

*That is not dead which can eternal lie,
And with strange aeons even death may die.*

H. P. Lovecraft

INSPIRATION

The Lighthouse - Robert Eggers (2019)
Forgotten Gods - Atrium Carceri (2023)
The Trajectory of Fear - Ash Law

Upturned teapot
Adolph von Menzel

**TURN IT
OFF**

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*"Who knows the end? What has risen may sink,
 and what has sunk may rise. Loathsomeness
 waits and dreams in the deep"*

William Blake

Alistair MacNeil
 Head of a bearded man, possibly an apostle
 Jacob Jordaens

7. DUGOUT

A low, **roughly hewn chamber** carved into the rock beneath the lighthouse. Cold and damp. It reeks of blood, **spoiled meat**, and **human waste**. Water pools on the dirt floor.

Large barrels are stacked against the wall. Inside, the barrels are packed with **body parts** stored in layers of coarse salt. A **chopping block** stands nearby. A heavy, rusted butcher knife is lodged in the wood.

Malcolm Fraser (p.10) is chained to a stake set into the wall. His wrists are bound with rough **iron shackles**. He is gaunt and pale. His eyes are wide with fear. He flinches at every sound.

Two narrow tunnels lead out from either side of the chamber, each rigged with a makeshift **pit trap**. A spike hole is barely covered by a dirty cloth - easy to spot in the dim light if PCs are moving carefully.

When the PCs discover the Dugout, **Dylan O'Connell (p.10)** steps out of the shadows and strikes.

LIGHTING THE LANTERN

If the ship hasn't yet crashed, make it clear to the PCs that the collision is imminent. **As they finish repairing the lantern**, Alistair (p.10) bursts into the room, wild and frantic. "Ye'll damn us all!" he yells, lunging forward to attack, triggering a struggle as the ship careens toward the cliffs.

The moment the flame ignites, Alistair's cries grow desperate: "The light brings her! Turn it off! Turn it off!" His voice breaks as a vast, dark shape rises from the depths.

If the PCs don't light the lantern in time or find some suitable alternative, the ship collides with the cliffs. The flashpowder in its hold ignites in a burst of light that briefly makes the creature under the water visible.

RESOLUTION

Here are a few **suggestions** on how you might wrap up the adventure. Ultimately, you should work with your players to pick or create the ending that best fits your game.

The sight of the creature drives the PCs mad, compelling them to destroy the lantern and take up the mantle of the lighthouse keepers, repeating the cycle.

The creature warps the PCs' minds and compels them into its service, becoming their patron. **It offers them a dark pact in exchange for great power.**

The PCs narrowly escape with their lives, but **a great evil has been unleashed** on the world. The consequences will be far reaching. This will not go unnoticed.

HEROIC ALTERNATIVE

In the style of many horror stories, *Turn It Off* ends in disaster. If you'd prefer to give your PCs the option of a more heroic ending, make the following changes:

- The creature is **repelled** by the light.
- The lightkeepers are compelled by the creature to **keep the light off**.
- Over the course of the adventure, the creature **visibly rises** from the sea.
- On **Event 6** it tries to compel the PCs to join the lightkeepers.

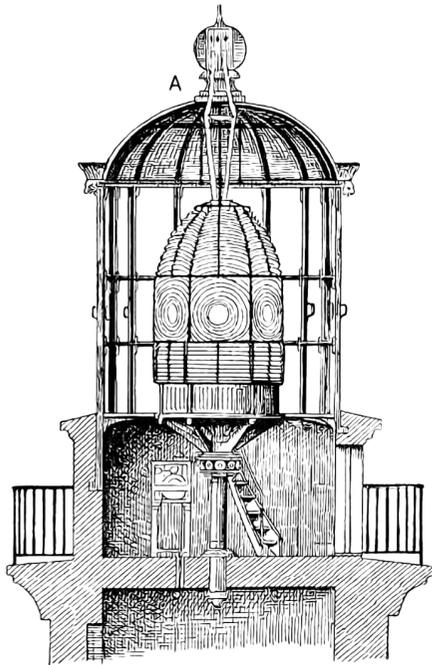
5. LANTERN ROOM

A small, **circular room** perched at the top of the lighthouse, battered by the relentless storm outside. The wind causes the entire structure to **shudder**. It smells of **burnt oil**, sea spray, and **ozone**.

