

# TIPS ON USING THE LOCATION CATALOGUE

- This collection of forms is intended for use with "A Ghastly Companion to Castles, Mansions, & Estates". It will guide you in your creative process, while creating an organized record that can be later be referenced during actual game play. It can also be used to spontaneously create a location as you play, providing both ready-made descriptive phrases, and a means to record the characteristics of the place as they are determined.
- The associated random table (or tables) from the "Building Your Grand House" chapter of "A Ghastly Companion to Castles, Mansions, & Estates" is indicated in parentheses before most fields. In some cases, a relevant Appendix of the book is indicated instead.
- Remember, you **don't need to fill out every line** of every field. Just record what you think is going to be important during a Game Session or brings you pleasure to imagine.
- Rather than fill out the fields strictly in sequence, you may find it much more creatively stimulating to skip around, following your inspiration and inclinations.
- Sufficient margins have been left so you can place physical copies of the pages in a **ring binder**, whether you print the pages single or double-sided. Bind the sheets in whatever order seems most useful to you, and rearrange them as needed.
- Use a regular **Ghastly Affair Non-Player Character Record** (or the Character Sheet from your chosen game system) to fully define **important NPCs** but for most others, the various character Rosters found in this Catalogue will usually be sufficient.
- If you are going to fill out the forms electronically (instead of printing them, and filling them out by hand), begin by creating a new folder on your computer, using the name of your fictional house. Use "Save As" to save this PDF with a new file-name corresponding to that of the house, and put the file you create in the similarly-named folder.
- When you use the fill-out forms, keep your copy of "A Ghastly Companion to Castles, Mansions, & Estates" open at the same time in another tab of your PDF reader program. This makes it easy to transfer the information from the random generation tables into the relevant fields of the Location Catalogue.
- Whenever you want to define an individual **interior room** in complete detail, use a copy of the "Ghastly Affair Location Catalogue Interior Room". If you are filling out the forms electronically, rename the file and place it in the same folder as the main Location Catalogue. Save a separate, re-named copy of the PDF for every room that you want to completely define.
- If you want to define the individual sections of the house's **Parkland** in detail, use a separate copy of the "Ghastly Affair Location Catalogue Garden Features" for each one. If you are filling out the forms electronically, make sure you put the renamed copies in the same folder as the other Location Catalogues for the house.
- If you fill out the forms by hand, I suggest using **pencil** rather than pen. This will allow you to more easily and neatly make any desired alterations.
- Always exercise your own **discretion and judgment** when filling out the fields and creating your castle. Ignore the result of the random tables whenever they don't fit your overall vision for the place but remember that trying to make sense of apparently incongruous things can often open up unexpected creative avenues. Watch for the story that emerges from the random results. Recognize and develop it. Adjust all the characteristics of the house and inhabitants as necessary.

House Name:
REASON the Player Characters are at the house:
THE MOST NOTABLE FEATURE(S) OF THE ESTATE
THE MOST NOTABLE FEATORE(S) OF THE ESTATE
• (Table 1a) The place is <b>best known for</b> its
• (Tables IC – IW) Regarding the most notable feature:
APPROACHING THE GROUNDS
211 1 ROZIGIIII VO 111E OROGIVES
• The estate is <b>located</b>
/m 11
• (Table 2a) As you travel across the greater estate, you notice
• (Table 2b) The most important <b>produce of the greater estate</b> appears to be
• (Table a) The parkland surrounding the edifica is enclosed by
• (Table 3) The parkland surrounding the edifice is <b>enclosed</b> by
• (Table 4) The height of the enclosing wall is
• (Table 6a) The <b>main gate</b> into the parkland is a
• (Table 7) The enclosed area covers approximately
• (Table 9) From the Main Gate, the house is located
• (Table 10) The path from the parkland gate to the main building is
(AMOUNT AND PROBLEM SALE PROGRAMME GROUP TO THE HIGHI DURINGING IS
and is flanked by
·

