

DANIEL JAMES HANLEY'S

HIGH DARK HALL

A Regency Setting for Gothic Roleplaying



GHASTLY
Affair

THE GOTHIC GAME OF ROMANTIC HORROR

HIGHDARK HALL

A Regency Setting for Gothic Roleplaying

Written and designed by
Daniel James Hanley

Especially for use with
GHASTLY
Affair

THE GOTHIC GAME OF ROMANTIC HORROR

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Highdark Hall is intended for mature gamers. It reflects the conventions and topics of pre-Victorian Gothic and Romantic-era fiction, and includes depictions of some subjects that may be distressing to certain readers. It also includes descriptions of historical situations and beliefs that modern people may find disturbing. All references to real historical figures, institutions, and places are intended to be understood in a fictional context. No assertions are made regarding any actual facts. All material in this supplement is meant for entertainment purposes only. In particular, nothing herein is intended to disparage any real-world religion or ethnicity.

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About This Book

Highdark Hall is a collection of maps, characters, and rumors to help you create your own stories of Gothic Horror and Romance. It's a set of possibilities to be explored, and further defined as you see fit. In many places you'll find suggestive questions in place of definitive answers. That's because no two versions of Highdark Hall are meant to be the same. I've given you the foundations of a Gothic "sandbox" to be more fully defined as your game progresses. Player Characters can be aristocratic members of "The Ton" invited to indulge themselves at a masquerade ball, relatives of the family come to stay, or even new servants come to replace ones gone mysterious missing. There no single story you're "supposed" to play here, but there are definitely enough conflicts and potential catastrophes that Player Characters will inevitably get caught up in some horrible imbroglio. Above all, don't be afraid to "break" the setting. The house and its inhabitants are set up as a powder-keg of conflicting desires, with the Player Characters as the inevitable fuse!

When I first created the maps of Highdark Hall in 2015, my intention was to broadly sketch out a locale that would be a stimulus for other people's creativity. Since that time I have learned of the maps being used in everything from Dark Fantasy to Victorian Steampunk games. They have been the basis of a great, collaboratively-created haunted house adventure, and otherwise seem to have acquired something of their own life on online. Frankly, I've been delighted with the way others have embraced the material, and made it fodder for their own imaginations.

What follows is *my* Highdark Hall, but definitely not *the* Highdark Hall. The material that premiered in draft form on my blog "The Engine of Oracles" has been edited for consistency and clarity. (Or, at least as clear as anything to do with the house or its owners can be!) Also, I've added previously unpublished descriptions of the interior rooms, parkland areas, and grounds residents. I've kept all descriptions as brief as possible, both to facilitate easy reference during game play, and leave design space for your own elaborations.

The stats for NPCs are given for use with **Ghastly Affair**, "The Gothic Game of Romantic Horror". While I hope you'll be inspired to further explore authentic Gothic roleplaying with **Ghastly Affair**, players of any Horror, Dark Fantasy, Steampunk, or even Weird Fantasy game will find much to interest them at Highdark Hall. Gamers who are also fans of Jane Austen will also discover opportunities for Regency hijinks in exactly the kind of place that Catherine Morland assumed Northanger Abbey to be.

There's some suggestive, and mildly disturbing material here. Except for sweet, naive Georgina, the Altumbers as presented are *terrible* people who do *terrible* things. They typify the dubious morality of Regency-era English aristocrats. Also, because the assumed era is the late 18th century, there are adolescents working full-time at Highdark Hall as servants. While that's historically accurate, you should feel free to raise everyone's age to at least eighteen. *Werewolves*, after all!

Highdark Hall is yours. Remove the supernatural elements if you prefer, and present them as untrue but persistent rumors. Use different room descriptions if you like. Give the house different owners, or kill off characters that you'd like to replace. Change the assumed late-18th century time-frame, or even the location. Or just use it to dream of a place where you can walk with the demon lover of your fancies, through mist-shrouded gardens of the mind.

Daniel James Hanley

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WELCOME TO HIGHDARK HALL

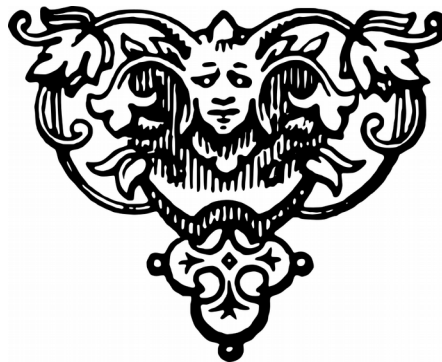
Highdark Hall is a fictional eighteenth-century Grand House suitable to be the primary location for an entire Saga of Gothic roleplaying. It features five floors and over 100 rooms, with many possibly intriguing locations to stimulate your creativity.

What follows is intended to be further developed by the Presenter. It's for *you* to decide if **Highdark Hall** is a cursed hive of supernatural evil, or actually just a leaky old house with somewhat eccentric inhabitants.

