HAUNTING OF WINDERMERE

In this adventure, you will explore a dark mystery unfolding in the small town of Windermere. Since the passing of a comet a few weeks ago, odd things have been occurring. It started as a string of minor thefts, odd dreams, and strange tales from the hunters, but recently an animal was found mauled by the woods - and now much of the village is scared.

CHARACTER CREATION

When creating your character, try to think about how you ended up in Windermere, and what it is you do here. Consider the relationship you have with other members of the town - In a town this small, everyone knows everyone, so it's very unlikely that you're not familiar with somebody.

On the following pages, you will find more details about the various NPC's living in the village. Here, you will find a number of helpful charts that can help you find an occupation in town, relationships to NPC's in town, or reasons that a visitor might show up here. Feel free to roll on these charts randomly, pick something you like, or make up something entirely new for your character.

OCCUPATIONS

D10	Occupation	Relationships
1	Mayor's Assistant	Mayor Onarra Lightfoot
2	Hunter	Gramador Clandown
3	Shopkeep	Naeran Thurnison
4	Stable Worker	Rilyse Coppercobble
5	Bartender	Brozor Moz
6	Priest	Father Ardol Kiz
7	Sheriff's Deputy	Sheriff Morah Pelendol
8	Farmhand	Rilyse Coppercobble
9	Alchemist	Tithri Rennick
10	Vox Aqua	Morcant the Shaman

Reasons to Visit

D6 Reason for Visiting

- 1 Grifter
- 2 Seasonal Worker
- 3 Traveling Scholar
- 4 Mercenary
- 5 On the Run
- 6 Looking for Someone

Relationships

Rilyse Coppercobble Sinlen Rennick Mayor Onarra Lightfoot Rilyse Coppercobble Father Ardol Kiz Sheriff Morah Pelendol



WINDERMERE



he 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 it's elected Mayor, Onarra Lightfoot.

Town Residents

MAYOR LIGHTFOOT

Mayor Onarra Lightfoot is an older Halfling woman. She can be somewhat harsh and severe, but has a soft side as well, especially with children.

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 drinking buddy, Gramador the Half-Orc.

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 other preparing meats or drinking at the Blazing Hearth, drinking with his friend Naeran.

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.

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 is the highest of quality.

BROZOR MOZ, TAVERNKEEP

Brozor has owned his small tavern, 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.

Spirit of the Lake

The "Spirit" lives in Rotheston Lake and recieves tribute from the town in return for a good bounty. These gifts are delivered by the 'Vox Aqua', a position of some renown amongst the town, as the only one who can communicate with this strange entity.

Sheriff Morah Pelendol

The town Sherriff is an imposing woman with a soft face, who knows everyone by name and is never too busy to help someone in need.

Father Ardol Kiz

A devoted clergy member who also serves as the town doctor, Father Ardol is well liked and respected.

RILYSE COPPERCOBBLE

Rilyse is the grumpy head of Coppercobble Ranch, one of the families that make up Marsillon Farms. Her family specializes in livestock and dairy.





NOTABLE LOCATIONS

- **Blazing Hearth Tavern**: The social center of town, the Blazing Hearth Tavern is a good place for a drink, meal, and a room for those that need one.
- **Statehouse** The mayor's office, sheriff's office, and jail, all in one. The Statehouse is the largest building in town, and tends to be the site of important speeches or announcements in town.
- **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.
- 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.
- 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, and each full moon a member of the village known as the Vox Aqua takes a boat out onto the lake with offerings for the spirit.





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