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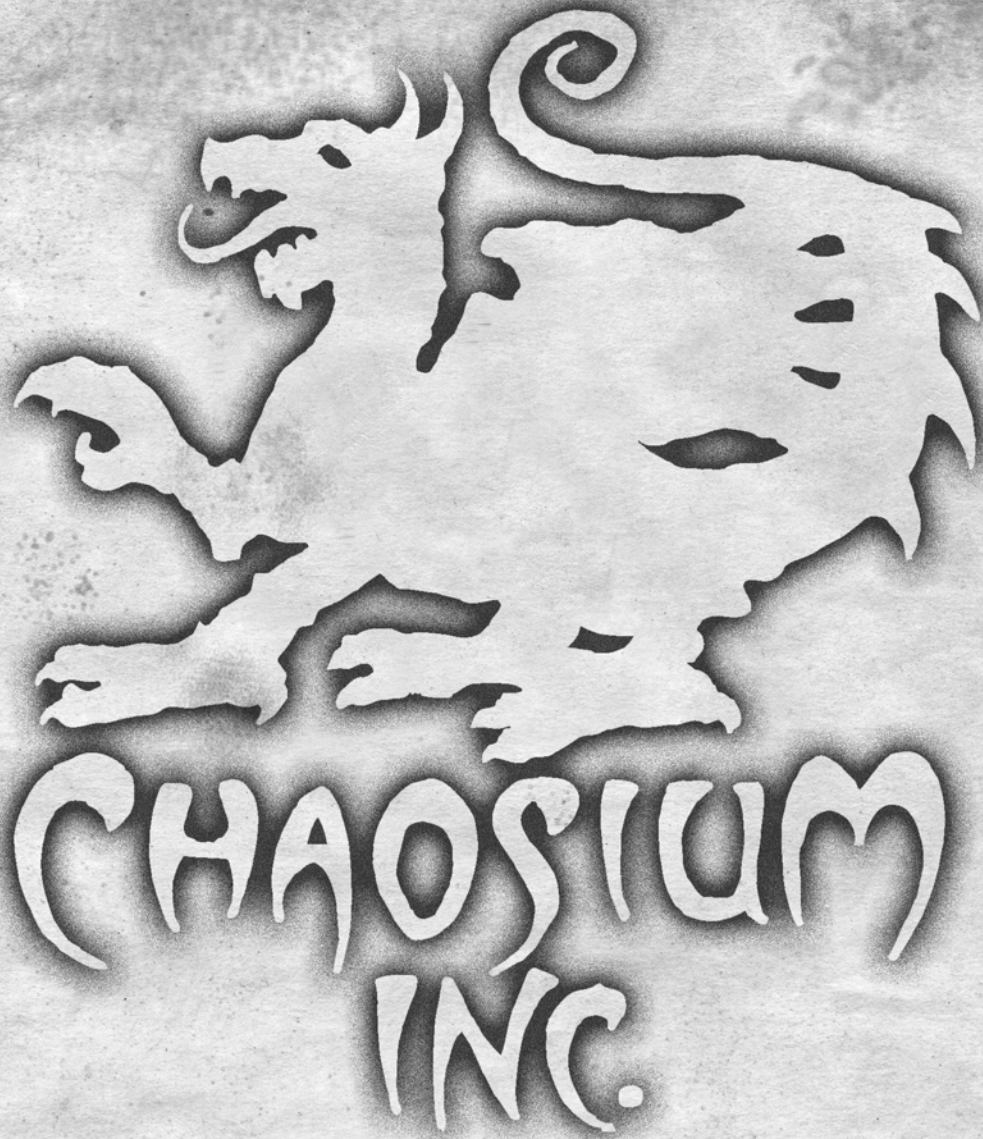


This Old Haunted House, too



Another Collection of 25 (Possibly) Spook-Filled American House Plans from the 18th, 19th, and early 20th Century for use in *Call of Cthulhu* and *Basic Roleplaying*





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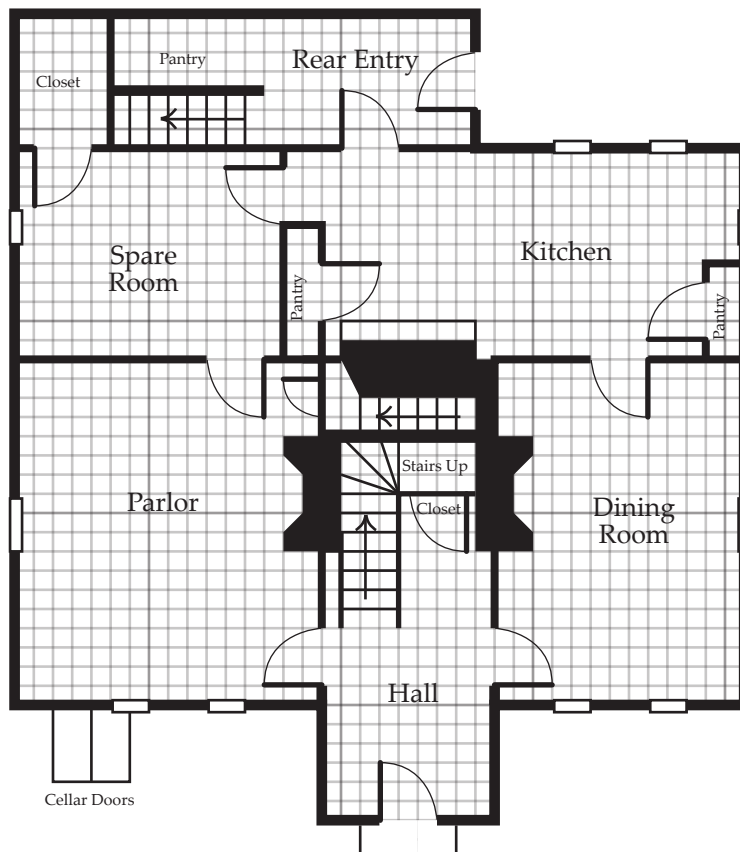
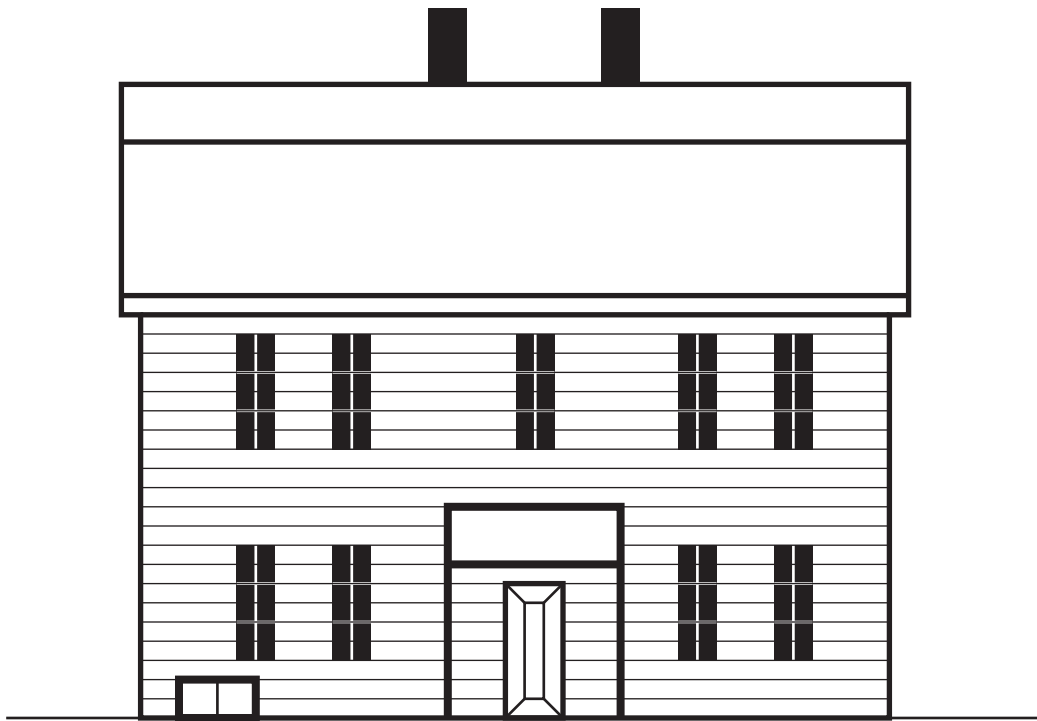
THIS OLD HAUNTED HOUSE, TOO

By R.J. Christensen

Another collection of 25 possibly spook-filled American House plans from the 18th, 19th, and early 20th Century for use in Chaosium's "Call of Cthulhu" and "BRP" game systems, as well as any other historic-based RPGs.

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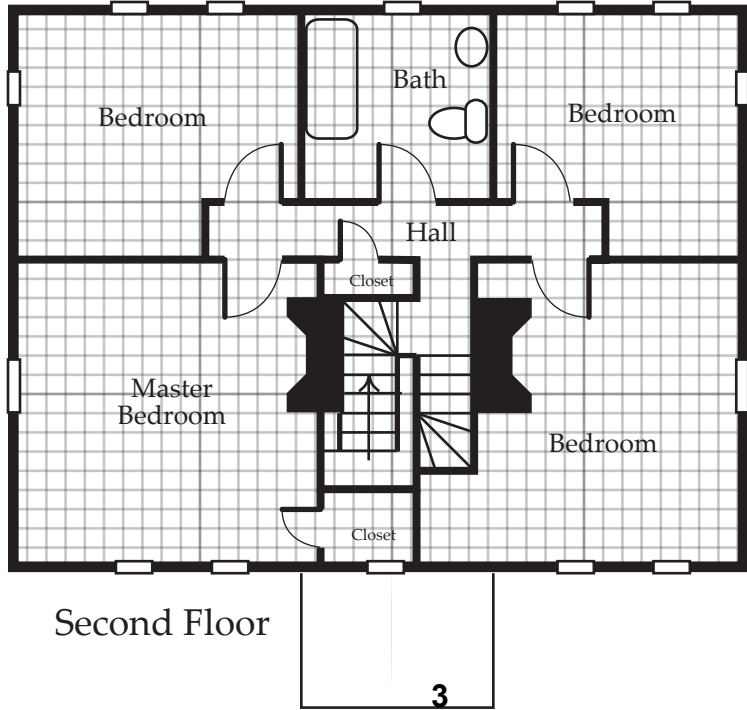
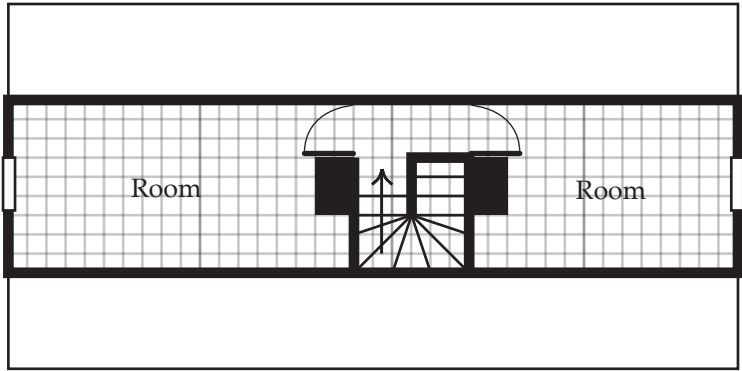
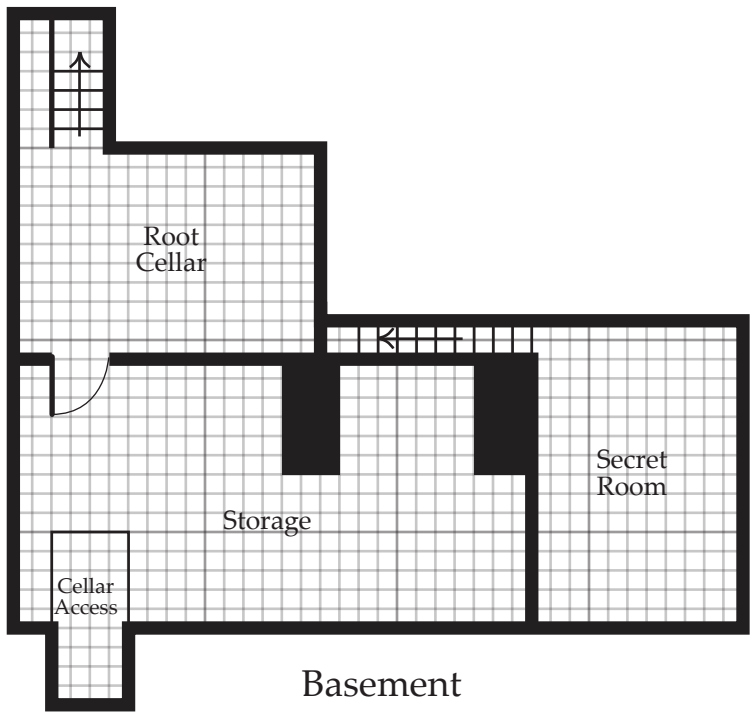
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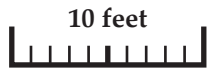
First Floor

**Dutch Colonial
Style House
1650-1800**



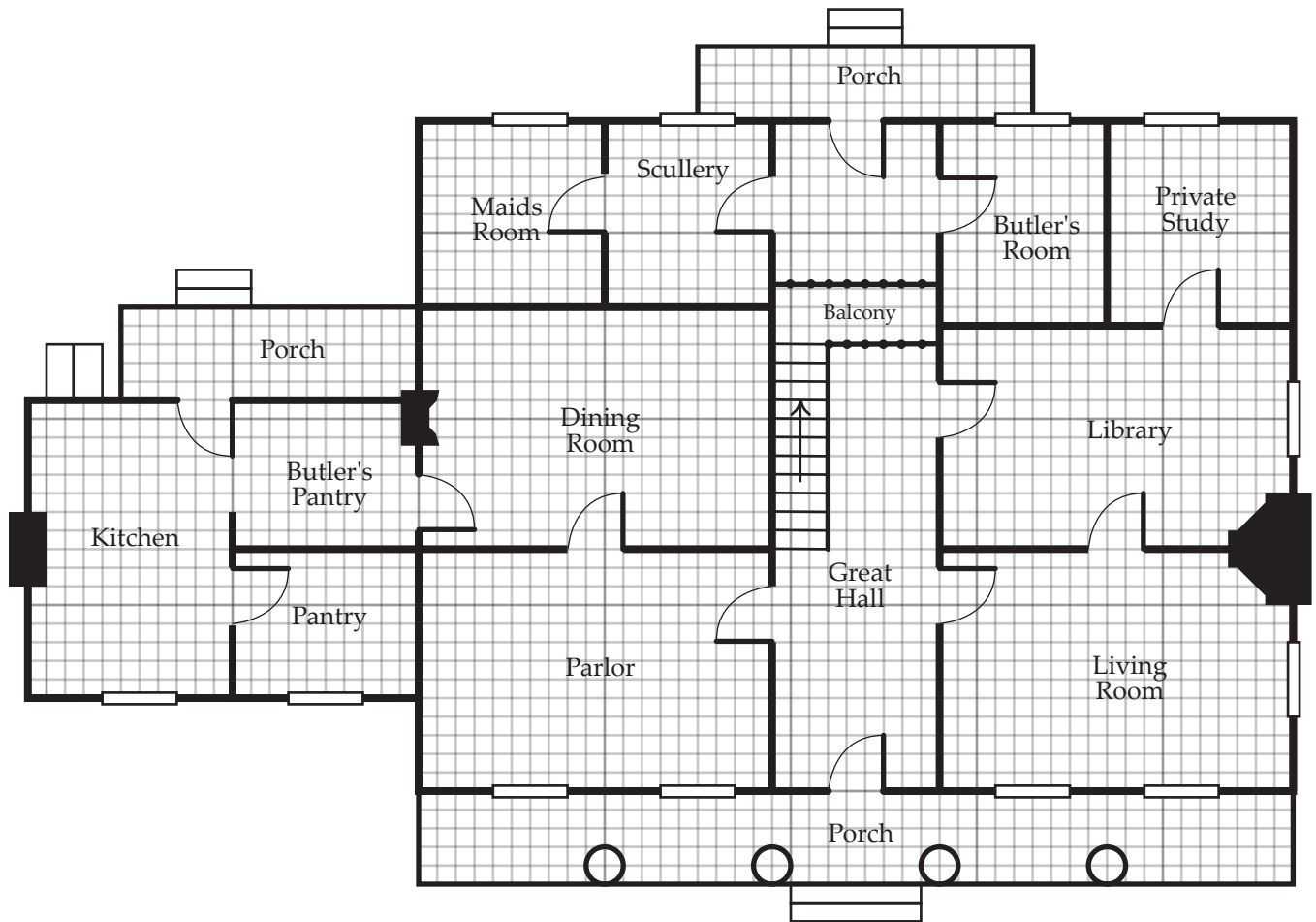


**Dutch Colonial
Style House
1650-1800**





Front

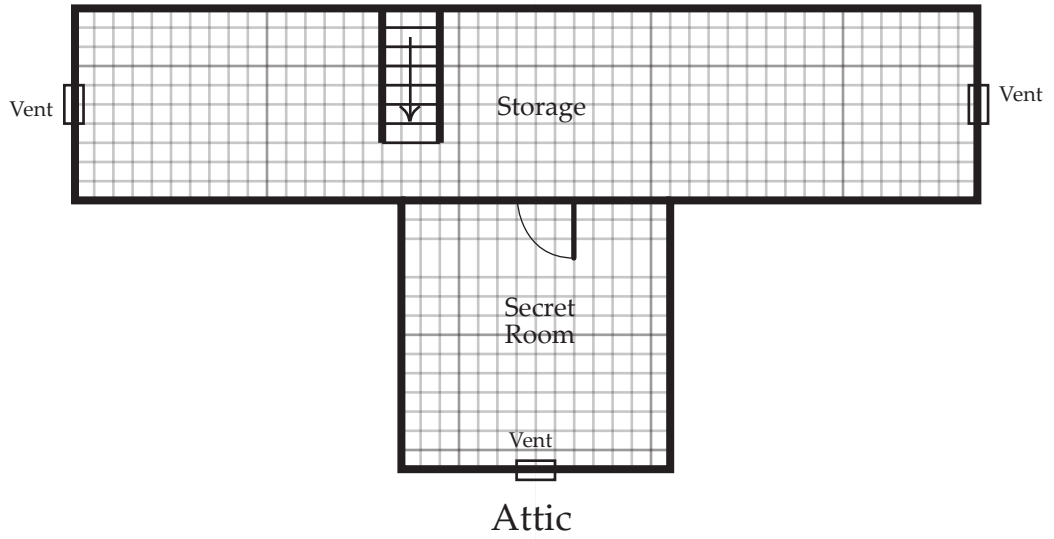


First Floor

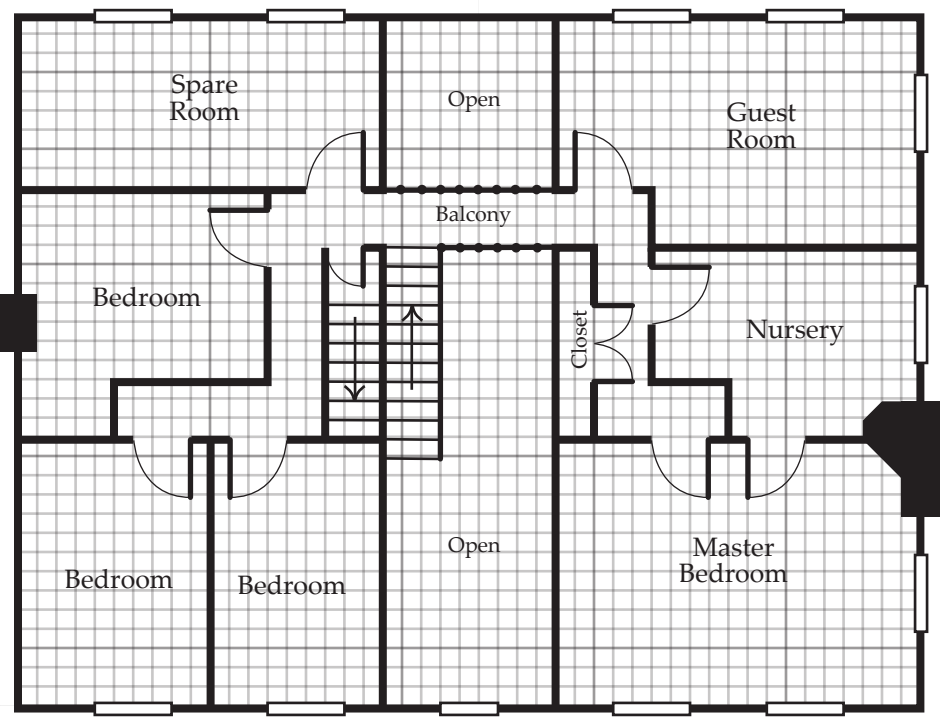
**Neoclassical
Colonial
1780-1825**

10 feet

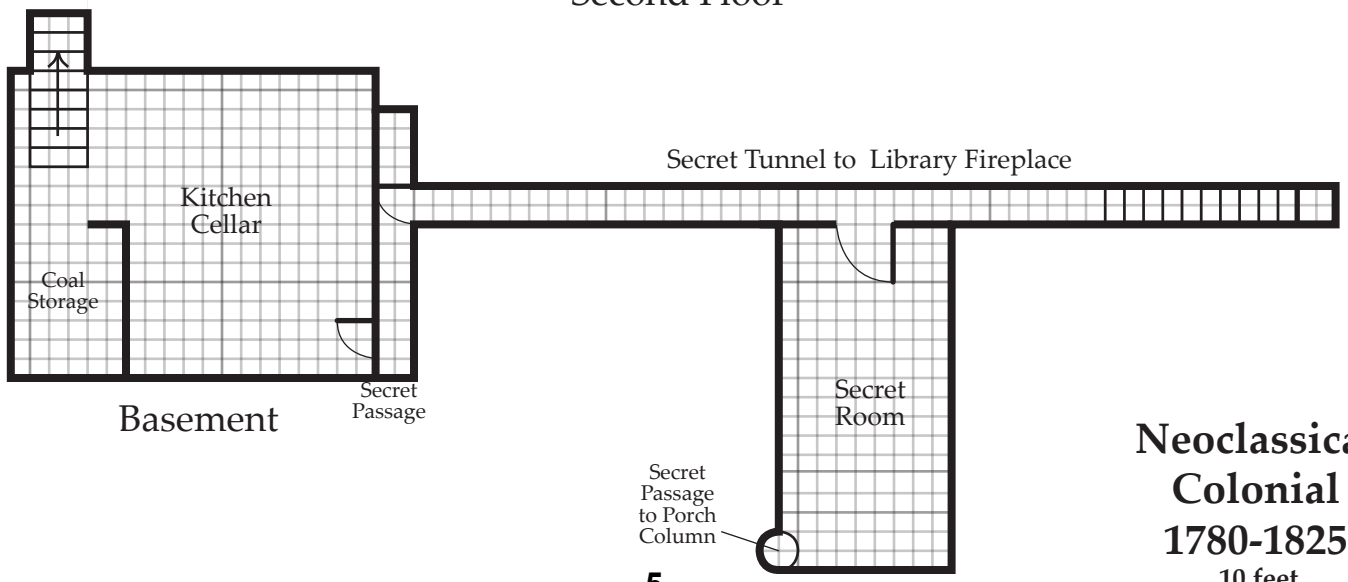




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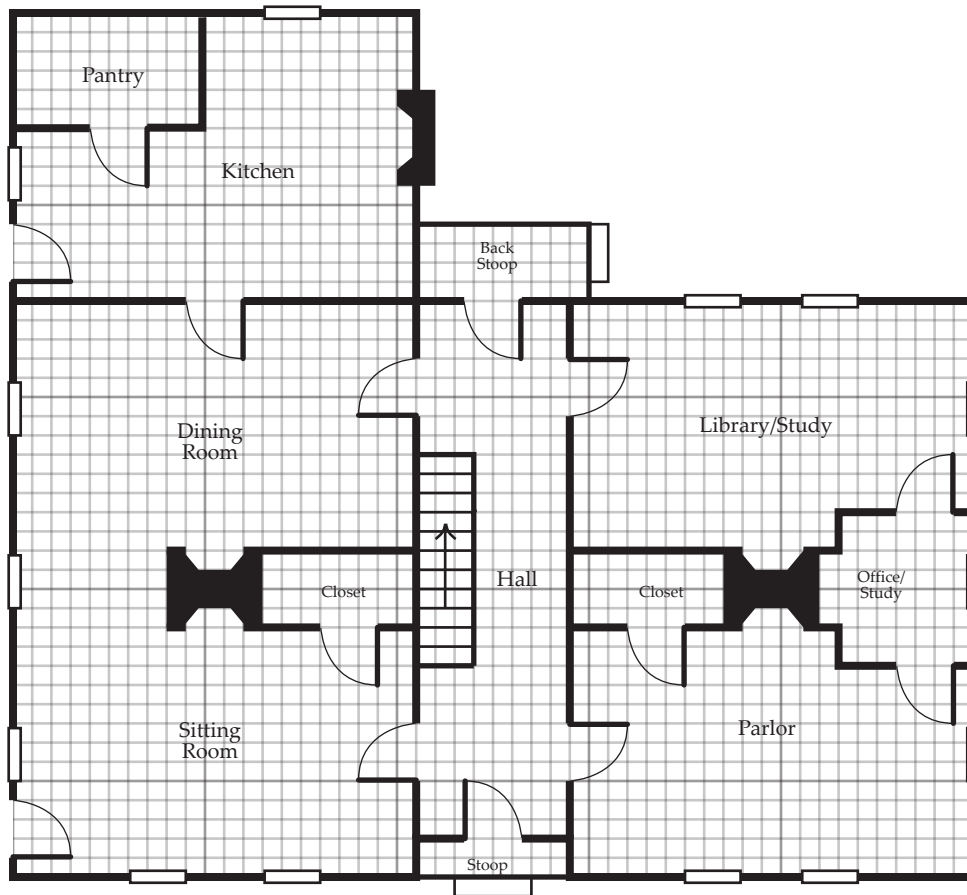