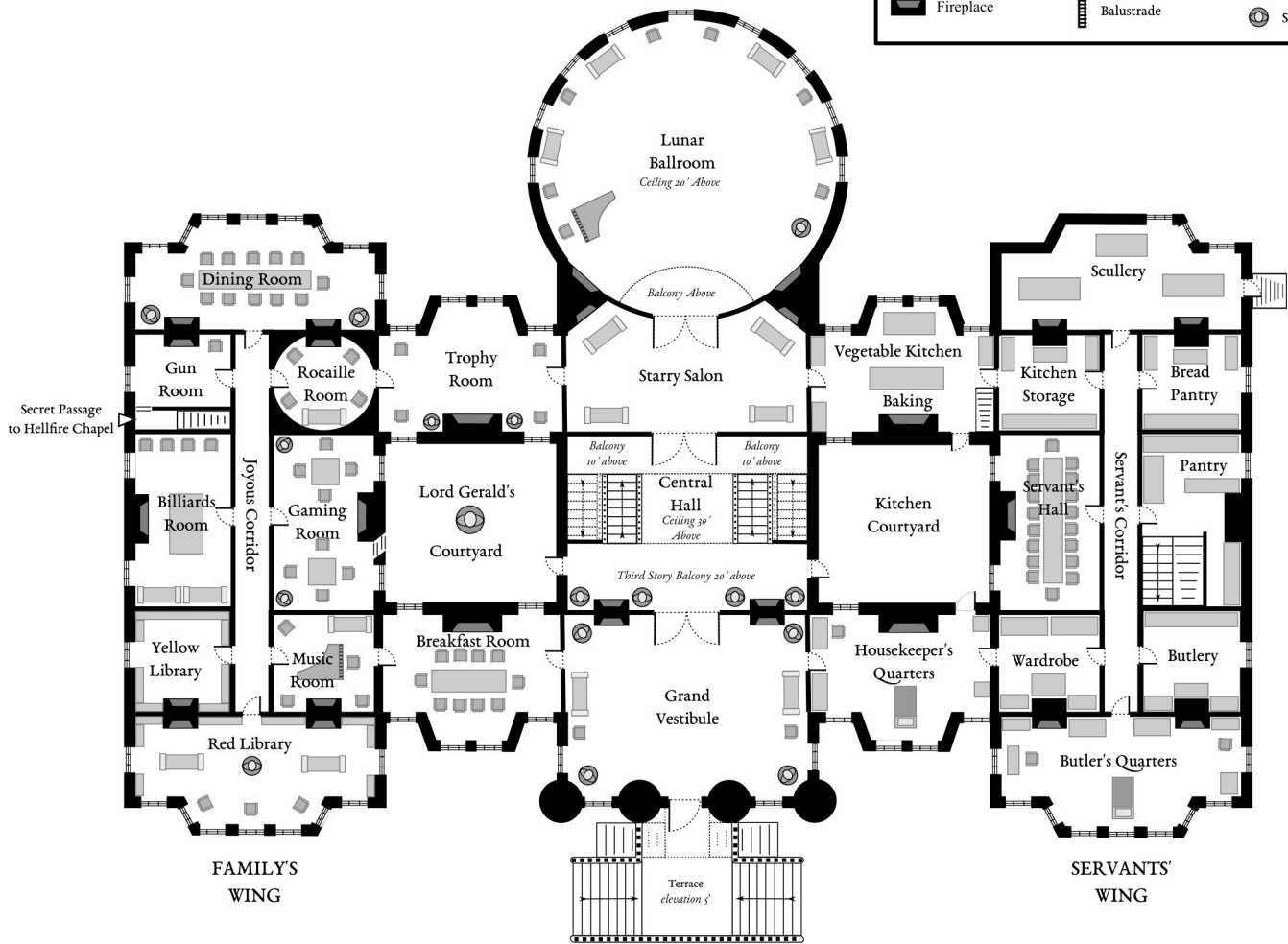
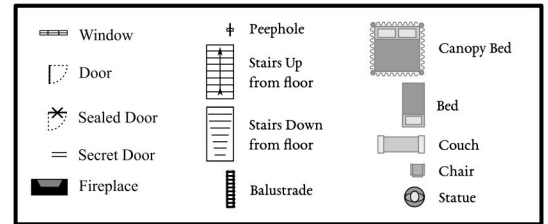
There's plenty to explore and uncover, whether the Player Characters join the house as servants, are travelers stranded there by a fearsome storm, or are members of High Society attending a Salon. You might even have Players portray members of the family that inhabits the House – there are parts that are mysteries even to those who live within its walls.

The ideal place to locate **Highdark Hall** is on the bleak moors of the northern Peak District in the English midlands, but it could also work well on the English-Scottish border, in Ireland, or in the middle of Wales.

