

THE GRIMMENLURKS

MAP KEY

1. Church of the 254 Legged Weaver
2. The Fervent Eaters House
3. The Fog Watcher's Observatory
4. Cross Piled Graves
5. The Whimper Stones
6. The Moody Lake
7. Turnkey Jolbint's Fungus Marshes
8. Bleakwood House
9. Dr. Mattias's Residence
10. Pastor Jacob's Retreat
11. Middlers Inn and Tavern
12. The Mangled Wood
13. The Remains of the Dancing Tree

#6 THE MOODY LAKE

The water remains calm until someone comes near it, then it trembles slightly with a low roll of the surface, if anyone goes in then it becomes choppy and rough. It must be all those poor people at the bottom thrashing about, all of the ones with the big eyes that walked out of their houses one night and straight to the bottom.

Of course the grey water is weird, all of the grass bends away from it, but all of the fungus we enjoy at the dinner table each night grows facing it; maybe it is magic of a sorts?

The kind of magic created by leftover emotions from every unfinished argument, unspoken sadness, and deep regret.

MAP OF THE
GRIMMENLURKS

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Thomas Novosel.

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Adventuring: The Bastard Child's Contract

RUMOR: the kids in Riddentown often tell each other scary stories at night, one of which is that of the lost and rotting dock. That along the coast of Moody Lake is a small wooden dock which hasn't been used in ages, and has been lost for twice as long. At the end of this dock is a lantern which remains unlit, they say whoever lights the lantern will be granted great riches by the lake itself.

If the lantern at the end of the rotten dock is lit, it will light only for a moment and then begin to emit a great smoke of lightish green in hue enveloping the entire party and making them fall asleep. In their dream they will collectively see a infant floating made completely out of the yellow smoke which surrounds them. It will puff and breathe heavily as it speaks in a deep voice.

"My name is Sebastian", it will say. Sebastian will then offer the party a deal. That he will grant them the ability to breathe underwater if they go to the bottom of Moody Lake and retrieve his small coffin and properly bury him at the Cross Piled Graves. Once this task is complete, he will give them the key to his deceased father chest which contains the original deed to the Bleakwood House and a small bag of gems.

If the party agrees to the arrangement but does not immediately proceed into the waters after waking up, they will begin to have trouble breathing as their lungs suddenly require the lake's water to function.

THE DEAD FELLOWS: when walking along the lake's bottom and descending to where Sebastian said his small coffin may be, the party may come across the body of someone who died along the lake (possibly during a "fishing trip").

Bloaters

- It looks like a bloated dead body in an old and tattered (but most certainly) militia uniform.
- If the party goes within 10 ft. of the body it will rise and strike using its curled fists as weapons.
- If the creature's face is examined closely there is a 1 in 10 chance of recognizing it as being familiar to Turnkey Jolbint's face. Possibly a sibling? Maybe this is Jolbint?
- If the creature is almost dead, it will explode releasing large toxic gas bubbles and fluids all about. Anyone with 25 feet of the blast will have to avoid the toxins. Failure to avoid them will result in each person vomiting profusely, making it even harder to fight and swim. To end this effect, each affected character will have to take the proper medicine back in town.

Sinkers

- It looks like an emaciated corpse wearing a nightgown, it has no eyes, and swims using its legs in an almost squid like pushing motion.
- This creature cannot see but will instead sense where its targets are by detecting movements in the water which are unlike its own.
- Weapons: its lips split and peel back to reveal sharpened and elongated teeth which it will use to bite, latch on, and then begin ripping at its targets flesh using its long claws.
- On each Sinkers body can be found a token which shows that each individual had a life (a small and ruined date book), a family (a children's toy), or was just another person (a couple of coins).

When Sebastian's body is laid to rest, his voice will join those among the whimper stones and become one of the voices who can be conversed with.

