

HAUNTING OF WINDERMERE



DEAN SPENCER

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An AO Production



DEAN SPENCER

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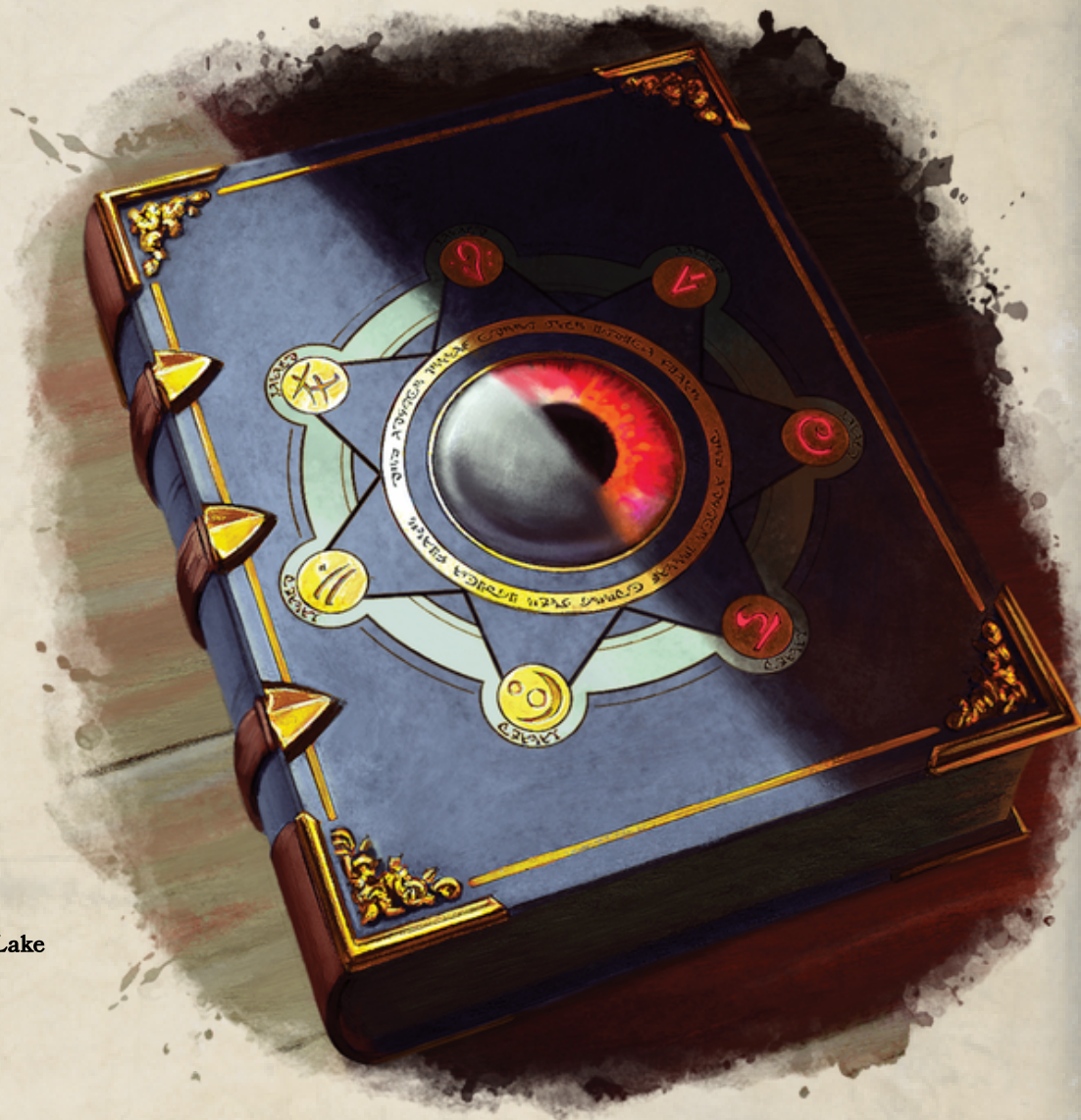
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HAUNTING OF WINDERMERE

One week after a comet was seen in the skies over the town of Windermere, strange events began happening. Odd creatures and corpses have been found in the Wood, dead cattle in the fields, and now a body has washed up on shore.

After the comet passed, a young woman from the village began having visions. Thinking them from her deity, she followed the instructions and began a terrible ritual. She is blinded and crazed, driven paranoid by her delusions, and has started to lose her grasp on reality. She is slipping slowly further and further into insanity, and closer to being taken over by a powerful entity from another realm.

TOWN OF WINDERMERE

The Town of Windermere is a quiet place, full of people who prefer a simple life, and dislike surprises and outsiders. It lies on the shores of Rotheston Lake, a large freshwater lake which freezes over in the winter and makes for perfect ice skating. The town is overseen by its Mayor, Onarra Lightfoot.

ALIEN SPIRIT

An utterly alien entity beyond comprehension, nobody is completely certain what this entity is. One thing, however, is for certain. Whatever this is, it doesn't belong in this plane. It is a being of destruction and madness, and has sought across the ages to corrupt the hearts and minds of those in the Prime Material. This comet was its omen.



ADVENTURE STRUCTURE

The adventure begins in the morning on the first day, after receiving a note from Selmund Azlen, Scholar of the Occult. The party has several hours to investigate before they are supposed to meet him. Then, they will find Selmund's body. After the party reads through his notes and sleeps, the second day consists of the main investigation and the confrontation with Tithri Rennick, the woman who's being controlled into opening a portal to an alien dimension.

OPENING

The party begins in town, waking up in the morning to find the strange letter from Selmund. During breakfast, a young man runs into town, shouting for the sheriff, who follows him to find the murdered body of Lirne Moz by the southern edge of the lake. She appears to have been strangled by something like a tentacle.

INVESTIGATION

The investigation section of the adventure can cover a variety of individuals and locations, many of which have information for the party which will help point them towards Rennick Farms or Nautili Prison.

MEETING SELMUND

After a short day of investigation, the party is scheduled to meet Selmund at the tavern at sundown. Unfortunately, he is murdered by Tithri on his way into town, and the party discovers his body.

RENNICK FARMS

Our mystery culminates with a visit to Rennick Farms, where the party is very likely to uncover that Tithri is the one being manipulated into doing these things. It is very likely that she will escape and make her way to Nautili Prison once she knows the party is aware, but if the party can catch her we then move into 'Defending the Courthouse'.

