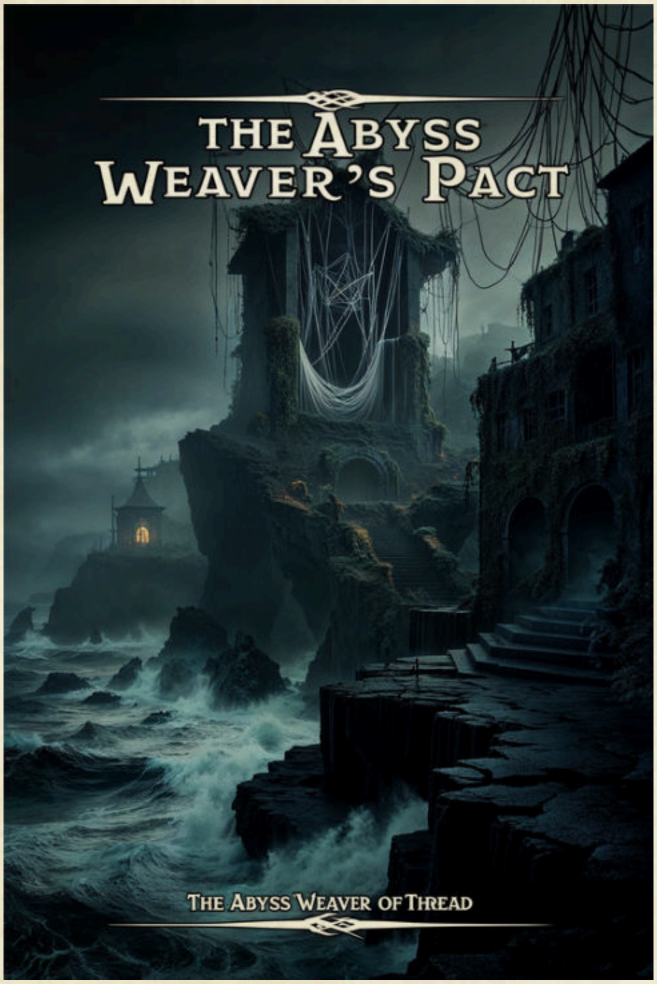
The Abyss Weaver's Pact


THE ABYSS WEAVER'S PACT
THE ABYSS WEAVER OF THREAD

One-Shot Campaign Index: The Abyss Weaver's Pact

Campaign Overview

- **Theme/Genre**: Fantasy with elements of Mystery and Cosmic Horror.
- **Tone**: Dark and Atmospheric with moments of eerie tension.
- **Target Level**: Level 5 (suitable for experienced lowlevel adventurers with a broader toolkit).
- **Expected Duration**: 2 hours.
- **Player Focus Preferences**:
    - **Combat**: Medium
    - **Roleplay**: High
    - **Exploration**: High

Backstory and Setting

The world, **Eryndor**, is steeped in old magic and ancient, long-forgotten deities. Hidden within the coastal kingdom of **Vandathal**, whispers speak of the **Abyss Weaver**, a forsaken entity once revered for spinning the threads of fate. Ages ago, the Weaver fell, cast into the Void for unbinding destinies and dragging entire kingdoms into unspeakable doom. Her forsaken threads are said to slither up through the cracks of the earth, ensnaring mortals in their plots.

This adventure begins in **Cael Mora**, a bleak coastal town forever shrouded in fog. The town clings to the cliffs over a churning, black sea, its decaying structures bowing beneath the constant howl of the wind. Something is wrong here. Shadows flicker where no light exists, and the townsfolk speak in cautious whispers, avoiding the **Shrine of Thread**, a weathered, long-abandoned temple at the edge of town.

Historical Context

Centuries ago, Cael Mora thrived as a powerful harbor town, but prosperity crumbled as its seers foretold worsening tragedies after the Weaver's fall. A group of fanatics attempted a ritual to commune with her in an act of desperation, but the gods intervened. The shrine's doors were barred, and nobody who entered that day ever returned.

Legend says the Abyss Weaver watches patiently, tugging at mortal threads, waiting for a fracture in the divine. Unfortunate travelers and treasure-seekers vanish near the shrine. Now, the town faces renewed fear as people have begun disappearing once more.

IMPORTANT NPCS

1. **Arden Valea**:
    - **Role**: The town's anxious mayor.
    - **Motivation**: Desperate to resolve the town's troubles but terrified to confront the shrine.
    - **Traits**: Fidgety, overly polite while hiding his fears, overcompensates with false confidence.
    - **Quote**: "If you'd, ah, kindly assist us—swiftly—I'd be indebted, *immensely* so. Just avoid...the threads."
2. **Lyssa Keelshore**:
    - **Role**: The lone scholar entrusted with the Weaver's lore.
    - **Motivation**: To unravel forbidden knowledge while avoiding her own thread of fate being "tugged."
    - **Traits**: Wary, slow to trust, speaks cryptically, offers cautious but invaluable guidance.
    - **Quote**: "The Weaver doesn't steal threads. She braids them. Intertwines them. Twists them. Pray you aren't woven tightly into her workings."
3. **Knoth the Threadkeeper** (minor antagonist):
    - **Role**: A zealot driven mad, lingering near the shrine to "safeguard" the return of the Weaver.
    - **Motivation**: To complete the ancient ritual.
    - **Traits**: Unhinged prophet, speaks in riddles, wielding thread-like magic.
    - **Quote**: "The tapestry must return to wholeness. All threads must join her eternal loom."

