

Documentation

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The Invitation

Episode 1 of Shadows on Wyrnwood Isle For 3-6 investigators of level 3

“We simply must document the haunting properly. For historical purposes, you understand...” -
Moir Blackwood

Introduction

The morning fog parts to reveal Wyrnwood Plantation, its columned facade rising from the marshy isle like a forgotten temple. Spanish moss drapes the ancient oaks, their branches forming twisted arches over the approaching path. Moira Blackwood, the current owner, has invited paranormal investigators to document the property’s supernatural elements - officially for tourism purposes, though her smile never quite reaches her eyes.

Act 1: Arrival

The Welcome

Moir Blackwood stands on the veranda, perfectly poised: “Welcome to Wyrnwood. I trust your journey was...uneventful?” Behind her, shadows seem to shift independently of the swaying moss.

Initial Observations: - Antebellum architecture with subtle wrongness - Geometrically precise gardens gone wild - Stone markers forming strange patterns - Unexplained cold spots despite summer heat

Meeting the Staff **Jacques Beaumont** (Caretaker) - Appears suddenly in doorways - Speaks in historical references - Shows up at significant moments - “The house remembers everything, mes amis.”

Martha Greene (Housekeeper) - Protective of guests - Warns through folklore - Leaves protective charms - “Don’t wander after dark, dearies.”

Act 2: First Day Investigation

The House Tour Players discover: - Hidden symbols in moldings - Rooms with impossible acoustics - Windows facing nowhere - Doors that lead to different places at night

Random Encounters (d6): 1. Shadows moving against light 2. Whispers in empty rooms 3. Objects slightly relocated 4. Temperature drops suddenly 5. Strange reflections in mirrors 6. Footsteps on upper floors

Strange Occurrences

- Electronics malfunction in patterns
- Compass needles spin wildly
- Photographs show extra figures
- Recording devices capture chanting

Act 3: The First Night

Sunset Transitions As darkness falls: - Geometry seems to shift - Shadows gain depth - Stars align strangely - Moss spirals glow faintly

Evening Activities: 1. Dinner with odd conversations 2. Equipment setup 3. Initial readings 4. First anomalies

Night Investigation The Study: - Family records hide ritual notes - Star charts show impossible alignments - Local histories mention disappearances - Maps reveal geometric patterns

The Grounds: - Cemetery stones form constellations - Slave quarters hold hidden chambers - Ancient oaks grow in formations - Hollow ground echoes wrongly

Act 4: Morning Revelations

Discovery Phase Players find: - Missing equipment arranged ritually - Strange markings appear in photographs - Local wildlife behaves unnaturally - Tidal patterns defy lunar cycles

Rising Tensions

- Martha's warnings become urgent
- Jacques appears with cryptic guidance
- Moira's interest grows uncomfortable
- Communication with mainland fails

DM Guidance

Building Atmosphere

- Start with classic haunted house tropes
- Gradually introduce cosmic elements
- Use environmental storytelling
- Layer supernatural occurrences

Key Investigation Points

1. **The House:**
 - Hidden passages
 - Ritual spaces
 - Family records
 - Architectural anomalies

2. The Grounds:

- Stone formations
- Burial patterns
- Natural aberrations
- Hollow spaces

3. The Staff:

- Strange behaviors
- Hidden knowledge
- Protective actions
- Cryptic warnings

Complications

Environmental Challenges

- Sudden storms isolate the island
- Fog banks move against wind
- Tides rise at wrong times
- Electronics fail systematically

Social Obstacles

- Staff deflect certain questions
- Local boats avoid the isle
- Missing persons history emerges
- Previous investigators disappeared

Character Developments

Moira Blackwood

- Growing interest in investigators
- Knowledge of cosmic elements
- Family ritual obligations
- Hidden agenda revealed

Jacques Beaumont

- Appears at crucial moments
- Guides through hints
- Protects ancient knowledge
- Serves multiple masters

Martha Greene

- Provides subtle warnings
- Protects through tradition
- Knows true dangers
- Fears the coming night

Victory Conditions

Essential Discoveries

- Hidden temple entrance
- Ritual documentation
- Staff connections
- Cosmic influences

Survival Elements

- Safe room identification
- Escape route planning
- Alliance building
- Equipment preservation

Transition Elements

Major Hooks for Episode 2

- Fresh ritual site found
- Missing local teen
- Staff behavioral changes
- Celestial alignment approaching

Minor Threads

- Ancient journal pages
- Hidden symbols decoded
- Cult connections
- Astronomical patterns

Appendix: Random Events

Day Events (d6)

1. Strange bird behavior
2. Moss pattern shifts
3. Stone marker moves
4. Equipment malfunction
5. Unexpected visitor
6. Weather anomaly

Night Events (d6)

1. Distant chanting
2. Shadow movement
3. Cold spot formation
4. Electronic interference
5. Ritual evidence
6. Strange lights

The investigation begins simply enough, but as day fades to night, investigators realize this is far more than a standard haunting. The true nature of Wyrnwood Isle begins to emerge, setting the stage for darker revelations to come.

