.

Plot hooks for using the Gentleman's Hunting Lodge map

- 1 Walking the coast, you find a dead body on the shoreline, seaweed tangled in its hair. The man's sodden clothes are finely tailored and you expect he might be missed. You head to the small lodge on the point to enquire where best to seek help and are ushered inside by a weary lady's maid. To your amazement, among those seated casually by the fire is a man the very image of the one dead by the water.
- 2 The exiled Viscount Carisbroke is known to be at his hunting lodge with friends. He is believed to have been involved in the failed plot to assassinate the Prince of Turquoise and the King wants him brought in. He and his cronies are known to be armed and dangerous. Can you take him alive?

Useful table 3b: Items around the lodge

- 1 A globe showing fantastical places you've never heard of
- 2 A book with detailed maps of the sea floor
- 3 A painting of a man who seems to shift his position occasionally
- 4 A telfware urn with some humanoid thigh bones stuffed inside
- 5 A locked chest from which a sighing noise emanates
- 6 A scroll bundle with anatomy drawings that omit the heart
- 7 An inlaid checkerboard with some squares that look liftable
- 8 A hunting trophy where an antler unscrews to reveal a cavity.

Characters

Viscount Orpheus Carisbroke

Exiled from Court for his open opposition to the King, the Viscount now moves between his remote hunting lodge, the country houses of various lovers and his mother's dowager apartments at Castle Cariss. Shut out of politics, he lives now only for indulgence: sport, gaming, sex, food and the odd bit of magic and violence when it passes his way. Charming, yet sharp.

Portence, the lover of Orpheus

Lithe, beautiful and amusing, Portence is fun to have around provided he isn't so inebriated he has fallen into his hopeless melancholia. He dabbles in the arts, which bores Orpheus unless he needs a recital to entertain his guests. Devoted to his patron, he will follow him as long as he is wanted.

Lady Penny Viffy-Halls and her lady's maid Indritha

Penny is the sort of cold, careless woman who finds everything rather hilarious. Thankfully ignored by her older husband, she is free to flit about with interesting young nobles. Always impeccably turned out due to the efforts of her straight-faced lady's maid, she is widely admired but not widely liked. Though she never thanks Indritha, she wouldn't be without her. Nor would all her friends who poor Indritha finds herself attending as well.

Ben Bardon-Barkery, a friend of the Viscount

Barkers is the kind of hanger-on familiar in noble circles. Untitled, his family is wealthy but without influence. His main interest is hunting. In fact, he isn't really interested in anything else. Bit of fishing maybe. Bit of feasting maybe, too. A skilled bowman, once his blood is up, he's impatient to get out there.

Useful table 3c: The nobleman's tales of the local area

- 1 I once saw a huge bear in a beach cave not far from here. Giant, wild thing, mouth dripping with blood, fur all a-mange. Barely escaped with all my limbs!
- 2 Met a real mermaid down on the shore last week. Gave it some wine and it asked me to come away with it. Didn't fancy life in the merfolk kingdom myself! But they say the treasure is worth it.
- 3 There's a tiny fella walks the coast path sometimes. Got a gnarly stick and eyes that look like they've seen a few bad things. Spoke to him once. He called me 'human' and spat on my shoes!
- 4 Gets a bit wooded north of here. All sorts of good game. I once caught a strange creature in a net. Looked like a stag at a distance with those antlers, but it had the face of a girl and legs like a strong chap. Damn thing got away when I was untangling it.
- 5 Quite magical that bay down there. If you chuck in bottle with a message inside it, sometimes you find a reply to your message the next morning. Can't say who's writing it mind.

