

## Something in the Water at Lake Manitoka

**Level Requirement:** 3-4 Level 5

Characters

**Player Summary.** The residents of a small hamlet, Manitoka, are no stranger to tragedy. Over the last several years, handfuls of people have drowned in the local lake, Lake Manitoka. Their bodies have never been recovered. They seem to vanish into thin air. These drownings have intensified lately. A young girl, Zoey Carlton, the daughter of Archy Carlton, drowned a few days ago. Authorities tried combing the lake, but her body was never found. The characters have been hired by Melcam, the head of the guard in the village, to investigate what's happening.

**DM Summary.** Thirty-five years ago, four boys were playing on the lake after school. There was Archy, Melcam, Ansel, and Giram. The other boys always bullied Giram. One day, they took things too far, holding his head under water for too long, and caused Giram to drown. His body was left sunken at the bottom of the lake and disappeared. His body was never found. The boys denied any wrongdoing and convinced others that Giram ran away.

Giram's body and soul transformed into a **Revenant** (CR 5, MM 259) with the ability to merge with the lake water. A Revenant can only be created from the soul of a mortal who met a cruel and undeserving fate. The soul transforms into a Revenant to gain revenge on those who wronged it. The Revenant now stalks Lake Manitoka, but only harms those in relation to Archy, Melcam, and Ansel including friends and family. It won't stop until they are all dead. Over the last thirty-five years, it has killed nearly a dozen people in connection with the three.

**Points of Interest.** The guard house. Faye's small red house. Lake Manitoka. The playground. The yellow house out of town.

**Character Relations.** Faye is the daughter of Melcam and cares for Grady. Grady, now an orphan, is the son of his father Ansel, whom died last year. Archy is the father of his recently deceased daughter Zoey. Melcam has no immediate relations but is like a father to Faye and Grady. Giram is the son of Lady Vivian.

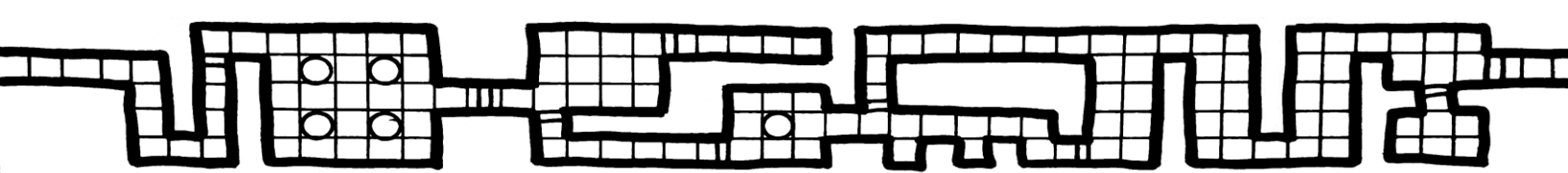
**Enemies.** x1 Revenant (Monster Manual pg. 259)

**Entering the Lake.** Character that enter the lake before the final chapter will not be harmed.

### Chapter 1 – Investigating the Disappearances

When the characters arrive to Manitoka, they will be invited to the guard house and asked to meet with Melcam, the head guard, a similar position as a sheriff. The guard house is in the center of town. It's a small wooden building with two jail cells and iron bars on the windows. Half a dozen guards with crossbows and chainmail patrol Manitoka.

Once inside, characters should ask for more information regarding the situation. Melcam will inform them on the information provided in the **Player Summary**. He believes there is no actual threat in the lake itself, only small fish. He and his men tried to find Zoey Carlton, but couldn't find her body. He says he tried talking to Archy Carlton, Zoey's father, whom witnessed Zoey disappear into the lake, but he was unable to get much



information out of him. He says that Archy is probably on the lake's dock now. He also informs them that Archy's son, Archy Junior, died by drowning 2 years ago.