A **dissassembled lantern frame** occupies the center of the room. The lens, wick, and oil are all missing. A sledge hammer leans against the lantern frame.

A **spyglass** mounted on a tripod points out to sea.

The **balcony** outside is slick with rainwater. A heavy-duty **crane** is affixed to the balcony. It is equipped with a pulley system, and can pivot to pull items up from below and set them down onto the balcony.



6. CELLAR

A **cramped and cluttered room**. The air is thick with the scent of **damp earth**, mold, and **rancid oil**, with a hint of iron.

The walls of the cellar are almost completely covered in **dark and disturbing frescoes**. The mural starts on one side of the room and becomes increasingly abstract and incomprehensible as it wraps around the walls. Scattered among the paintings are **cryptic writings** and warnings about the creature.

"The sea whispers, but I must not listen."

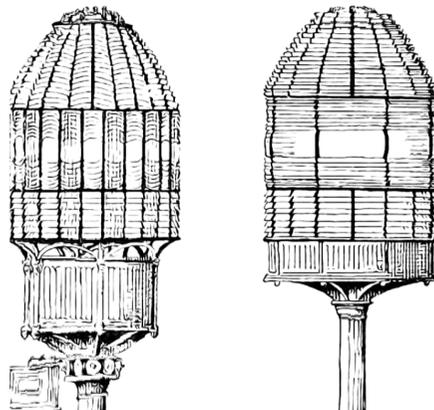
"I will save you from what comes for the light."

"The darkness is a sweet mercy."

A **workbench** is dedicated to making paint. Blood and algae are used to make red and ochre pigments, which are then mixed with lantern oil.

Jugs of lantern oil are stacked in one corner. Nearby, a crate holds several sets of bloodied clothing along with several **coin pouches** totalling 500c. Another crate is half-full of moonshine jugs.

In another corner, a few bags of moldy grain lie next to a makeshift **distillation pot**.



TURN IT OFF

An adventure for Knave 2e

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1. LIGHTHOUSE EXTERIOR

p.12 - Fierce **storm** growing more violent by the minute, **ship** in the distance, **door** to the Keeper's Cottage, **locked door** to the Storehouse, **hidden locked door** to the Cellar, **lantern lens** broken into 3 pieces, **crane** and **pulley**, miscellaneous **hardware** and **tools**, shipwrecked **fishing vessel**.

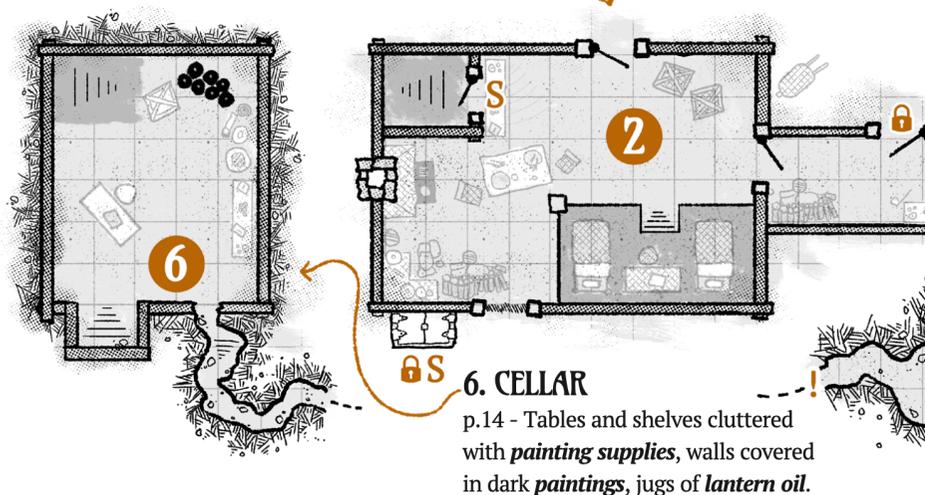
1

2. KEEPER'S COTTAGE

p. 12 - **Rancid stew** bubbling on stove, **table** set for two, **strange ledger** and **key** in **loft**, Cellar door hidden behind **shelf**.