THE EXTERIOR - ESSENTIAL INFORMA	ATION
/Table ab The seals of the house is here described as	
• (Table 11b) The <b>style of the house</b> is best described as • (Table 17b) The <b>overall plan</b> of the house is	
(Table 1/0) The Overall plan of the nouse is	
/m 11 a) ml · 1.1 C.1 C · 1 ·	D 0
• (Table 18) The width of the facade is • (Table 19) The exterior walls are	Rooms per floor:
• (Table 20) The height of the structure is	
(Table 20) The neight of the structure is	
• (Table 21) The height of a story is	
• (Table 23) The <b>roof</b> atop the house is	
with dormer windows • (Table 25) The servants are primarily quartered in	
(Table 25) The servants are primarily quartered in	
THE EXTERIOR – IN MORE DETAIL	
• (Table 27) A distinctive feature of the house's architecture is / are the	e
/Table 20 The countries of the house fortune	
• (Table 28) The <b>courtyard</b> in front of the house features	
• (Table 30) The <b>roof is covered</b> in	
FOR A HOUSE WITH AN <b>ELEVATED ENTRANCE</b> :	
• (Table 31a) The <b>front stairs</b> are	
FOR A HOUSE WITH A <b>GROUND FLOOR ENTRANCE</b> :	
• (Table 31b) The portico (or porte-cochère) is	
A /Table as The second communication Grows the main block in abole	_
• (Table 32) The avant-corps <b>projecting from the main block</b> include a	a
/Table at The main autoria - 1	
• (Table 33) The main entrance door is and is	
and 19	

THE RESIDENTS – ESSENTIAL INFORMATION				
• Family surname:				
• (Appendix I) <b>Titles</b> possessed by the family:				
• (Table 34) The <b>household</b> consists of a				
with and				
along with • (Table 35) The family money				
• (Table 36) Regarding the number of servants, the house and grounds are				
Female House Servants:				
Male House Servants:				
Male House Servants:				
Grounds Servants:				
Retainers:				
Actanicis.				
THE RESIDENTS – IN MORE DETAIL				
THE RESIDENTS - IN MORE DETAIL				
• (Table 37) The most striking thing about the servants in general is				
/Table 20) The Consilude consequence				
• (Table 38) The family keeps as <b>pets</b>				
• (Table 39) For some curious reason				

House Name:

# ROSTER OF FAMILY MEMBERS AND FEMALE HOUSE SERVANTS

### → FAMILY MEMBERS S

Name	Relation	(Appendix M) Most Memorable Characteristic	Class & Level

## →§ FEMALE HOUSE SERVANTS S •

Name	Position	(Appendix M) Most Memorable Characteristic	Class & Level

# ROSTER OF MALE HOUSE SERVANTS AND GROUNDS SERVANTS

### ◆§ MALE HOUSE SERVANTS §◆

Name	Position	(Appendix M) Most Memorable Characteristic	Class & Level

### → GROUNDS SERVANTS S •

Name	Position	(Appendix M) Most Memorable Characteristic	Class & Level

Name

# ROSTER OF THE RETAINERS

Position

## →§ RETAINERS S

(Appendix M) Most Memorable Characteristic Class & Level

HE RESIDENTS — Table 40) The lord and lady of the l	IN COMP		
	IN COMP		
able 40) The lord and lady of	II V GOINII	LETE DETAIL	
able 40) The lord and lady of			
	the house are		
Table 41) Liveried servants wear	an <b>outfit</b> that is	with piping and edging in	
Table 42) The house is <b>infested</b>	with		
Table 43) The family tries to hic	de the fact that		

House Name:

# THE TWISTED FAMILY HISTORY (PART I)

• (Appendix J) The family's history goes back

### FROM RECENT TIMES TO THE REMOTE PAST...

• The family history <b>records</b> that
actually
and was
• The family history <b>records</b> that
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and was
• The family history <b>records</b> that
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• The family history <b>records</b> that
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and was

# THE TWISTED FAMILY HISTORY (PART II)

## CONTINUING THE STORY, FROM RECENT TIMES TO THE REMOTE PAST...

• (Appendix J) The family history <b>records</b> that
actually
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• The family history <b>records</b> that
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and was
• The family history <b>records</b> that
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and was
• The family history <b>records</b> that
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• The family history <b>records</b> that
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and was
with the

### RELATIONSHIPS IN THE HOUSEHOLD

(Appendix K)

### LOVES, HATES, AND CONSEQUENCES

• Family Member:

(S)he is desperately in LOVE with

(S)he **HATES** and would destroy

To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their hatred by making an attempt at

• Family Member:

(S)he is desperately in **LOVE** with

(S)he **HATES** and would destroy

To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their hatred by making an attempt at

• Family Member:

(S)he is desperately in **LOVE** with

(S)he **HATES** and would destroy

To deal with their their illicit **desires**, the character will **attempt** to

The character will deal with the object of their hatred by making an attempt at

• Family Member:

(S)he is desperately in **LOVE** with

(S)he **HATES** and would destroy

To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their hatred by making an attempt at

• Family Member:

(S)he is desperately in **LOVE** with

(S)he **HATES** and would destroy

To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their hatred by making an attempt at

• Family Member:

(S)he is desperately in **LOVE** with

(S)he **HATES** and would destroy

To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their hatred by making an attempt at

House Name:

# ROOMS OF THE GROUND FLOOR - ESSENTIAL INFORMATION

See Table 18 to determine number of rooms.

There will always be a Grand Staircase, Drawing Room, Dining Room, and Ballroom (or Salon).

	11110 11111 11111 11111 11111 11111 11111 1111		
• (Ta	ble 44b) The <b>first room</b> you en	ter is	
• (Ta	ble 45c) The house's <b>grand stair</b>	case is located	
	<del></del>	and is	
Map #	(Table 46) <b>Room</b> :	(Table 51) The most remarkable feature of this room is /are	

#	(1 aoic 40) <b>Room</b> .	(Table 31) The most remarkable reactive of this footh is 7 are

### ROOMS OF THE GROUND FLOOR - IN MORE DETAIL

Aside from any remarkable features...

in the section, wing cane	In the <b>section / wing</b> calle	20
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• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the section /wing called

• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The ceilings are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

# ROOMS OF THE SECOND STORY – ESSENTIAL INFORMATION

See Table 18 to determine number of rooms. Half of all rooms on upper stories are Bedrooms.

Map #	(Table 47) <b>Room</b> :	(Table 51) The most remarkable feature of this room is /are

### ROOMS OF THE SECOND STORY - IN MORE DETAIL

Aside from any remarkable features...

### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the section / wing called

• (Table 53b) The **walls** are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58a) **Light** enters through
- (Table 59) The curtains on the windows are
- (Table 60) The ceilings are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

# ROOMS OF THE THIRD STORY – ESSENTIAL INFORMATION

See Table 18 to determine number of rooms. Half of all rooms on upper stories are Bedrooms.

Map #	(Table 47) <b>Room</b> :	(Table 51) The most remarkable feature of this room is /are

# ROOMS OF THE THIRD STORY - IN MORE DETAIL

Aside from any remarkable features...

### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the section / wing called

• (Table 53b) The **walls** are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58a) **Light** enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

# ROOMS OF THE FOURTH STORY – ESSENTIAL INFORMATION

See Table 18 to determine number of rooms. Half of all rooms on upper stories are Bedrooms.

Map #	(Table 47) <b>Room</b> :	(Table 51) The most remarkable feature of this room is /are

## ROOMS OF THE FOURTH STORY - IN MORE DETAIL

Aside from any remarkable features...

### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the section / wing called

• (Table 53b) The **walls** are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58a) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58a) **Light** enters through
- (Table 59) The curtains on the windows are
- (Table 60) The ceilings are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

# ROOMS OF THE BASEMENT – ESSENTIAL INFORMATION

See Table 18 to determine number of rooms.

If there is no Kitchen here, or on the Ground Floor, it is in a separate outbuilding.

Map #	(Table 48 or 50) <b>Room</b> :	(Table 51) The most remarkable feature of this room is /are

### ROOMS OF THE BASEMENT - IN MORE DETAIL

Aside from any remarkable features...

### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58b) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the section / wing called

• (Table 53b) The **walls** are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58b) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58b) **Light** enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

# ROOMS OF THE ATTIC – ESSENTIAL INFORMATION

See Table 18 and Table 23 to determine number of rooms.

Map #	(Table 49 or 50) <b>Room</b> :	(Table 51) The most remarkable feature of this room is /are

### ROOMS OF THE ATTIC - IN MORE DETAIL

Aside from any remarkable features...

### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58c) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the section / wing called

• (Table 53b) The **walls** are

(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

- (Table 56) The doors are
- (Table 58c) Light enters through
- (Table 59) The curtains on the windows are
- (Table 60) The **ceilings** are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

#### In the **section / wing** called

• (Table 53b) The walls are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

- (Table 56) The **doors** are
- (Table 58c) **Light** enters through
- (Table 59) The curtains on the windows are
- (Table 60) The ceilings are
- (Table 61) The **floors** are
- (Table 62) The rooms are warmed by
- (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue - Interior Room.

Number of stalls in Stable: (1/2 # of rooms in house)

## THE PARKLAND AND GARDENS - ESSENTIAL INFORMATION

• (Table 79) The place's main water supply comes from	
• (Table 80) The <b>stables</b> are a	
and the carriage house	

(Table 81a, + Tables 82 – 94)

## SCHEMATIC MAP OF THE PARKLAND AREAS

Carriage capacity (1/4 # of stalls)

First, place the house. Use CAPITAL LETTERS to indicate area types. Use lower case for major features within an area.

To define a particular Parkland area in more detail, use the Ghastly Affair Location Catalogue – Garden Features.

# HORSES AND CARRIAGES

### **FAVORITE HORSES**

• The horse named	is <b>owned</b> /preferred by
Its coloration is	and its sex is
Another characteristic of this horse is	
• The horse named	is <b>owned</b> /preferred by
Its coloration is	and its sex is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its sex is
Another characteristic of this horse is	
• The horse named	is <b>owned</b> /preferred by
Its coloration is	and its sex is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its sex is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its sex is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	
• The horse named	is <b>owned/</b> preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	
• The horse <b>named</b>	is <b>owned</b> /preferred by
Its coloration is	and its <b>sex</b> is
Another characteristic of this horse is	

(See "Notes on Carriages" in Appendix A)

CARRIAGES OWNED BY THE FAMILY AND RETAINERS

# ANIMALS OF THE PARKLAND AND GARDENS

	(Table 95	The at	nimale	livino	in t	he na	hand	include	
•	( 1 able 95	) I He au	umais	פווואווו	ш	ine pai	KIAHU	miciuae	•••

a	that is
a	that is

## • (Table 96) The estate is especially **plagued by**

## • (Table 97) In the **menagerie** there is

House Name:

CURREN	NT HAPPENINGS – ESSENTIAL INFORMATION	
(Table 98)The	e house is preparing for the <b>upcoming</b>	
(		
/m 11 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		
(Table 99) But	t, nobody expects it when	
(Table 100) A	nd meanwhile, the <b>servants must contend with</b> the fact that	

# DAILY SCHEDULE OF EVENTS (DAYS 1 – 2)

Day:	Month:	Year:	
• (Table 101a) Breakfast is served	<u>1</u>		
The after-breakfast activity is			
-,			
• (Table 101b) Luncheon is serve	<u>ed</u>		
and after luncheon there is			
/			
• (Table 101c) <b>Dinner</b> is served	<u> </u>		
After dinner, and coffee (or tea	) in a drawing room, there is		
/m 11 1\ a			
• (Table 101d) <b>Supper</b> is served			
After supper, adult guests are ex	spected to		
_			
Day:	Month:	Year:	
(T.11 ) D 1. C	1		
• (Table 101a) Breakfast is served	1		
The after-breakfast activity is			
/m 11 1 <b>T</b> 1	1		
• (Table 101b) Luncheon is serve	ea		
and after luncheon there is			
/m11 \ <b>D</b> :			
• (Table 101c) <b>Dinner</b> is served	\ . 1 · .1 · .1		
After dinner, and coffee (or tea	) in a drawing room, there is		
· /¬-1-11 C1			
• (Table 101d) Supper is served	. 1.		
After supper, adult guests are ex	spected to		
NOTE:			
• NOTES:			