Second Floor



Basement

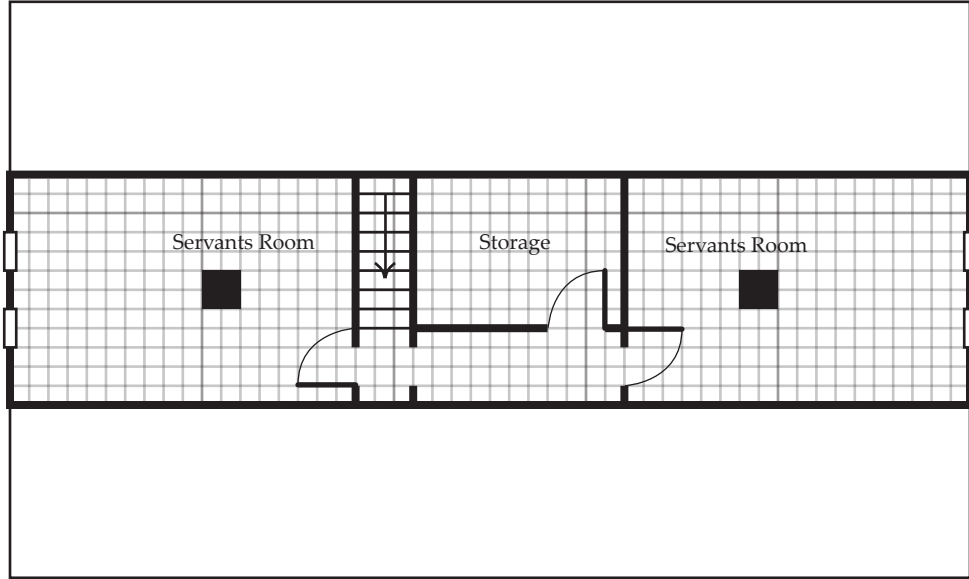
Neoclassical
Colonial
1780-1825
10 feet



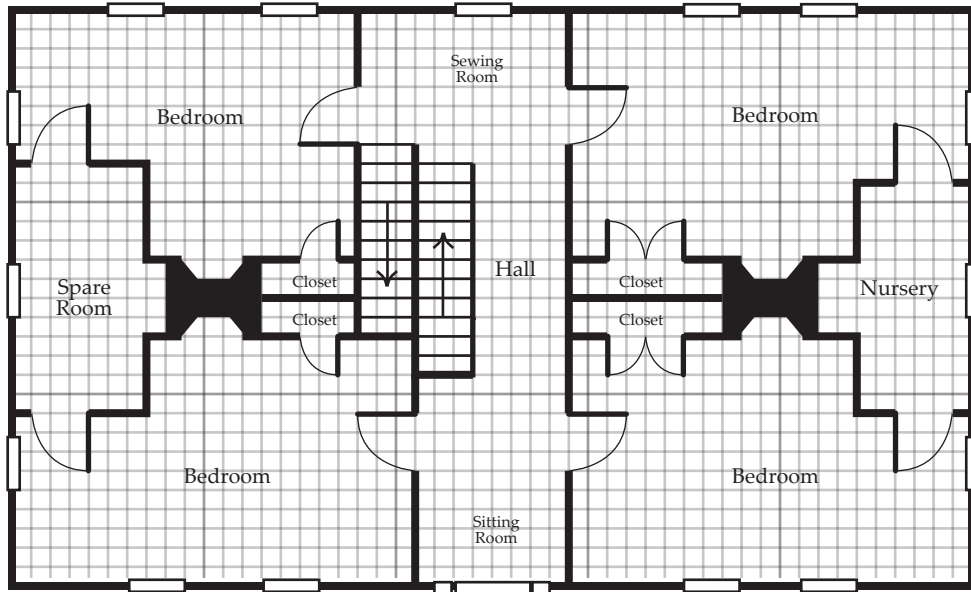
First Floor
6

Federalist
Style House
1790-1840





Attic



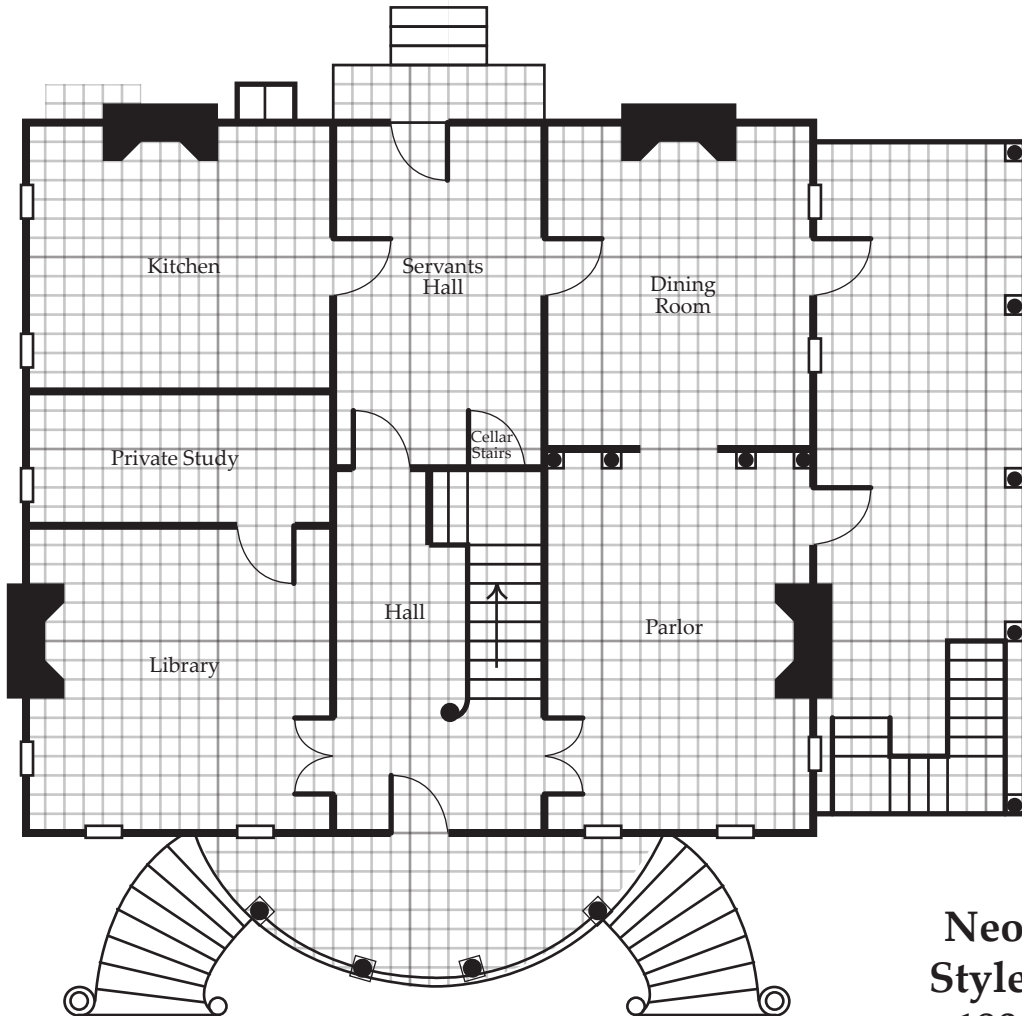
Second Floor

**Federalist
Style House
1790-1840**





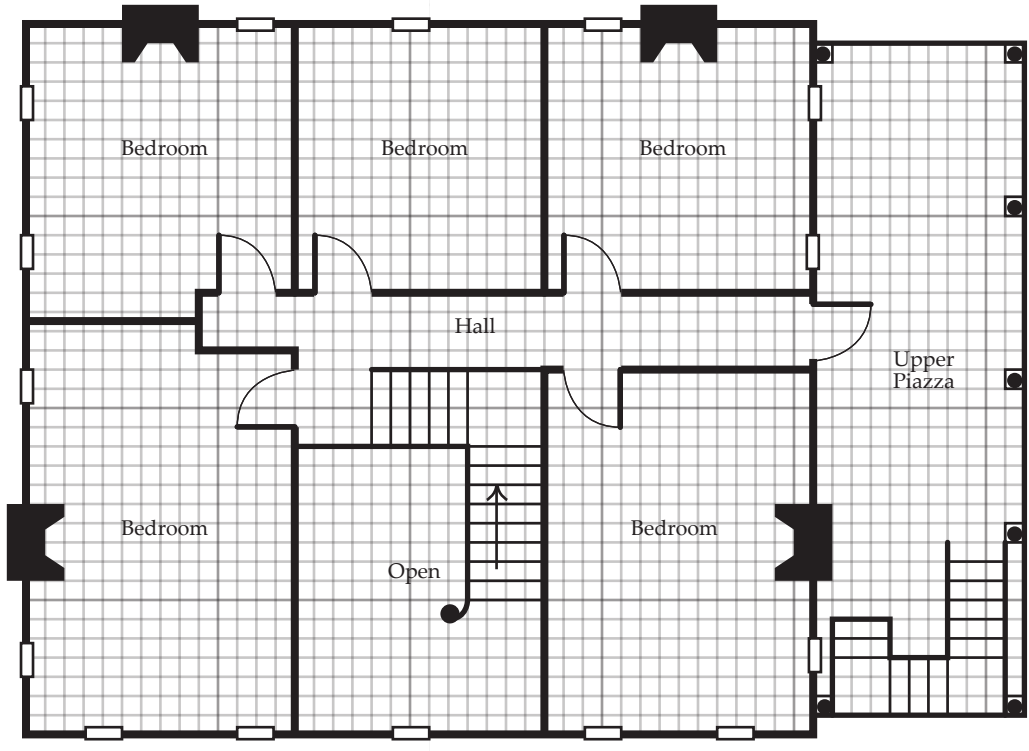
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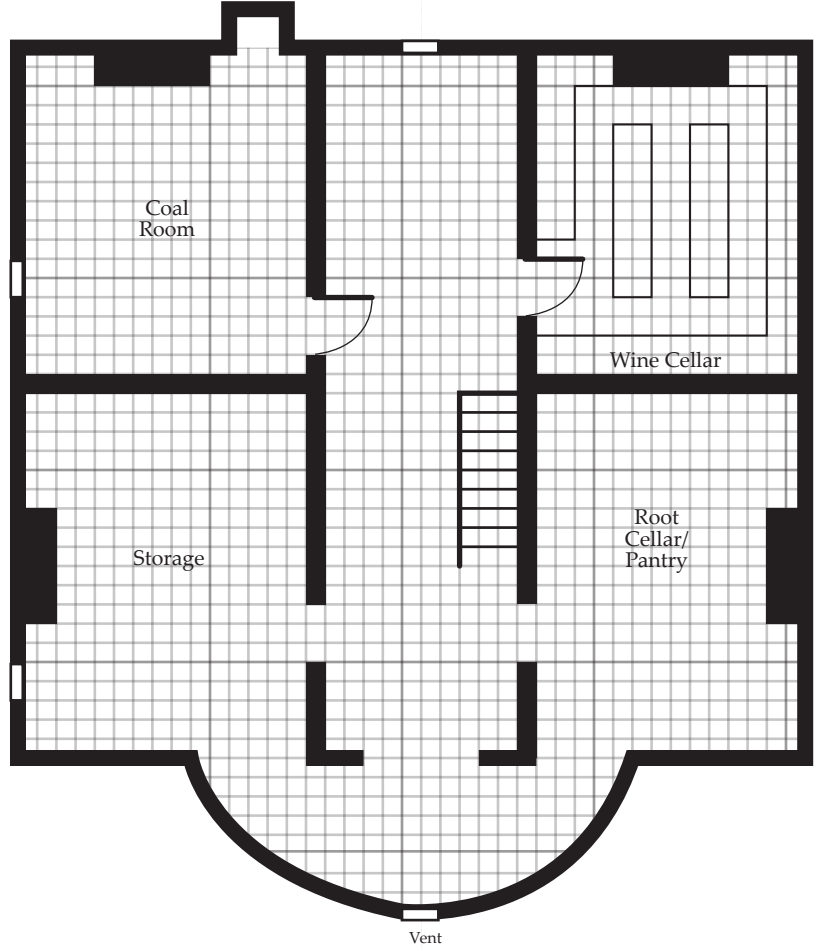
First Floor

**Neoclassic
Style House
1800-1850**





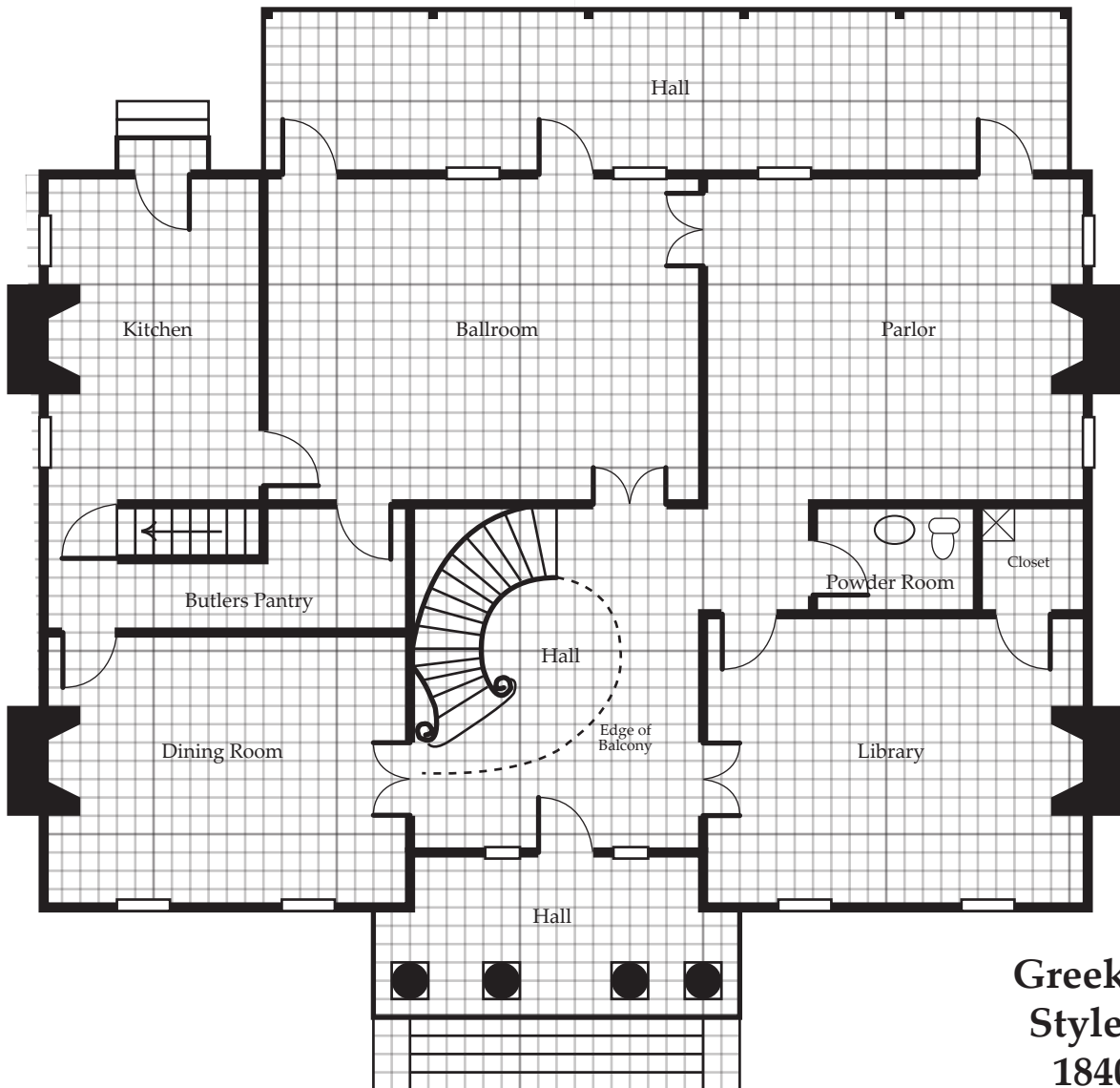
Second Floor



Basement

Neoclassic
Style House
1800-1850

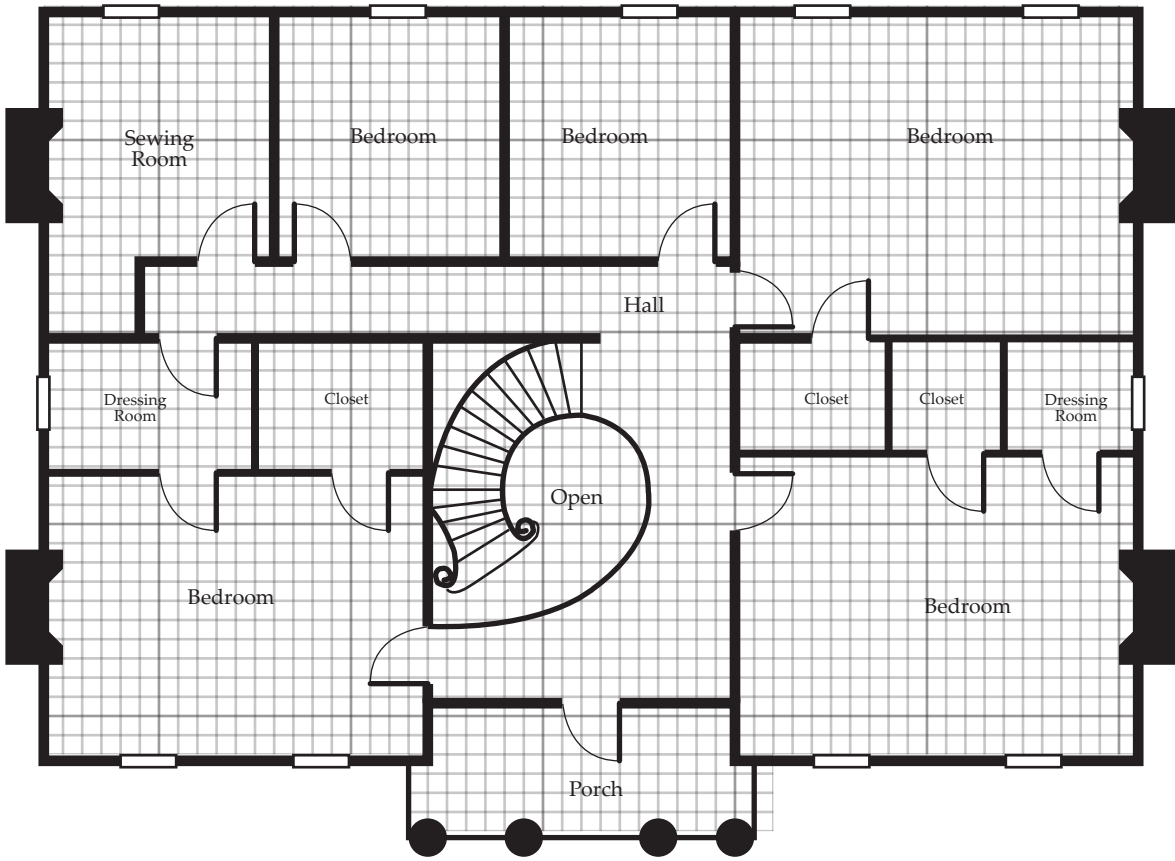




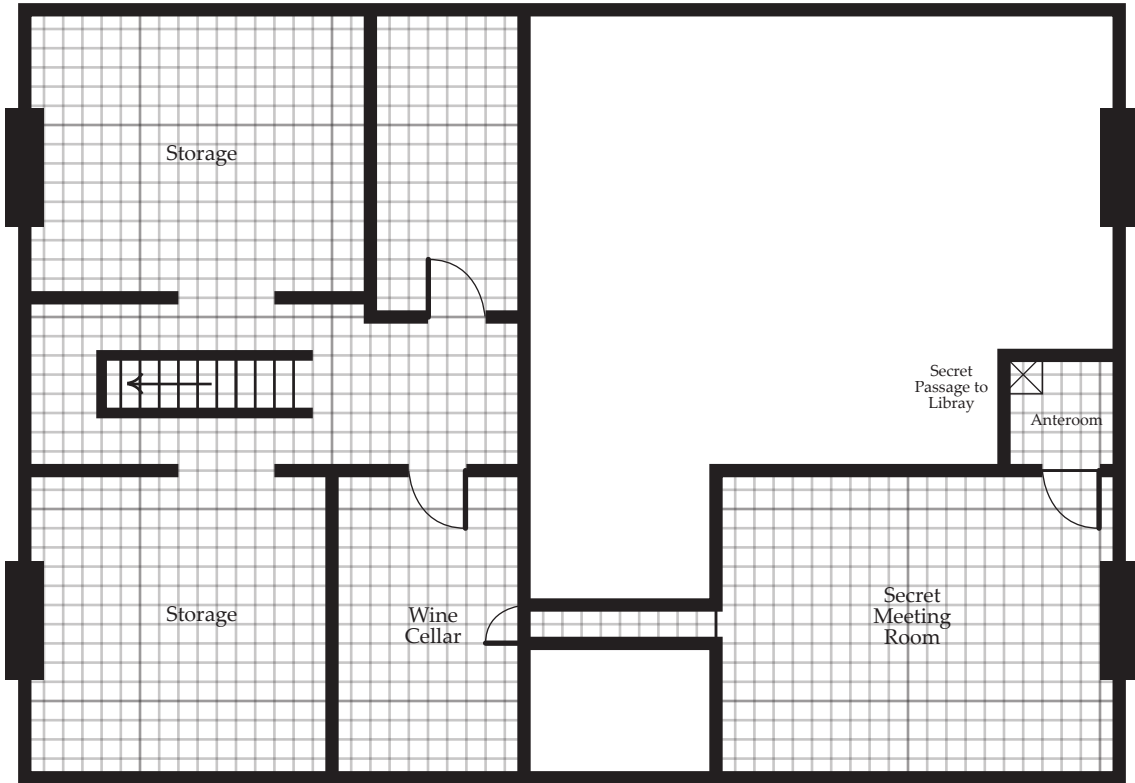
10
First Floor



Greek Revival
Style House
1840-1870



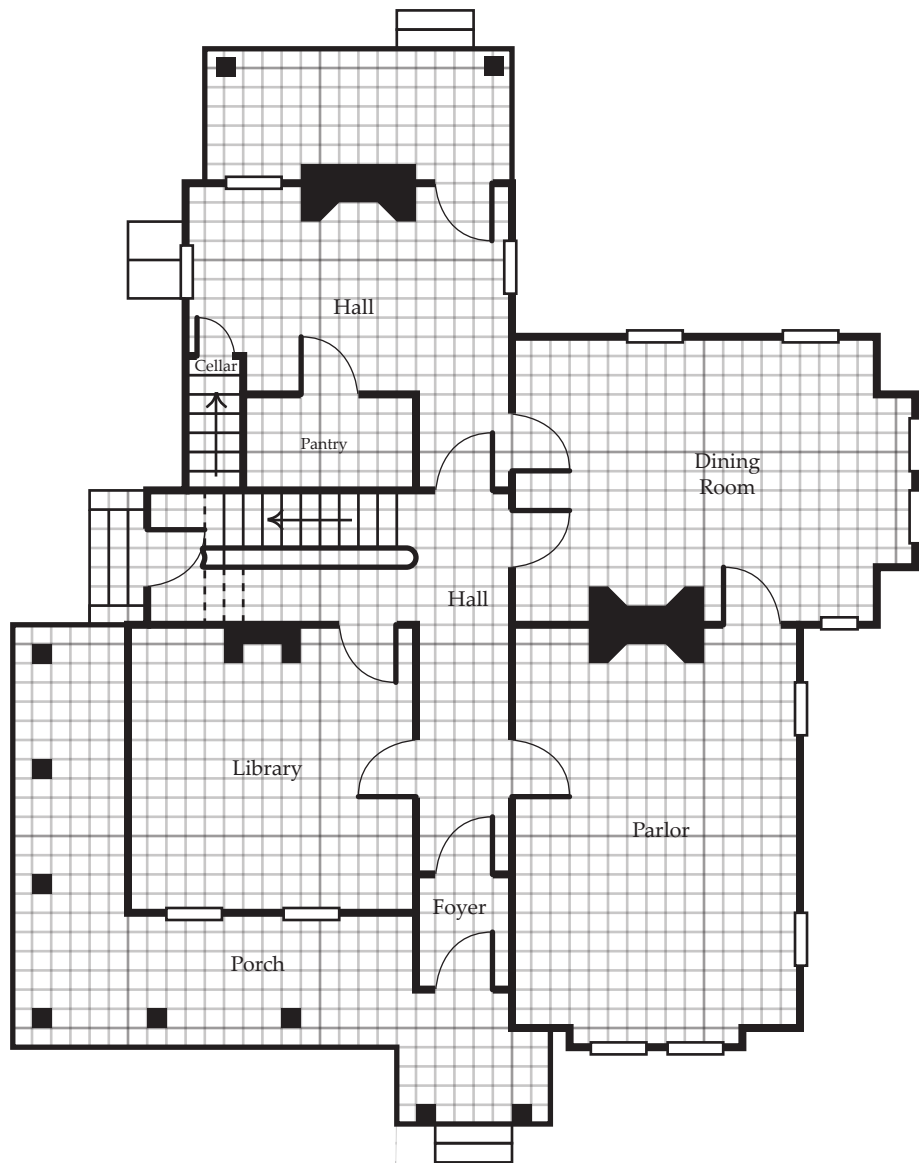
Second Floor



Basement

**Greek Revival
Style House
1840-1870**

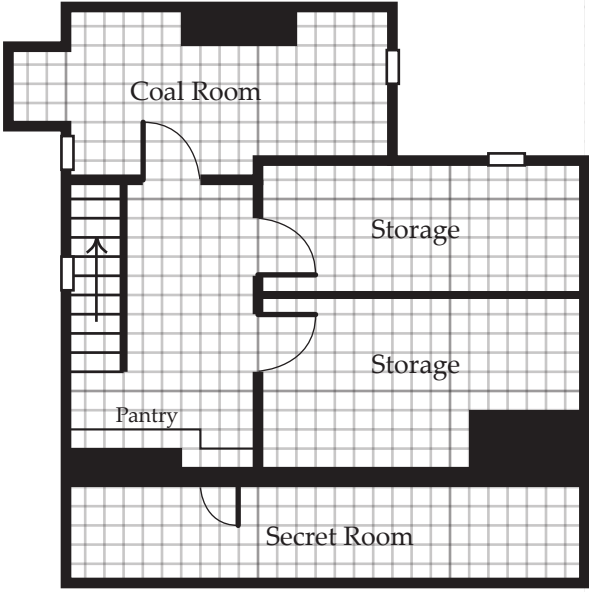




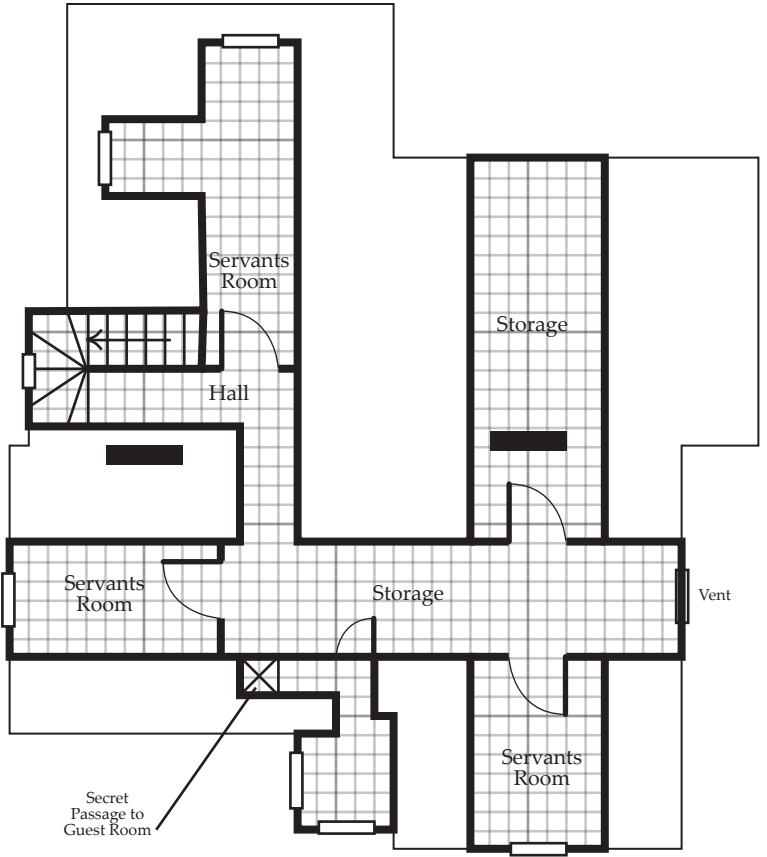
First Floor

Gothic Revival
1850-1875

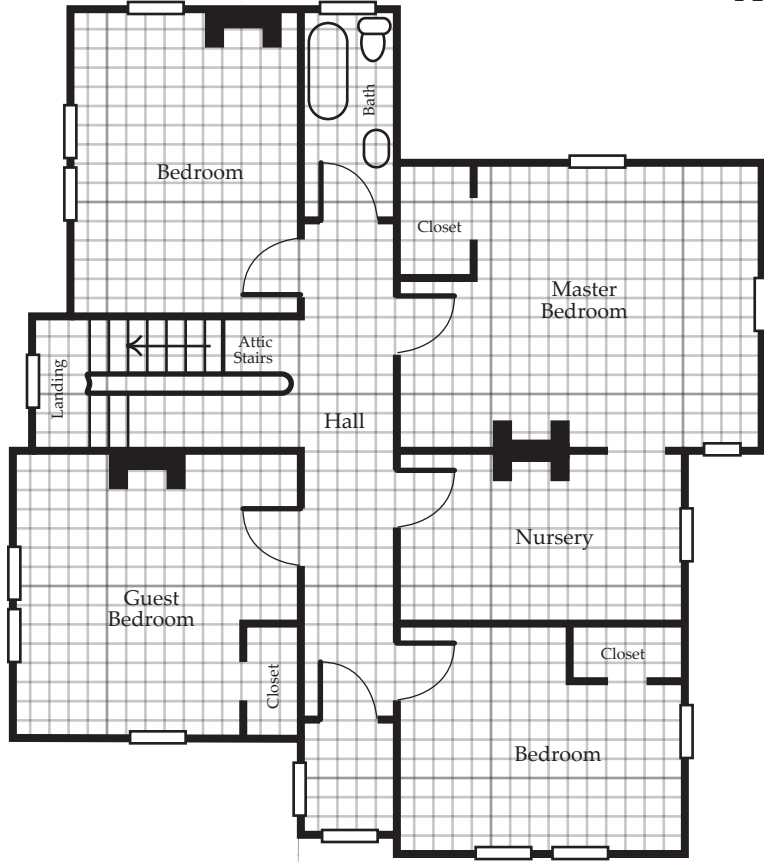




Basement

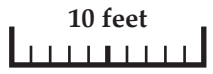


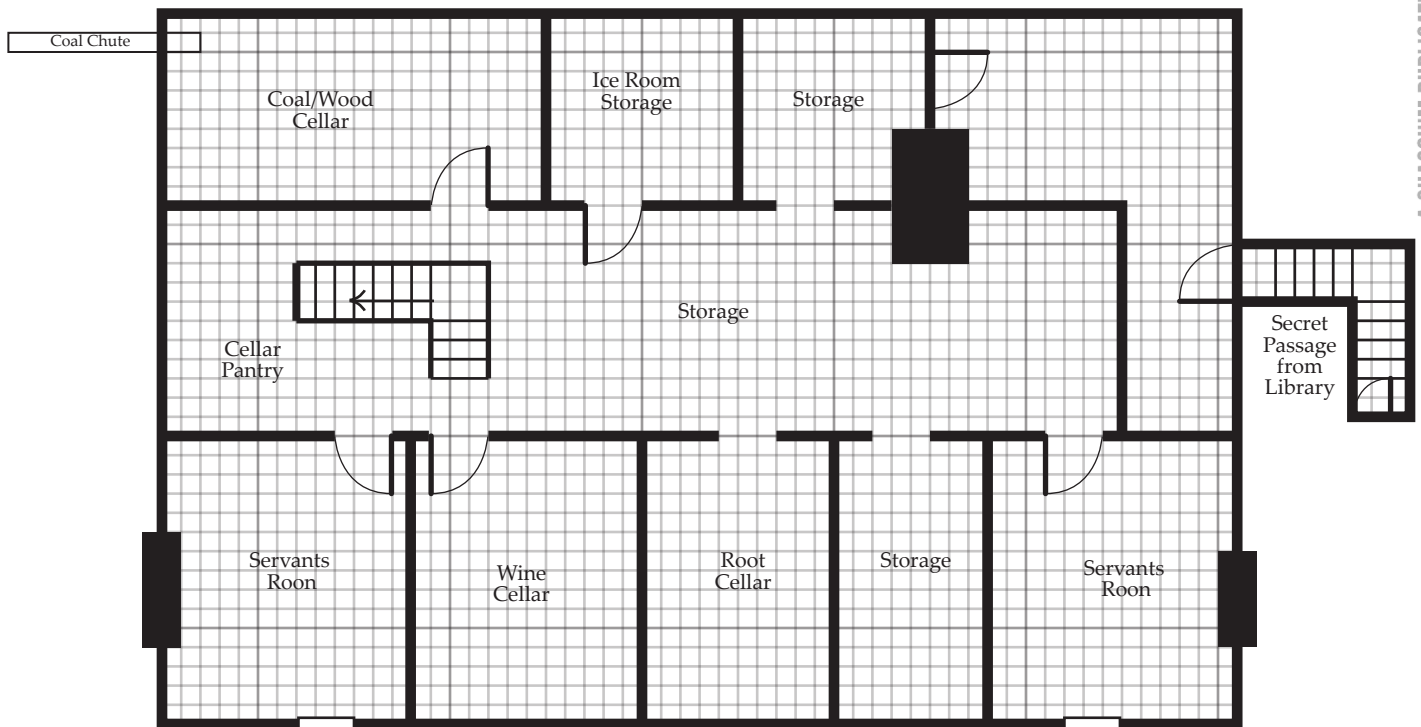
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Second Floor