Melcam welcome's the characters to investigate, admitting that they've probably experienced events like this more than he has in such a small village like Manitoka. The characters are informed that the lake is starting to dry up ever since the local dam has been crumbling. Once it's destroyed, water will be reverted to the other side of the mountains. Characters are encouraged to speak to Archy at the lake, and Faye, his daughter, at her home. He says she has a son named Grady whom witnessed his father drown in the lake a year ago. Faye has been taking care of him ever since.

**Speaking to Archy Carlson.** Archy can be found sitting in a chair on the dock. There are huge bags formed around his eyes from lack of sleep. When the character's approach Mr. Carlson, he won't seem to notice them at first. If the characters try to speak with him, he will say

**Melcam:** *"My children are gone. It's worse than dying. Go away. Please."*

Melcam will ignore the characters at this point. He is inconsolable, staring at the water. Tears stream from his eyes.

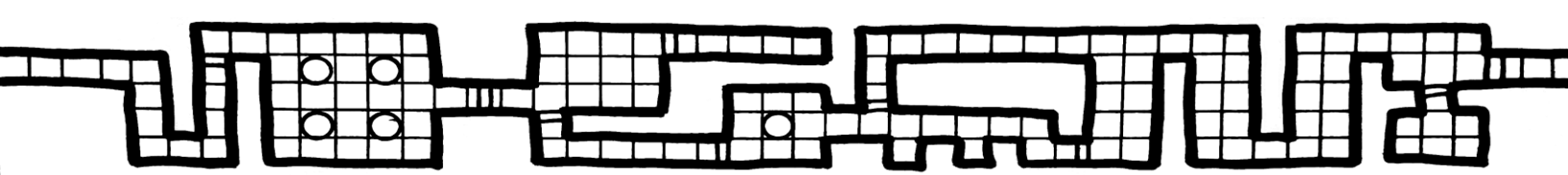
**Speaking to Faye.** Faye and Grady can be found at the local playground. Faye will be watching Grady from a bench nearby. If the characters approach her, she will tell them what she knows. Grady's father, Ansel, died last year. Since then, Grady hasn't spoken a word. Faye has taken care of Grady ever since. She admits what happened to Zoey is a tragedy. She says that they could try talking to Grady but can't guarantee how helpful it will be.

**Speaking to Grady.** Grady can be found on the playground, drawing random images of houses, people, and animals on some paper with colored pencils. He won't speak and will ignore the party for the most part.

Characters that show kindness and patience with the boy, maybe sharing a story of personal loss, may try to persuade the boy into helping them solve what's going on. Characters that show kindness may get more information by succeeding on a **DC 16 Persuasion Check**. Characters that also share in a personal loss, may make this check with advantage. Upon success, Grady will not say anything, but instead give the character a drawing of his small red cabin, where Faye and Grady live, although this may not be immediately apparent. A character that succeeds on a **DC 14 Insight Check** will realize that the illustration is Grady's house and that perhaps they should visit him later to talk.

**Speaking with Grady at home.** Faye and Grady will head home from the park a few hours later. When the characters arrive, Faye will invite them inside. Grady will be drawing in his room. Faye will admit that he never drew like he does not before his father died. She is hesitant about allowing the party to speak with him again. Characters must succeed on a **DC 10 Persuasion Check** to convince her to speak with Grady. Upon success, she will allow them to speak with Grady.

Grady will be in his room drawing various images like in the park. He will not speak and continue to ignore the characters as they speak to him. Any threats or hostility will be met with Faye kicking the party out of the house. The characters may extract some information from Grady if they are kind and share a memory of personal loss. Characters



that do this, and succeed on a **DC 12 Persuasion Check**, will be met with Grady handing the party another drawing.

The image is of a yellow house across the street from a white brick chapel. There is a small boy with a yellow hat in front of the house. Another clue. The image is surprisingly detailed for a small child to create. Grady will continue to ignore the characters after, going back to his drawings.