3. STOREHOUSE

p.13 - Hallway cluttered with supplies, spare **lantern wick** **calls for help** from under the



6. CELLAR

p.14 - Tables and shelves cluttered with **painting supplies**, walls covered in dark **paintings**, jugs of **lantern oil**.

3. STOREHOUSE

A narrow, **cluttered room** with shelves lining the walls, stocked with old provisions, rusted **tools**, and sea-worn **supplies**. It smells of wet wood, wool, and **must**.

Several coils of **rope** hang from the rafters. Other various **tools** and **supplies** lie strewn about the shelves and floor.

TOOLS AND SUPPLIES

1	Hacksaw
2	Barrel of whitewash
3	Barrel of thick black tar
4	Empty lantern
5	Axe
6	Grease

Malcolm's **cries for help** can be faintly heard through the floorboards.

A **spare lantern wick** lies on a high shelf, partially hidden by a stack of dusty crates.

- A PC searching for it has a 50% chance of finding it every 10 minutes.
- The shelf is unstable. **DC12 DEX check** or it will collapse if climbed.

4. STAIRCASE

A tall, **four-story cylindrical room** that tapers upward. It smells of **rust**, oil, and something faintly sweet, like **rotting seaweed**.

The source of the smell is a thick layer of **ochre paint** (the same paint being mixed in the Cellar, p.14) that almost completely covers the interior walls of the tower in odd, spiraling patterns punctuated by circles that resemble eyes. Near the top of the tower, the words "**TURN IT OFF**" are repeated countless times in bright red paint.

A makeshift **crossbow trap** activates via a fishing line and pulley contraption connected to the Storehouse door. **DC16 DEX check** or take 1d6 damage.

A hand-operated **fog horn** is set into the wall. The gear box has seized up.

A narrow, winding **spiral staircase** of corroded iron rises through the hollow core of the lighthouse tower. The steps are uneven and slick with moisture, and every movement causes a metallic groan that echoes up and down the structure. **If more than 2 PCs climb the stairs at once, they break.**

The **hatch** leading to the Lantern Room (p.14) at the top of the staircase is secured with a padlock.

A **tunnel hidden beneath a stack of crates** leads to the Dugout (p.15). The area around the tunnel is covered with bits of rubble and dirt.



1. LIGHTHOUSE EXTERIOR

A long **storehouse** connects a small, weather-beaten stone **cottage** to a **lighthouse tower**. Peeling whitewash paint coats the outside of the building.

There are a number of ways to gain **entry** into the lighthouse:

- A **door** to the Keeper's Cottage.
- A **locked door** to the Storehouse.
- A **hidden and locked cellar door** leads down into the Cellar.
- The **windows** along the Keeper's Cottage and Storehouse are grimy and cracked, but still intact. They do not open, but can be easily broken.
- The Lantern Room can be accessed directly through a balcony **door**.

A **crane** and **pulley** hangs from the top of the lighthouse tower. It can be accessed from the Lantern Room (p.14) balcony.

The **lantern lens** lies at the base of the lighthouse tower, broken into three pieces.

- Each piece is made of solid glass and weighs 200 pounds.

The grounds around the lighthouse are littered with various bits of **hardware** and **tools**.

- A wheelbarrow filled with dirt.
- A shovel and pickaxe.
- A 2-story tall ladder, poorly made.
- Bricks and lumber.

Nearby, the wreck of a **fishing vessel** lies broken against the base of the cliffs.