NAUTILI PRISON

The Ruins in the Hills, formerly known as Nautili Prison, is the most likely end point of the adventure. If Tithri is able to reach here, it means she is well defended and prepared to complete her ritual.

SISSY GLADYS & MORCANT

The otherworldly denizens of the town, Sissy Gladys and Morcant the Shaman, offer alternative means of solving the mystery. Rather than solving the mystery directly, the party can bargain with one or the other for the answer. However, the cost may be high.

FRAGMENTS OF EVIL

Throughout the adventure, the DM can use one or more 'Fragments of Evil' provided. These are minor events that are a result of the Alien Entity that is rising, which may end up inflicting temporary madness on one or more individuals.

RUNNING THIS MODULE

This module was designed for between 3 and 5 characters of 1st to 2nd level of the 5th Edition of the world's greatest roleplaying game, and can generally be completed within 4-5 hours of play. It is a cosmic horror adventure that leans into themes of insanity and madness.

Creatures and magic items appearing in **bold** can be found in the appendices at the back of the adventure, or in the Dungeons & Dragons 5E Basic Rules.

COSMIC HORROR

A cosmic horror adventure, is one in which the characters sanity is just as at risk as their physical safety. Engaging with the large-scale threats present is, in and of itself, enough to strain a character's mind to it's limits. To complement this theme, temporary madness is used within this adventure, and encounters are tuned to be deadly. Try to play up the horror theme, if possible, with ambience, props, or other tools.

SENSITIVE TOPICS

This adventure deals heavily with topics of insanity and madness. It is important to note that the madness experienced by characters in the story is the result of an external, psychic influence, and is not necessarily reflective of any real-life disorder or disability.

Regardless, it is important to ensure that players are well-informed of this theme before playing this adventure. If players express discomfort with this, it is advised you find a different adventure. These themes are fundamental and core to the story in such a way that they are not easily removed.

CHARACTER DEATH

Because encounters are tuned to be deadly, there is a very real chance of one or more character's dying during this adventure. This is by design, but again this reality should be communicated to the players before they sit down to play.

SANDBOX PLAY

This adventure is, fundamentally, structured as a sandbox. It has a likely ending scene, but this can be changed completely by the actions of the characters. As a result, it is incumbent upon the DM to keep a steady stream of clues and options in front of the players.

After the opening scene, the party should have several clear options of where they can pursue their next clue. Let them take the initiative, but don't be afraid to give them a push if they need it. In particular, new players may need a bit more guidance in getting started on this mystery.

From this point on, the world should keep moving around the characters, and they can choose what elements to engage with.

SEEDING THE ADVENTURE

This adventure is greatly enhanced by providing each player at least one NPC in town their character would have some sort of relationship with (helpful charts are provided in the player handout). This is a small town, and most people at least know of each other.

In addition, at least some of the characters should start with a clue or rumor from around town. These can range from strange occurrences in recent weeks like new predators in Lerine Wood, to knowledge of the otherworldly denizens of the town.

LOCAL RUMORS

D4 Rumor

- 1 The Witch of Reselda Forest, who likes to make deals.
- 2 The Spirit of the Lake that watches over the village.
- 3 The haunted ruins in the hills to the north of Nautili Prison.
- 4 Hunters tell of strange new predator in Lerine Wood.



OPENING SCENE

In the opening scene, the party begins in the morning after receiving a note from an old acquaintance, Selmund Azlen. However, their meal is interrupted by a young man, running through town shouting for the sherriff. The sheriff, eating in the Blazing Hearth Tavern, gets up quickly while Brozor Moz and others follow her out to the shoreline.

If the party decides to follow as well, they will see Brozor Moz discover the dead body of his daughter. He is devastated, and after some grieving the Sherriff asks some of the other townsfolk to take him back to the tavern while she investigates and deals with the body.

If any of the party are new in town, the sheriff will question them about the murder as a suspect. Those who live in town she will likely ask for help.

INVESTIGATION SCENES

The party can investigate and talk to any number of individuals on their investigation. Below are some of the encounters that can occur.

LIRNE'S BODY

After Brozor Moz has left the scene, and Sheriff Pelendol has begun investigating, the party is likely to be questioned by her if any of the members are not from town. Otherwise, they will likely be able to ask her a few questions before she ushers them off.

In addition, the party should see Sinlen & Tithri Rennick, Rilyse Coppercobble, Father Kiz, and other villagers looking on before leaving, looking shocked and sad.

INVESTIGATION CLUES

- If the party talks to the Sherriff, she can point them to the injured animals at Coppercobble Ranch.
- The Party can follow the Rennicks, Rilyse Coppercobble, or Father Kiz back to the farm, ranch, or temple, respectively.
- If the party examines the body, a DC 13 Medicine Check reveals that Lirne Moz was strangled, and reveals tentacle marks on her neck from the **Lesser Skum** that killed her. A DC 13 Survival Check can work out roughly where the body went into the water, on the southern edge of the lake - the site of the murder.

SITE OF THE MURDER

If the party is able to track down where Lirne's body went into the water, then they will find a small beach that Lirne walked along after meeting up with Naeran, her romantic interest. She took a detour home, and was unfortunately ambushed by the Skum(s). If the party gets too close to the water, it's likely that they will too.

INVESTIGATION CLUES

- If the party gets close enough to the water for an ambush, the Skum(s) will attack. See [Rotheston Lake, p. 8](#)

BLAZING HEARTH TAVERN

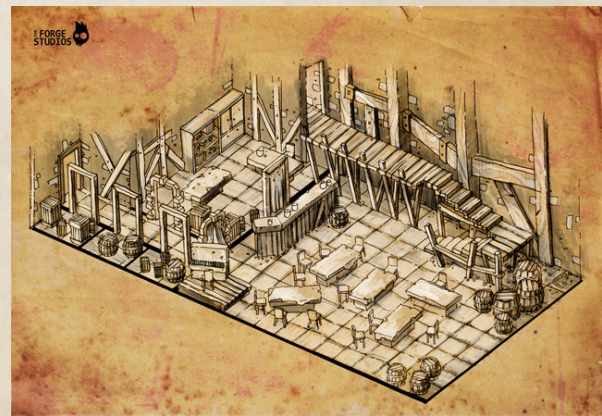
After Brozor Moz returns back to the tavern he goes upstairs and grieves in his room, leaving the bartender in charge.