The default starting date is 1795, the very beginning of the (broader) Regency Era. The world has slipped its anchor, and everything is in flux. King George III's madness appears to have relented for the time being, but threatens to return. The profligate Prince of Wales will marry his German cousin Charlotte in April, despite the fact that they both despise each other. The **war** against Revolutionary France continues, despite the fall of Robespierre last year. Britain is gripped with the **fear** of French spies, and the terror of a possible invasion. The **economy** had begun to recover from the loss of the rich American colonies, and is being transformed by the use of **new machinery**. Popular entertainment has taken a decidedly dark turn, with the popularity of "**Gothic**" novels and plays (such as last year's sensation "The Mysteries of Udolpho"). The **gowns** worn by Englishwomen are high-waisted and much simpler than those of the previous decade, and the daringly fashionable might even attempt one of the short-sleeved, translucent white dresses now popular among the young "*Merveilleuses*" of Paris. Wigs for men have recently become passé, as has the tricorne hat (although both are still worn by the unfashionable).

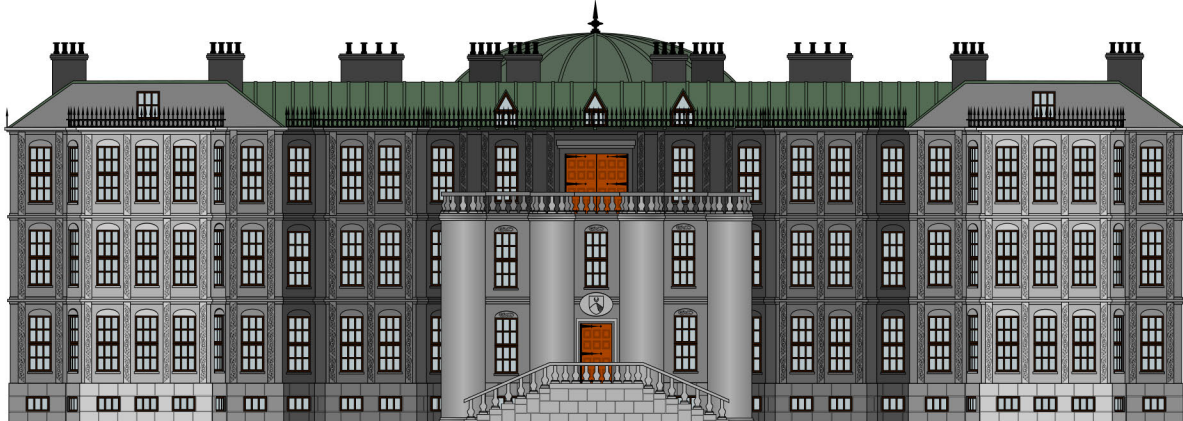
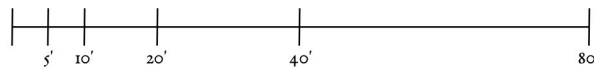


