

the
PRICE
— of —
EVIL

a HAUNTED HOUSE TOOLKIT *for* NEOCLASSICAL GEEK REVIVAL
and OLD SCHOOL ROLEPLAYING GAMES

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by

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POSSESSION IS 9/10THS

INTRODUCTION

Haunted houses are a staple of horror movies. Despite having an interior contained environment full of monsters they also tend to be ill-suited to role-playing games featuring treasure hungry transients with a penchant for violence. Something about their flammable nature I suppose.

This adventure toolkit presumes you want to have a game (or series of games) where the players attempt to survive and solve a haunted house without resorting to arson. I understand that is a big if as there is something satisfying about the moment when the players around the table look at one another and silently vote that the time for interacting with the horror filled creation of your imagination has ended and the time for fire has begun.

The hook for this toolkit is simple and repeatable. Haunted Houses are often abandoned and available for sale at very low prices (say 2000gp), due their habit of either killing their inhabitants or driving them insane. This makes a great opportunity for PC's, who excel at battling the supernatural, to greatly improve the value of a sprawling mansion by ridding it of its otherworldly inhabitants. Either they will be able to buy a Haunted House or they will be contacted by an agent looking to hire them for a share of the profits. Should this go well, the PC's could go into business doing this from time to time, as this work is a quick haunted house generator. Even if the PC's have no interest to play "Flip this Haunted House", you can use this to generate simple haunted houses in a pinch.

HOW THIS WORKS

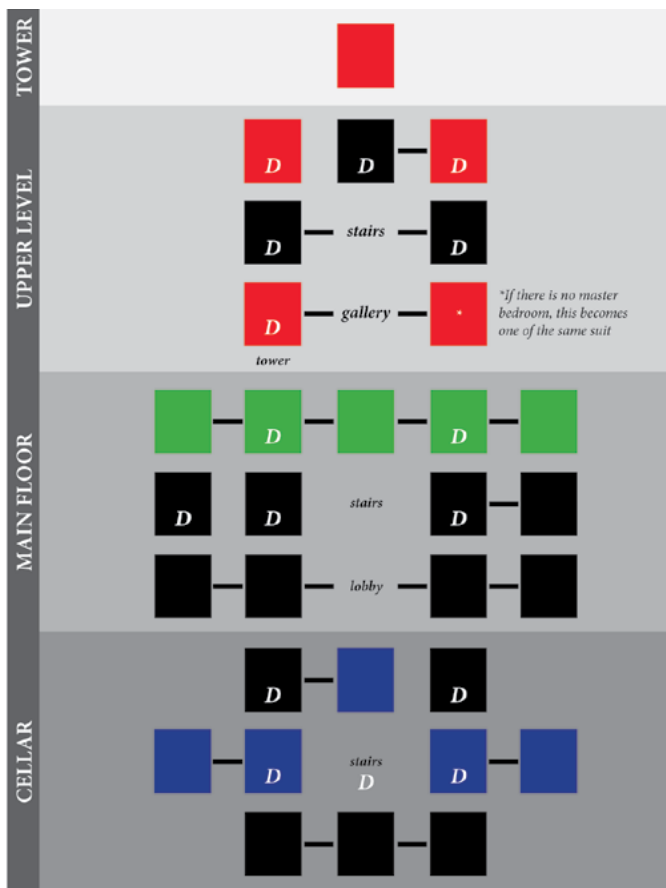
The exact layout and sizes of rooms are unimportant. This generator uses a layer of abstraction, focusing instead on rooms and their relation to each other conceptually. Doors between rooms are listed and merged rooms (due to pairs) count as a single room which can open up new connections. Each room is generated by drawing a playing card and comparing the number and suit. The relation to nearby cards (in forming pairs or poker hands) will also impact the contents of rooms and the haunted house as a whole. Rooms marked with a * never merge with each other and are always stand alone rooms. Some rooms are listed as unique, that means that only the largest continuous room of that type is placed (ties going to the first card dealt) with other copies of that room being a junk room (regardless of floor).

Some rooms are mandatory (the kitchen and master bedroom), these will always occur. If they are dealt naturally, no problem. If they are not, then the appropriate location on the map becomes a master bedroom or kitchen of the same suit. Finally some rooms are always fixed (The lobby, the stairs, the gallery, and the tower stairs). These are modified by the suit of the card drawn for them, but they are always present in the same location.

If a room contains an item with a blue outline, there is a possible secret door to an adjacent room also with a blue outlined item, usually taking a path through the walls. If there are multiple options, ties go to rooms of the same suit followed by the card dealt first.

The house is divided into four floors. The ground floor, the cellar, the upper levels and the tower. Each follows a pattern in which room slots are allocated by dealing a card. See the chart below for the starting haunted house. Other floor plans are listed at the back.





Each room will have a list of contents associated to prices. This is how much is taken off the house's resale value if it is destroyed and half of what is taken off if damaged. Breaking down a door might be worth 10gp, but forcing it with a crowbar may only cost 5gp. Each room has a value as well, if it is seriously damaged (or the house suffers mystery arson) with half that if it has other damage (such as holes broken in the wall).

Each house (based on room combinations) will have a type of specific spirit that is infesting the house with a way to remove it from the house. The spirit(s) are decided by looking at the best poker hand available between the green rooms, the red rooms and the tower, or the blue rooms.

Combating this spirit is usually must be done at midnight during a full moon (the witching hour), which gives the players a narrow window to rid the house of evil without having to carry the house payments for a month before they can try again. Each spirit will also have a way to fully wake or enrage the infesting spirit, making it more powerful but allowing it to manifest at all hours of the day (any day). This also means it could be combated at any point.

Each spirit will be listed with the following:

- Name*
- Description*
- How to enrage*
- How to defeat*
- Powers it can manifest*

The powers the spirit can manifest allow it to manipulate the house in some way, growing more powerful as the time nears midnight. Each section of the night the spirit has a certain number of manifestations it can use against those inside the house. If there are no valid targets for the powers it can store them for a later time (where they have more power). This means it may be unwise to wait outside until midnight. The powers the spirit can manifest are also expanded by room specific powers (in a room with a taxidermied bear, the spirit of the house could possess the bear to attack someone for instance). The level of a power is determined by time.

TIME of DAY	HAUNTING POWER	
Day	0	-
Sunset / Sunrise	1	Infestation
Night	2	Oppression
Witching Hour	3	Possession

The card value and floor determine the type of room and what is in it. The suit determines the condition unless noted otherwise. The default description of the room assumes a heart. A spade indicates some form of occult impression in the room (indicated in the room description). A club indicates the room has been damaged already (but not destroyed). An item of extra value is present in the room if it is a diamond. Any rooms of the same card value which are orthogonally adjacent to each other are joined into a larger room unless marked with an asterisk. They contain the effects of all related suits.

Text in yellow indicates the item is not part of the seller's manifest. This means it is treasure free for the taking. Everything else is already part of the house's price and stealing it either incurs a debt to the agent hiring the party, or comes straight out of the houses potential resell price and directly erodes the party's profit. This means it is something the party wants to keep from being damaged rather than abscond with.

UPPER FLOORS

(250gp per room)

ace

Observatory (*Unique*)

A large telescope (1,000gp) dominates the room, pointing out a window. The floor has been replaced with black tiles painted to show constellations visible in the night sky. A large bookcase contains various scrolls (50gp and 20gp of scrolls). Most of these are simple star charts ♠ *but one scroll is penned in human blood and has a magic spell inscribed upon it. There is also a large oak desk (50gp) with a comfortable chair (10gp) opposite the telescope. This contains a dried inkwell and various blank papers that are beginning to crumble. ♦ Inside the locked desk is a golden astrolabe worth 500gp. ♣ The telescope has been smashed, the shelves are tipped over with most scrolls being ruined by mold.*

For each additional joined observatory there is still only a single telescope, but there is an additional bookcase per room.

ROOM POWER	<i>Lost in Space</i> (lasts until the room is empty) (3)
<i>Infestation</i>	Looking at the floor gives a sense of vertigo. ☹️
<i>Oppression</i>	The floor seems to dissolve into the great interstellar void causing panic. ☹️☹️☹️
<i>Possession</i>	The floor not only seems to dissolve but the air vanishes from the room, with heat soon following. Asphyxiation will set in by causing 1 point of stun/temporary damage per round. ☹️☹️☹️

Room Feature: *The uncanny telescope*

If the power of this room has been used previously, the telescope can be used to an unsettling effect. If levelled at ground level you can spy another copy of this house during the witching hour. This will let you spy on other rooms on the other side of the house in real time.

king

Art Gallery (*Unique*)

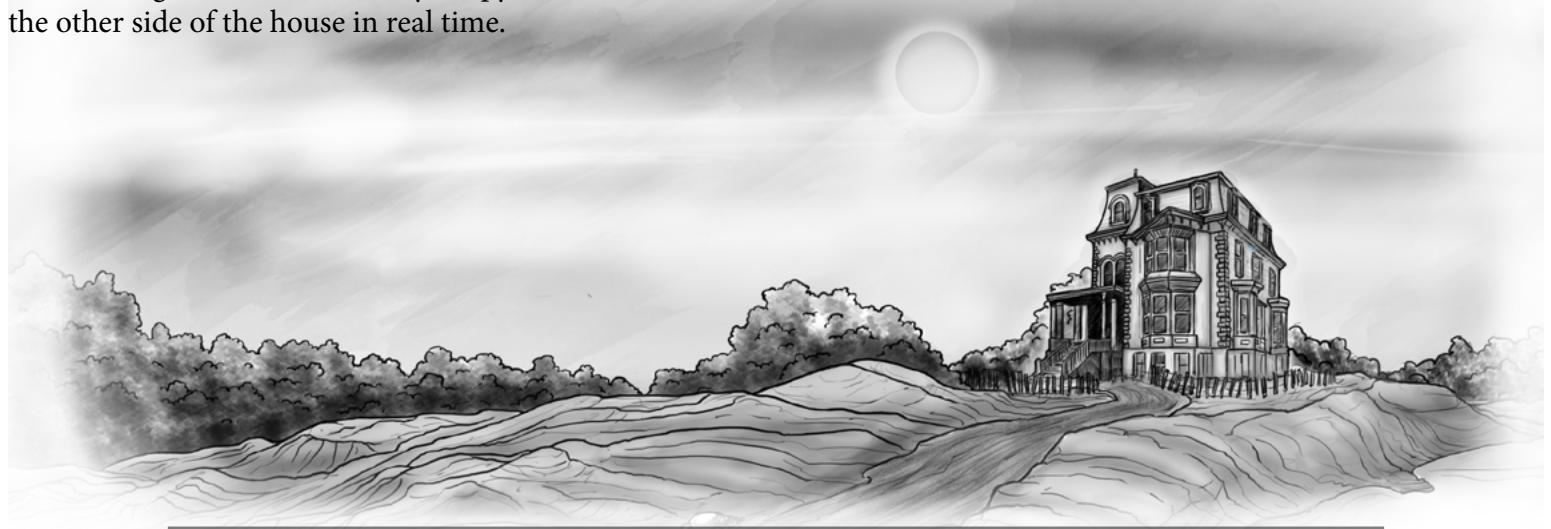
The walls of this room house several paintings of pastoral scenes from the area (5 x 100gp) and a **large portrait** of the house itself (200gp). A life sized marble statue of a nude woman in contrapposto pose gazes out the window (400gp). ♠ *One wall of the room is a large mural showing demonic and undead forces terrorizing the countryside in a Bosch-like style (250gp). ♦ One of the pictures is **actually an original by a Dutch master** and is worth 2000gp if identified. ♣ all of the paintings except for the painting of the house are torn, the statue is under a tattered drop cloth.*

For each additional joined Art Gallery there are an additional 5 pastoral paintings and the value of each painting increases by 100gp. There is only ever a single painting of the house and a single statue.