Naeran and Gramador may be drinking and talking somberly in the tavern, while a few other villagers eat and discuss the shocking news. Naeran looks absolutely distraught, and Gramador looks to be cheering him up. While getting more drinks, Naeran will bump into another villager and try to start a fight, but Gramador intervenes.

In addition, the party may also see Khudrus Mothok, Sinlen Rennick, Rylese Coppercobble, or Loria Nadun in the tavern, depending on the time of day. The Sheriff will also come by at night and stay with Brozor.

INVESTIGATION CLUES

- If the party talks to Naeran Thurnison, a DC 15 Persuasion or Deception Check will get him to reveal his relationship with Lirne, and his plan to erase his memory of the last time he saw her. A DC 18 Persuasion or Intimidation Check will get Naeran to reveal that he was present when she died, and ran rather than try to save her.
- If the party talks to Sinlen Rennick, a DC 15 Persuasion or Deception Check will get him to reveal that his daughter, Tithri, has been behaving strangely.



TEMPLE OF THE LIGHT

Inside the local temple, Father Kiz leads a prayer for Lorne Moz, and begins his preparations to go and see Brozor once he is done. He has started to realize that something is wrong in town, and is doing some research in his library. The party can contribute to this research in order to find potential clues.

In addition, the party may see Sinlen & Tithri Rennick, Rilyse Coppercobble, and other villagers praying, depending on the time of day.

INVESTIGATION CLUES

- If the party talks to Father Kiz, a DC 13 Persuasion Check will convince him to discuss Naeran's relationship with Lirne Moz, the victim. A DC 18 Persuasion Check will convince Father Kiz to discuss Tithri's recent visions and troubles.
- If the party helps Father Kiz with his research in the library here, a DC 10 Investigation Check will reveal information about the history of Nautili Prison, a DC 18 Investigation check will reveal that the comet is an omen of the entity of madness, which starts by corrupting the mind of a single individual.

TOWN SQUARE

In the town square, the party may see Mayor Lightfoot talking to a number of concerned citizens. They are asking about the murder, the dead cattle, and when "she's going to wake up and do something about this!". She is trying to allay fears and calm everyone down, but is having trouble.

INVESTIGATION CLUES

- Citizens can point the party to the injured animals at Coppercobble Ranch.
- If the party talks to the Mayor, a DC 18 Persuasion Check can convince her to point the party towards Sissy Gladys.

COPPERCOBBLE RANCH

Rilyse Coppercobble spends much of her time on her farm, and has a number of employees. She is not doing any heavy lifting now, however, as she is still recovering from her encounter with the creature in Lerine Wood.

Depending on the time of day, the party may see Father Kiz here as he stops by to check on his patient.

INVESTIGATION CLUES

- If the party searches the area, a DC 13 Survival Check can track the creature that attacked the cattle back to the Lerine Wood. This is the Chuul (or pair of Chuul) that have taken up residence there. See [Lerine Wood, p. 8](#)

MEETING SELMUND

The Meeting with Selmund is arranged for sundown at the local tavern, but he never arrives. If the party goes to look for him, they'll find his body, along with his notes, behind the tavern in the woods. A large wound is visible in his back, and he appears to have been dead for a few hours. A knife, appearing to be the murder weapon can be found nearby, having been discarded. Following the tracks of the killer leads back outside the tavern, where they're lost amongst many others.

If the party doesn't go looking, then after an hour Gramador comes into the tavern, looking exhausted, and sits down with Naeran. He looks to have blood on his hands, and a heavy look on his face. He just found Selmund's body, and after checking to make sure he was dead he ran to get the sherriff. In this case, the sherriff is still at the crime scene when the party arrives, but has not yet found the evidence. She won't take kindly to the party walking off with it, so they'll need to either sneak it away, convince her, or find another solution.

INVESTIGATION CLUES

- If the party examines the body, a DC 10 Medicine Check reveals that Selmund has been dead for only a few hours, and was stabbed in the back.
- If the party tries to track the killer, a DC 10 Survival Check can identify the killer as small, less than 80 pounds, and likely female. A DC 13 Survival Check can track them back to the Tavern. A DC 20 Investigation Check can track them back to Rennick Farms.
- If the party examines the knife, a DC 13 History Check can reveal the small symbol on the hilt of the knife to be associated to Rennick Farms.
- Selmund's notes contains details of his theories, see [Selmund Azlen, p. 11](#).

OUTER SHACKS

In the Outer Shacks, the party can meet, and potentially hire, Khudrus Mothok, the Dwarven Tracker. He is skinning a deer that he took down, and prepping it to be put in a smokehouse. He is available for hire for 2 gp per day. See [Hirelings, p. 16](#)

In addition, the party may encounter Gramador here, depending on the time of day. He is likely to be here if he's not at the tavern with Naeran. If he is here, he is tending a small herb garden behind his house.

INVESTIGATION CLUES

- If the party speaks to either of them, Gramador or Khudrus can point the party to the strange creatures in the Lerine Wood, and the attacks at Marsillon Farms. A DC 13 Persuasion Check will convince Gramador to point the party towards Naeran regarding his nightmares and relationship with Lirne. A DC 18 Persuasion Check will convince Gramador to tell the party that Naeran is planning to go see Sissy Gladys.

RENNICK FARMS

The party is greeted by Sinlen Rennick, owner of Rennick Farms, as he is in or around the house when they arrive. He is concerned about his daughter, who has been acting strangely recently. His reaction to the party will very much depend on how they approach the conversation.

He will very likely try to protect his daughter if the party outright says they are investigating a murder - lying and saying that he doesn't recognize the cloak and doesn't know how the dagger got there. However, if the party can convince him that it's in her best interest, he will relent and allow them inside. In addition, if the party lies they may be able to get him to allow them to speak with Tithri.

If the party tries to force their way inside, he will try to resist and shout upstairs for Tithri to run. However, she left stealthily as soon as the party arrived, heading to Nautili Prison - Tithri is alerted to their presence and blacks out, her mind overtaken by madness.

TRAIL OF CLUES

As Tithri flees, she leaves behind her journal and drawings of what she's been seeing:

- Drawings of her "fox" friend that is, in reality, an otherworldly familiar with twenty eyes
- The voice in her dreams telling her she's "special"
- Blacking out and getting scared
- Pictures of Nautili Prison

In addition, her father and other farm employees knows that she's been spending time in the hills up north, likely at Nautili Prison.