HIGHDARK HALL



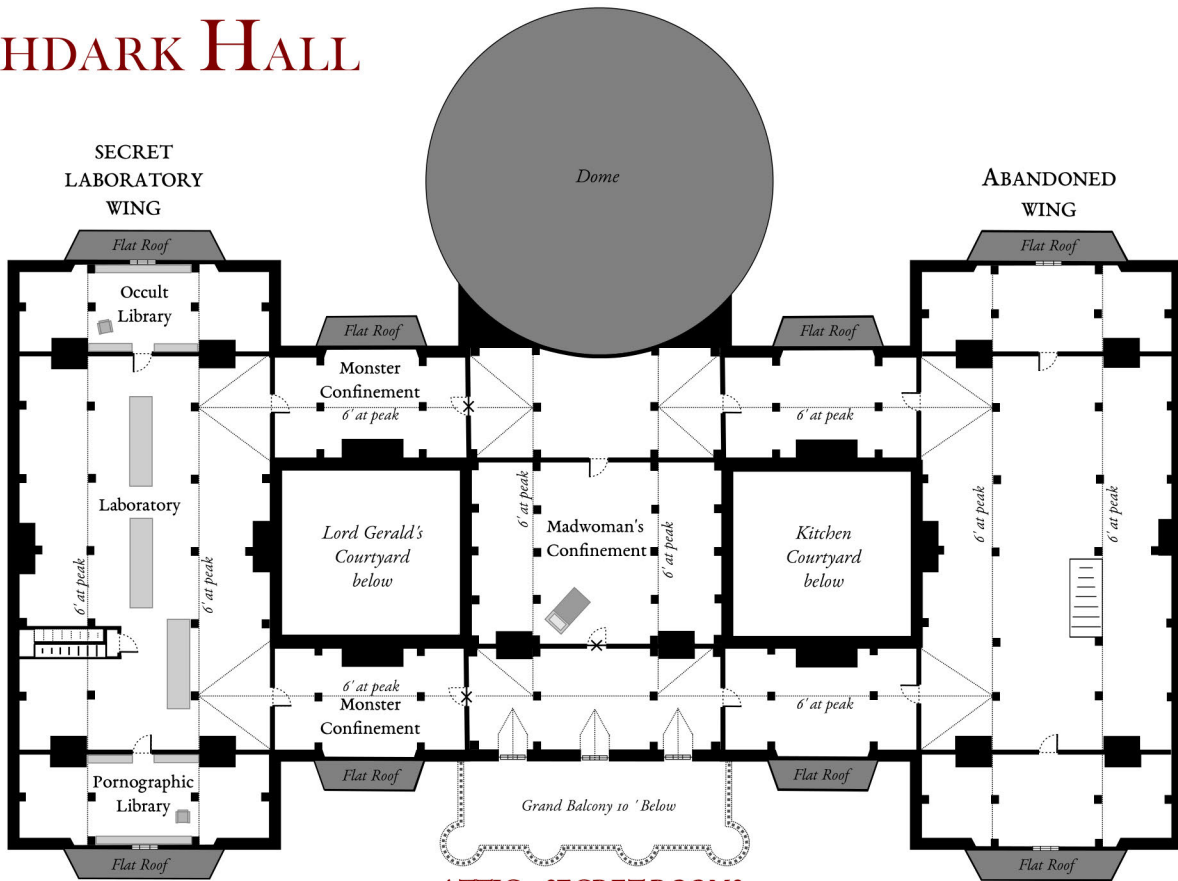
GROUND FLOOR - PUBLIC ROOMS

SCALE IN FEET

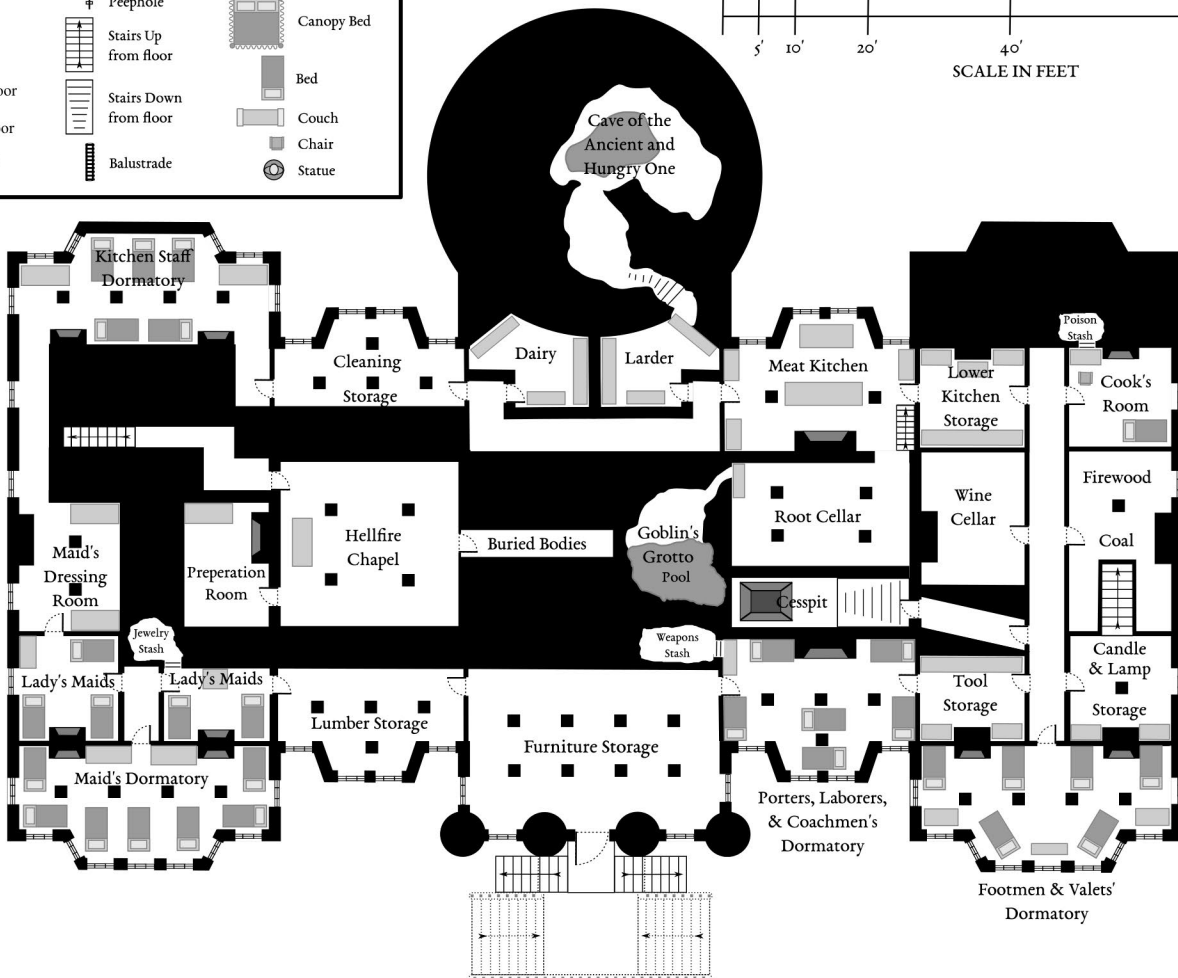
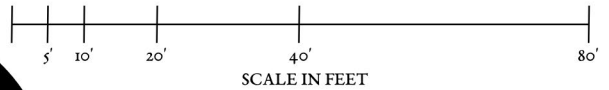
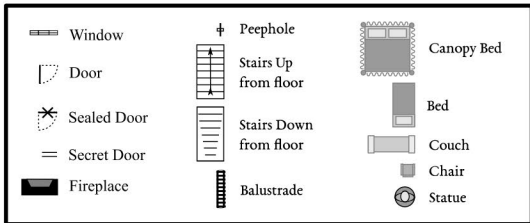