ROOM POWER	<i>Pygmalion effect</i> (2) ⚠️
<i>Infestation</i>	Water droplets appear on the eyes of the statue, it seems to cry.
<i>Oppression</i>	The statue appears as a living woman staring out the window and crying, it moves but cannot leave its location. It will attempt to kiss a single individual, petrifying them.
<i>Possession</i>	As above but the statue will roam about the house, teleporting back to its location (with its victim) upon petrifying a victim.

Room feature: *The original inhabitant*

Once night falls, the picture of the house shows the ghost in life (or before being bound to the house) at the front door. If the ghost has any item based vulnerability, it will be holding that item.



UPPER FLOORS

(250gp per room)

queen

Art Studio (Unique)

The walls of this room are covered with charcoal sketches of various reference models. The centre of the room has a wooden pedestal and several reflective mirrors with attached candelabras to provide better lighting to whatever would have been on the pedestal. There is an easel and a stool facing the pedestal. ♠ *The partially completed painting on the easel is of a ghoulish dog faced figure eating a screaming toddler alive.* ♦ *There is a locked chest containing expensive and rare paints (such as mummy brown) worth 100gp* ♣ *The stool has been smashed and many of the sketches have the dried remnants of arterial spray upon them.*

Additional joined art studios have additional easels, but no additional pedestals.

Room feature: Troubled Artist

Any attempt to draw another person in this room at sunset or later will cause a compulsion to frantically draw a different figure. Giving into this causes stress but will cause the artist to end up drawing a picture of the ghost. ☹☹

jack

Master Bedroom* (Unique)

The master bedroom contains a four poster bed (400gp), two nightstands (2x 20gp), a wardrobe (80gp), a vanity with mirror (100gp), and a dresser (40gp). The vanity contains a diary. ♠ *The bed posts have iron manacles engraved with crosses attached to them.* ♦ *There is a pearl necklace (200gp) in one of the vanity drawers.* ♣ *The mirror in the vanity is cracked, the canopy of the bed is in tatters with blood stains ruining the mattress and linens.*

Room feature: The imitation of life

If the ghost manifests itself in this room, it can regain one additional point as it spends 15 minutes replicating moments of its past life (or reminiscing).

ten

Nursery* (Unique)

This room contains a crib with a mobile (50gp), a dresser (40gp), a toybox (15gp), a rocking horse (20gp), and a closet containing a shelf full of dolls (10gp). ♠ *There is a large dollhouse (20gp) just like this house. Some of the dolls for the house are in very disturbing positions and have sad faces with x's for eyes* ♦ *There is a silver cross (50gp) tucked into the crib, though it looks warped and deformed, like it was heated and struck with a hammer repeatedly.* ♣ *Every bit of fabric is torn into shreds, the walls are covered in scratch marks. A large doll sits in a rocking chair facing the door (50gp).*

ROOM POWER	Wailing Baby (1) ⚡
Infestation	A faint sound of a baby beginning to cry is barely audible throughout the entire house for a few seconds.
Oppression	A baby crying is clearly audible from this room, echoing throughout the floor and making it difficult to concentrate (or hear someone coming). It ends if someone enters the room.
Possession	There is a baby crying and wailing, it is in the crib. It won't stop crying and appears to be a regular baby. It continues to appear to exist during the witching hour, behaving and reacting as any other baby (including fragility). ☹☹☹☹☹ if killed by a player

SUIT SPECIFIC POWERS (witching hour only) (2)

♠	Dolls of the party appear in the house, in whatever condition the players are in and in whatever room the players were in when the dollhouse is first looked at. If characters leave the room and come back, the dolls will have moved. If the dolls are damaged the characters will feel pain, if they are destroyed (say by burning the house down), the characters must save vs 30 damage.
♦	The cross catches fire, possibly starting a blaze if left in the crib. This can only occur if someone is in the same room as the cross (but can occur if the cross has left the nursery).
♣	The doll comes to life, somehow finds a steak knife, and attempts to cut the Achilles tendon of any characters it can find. It is able to climb walls, and to enter vents to go between walls and floors.

UPPER FLOORS

(250gp per room)

nine

Sitting Room

This room has a modest fireplace, two couches (2 x 85gp), a comfortable chair (30gp), and a coffee table (30gp). There is also a wooden cuckoo clock (150 gp) above the fireplace. ♠ *The cuckoo clock seems to instead be a “grim reaper” clock that tolls a bell as a little skeleton with a scythe pops out on the hour.* ♦ *Someone appears to have lost a **diamond ear ring** (125gp) under one of the couches.* ♣ *The upholstery on the couches and chairs are ruined, covered in stains and chewed up by rats (which have probably nested in one of the couches).*

Each additional joined sitting room contains a single couch and some empty pots that would have once contained plants.

As it says on the tin, this room is empty. ♠ *There is a pentagram painted on the floor* ♦ *There is a **silver locket** (15 gp) swept into one of the corners.* ♣ *There is a lot of bird shit in the room, one of the windows is broken.*

Each additional joined empty room has no real change.

seven

Party Room (Unique)

This room is full of comfortable furniture, a large couch (100gp) and a bunch of nice chairs (4x50gp) around a small coffee table (30gp). There is a bar (25gp) with a large stock of hard liquors (200gp of liquor). ♠ *The couch contains a **desiccated corpse in fine clothing**, stretched out as if they went to sleep and never woke.* ♦ *There is an expensive chandelier made of brass with crystal accents worth 500gp* ♣ *The liquor bottles have been poured out and thrown about the room, covering the floor with broken glass.*

ROOM POWER	<i>It's a party (1)</i>
<i>Possession</i>	Possession: The room resounds with the sound of a large party taking place. This makes it very hard to hear other goings on in this or adjacent rooms. It ceases if someone living is in the room. ☹️

six

Medium Bedroom*

This room contains a bed (50gp), a nightstand (20gp) and a dresser (40gp). ♠ *The dresser contains a set of black robes, a hood, and an athame, which is quite odd as that is probably an anachronism* ♦ *There is a silver candelabra (20gp) on the nightstand* ♣ *The bed has been overturned and the mattress has become a breeding ground for mice.*

five

Medium Bedroom*

This room contains a bed (50gp), a nightstand (20gp) and a dresser (40gp). ♠ *The nightstand has a **human skull** placed on top of it* ♦ *The dresser has a set of fine silk clothing (50gp) inside of it* ♣ *The bed, dresser, and nightstand have all been repeatedly struck with an axe and stained with blood.*

four

Library

This room has floor to ceiling bookshelves (4 x 200gp worth of books) and a sliding ladder (10gp). On top of one of the shelves is a bible. There is also a **large fireplace** with a huge comfortable chair (40gp) and ottoman (10gp) in front of it. ♠ *Every book has a lock of a different person's hair tucked inside its pages.* There is a **dark magical grimoire** nestled in among the hundreds of books that can be found with a careful search ♦ *There is a **manuscript of a popular dead playwright** containing an unreleased play.* ♣ *most of the books are strewn about the floor and chewed by rats, several appear to have been burned in the fireplace.*

Each additional joined library has an additional set of bookshelves, but none of the other furniture.

ROOM POWER	<i>Book Swarm (1)</i>
<i>Infestation</i>	A heavy book falls from the shelf, possibly injuring someone.
<i>Oppression</i>	A shelf gives way and dumps 2d6 books on someone.
<i>Possession</i>	The books begin flapping around like birds and dive bombing individuals in the room until it is vacated, making a d6 attacks on each person per round.

UPPER FLOORS

(250gp per room)

three

Storage

This room has a large open shelf in the middle of the room and some **additional shelving along the walls** (4 x 10gp). There are various linens, brooms, towels, and small pots in the room. ♠ *There is an empty coffin stored in here* ♦ *There is an undocumented bolt of fine silk worth 300gp in the room.* ♣ *The shelves contents have been strewn about and all of the pots have been broken, leaving shards of pottery all over the floor. The windows were broken and then boarded over.*

If there are two joined storage rooms there are **4 additional doors** stored in here. If there are three there is also a spare skeleton key to the house on the shelves. If there are four rooms there is a crate containing a silver cross, 2 wooden stakes, a small mirror, a necklace of dried garlic, and a pewter flask with 4 doses of holy water. It appears to have arrived late.

two

Bathroom

This room contains a small bench with removable chamberpots (30gp), and a washbasin with a mirror (80gp). ♠ *The mirror has the word "Why?" written over its surface with black ink* ♦ *There is a diamond ear ring worth 125gp in the washbasin* ♣ *The bench and floor is covered in dried vomit, the porcelain washbasin is cracked.*

ROOM POWER *Just No.*

Look, its a bathroom. We've all seen the Ghoulies. You can think of something, but I shall not dignify the obvious options.

ace

Chapel (Unique)

Any of the windows in this room (ie, any outer wall) have 2 stained glass windows depicting religious scenes (500gp each). There is a pulpit (40gp), four pews (4 x 25gp), a baptismal font (50gp), and a **large wooden cross** behind the pulpit. On the pulpit is an **ancient family bible** (100gp), rosary beads, and a crucifix. ♠ *The bible contains an apocryphal text (such as the book of Judas) and any stained glass windows contain scenes of hellfire and damnation* ♦ *There is a gold plated monstrance (300gp) containing a small relic from a saint* ♣ *The wooden cross has fallen off the wall from behind the pulpit, tipping the pulpit over. The pews were stacked against a door, requiring force to open it.*

Each additional joined Chapel adds an additional six pews (6 x 25gp). If there are two or more chapels joined, there is a pipe organ (1000gp) in the chapel, allowing an additional room power and feature.

ROOM POWER	<i>Baptism of Blood</i> (level of hour) †
<i>Infestation</i>	The water in the font has a reddish tinge.
<i>Oppression</i>	The font is bubbling mess of blood that seems to moan softly. ☹
<i>Possession</i>	The font is overflowing, it will flood through open doors, coating the floors, until it reaches a way to flow down the stairs (at which point it will fill the basement over the next hour before receding, leaving no stains.) ☹☹

ROOM POWER	<i>The Organ</i> (requires organ) (2)
<i>Infestation</i>	The organ plays a loud note and releases air and dust as someone enters the room, possibly startling them. ☹
<i>Oppression</i>	The organ begins playing unsettling music until someone enters the room, giving penalties to any resistance rolls/saving throws in the intermediary. ☹
<i>Possession</i>	The spirit manifests and begins playing unearthly tunes on the organ, making noises organs can't make. This causes stress/oppression points to accrue until the spirit is chased away. ☹☹

GROUND FLOOR

(500gp per room)

king

Kitchen (Unique)

The kitchen is dominated by a large brick hearth with a pair of iron arms swinging on hinges to hold pots and cauldrons (30gp). The walls are covered in shelves and cupboards (4 x10gp) which are filled with plates and cups (40gp in total). There is a counter on an island with a number of copper and iron pots and pans hanging from the ceiling (40gp), and a very extensive set of knives in a knife block (20gp). ♠ *There is a cauldron in the hearth with a cat skeleton and a human leg bone inside of it* ♦ *There is a fully stocked spice rack, the spices are worth 500gp* ♣ *All of the dishes are broken, one of the iron swing arms has been wrenched from the hearth and the pots and pans have fallen from the ceiling and litter the floor.*

If there are two Kitchen's joined together there is a washing station (sink, etc) worth 20gp. If there are three there is also a full butchers block and meat hooks. If there are four joined kitchens there is a full baker's oven large enough you could fit either two fat children or a single witch inside of it.