If the characters show Faye, she will not know what the location is. Since by now it's getting late, she welcomes the party to spend the night in the spare room and brings everyone bedrolls and pillows.

## Chapter 2 – The Yellow House

**Visiting the Yellow House.** Early morning, Faye will be making breakfast as Grady is already out in the playground drawing. She will say that she thought about it and remembers that the chapel from Grady's drawing reminds her of the one in the town 10 miles away. She offers her cart and horses to travel there quickly if they wish to investigate.

The white chapel is easy to find on the outskirts of the local town of Bows Creek. It's a simple town with a population about double the population of Manitoka with no notable locations of interest except for its white stone chapel on the outer edge of town. It sits across the street from a yellow painted wooden home that looks very old. The home belongs to an old lady, Lady Vivian. She will greet the characters and invite them inside for some tea, as she rarely gets visitors. Lady Vivian has long gray hair and has an air of sadness and loneliness. Characters may question the lady to the recent

disappearances, but she mostly only knows information relayed in the **Player Summary**.

Characters that look around the room, and succeed on a **DC 12 Perception Check**, may notice an image sitting above the fireplace of two boys. One has a yellow hat. This is the boy from the drawing. Both boys are wearing boy scout uniforms. A character that succeeds on a **DC 14 Investigation Check** may take the image out of the frame and look at the other side. On the back is written "Giram Vivian and Archy Carlson."

Characters that ask Lady Vivian about the boy in the yellow hat will gain valuable knowledge. She will say that the image is of her son, Giram, and his friend Archy.

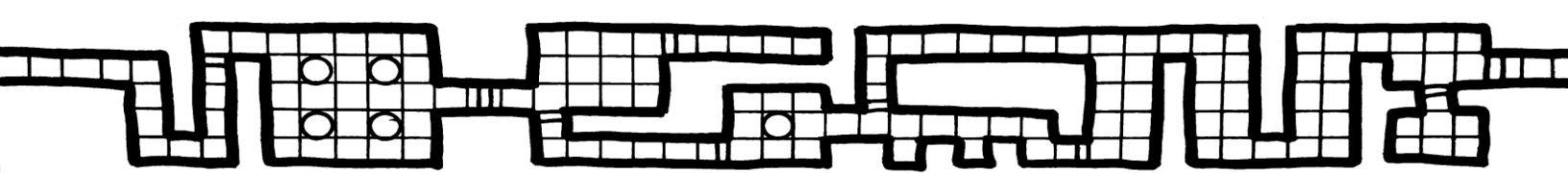
**Lady Vivian:** *"That's the last photo I have of Giram. The scouts meant everything to him. I don't know what happened. It was 35 years ago. He just disappeared. He was supposed to walk home after school but never showed up. Losing him is worse than dying."*

Lady Vivian won't have much other information. She knows that Archy was Giram's friend and she heard of the tragic news about his daughter Faye. It's recommended the characters go back and ask Archy about the photo and about this Giram person.

**Back to the Lake.** When the characters arrive, Archy will not be on the dock. Instead, he will be paddling out to the center of the lake in a canoe. He won't respond to requests to turn around, but will look very scared. He'll scream.

**Archy:** *"You don't understand. I have to do this. It's the only way!"*

Just after he says this, water will shoot up from under the canoe, launching the canoe



and Archy several feet into the air. Archy will drop into the water and disappear into the depths below. The canoe will float back to the top moments later, turned over.

## Chapter 3 – Finding the Truth

### **Reporting the Incident to Melcam.**

The characters should report this incident to Melcam, the head guard. When they explain the situation, Melcam will be extra adamant that they combed the lake and found no evidence of any bodies or anything out of the ordinary in the lake. Melcam will then state that he believes that the characters may have something to do with the disappearances and insist they leave the town or he will be forced to lock them up. At this point, the whole town guard will be outside ready to intervene if needed. It's recommended that at this point the characters leave town.