DEFENDING THE STATEHOUSE

If the party captures **Tithri** before she escapes to Nautili Prison, then Sheriff Pelendol will take her to the Statehouse. In order to spring her from the cell, the Chuul will attack the town, while the Familiar attempts to sneak inside and free her through the collapsed portions of the ceiling on the top floor, or the windows.

NAUTILI PRISON

The ancient prison starts with a number of traps to get through, followed by encountering Tithri and a swarm of otherworldly creatures. She is finalizing the ritual to open a portal to a distant realm of madness and evil.

- **1 - Entryway.** In the entryway, Tithri has repaired an ancient pit trap to capture any intruders trying to stop her.
- **2. Main Tower Base** In the base of the main tower, the party will encounter a bit about the history of the prison.

- **3. Ritual Room.** Here, Tithri is working to complete her ritual. The party will encounter her, and her swarm of fleshy creatures, and allowing her to complete the ritual will allow her to summon a powerful extraplanar entity.
- **4. Bedchamber.** This is where Tithri has been staying when she blacks out - and contains a variety of potions and alchemical equipment that she's been experimenting with.
- **5. Ruined Top.** The top of the tower is ruined and open, with rubble strewn about. A few skeletons lie about, along with ancient swords, shields, and armor.



OPENING THE DOOR

Tithri is performing a ritual that will open a portal to a realm of madness. In her delusional state, she believes that she is working a powerful ritual to save her father, with the help of her new celestial patron.

Most of the areas in the jail are in either dim light or darkness, affecting character's visibility and aim.

If the party decides to try climbing the tower, the top is ruined and accessible to a talented climber.



PRISON HISTORY

Nautili Prison was established several hundred years ago to hold mentally unstable, highly dangerous prisoners. For over 50 years, it held some of the most feared criminals in the region. Until, one night, it all came crumbling down.

PRISON RIOTS

It was a single woman being brought into the prison that changed everything - her raw, uncontrolled power proved too much to contain, and in a fit of rage she unintentionally drove most of those inside mad. Psychic energy flowed from her and most of the inhabitants, guards and inmates, began to attack and kill one another. By the time she walked out of the prison, everyone else inside was dead.

HAUNTING OF NAUTILI PRISON

Ever since, the prison is said to be haunted by the spirits of those driven mad within its walls. It is undoubtedly a place tainted by evil, and this makes it the most ideal place to summon a creature beyond comprehension from another realm.

ENTRY TO THE TOWER

Looking at this decrepit ruin, you can see a ruined top, open to the elements, and two heavy, stone doors that are slightly ajar. A gust of wind blows from outside, and a spray of dust and dirt is thrown with it into the opening, landing on top of several sets of small boot tracks. Somebody's been here recently.

The doors of the tower are only open enough for a small creature to move through, and require a DC 15 Athletics check to open further. Tithri has also repaired a pit trap built into the floor in the entryway, that is about 10 ft. deep. A DC 15 Investigation check, or a DC 18 Perception can detect the hidden doors of the trap in the ground. If a creature that weighs more than 40 pounds walks on the doors, they must make a DC 15 Dexterity Saving Throw or fall into the pit.

TOWER BASE

The main room of this ancient tower is covered in rubble and cobwebs, with a narrow spiral staircase at the center. Hardly any light is sneaking through the narrow windows cut into the stone, and parts of skeletal remains can be found still locked in partially destroyed cages amongst the rubble.

The main tower layer has several prison cells leftover, several with prisoners still inside. A DC 15 Medicine or Investigation check will reveal that these individuals all were killed trying violently to escape their cages, and the wounds appear self-inflicted, almost as though these people threw themselves at the walls of their prison until they died. Carved into the stone wall of one of the cages is the name 'Miranda'.

RUINED TOP

The ruined top level of the tower is exposed to the elements, and all that remain here are a few skeletons, rubble, and guard's equipment that has been left to rust for a long time. The sounds of a ritual occurring are just audible from down below.

BEDCHAMBER

Tithri's makeshift bedchamber is minimal, and much of it is still covered in cobwebs. There are several skeletons in here as well, and Tithri has done nothing to get rid of them. The room also contains a small sleeping cot, an alchemy kit, several healing potions, and about 100 gp worth of alchemical components.

RITUAL CHAMBER

Approaching the second floor of the tower, you can hear the chanting and muttering from above you before you get to the room. Inside, you can see Tithri standing near the back side of the room, illuminated by a circle of runes in the ground glowing a sickening green hue, and performing some sort of magical ritual. Shadows move and dance around her, and a strange, alien spider covered in eyes hangs onto her shoulder, while the rest of the room is shrouded in darkness.

Tithri is in the process of performing a ritual that opens a portal to a realm of madness and chaos, and it is already partially open. An arcane circle lies inscribed in the ground, 10 ft. in diameter, while small doorways are beginning to open on each wall. Shadowy tendrils reach and grab at those moving around the room, and strange aberrations are beginning to make their way through the portals.

The ritual is completed 12 hours from the time that Tithri flees town for the prison. It is likely that the players will arrive while the ritual is in progress, however if she is able to complete the ritual, then **Tithri** will be transformed into a **Gibbering Moulder** and the portals will remain open until the arcane sigils on the ground are destroyed.

Her **Otherworldly Familiar** is another spider-like aberration, this one covered in eyes. It is highly protective of her and will try to keep the party busy while she completes her ritual.

TENDRILS OF SHADOW

Shadowy tentacles reach out from the arcane circle, and the portals on each wall. The first time any creature moves within 10 ft. of Tithri, or any of the walls, the creature must make a DC 10 Dexterity Saving Throw, or be grappled by these strange, otherworldly tentacles (Escape DC 10). In addition, the entire room is heavily obscured for characters without darkvision, and lightly obscured for those with darkvision.

PORTALS OF MADNESS

At the start of each round after the first, an Otherworldly Familiar enters the battlefield from a portal on the walls, chosen at random. In addition, Moulder Spawn may already be in the room, unless the party arrives within 1 hour of the ritual starting. If so, then there are none summoned yet.

Characters	Starting Moulder Spawn
3-4	1
5-6	2

MOLDER SPAWN

These are spider-like creatures covered in fleshy mouths that are constantly gibbering and babbling, and this one has nested here. The alien creatures whisper short, cryptic messages amongst their gibbering, talking about secrets they shouldn't be able to know about each character's backstory.