ROOM POWER	<i>Poltergeist (1)</i>
<i>Infestation</i>	A single plate or cup can be hurled across the room at a target.
<i>Oppression</i>	1d6 knives or 1d3 pots can be hurled with great force at a target.
<i>Possession</i>	Everyone in the room is attacked by a swarm of knives, pots, cauldrons, and dishes for 5d6 damage.

queen

Ballroom (Unique)

The room is mostly empty, but there is a raised stage for a live band and a chandelier hanging from the ceiling (200gp). Most notably, any inner wall (one not facing the outer edge of the house) has **full length mirrors** all along the walls (200gp per wall) while any outer wall has massive windows with heavy curtains that do not open (75gp per wall). ♠ *There is sheet music still on the stage, it is a funeral dirge.* ♦ *The chandelier is fine crystal (5000gp)* ♣ *Two of the mirrors have been broken and parts of the stage have collapsed. Piles of leaves have accumulated from one of the windows with a large hole in it.*

Each additional joined ballroom expands the size of the room. The second ballroom will include a grand piano (1000gp). If there is an area cut off (such as a Z shape) it has a buffet with a crystal punch set (700gp). For every second joined ballroom there is an additional chandelier.

ROOM POWER	<i>The Dance Macabre (1)</i>
<i>Infestation</i>	A few chords of light piano music play. If no one investigates the spirit regains the power spent.
<i>Oppression</i>	Music echoes through the house, encouraging characters to dance. Mirrors and reflective surfaces will show dancing individuals in the room. Any corpses will get up and dance. ☹
<i>Possession</i>	As above, but any corpses will dance towards characters and attempt to grapple them (to dance) and then begin dancing up the walls and onto the ceiling, eventually sending them for a spin or dip (and dropping them). ☹

Room feature: Hidden in the Crowd

Once the witching hour begins, the room will fill with spectral apparitions involved in ballroom dancing. Echoes of the living world, they are oblivious to the world and totally incorporeal, except to the spirits haunting the house. Anyone who plays along and fits into the scene will be hidden from the spirit. ☹

jack

Gymnasium (Unique)

The room is mostly empty except for padded mats on the floor, a sturdy bench (20gp) and a set of weights (40gp). There is a punching bag hanging from a chain as well (10gp). ♠ *There appears to be a piece of exercise equipment (50gp) made by modifying a rack, it could be converted back in under 20 minutes with a set of tools* ♦ *There is a set of fencing masks and fine rapiers (6 x double the local weapon price)* ♣ *In a fit of rage someone has lodged a barbell into the wall and bent the bar.*

If there are two joined Gymnasiums there is a small boxing ring (10gp). If there are three there is simply more open space, but if there are four there is an indoor archery range including 3 straw dummies (3 x 5gp) and 2 longbows with a quiver of arrows each (local weapon price).

GROUND FLOOR

(500gp per room)

ten

Dining Room (Unique)

This room contains a long oak table (120gp) with accompanying oak chairs (8 x 30gp). There are wall sconces (4 x 20gp) for candles. ♠ *There is a mug made from a human skull near the head of the table. Its actually a pretty terrible cup and tends to dribble everywhere. It probably seemed like a better idea before being put into practice* ♦ *There is a locked china hutch (100gp) with a set of fine china inside (1000gp)* ♣ *The table has been gouged with heavy tools, and then stained with blotches of black paint for some unknown reason in a fit of madness. An axe has been sunk into the chair at the head of the table.*

For every additional joined dining room in a straight line (use the longest line) the table is extended, adding not only 120gp to its base price, but then multiplying it by the length of the room (120gp, 480gp, 1080gp) as it is a single piece of wood. There are also six additional chairs. Any room not in a straight line has a separate “kids table” that is smaller (100gp) with smaller pine chairs (8 x 10gp). There are an additional four sconces per joined room.

nine

Study / Office*

These rooms have a desk, leather chair (60gp), and a shelf. If it has an outer wall there is a small fireplace with a mantle bearing an item of interest. What the desk, shelf, and item of interest look like is based on the suit:

♠	A solid oak table with carved claws for legs (80gp) containing a skull with a candle upon it and a spirit board . The shelf is a locked glass display case (100gp) containing an assortment of mummified animals with paper tags and a set of occult tomes . Above the mantle is a shield and two crossed swords (price as per weapons in setting).
♦	A locked wooden roll desk (75gp) containing accounting records which may be of some long term campaign use. The shelf is a locked cabinet containing a set of gilded reproductions of classical works (400gp). Above the mantle is a painting of some local Carpathian nobility (100gp), behind which is a hidden safe containing 2,000 gold coins .
♣	The desk was a simple wooden desk, its drawers were at some point forced with a crowbar and emptied. The shelf is a simple wooden bookshelf that has quite a bit of rot. If there is a fireplace it is blocked with a squirrel's nest. There is a cow skull hung above the mantle.
♥	The desk is a nice wooden desk (70gp) with an inkwell and some scraps of paper. Inside is a small pewter flask of alcohol. The shelf is a bookshelf (40gp) containing books on local history and local wildlife. There is a stuffed pheasant resting on the mantelpiece under a painting (25gp) of a pastoral scene.



GROUND FLOOR

(500gp per room)

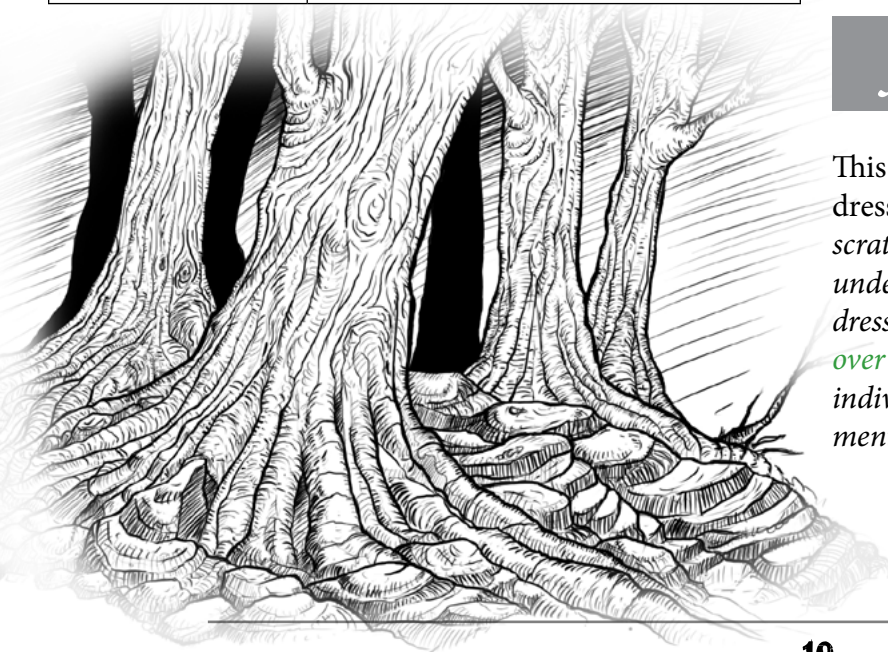
eight

Games Room*

This room has a gaming area set up (based upon suit) that dominates the room. If there is an outer wall the room will have at least one fireplace along it with a mantle. There is a cabinet (40gp) containing a few decks of cards, some dice, and other other supplies related to the gaming area set up.

♥	The gaming area is an ornate card table with a felt top and leather bumper ring (150gp) and six leather chairs (6 x 35gp). Above the mantle is an impressive set of antlers (25gp).
♠	The gaming area is a circular wooden table (40gp) with a crystal ball (100gp) surrounded by 6 wooden chairs (6 x 20gp). In the cabinet are tarot cards, dice carved from human knuckle bones with odd symbols, and a spirit board .
♦	The gaming area is a billiard table (200gp), and there are cue sticks along the wall with a set of billiard balls in the cabinet. There is a golden trophy atop the mantle, a prize from some ancient tournament worth 1000gp
♣	The gaming area is a small dart board (5gp) with a small chalkboard alongside it. There is also a stuffed bear in a fearsome pose (250gp). Pinned to the dartboard with a series of accurate darts is a drawing of a person .

ROOM POWER (♠)	<i>Let's Go to the Maul (2)</i>
<i>Infestation</i>	When no one is looking at the bear it seems to snort loudly. ☹️
<i>Oppression</i>	The stuffed bear animates and attacks a single individual once.
<i>Possession</i>	The stuffed bear animates and takes on the visage of a zombie bear, roaming the house and attacking at will.



seven

Parlour

This room features an **impressive fireplace**, surrounded by 2 expensive couches (2 x 125gp) and 2 fine chairs (2 x 45gp). There is also a tea service (40gp) and a locked curio display (75gp) containing various conversation pieces from around the world (kitschy tourist junk). ♠ *There are magical circles drawn on the bottom of the chairs and under each seat of the couches* ♦ *There is a working grandfather clock worth 1200gp* ♣ *The couches and chairs have been damaged and used to barricade all of the doors, there is no sign how anyone left after doing this.*

Each joined parlour increases the size of the room and adds three additional chairs. If there are 3 or more joined parlours there is a small piano worth 750gp in the room.

six

Large Bedroom*

This room contains two beds (2 x 50gp), two nightstands (2 x 20gp), a **wardrobe** (80gp), and a vanity with a mirror (100gp). ♠ *There is a **suicide note** left in one of the nightstands by a visitor lamenting on how they are trapped in this haunted house* ♦ *There is a satchel with **200 silver coins and a loaded pistol** (or equivalent weapon) under one of the mattresses* ♣ *All of the furniture has been nailed to the ceiling, reinforced with planks where necessary. The mattresses are held on with twine.*

five

Medium Bedroom*

This room contains a bed (50gp), a nightstand (20gp) and a dresser (40gp). ♠ *There is a small leather pouch containing a scratched silver coin, a lock of hair, and a sprig of wolfsbane under the pillow.* ♦ *There is an armoire containing 10 fancy dresses (10 x 50gp) in the room* ♣ *The walls have been **painted over with a long rambling screech** of an obviously demented individual, writing about the sins of their life, and the punishments the house has dealt out.*

GROUND FLOOR

(500gp per room)

four

Small Bedroom*

This room contains a small bed (30gp) and a small footlocker (10gp). ♠ No less than two dozen crosses and crucifixes are hung about the room. They are nailed to walls, hanging from threads, and even resting on the pillow ♦ There is a wrapped parcel in the footlocker. It appears to be a lump of silver coins (100) and a note to a servant's sister, warning them of the strange events beginning to befall the house, sending ahead all of the authors savings with a doubt that they will live through the night. ♣ Water has damaged the ceiling very heavily. If there is much jumping or jostling on the roof or the floor of the room directly above this bedroom, it will collapse into this room, fully destroying both rooms and possibly killing someone.