PLOT HOOK

Opening Scene:

The party arrives in the gray, fog-cloaked town of Cael Mora after hearing rumors of missing travelers and "living shadows." The market square is sparse, with frightened townsfolk retreating into their homes as the group approaches. Mayor Valea greets the party, trembling but hopeful, offering a hefty reward for investigating the cursed **Shrine of Thread**, where people have been disappearing.

As the mayor speaks, a stringy shadow weaves unnaturally through the air behind him—a fleeting vision disappearing the moment the party looks closer. A young boy collapses in a sudden seizure, his whispered words haunting: *"The three threads... they pull me to her... they pull us all!"*

Primary Objective: Enter the **Shrine of Thread**, uncover the source of the growing darkness, and stop whatever corruption is spreading through the town.

KEY LOCATIONS

LOCATION 1: CAEL MORA (STARTING AREA)

- **Atmosphere**: Fog-bound and oppressive, with the constant sound of roaring waves crashing against the cliffs. Shadows move unnaturally in the peripheral vision of those passing through.
- **NPCs**:
    - Lyssa Keelshore offers the party cryptic information about the "three threads" that anchor the Weaver's power.
    - Townsfolk avoid discussing the shrine; pushing them for answers reveals only terrified mutterings of "she's watching."
- **Encounters**:
    - A possessed townsfolk attacks the party suddenly, swarming with shadow-like threads.

LOCATION 2: THE CLIFFSIDE PATH (INTERMEDIATE)

- **Atmosphere**: A goat path snaking perilously along jagged cliffs with roaring sea winds howling around the party. The players feel a growing sense of being observed.
- **Challenges**:
    - **Combat**: Shadowborne Hounds (AC 14, HP 30, pack tactics, grapple foes with shadowy tendrils).
    - **Environmental Hazard**: Waves crash against the cliffs, and strong winds force players to make DEX saves (DC 13) to avoid slipping. Use climbing gear available in the town to assist.
    - **Puzzle**: A spiderweb-like mess of string blocks the pathway. Players must disentangle it carefully (INT, Sleight of Hand, or Magic DC 14 skill checks). Failure animates the threads into hostile **Weaverlings** (spidery constructs).

LOCATION 3: THE SHRINE OF THREAD (FINAL)

- **Atmosphere**: A dome-like, decrepit temple swallowed by ivy. Inside, strands of glowing silver thread crisscross the air like webs, pulsating faintly with life. The tension is palpable.
- **Encounters**:
    - **Knoth the Threadkeeper**: As the party enters, Knoth emerges from the shadows, muttering incoherently. A fight ensues as he summons shadow-thread constructs while maneuvering to activate the final phase of the ancient ritual.
        - HP: 75, AC: 15
        - Spells: Entangle, Shadow Bolt (ranged necrotic damage, 4d6), Threadbind (restrains PCs unless they succeed on a DEX save, DC 15).
    - **The Abyss Weaver's Avatar** (final phase): Once Knoth is defeated, the threads converge into a looming shadowy avatar of the Weaver herself. Her attacks unravel memories (Wisdom saves or exhaust party members via mental trauma). Destroying her anchors (dark pulsing threads in the chamber) weakens her form.

ENCOUNTERS AND CHALLENGES

- **Combat Encounter Design**: Use shadow-based enemies like **Shadowborne Hounds**, **Weaverlings** (thread-like constructs), and the final **Weaver Avatar**. Their tactics involve restraining and confusing the party with shifting darkness and illusions.
- **Roleplay Encounters**:
    - Delving into Lyssa's cryptic lore.
    - Convincing fearful townsfolk to share what they know.
    - Negotiating with Knoth, who believes himself to be savior and victim both.
- **Puzzle/Trap**: The "thread web" puzzle can be reattempted or bypassed carefully but failure results in ambushes and waste of resources.

CLIMAX AND RESOLUTION

Final Challenge: The party must defeat the Weaver Avatar, a towering, swirling mass of shadow and luminous threads. Destroying her three remaining anchors diminishes her power, leaving her vulnerable to direct attacks.

Stakes: Failure means the Weaver's power grows, and Cael Mora is pulled into the Abyss, joining an unending cycle of souls trapped in her web. Success collapses the threads and forces the Weaver back into dormancy, though remnants of her influence might linger.

Narrative Conclusion:

- If successful, the shrine begins crumbling, and the townsfolk regard the party as heroes, though Lyssa might ominously warn, *"Threads severed can still find ways to mend."*
- If the party fails, they awaken in a nether-like plane of dark threads, bound to the Weaver's eternal will—possible setup for future campaigns.

REWARDS

- **Loot**:
    - **Threadcutter's Blade**: A magical dagger that severs arcane bindings and grappling effects.
    - **Woven Mantle**: A cloak granting advantage on DEX saves against being restrained.
- **Story Rewards**:
    - The mayor grants the party **500 gold pieces** and promises their tales will be sung in the kingdom.
    - Lyssa becomes a valuable ally for lore and research in future campaigns.

SUPPORTING DETAILS

- **Stat Blocks**: Custom monsters like Shadowborne Hounds, Weaverlings, and the Abyss Weaver Avatar.
- **Maps**: Minimalist sketches of Cael Mora, the cliffside path, and the interior of the Shrine of Thread. Prepare using simple drawings or printouts to assist with visual aids for players.