ELEVATION OF THE FRONT FACADE

HIGHDARK HALL



ATTIC - SECRET ROOMS



BASEMENT - STORAGE AND SERVANT'S ROOMS



THE HOUSE AND ITS HISTORY

APPROACHING HIGHDARK HALL

The handsome footmen in dark blue livery open the intricate, wrought iron gates of the parkland, and you pass through. You are traveling on a straight avenue lined with tall yew trees that obscure your view to the left and right, creating a deep, confining canyon of green. The view before and behind you is swallowed by the fog. No birds sing here. Floating in the fog before you is a gray smudge. As you travel on, the smudge resolves itself into the blurry facade of Highdark Hall, looming ever larger as you approach. After several minutes the trees give way to a broad lawn. Across the lawn, the house leers at you though the mist.

Highdark Hall stands three stories high, built of deeply weather-stained gray rock. The **Ground Floor** is elevated 5 feet on a base of rusticated stone. Small windows squint out from the **Basement**, while those that stare from the **Ground Floor**, **Second Story** and **Third Story** are nearly 8 feet high and 4 feet wide. The roof is tarnished copper, green with age, and with a cornice surmounted by a line of spear-headed, vertical iron spikes. The architecture asserts contradictory medieval, baroque, and neoclassical elements without resolution.

The **front facade** is about 160 feet wide in all. The overall impression is of three halls oriented with their ends towards the viewer, connected by a hall running perpendicular. There are thus two obvious wings, plus a central portion. The facades of the right and left hand wings feature slightly projecting bays filled with tall windows, and trapezoidal gables. The sections between each wing and the central portion also feature projecting window bays, similar to those of the wings.

The 40 foot facade of the **central portion** is dominated by four, tower-like, engaged columns. Two stories above, a balustraded flat roof creates a balcony. The top of each pillar forms a semi-circular projection of the balcony, the whole effect evoking the gatehouse of a medieval castle. The massive front entrance door is five feet wide, and seven feet high, of wood painted black and bound in iron.

The front entrance is reached by a five-foot high **terrace** that projects about 20 feet forward onto the lawn. Low, broad staircases run perpendicular at the front, giving access to the terrace on either side. A thick stone balustrade edges the platform and stairs. Behind both of the broad front stairs are narrower, steeper ones that run down under the front terrace, giving access to the basement.

Above the door is a **cartouche** carved with the arms of the Altumber family – a bare mountain under the crescent moon.

HIGHDARK HALL AND THE ALTUMBER FAMILY

Highdark Hall was erected in 1720, in an idiosyncratic style that some consider brilliant, and others the product of a degenerate imagination. The builder, Gerald Altumber, was a close associate of the notorious Duke of Wharton, and a member of his “**Hellfire Club**”. The original, 14th century *Highdark House* had been located in what is now the village of Lowhaven (a mile to the southeast). Many questioned Gerald’s decision to build his family’s new residence in a bleak location a mile distant, on a site that is well-watered, but also known to be riddled with natural caves.

The **Altumber family** has a long and checkered past, and seems to be constantly **sliding in and out of prominence** (and debt). The name first appears in history after the Battle of Crécy, when **Thomas Altumber** was knighted and made “Lord of the Manor of Heah Darke” for his exceptional bravery. In the late 15th Century, the beautiful **Isabelle Altumber** ran away to Rome to become a nun, but instead became a mistress of Rodrigo Borgia, Pope Alexander VI. The family quickly and publicly **sided with Henry VIII** in his battle with the Church, but was also rumored to offer sanctuary to fugitive priests for a steep price. The Altumbers were **supporters of the King in the First English Civil War**, but remained publicly quiet during the subsequent conflicts. Rumors persist that the family participated in certain **clandestine activities** that made possible the Restoration of Charles II, however. The family has apparently performed **mysterious but important services** for the Crown several times since then. The nature of these services has never been publicly revealed. Nonetheless, Kings George I, II, and III have all acknowledged the existence of “**an obligation**” towards the family, despite the association of Gerald Altumber with the Jacobite Duke Wharton. Even more bafflingly, the Altumbers have always **refused to accept any public royal honors** beyond the honorific title “Lord of Highdark”, even *refusing* a Peerage on several occasions. Similarly, Altumber men never stand for election to the House of Commons, despite having **unfailingly backed the winning candidate** for as long as anyone can remember.