Useful table 3d: Fancy foods in the pantry

- 1 Goathoof Paté — good for saltwater crackers.
- 2 Marrowed Marrows — preserved marrows stuffed with marrow
- 3 Pickled Fisheyes — before sucking, roast on a stick until they pop
- 4 Deathpokers — skewered and salted tongues of dying animals

Wizards' Cottage



Useful table 4a: Set dressing for the Wizards' Cottage

- 1 A desk sits beneath a curtain of cobwebs. The papers on it reveal little, except the wizards' own ramblings about their background and their love. However, a keen eye might find a hidden compartment containing a single scroll and 3 silver keys.
- 2 Two chairs sadly angle towards each other, missing their former occupants. Could it be that they whisper gently as you sit down?
- 3 Items on the table appear uninteresting, but anyone emptying the jug will find it instantly refilled with a sweet wine.
- 4 The wizards' workdesk, if it can be safely reached, holds a book filled with odd symbols and diary entries about strange visitors.
- 5 A curious, starscape fills the area where once the wizards cast spells. It seems both here and not and it reaches out, creeps coldly in curls around the room, blighting that which it touches.

Plot hooks for using the Wizards' Cottage

- 1 You are tasked with delivering some enchanted rot dust to the wizards at Arrowhead Point. Keep the spell locks on the box intact as you travel. As you approach your destination, the house flickers in the afternoon light. What manner of unusual magic are these two working with?
- 2 Exploring the coast, you discover a lonely cottage on the point. Entering, it appears to have been hastily abandoned some time ago and the place has a strange, eerie feel. What has happened here and what on earth is through that pulsing door?

Useful table 4b: Items on the shelves in the spellcasting room

- 1 A mirror reflecting the room from a few minutes before now.
- 2 A monkey skull under a cover. It chatters if the cover is removed.
- 3 A glass bottle containing a miniature ship in a real storm.
- 4 A spellbook, tightly bound with silver chains and locks.
- 5 A small obsidian obelisk, etched with gold lettering.
- 6 An hourglass filled with dark crimson sand.
- 7 A little silver box inlaid with malachite birds. You cannot open it.
- 8 A talking grey mouse locked in a gilt cage. She's wearing a cape.

Characters

Pilandria the Stormwanderer, a wizard

Trained since birth to control her natural, water-elemental magic, Pilandria nevertheless broke free of the Academy in her adolescence, her wild magic hard to contain. The things she had seen in the storms were too much to bear and for many years she worked in chaos. Upon meeting Darkglass, a visionary, she knew she had finally found a home — for her ideas and for her spirit. The pair eventually found this remote cottage to live peacefully while working on their grand plan.

Edward Darkglass, a shadow-magic wizard

Darkglass was not a wizard of much natural talent, but dedicated study led him to develop the nascent skill he'd noticed as a teen. He knew from his dreams there was a world wider than that he could see or touch. He knew he must reach for it. And when he met Pilandria, who understood that which he described, his heart was warmed for the first time. The very happiest days of his life were working in the cottage with her on their dreams.

Yarvin, a strange boy wandering on the beach

On the beach stands a pale, staring boy. He wanders. He stands for a while with his hands by his sides. When addressed, he will only reply 'Yarvin' as his eyes widen and glint before returning to their former blankness. His clothes are plain, his hair is shorn, his thin skin is chapped by the wind. He looks long to the sea or to the cottage. You don't quite know what to do with him, but 'Yarvin!' he calls after you as you walk away.

Useful table 4c: What are/were the wizards trying to achieve?

- 1 Believing that it is possible to open a link between this plane and others, the wizards were keen to see the wonders of unearthly places and speak to strange and wonderful beings.
- 2 After losing their only child to the sea in a tragic accident, the wizards set about trying to regain their boy by taking him from an alternate timeline.
- 3 The wizards knew that the only way to defeat the invisible horrors of the darkness was to access their true beastforms in the shadow realm, where they can be slain.
- 4 Seeking a way to travel back to the Age of Dragons, the wizards hoped to use the blood of the most powerful dragons to increase their magical ability and thus their power in their own time.

Useful table 4d: Possible effects of the creep on things that touch it

- 1 A blurred outline of the affected object appears, seemingly from a few seconds in the future.
- 2 The touched item turns black, the effect spreading slowly outwards from the point of contact.
- 3 A painful, existential feeling of cold takes root within a person.
- 4 A terrifying and confusing vision of astral travel is experienced.
- 5 The afflicted item is unable to break contact with the creep.
- 6 The item slowly, imperceptibly, begins to melt.



Arrowhead Point

Planning Maps