ONGOING RITUAL

Tithri does not actively participate in the fight - rather, she is struggling to concentrate on the ritual at hand. However, the ritual has unpredictable magical effects. At the start of each round, roll a d6, and consult the chart below. The effect lasts until the start of the next round, and each effect can only occur once.

d6	Effect
1	A 10 ft. radius sphere of magical darkness appears, centered on Tithri
2	Each creature in the room must make a DC 10 Dexterity Saving Throw or fall prone as the shadowy tentacles trip and batter everyone but Tithri
3	Each creature in the room must make a DC 10 Wisdom Saving Throw or take 2 (1d4) psychic damage as a psionic scream pierces their minds. This does not interrupt Tithri's ritual.
4	One random humanoid in the room must make a DC 10 Wisdom Saving Throw or be stunned for the next round, as they are mentally assaulted. This does not interrupt Tithri's ritual.
5	Two Otherworldly Familiars enter through different portals on the walls, chosen at random
6	A Moulder Spawn enters through one of the portals on the walls, chosen at random

SAVING TITHRI

The party can win Tithri back, but it won't be easy. She should start paranoid and scared of the party, convinced that they're going to hurt her. If they can appease her, then they'll need to confront the fact that she honestly believes that this ritual will save her father.

Tithri goes through the following mental states, or levels, as the party tries to talk her down, fighting much of the way. If the party has made one or more attempts to influence her mental state, it may move up or down one level at the DM's discretion:

- **Paranoid** - Tithri is scared of the party, convinced they are demons that are there to hurt her.
- **Angry** - Even if the party isn't evil, they are still trying to stop a holy ritual that will save her father.
- **Confused** - Tithri doesn't understand why the party thinks her ritual is a problem, but is starting to listen.
- **Tolerant** - Tithri is willing to listen but is not yet convinced. She shifts to defensive tactics.
- **Accepting** - Tithri accepts that something is affecting her, and surrenders.

FIGHTING TITHRI

Alternatively, the party may choose to fight Tithri and either knock her unconscious or kill her. If she's knocked unconscious, then she can be taken to Father Kiz for healing and/or turned in to the sheriff. If she's killed, then her connection with the alien entity is severed and it's plans are significantly set back.

OTHERWORLDLY TOME

Tithri is performing a ritual from an unholy book, a tome from another world that contains forbidden magical secrets.

ENVIRONMENT ENCOUNTERS

LERINE WOOD

The **Lesser Chuul**, crab-like aberrations, have made their way up one of the rivers running through the wood, and have been hunting in the nearby area. They are responsible for the dead cattle. If they detect anyone nearby in the woods, one or a pair will try to attack.

In addition to the Chuul, a variety of other animals make their home in these woods, some of which have fallen to the newly arrived predator. Deer, elk, coyotes and racoons move amongst fowl as small as hummingbirds and as big as wild turkeys. Wolves used to be the apex predator here, but the Chuul are quickly pushing the nearby pack out of this territory.

INFORMATION

- The Chuul are marked with the Rennick Family Crest, it's connection to it's summoner.



Characters	Chuul Count
3-4	1
5-6	2

RESELDA FOREST

A Green Hag, Sissy Gladys, has made her home here. Legends tell of her as a fortune teller and soothsayer, and she has formed a symbiotic relationship with the village over time. She is a collector of memory, and trades the future for the past. See [Sissy Gladys, p. 13](#)

In addition to Sissy Gladys, the forest is home to a variety of bats, spiders, insects, and other creepy-crawlies. If the party is here during the first evening/night, then they will run into Naeran Thurnison, on his way to meet her.

ROTHESTON LAKE

A **Lesser Skum**, a squid-like abomination, has arisen in Rotherston Lake, called from the deep by the alien spirit that is rising here. It was responsible for the death of Lorne Moz, and will likely attack anyone underwater on the southern side of the lake. It will attempt to drag them down into the depths.

In addition to the Skum, there are a number of fishermen in the town that frequent the lake. It's not uncommon to see several mid-size boats out on the lake during the day.

Going deep into the north-west section of the lake can also wind up meeting Morcant, the Elemental Shaman. He wants the Skum gone. See [Morcant, Guardian of the Lake, p. 12](#)

If the party is here during the first evening/night, then they will run into Naeran. He is on his way to meet Sissy Gladys.

INFORMATION

- The Skum is marked with the same symbol worn by Tithri Rennick, it's connection to it's summoner.

Characters	Skum Count
3-4	1
5-6	2

FRAGMENTS OF EVIL

A servant of an Elder Evil is seeking to break into the Prime Material Plane here, and this is creating a wide variety of unusual effects. In addition to existing events that have already occurred around town, one or more of the below events can occur, at the DM's discretion.

Also at the DM's discretion, affected creatures should make a DC 12 Wisdom Saving Throw. On a failure, the creature is afflicted with short term madness.

NIGHT

NIGHTMARES OF HOME

One or more characters and/or NPC's are afflicted by a shared nightmares of one of their pasts being burned.

DISTURBING VISITOR

A character awakes to see a vision of a person from their backstory, lying drowned next to them. They turn to look at the character, mouthing for help. When the character looks away, they are gone.

DAY

CAN'T WAKE UP

Someone won't wake up. They seem to be trapped in a nightmare, and waking them is going to require something drastic - healing, damage, telepathy, etc.

DROWNED GIRL

The image of Lirne Moz, sopping wet after being drowned, walking about haunts one of the characters, who cannot get a good glimpse of her before she pounces and then disappears.