The **family’s current wealth** flows from numerous coal and lead mines, and they also own most of the property in nearby Lowhaven. For reasons that are unclear, they are afforded a respect and deference not usually shown to mere gentry. Some say it is due to their Royal connections, while others whisper that the Lords of Highdark keep secrets that could ruin many prominent families if revealed.

There have been many **disappearances** linked to the Altumber family through the centuries, involving family members, servants, and even visitors to **Highdark Hall**. There is a family legend that the mysterious “**Queen of the Night**” is responsible, but rumors hint that the truth may be even more sinister. In any event, those who investigate the the family’s past have a pronounced tendency to meet with unfortunate accidents.

Why Come to Highdark Hall?

There is no doubt that both Highdark Hall and the Altumber family are the subject of dark whispers and chilling stories. Additionally, the place is in an isolated location, and relatively short on free bed-space (for a Stately Home at least). So why does anyone still voluntarily visit? Here are some reasons:

- The dinner parties held in the State Dining Room of Highdark Hall are famous throughout Britain for the quality of the food and conversation.
- Invitations to the lavish (and bacchanalian) Autumnal Masque, always held in late October (just before the start of the London Season) are coveted.
- Mrs Altumber's Salon is known as a place to see and discuss the most interesting new thinkers, and prodigious of nature.
- The Hedge Maze is filled with sculptures by the brilliant Peter Nicodemus. Connoisseurs of his work, and those interested in the mystery of his disappearance, often request a visit.
- The Druid's Garden is considered a compact, but beautiful, example of a landscape garden incorporating a pond. Additionally, the Druid Stones attract antiquarians looking to unlock their secrets.
- The family collection of forbidden books, many not to be found anywhere else.
- The freedom to indulge in activities that might not be tolerated by other, less open-minded households.
- The handsome Gardener Oliver Evans, who has a reputation among the ladies of the British upper class for a peculiar physical endowment, and the skill with which he employs it.
- To simply investigate the stories and legends of the place for themselves.

And of course, there are those who have business of *various* kinds with Mister Altumber, who often insists that they stay at least a night.

Highdark Hall Through the Seasons

Like most English Stately Homes of its time, Highdark Hall is **only fully inhabited in the Summer and Autumn**. Once the London social season begins with the opening of Parliament (usually in November), most of the family and House Servants move to a townhouse in Mayfair. Only the Grounds Servants, the Foundling Henry Peak, his Valet Caleb Smith, the Handyman Sean McGinty, and the Cook Josephine Latour, are left behind. This coming Season is especially important for the family, as it will be sixteen-year-old Georgina's formal debut. The Altumbers will return to Highdark Hall when the London Season ends in Summer.

Regarding the Honorific “Lord of Highdark”

Almost everything about the Altumber family and their history is **confusing, irregular, and contradictory**. Nathaniel John Altumber is **not legally a nobleman**, and is therefore only entitled to be addressed as “**Mister**” (and never “**Lord**”) when outside Highdark Hall. However, he still holds the “Manorial Lordship” granted to his family by Edward the III in 1347, allowing him to use the honorific “Lord of Highdark” **within** his own manorial holdings (but not *outside* of them). Those same letters patent empower him as **Justice of the Peace on the estate**. The Altumbers can also number most of the realm’s actual Peers among their acquaintances. From time-to-time someone will express **puzzlement, or outright indignation**, about the way in which the family seems to exist in an indefinite place in the regular rules of precedence. No one will ever offer a better explanation than “it’s the Altumbers, and that’s what is done”. The family’s greatest critics also have a notable tendency to suddenly change their opinions and become become vocal supporters. Some whisper that the realm only endures because the Altumbers **keep the secrets** that could destroy it. Others hint at even **darker methods** by which the family maintains its unique status.

What’s Really Going on at Highdark Hall?

My preferred explanation of “**the truth**” about the Altumber family is that **Thomas Altumber was a son of the “Queen of the Night”** (the same one as in Mozart’s “The Magic Flute”, described for use in Ghastly Affair in the supplement “**A Ghastly Potpourri**”). She watches over and secretly aids Thomas’s descendants, who with varying degrees of conscious intention, work towards her goal of engulfing the world in spiritual (and literal) darkness. The reason, then, for the Altumbers to refuse any formal elevation to the nobility is that the King is also the head of the Church of England, and The Queen of the Night forbids her children from accepting honors from any religious or spiritual leader. It’s also a form of misdirection, to prevent people from realizing the depth of the family’s secret influence. In this setup, the Altumbers will have been manipulating the political situation from behind the scenes for centuries, through **bribery, blackmail, abduction, and murder**. Visitors to the house are encouraged to succumb to their darkest desires, and then told that everything will be kept discreet so so long as they do what they are told. The Altumbers **trade in secrets**, and curry favor with the Royal family through the generous (but judicious) sharing of sensitive information. If the Queen of the Night actually manifests, she will choose her “**Three Ladies**” from among the household – Mrs Altumber as “The Seductress”, the Cook Josephine Latour as “The Enchantress”, and the Under Housemaid Jane Williamson as “The Murderess”.