Gothic Revival
1850-1875

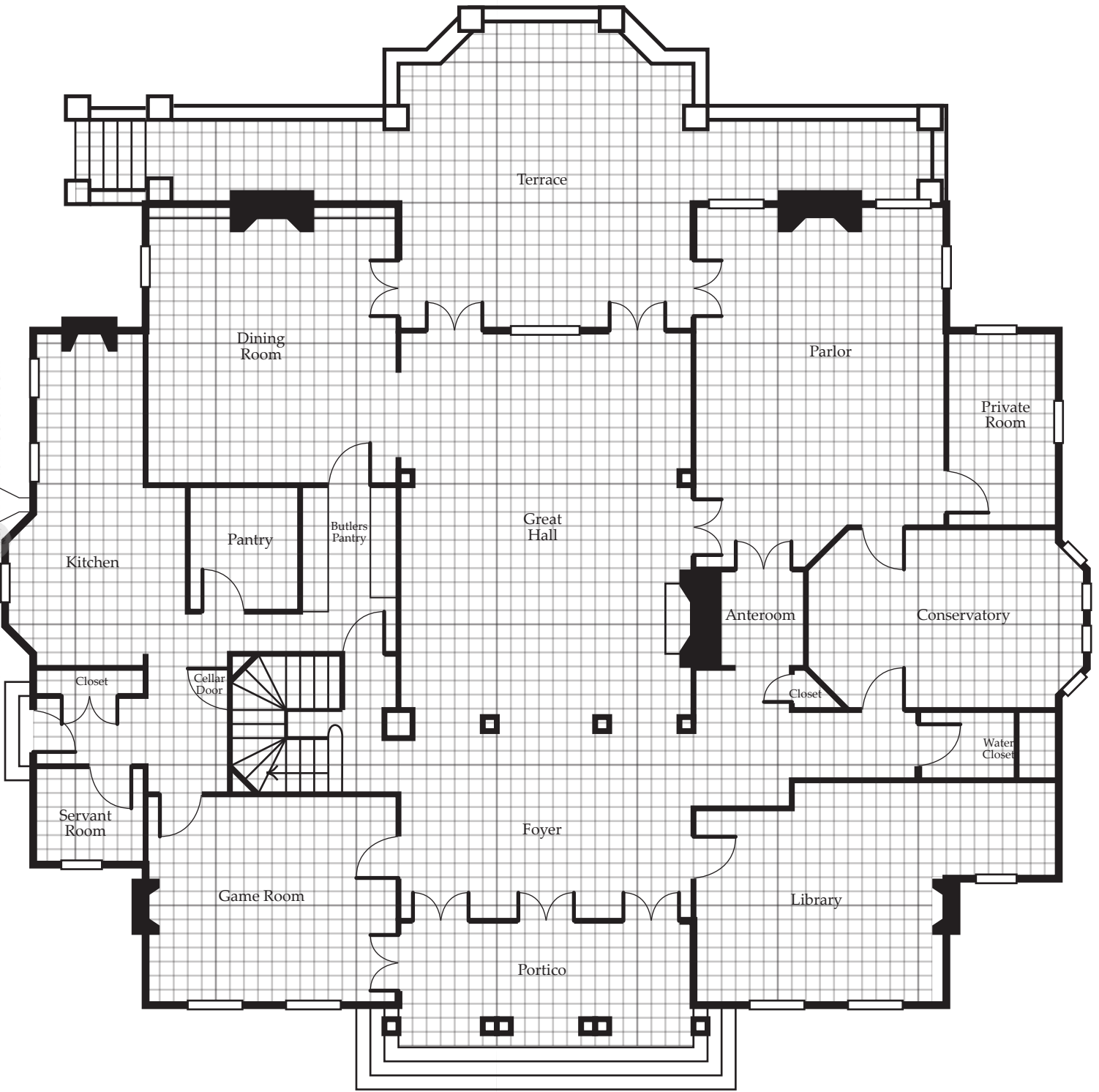




Basement

**Italinatate
Mansion
1840-1880**





First Floor

**Italinate
Mansion
1840-1880**





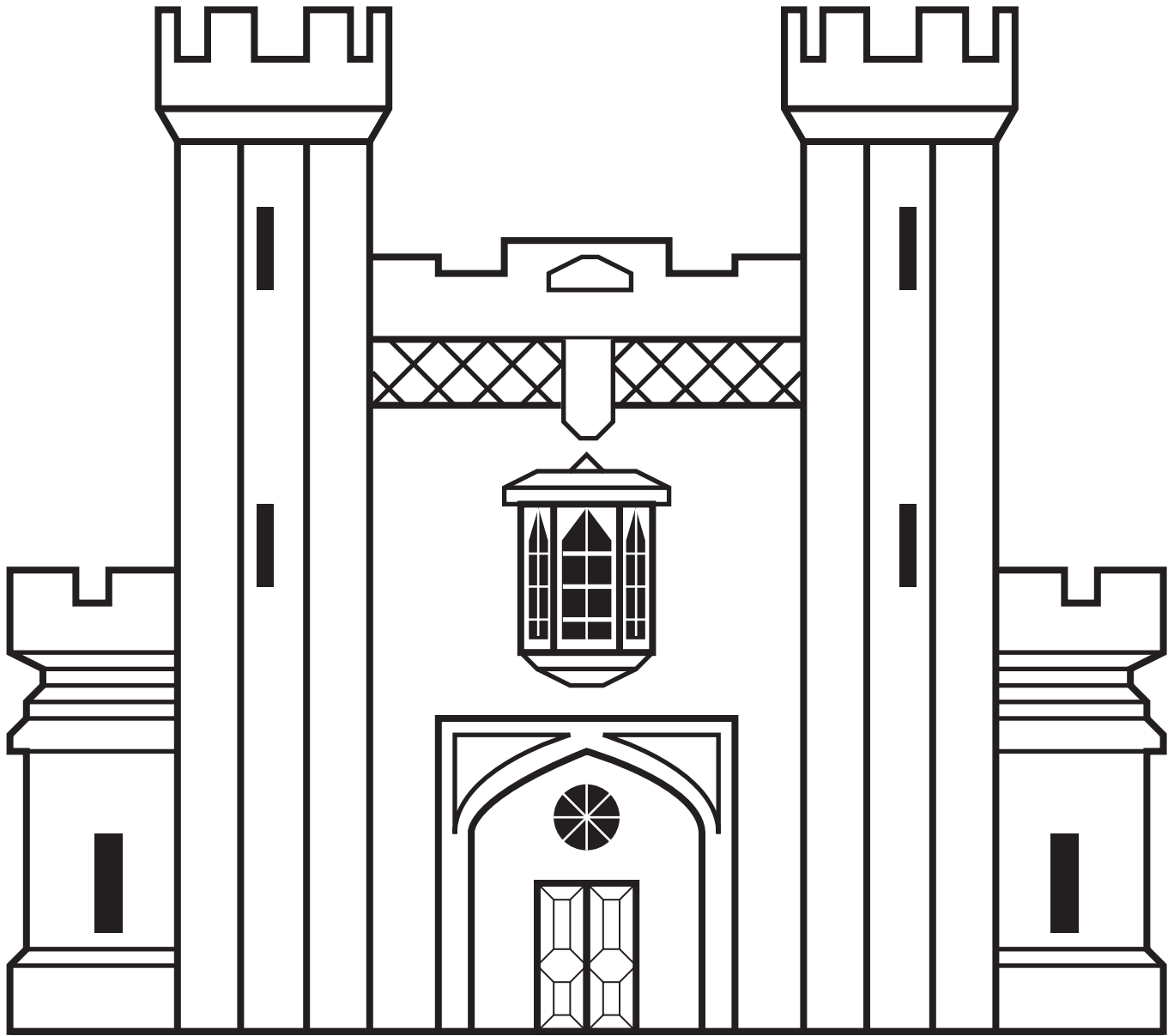
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Second Floor

**Italinate
Mansion
1840-1880**

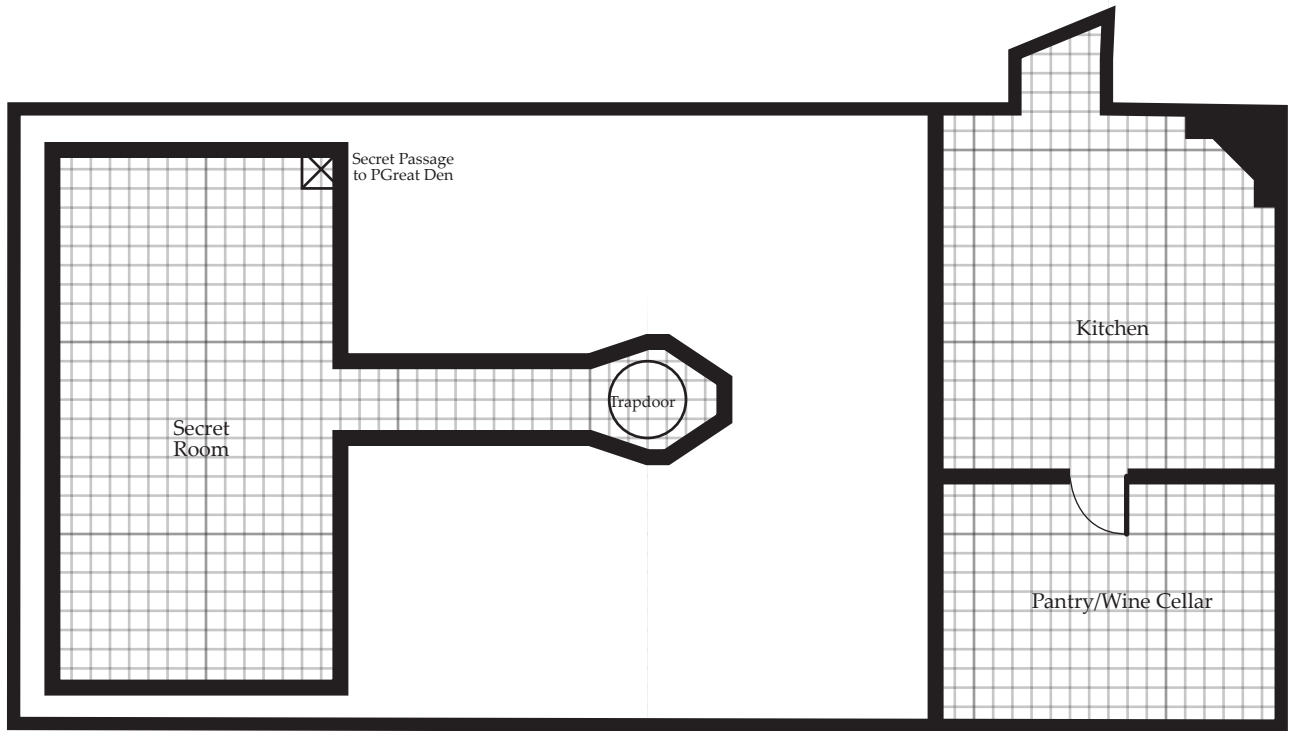
10 feet



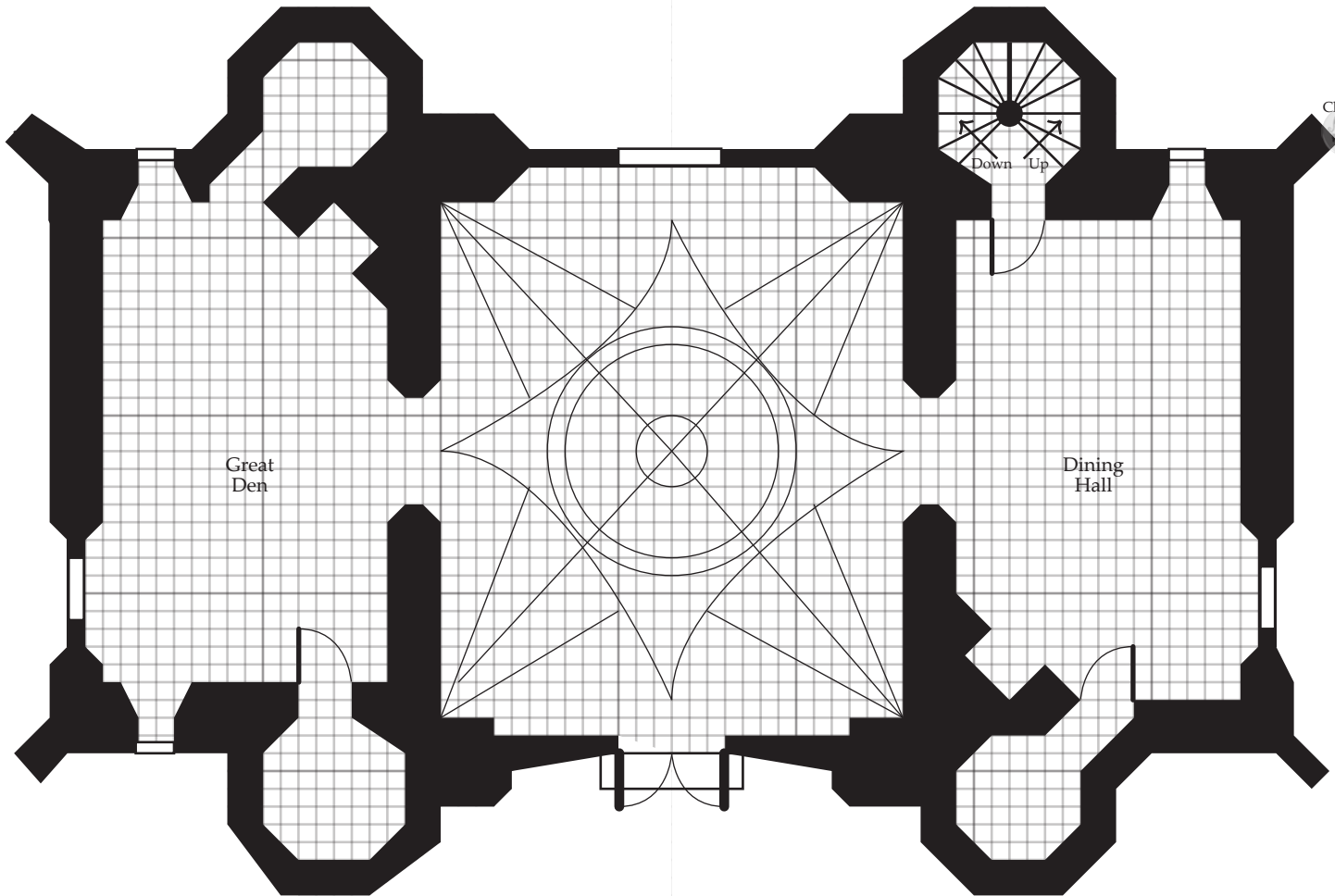


Exotic Tower
1820-1850s





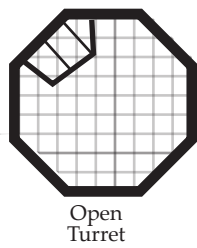
Cellar



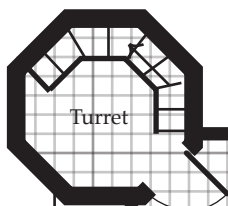
First Floor

Exotic Tower
1820-1850s

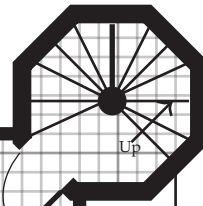




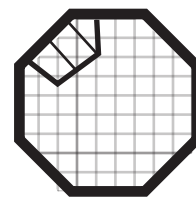
Open Turret



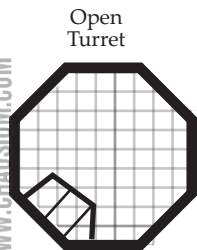
Turret



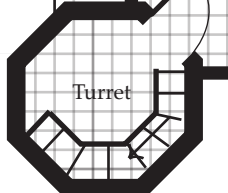
Up



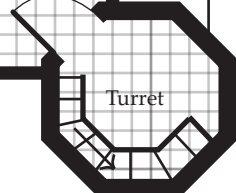
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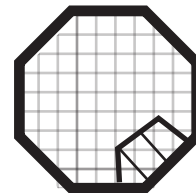
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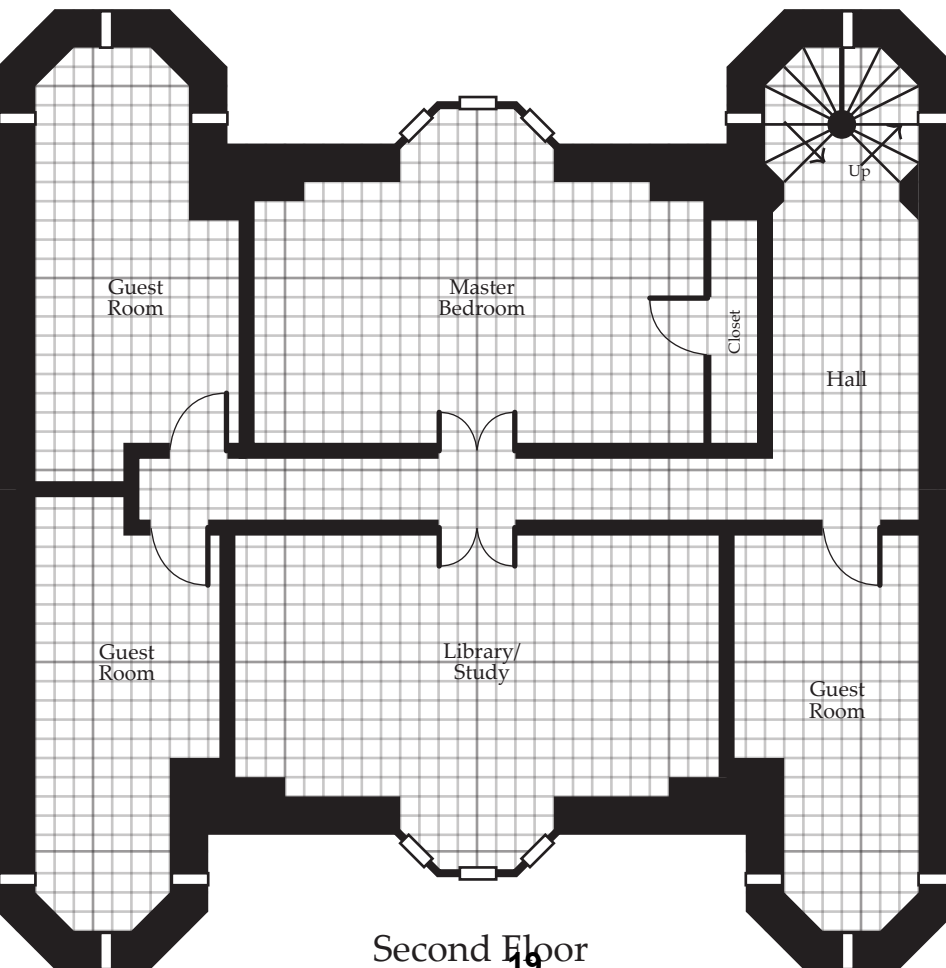
Turret