**Grady Needs Help.** As the characters approach the edge of Manitoka, Grady will be seen running towards them with a look of horror on his face. He will grab the hand of one of the characters and start to drag them back in town. He will lead them to his house, running if possible.

Grady will lead the party inside the house and start banging on the door to the bathroom. The door is locked. Dark murky water is running from under the door and into the living room. It must be bashed down. Characters can do this by succeeding on a **DC 14 Strength Check**.

Once inside, Grady will begin frantically pointing to a tub overflowing with dark murky water. A voice fills the room, like a loud whisper coming from the water. It will repeat "*Come play with me*". Faye is inside the water and is drowning. The characters must pull her out. Characters can do this by

succeeding on a **DC 16 Strength Check**. The water will appear to be trying to drag her back in. Faye will be unconscious. Characters must succeed on a **DC 14 Medicine Check** or use healing magic on her to revive her to consciousness. Once she is revived, she will need some time to dry off and gather herself.

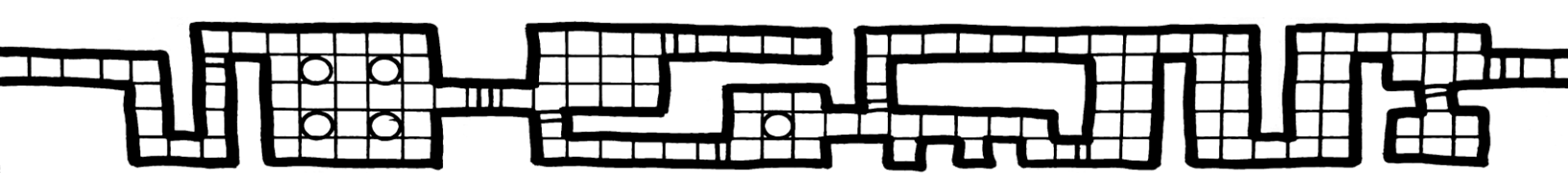
Characters can calm her by succeeding on a **DC 12 Persuasion Check**. At this point, Grady will be flipping through a photo album. Characters that look at the album, and succeed on a **DC 12 Investigation Check**, will find a photo of a boy scout group. Within the group are several young boys, including Archy, Giram, Ansel, and Melcam. For the first time, the characters may realize that all four boys are connected. They all knew each other as children.

After discovering this, Grady will lead the party to a patch of mossy earth just in front of the house. He will point at the ground. There is nothing immediately apparent. Characters must start digging to find out more. There is a shovel in the yard nearby they can use. After some digging, they will discover Giram's yellow hat.

Shortly after finding the hat, they will be confronted by Melcam whom seemed to have followed them. He will be aiming a crossbow at the party, anger filling his eyes. Characters that succeed on a **DC 14 Insight Check**, or piece together the clues on their own, will realize that Archy, Ansel, and Melcam were involved in the death of Giram and tried to hide the evidence years ago. Grady will have run off somewhere at this time. Faye will confront her father Melcam.

**Faye:** "*Dad, is any of this true?*"

**Melcam:** "*No. Don't listen to them. They're liars and they're dangerous.*"



**Faye:** *“Something tried to drown me. Mr. Carlson died on that lake. Dad, look at me. Tell me you didn’t kill anyone.”*

Melcam will start to look anxious and start breathing heavy.

**Faye:** *“Oh no.”*

**Melcam:** *“Archy and I were at the lake. Giram was the smallest one. We always bullied him, but this time...it got rough. We were holding his head under the water. We didn’t mean to, but we held him under too long, and he drowned. We let the body go, and it sank.”*

Melcam will pause then look at Faye, tears streaming from his face.

**Melcam:** *“Oh Faye, we were kids. We were so scared. It was a mistake, but Faye, to say that I have anything to do with these drownings, with Archy, because of some ghost. It’s not rational.”*

At this time, succeeding on a DC 12 Perception Check, Characters will see Grady is next to the lake, and is starting to reach into the water. The closer the party gets to Grady, the louder they will hear the voice *“Come play with me.”* Grady won’t respond to their attempts to call to him. He will eventually get dragged into the water.