- Netting and fishing line.
- A half empty bottle of whiskey.
- One signal flare, wrapped in oil cloth.

2. KEEPER'S COTTAGE

An open, **two-story room**. It smells of **spoiled meat**, tobacco, and **coal**. Sparsely furnished.

A **kitchen** takes up most of the first floor.

- A pot of **foul-smelling stew** slowly bubbles over a lit coal stove. It contains **meat from one of the bodies** stored in the Dugout (p.15).
- The table has been set for two. On the counter **two glasses are filled with moonshine**. Drinking the liquor may cause intoxication, but grants an automatic success when resisting the creature's psychic effects.

The loft holds two **beds** and a small **desk**.

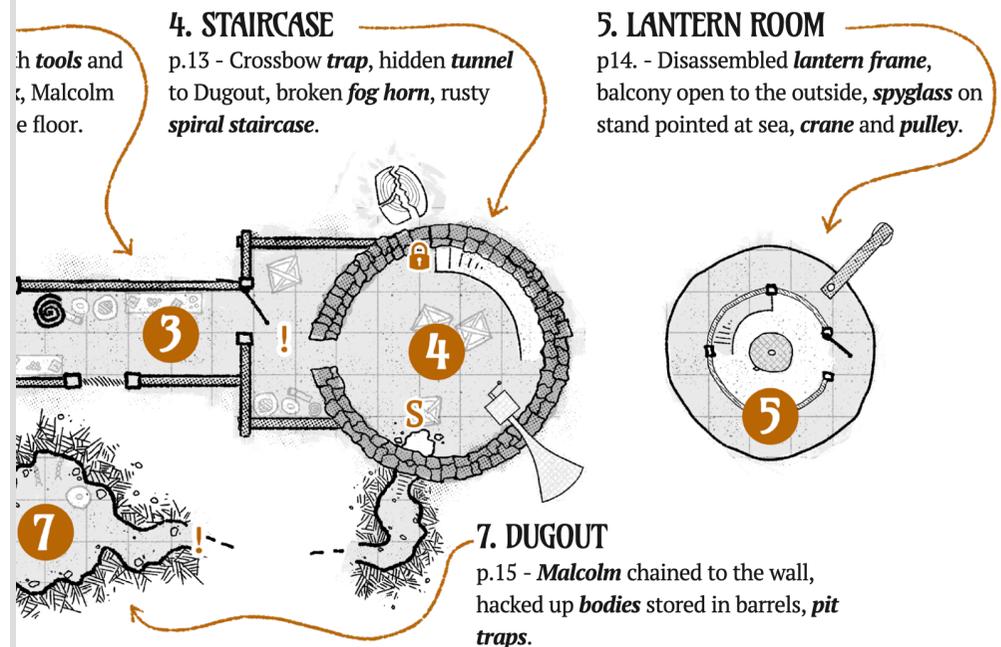
- A hole in one of the mattresses conceals a small **cache of jewelry** worth 1,200c.
- A **strange ledger** on the desk contains a meticulous record of the lightkeepers' daily duties. Starting roughly four months ago, the entries become increasingly erratic, detailing strange behaviors. The tone of the writing takes on an almost religious sense of devotion and fanaticism.
- A **key** inside the desk drawer unlocks all the doors in the Lighthouse.

A large **shelf** holds books, kitchen utensils, and cleaning supplies. A **door** hidden behind the shelf leads down to the Cellar.

Various **sketches and paintings**, loose or framed, are scattered throughout the room: portraits of Dylan and other guests, self portraits of Alistair, studies of the cottage or of St. Peter's Rock.



Seascape
Peder Balke



"eyes of death, the harlot
womb, oft opened in vain"

William Blake

Dylan O'Connell
Portrait Study of a Bearded Man
Anthony van Dyck

EVENTS & ENCOUNTERS

As time passes, the storm worsens, and the ship in the distance grows closer. Every ten minutes of in-game time, roll the encounter die (a d6).