WINDERMERE

- **1 - The Square:** The Square houses most of the businesses in town, such as the Blazing Hearth Tavern and Ironhill Forge, along with the Statehouse which houses the Mayor's & Sherriff's Offices and Jail.
- **2 - Residences:** Most village residents live in this area, along with their families. There are a few other buildings here, such as a school and temple.
- **3 - Marsillon Farms:** The largest collection of farms in town, Marsillon Farms is really a group of 3 families that have entered into business together. Their farms are also a major source of income for the town, as much of the food is exported.
- **4 - Rennick Farms:** The much smaller Rennick Farms is, by comparison, a mom-and-pop shop. It has smaller yields and exports very little, but is well known around town for very high-quality produce.
- **5 - Outer Shacks:** Some members of the village prefer to live just outside of town rather than in it, and most of these live in the Outer Shacks. Despite the name, residents here are not poor. Here, the party can meet and potentially hire Khudrus Mothok, the Dwarven Tracker.
- **6 - Nautil Prison:** An old prison that's begun to crumble, Nautil Prison is an overgrown and supposedly haunted location in a rugged, hilly landscape.
- **7 - Lerine Wood:** The Lerine Wood is massive, and forms a natural barrier around the village. It is home to a variety of beasts and fey, but some hunters in the village make their living here. One Chuul (or a pair) has recently taken up residence here, and wandering out into the woods is likely to end with an attack.
- **8 - Reselda Forest:** This small area is the home to a rare species of carnivorous plants, and children are taught from a young age to avoid it because it's haunted. It is also the home of Sissy Gladys, a Green Hag that makes deals with the residents.
- **9 - Vulotev Mountains:** This low mountain range to the east acts as a natural barrier that keeps the town isolated.
- **10 - Rotheston Lake:** The small lake is the pride and joy of the town, and it provides fish and drinking water year-round. In nice weather, sailboats can be seen out on the waters, and local legend has it that a spirit watches over the town from beneath the depths. In truth, an exiled Merfolk shaman, mutated by prolonged exposure to the elemental planes, resides here in the north-western depths of the lake. It's presence keeps the fish population strong, and it's disturbed by the Skum that have arrived.



TOWN RESIDENTS

BROZOR MOZ, TAVERNKEEP

Brozor has owned his small inn, the Blazing Hearth Tavern, for over 20 years. He works hard, but cares deeply and is always willing to lend a helping hand to those in need.

Brozor was married years ago, but his wife passed on. At the start of the adventure, his daughter Lirne is then found dead. He has been comforted by his relationship with the town sherrif, Morah Pelendol.

He has made a deal with Sissy Gladys, the Hag of Reselda Forest, to take the memory of his wife dying, as it caused him too much pain to remember.

INFORMATION

- Hunter saw strange creature in the forest, points the party to Gramador Clandown.



TITHRI RENNICK

Tithri is the daughter of Sinlen Rennick, owner of Rennick Farms. While her family is proud farmers, Tithri is a dreamer. She is a clever young lady, already showing prowess in alchemy and spends much of her time studying.

Unfortunately, she's also secretly being corrupted by the Elder Evil trying to break through into this plane. She has started to black out on occasion, and in those times is opening the portal between planes to let the Elder Evil through. She wears a distinctive necklace bearing the Rennick Family Crest.

She has a strange, spider-like familiar that she keeps hidden and believes is a small fox. In reality, it is an alien creature covered in eyes.

INFORMATION

- She has a number of strange symbols and drawings in her journals and has been spending lots of time at Nautili Prison recently. Her father is concerned about her.



NAERAN THURNISON

Naeran is a shopkeep in town who moved here 10 years ago, and prefers not to talk about his time from before. He is a bit brash and arrogant, but his hubris is kept in check by his friend, Gramador the Half-Orc. The two have forged an unlikely kinship over the years and they can often be found together in the Blazing Hearth Tavern after dark.

Naeran was in a secret relationship with Lirne Moz, and is distraught after seeing her mangled body. His shop is closed today, and he's drinking instead. Once he's worked up the courage, he's going to go see Sissy Gladys.

Getting information out of Naeran will be difficult, as he is secretive by nature and distraught after watching his love die.

INFORMATION

- Was with Lirne when she was killed, and can show the party where it happened.
- Can point the party towards Sissy Gladys, as he's going to go see her himself to remove the guilt he feels at having left her behind.



OTHER CHARACTERS

SHERIFF MORAH PELENDOL

The town Sherriff is an imposing woman with a soft face and blue eyes, who knows everyone by name. She is, however, overworked as she's in charge of all security for the town.

INFORMATION

- She is aware of the murder by the lake, who the victim is, and how the victim died, indicating something unusual in the lake which may lead to an encounter with the Skum.
- She can point the party to Naeran Thurnison, who was in a relationship with the victim.
- She can point the party towards Marsillon Farms, where cattle have been found slaughtered, but it's low on her priority list.

GRAMADOR CLANDOWN

Also known as "Gram", Gramador is a Half-Orc tracker who spends many days out in the woods, hunting game. When he is back in town, he's preparing meats or at the Blazing Hearth with his friend Naeran.

INFORMATION

- Can point the party to Chuul in Lerine Wood
- Can point the party to Naeran, who's going to see Sissy Gladys.

SINLEN RENNICK

Father of Tithri Rennick, Sinlen is a middle-aged gnome who's dedicated to the small farm he runs. He is hard working, and cares deeply about his plants. He has a green thumb, and his produce is known as the highest of quality. He's also dying of a rare sickness that causes him to have a limp and to appear sickly, with pale skin and a cough.

He made a deal with Sissy Gladys, the Hag of Reselda Forest, to keep his crops alive during a drought 10 years ago. He sacrificed the memory of he and his wife's first kiss.

INFORMATION

- He is very concerned about his daughter - she's been acting strangely and disappearing at strange hours this past week.
- He can identify the dagger used to murder Selmund as his.

FATHER ARDOL KIZ

A devoted clergy member who also serves as the town doctor, Father Ardol is well liked and respected. He is capable of providing basic healing services, as well as a few healing potions and holy water. He can be found in the Town Square at the local temple.

INFORMATION

- Tithri came to him recently for help with the images she's been seeing, however he feels obligated to keep her confidence. He may reveal it if he's convinced it's in her best interests.

SELMUND AZLEN

Selmund, Scholar of the Occult, has been researching strange, alien events for years, and has contacted at least one of the PC's who lives in town for help. A pattern has started to emerge, and dark things are coming to Windermere. However, before he can meet with the party, he's murdered.

INFORMATION

- His notes show that several villages have all had murders and disappearances, relating to one person who then goes missing. The villages form a geometric pattern, which relates to a dangerous, extraplanar entity.

RILYSE COPPERCOBBLE

Rilyse is the head of Coppercobble Ranch, one of the families that make up Marsillon Farms. Her family specializes in livestock and dairy. She is constantly unhappy about the pace and quality of the work happening in her factories.

She made a deal with Sissy Gladys several years ago, trading future success for the memory of her first success. Ever since, she has found other successes meaningless and hollow.

INFORMATION

- Got injured fighting off the beast that attacked her cattle. It fled into the Lerine Wood.