Turret



Open Turret

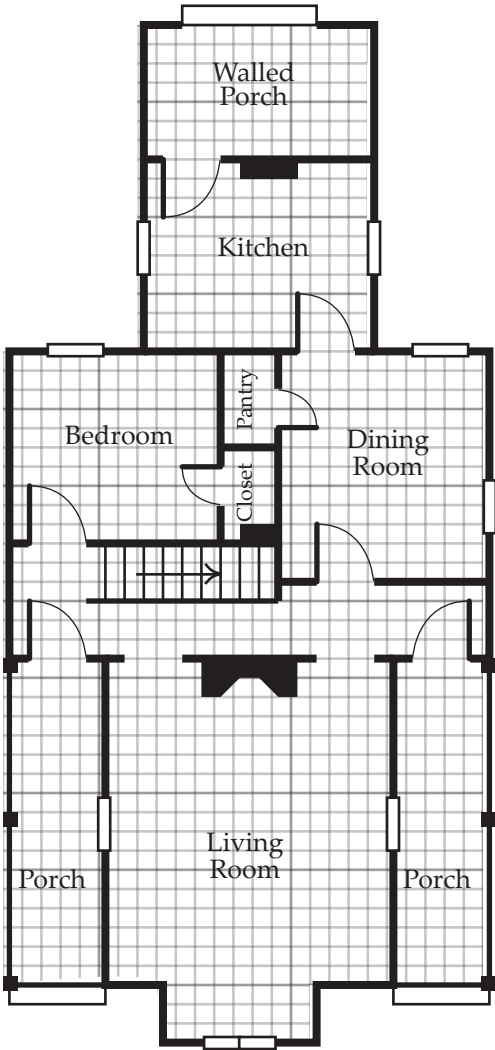


Second Floor

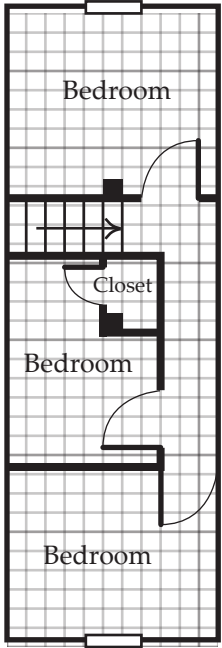
Exotic Tower 1820-1850s



10 feet



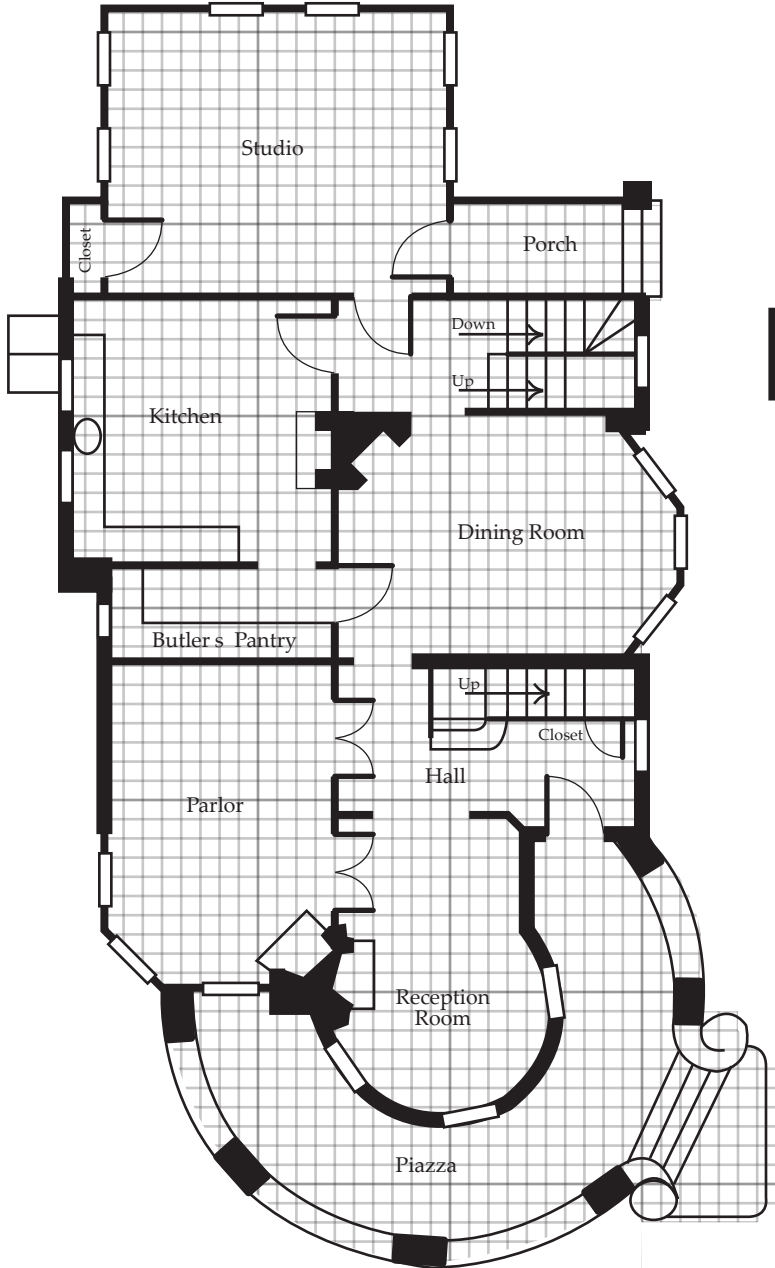
First Floor



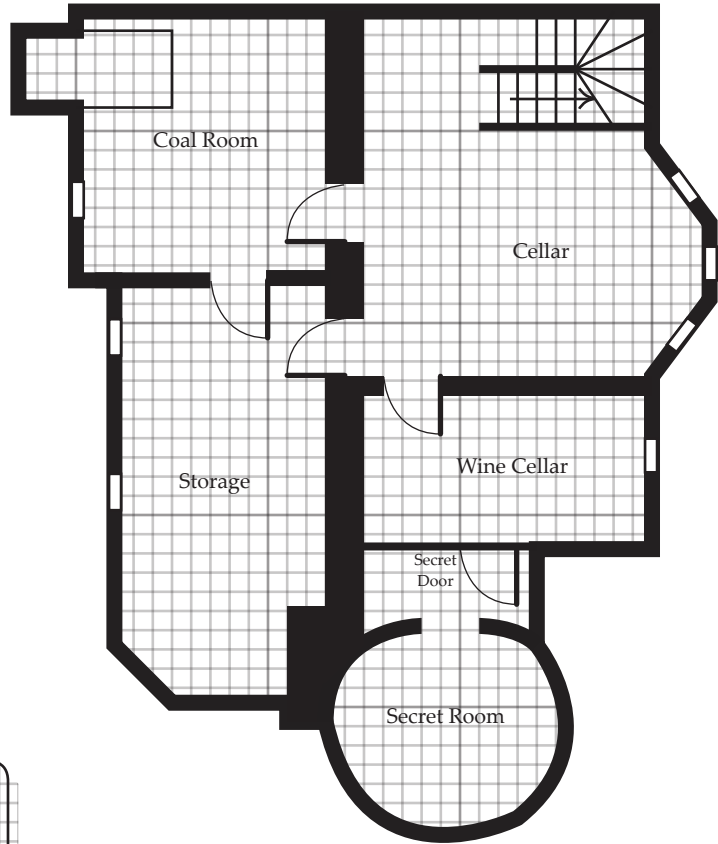
Second Floor

**Early Stick Style
Farm House
1855s-1870**





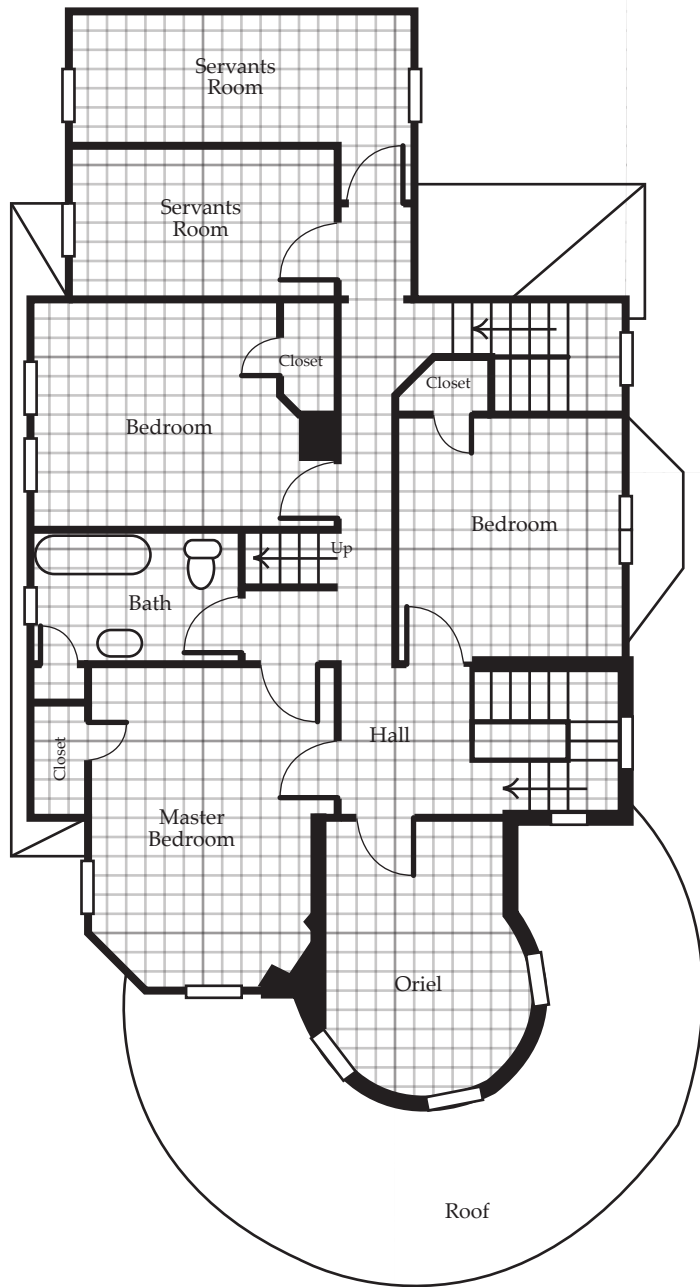
First Floor



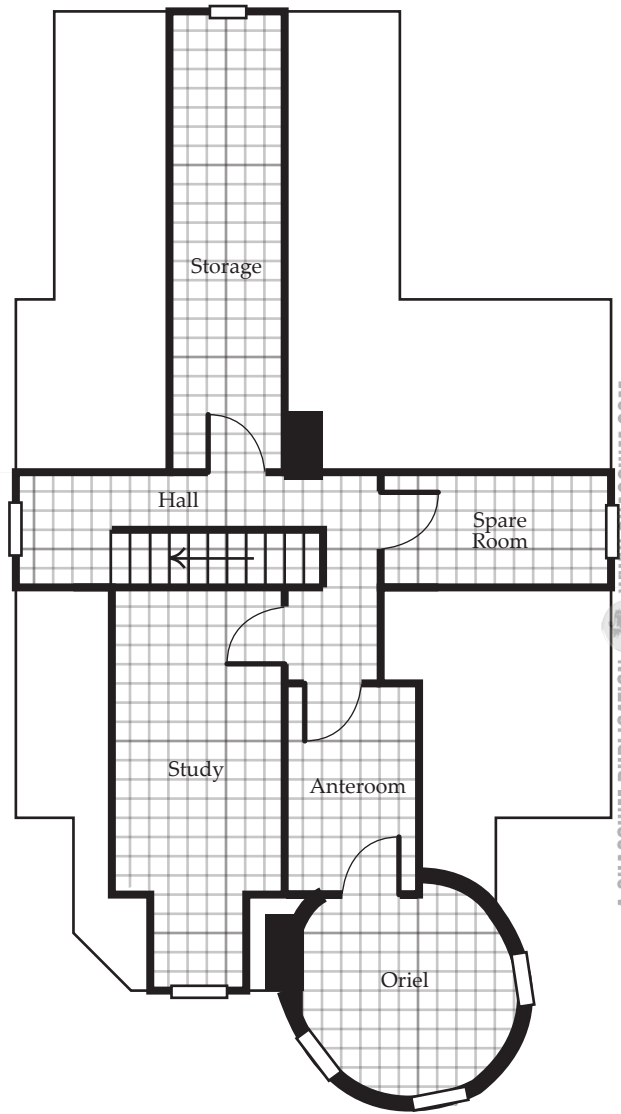
Basement

Exotic Style House
1877





Second Floor

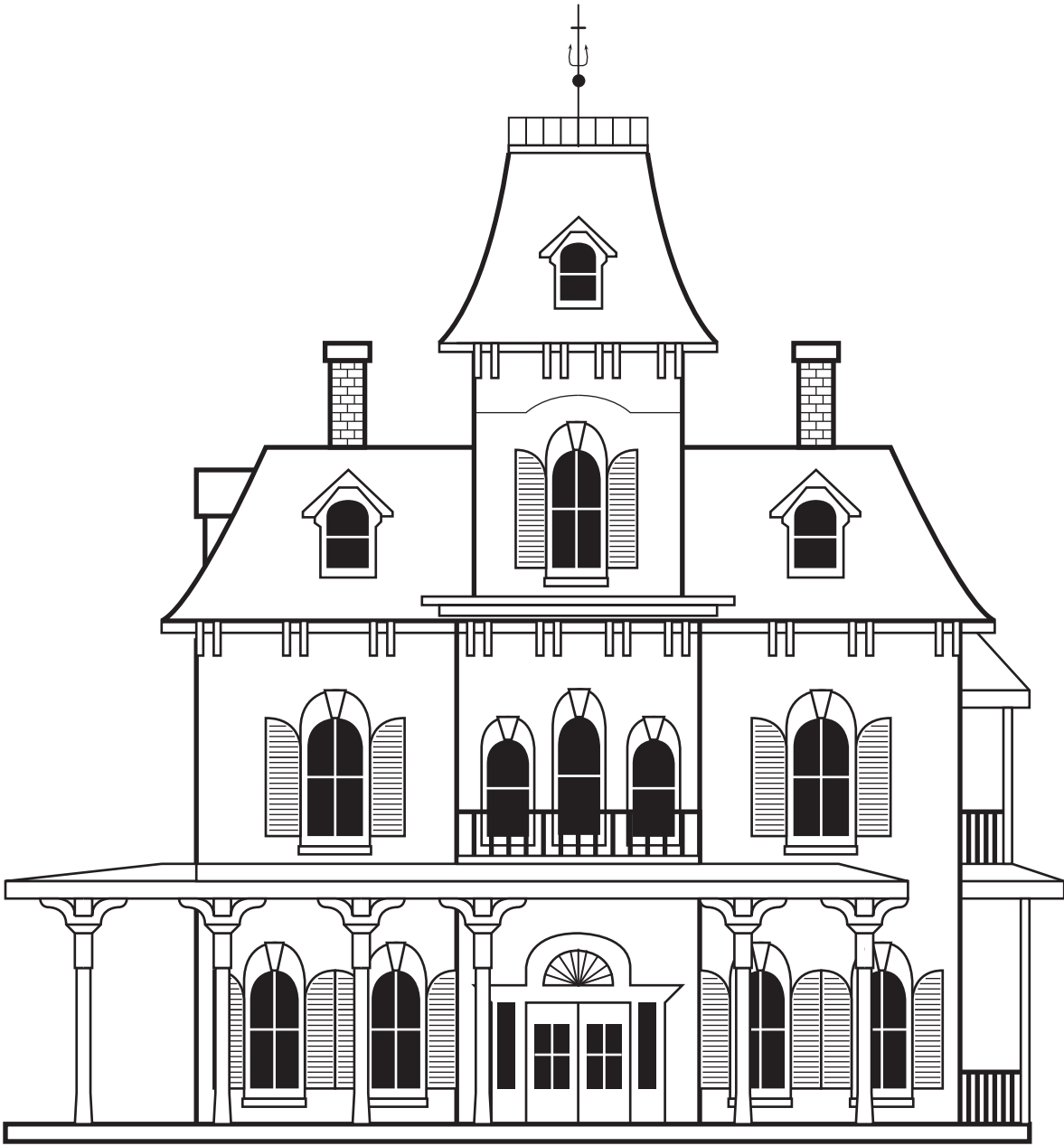


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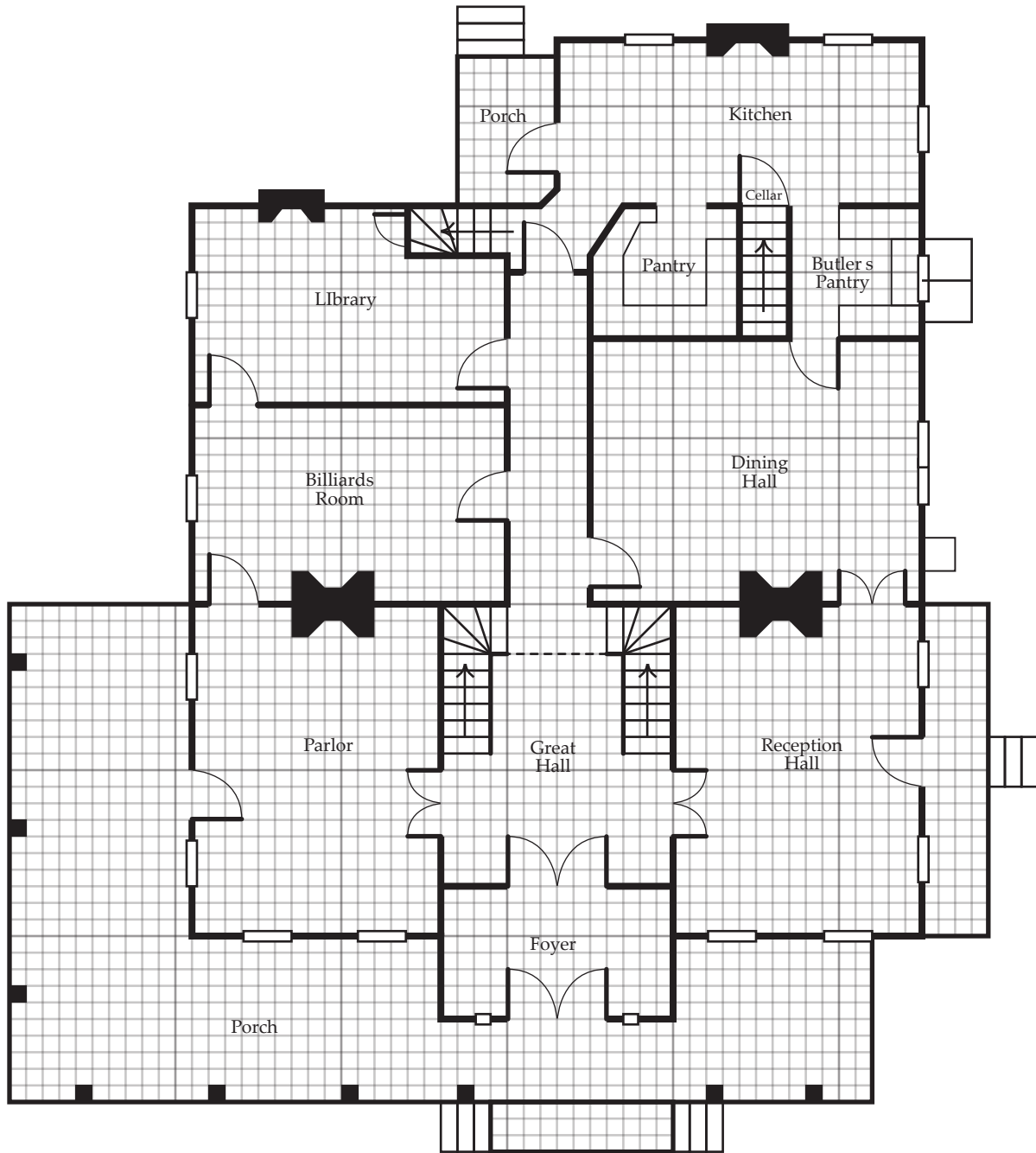
**Exotic Style
House
1877**





**Mansard Style
Mansion
1860-1880**

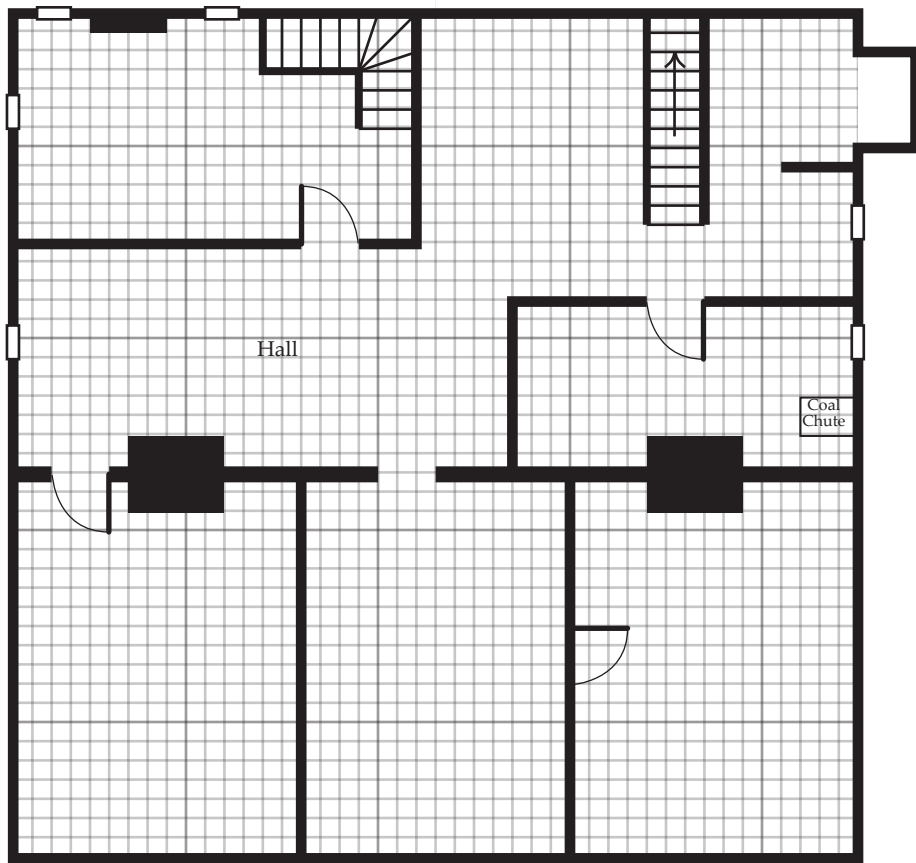




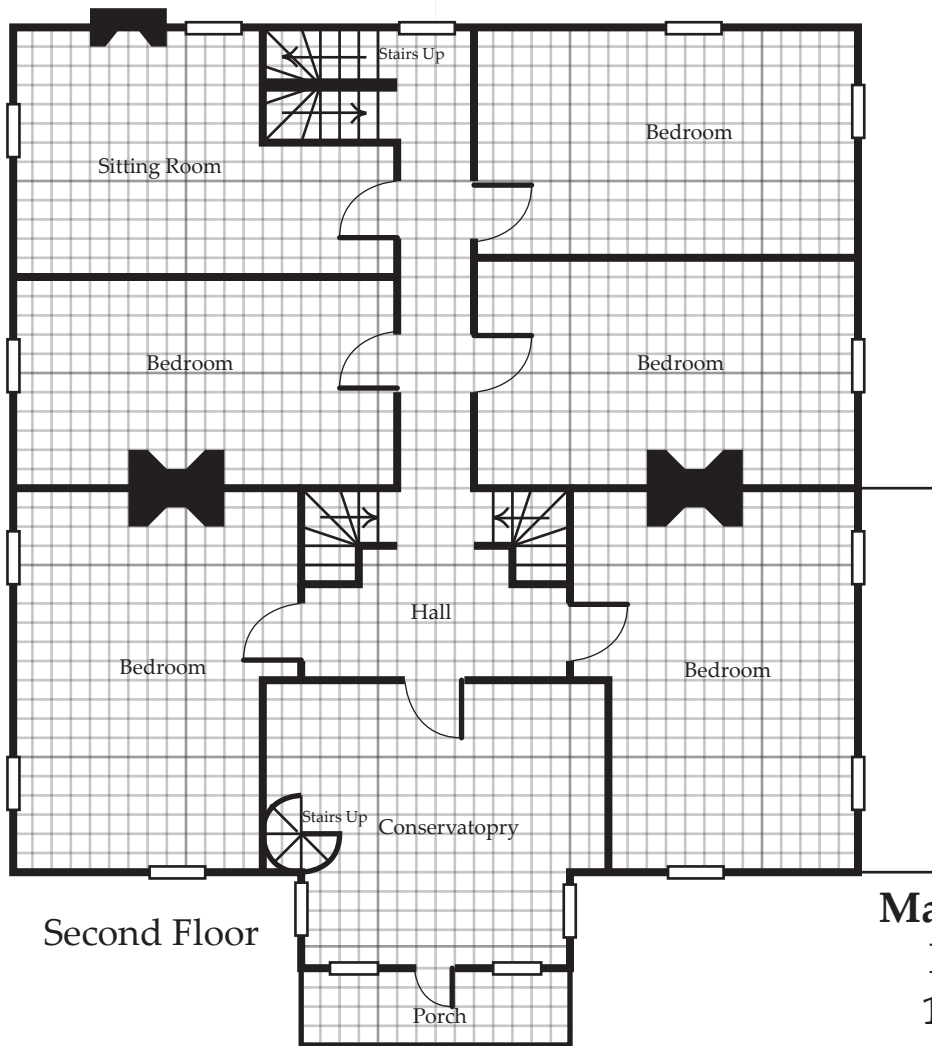
First Floor

**Mansard Style
Mansion
1860-1880**



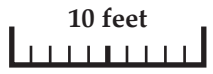


Basement

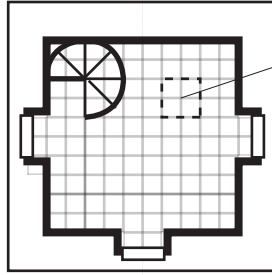


Second Floor

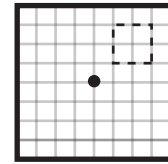
Mansard Style
Mansion
1860-1880



Art Room
 Organ Loft
 Study
 Observatory
 Laboratory
 Magic Room
 Mystery?

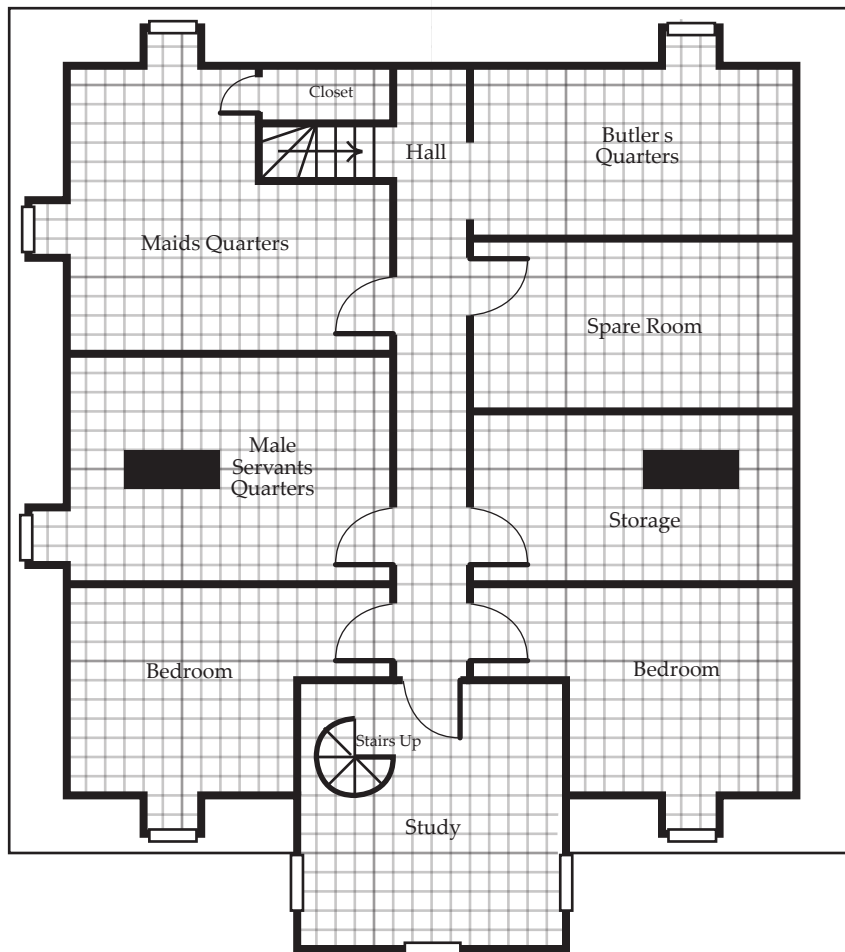


Ladder to Roof



Garret

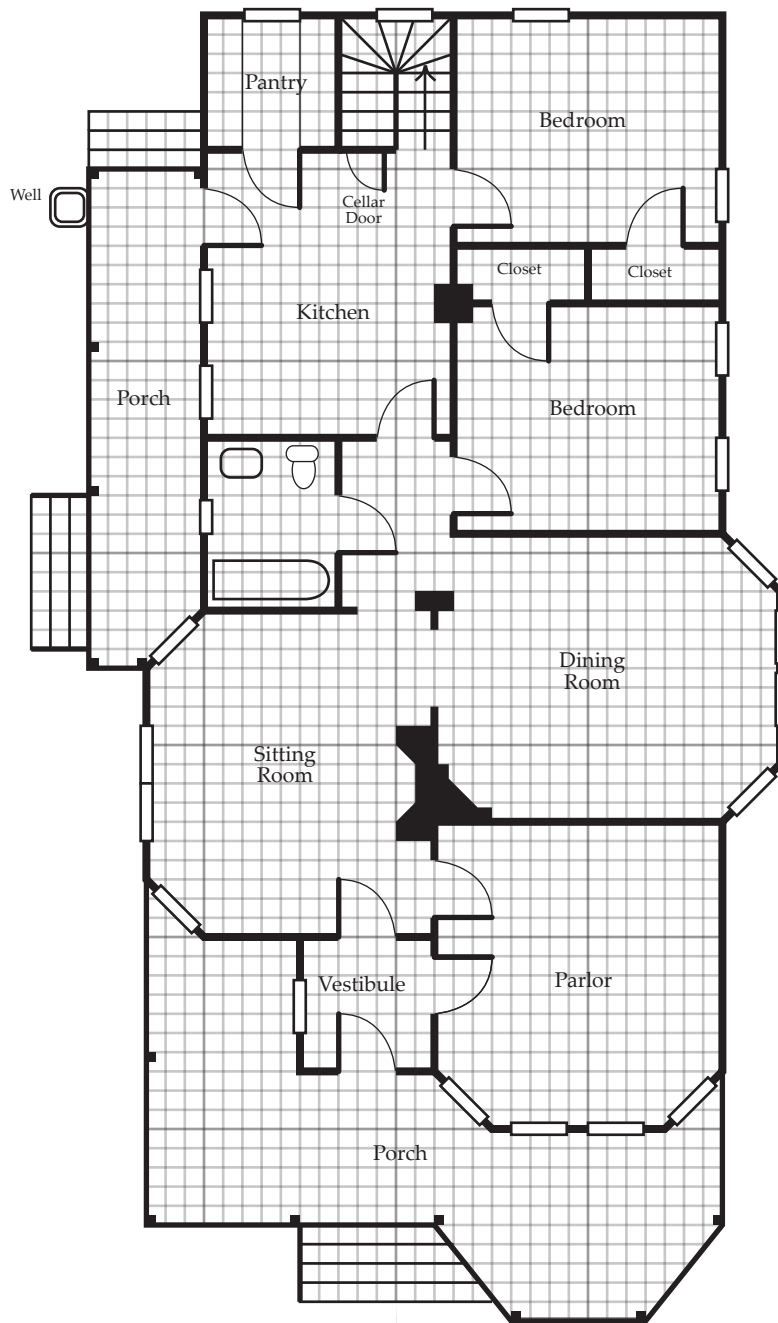
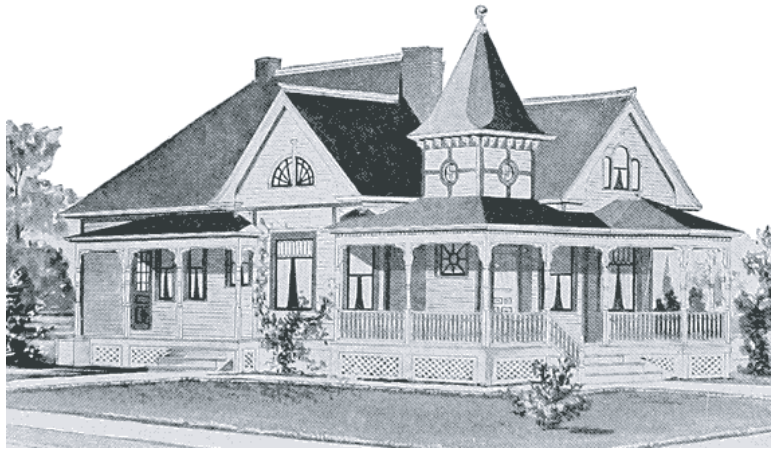
Tower Top



Third Floor

**Mansard Style
 Mansion
 1860-1880**

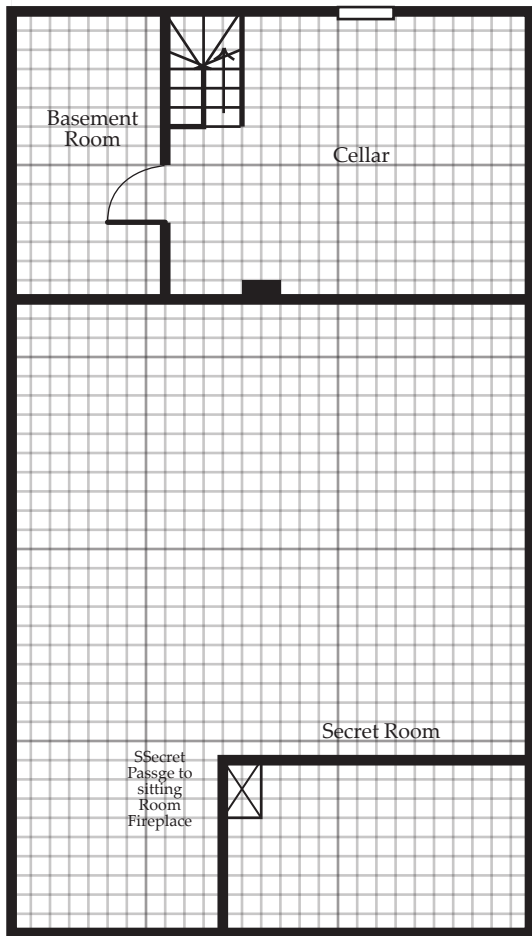




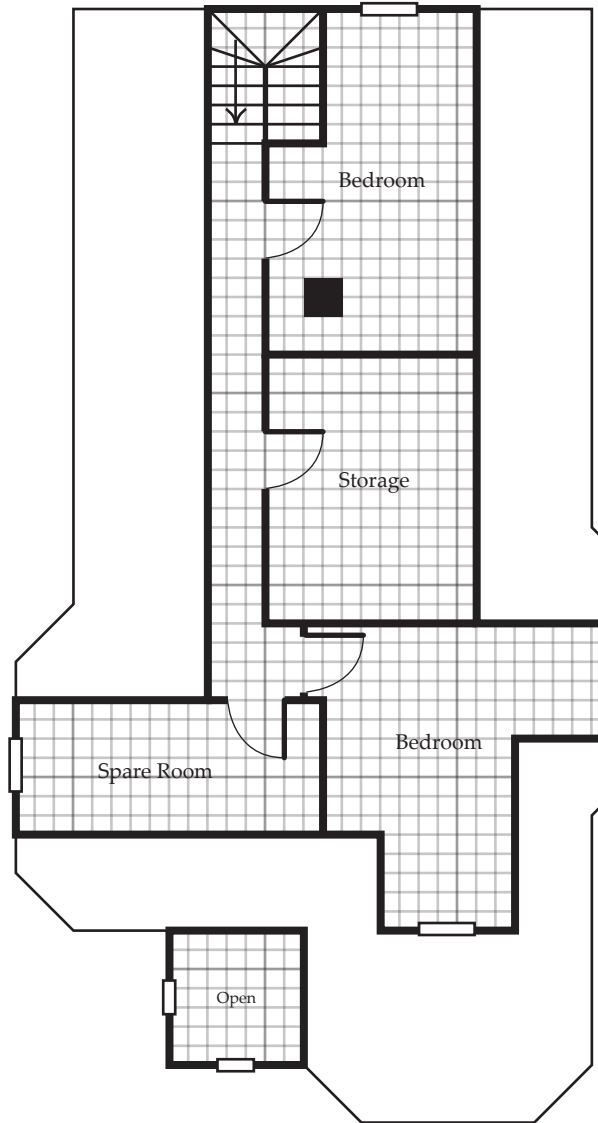
First Floor
27

Shingle
Style House
1880-1900





Basement



Second Floor

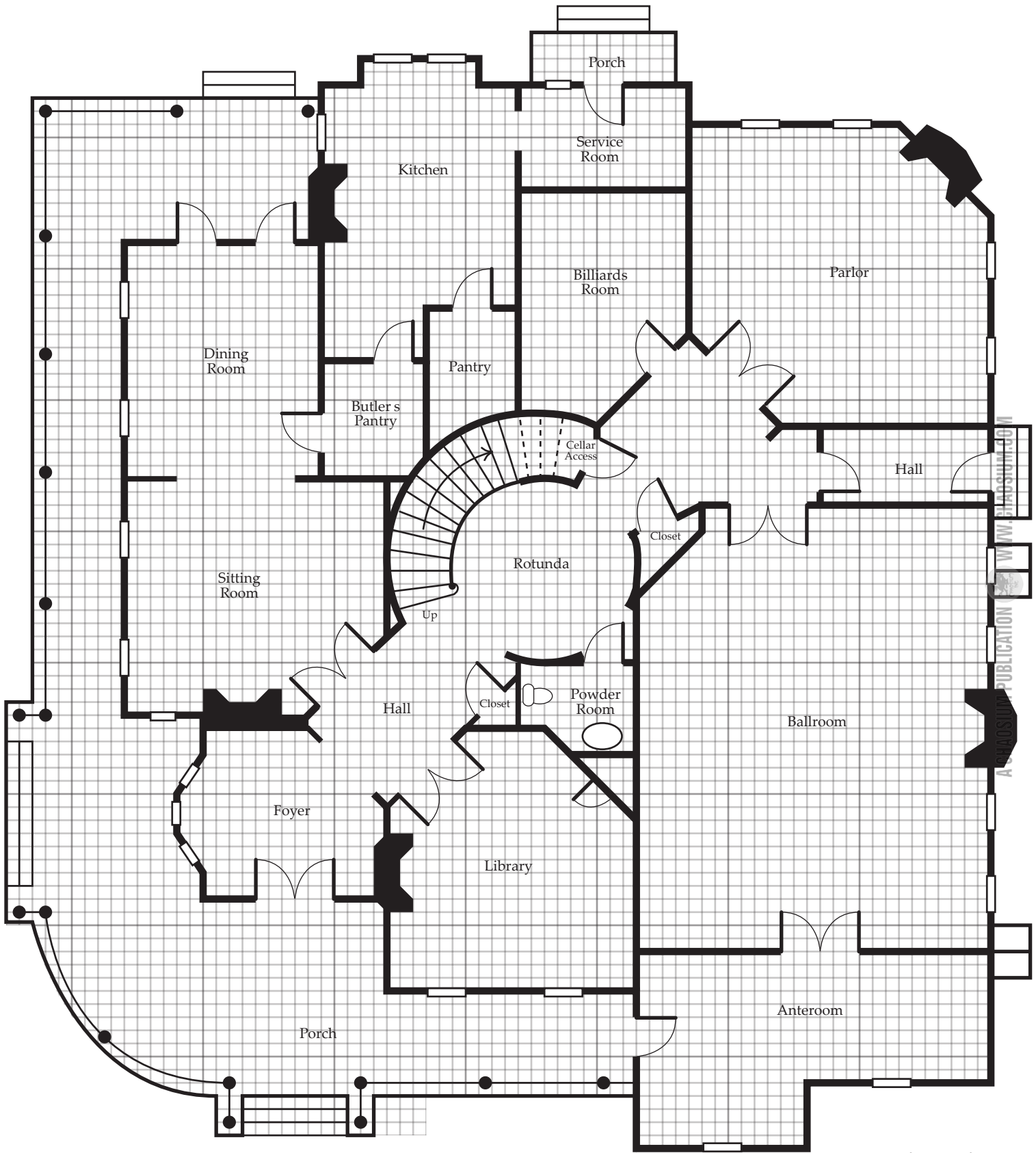
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**Shingle
Style House
1880-1900**