There are **other possibilities**, of course – such as deals with the Devil, or the family being descended from an incarnation of Death. Maybe the people who call themselves Nathaniel and Constance Altumber are actually imposters! Naturally, whatever dark truth you devise for the family, the innocent Georgina is **completely ignorant of it**, and Mr Altumber makes every effort to keep her so.

You could also go the “Ann Radcliffe” route and **decide that nothing supernatural is happening** at all. In which case, the Altumbers are basically amoral, and the house is definitely creepy, but that’s it. Maybe their ancestors did truly awful things (hence the buried bodies by the secret Hellfire Chapel), but the current Altumbers are guilty of nothing worse than holding a louche party every year (The Autumnal Masque).



INTERIOR LOCATIONS IN BRIEF

Upper class visitors will notice that, apart from the Lunar Ballroom and State Dining Room, the **ceilings of Highdark Hall** are only 10' high – unusually low for an 18th century Grand House. The original architect was afraid to build the house too high (and thus heavy), in case the ground underneath was compromised by caverns below. Because bell-pulls have not yet been installed, all Ground Floor, Second Story, and Third Story rooms not intended for the servants' use, are **provided with large hand bells** for summoning footmen (who are expected to wait outside the door, *no matter what* is happening inside).

GROUND FLOOR

CENTRAL ROOMS & FAMILY'S WING IN GENERAL

Unless otherwise noted: The **walls** are *boiserie* (intricately carved wooden paneling) painted light gray, with blue accents on the relief portions. The **floors** are slate, and the **ceilings** are white sculptured plasterwork featuring acanthus leaves, with egg & dart molding. **Window curtains** are light blue.

SERVANT'S WING IN GENERAL

Unless otherwise noted: The **walls** are plastered and painted gray-blue, with slate floors, and smooth, white plastered ceilings. **Window curtains** are tan.

Billiards Room

The room is lit by a **wrought iron chandelier**. The legs of the **billiards table** are carved to resemble those of a scaly dragon, with taloned feet. The red felt top is painted with the scowling face of the Man-in-the-Moon.

Bread Pantry

The **floor** is made of boards that form a repeating pattern of triangles.

Breakfast Room

The room is lit by a **gilt wood chandelier**. Above the fireplace is a **large painting of Gerald Altumber and his wife Thomasina**, holding hands in front of the house when it was first built. The **view** through the windows is of the West Lawn and Deer Park, with the Hedge Maze in the distance.

Butler's Quarters

The **desk chair** is made of japanned (hard-varnished) *papier-mâché*. There is a view of the East Lawn through the windows.

Butlery

Locked. The keys are held by Jasper Hill and Nathaniel Altumber. The floor is limestone tiles, in a pattern of triangles forming hexagons. The north cupboards are filled with **silver and porcelain serving ware**, all decorated with the arms of the family. The south cupboards also hold **spices, chocolate, coffee, and tea**.

Central Hall

The room is lit by a **glass and ormolu (gilt bronze) chandelier**. There are four, partially gilt marble **statues of the Ages of Man**, representing childhood, youth, maturity, and old age. The double-doors are intricately carved wood.

Dining Room

The **walls** are painted (costly) deep gray-green, with gilded accents. Room is lit by a **gilt wood chandelier**. The two **statues** are marbles of Demeter and Persephone. Ordinary dinners and suppers occur here. There is a **picturesque view** of the Druid Stones and Misty Tarn through the windows.

Gaming Room

On the north wall is a large **Vanitas painting** showing three skulls surrounding by a violin, dice, leaves, and an hourglass, on an arabesque cloth. The two **statues** are marbles of Dame Fortune holding the globe, and Eris holding a gilded apple.

Grand Vestibule

The room is lit by an **enormous, glass and ormolu chandelier**. Four marble **statues** depict the Seasons – “Spring” is a maiden clothed in flowers, “Summer” is a nude woman among foliage, “Autumn” is a clothed matron standing in fallen leaves, and “Winter” is an old crone in the snow. Each holds a plate, on which are **calling cards** left by visitors. The double-doors are intricately carved wood.

Gun Room

The **door** to this room has a small, round window with panes of deep blue glass. The **walls** are hung with muskets and pistols. The **secret passage** opens by twisting the single antique wheellock pistol, causing the door to unlatch and swing out.

Housekeeper's Quarters

The **walls** are painted bright pink. The room is exceptionally **neat and tidy**. Paper flowers sit on the fireplace mantle. There is a view of the East Lawn through the windows.