# DAILY SCHEDULE OF EVENTS (DAYS 3 - 4)

Day:	Month:	Year:	
• (Table 101a) <b>Breakfast</b> is served			
The <b>after-breakfast</b> activity is			
• (Table 101b) <b>Luncheon</b> is served			
and after luncheon there is			
• (Table 101c) <b>Dinner</b> is served			
After dinner, and coffee (or tea) in a	a drawing room, there is		
	-		
• (Table 101d) <b>Supper</b> is served			-
After supper, adult guests are expect	ed to		
Day:	Month:	Year:	
• (Table 101a) <b>Breakfast</b> is served			
The after-breakfast activity is			
•			
• (Table 101b) Luncheon is served			
and after luncheon there is			
• (Table 101c) <b>Dinner</b> is served			
After dinner, and coffee (or tea) in a	a drawing room, there is		
, , , ,	,		
• (Table 101d) <b>Supper</b> is served			
After supper, adult guests are expect	red to		
• NOTES:			

# DAILY SCHEDULE OF EVENTS (DAYS 5 - 6)

Day:	Month:	Year:	
• (Table 101a) <b>Breakfast</b> is serve	d		
The after-breakfast activity is			
• (Table 101b) <b>Luncheon</b> is serv	ed		
and after luncheon there is			
• (Table 101c) <b>Dinner</b> is served	<del></del>		
After dinner, and coffee (or tea	i) in a drawing room, there is		
/res 1.1 1) a			
• (Table 101d) <b>Supper</b> is served			
After supper, adult guests are es	xpected to		
Day:	Month:	Year:	
Day.	WOILLI.	Icai.	
• (Table 101a) Breakfast is serve	d		
The after-breakfast activity is			
-			
• (Table 101b) <b>Luncheon</b> is serv	ed		
and after luncheon there is			
• (Table 1010) <b>Dinner</b> is served			
After dinner, and coffee (or tea	a) in a drawing room, there is		
• (Table 101d) <b>Supper</b> is served			
After supper, adult guests are ex	xpected to		
• NOTES:			

# DAILY SCHEDULE OF EVENTS (DAYS 7 - 8)

Day:	Month:	Year:	
• (Table 101a) <b>Breakfast</b> is serve	d		
The after-breakfast activity is			
• (Table 101b) <b>Luncheon</b> is serv	ed		
and after luncheon there is			
• (Table 101c) <b>Dinner</b> is served	<del></del>		
After dinner, and coffee (or tea	i) in a drawing room, there is		
/res 1.1 1) a			
• (Table 101d) <b>Supper</b> is served			
After supper, adult guests are es	xpected to		
Day:	Month:	Year:	
Day.	WOILLI.	Icai.	
• (Table 101a) Breakfast is serve	d		
The after-breakfast activity is	<del></del>		
-			
• (Table 101b) <b>Luncheon</b> is serv	ed		
and after luncheon there is			
• (Table 1010) <b>Dinner</b> is served			
After dinner, and coffee (or tea	a) in a drawing room, there is		
• (Table 101d) <b>Supper</b> is served			
After supper, adult guests are ex	xpected to		
• NOTES:			

# SUPERNATURAL OCCURRENCES IN THE HOUSE

(Appendix N)

## THE DESIRES OF A RESTLESS HOUSE

• The House wants			
The House <b>communicates</b> its desires	s through		
The frouse communicates its desires	stinough		
If the House's desires are repeatedly t	thwarted or defied		
The <b>Heart of the House</b> is			
The House can be <b>lulled</b> to sleep			
	(Appendix O)		
SPFC	CTRAL ACTIVITY IN A HAUNTED HOUSE		
0.20			
• This ghost is <b>seen</b> in the	when		
The <b>figure</b> of	wearing		
and carrying	will		
and then			
Sometimes, <b>instead</b> of a person, one	sees a		
that			
Even when it does not show itself, or	one <b>senses</b> the presence of the spirit by		
The spirit will be <b>laid to rest</b> if			
• This ghost is <b>seen</b> in the	when		
The figure of	wearing		
and carrying	will		
and then			
Sometimes, instead of a person, one	sees a		
that			
	one <b>senses</b> the presence of the spirit by		
,			
The spirit will be <b>laid to rest</b> if			
•			
• This ghost is <b>seen</b> in the	when		
The figure of	wearing		
and carrying	will		
and then			
Sometimes, instead of a person, one	sees a		
that			
Even when it does not show itself, one senses the presence of the spirit by			
The spirit will be <b>laid to rest</b> if			

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