Late Victorian
Mansion
1890
10 feet

First Floor

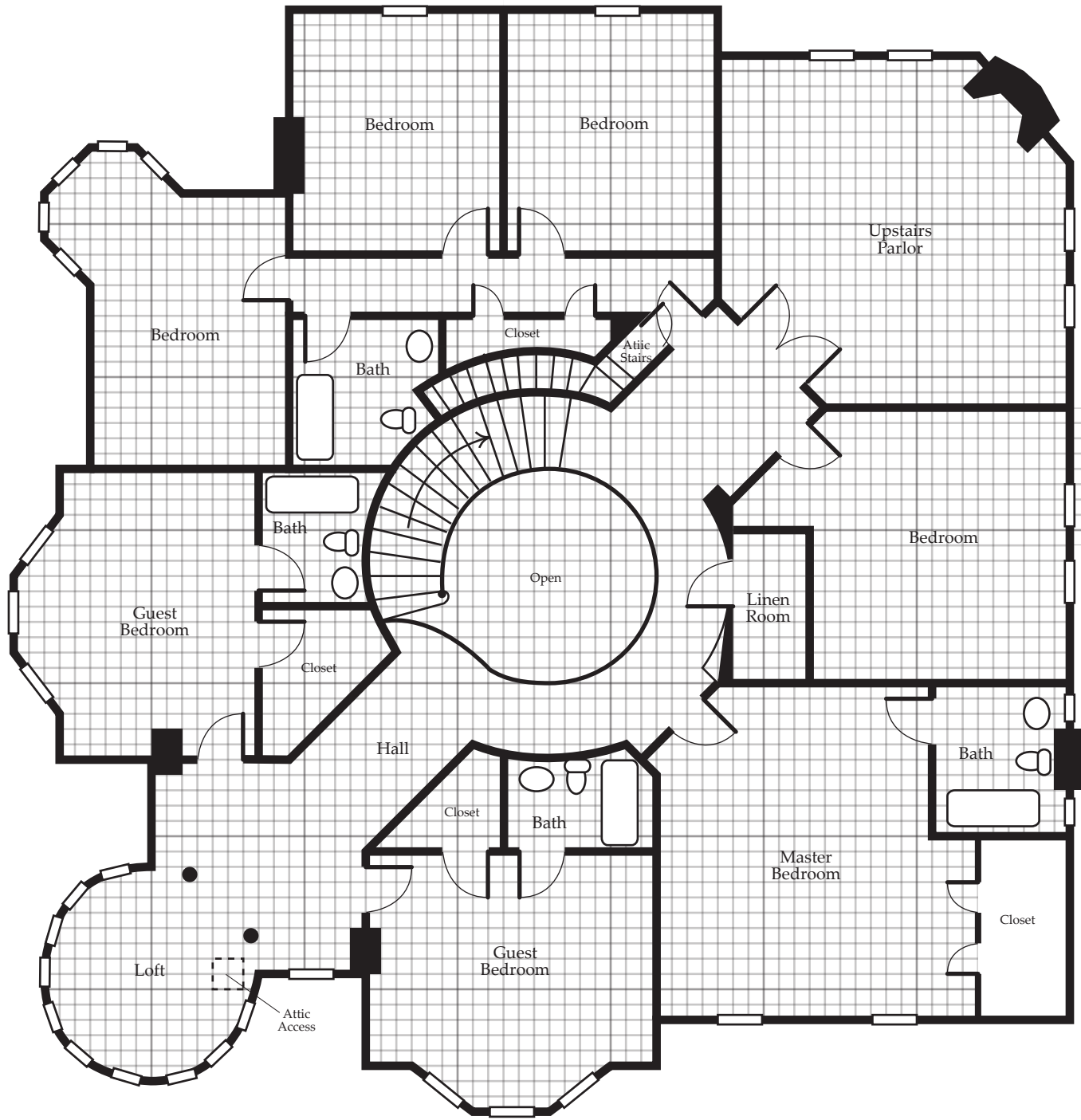
Late Victorian
Mansion

1890

10 feet

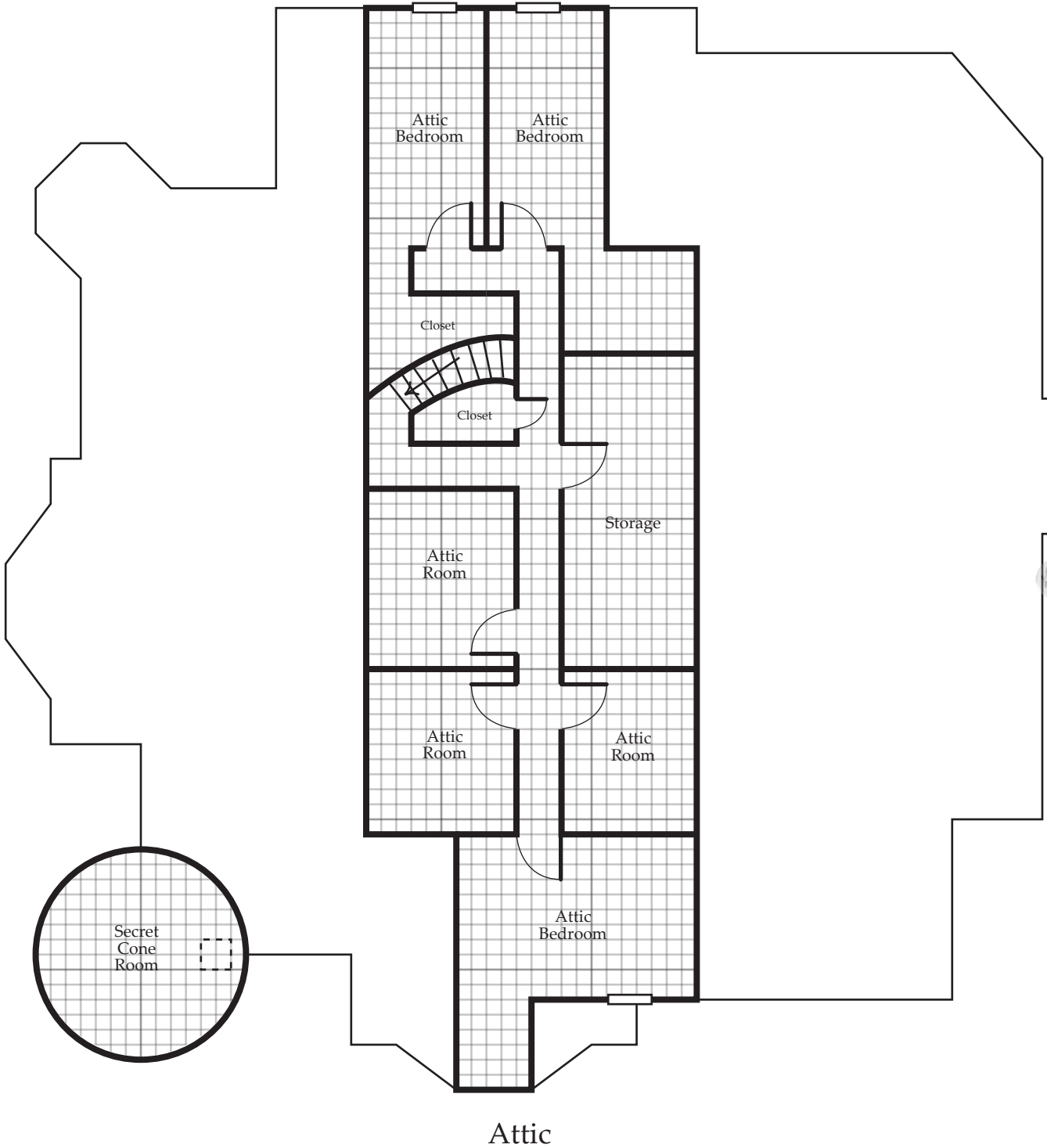


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Second Floor

**Late Victorian
Mansion**
1890
10 feet



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**Late Victorian
 Mansion**
 1890
 10 feet



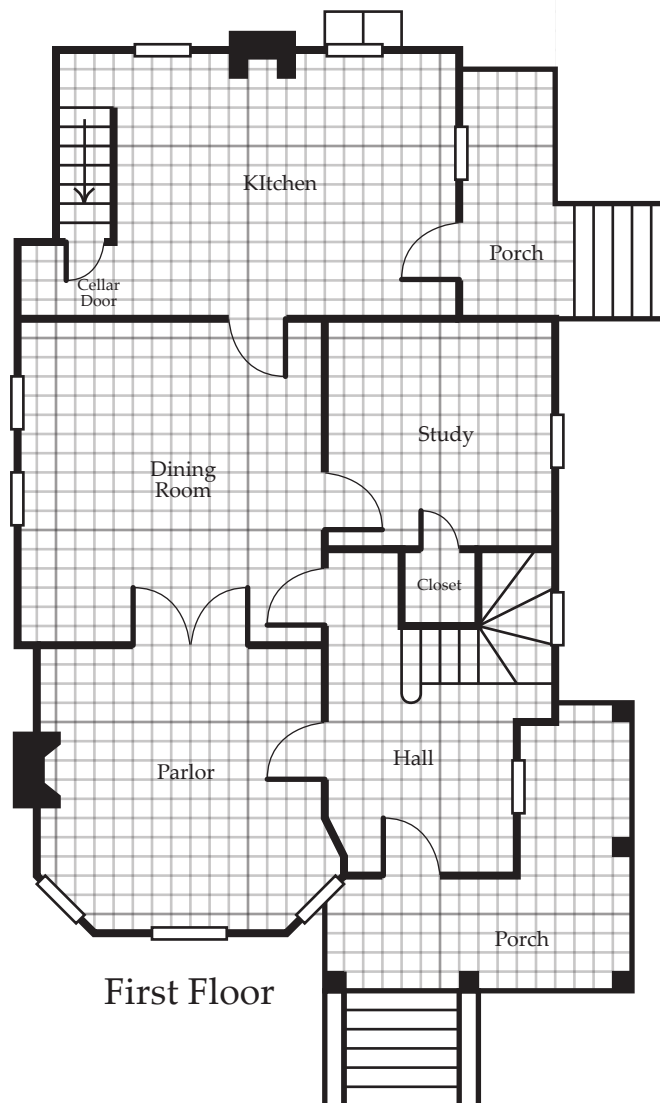
Basement

Late Victorian
Mansion

1890

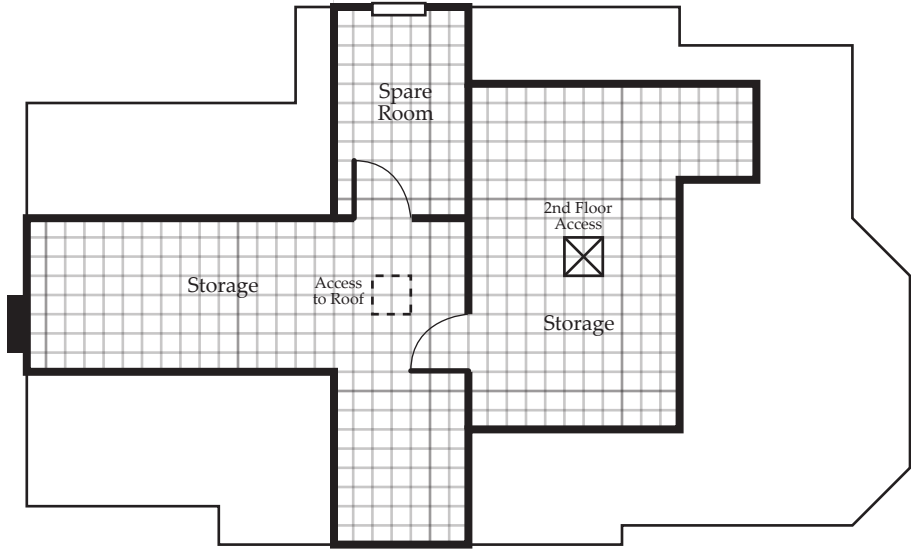
10 feet



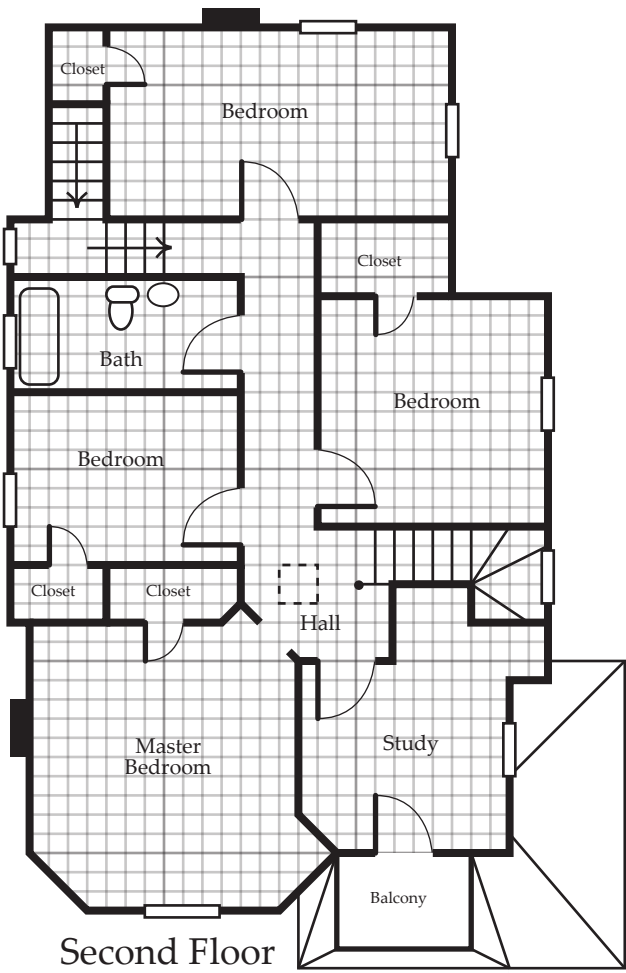


Late Victorian
Style House
1893

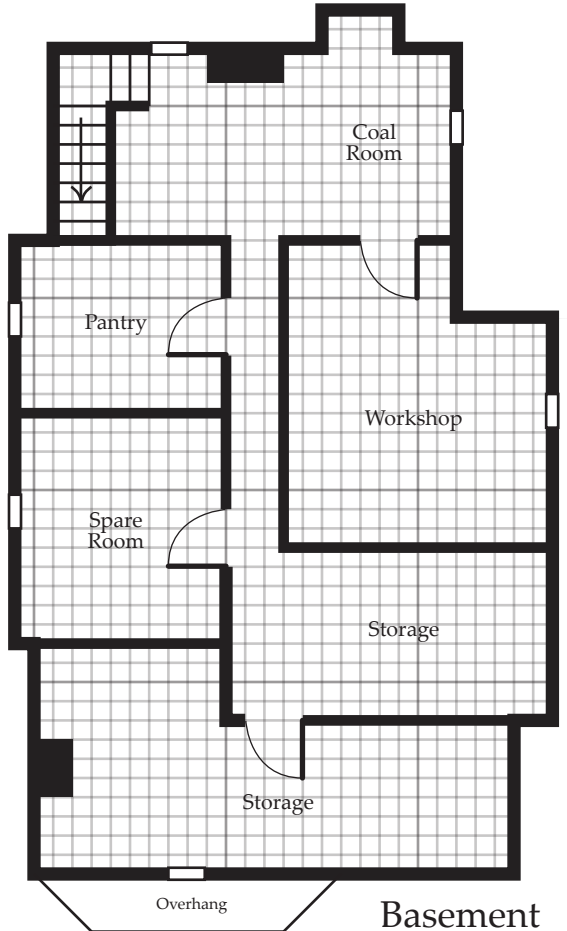




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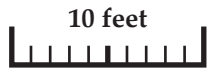


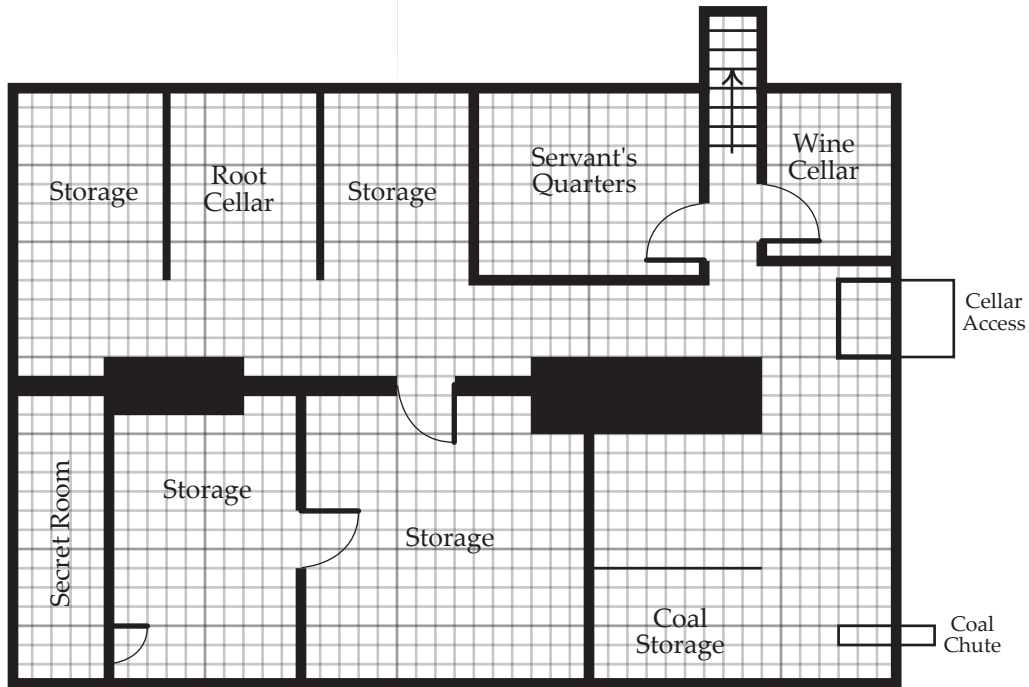
Second Floor



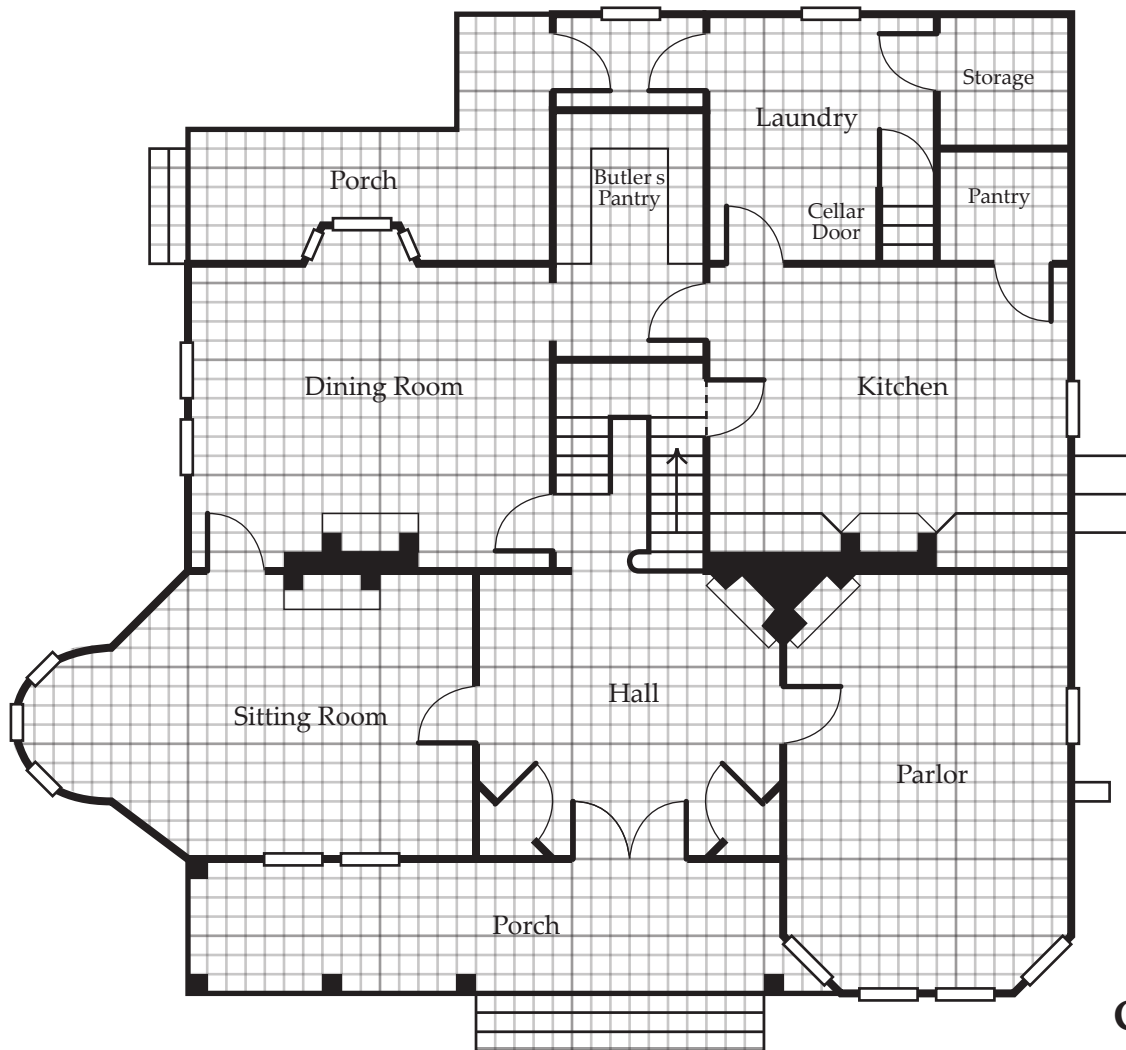
Basement

Late Victorian
Style House
1893





Basement



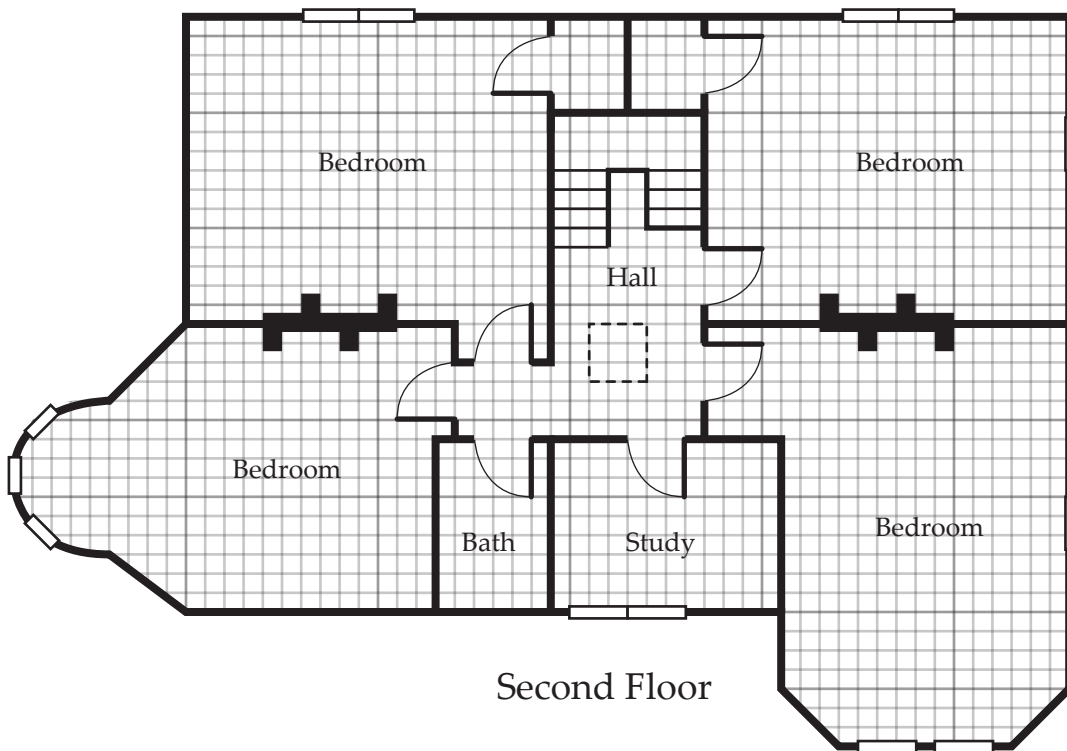
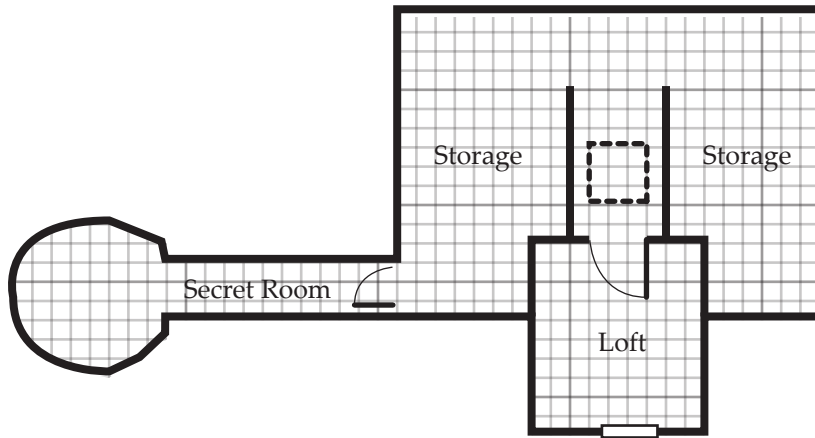
First Floor