ROOM POWER	(♣) Collapse the ceiling (4)
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During any point, the spirit may trigger a collapse of this room's ceiling, causing the results indicated above.
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three

Storage

This room has shelving along each wall (10gp per wall length) and a few barrels and crates (no real value). Most are empty, but there are some bars of soap, mops, and buckets still present. ♠ There is a large crate containing four desiccated puppy corpses and an urn full of ashes. The crate is marked "Fragile" ♦ There is a small strongbox nailed to the floor labelled "Petty Cash", it is locked and contains 120 copper coins ♣ The room's linens became damp at some point and began to rot and mould. This has spread to the shelves and is toxic if disturbed.

For additional joined storage rooms, simply join the rooms together and their contents together.

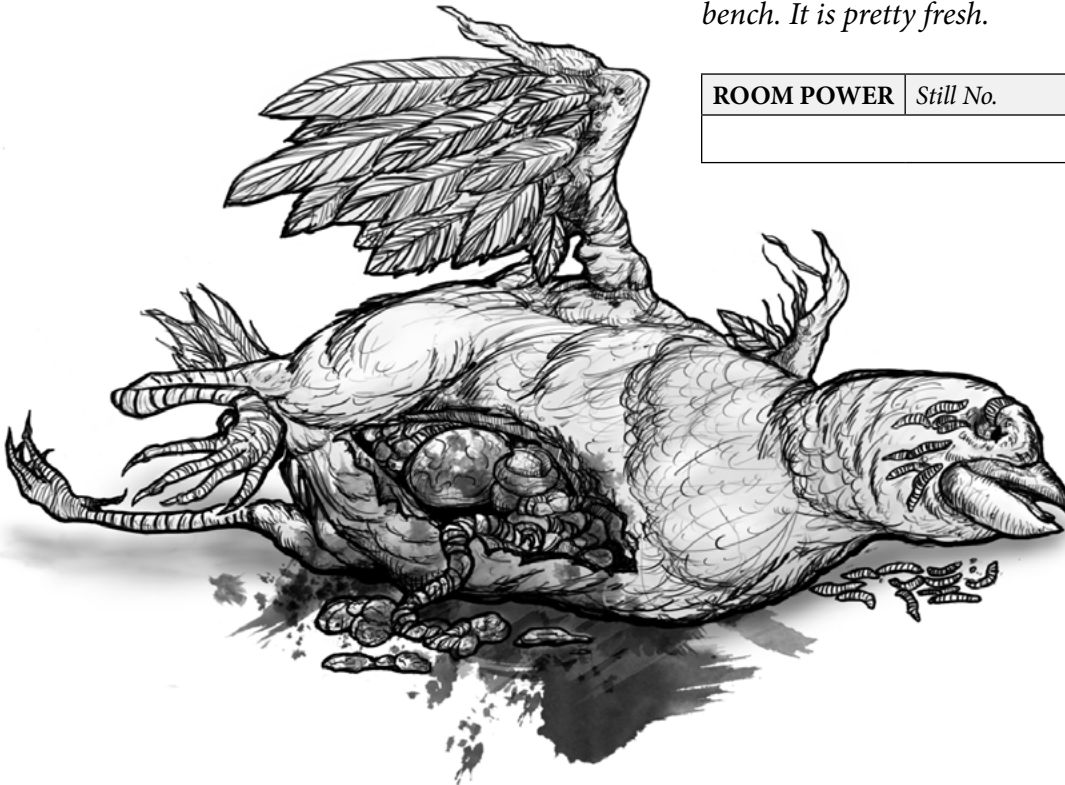
two

Bathroom*

This room contains a small bench with removable chamberpots (30gp), and a washbasin with a mirror (80gp). ♠ The chamberpot is full of human teeth ♦ There is a snuff box still full on the washbasin (100gp) ♣ There is a dead badger, raccoon, possum or similar sized local animal rotting on the bench. It is pretty fresh.

ROOM POWER	Still No.
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-



GROUND FLOOR

(500gp per room)



ace

Crypt (Unique)

This room is visually dominated by wooden coffins are resting on raised stone platforms while urns are set into alcoves along the walls. Each has a **bronze plaque** with the name of the interred and basic funerary information (birth, death, cause of death, and some information about the life). All but one coffin contains a body. There is also a small circular stone table with a stone semi circular bench. In the center of the room is a statue of the grim reaper (100gp). ♠ *Opposite the Grim Reaper statue is a statue of the devil, with flaked red paint. The devil holds a pitchfork in one hand, but an unfurled scroll and pen in the other.* ♦ *There is a stone sarcophagus in the center of the room containing the body of some noble, along with 2000gp worth of jewellery* ♣ *The floor is strewn with broken human bones and bits of coffin.*

Additional joined crypts simply make the crypt bigger.

ROOM POWER	<i>Fear the Reaper (2)</i>
<i>Infestation</i>	The statue wobbles and tips towards someone, risking minor damage (d3).
<i>Oppression</i>	The statue animates and makes a single scythe attack (+2, d12 damage).
<i>Possession</i>	The statue animates and attempts to slay anyone in the room.

ROOM POWER	<i>The Hungry Dead (1) ↓</i>
<i>Infestation</i>	1 body stirs in its coffin, but cannot leave it (it can attack those who free it).
<i>Oppression</i>	The body can move about the crypt as a skeleton, hiding and preparing to ambush.
<i>Possession</i>	The skeletons can roam the house, murdering at will.

CELLAR FLOORS

(750gp per room)

king

Laboratory (*Unique*)

This room is cramped, the ceiling is covered with a vast number of taxidermied bird parts hanging from wires. There are 4 rough shelves (4 x 5gp) with row upon row of pickled animal organs and at least one foetus of an unknown species. Along one wall is a narrow ledge covered with flasks and copper distillery (200gp). Partially used candles are affixed seemingly at random to flat surfaces by melted wax. ♠ A large autopsy table with leather straps to hold down limbs is attached to the floor. ♦ There is a shelf on the wall with flasks of *expensive acids and other chemicals* (6 x 1d6x10gp) ♣ The shelves have been tipped over at odd angles, spilling their contents to the floor with a lot of broken glass.

If there are two joined laboratories there is also a workbench (20gp) and set of fine tools (120gp). If there are three there is an iron furnace/boiler (200gp). A full four part laboratory includes a lightning rod with wires going through the walls to the tower, and various electric machines (5000 gp).

queen

Wine Cellar (*Unique*)

Along one wall is a wine shelf (20gp) containing a few dozen bottles of wine (24 x 10gp), with room for a hundred more. There is also a press (20gp) and a half dozen casks (6 x 40gp) of wine mounted on a long bench, high enough that you can easily refill bottles. ♠ There is a *giant cask* labelled "Amon Tillado" ♦ There are three bottles of a very fine vintage of champagne (3 x 250 gp) among the shelves. ♣ The ground is covered with broken wine bottles, the bench has two wine glasses, one with an *engraved engagement ring* (350gp) in it.

Each additional joined wine cellar adds another wine shelf and bottles, as well as another set of 6 casks. If there are three joined wine cellars there is a room containing three giant casks (3 x 250gp).

jack

Vault (*Unique*)

The walls of this room are reinforced with iron bars and an extra lining of brick. The door is four inches of oak reinforced with iron and a heavy duty lock. The room has several paintings protected by a canvas cloth (7 x 100gp), and a strongbox. ♠ There is a shelf (10gp) full of curiosities, each purportedly (according the paper labels) a *cursed object*. ♦ There is a shelf (10gp) containing expensive vases from the far east (6 x 1200gp) and the strongbox contains *2000 silver coins*. ♣ The door has been left open, and all of the paintings have been torn by rodents, this is not noted in the manifest.

If two vaults are joined together, in addition to the larger size of the room the door and its frame are iron. If there are three vaults, the lock on the door becomes a very complex and difficult to pick lock. If there are four joined vaults the walls become steel plated and the door becomes similar to a modern bank vault style door with a combination lock. The combination should exist either in the mind of the spirit or (if the spirit was never alive) in a green clue object or series of three objects (such as the day-month-year of an anniversary for example), or three different phrases that are the only ones containing numbers. In reality the number would probably be random, but this is a game.

Room feature: *Enduring*

As long as the door is closed, this room will survive a fire, though it probably only has enough air for one person per joined vault to last out a fire.

CELLAR FLOORS

(750gp per room)

ten

Dungeon (Unique)

The room is mostly empty other than a pile of straw, some manacles along one wall and a single cot. The door to this room is made of oak and reinforced with iron. There is a small view port on the door with a sliding cover that can be opened from the outside. ♠ *The room contains a piece of torture equipment worth 50gp per joined dungeon (a rack, strappado, iron maiden, or scavenger's daughter)* ♦ *The walls are reinforced with iron bars and brick, allowing the room and its contents to survive a fire if the door and the viewport are closed from the outside in the same manner as the vault listed above* ♣ *Their door has a hole clawed through it from the inside out, the manacles have been wrenched from the wall and the cot is broken into pieces.*

eight

Tool Storage

A workbench (20gp) is along one wall. The walls are studded with nails holding up a plethora of assorted tools (shovels, saws, hatchets, scythes) and jars of nails are affixed to the ceiling by their lids. The total value of the tools is 100gp. ♠ *one of the mason jars is labelled "coffin nails" and another is full of dirt labelled "grave earth"* ♦ *On the workbench next to a dirt coated spade is a strongbox still encrusted with earth. It has some scraps of paper and 200 golden coins inside of it.* ♣ *All of the tools are rusted and their wood is greying and beginning to splinter.*

For each additional joined tool storage room, the amount of tools attached to the walls increases by 100gp in value. At three joined rooms there is a plow (85gp) in the room. At four joined tool storage rooms there is an anvil (50gp) and a small forge (100gp) and a chimney to outside.

nine

Deep Dark Holes*

♠	Sacrificial Pit: The room has a torch sconce on every wall. The floor has a large circular opening (maybe 6 feet around) that goes deep down into inky blackness. A lone plank set into a stone groove allows one to "dive" down the hole. If there is a secret door entrance into this room, there is no normal doorway to the room unless doing so would completely cut off access to other rooms. If you have any large underground megadungeons in the area this pit could be a good entrance.
♦	Sewer Entrance: The floor of this room has a large (4' x 4') iron grate in the center of the otherwise empty room. Underneath is a brick sewer tunnel. If there are any ancient sewer networks in the area this would be a good entrance, otherwise it leads to the nearest river or stream.
♣	Chasm: This room is destroyed (not damaged) as the floor has given way, revealing a long tumbling fall down an irregular hole. If you have any underground cave adventures in the area, this would be a good entrance.
♥	Cellar Doors: This room contains stairs that lead to outside via a set of storm cellar doors. Remove the stairs to the basement and draw another card to replace that spot (it has the same doors). If the house already has cellar doors, the cellar doors go away and these become stairs with a trap door above.

seven

Armoury

The armoury contains a long wooden shelf (10gp) that holds 5 helmets, 5 swords in scabbards hanging from hooks, 5 boar spears leaning against the wall, 5 shields, and 2 firearms (or longbows as appropriate) with enough ammunition for 40 shots each. Value is based on local weapon prices. ♠ *The helmets have masks with skull visages, and the shields bear inverted pentagrams.* ♦ *There are two sets of plate armour on wooden dummies* ♣ *All of the weapons and armour are rusted.*

Every joined armoury increases the base sets of equipment by an equal amount (including suit specific equipment). At three joined armouries 5 sets of brigandine is added to the base equipment. At four sets, there is also a small cannon (or ballista) with enough ammunition for 10 shots.