- **On a 1-2:** The next event on the timetable of events occurs.
- **On a 3-6:** Roll on the random encounter tables to see what happens.

TIMETABLE OF EVENTS

- 1 Wind and rain pick up. **Visibility** is now poor.
- 2 **Night** falls. All areas considered darkness.
- 3 The **ship** is now halfway to the isle. There is no doubt it will collide with the cliffs.
- 4 Hurricane strength **wind**. Open flames cannot be maintained in exposed areas. **STR** and **DEX checks** performed in exposed areas are now made at a disadvantage.
- 5 Lower levels of the lighthouse begin to **flood**.
- 6 **Ship is minutes from the cliffs**. This is the PCs' last chance to stop it from crashing.

If an encounter you rolled doesn't fit the current circumstances, adjust it or use the next result. **Start with Table A**. When you feel the time is right to increase the tension, start rolling on **Table B**.

1D6 TABLE A

- 1 A bolt of **lightning** strikes the lighthouse.
- 2 A nearby **door slams shut** and is found to be either locked or barricaded.
- 3 **Rats** scurry in through a hole in the wall.
- 4 One of the PCs sees **Dylan O'Connell** vanish around a corner or hallway.
- 5 A gust of **wind** causes the windows to rattle.
- 6 One of the PCs catches sight of **Alistair** watching them through a window.

1D6 TABLE B

- 1 A fierce gust of wind sends **debris** crashing through a window. Glass shards scatter across the floor, creating a hazard. The PC nearest the window must succeed on a **DC16 DEX check** or take 1d6 damage from flying glass and debris. The room is now exposed to the storm.
- 2 **Malcolm Fraser** desperately calls for help from his prison in the dugout.
- 3 The wind begins to tear shingles and pieces of the roof from the lighthouse. **Debris** crashes through the upper levels. Any PCs in the open must succeed on a **DC16 DEX check** or take 1d6 damage from falling wood and slate. The room is now exposed to the storm.
- 4 **Dylan O'Connell** appears from the shadows, wielding a rusted knife or a broken oar, muttering incomprehensibly. He attacks the nearest character with a wild, desperate strength. If he is driven back or injured, he disappears into the darkness.
- 5 A flash of **lightning** illuminates the sea. For a brief moment, one of the PCs sees a massive shape beneath the waves. It disappears, but an overwhelming sense of dread lingers. **DC16 WIS check** or take 1d6 psychic damage.
- 6 The party hears hurried footsteps growing louder and more frantic. Suddenly, **Dylan O'Connell** bursts into the room, covered in blood and screaming incoherently. He charges at the nearest character with a jagged piece of glass, eyes wide and blood-shot. The encounter is relentless, and Dylan fights until he is restrained, incapacitated, or dead.

ALISTAIR MACNEIL

Crazed Senior Lightkeeper

Indomitable

(1x per day): Can choose to succeed on a check.

Wants: *To keep the lighthouse dark at any cost. He believes this to be his divine mission.*

AC 14, HP 12, LVL 3, ATK 2 weapon (d6), **MOV 30', MRL 12**

Silent, watchful, and driven. Prone to sudden bouts of mania. His speech is a mix of cryptic warnings and desperate commands.

Alistair has watched over St. Peter's Rock for the last thirty years. He is an avid painter, and his work can be found throughout the lighthouse. The subject and style of his paintings have grown dark since he witnessed the creature. He watches the PCs from a safe distance, waiting to confront them if they try to light the lantern.

DYLAN O'CONNELL

Crazed Junior Lightkeeper

Sneaky: +5 on surprise checks.

Wants: *To kill and eat the PCs, whom he believes to be agents of the creature.*

AC 12, HP 8, LVL 2, ATK weapon (d6), **MOV 40', MRL 6**

Mad, jittery, and consumed by fear and paranoia. Constantly muttering to himself. Speaks only in gibberish.

Dylan is consumed by his fear of the creature he saw four months ago. He will obsessively stalk the PCs, waiting for an opportunity to kill them. Dylan will sneak up on the PCs if they find the **Dugout (p.15)**, unless he is encountered elsewhere.