Chateausque
Style

1885-1910

10 feet



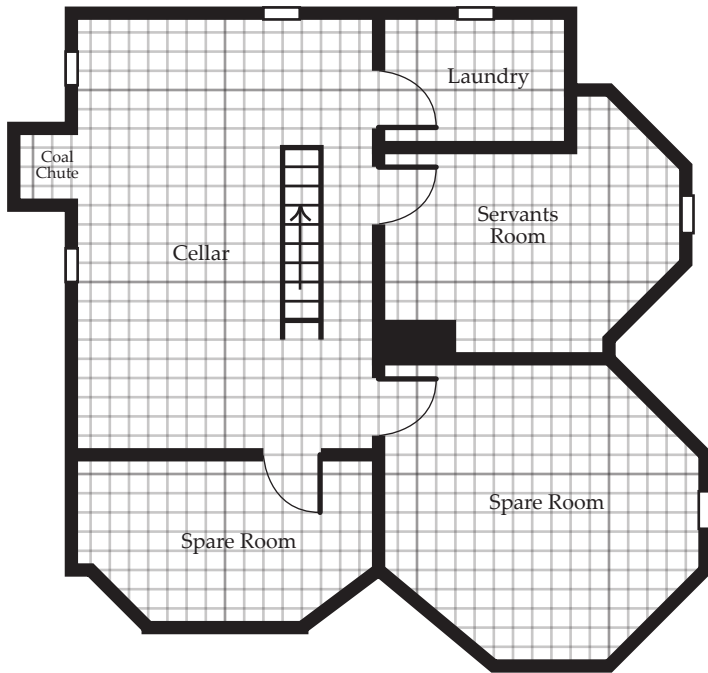


**Chateausque
Style**

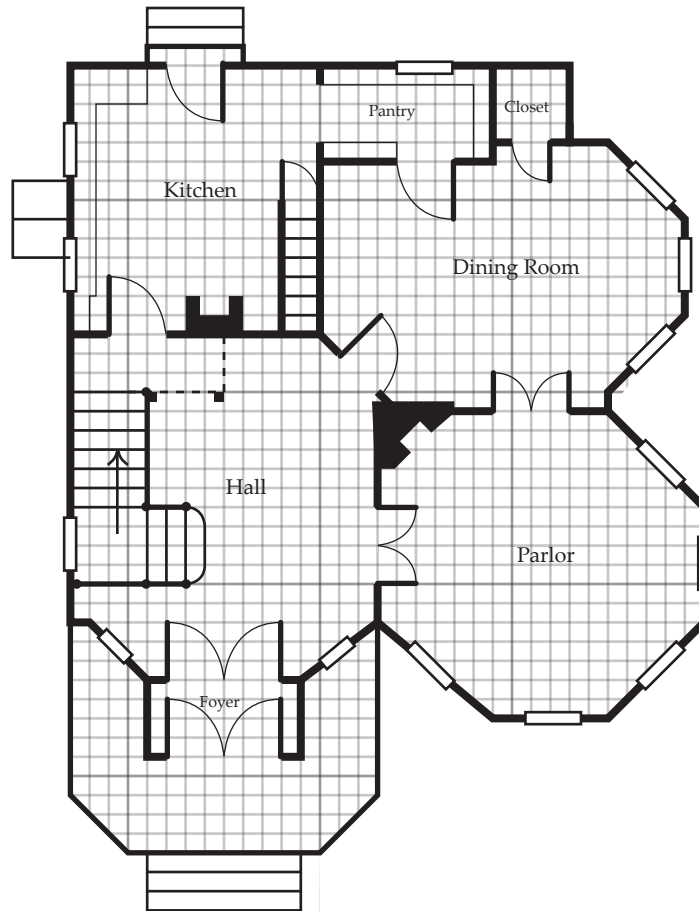
1885-1910

10 feet





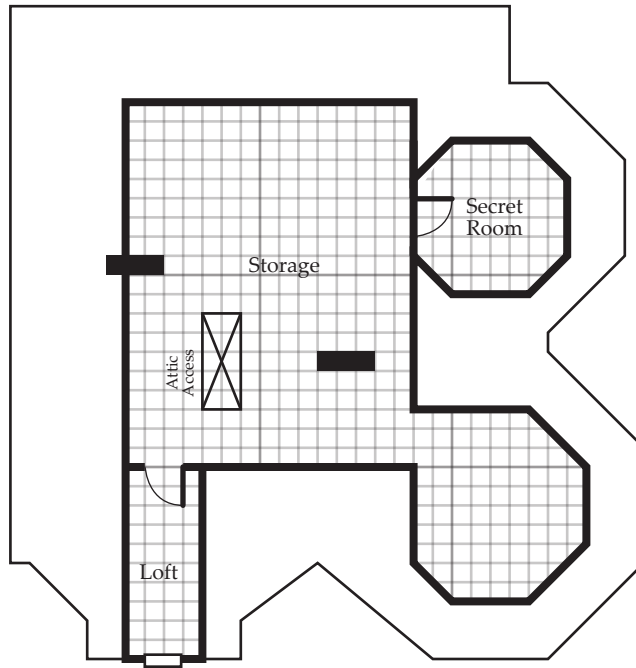
Basement



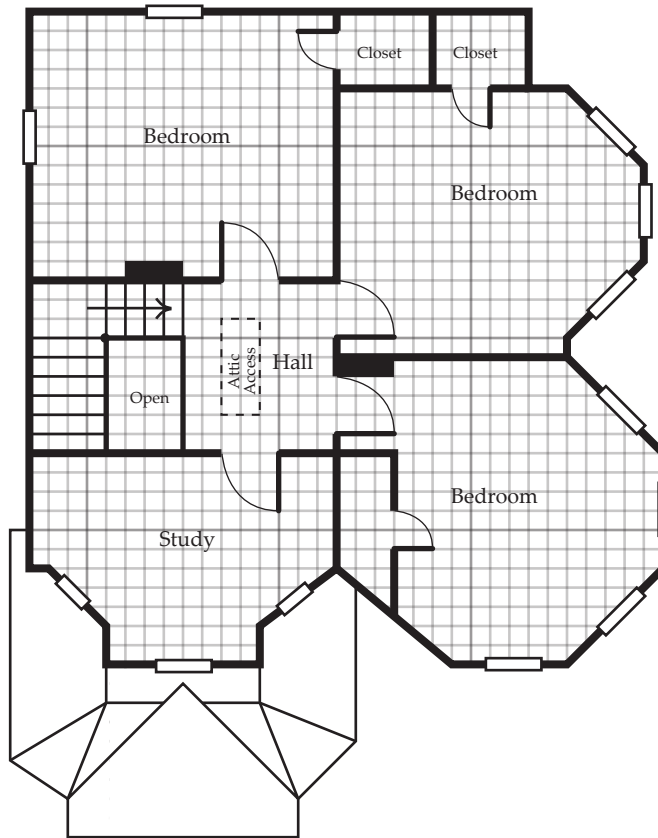
First Floor

Queen Anne
Style House
1880-1900





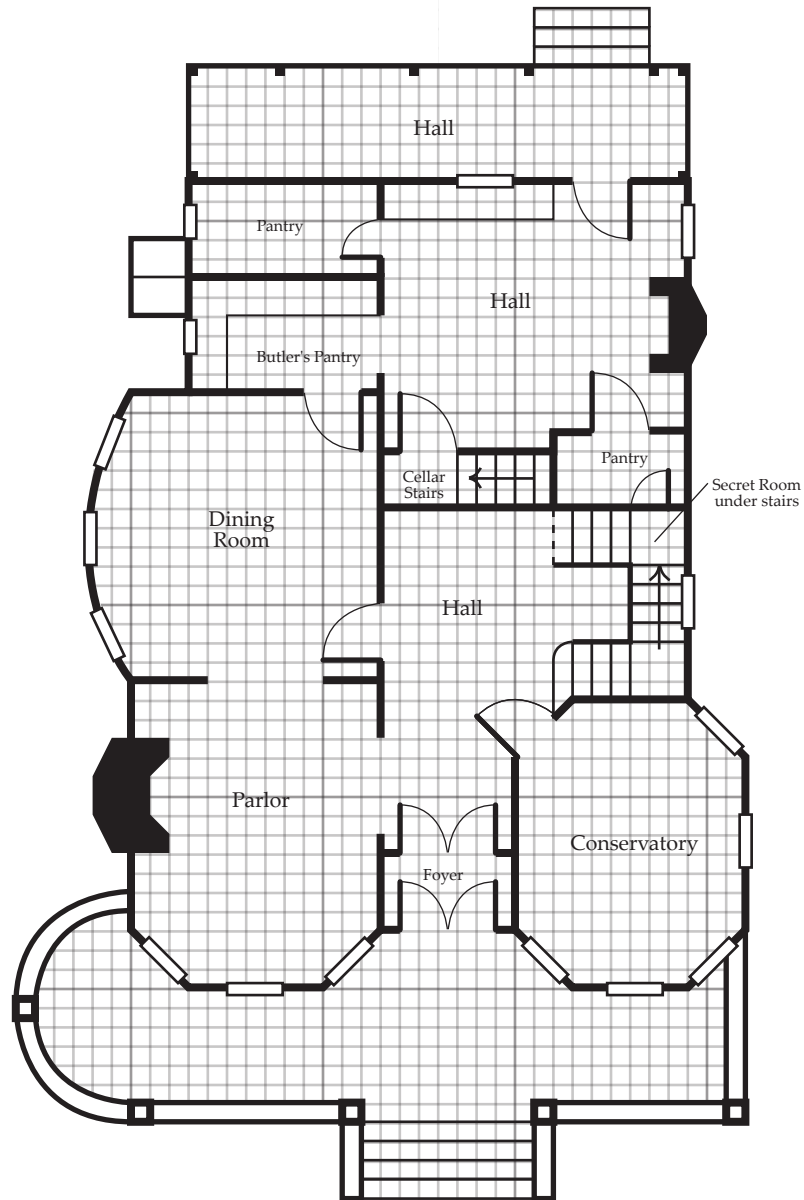
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Second Floor

Queen Anne
Style House
1880-1900





First Floor

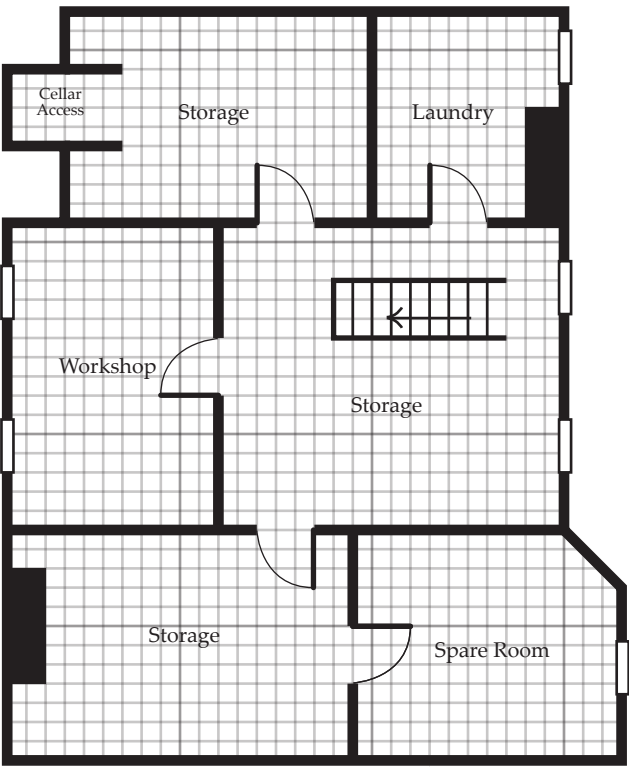
40

Queen Anne
Style House

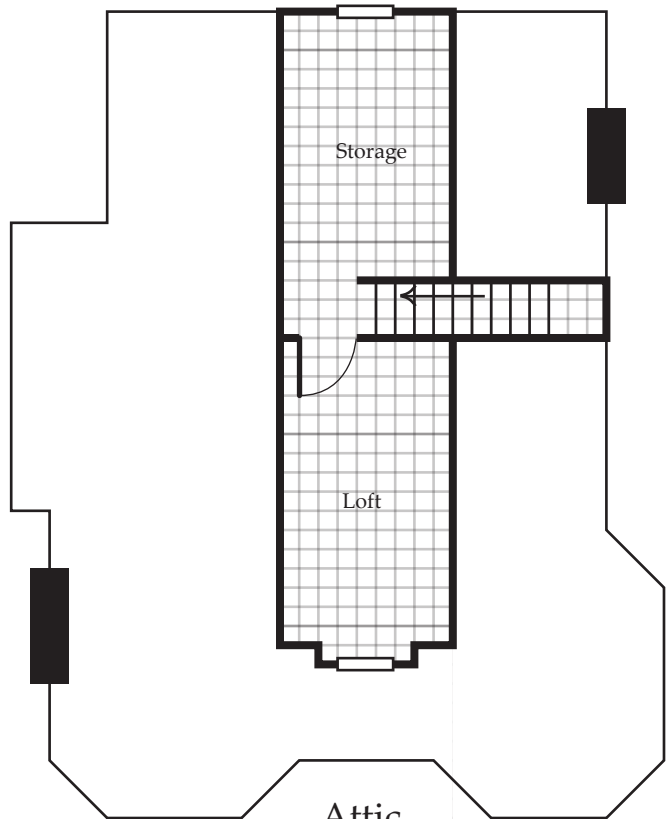
1890

10 feet

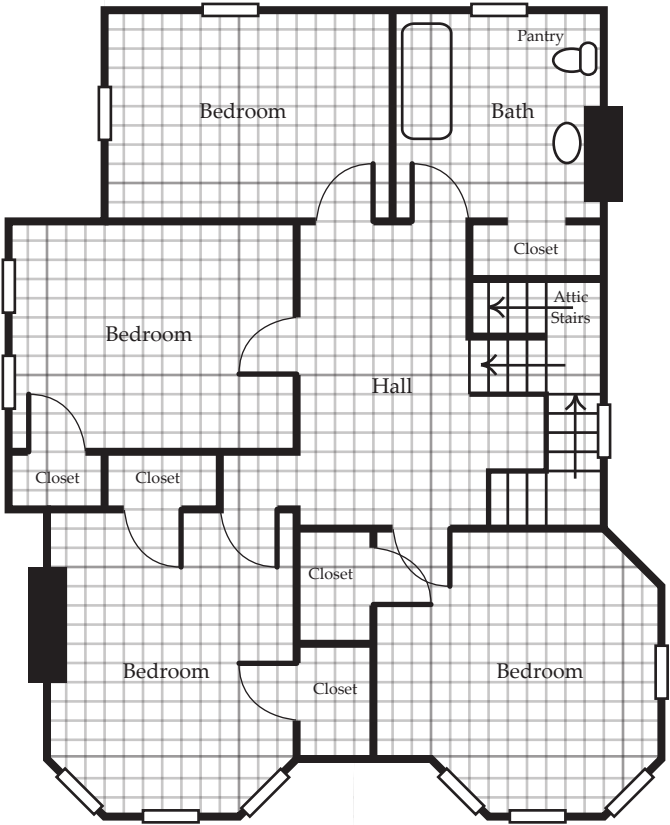




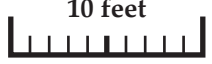
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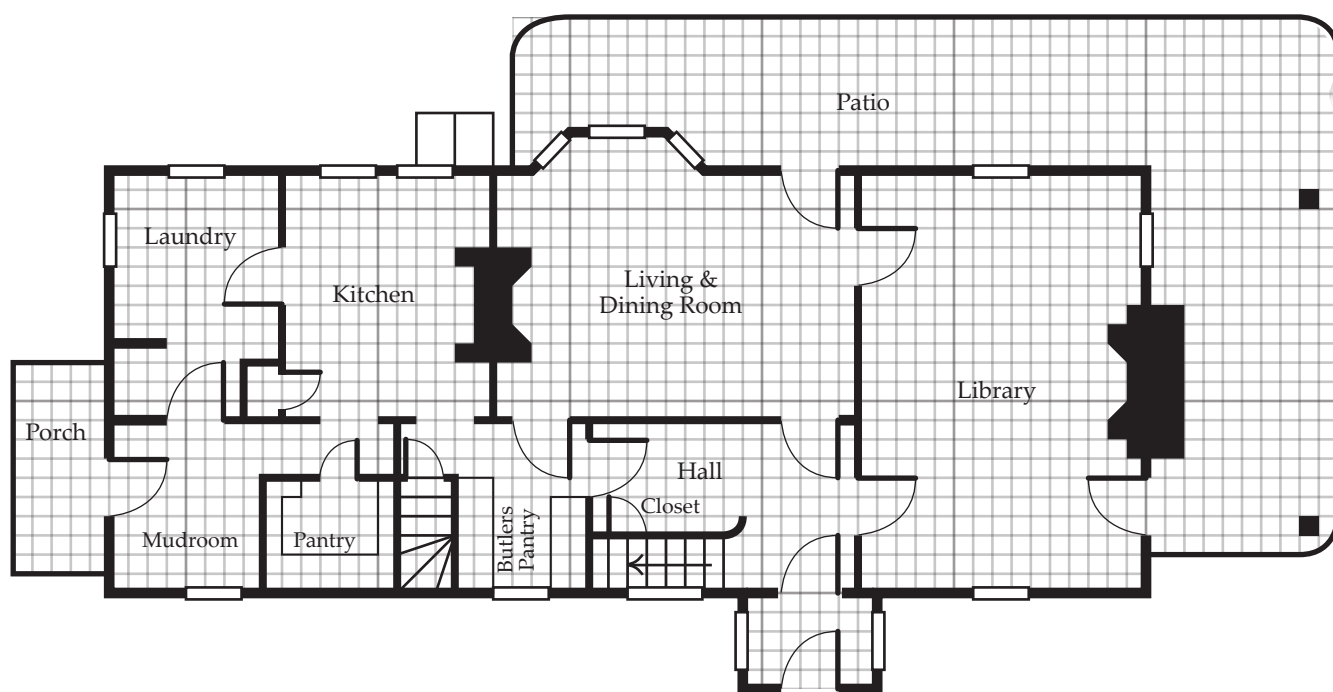


Attic



Second Floor

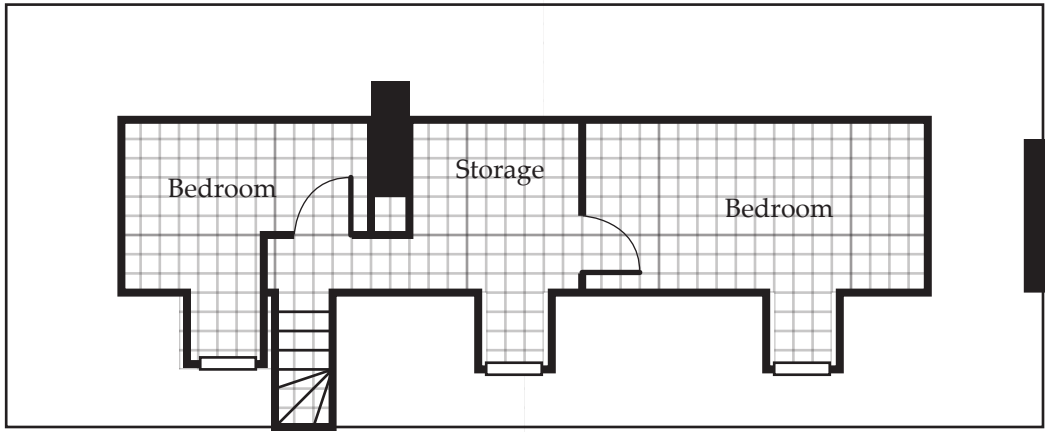
Queen Anne
Style House
1890
10 feet




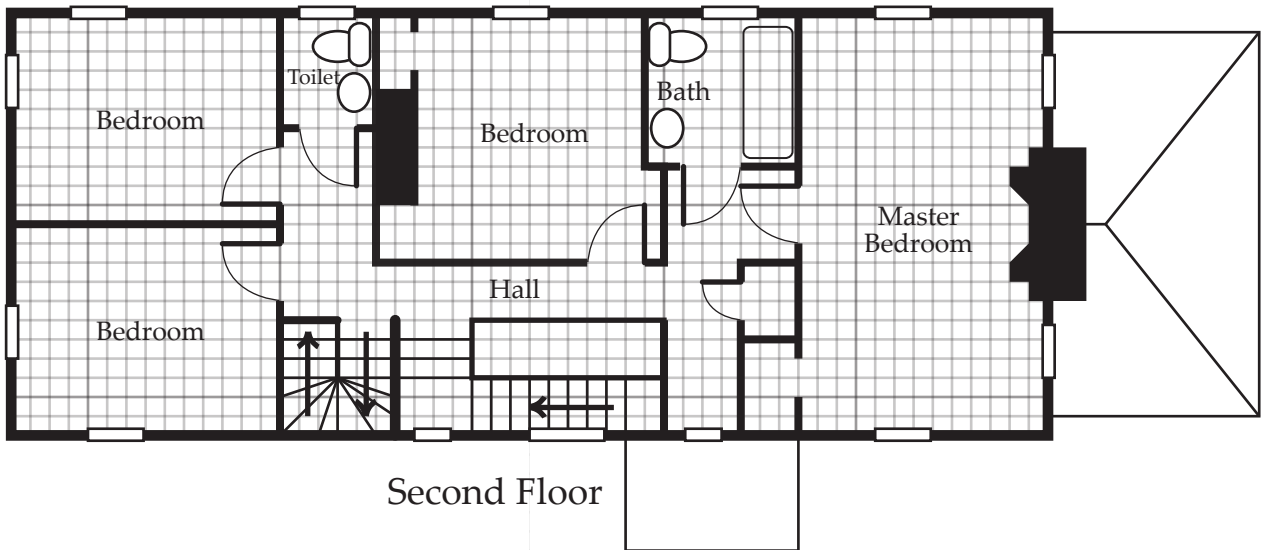
First Floor

**Colonial Revival
Style House
1885-1915**

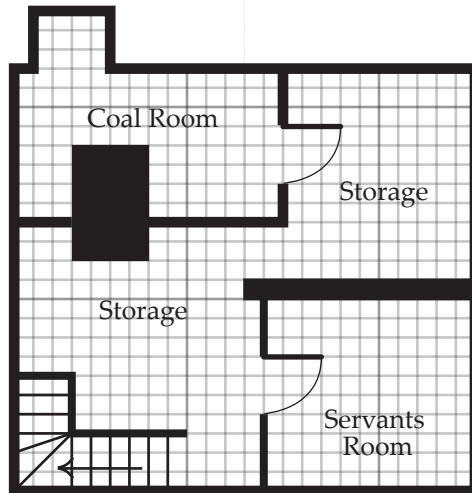




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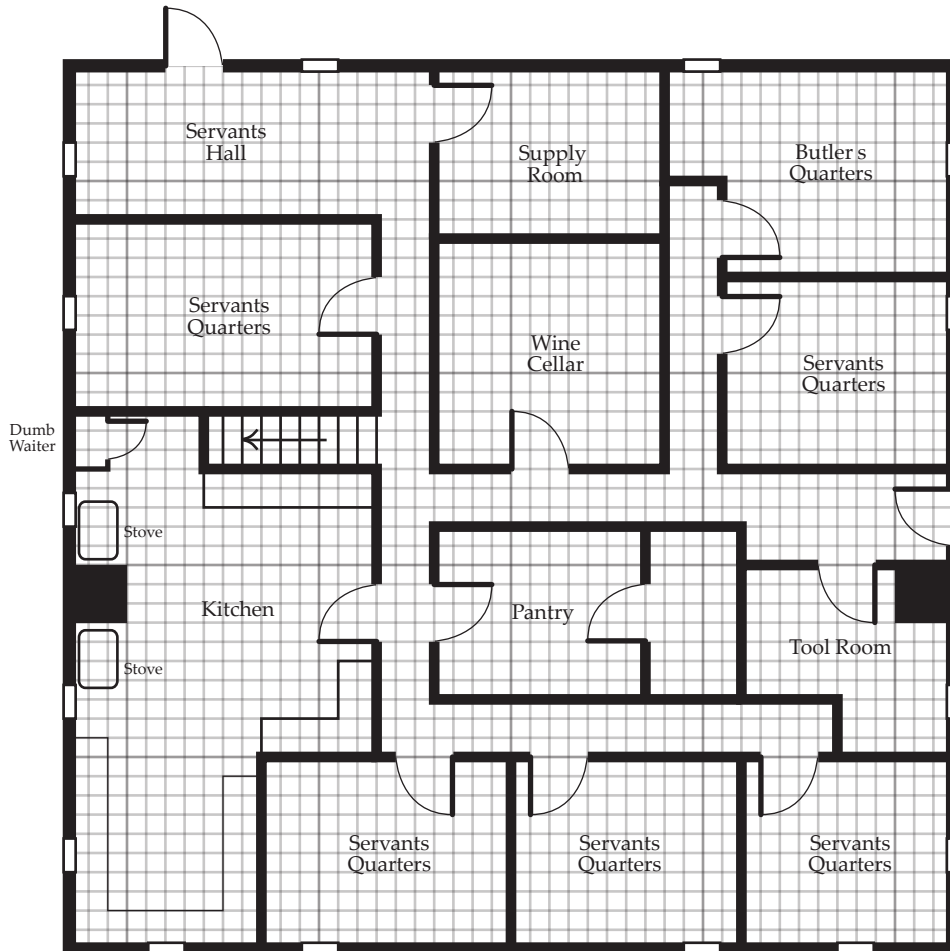
Second Floor



Basement

**Colonial Revival
Style House
1885-1915**

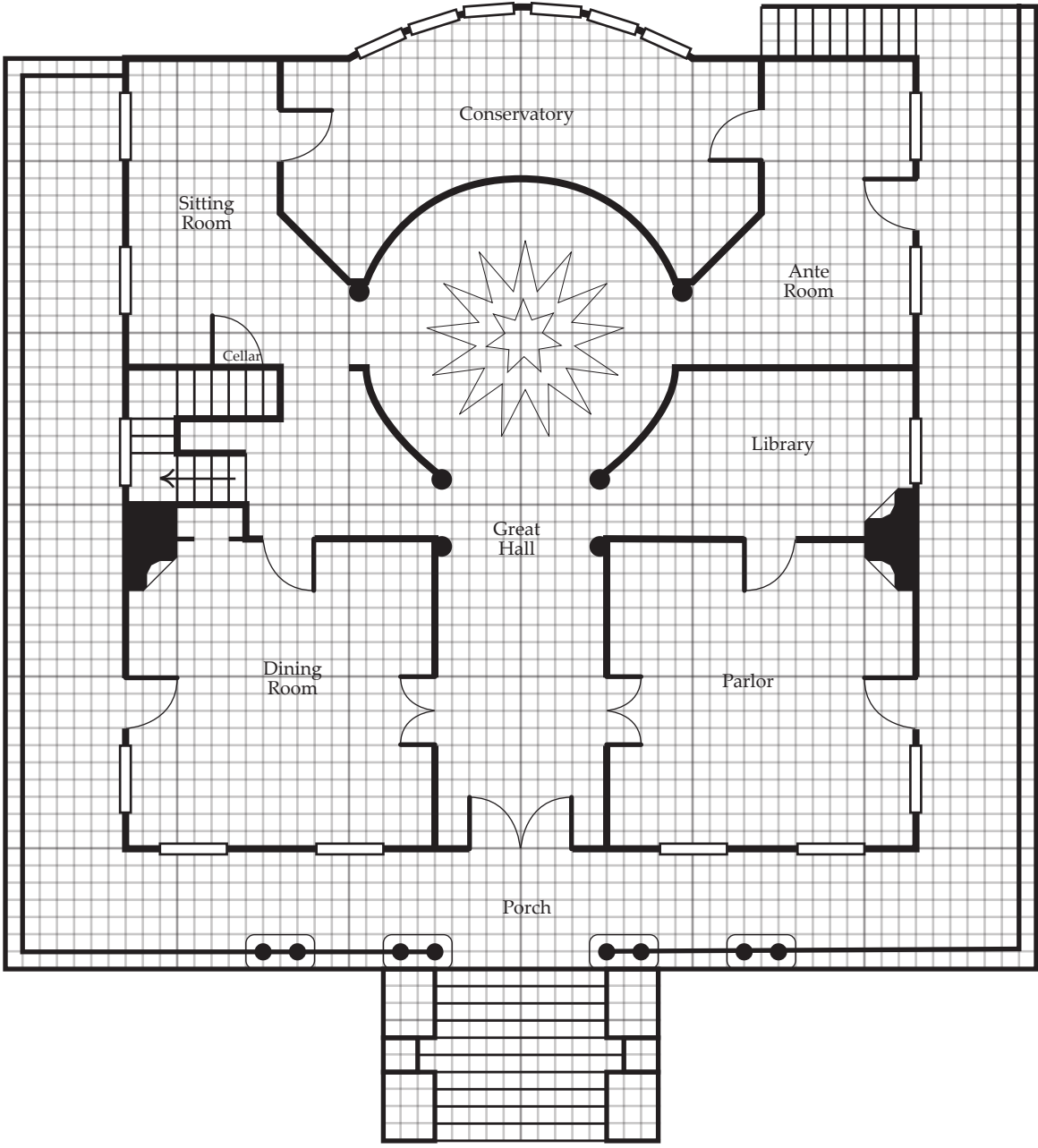




Ground Floor

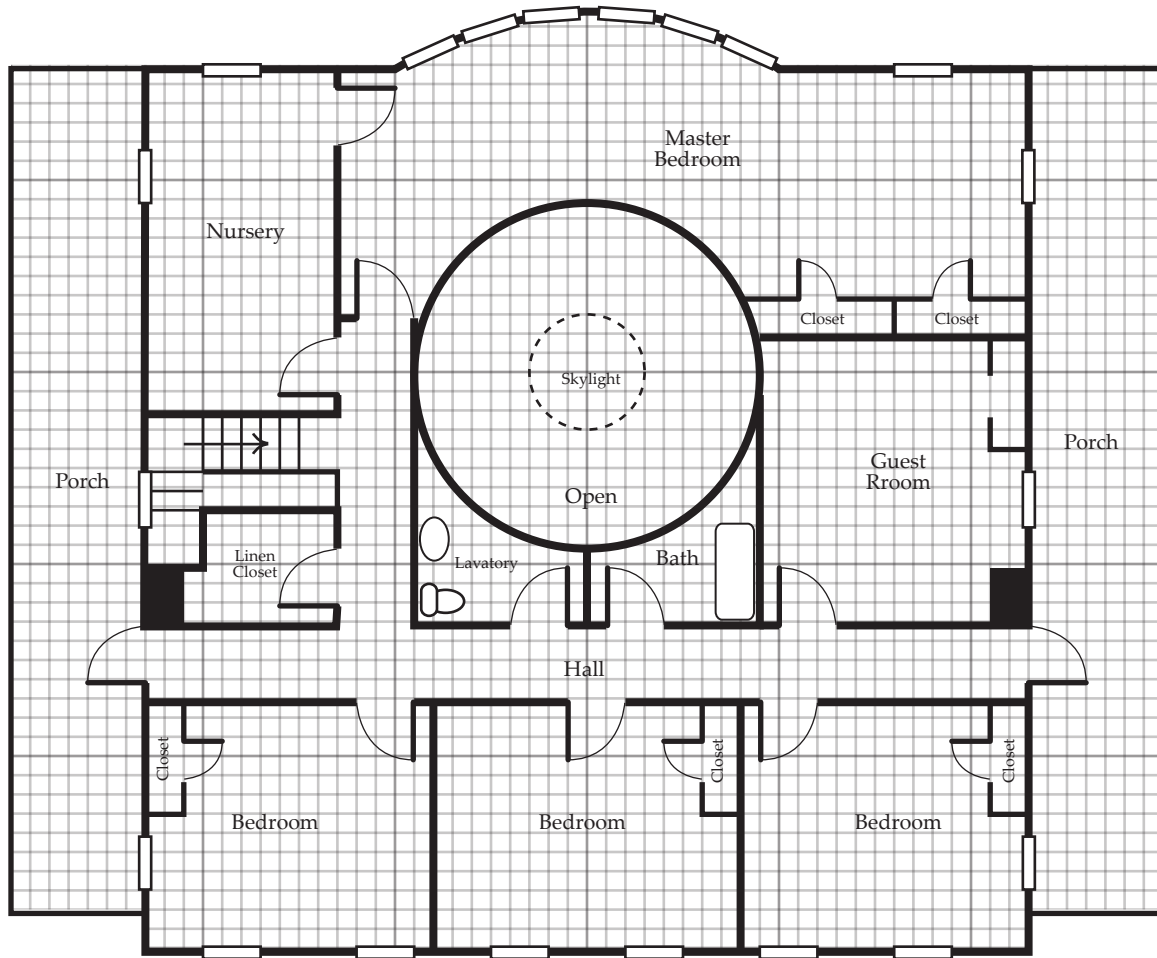
Beaux Arts
Style Mansion
1890-1930





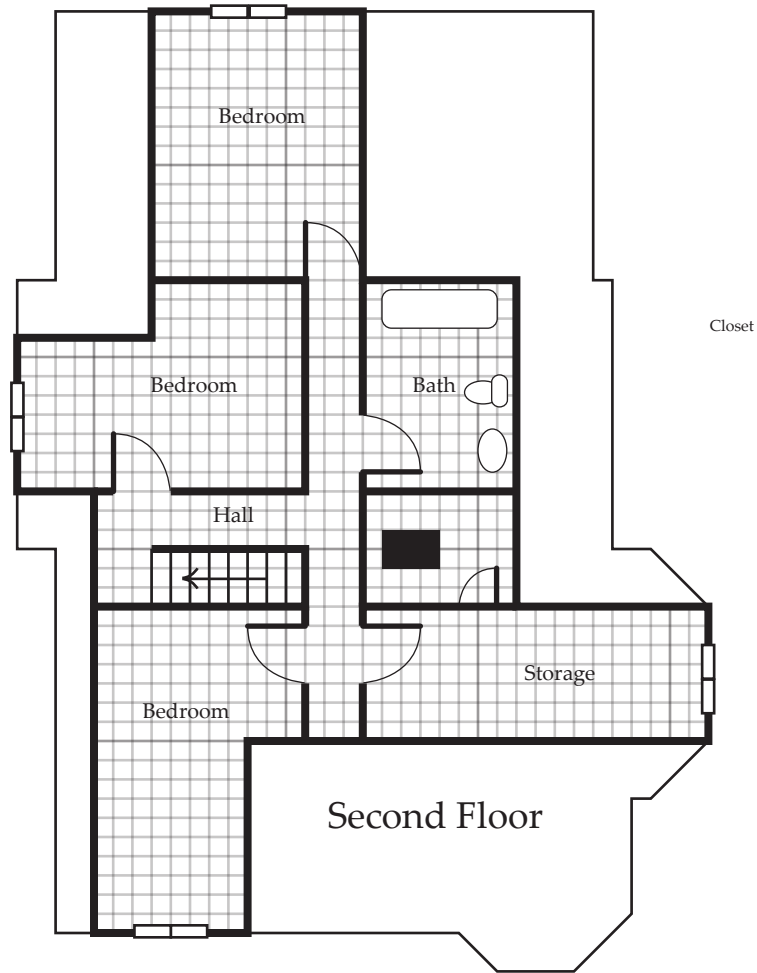
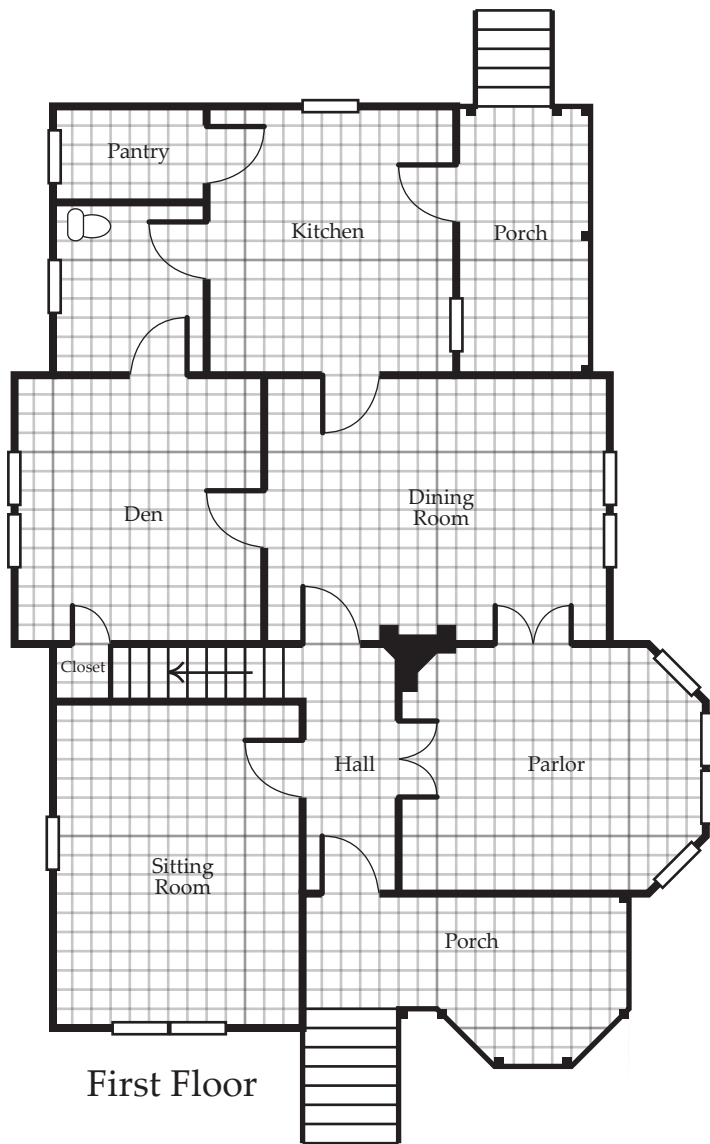
First Floor

