

QUESTION OF THE LAKE

Pathfinder 2e Compatible, Rec. LVL 1 (+/1)

Terrain

The stairs represent 5ft elevation changes, shrubs are difficult terrain, the water is 5ft deep where teal/green and 15ft deep where blue. Roofs are 15ft up.

Setup

The party has come to a quaint village on the lake to rest for the night as an auspicious full moon rises. Two **Doppelgangers** (roll 2d6, re-roll repeats) have replaced townsfolk and plot murder.

The Townies

There are 1d6 notable townsfolk (homes):

1. Anna the Innkeep (south central).
2. Doric the Dwarf Smith (east with pavilion)
3. Temmen the Halfling Doctor (west center).
4. Kordaelain the Elf Ranger (northeast most).
5. Mayor Selsa (middle house).
6. Tommar the Peddler (none).

Assume 2 **Commoners**, fishers and foragers, live in each of the three remaining homes.

The Doppelgangers Two : Bloodrite Crew

Two **Doppelgangers**, twins who understand one another innately, replace the townies. Their objective is simple: sacrifice two people on the night of the full moon. If successful, they summon six **Sea Devil Scouts** from the lake, who join them to attack the whole town.

Grim Portents

There are supernatural signs afoot:

- Characters trained in Religion receive a cryptic dream warning.
- Characters trained in Nature feel like the birds are trying to warn them (they are, saying "danger!" if understood).
- Characters who study omens and signs will determine that there is a great cosmological significance to this particular full moon, and potent rituals associated with the lake are possible.

The Murder

A terrible cry rings out through town...

- Roll 1d4 on a list of remaining significant townies: they will be attacked silently in their room at night. A potent spell keeps them mute after a single hit gouges them. If unaided for two rounds they will run out, bleed all over the middle of town, and finally scream out once and die there.
- Assuming they do die, roll another 1d4: if they are selected again, there were no witnesses. If another townie is selected, they witnessed the death but not the attack.

The Other Half the Ritual

Our **Doppelgangers** await their chance:

- The ritual requires the first death to go according to plan. If the PCs intervene the **Doppelgangers** attempt to flee.
- If the first death is properly committed, the **Doppelgangers** need everyone in town to come witness the corpse. Then one of the witnesses—any of them—needs to die "in a short span" (two rounds of combat). If this is achieved, the Sea Devils arrive.

Running the Mystery

Give the party as much or as little time as they care to take interacting with the townsfolk. **Doppelgangers** should fail to know basic things about their supposed profession and struggle to find their way around their home/place of business. They'll attempt to deflect a little too quickly and are quick to play off one another.

This encounter is created for **Lake Village Battle Map**, it can be downloaded here:

patreon.com/posts/village-on-lake-90993639

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