MALCOLM FRASER

Lightkeepers' Guild Employee

Rough Condition: -5 on all checks.

Wants: *To escape. Will betray the PCs and steal their boat, if one is available. Hesitant to fight or put himself at risk.*

AC 12, HP 4, LVL 1, ATK fists (d4), **MOV 15', MRL 4**

Ragged and wary. His eyes dart constantly, and his voice trembles when he speaks of the "madmen" who captured him and their dark, incoherent ravings.

Malcolm arrived a couple of weeks ago to investigate St. Peter's Rock and take over the lighthouse. When he arrived, he was attacked by Dylan and chained up in the **Dugout (p.15)**. He is now emaciated and weak.

ADVENTURE BACKGROUND

Something stirs in the depths of the sea. Drawn to the light of the **St. Peter's Rock Lighthouse**, a vast and ancient **eldritch abomination** has awoken.

One night, lightkeepers **Alistair MacNeil** and **Dylan O'Connell** witnessed the creature rising from the water. It only took a glimpse to drive the two men mad. With the last of their sanity, they destroyed the lantern and made a pact to keep the lighthouse dark, no matter the cost.

Four months have passed since then. A perpetual storm now lingers above the isle of St. Peter's Rock, and dozens of ships have been lost to its cliffs. Several people have gone to investigate and relight the lantern, but none have returned. All but one have been killed by the lightkeepers, whose behavior grows increasingly violent and paranoid. A man named **Malcolm Fraser** now lies imprisoned beneath the lighthouse, desperate to escape.

OVERVIEW

Turn It Off is an adventure designed for **Knave 2e**. It is best suited for **3-4 PCs of 1st level**.

Over the course of the adventure, the PCs can **explore the lighthouse**, **repair the lantern**, and **discover evidence** of the lightkeepers' descent into madness. As the adventure progresses, the **storm** above St. Peter's Rock worsens, and a nearby **ship** veers off course, heading straight for the isle.

The adventure culminates with the relighting of the lantern, triggering a violent retaliation from the lightkeepers. The light draws the eldritch abomination out of the sea, revealing the cause of the lightkeepers' madness.

Content warning: this adventure contains body horror, psychological horror, and cannibalism. It is not suitable for children.

GETTING STARTED

1d4 ADVENTURE HOOKS

- 1 **A wealthy merchant** has been losing shipments along the coast. He has offered to pay the PCs a hefty sum to light the lantern and ensure the safe passage of his latest shipment, which is carrying a load of flash powder and is scheduled to sail along the coast tonight. *Raise the stakes: the PCs have a personal investment in the latest shipment.*
- 2 **The only survivor of a shipwreck** caused by the lighthouse going dark implores the PCs to go to St. Peter's Rock and relight the lantern. He claims his soul won't rest until the light is restored and his crewmates are avenged. In exchange, he'll write the PCs into his will. *Raise the stakes: the PCs have a personal connection to the survivor.*
- 3 No one has heard from the lightkeepers at St. Peter's Rock since the light went out several months ago. All attempts to make contact have failed. **The local authorities** have hired the PCs to investigate and get the lighthouse running again. *Raise the stakes: the PCs have a personal connection to Malcolm Fraser.*
- 4 **The PCs have become stranded** on St. Peter's Rock. Their only hope of escape is lighting the lantern to signal a nearby ship. *Raise the stakes: out at sea, storms can last for weeks. The ship in the distance may be their one and only chance to escape the isle.*

ARRIVAL

St. Peter's Rock is a small isle situated off the coast. When the PCs arrive, note the following details:

- **Night** is fast approaching.
- The **storm** has taken a turn for the worse.
- A distant **ship** grows closer by the minute.
- The **silhouette** of a man is visible in the Lantern Room.

The Mourning Brave
Edwin Willard Deming

"I see thee in thick clouds and darkness"

William Blake