**Beaux Arts
Style Mansion
1890-1930**
10 feet



Second Floor



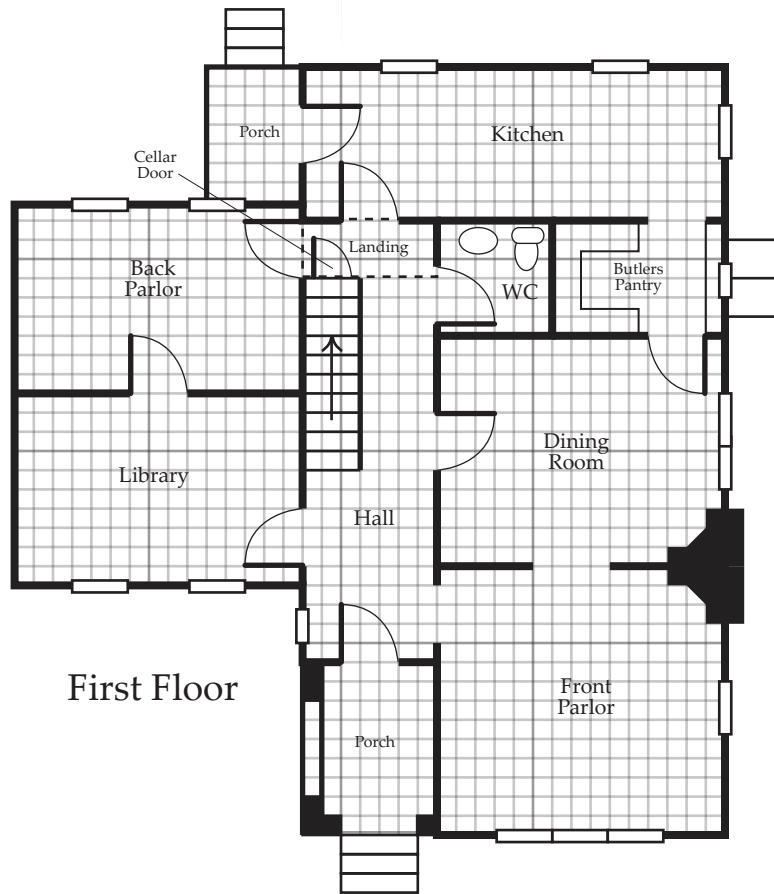


**Late Queen Anne
Style House
1900-1915**



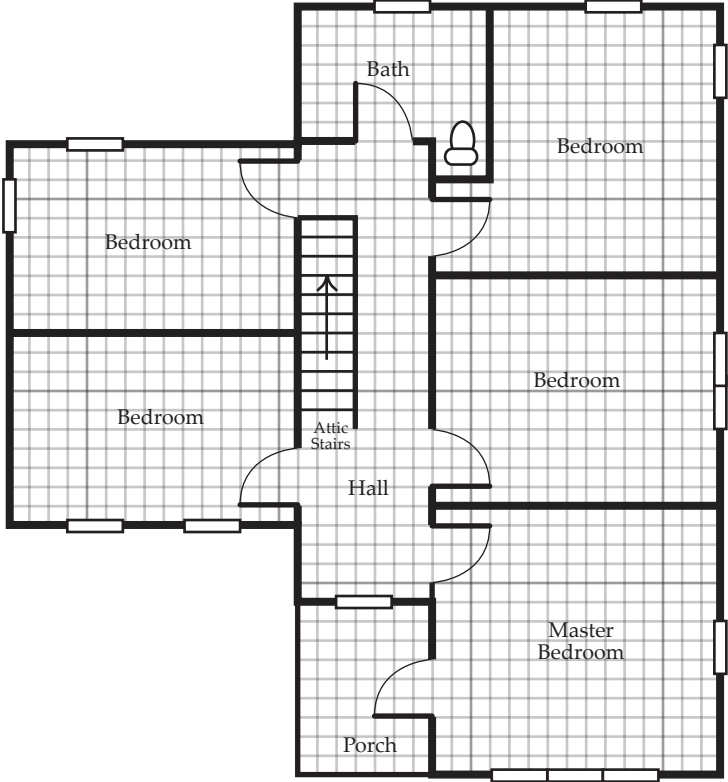


Front

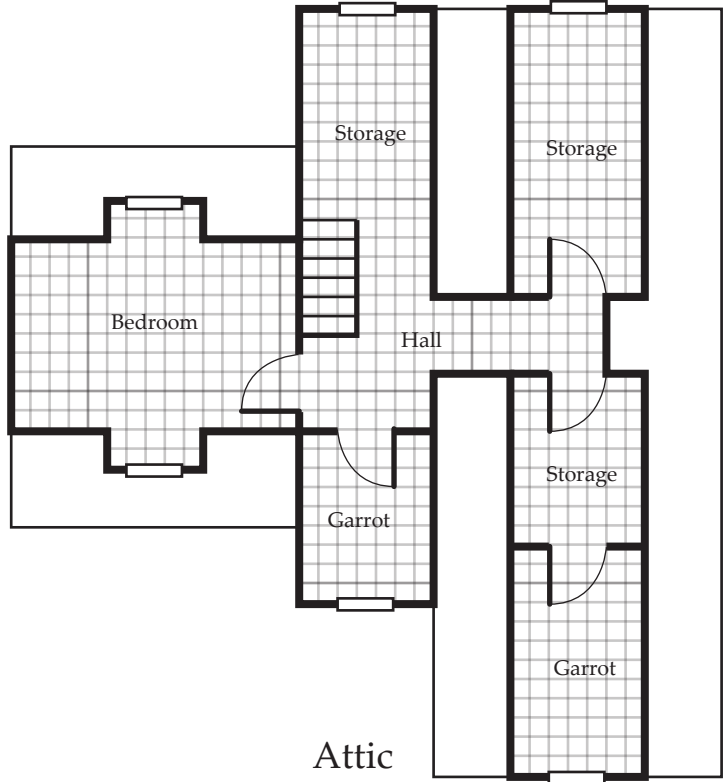


First Floor





Second Floor

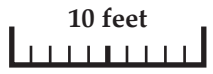


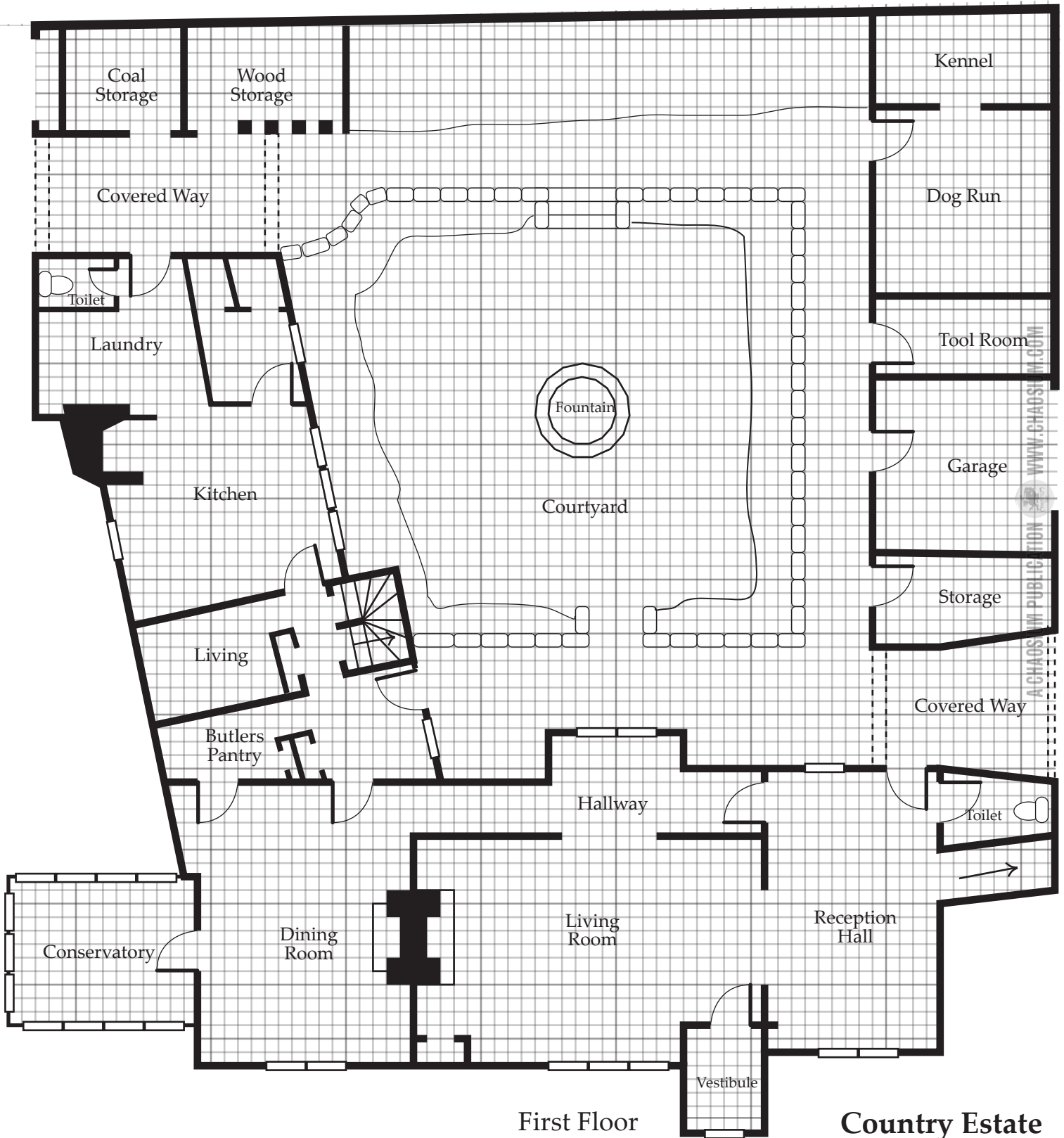
Attic



Basement

Suburban Tudor
Style House
1890-1930

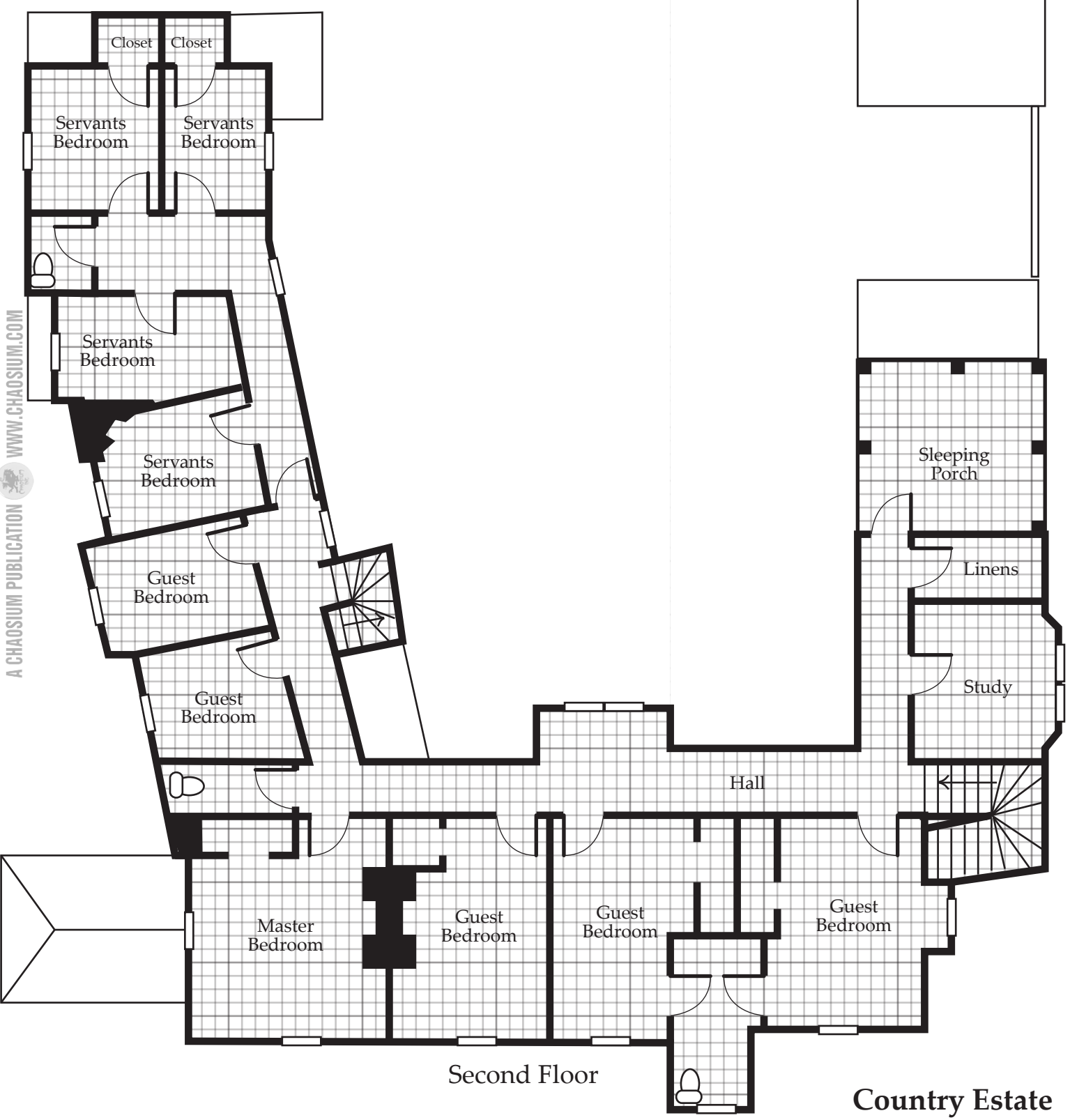




First Floor

Country Estate
1895

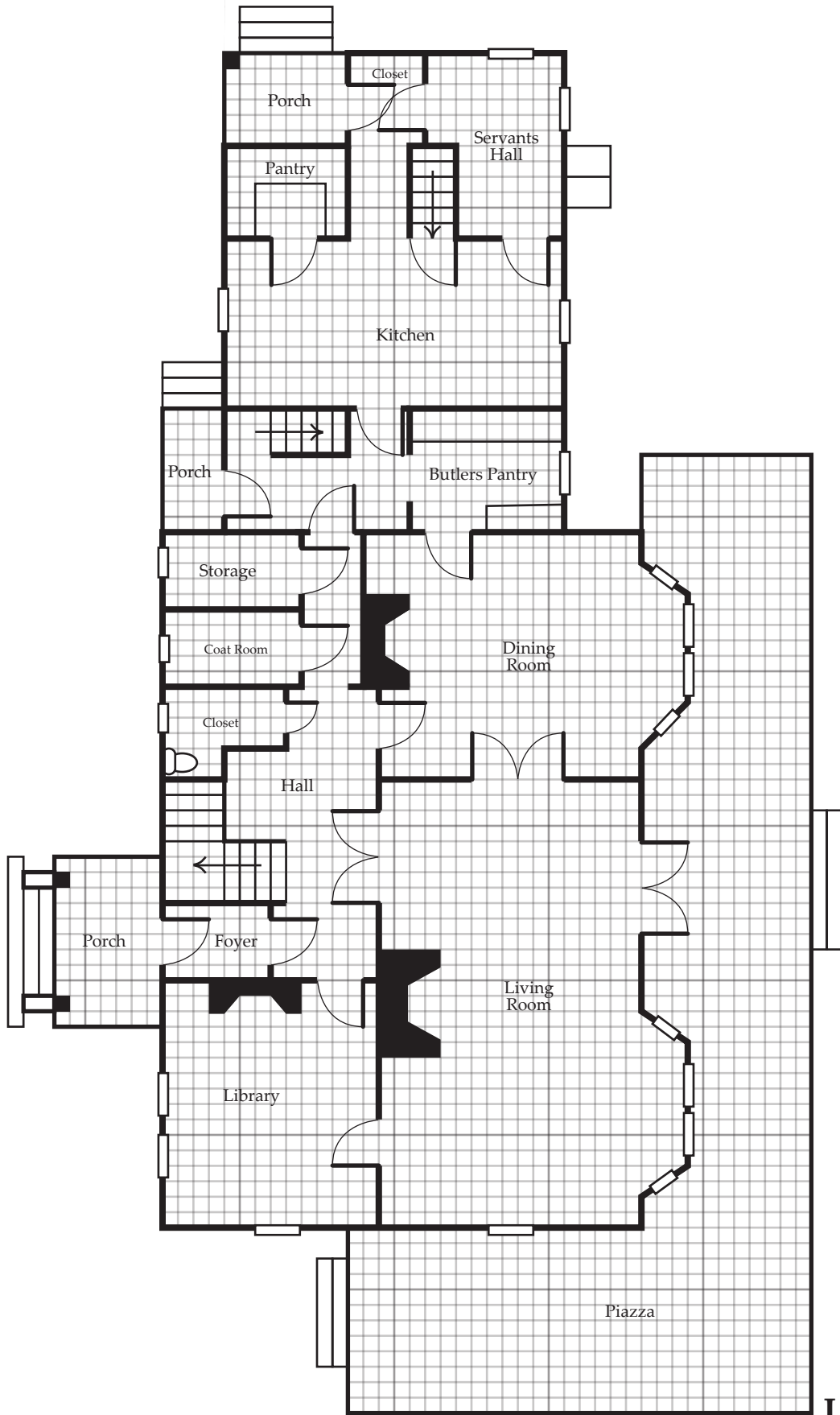




Second Floor

Country Estate
1895



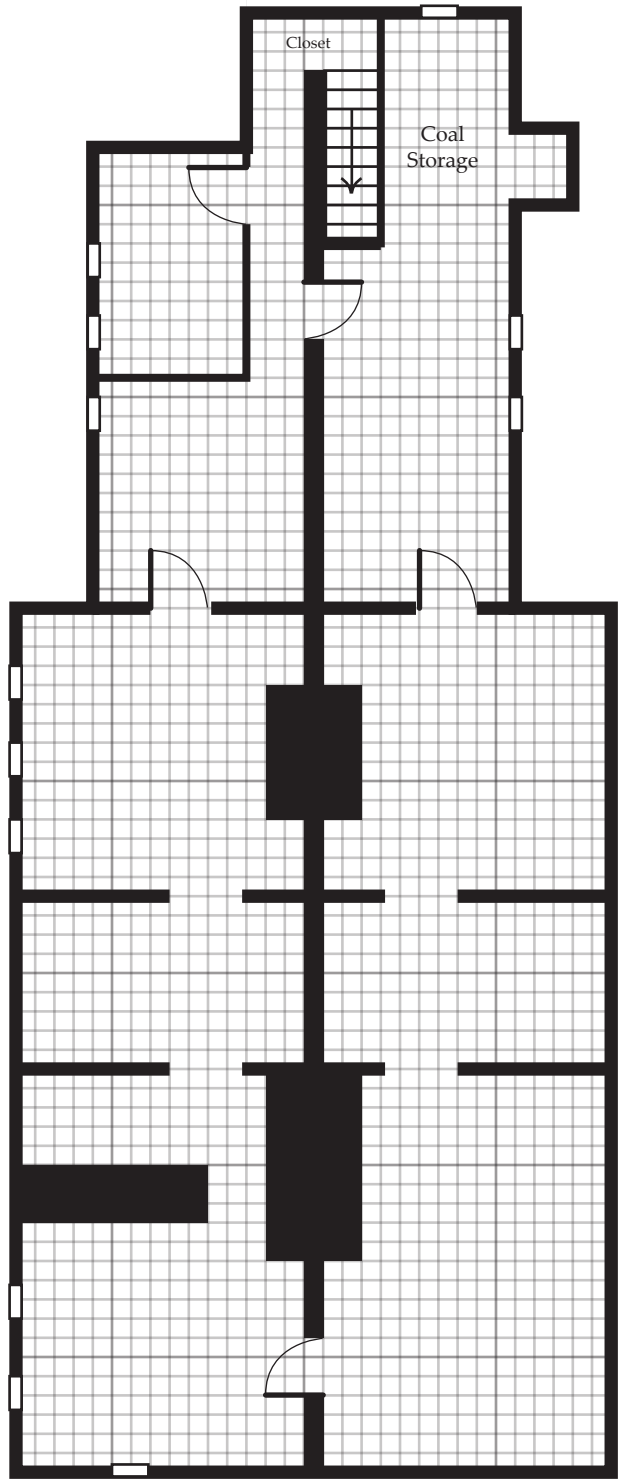


First Floor

Late Colonial
Revival
1900

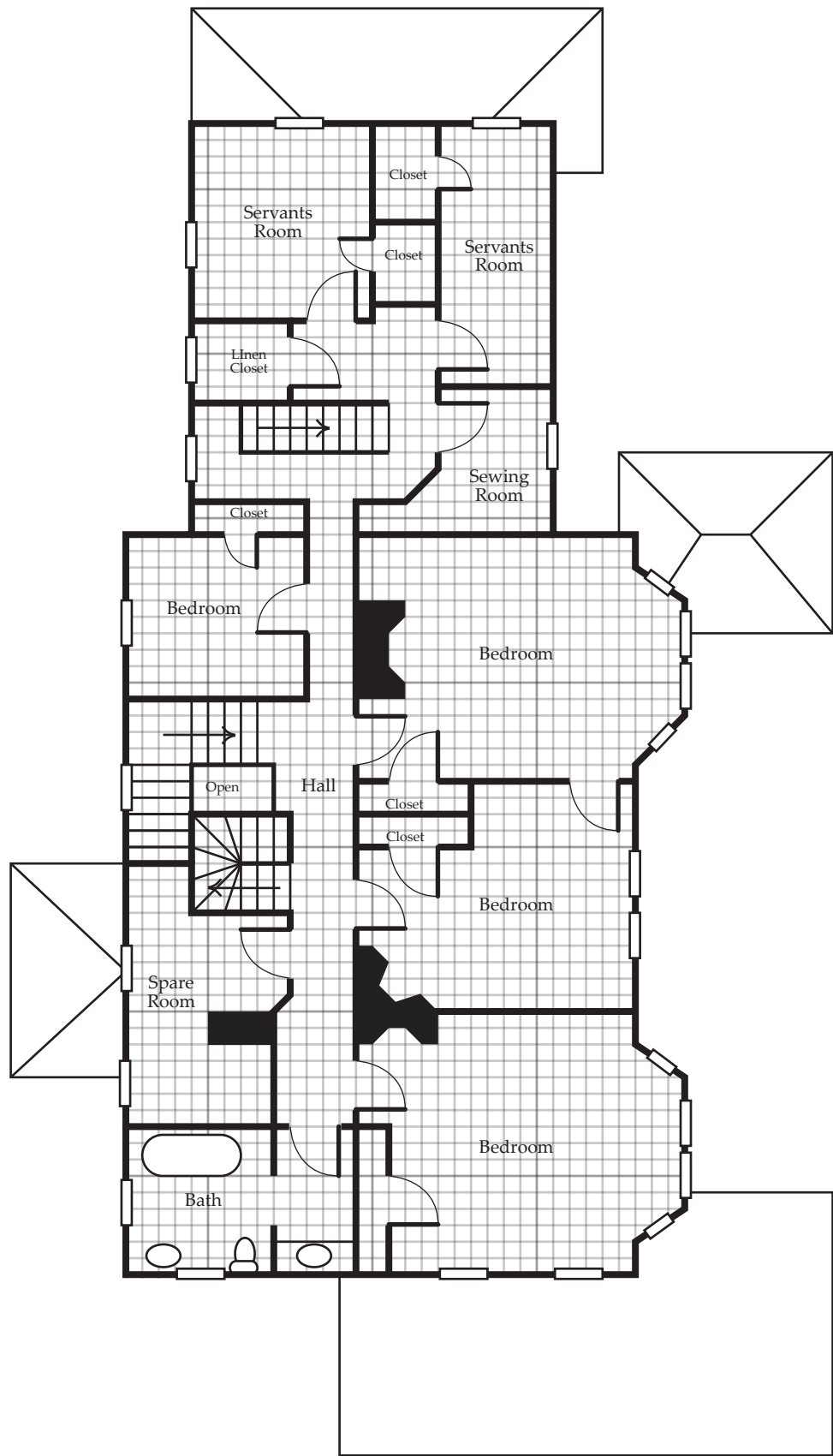
10 feet





Basement

Late Colonial
Revival
1900
10 feet

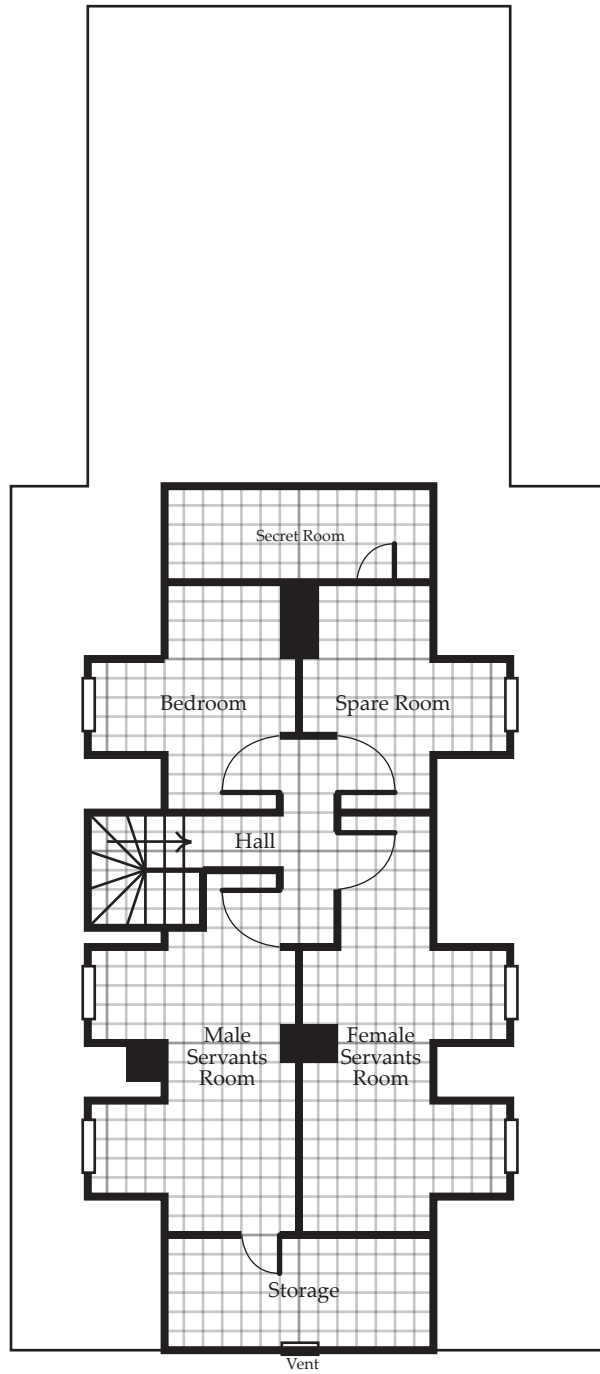


Second Floor

Late Colonial
Revival
1900

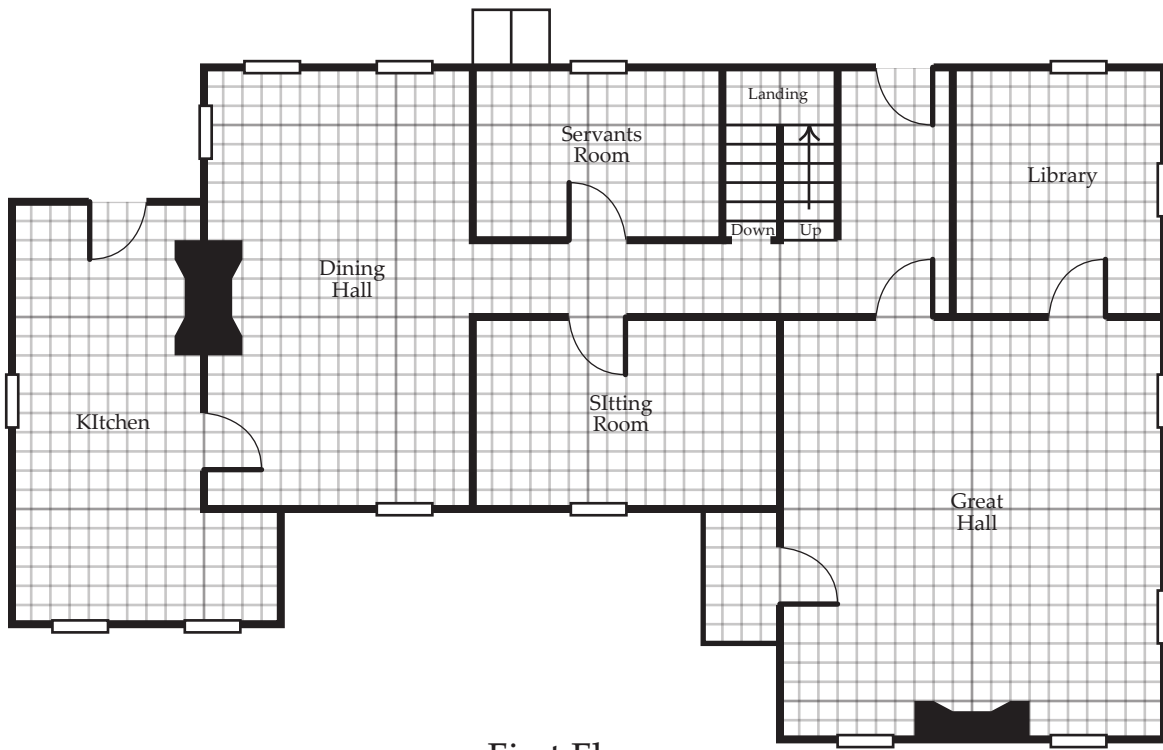
10 feet





Attic

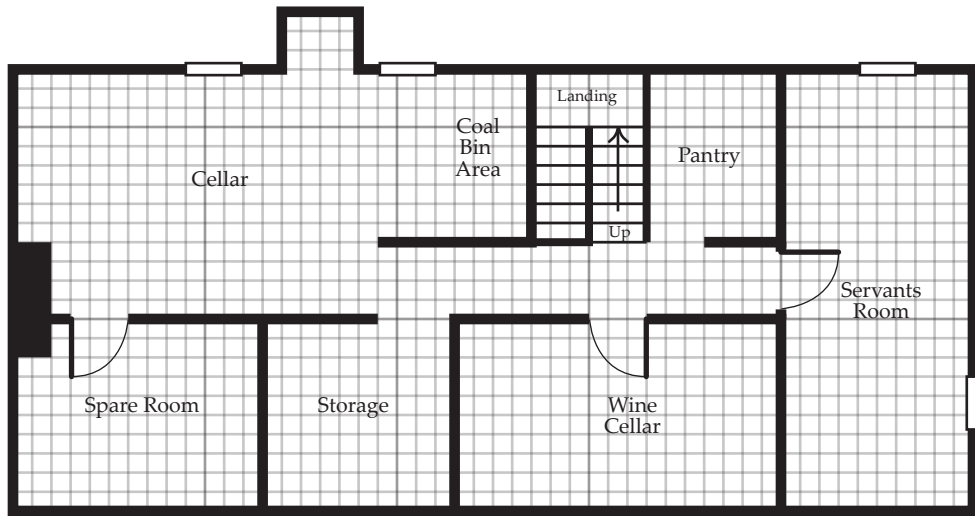




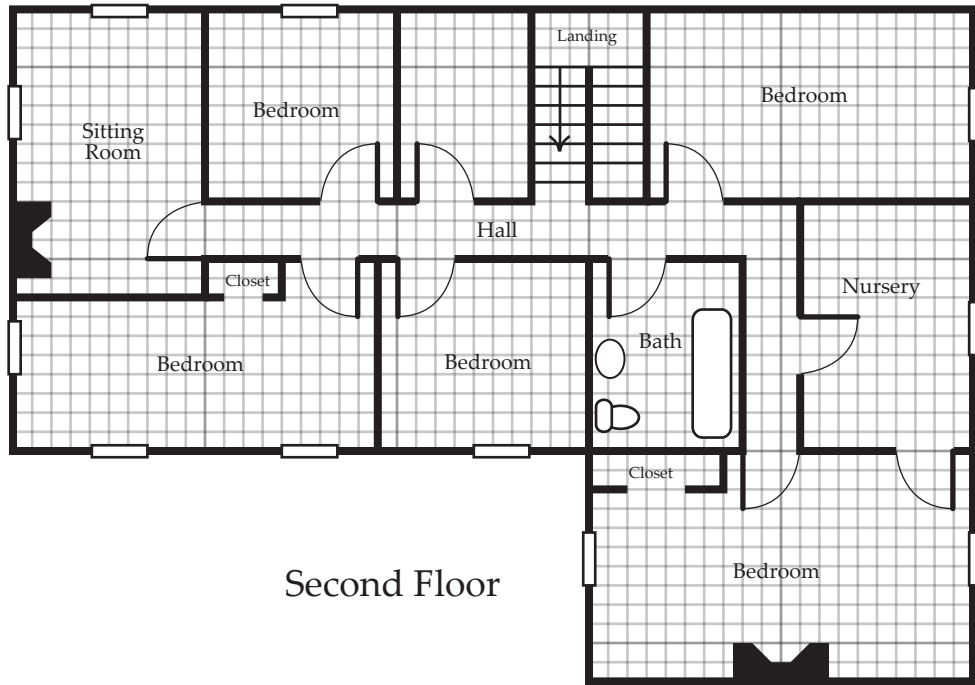
First Floor

**Country
Tudor House
1895-1930**





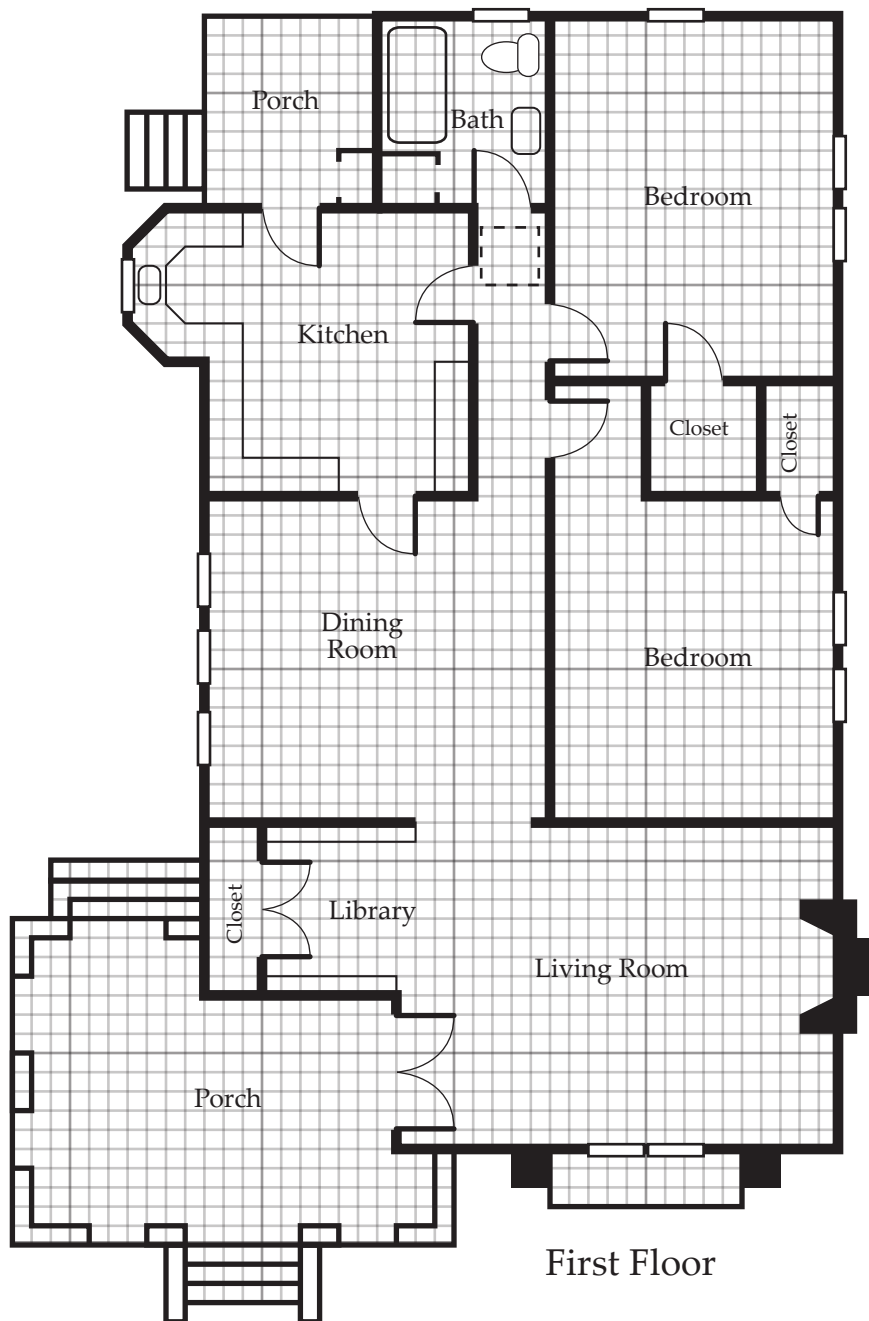
Basement



Second Floor

Country
Tudor House
1895-1930





First Floor

California
Mission Style
1890-1920

10 feet



HOW TO HAUNT A HOUSE

"If I were gonna haunt somebody, this would certainly be the house I'd do it in."

Lance Schroeder, "The House on Haunted Hill"

When my family moved to the Atlanta, Georgia area in the mid 1970s, my father (who had lived there for a couple of months prior) drove us down to the Southeast's then-largest shopping mall in the urbanized, northern suburban area of the city. To get there, we drove through the section of Atlanta known as East Paces Ferry, an ultra-expensive and well-kept neighborhood of huge mansions, estates, luxury homes, and the official residence of the State Governor. But on the right side of a well-travelled arterial street, almost hidden behind a shabby brick wall, was the burned out hulk of a large, chateau-like mansion. From the very instant my brother and I saw that old house with its gaping, large window openings looking like brooding eyes, a burnt Swiss cheese roof, the massive, blackened brick walls covered with dead ivy, and a weed-filled front yard & driveway, it became "The Ghost House" to us. We had no knowledge of reported hauntings, strange goings-on, or even a mysterious cause for the fire; it just *looked* the part of the local haunted house. And that's what separates the celebrated "haunted house" from the ordinary old house; to viewers it has to "feel" haunted by some strange unknown force or entity.

While even a modern era built home can be wracked with spectral forces, horrific crimes, and mysterious happenings, nothing quite describes the ideal haunted house as the eclectic history of American architecture, particularly that of the 19th Century. From orderly and stately mansions of the well-to-do in the first decades of the 1800s to the wildly decorated, angled, and seemingly ramshackle romantic style of the Victorian Age, nothing adds sinister dread like a century or two of age, especially an age of neglect. Often the last person inhabiting such a place was a half-crazed old person physically, mentally, or financially incapable of maintaining the property, which was often filled with bizarre collections of home furnishings and knickknacks. And in the days before universal healthcare, the place most people died in was their home, either by natural or suspicious causes. After the last person leaves the house, small animals then take over, further ruining the house – or making it more homely for the ghosts.

Sadly, a decade after first seeing that old abandoned wreck of a house, I drove past it one day and saw that it had been given an extensive, detailed, and heftily priced modern renovation---and promptly lost whatever eerie feel it once had to a pair of over-imaginative young boys. Perhaps the ghosts who possibly did haunt it just simply moved on....

The following sections include descriptions and events to add a more mysterious, terrifying, and thus more entertaining feel to game play outside or inside a property—haunted by spirits, inhabited by a monster or maniac, or simply abandoned and looking for company.

DEATHLY DÉCOR:

"It was an evil house from the beginning - a house that was born bad."

Dr. John Markway, "The Haunting"

LURID LANDSCAPING

A common effect of home ownership seems to be keeping a well-maintained and pleasant-looking property and landscape, no matter the size of the "manor." The well-to-do often had a full-time gardener and army of groundskeepers to build, maintain, and revamp extensively landscaped estates. Typical homeowners did the work themselves or paid their children or neighborhood kids to mow lawns,

prune bushes, and rake leaves. Of course, ghosts and other bizarre inhabitants of abandoned properties are somewhat lax in their yard work duties....

Elements of spooky yards include:

- Wrought iron fences, often with pointed spikes for posts, rusted, bent, or both. Imposing brick walls that seem to say "Stay out for your own good!"
- Weed-choked yards growing out of control. Unpruned or dead trees and bushes, the scarier-looking the better.
- Scraggly dead or leafless trees, often resembling screaming monsters reaching out to grab passers-by.
- Yard sculptures: typically angels, animals, saints, or mythical creatures. Unpruned topiaries may take on more sinister and otherworldly shapes.
- Old fountains, dried up and filled with leaf litter or brackish rainwater, and brimming with rotting vegetation, algae, frogs & insects.
- Worn, faded brick walls and walkways, often with crumbling masonry or missing bricks.
- Mysterious fogs that seem to waft only around the property itself.
- Family cemetery plots, with all the spookiness and hazards possible.
- Glimpses of mysterious transparent or luminous figures walking about.

EERIE EXTERIOR:

As with landscaping, prior to the use of modern weather-resistant construction materials and treatments, houses had to be heavily maintained in order to keep standing in good order. Wealthy owners could afford armies of maids, groundskeepers, and carpenters to keep their mansions, while the middle class had to make due by themselves or possibly hire a carpenter or house painter very few years or so. But when a house loses that dedicated maintenance, it quickly starts to decay, held together only by its solid construction.

Some examples of the ravages of time that can make a house look haunted include:

- The building seems shifted to one or possibly several directions.
- Rotted/burnt wood siding with numerous holes, loose boards, and peeling paint.
- Broken windows, caused by either deteriorating glazing or local boys.
- Broken/hanging shutters that bang wickedly in the wind.
- Rampant vegetation (moss, weeds, trees) growing from cracks, the roof, gutters, out of open windows, etc.
- Rotted porches and porticos.
- Doors rusted nearly shut, or fallen. Cellar doors rotted to point of collapse.

Of course, what separates the simple abandoned houses from those that could be haunted are sinister details such as:

- Turrets, towers, oriels, gingerbread filigrees, and other architectural features not commonly used today.
- Wrought iron features; fences, grille work, house fixtures, roof rails, etc. The pointier the tips, the spookier.
- Gargoyles and oddly carved decorative features, including weird weather vanes
- Bent, out of alignment spires and decorative filaments and spires.
- A mysterious light/glow appears from inside.
- Moving figures seen in a window or several windows...and then disappearing.

INFERNAL INTERIORS:

Historically, interior walls were made of horizontal lath boards and plaster, and then either left plastered white, painted in bright, warm colors (cream, red, yellow, orange), wallpapered, or covered with intricately hand-carved and scrolled dark wood paneling. Often a room would be referred to by its color scheme and not its function. Ceilings were smooth white stucco, decorated with geometrical bas-relief plasterwork. Overhead planking or exposed beams were only used in rural properties. After several decades of neglect plaster will crack and fall, paint and wallpaper will fade and peel, and paneling rots and becomes worm-eaten.

Fireplaces are highly decorated, made of either masonry stone, carved blocks of marble, or plaster-covered cement. Bookcases are usually built into the wall and left either simply painted/stained or plastered over, while cabinet-style bookcases are far larger than the kit units of today, often with lockable glass or metal screen doors (books once being as much a status symbol as gold-plated fixtures). Both fireplaces and bookcases are good places to conceal a secret passage.

Attics were generally just crude, with wooden floors and unplastered walls of lath board, with gable end windows for light and ventilation. They were mainly used for storage of household items requiring a dry place. Basements, however, were cool, dank, and poorly lit places used for the house laundry, coal and wood fuel bins, workshops, and the storage of sealed food items (Ball jars, wine bottles, etc). Generally, basements were left to servants (low-level ones typically live there) and the man of the house.

Vincent Price was once quoted as saying the scariest thing you could show in a horror movie was a character walking through a spider web. That was because we have all done in it real life and we all react the same way every time: a panic-stricken dance of floundering hands trying to clear the sticky strands from our head, as if hundreds of spiders were in fact crawling over our skin. Spider webs are actively used by spiders to catch prey, whereas cobwebs are abandoned webbing covered in thick blankets of dust.

Other spooky interior elements include:

- Dried blood, particularly on suspect items like piano or organ keys or implements of destruction. As opposed to Technicolor red, old blood turns brown or black.
- Old abandoned houses are rife with rotted spots, sending an Investigator's foot, leg, or entire body through the floor.
- Even in well-maintained homes wooden floors creak with footsteps, and in long-abandoned houses the lack of a creak would be the abnormality.
- Displayed antique suits of armor, shields, and antique weaponry.
- Weird taxidermy displays: either an insane amount of normal trophies (deer, big cats, moose, etc.) or unusual animals (turtles, alligators, farm animals, late pets etc.). In rural areas, antlers were often formed into chandeliers.
- Mirrored hallways designed to make the house seem bigger.
- Functioning doors that open to brick walls. False doors that don't even open.
- Barred/unbreakable windowpanes...especially on the nearest escape route.

FREAKY FURNISHINGS

To differentiate the haunted house from the local IKEA store, fill the place with odd and weird home furnishings. Dark and heavy handcrafted wooden furniture were the norm, and white cloth-covered furniture is not just a haunted house cliché, it was the often the only way to maintain those expensive furnishings before spray polish and vacuum cleaners. Naturally, nothing looks more like a

ghost to a scared Investigator with a small flashlight then a dust- and cobweb-covered sheet on top of a high backed chair or coat rack.

Odd period furniture such as commodes (a cabinet to stow bedpans & NOT the actual toilet), kissing seats, oddly designed cuckoo and grandfather clocks will intrigue and befuddle Investigators. And even recognizable furniture such as bookcases, tables, and chairs will be enhanced by their intricately carved features, larger sizes, and general massiveness. Most household artwork was of either portrait and landscape paintings, or decorative items like sculptures, ceramics, and glassware. Paintings can range in size from page size to monstrous wall murals. Decaying oil portraits of previous inhabitants (eccentrics, victims, or the sinister) add a further unnerving touch.

The original home entertainment center from the late 1880s until the 1940s was the Victrola phonograph player. Prior to that was the hand cranked music box, the most elaborate of which could play interchangeable metal disks. Instead of electricity, these music players were powered by hand-cranked, wound springs. Perhaps a sudden jolt could restart one left in the play position?