CELLAR FLOORS

(750gp per room)

six

Cistern

Its a room that has a sunken floor (10 feet deep) to store water. There is a raised lip inside the room (1 foot high) to keep detritus out and allow a little more storage. ♠ *The raised lip is carved with images of deep sea life such as squids and angler fish.* ♦ *There is a manual pump, and piping that leads to the kitchen and each bathroom, though it would need repairing to function, it would add 500gp to the value of this room, and each affected room if fixed* ♣ *The lip is cracked, resulting in 2 inches of water covering the floor of each room in the basement.*

Each joined room simply expands the size of the cistern.

five

Food Storage

This room is simply a pantry or other form of food storage, what is stored in the room is dependent upon the suit.

♠	Meat locker: The room would have once have contained a larder full of dried meats. There are hooks hanging from the ceiling and a butchers block with a cleaver.
♦	Preserves: There are shelves along the wall containing still edible honeys, jams, and pickled things of unknown origin (worth 250gp)
♣	Granary: This room contained a wooden bin containing grain, now just a home to dozens of rats.
♥	Root Cellar: This room contains a set of empty barrels that once would have contained turnips, beats, apples, and other easy to store fruits and vegetables.

Each joined food storage room simply increases the size and merges the contents.

four

Servants Quarters

This room contains three small beds (3 x 30gp) and three foot lockers (3 x 10gp). ♠ *There are three heavy iron ball and chains with still locked manacles in the room. Closer inspection reveals a great deal of dried blood on the manacles* ♦ *There is a racy love letter and a golden locket (20gp) in one of the foot lockers.* ♣ *The room is completely full of cobwebs, but is otherwise fine.*

three

Storage

This room contains rows of stacked firewood ♠ *there is also a dismembered mummified body covered head to toe in arcane writing* ♦ *There are three barrels of lamp oil (3 x 50gp)* ♣ *The wood is rotten.*

Additional joined storage rooms just increase the amount of available firewood.

two

Empty Room

This room is empty other than a torch sconce on the wall. ♠ *there is a noose hanging from a ceiling rafter* ♦ *There is a torn satchel with bloody hand prints on it in the middle of the room, it contains 187 golden coins* ♣ *The walls are covered in scorch marks.*

Additional joined empty rooms simply increase the size of the room.

GROUNDS

Draw a card for the grounds around the house (unless you already have a location in mind). The suit of the card determines the general features of the land around the estate. Other than scenery, this determines what kinds of threats the house can muster to keep you from abandoning the house once the haunting has begun (or to keep reinforcements out). This is a passive defence (which grows stronger with the hour) and an active defence that begins at the witching hour and lasts until morning.

♥	THE MOORS
The estate is surrounded by desolate fog ridden moors for as far as the eye can see, only the occasional stilted husk of a tree to break the monotony of the rolling hills.	
<i>Passive Defence</i>	<i>Impenetrable Fog</i>
<i>Infestation</i>	The fog makes it difficult to see landmarks, there is a 50% chance of getting lost on the moors for the night (without a compass or similar)
<i>Oppression</i>	The fog prohibits vision more than 50 feet, attempting to venture out results in getting lost (weird reactions give a 50% chance of getting lost even with a compass.)
<i>Possession</i>	The fog doesn't allow sight more than a few inches, venturing outside can easily result in getting lost. Weird interference makes compasses useless.
<i>Active Defence</i>	<i>There! Wolves</i>
Packs of hungry wolves prowl the countryside, anyone straying from the house will be assaulted by a pack of 13 wolves that seem imbued with supernatural evil, only suffering harm from silver or magical weapons until dawn.	

♠	LARGE CEMETERY
The estate backs onto a massive cemetery of tombstones, crosses, and mausoleums, the wrought iron fence is rusted and broken to the point it no longer functions to keep the cemetery separate from the grounds. Meandering streams and a swamp block further out.	
<i>Passive Defence</i>	<i>Impenetrable Fog</i>
<i>Infestation</i>	A storm begins to pick up, with heavy rain and gusts of wind.
<i>Oppression</i>	There is frequent thunder and lightning with driving rain and dangerous gusts of wind throwing debris around
<i>Possession</i>	Gale force winds, sheets of water, and constant lightning strikes make travel impossible without magical protections.
<i>Active Defence</i>	<i>The Living Dead</i>
The dead rise from their graves and amble about the grounds looking to eat the living. There are hundreds of the undead about, and they will not sleep until dawn.	

♠	FOREST
The house is surrounded by dense old growth forests. The canopy blocks almost all light from reaching the forest floor, even during the noon day. Travel requires carefully following the winding trails over covered bridges and hoping no trees fall to block the wagon's path.	
<i>Passive Defence</i>	<i>Disappearing paths</i>
<i>Infestation</i>	The paths seems to be different than remembered, there is a 50% chance of getting lost unless you can fly, can swing from branches like an ape, or have marked the path with something similar to painted stones.
<i>Oppression</i>	The paths are actively moving just out of sight unless you can fly or move quickly through the trees you are stuck, you won't be able to even make it back to the house.
<i>Possession</i>	The woods are one giant "entangle spell" until the morning.
<i>Active Defence</i>	<i>The march of the "legally distinct from ents" creatures</i>
4 large ambling trees have grown faces and gaping maws, their groping roots carry them around the grounds, looking to bludgeon anyone foolish enough to enter the woods into a gooey paste for their roots to drink.	

♦	SPRAWLING GARDEN AND HEDGE MAZE
The house is surrounded by a stone wall with wrought iron gates flanked by two massive stone lions. Inside that is a massive hedge maze with ornate marble fountains and cobblestone paths. Occasionally there is a gazebo or a small stone bench flanked by rose bushes. The hedges could definitely use a trimming and are of a tough thorny plant underneath the greenery (such as blackthorn or an equivalent).	
<i>Passive Defence</i>	<i>Unending Maze</i>
<i>Infestation</i>	The paths seem to shift when you aren't looking. If there isn't a physical link backwards (such as string, or rope) you will get lost. Hacking through the hedge is difficult but possible with concerted effort.
<i>Oppression</i>	As above but the hedge will bleed (!) and rapidly regenerate with a shrieking noise.
<i>Possession</i>	You will get lost in the maze, it will sever ropes and strings when out of sight.
<i>Active Defence</i>	<i>Stone Lions</i>
The two stone lions animate and hunt anyone foolish enough to enter the maze. They are fast and deadly.	

-Or-

♦	FARMLAND
If a hedge maze is inappropriate, consider the house being in prime farmland. Ideally there are fields of grains (or simply long grass depending on if local farmers are brave enough to plant and harvest the fields during the noon hours). The crop must be higher than a man's height, so while only a fewbreeds of wheat reach that height corn (maize), sunflowers, or even hemp would work.	
<i>Passive Defence</i>	<i>Disorienting Fields</i>
<i>Infestation</i>	1/3 chance of wandering back to the house with a sense of nausea
<i>Oppression</i>	Always end up returning to the house (unless you can fly)
<i>Possession</i>	The fields stretch on forever if you fly. Wandering into them on foot almost immediately returns you to the house.
<i>Active Defence</i>	<i>The Scarecrow</i>
The scarecrow comes to life, an invulnerable demon in its own right. It can be destroyed by fire, only to have another scarecrow form and begin its ambling hunt once more. It seeks to crush the heads of anyone foolish enough to wander the fields, and steal the treasured brains within for its collection.	

lobby and gallery

750gp

The lobby contains a large open space with a grand stairway that leads to the second floor. Overlooking the lobby and staircase is the gallery, an interior balcony with a waist high railing. There is usually a door under the grand stairway that leads to a stairway reaching the basement.

♥	At the base of the stairs is a suit of plate armour with a halberd (300gp), lacquered in place. There is also an ornate coat rack (50gp) beside the main doors.
♠	A large grotesque (100gp) sits at the bottom of the stairs, seemingly connected to the bannister. There is a mystical circle drawn on the ceiling directly in front of the gallery. If this card was a face card, there is a new room power.
♣	The lobby is filled with blowing leaves and signs of bird droppings. Unless this card was a face card (A,K,Q,J) the railing on the balcony is rotted and will give way if weight is put on it.
♦	The lobby is dominated by a marble fountain (500gp). The fountain is dry and nonfunctional, but it could be repaired, doubling its value. A large crystal chandelier (1000gp) hangs from the ceiling. It's candles can only be lit from the gallery.

ROOM POWER	<i>Technically you weren't murdered by a gargoyle (3) (witching hour only)</i>
The grotesque comes to life and may stalk the party through the house. This power can only be used if the lobby was a face card of spades.	



tower

250gp

The lobby contains a large open space with a grand stairway that leads to the second floor. Overlooking the lobby and staircase is the gallery, an interior balcony with a waist high railing. There is usually a door under the grand stairway that leads to a stairway reaching the basement.

♥	An Attic: The top of the tower stairs leads to a trapdoor and an attic, an unremarkable room with a single octagonal window. Stored under drop cloths are a couple dressers (2 x 40gp), a vanity with a mirror (100gp), and a large number of crates and storage boxes under drop cloths. In amongst the boxes are holiday decorations and at least one box of family letters.
♠	A balcony with gargoyles: There is no tower in this building. Rather there is a three room wide balcony with an entrance from the gallery (or through windows on the second level of the front of the house). There are two gargoyles, one on either side of the balcony. They may speak during a rainstorm if asked questions (in the same manner as a spirit board). Each will answer a single question for each level of the night. For example, during the sunset, they would each answer one question. During the witching hour if the party came back, they would answer two more each. If attacked they will leave their perch and violently respond (provided it is at least sunset).
♣	Collapsed ceiling: The top of the tower stairs leads to a trapdoor and what was an attic. The ceiling collapsed and its nothing but rot and unstable beams up here. The room is effectively destroyed, though it does seem to host a large colony of crows. Watching. Waiting.
♦	A Castle Tower: The tower is actually an old stone watchtower of military design. The rest of the house was built around it. The tower's entrance is on the ground floor (the same location, simply one floor down) and it is sturdy enough it won't be destroyed by a simple fire. It contains arrow slits and a its own small fireplace. The door between the tower and house is iron plated heavy timber, and those locked in the tower would probably survive a fire, depending on the smoke levels and their health or constitution. If the tower was a face card there is a box with 200 ancient silver coins and a pair of gem encrusted goblets (2 x 800gp) hidden behind a loose stone on the interior of the tower.

all floors

Junk Room

The room looks like something out of a hoarder intervention. Broken chairs and furniture (possibly awaiting repair), baskets full of crumbled plaster and bent nails, stacks of wooden planks cut to irregular lengths, and lots of cracked clay pots of dubious functional value. The room is cramped. ♠ *There are leather satchels full of unusual items such as baby teeth, dried herbs, and locks of hair mixed in with the junk* ♦ *There are sets of incomplete silverware, dented pewter steins, and other junk worth 1d6x10 silver pieces* ♣ *The room smells strongly of cat urine. In fact most things in the room stink of cat pee and there are several mummified cats buried under piles of trash.*

Secret Doors:

The features indicated in blue list a potential secret door (as mentioned above). Here are some hints for how these secret doors could look. Often these connect to passages between the walls, which the new owner should really fix as it totally ruins the homes R value.

Large Portrait

The portrait is attached the wall with a hinge, it simply swings open like a door. There are eye holes matching the eyes of the portrait (though more like tiny pinholes) to allow someone to survey a room before entering it from behind the portrait.