“Some houses aren’t haunted - they’re hungry.”

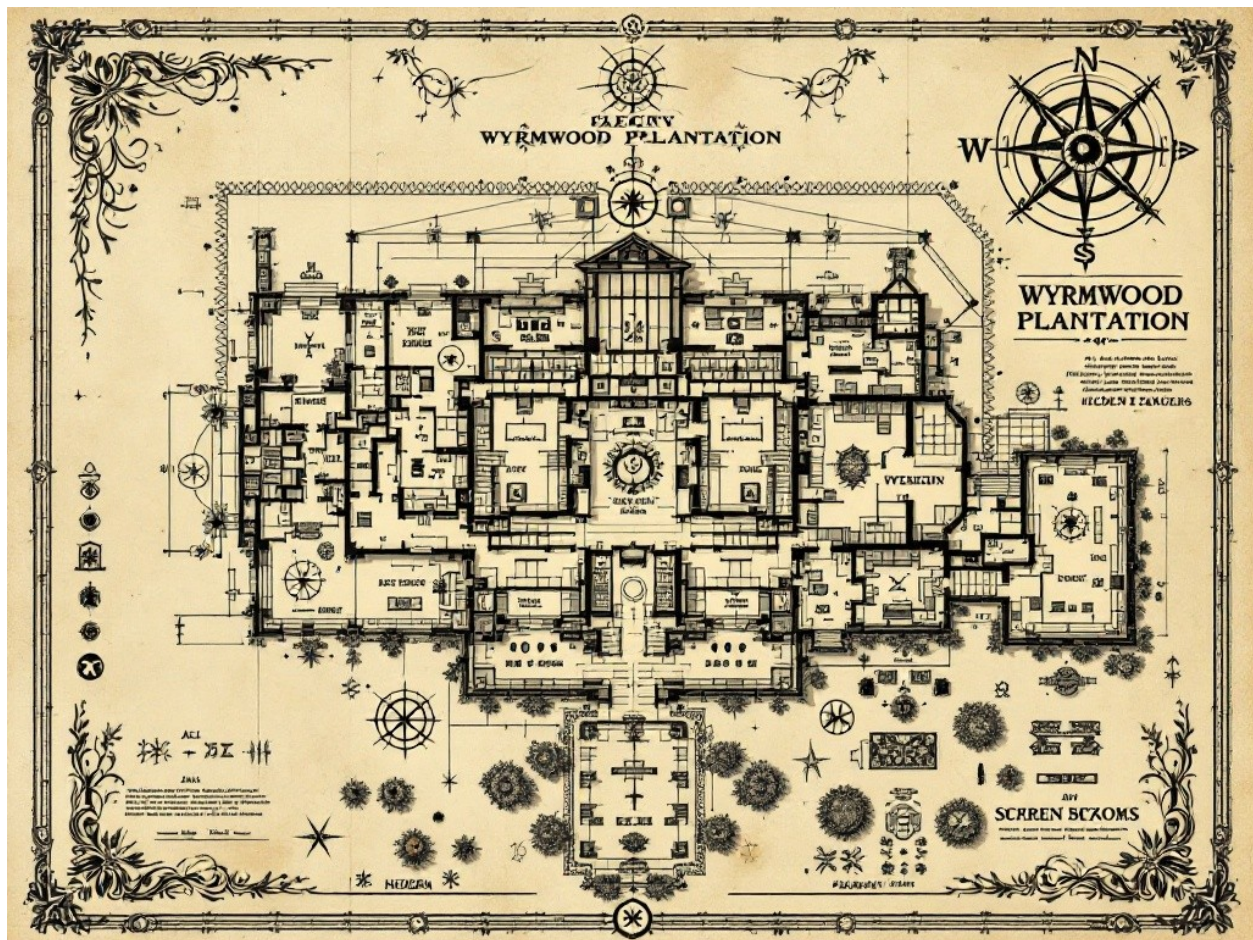


Figure 1: Detailed architectural blueprint of Wurmwood Plantation showing all three floors, grounds, and hidden spaces. Include ritual geometry patterns, secret passages, and anomalous areas. Style: Victorian-era technical drawing with eldritch elements, featuring compass rose with cosmic symbols and decorative Spanish moss borders. Architectural details show subtle wrongness in geometry.



Figure 2: A grand antebellum plantation mansion at twilight, Spanish moss draped over ancient oaks. Strange geometric patterns in the overgrown gardens, while impossible shadows move across the wraparound veranda. The sky shows subtle cosmic anomalies. Style: Southern Gothic meets cosmic horror, photo-realistic with supernatural elements.



Figure 3: The plantation's study at night, moonlight streaming through windows. Ancient books and star charts scattered across a Victorian desk, while strange shadows dance on wood-paneled walls. A ghostly figure appears in a mirror. Style: Atmospheric interior scene with supernatural elements, detailed architectural features.