At this point, the Revenant will reveal itself by slowly emerging from the water. It takes the vision of Giram as a child, but his skin is dark green and puffy in patches. His eyes are black. His clothes are torn and ruined.

**Attacking the Spirit.** Now, the characters must fight the spirit. Grady will disappear into the water. A couple of rounds into combat, Melcam will be seen walking into the water.

**Melcam:** *“Don’t do this! He’s just a boy. Take me instead! Take me!”*

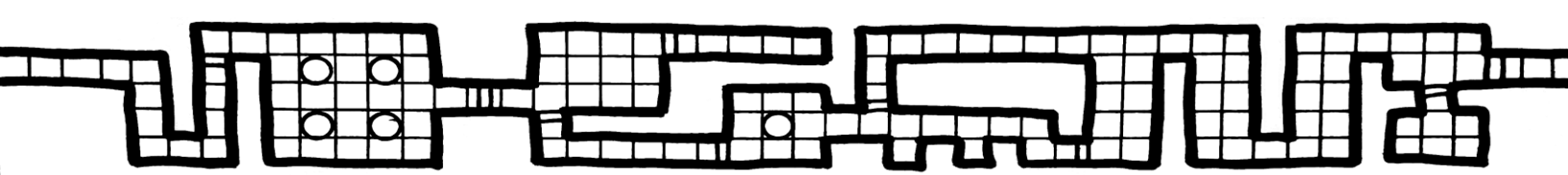
At this point, it’s too late to save Melcam. The Revenant will disappear into the water and pull Melcam into the depths and disappear. After a couple of rounds, Grady will float to the top conscious. He can be dragged to safety. Once he is safe, the Revenant will appear again and attack the party. Now, the characters must defeat the Revenant once and for all. Refer to the encounter map to simulate the area on the lake where this encounter happens in combat.

Once the Revenant is defeated, the village will be saved. Faye will invite the characters back to her house. She will thank them and cook them some cheese casserole for lunch for the road. Grady will pull out a bag of chocolate cookies that he made himself. Grady will stare at his mom and say *“Can I give it to them now?”* She will say *“Of course.”* This marks the first time Grady has spoken since his father’s death. Things seem to be going back to normal.