Wardrobe

The wardrobe has a false back that easily pops out.

Closet

Like the wardrobe, there is a false panel that easily pops out.

Fireplace

There are two options here. The first is that when tugging on the mantle (or some other part of the fireplace) a sliding door opens at the back of the hearth. This would work if say you had a wardrobe as the other side of the secret door. This would mean the fireplace grants access to a tunnel between walls. Alternately you could go with the classic spinning wall (if you don't understand, then watch Young Frankenstein). This works if the other side of secret door also works well with a spinning wall.

Shelving

Flipping up the shelf unlocks the wall to swing open, revealing a passage. You could also have a spinning wall, similar to above.

Large Wooden Cross

The cross can be pulled away from the wall, revealing an opening.

Full Length Mirrors

This is a door you cannot open from the ballroom, it is an exit from a secret door only (unless you break the mirror.) It is also a one way mirror, allowing surveillance.

Bookshelf

The easiest way is to assume it is a door that unlocks when pulling the right book, but you could also make this part of a spinning wall.

Giant Cask

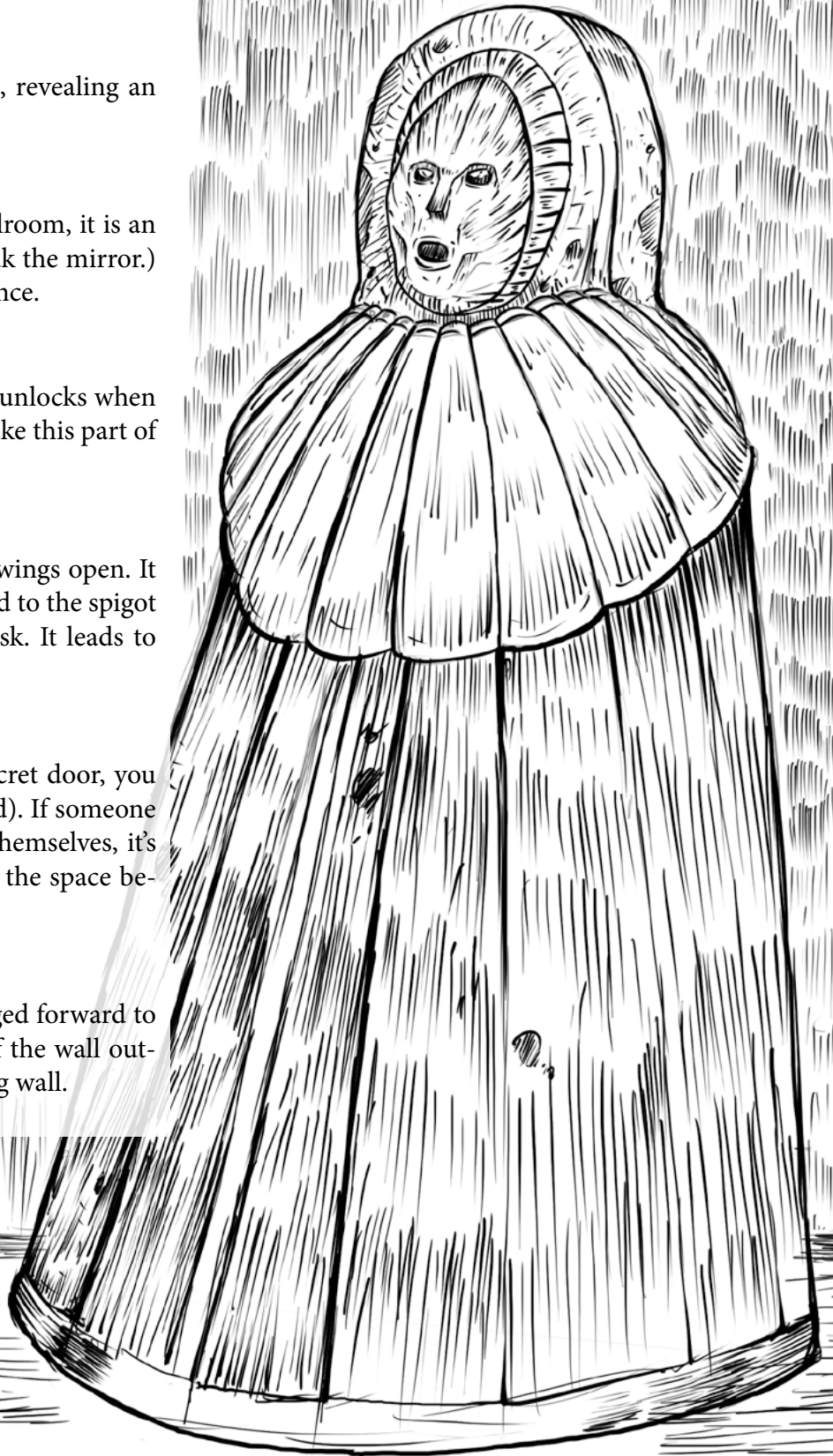
If you turn the spigot to point up, the cask swings open. It has a small reserve (maybe 2 gallons) attached to the spigot by tubing to allow it to pass as a regular cask. It leads to between the walls.

Iron Maiden

The iron maiden is only an entrance to a secret door, you can't pop out of it (you'd find the way blocked). If someone goes into the iron maiden and closes it on themselves, it's back gives way and drops the character into the space between the walls.

Torch Sconce

The torch sconce (or candelabra) can be tugged forward to unlock a hidden door, swinging a portion of the wall outwards. It could also work as part of a spinning wall.



GHOST

Green items should be tailored to give insights to the spirit(s). Powers marked with a **f** continue until stopped. So “Baptism of Blood” will start with reddish water, progress to bubbling blood, and then a fountain of blood if not stopped. These are things the players should investigate and stop early.

Spirit Boards are a special non-trademarked item that at least two or more adventurers and/or preteens who are gullible enough to think its real can use to contact the spirits of those who have died in the house previously and ask them questions (either yes/no or have them spell out a single word) at the risk of suffering oppression/stress (as if a ☹ power)

Ghosts can be defeated (through turning, magic weapons, etc), but that will only banish them for the night if their bridge to this world isn't also destroyed (such as salting and burning their body, or destroying a demon's cursed object). They continue to haunt the house through powers.

The number of ☹'s Associated with a power tells how many oppression points are scored (OSR) or what die size of stress is caused (☹ d4, ☹☹ d6, ☹☹☹ d8, ☹☹☹☹ d10, ☹☹☹☹☹ d12 : NGR) if the character fails a will check/saving throw.

# ☹	= Oppression points (OSR)	die size of stress (NGR)
☹		d4
☹☹		d6
☹☹☹		d8
☹☹☹☹		d10
☹☹☹☹☹		d12

Default Powers include:

ROOM POWER	Closing a Doors (1)
<i>Infestation</i>	Slowly closes
<i>Oppression</i>	Slams shut, held at maximum human strength
<i>Possession</i>	Slams shut, held with supernatural strength

ROOM POWER	Lock Door (1)
<i>Infestation</i>	The door locks
<i>Oppression</i>	An unlocked door, becomes locked
<i>Possession</i>	The pattern holds

ROOM POWER	Throw Item (2)
<i>Infestation</i>	Gently nudge or roll an item
<i>Oppression</i>	Throw an item with strength of an average person
<i>Possession</i>	Throw an item with maximum human strength

ROOM POWER	Ghostly Visage (1)
<i>Infestation</i>	Shadow in dark room ☹
<i>Oppression</i>	Reflection in a mirror or as above ☹☹
<i>Possession</i>	Spectral apparition ☹☹

BEST POKER HAND

ROYAL FLUSH	
<i>Name</i>	Evil God
<i>Description</i>	A fallen angel, pagan demigod, or other creature that has been bound here. If you draw this, you should make a mini-campaign out of this and have a dungeon entrance on the grounds of some sort. If that seems like too much work, and you feel no thrill at dealing a royal flush, just consider this a very high straight flush.
<i>How to enrage</i>	Attempt to consecrate ground
<i>How to defeat</i>	Free it, defeat it during resulting apocalypse
<i>Powers it can manifest</i>	20 per point in night (ie: 20, 40, 60)

STRAIGHT FLUSH
The house is infested by both a Demon and a Relentless Killer who have combined forces.

FOUR of a KIND
The house is infested by the same type of spirit you would see if this was a pair, except there are three of them, and one of them is a witch spirit (as per 3 of a kind). It is a cabal of evil spirits.

FULL HOUSE	
<i>Name</i>	"Evil House"
<i>Description</i>	The house is just evil. There is no way you can "unhaunt" the house for a quick buck, its just an evil fucking house. It has gained its own malignant intelligence. It has no mouth, so you must scream. Burn it to the ground, leave no two stones stacked lest it someday regrow its evil.
<i>How to enrage</i>	Survive a night
<i>How to defeat</i>	Burn it to the ground
<i>Powers it can manifest</i>	10 per point in night (ie, 10, 20, 30)

FLUSH	
<i>Name</i>	Demon
<i>Description</i>	<p>As a spirit that never walked the mortal path, the demon is driven to possess the living and feeds off the emotions of those around. Its true form should be based on its emotional connection (♥ Lust ♠ Pride ♣ Wrath ♦ Greed). If you are just having a lazy GM brainslug moment use the following: ♥ Succubus ♠ Red Devil ♦ Minotaur ♣ Obese Imp. The demon is bound to this world by an item that grants it purchase. This too should be something related to the emotional connection. Again, if you are lazy: ♥ A dress ♠ A portrait ♦ A sword ♣ A gold ring. If a suitable item similar to that already exists in the house, use that item. If you want it truly systematic (to prevent your own natural biases) place the item in the room of the house (not just the hand) that had the highest card in the suit the flush is of. Example, if you have An occult observatory (A ♠ on the second floor) that is where you would hang a cursed portrait from a Pride Demon.</p> <p>OSR: 8hd NGR: Lust and Pride are 6th level full bards, wrath is a warrior and greed a rogue.</p>
<i>How to enrage</i>	Destroy its item. This binds it to the house.
<i>How to defeat</i>	Destroy its item while it is manifest or possessing someone, then exorcise it/kill it. Alternately, destroy its item then destroy the house.