For the more eccentric old house, antique scientific equipment will add a “mad scientist” feel, as well might the innumerable varieties of then-widely used quack medical aids that are as alien to us as an MRI machine would be to Ben Franklin. To further this effect, odd biological samples preserved in collection jars are a nice touch, and for really freaking out visitors, human displays work quite well.

CREEPY CRITTERS (The biological kind)

Being long-abandoned, old houses are perfect habitats for animals, ranging from bats and birds to vermin. Opening a cabinet could bring on the rush of a single terrified squirrel, or a flood of slithering cockroaches, centipedes, and silverfish. Disturbed by Investigators, a swarm of hundreds of small bats go sweeping through the passage. Owls, ranging in size from handful of fluff pigmy oOwl to a 3-4 foot tall great horned owl, also inhabit old houses for both shelter and prey. Also, feral cats will inhabit old abandoned houses for both shelter and food. Walking silently, they can still knock over items, scratch at furniture or walls, and screech in terror when an intruder gets too close. Kittens may look cute and cuddly, but their claws and teeth are still quite sharp and they hiss angrily more readily than adults when confronted. After living in the old house, animals will die, leaving random sets of bones or bodies, either old or fresh. And when there are wild animals running loose in an old house, their waste products and the accompanying smell are present.

Consult local nature guides or sound effect recordings for the sounds made by rare or obscure birds, insects, and both large and small mammals in case your Investigators are familiar with whippoorwills, bobwhites, tree frogs, or cicadas.

TRICKS OR TREATS FOR YOUR HAUNTED HOUSE

“I’m not afraid of Ghosts.....particularly.”

Luther Heggs, reporter for the *Rachel Courier*. “The Ghost & Mr. Chicken”

The reason Haunted Houses become haunted is usually because of some highly emotional and devastating event. Murder, mass death, suicide, ritualistic murder or cult activity are a just a few examples, and the stereotypical ancient Indian/pagan burial site works well to explain hauntings, too. Other causes can include ancient curses placed upon the owners, a Monster-in-Residence acting as the “spook,” and extra-dimensional rifts in Time & Space. Thus, the truly haunted house has more than a few sanity-relieving tricks waiting for visitors....

GHOSTLY BEHAVIOR:

- Strangely glowing or transparent figure(s). Misty image of only a torso, head, or limbs.
- A strange, unearthly voice—either a deep, booming bellow or a faint, nearly indiscernible whisper—giving an ominous warning or cryptic clue.
- Doors and windows closing all by themselves and/or locking by themselves (often with Investigators inside).
- Items being dropped on Investigators from above. Bottles or glass items suddenly breaking.
- Small objects moving (or seeming to move) by themselves. This is particularly handy in case an Investigator needs a certain object later in the scenario.
- Very large object, such a table or bed, floats in the air.
- Ghostly hands tapping Investigators on the shoulder, patting on head or rump, tickling, or caressing/fondling. Breathing or blowing on the back of the neck.
- Invisible force trips or pushes Investigator.
- Ghostly animal, perhaps a long-dead pet, stray, or victim of nefarious action.
- Spirit beckons Investigator for help, tries to warn them, or makes threatening gesture.
- Phantom force throws Investigator to floor, across room, etc.
- Silent, blank-looking figure (adult or child) staring at Investigator, and then disappearing.
- Ghostly figure seen doing routine house chore or activity, utterly oblivious to Investigator.
- Ghost/spirit repeatedly reenacts its human demise, at times using Investigator as unwilling partner.
- Ghost repeatedly performs routine chore or task, either oblivious to or actively participating with Investigator.
- Single or numerous words written—or being written—in dust, dirt, powder, or whatever.
- A table filled with ghostly food, and sometimes, ghostly diners.
- Spirit lures member of opposite sex to certain spot and then vanishes.
- Meeting a perfectly normal person, until they walk through a wall or simply vanish.

ATMOS-PHEAR-ICs:

- Sudden 10- to 30-degree drop—or increase—in temperature of a localized area.
- That ol’ dreaded feeling of being watched or stalked.
- A sudden breeze starts blowing from seemingly solid area such as brick wall.
- Clouds pass over the sun/moon, causing a drop in visibility, even when there should be no clouds.
- Changes in gravitational intensity.
- The inherent lighting fades to nothing...or grows in intensity.
- Interior fog or mists, normal or bizarre in nature.
- Noxious clouds of gas, mist, or smoke.
- Bizarre colored interior lighting...which also affects Investigators’ light sources.
- Investigator suddenly feels extremely heavy or inversely lighter.
- Large clouds of disturbed dust /mildew begin to obscure the visibility, choke and gag the Investigators, or possibly both.
- Firm drafts, noisy drafts, smelly drafts.
- Feeling of increased or decreased air pressure.
- Alternative or unseasonal weather seen outside....or possibly inside.
- A possible scientific explanation for “home hauntings” is simple carbon monoxide poisoning, with its symptoms of sleepiness, depression, dementia, & hallucinations.

SINISTER SMELLS:

The sense of smell is sublimely suited for getting a reaction from Investigators, either as a memory-inducer or a disgusting warning. Smells and odors can also deliver a physical sensation ranging from acrid burning of the nostrils to a calming tranquilizing effect. Even stranger to an intruder would be a strong, identifiable smell with no locatable source. Examples include:

- “Musty basement”, sulfuric, mold, dirt.
- Mothballs/"Grandma's House."
- Iron/metallic.
- Rotted food, soured milk, rotten eggs.
- Whiskey/wine/alcohol.
- Fecal/sewage, sweat.
- Sickly sweetness, spicy.
- Burnt wood.
- Hydrogen sulfide.
- Antiseptic/cleaning supply, chemical.
- Methane.
- Fresh paint.
- Lilacs/lavender, perfume/cologne.
- Bile, urea.
- Seawater, sea rot.
- Something cooking.
- Fragrant herbs, burning herbs/leaves.
- Ozone/ "Rain smell"

SPOOKY SOUNDS:

- Drafts blowing through poorly maintained old houses would make a variety of noises from whistling to moaning to rattling.
- Along with creaking floors, Investigators' footsteps would echo through the house, as if someone else was walking the house as well, stopping mere seconds after the listener stops in their tracks.
- Birds and insects suddenly stop making noise. Inversely, the Investigator hears some previously unknown animal sound.
- Nothing screams "scary" more then the far-off cry of a coyote, wolf, or even neighborhood hound, particularly when responded to by others.
- A stray animal knocks over a long-still household item.
- An animal running over piano or organ keys breaks the silence.
- Vintage or bizarre music begins to play, from long-still instruments, music players, behind doors or walls, or coming from nowhere.
- Tapping at windows, either tree branches, animals, or "whatever." Banging window shutters...even with no wind.
- Noises that seem to move from place to place; could be echoes or not
- Sounds of scurrying inside the walls (rats, bugs or whatever).
- Buzzing noises; insectoid, electronic, or metallic.
- Unseen grunting or groaning.
- Faint sounds of people talking, singing, or laughing (classic EVP). Even more unnerving, sounds of children talking, singing or laughing.
- Far-off falling objects ranging from household items to pieces of the house itself.
- The sound of moving masses of insects or rodents on floors, on walls or inside walls.

- Ringing, ranging from bell chimes to that weird echoing ringing in one's ears.
- A blood-curdling scream, source unseen or unknown.

SCARY SIGHTS:

- Strange, multicolored glows, moving orbs of light, or floating, amorphous blobs of light.
- Bizarrely fast moving mold or fungus grows over wall or furnishings.
- Shadows without light sources, moving shadows.
- Dark liquid/blood running down walls. Torrent of blood or other liquid seemingly crashing down on viewer, only to disappear at last second.
- A human (or inhuman) skull appears in mirror momentarily.
- Walls appear to bulge from the inside, walls/door appear to actually breathe.
- Portraits of previous owners change to horrific scene of murder or transfiguration.
- The eyes of portrait figures follow the Investigator no matter how far or quickly they move.
- Large landscape painting features scene that seems to actually move as if viewing real life.
- The room seems too big for the house, seems to grow smaller, or other unnerving changes in building scale.
- Time lapses or speeds up while inside the house. Watches and timekeeping devices stop, speed up, or slow down.
- Unseasonal or impractical weather occurs outside window. Switching of night or day scene.
- A blazing fire in is seen a room....sans heat or smoke.
- A blinding light floods in from outside the house or a room, even at middle of night.
- Investigators see themselves in other room--where there is no mirror—possibly redoing what they had done before, or even some grisly and tragic scene from the future.
- Investigators' light sources all seem to fade or go out altogether.
- Floors or walls suddenly turn rubbery, icy, or incredibly sticky. (Reduces DEX by 10-20%)
- The door behind Investigator completely disappears, perhaps with no other means of egress.
- Windows become opaque or unbreakable.
- Flowers mysteriously wilt and die before the Investigators' eyes.
- An actual skeleton in a closet. Door opens and a dead body falls out.

PERSONAL PRANKS:

- The Investigator's eyes start feeling heavy, eyelids begin to twitch, cramps develop in the foot or leg, uncontrollable or sudden nosebleeds develop.
- Chills running up and down the back, hair standing on end, and/or profuse sweating are common bodily reactions to fear and anticipation.
- Legs suddenly giving way, causing a corkscrew fall to the ground or floor, causing a turned or sprained ankle and reduction in dexterity.
- Hands begin to shake uncontrollably. Rapid, shallow breathing spontaneously begins.
- Strange music begins to play only in the Investigator's head. (Or perhaps it is some horrible pop song from the character's memory.)
- Seeing some sort of figure (human or otherwise) in the corner of one's eyes, only to have it vanish when one turns to fully see it.
- Suicidal thoughts.
- Claustrophobia.
- All other people in the party suddenly disappear from sight for 2-3 seconds.
- Something seems to grab at an Investigators' clothing; it could be a previously-unseen nail, a protruding household item, even a stray tree branch....or even spookier, nothing at all.

- Character sees himself in mirror—along with mysterious other figure which disappears when turning around to see it.
- Someone’s foot falls into a previously unseen hole or crashes through rotten wood floor, causing possible injury.

Have a problem player? You have a perfect victim of such minor little tricks to play. During player arguments inside your Haunted House, roll some dice and pretend to count off the players until you reach the offender. After a few of these experiences, the offending Investigator may perhaps be a bit more cooperative with others, if only for protection.

Remember, the most efficient way to instill fear into players is not with grisly scenes or horrific monsters, but with what they do NOT readily see. By removing a person’s main sense of sight or by playing with non-visual senses such as smell, hearing, and touch, the imaginations of the Investigators will run riot. And that goes back to that wonderful “feel” of the haunted house.

Happy Haunting, still.....
RJ Christensen



CHAOSIUM
INC.

THIS OLD HAUNTED HOUSE, TOO

...

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