

Haunted Treehouse

Barry E. Pace

<http://creativecommons.org/licenses/by-sa/3.0>

Tucked away in a remote part of the realm is a small farming community. High upon a hill stands a strong old oak which supports an abandoned tree house. The locals stay away from the hill which is often choked with weeds in the warmer months. There are tales of whispers and the giggling of children being heard around the hill. A decade ago a young boy died in the tree house. No one knows exactly what happened but the family was so stricken with grief it moved away. To this day the locals warn travelers that the hill and the old tree house are haunted.

A violent poltergeist haunts the entire location of the tree. While it cannot physically manifest it will cause accidents, throw objects at PCs and animate items to attack them. A good aligned cleric can attempt to turn the poltergeist but that is only a temporary abeyance. The PC's must find the bones of the child which are stuffed into a hollow branch (#4). After a proper burial has been performed the terrible haunting will finally be over.

1. Animated Rope: This aged rope swing is under the control of the poltergeist. As the PC's approach it moves lazily in the light wind. If any PC comes within 5' it will lash out coiling and knotting around their neck. AC: 10, HP: 5, DAM: 1d6/round. Requires a DC20 Strength check to break free.

2. Old Ladder: The worn planks that comprise this ladder are nailed securely to the tree. When a PC has ascended to the top the poltergeist will loosen and eject the nails fastening the boards. This fall will not be from a great height but rather violent. The PC will be sent flying backwards and take 2d6 damage. A DC20 Dexterity check may be made for half damage.

3. Tree House: This dilapidated structure smells of moldy wood and has a heavy presence. The PCs will find inside old toys, a dented lantern and the offal of small animals. At one point the nape on the hair of the PC's necks will rise as they feel they are not alone. The smell of blood will assault their senses as the words "go away" appear splattered on the far wall. If the PC's do not heed this warning several toy wooden swords and maces will animate and attack them. Animated Weapons (4) AC: 12, HP: 20, DAM: 1d8

4. Hollow Branch: If the PC's search the area thoroughly they will find a part of the decayed treehouse wall that exits into a hollow space. Here they will locate the remains of a small child wrapped in rotted blankets. The bones if examined by a cleric or PC trained in healing show severe bludgeoning damage.

5. Grisly Rafter: A continued search by the PC's will eventually locate the murder weapon. Carefully hidden in the small rafters of the structure is an ornate mallet. It appears crafted from obsidian and decorated with small sigils entwined with skulls. Dried blood is caked on one end of the mallet and any PC touching this vicious item feels great unease. Clerics, students of wizardry or religion will recognize this foul tool as a holy symbol of Orcus.

Who murdered this child? Why did no one conduct a complete investigation of his death? Why did his "parents" leave so hastily years ago? Who would be so arrogant as to leave the very murder weapon here for the PC's to find? Is there a curse attached to it? These are all questions you will have to answer Dungeon Master!