LORIA NADUN

Note: If one of the Player Characters decides to be the Vox Aqua (see Morcant, Guardian of the Lake), then they can take Loria's place.

Loria is a young human woman who's family has been fishing this lake for several generations. After her grandfather, the last Vox Aqua, passed away, she's hesitantly begun to take on the mantle.

INFORMATION

- Allows the party to communicate with [Morcant, Guardian of the Lake \(p. 12\)](#).

MAYOR LIGHTFOOT

Mayor Onarra Lightfoot is an older Halfling woman who's children have largely left home and only return to visit.

Long ago, she made a deal with Sissy Gladys, the Hag of Reselda Forest, to save one of her children who was sick. In return, she sacrificed the memory of the child being born.

INFORMATION

- Dead cattle have been found at Marsillon Farms
- Point party to sherriff about Lirne Moz's murder

KHUDRUS MOTHOK

Khudrus is a quiet, humble Dwarf who lives on the outskirts of town, and competes with Gramador as a hunter. He is also available for hire as a tracker and as muscle for 2 gp per day, should the party need an additional axe.

INFORMATION

- Dead cattle have been found at Marsillon Farms

MORCANT, GUARDIAN OF THE LAKE

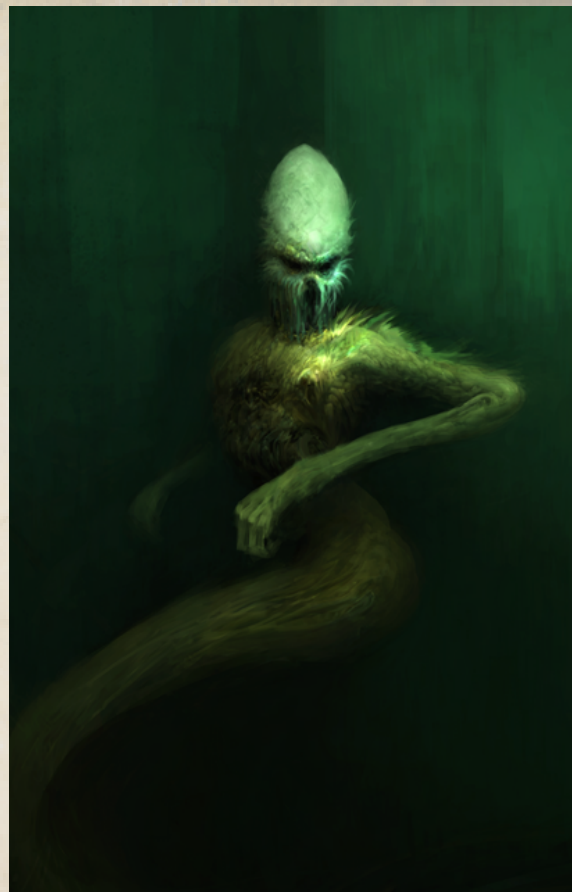
Morcant was once a merfolk shaman, who sought to uncover the secrets of the elemental planes and was banished for it. His curiosity was his undoing, however, as he was pulled through a portal into an endless ocean on an elemental plane of water. When he finally emerged, he found himself in the depths of Rotheston Lake, and made a deal with the mayor of the town. Morcant would keep the lake stocked and healthy, if the town supplied him with everything he required from the surface world.

Vox Aqua

The liaison between the village and Morcant is known as the Vox Aqua (Voice of the Water) and is the only one who normally interacts with the Guardian of the Lake. Outside of the Vox Aqua, most people think of Morcant as the "Spirit of the Lake". He is a protective but demanding spirit, but most give thanks and do what the Vox Aqua asks of them to keep the spirit happy. The Vox Aqua is the one who knows the truth, that his presence keeps at bay much darker forces from below. Every full moon, a laden chest of supplies is taken out on a rowboat by the Vox Aqua and swum down to Morcant. Other communication with him is via reflections in water.

INFORMATION

- Ask the party directly to deal with the Skum in the lake, offering a reward of gold or spellcasting services.
- Point party to Sissy Gladys, if they are desperate.



MORCANT, THE SHAMAN

Medium humanoid (merfolk), neutral

Armor Class 17

Hit Points 58

Speed 10 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	16 (+3)	18 (+4)	9 (-1)

Condition Immunities Arcana +5, Religion +5

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Common, telepathy 60 ft.

Challenge 3 (700 XP)

Spellcasting. The Shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Shaman has the following spells prepared:

Cantrips (at will): *shape water*, *shocking grasp*

1st level (4 slots): *shield*, *cure wounds*, *witch bolt*

2nd level (2 slots): *lesser restoration*, *augury*, *phantasmal force*

Water Breathing. The Shaman can breathe only underwater.

Sense Magic. The Shaman senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The Shaman makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Redirect Flow (3/day). The Shaman causes water in a 100 ft. cube to move in a direction it chooses, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as the Shaman directs it, but once it moves beyond the ability's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction chosen until the start of the Shaman's next turn. The Shaman may choose to make vision in this area heavily obscured, to make this area considered rough terrain, and to force any creature in the area to make a DC 15 Dexterity Saving Throw at the start of their turn or be pushed up to their full movement speed in the direction of the flow.

SISSY GLADYS

The Hag of Reselda Forest, Sissy Gladys has co-existed with the village for generations. For some, she's a last resort in times of desperation, working miracles at a steep cost. For others, she's just an urban legend, a myth.

She has a great many magical items and knowledge from her vast time on this plane - one of which allows her to extract a bit of memory from a person. She has grown obsessed with these memories - reliving the lives of others in secluded jealousy and malevolence. She is always ready to make a deal, and is only interested in one thing - more memories for her collection. Paying her price involves sacrificing a memory that one holds dear, and any character that pays it should make a DC 12 Wisdom Saving Throw or be afflicted with temporary madness.

She's a powerful spellcaster, and has a good idea of what's going wrong with the town. She's not particularly inclined to intervene unless she's provided with an incentive.

INFORMATION

- Point party to Tithri Rennick, who is the target of the corruption, not the source.



SISSY GLADYS

Medium fey, neutral evil

Armor Class 17

Hit Points 82

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Deception +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 2 (3949 XP)

Amphibious. The Hag can breathe air and water.