<i>Powers it can manifest</i>	<p>Emotional Drain:</p> <p>Whenever the below actions occur, the demon secretly gains a point to spend.</p> <ul style="list-style-type: none"> ♥ Lust+1 point when a player makes a lewd comment ♠ Pride +1 point when a player brags ♣ Wrath+1 point when a character starts a combat (per person) ♦ Greed+1 point when a character takes treasure
<i>Powers it can manifest</i>	<p>Possess the Living</p> <p>When the witching hour arrives, the demon manifests itself in the house, potentially in the immediate presence of a target. NGR: Usual possession rules. OSR: It may force a melee target to make a saving throw as an action, if that fails the PC suffers 2 oppression points and is in thrall for the next round. The ghost may then next round force another saving throw from the PC, resulting in possession on a failure.</p> <p>The Demon has a number of points to spend during each section of the night equal to the highest card in the flush (face cards are 10, ace is 11)</p>

STRAIGHT	
<i>Name</i>	Relentless Killer
<i>Description</i>	<p>The relentless killer is a mask wielding psychopath with a penchant for gory kills, but the other half of the problem is the cursed mask that powers the killer. The combination of an angry ghost and a cursed item make a dangerous combination. The relentless killer is tied to an area, but it can leave the house and travel the grounds. It replaces a haunted houses "Active Defence". If you are not in the head space to be creative, use the suit of the straights highest card to determine the form:</p> <p>♥ Plague doctor with a bonesaw ♠ Kabuki mask with a sacrificial dagger ♣ Iron Mask and executioner's axe ♦ Masquerade mask and rapier. When the witching hour arrives it will appear out of sight on the grounds and move in for carnage.</p> <p>OSR: 5HD, regenerates 1hp/round NGR: regenerates 1 damage per round, strong (16 str)</p>
<i>How to enrage</i>	Remove the killer's mask
<i>How to defeat</i>	Bury (or sink) the bound body without the mask on, then destroy the mask, preferably in a fire.
<i>Powers it can manifest</i>	<p>No safety in numbers All attempts to attack it roll a number of dice equal to the number of individuals fighting the relentless killer and pick the worst result. When it attacks, it rolls a number of dice equal to the number of opponents it is fighting and picks the best result.</p> <p>Mind and Body (OSR) The killer deals additional damage on each hit equal to the number of oppression points the target has suffered.</p> <p>How did it get in here! (1) When out of sight, the relentless killer can teleport to a random unoccupied room in the house (draw cards until you get one that fits that criteria).</p> <p>A relentless killer has a number of points to spend during each section of the night equal to the highest card in the straight (face cards are 10, ace is 11)</p>

THREE of a KIND	
<i>Name</i>	Witch Spirit
As pair, but knows magic. OSR: It casts as if it is a level of magic-user to the card of the spirit (face cards are 10, ace is 11). NGR: It has an extra piece in wizard with the power Psionic Potential.	

TWO PAIR	
<i>Name</i>	Quarrelling Ghosts
Use the table for pairs twice, the ghosts are opposed to each other in aims.	



PAIR (ACE)	
Name	Headless Horseman
Description	A headless horseman is a pretty self explanatory concept, but how it manifests can change region to region. It should appear as a headless version of a type of horse warrior that is known locally as competent, but also hated. In Scotland it could be a black knight without a head, while in Baghdad a Mongol makes more sense. The “Legend of Sleepy Hollow” is a Hessian for a reason. They were known as skilled soldiers but were hated for taking payment but then not successfully suppressing those treasonous rebels that shattered British North America and forced the brave loyalists to trek north to a frozen wasteland. No one likes contractors who take the down payment then don't complete the job. Also there should be a jack-o-lantern head, or if you are a real stickler about new world crops in your medieval Eurasian game (but don't want him hurling a turnip about) you could go with a clay pot painted like a face or some such. He really needs a fake head to throw though. Its original head should be hidden in a basement room containing a “green” clue with the highest card value. If there are none in the basement, move to the ground floor, and then second floor, until you find a room with a “green” clue. The head only appears during the witching hour. Otherwise ensure the spirit has a cape, demonic steed, and a weapon capable of decapitation. A Headless Horseman is a competent warrior (7HD, 7th level warrior 3), with a demonic steed. Once it manifests on the grounds during the Witching hour it will probably resort to combat. NGR: It knows a few combat tricks, modified by which suits are part of its pair (or potentially three or even four of a kind): Coup de gras and (♥ Feint ♠ Riposte ♦ Sunder ♣ Entangle Weapon).
How to enrage	Destroy or steal its current head
How to defeat	Fill the mouth of its true head with salt
Powers it can manifest	It can throw its fake head once per night (OSR: a third level fireball NGR: A power level three blast). The headless horseman has 8 points to spend each portion of the night.

PAIR (KING)	
Name	Spiteful Master (Wraith)
Description	A spiteful miser is always the ghost of an elderly man or woman consumed by greed and materialism, and almost always without any sense of self excess. It was a sickness of wealth for wealth's sake. Their visible form will be of a withered geriatric in expensive but poorly maintained clothing. They generally seek to avoid destroying valuable items (such as vases, portraits, or crystal ware) unless characters try to leave the house with them. They will try to secretly steal treasure from characters, rolling coins secretly under couches or knocking rings down vents. A spiteful miser is tied to a particular piece of treasure in the house. This will be in the vault if there is one. Failing that it will be in the same room as the highest value yellow item in the house. Failing that it will be in the master bedroom under the mattress. The spiteful miser will manifest in that room during the witching hour, and can move about the house. It can move its treasure between nights if it thinks players will return to destroy the treasure. OSR: 6hd, pick pocket as thief of level NGR: 6th level rogue 3
How to enrage	Steal its treasure
How to defeat	Destroy its treasure
Powers it can manifest	Life Drain The spiteful miser can attack in melee and steal the life force of a target. OSR: If you use level drain, this would be a good situation. Failing that it should age the target 1d6 years, with an additional year for each point of oppression a character has suffered. NGR: A melee attack deals 1d12 years of aging, each “year” can be negated by 1 luck point.
Powers it can manifest	Thieving Ghost Once during the Infestation portion of the night, the spiteful miser may attempt to pick the pocket of a single character. A Wraith has 8 points to spend each portion of the night.

A:

PAIR (QUEEN)	
Name	White Lady
Description	<p>A white lady is a jilted lover, often betrayed by a fiance and driven to suicide by the powerful forces of societal pressure, depression, and bad cliché. They are usually young women, often in wedding dresses (hence the term). The body of the White Lady is not relevant to defeating it, rather you must awaken the slumbering spirit of her betrayer and banish that spirit (or force her betrayer to suicide if they are still alive). During the witching hour they will manifest in the tower and roam about the estate. Assuming you don't wish their betrayer to be a living person, place its body as if it were a mad spirit. If that body or grave is defiled it will summon the ghost (as a mad spirit) which must be defeated through magic or exorcism/turning undead. The white lady will hide in the tower while this ghost terrorizes the party. Defeating this new ghost, frees the white lady.</p> <p>OSR: 4hd NGR: 4th level, but no class (or no adventuring class).</p>
How to enrage	Commit infidelity in the house
How to defeat	Find betrayer's body, defile that grave (fight resulting ghost)
Powers it can manifest	<p>Forced Suicide (0) Anyone who looks upon the white lady will be compelled to kill themselves if there is a nearby implement of suicide (including but not limited to nooses, razors, firearms, poison, or falls of at least 20 feet).</p> <p>OSR: Saving throw or the character will prepare to kill themselves over the next 1d4 rounds, taking no other action and fighting against being restrained. NGR: A possession attempt, dealing 1d6 stress. Rather than possession the character will attempt to kill themselves during the next ?d4 rounds, taking no other actions.</p> <p>A White Lady has 8 points to spend each portion of the night.</p>

PAIR (JACK)	
Name	Bogeyman
Description	<p>A Bogeyman is a ghost that exists primarily to terrorize children. In life it was the worst kind of person. Often they met their end through some kind of lynching, but the sheer terror they caused their victims has allowed them to manifest inside the house (or in other cases, sometimes an entire village). It literally attacks the psyche of its victims, resulting in death due to aneurism. They usually take a form exaggerating the method of their death (bloated blue, burned, or riddled with holes), and are armed with an impractical weapon that would leave a painful wound such as a rake, sickle, or meat tenderizer. The Bogeyman will manifest under the crib in the nursery, or the master bedroom if there is no nursery. The nursery rhyme's should be distributed in two parts among the green clues. If there not enough green clues, distribute them as scraps of paper in the gallery and basement stair/cellar doors.</p> <p>OSR: 5hd NGR: 5th level bard 3</p>
How to enrage	Recite a Nursery Rhyme's first verse
How to defeat	Recite a Nursery Rhyme's second verse while its enraged
Powers it can manifest	<p>Check for monsters (1) Once the Bogeyman has manifested, it can teleport from any bed or closet in the house to any other bed or closet in the house.</p>
Powers it can manifest	<p>Psychic Assault The Bogeyman can make a melee attack against a target. OSR: A successful attack deals an oppression point, if this brings a target's save above 20 they suffer an aneurism and die. The target of the attack will see themselves suffering grisly wounds, but that part is just an illusion. NGR: Melee attacks deal 1d6 stress. Going insane from such an attack causes death due to aneurism. As a final note, a Bogeyman cannot harm someone in a bed who is fully encased in blankets.</p> <p>A Bogeyman has 8 points to spend each portion of the night.</p>

PAIR (10)	
Name	Bloody Mary
Description	<p>Bloody Mary as a status of ghost, refers not only to the titular bloody Mary, but a number of different ghosts. All of them are the ghosts of cruel and vain people, envious of the world of the living and eager to cause harm. All of them take the form of dishevelled adults with wild hair, long nails, and terrible teeth. During the witching hour they will manifest from an unbroken mirror, the master bedroom if possible, otherwise find the next nearest mirror. If there are no mirrors it cannot manifest physically and thus cannot be permanently defeated. The name of the particular spirit should be found among the green clues, be it Hell Mary, Black Aggie, or Beetle something or other. A Bloody Mary attacks with her elongated nails which have the strength of steel, dealing damage as if a dagger.</p> <p>OSR: 5HD NGR: 5th level warrior 3</p>
How to enrage	Say name three times
How to defeat	Destroy all mirrors while out and enraged, say their name three times again.
Powers it can manifest	<p>Teleport to Mirrors (0) The spirit may freely enter mirrors as if they were windows to another realm, and then emerge from another mirror in the house. If enraged, the spirit must emerge from the mirror to attack the transgressor.</p> <p>Bloody Mary has 8 points to spend each portion of the night</p>

PAIR (9-2)	
Name	Mad Spirit
Description	<p>A mad spirit is any ghost of no particular special nature. They died a malevolent death and have gone quite mad. Only salting and burning the body will allow the soul to permanently rest. The body is in the following room or area in order: The Cemetery (grounds), The Crypt, Party Room (♠), Storage ♠), Deep Dark Holes (♠), A Junk Room (sorted in order of highest card value to lowest), in an urn in a cupboard in the kitchen, or in the bed in the master bedroom. If there is already a body in one of these locations (such as you had four 9s and needed three places to hide bodies) they jump to the next unused spot in the list. The ghost as a person of an age equal to the card number squared (between 4 and 81) and they were female if either of the pair was a heart, otherwise they were male.</p> <p>OSR: 3hd NGR: 3rd level no adventuring class</p>
How to enrage	Dig up its body
How to defeat	Burn and salt the body
Powers it can manifest	<p>Possess the Living When the witching hour arrives, the Ghost manifests itself in the house, potentially in the immediate presence of a target. NGR: Usual possession rules. OSR: It may force a melee target to make a saving throw as an action, if that fails the PC suffers 2 oppression points and is in thrall for the next round. The ghost may then next round force another saving throw from the PC, resulting in possession on a failure.</p> <p>A Mad Spirit has 6 points to spend each portion of the night.</p>



HIGH CARD	
<i>Name</i>	Leprechaun
<i>Description</i>	It is everything offensive and/or stupid you can think of when you hear the word leprechaun. OSR: 1hd for attack, but immortal NGR: 0th level but unlimited luck points.
<i>How to enrage</i>	Ignore it
<i>How to defeat</i>	The players must decide this is just too stupid of a monster. It will then attempt to reinvent itself in a “comical” fashion based on bad stereotypes. If this still fails, it will fade into non-existence with a “noooooooooo...” . You could also use a four leaf clover or something, but declaring it too stupid to fight is way more likely to happen.
<i>Powers it can manifest</i>	Literally any bullshit you can think up, but it can't kill anyone (no matter what it does) if they don't groan about how stupid of a death that is. Somehow it won't do enough damage or the plan will backfire.