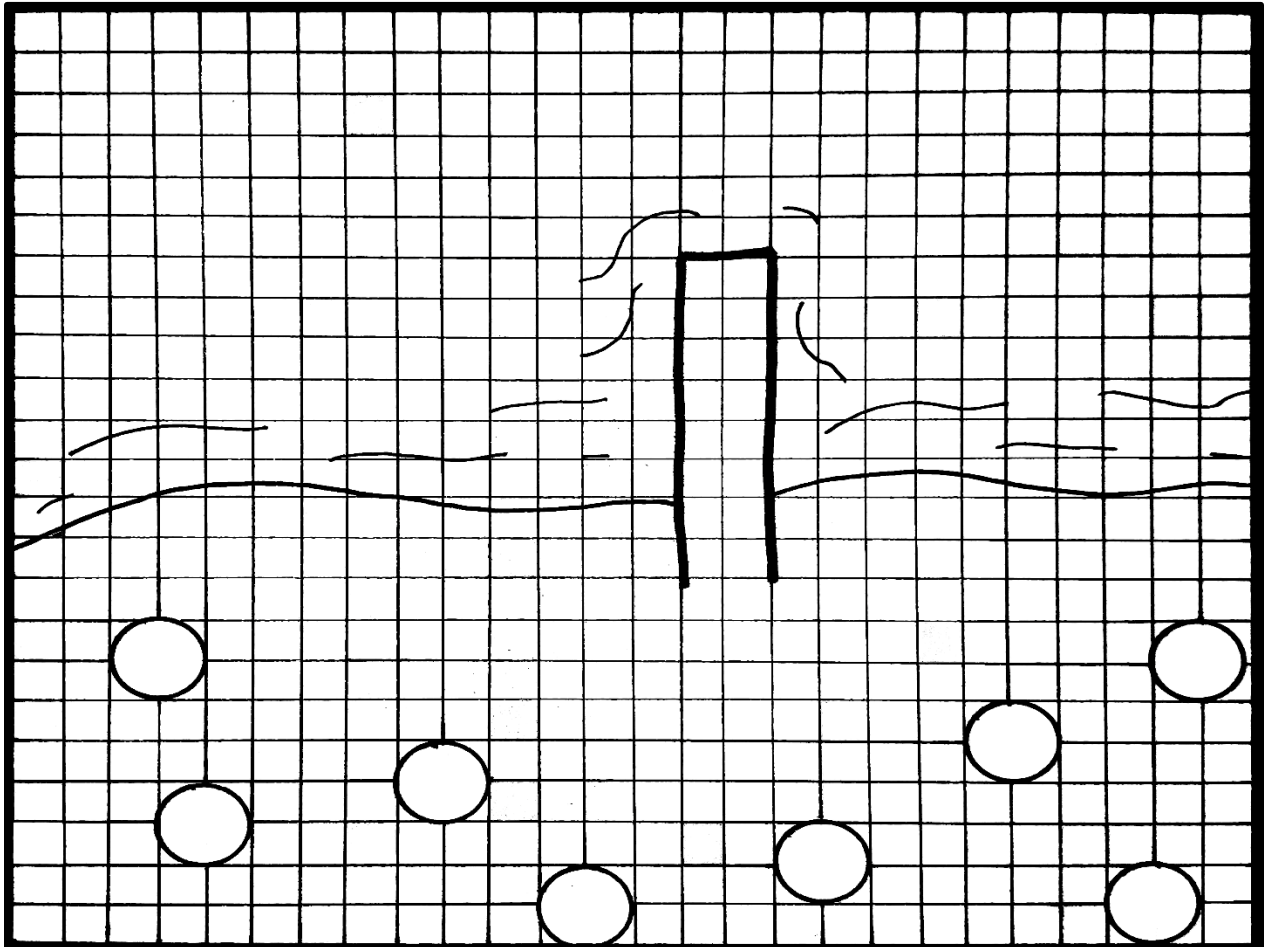
Characters will be rewarded with 200 gold pieces each to spend how they choose before the next adventure.

**THE END**

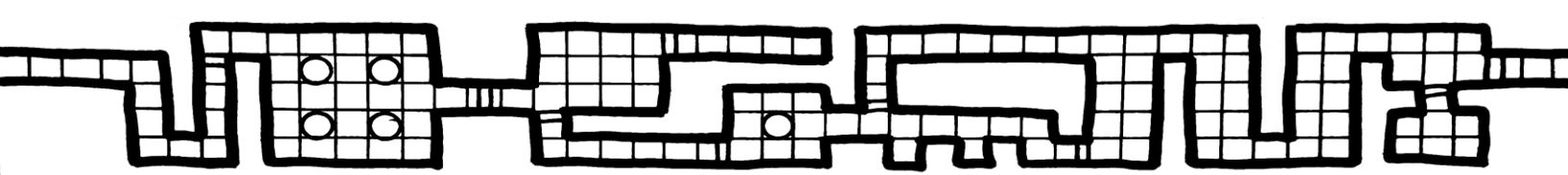




## Lake Manitoka



**Lake Manitoka.** This encounter map features a wooden dock sitting on the lake off the beach side. There are dense trees just before it. Each square is 5ft. by 5ft.



Thanks for playing!

This adventure and more can be found at [dndadventuresforkids.com](http://dndadventuresforkids.com) and are written by Cameron Wright.

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