Innate Spellcasting. The Hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The Hag can mimic animal sounds and humanoid voices sounds it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The Hag covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and shape. The effect ends if the Hag takes a bonus action to end it or if it dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the Hag could appear to have no claws, but someone touching its hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the Hag is disguised.

Invisible Passage. The Hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Ring of Darkness. This ring has 4 charges. As an action while wearing the ring, the Hag can expend 1 of its charges to cast the darkness spell from it.

Crystal Ball. Once per day, the hag can cast the *scrying* or *Divination* spells (save DC 17) as an action.

In addition, as an action, the hag may view a memory taken with a matching periapt of memory.

Periapt of Memory. While wearing this amulet, the hag can remove a single memory from a willing target, storing it in a sealed vial. The target must then succeed on a DC 12 Wisdom Saving Throw, or be afflicted with short-term madness.

CONFRONTING TITHRI

TITHRI, CULTIST

Medium humanoid, chaotic good

Armor Class 15
Hit Points 33
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	14 (+2)

Skills Deception +4, Persuasion +4, Stealth +6
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Dark Devotion. The Cultist has advantage on saving throws against being charmed or frightened.

Spellcasting. The Cultist is a 3rd-level spellcaster. Its spell casting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Cultist has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, detect magic, shield of faith*
- 2nd level (2 slots): *hold person, spiritual weapon*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

OTHERWORLDLY FAMILIAR

Small aberration, chaotic evil

Armor Class 12
Hit Points 13
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	5 (-3)

Skills Perception +4
Senses Passive Perception 14
Languages None
Challenge 1/2 (100 XP)

Actions

Multitattack. The Familiar makes two attacks.

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 2)

MOUTHER SPAWN

Small aberration, chaotic evil

Armor Class 13
Hit Points 13(3d6 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	2 (-4)	4 (-3)	4 (-3)

Condition Immunities groovy, buzzed, groggy
Senses darkvision 60 ft., passive Perception 7
Languages None
Challenge 1/2 (100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Gibbering. The Mouter Spawn babbles nonsense while it can see any creature and isn't incapacitated. Each creature that starts its turn within 10 feet of the Mouter Spawn and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature acts normally. On a 5 or 6, the creature does nothing. On a 7, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On an 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

ALIEN ENTITIES

LESSER SKUM

Large aberration, chaotic evil

Armor Class 14

Hit Points 45

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	7 (-2)	12 (+1)	9 (-1)

Skills Perception +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses Darkvision 120 ft., Passive Perception 15

Languages Deep Speech, telepathy 60 ft.

Challenge 3 (700 XP)

Amphibious. The Skum can breathe air and water.

Water Dependency. The Skum takes 6 (1d12) damage each minute it is out of the water.

Actions

Multiattack. The Skum can make two Tentacle attacks, and uses a Psychic Assault if available.

Tentacle. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage, and the target is grappled (Escape DC 13).

Psychic Assault [Recharge 6]. One creature that the Skum can see within 30 ft. of it must make a DC 10 Wisdom Saving Throw. On a failure, the creature's movement speed is reduced to 0, it cannot take reactions, and it can only take an action or a bonus action, but not both, until the end of the Skum's next turn.

LESSER CHUUL

Large aberration, chaotic evil

Armor Class 14

Hit Points 45

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4, Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 3 (700 XP)

Amphibious. The Chuul can breathe air and water.

Sense Magic. The Chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The Chuul makes two pincer attacks. If the Chuul is grappling a creature, it can also use its tentacles once.

Pincer. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the Chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the Chuul must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MAGIC ITEMS

OTHERWORLDLY TOME (TITHRI)

This ancient tome contains a number of what look like spells in ancient, long-dead language. Included are:

- *Silent Image*
- *Alter Self*
- *Detect Thoughts*
- *Hypnotic Pattern*

STAFF OF THE AQUAFER (MORCANT)

(Attunement) Three times per day, you can use an action to cause water in a 100 ft. cube to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the abilities area, it resumes its flow based on the terrain conditions. The water continues to move in the direction chosen for up to 1 minute.

RING OF DARKNESS (GLADYS)

(Attunement) This dark, metal band seems to absorb light around it. It has 4 charges and regains 1d4 expended charges daily at dawn. As an action while wearing the ring, you can expend 1 of its charges to cast the *darkness* spell from it.

PERIAPT OF MEMORY (GLADYS)

(Attunement) While wearing this amulet, you can remove a single memory from a willing target, storing it in a sealed vial. The target must then succeed on a DC 12 Wisdom Saving Throw, or be afflicted with temporary madness.

GLADYS' CRYSTAL BALL (GLADYS)

(Attunement) Once per day, you can cast the *scrying* or *divination* spells, without requiring any material components. This crystal ball is made with a matching *Periapt of Memory*. As an action, a memory taken with this periapt and stored in a sealed vial can be viewed inside this crystal ball.

HIRELINGS

KHUDRUS MOTHOK, TRACKER

Medium humanoid (dwarf), neutral good

Armor Class 15

Hit Points 11

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	9 (-1)	12 (+1)	11 (+0)

Skills Animal Handling +3, Survival +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 1/2 (100 XP)

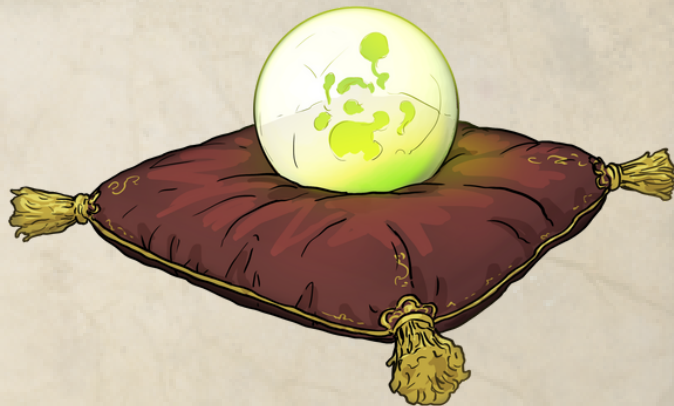
Reckless. At the start of its turn, the Tracker can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Dwarven Resilience. The Tracker has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



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OTHER RESOURCES

Homebrewery (<https://homebrewery.naturalcrit.com/>)

Tetra-Cube Statblock Generator (<https://tetra-cube.com/dnd/dnd-statblock.html>)

Terry Herc (<https://www.drivethrurpg.com/browse/pub/13437/Terry-Herc>)

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