OTHER ACTORS: THREAT OR MENACE

Where would a haunted house be without the creepy groundskeeper (in a stone cottage a few minutes walk away) or the stray cat that hangs around the area. To determine how they play into this story (if you want to have them) deal a single card, it informs the problems (or benefits) of both the groundskeeper and the cat.

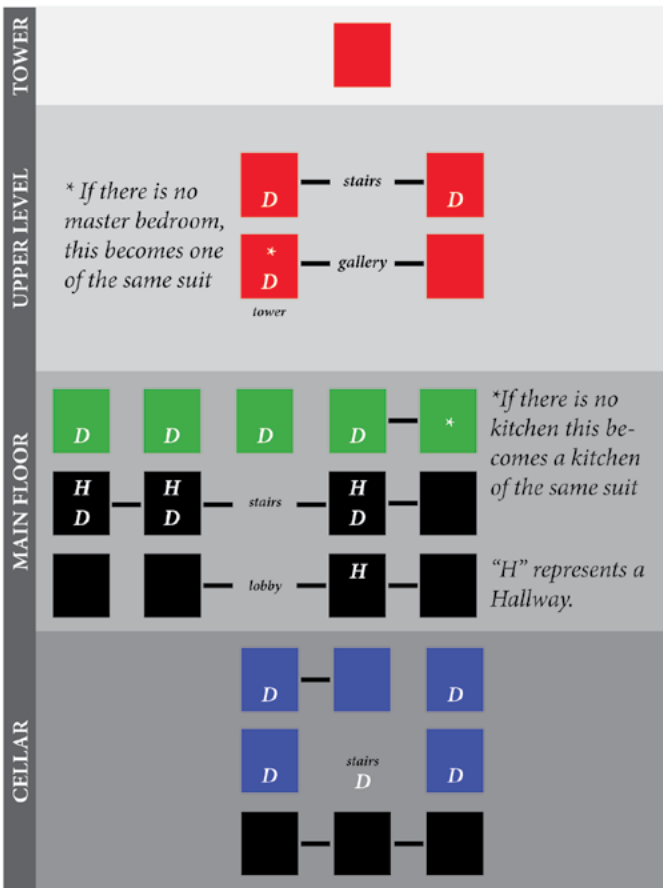
THE GROUNDSKEEPER	
2-6	There is no groundskeeper
7-10	Just a regular, slightly creepy guy
<i>Jack - King</i>	Is in league, or believes himself in league, with the spirits of the house
<i>Ace</i>	He hates the spirits of the house and will help the party if things get out of control (or be hit in the back with an axe right out of the gate, either one)

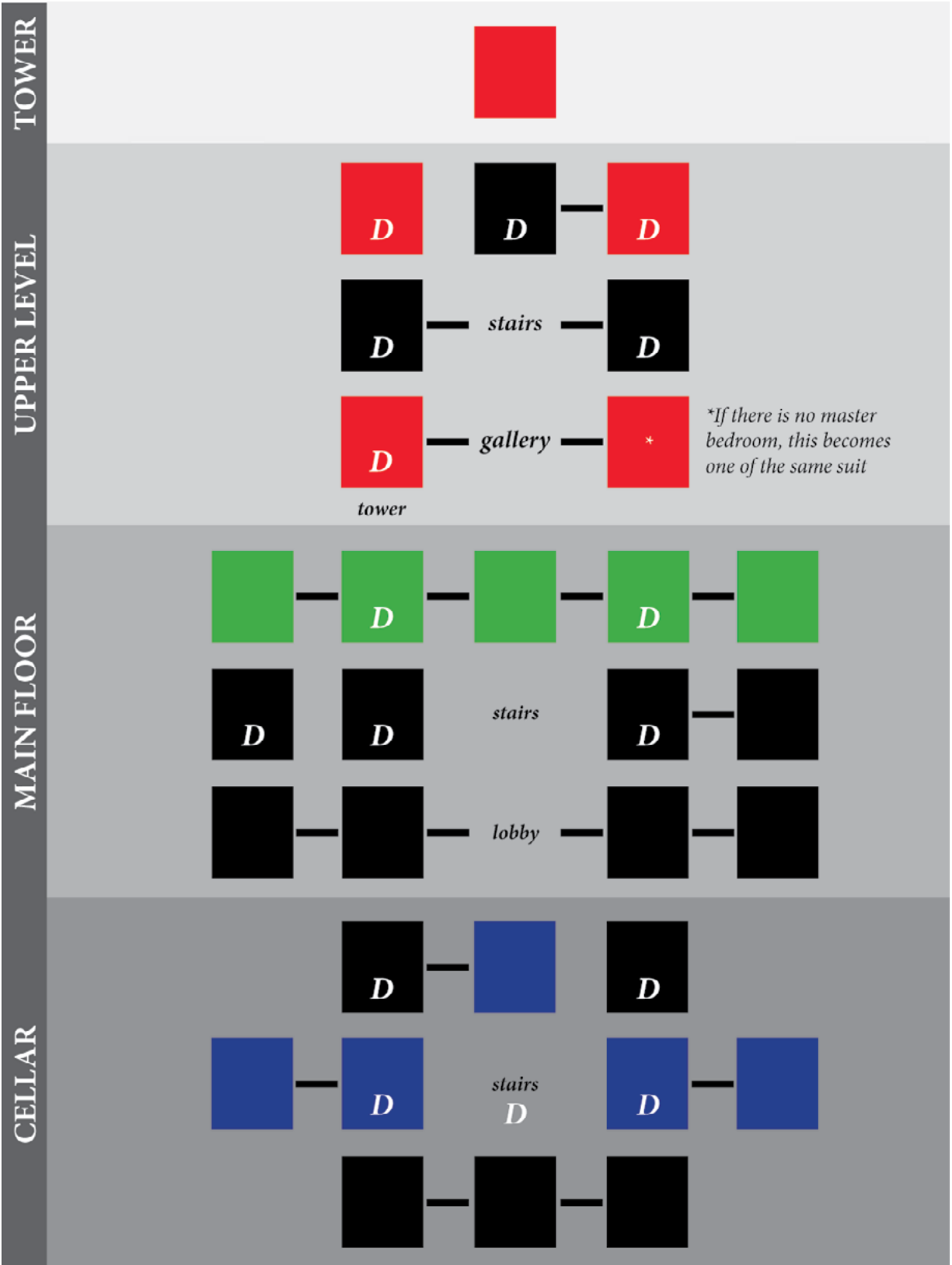
THE CAT	
♥	Just a regular cat, hides from the supernatural
♠	A demonic familiar. It grants 2 extra points per portion of the night and actively opposes the party.
♣	The cat is insane and roams the house. It can be possessed by the spirits for a section of the night for 1 point.
♦	The cat is helpful. It is blessed by a priest/cleric of whatever the cats worship, boon against the spirits (powers cost 2 more to manifest in rooms with the cat)

OSR INSANITY AND POSSESSION

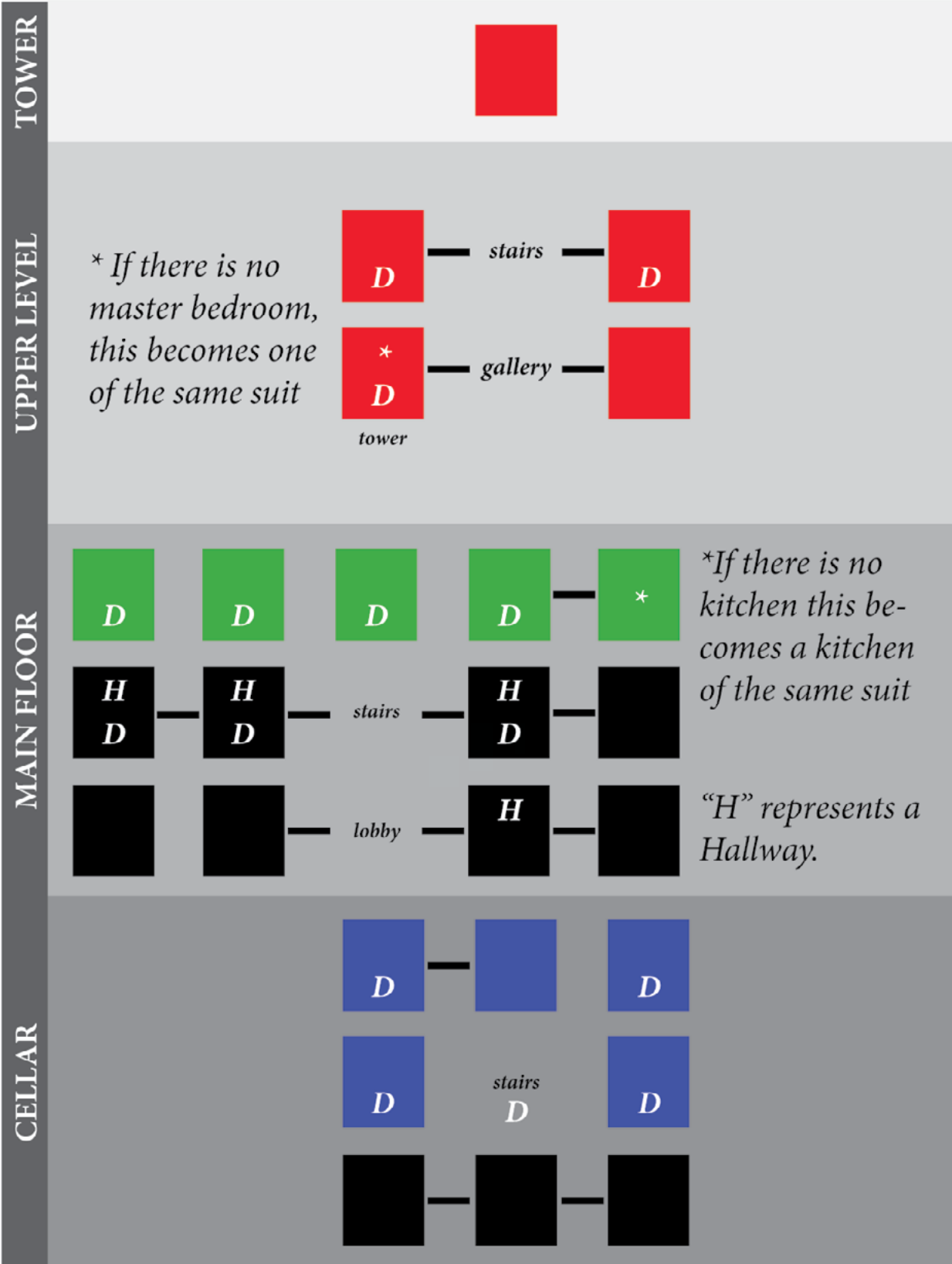
While NGR has a fairly robust system for both terror, hauntings, and demonic possession. OSR games don't have nearly as gameable of mechanics, it tends to be an all or nothing roll. So here is my quick and dirty mechanic. When players suffer a supernatural haunting they make a saving throw. On a failure they accrued an oppression point. Each oppression point is a -1 to further haunting saving throws and any eventual possession saving throw. Truly powerful haunting events may cause multiple Oppression Points to be scored. Note this doesn't mean fear, it can also mean anger, frustration, greed, or any other strong emotion that erodes as a character's logical and cool demeanour.

ALTERNATE HOUSE LAYOUT





default house layout



alternate house layout