Joyous Corridor

The passage always seems **oddly cold**. There is a **Chinese gong** in a frame atop a wall table outside the Billiards Room.

Kitchen Courtyard

The **pavement** of this Courtyard is slate, cracked from years of constant use.

Kitchen Storage

The bare plaster **walls** are badly stained. Pots, pans, knives, soaps, and various **kitchen tools** are stored here, but no food.

Lord Gerald's Courtyard

The courtyard is **paved** in slate. In the center is a life-size, **equestrian bronze** of Gerald Altumber with a drawn sword, and an owl on his shoulder.

Lunar Ballroom

The **walls** are white, with mirrored panels edged in silver, and silver candle sconces. A great silver and glass chandelier hangs from the ceiling. The ceiling is night-blue, with silver stars. The pianoforte is white, with silver accents. The statue is white marble, and depicts Diana. There are **picturesque views** of the Druid's Garden and Misty Tarn through the back windows.

Music Room

The *boiserie* **walls** are purple, with gild accents. The **pianoforte** is gilded wood.

Pantry

The **door** is painted with the image of a satyr holding a cornucopia. The **contents** of the room are mostly jarred and bottled condiments, and preserved foods.

Red Library

A marble **statue** of Athena faces the door. The **walls** are covered with patterned red velvet. The room is lit by a **chandelier of ormalu, and red glass**. The **chairs and couches** are gilt wood, with red velvet cushions. The **shelves** hold mostly novels, literature, and classics. There is a **view** of the West Lawn and Deer Park, with the Hedge Maze in the distance.

Rocaille Room

The **walls** are completely covered with with sea-shells set into mortar. There are blue-green cushions on the **furniture**. There is a faint marine **smell** that seems to come and go.

Scullery

It is always **damp and smelly** here. There are two iron sinks, near each fireplace. In each fireplace is an enormous kettle. A well-worn wooden table occupies the north end. In the middle of the room is a **mangle**, and a large wooden **tub**. Numerous buckets. There are obvious signs of **rats**. Laundry is done here every Wednesday. There is a **picturesque view** of the Druid's Garden and Misty Tarn through windows.

Secret Passage to Hellfire Chapel

The **walls** are smooth plaster, painted deep red.

Servant's Hall

On the south wall is a large **painting** of the Dance of Death, with a skeletal figure, and people from all social classes and professions. The house servants take their meals, and spend free moments, here.

Servants' Corridor

The **walls** have waist-high white wainscoting, with the upper portion covered by wallpaper depicting scenes of the moors by night.

Starry Salon

The room is lit by a **chandelier of silver, and blue glass**. The **ceiling** is deep blue, with silver stars, and the figures of the constellations in white. The **couch cushions** are deep blue. The **double doors** are ornately carved, with the image of the Tarot's "Moon" card across them.

Trophy Room

The **walls** are covered floor to ceiling with taxidermy, and racks of antlers. The light is from a **chandelier made of antlers**. The two **statues** are life-size, polychrome wood depictions of a hairy wildman, and a wildwoman. There is a **picturesque view** of the Druid Stones and Misty Tarn through the windows.

Vegetable Kitchen / Baking

The **walls** have plasterwork reliefs of fruits and vegetables. A potager stove occupies the northern window bay. "Hatty", the **kitchen cat**, is often here.

Wardrobe

An undefinable, but oddly sweet **smell** hangs in the air. Autumnal Masque costumes are also here.

Yellow Library

The room is lit by an **ormalu chandelier**. A sunburst is painted on the **ceiling**. The floor to ceiling **bookcases** are yellow lacquer. Mostly **non-fiction** books on the on shelves: history, science, and medical books, with a complete sets of the "*Encyclopédie*", and the "Encyclopedia Britannica".

SECOND STORY

CENTRAL ROOMS IN GENERAL

Unless otherwise noted: The **walls** are light gray *boiserie*, with blue accents on the relief portions. The **floor** is patterned wood inlay. The **ceiling** is sculptured white plasterwork of acanthus leaves. **Window** curtains are blue.

LORD'S WING IN GENERAL

Unless otherwise noted: The **walls** are deep-blue *boiserie* with gray accents. The **floor** is patterned wood inlay. The **ceiling** is sculptured white plasterwork of oak leaves, with satyr heads in the corners. **Window** curtains are blue. There is a chamber pot concealed in a commode in every bedroom. All **bedrooms are locked** when not in use.

LADY'S WING IN GENERAL

Unless otherwise noted: The **walls** are gray-violet *boiserie* with pink accents. The **floor** is patterned wood inlay. The **ceiling** is sculptured white plasterwork featuring nightingales and jasmine flowers. **Window** curtains are lilac. There is a chamber pot concealed in a commode in every bedroom. All **bedrooms are locked** when not in use.

Blue Drawing Room

The **walls** are covered in tooled blue leather, partially gilt.

Cabinet of Curiosities

The cases are crammed with **strange items**, particularly mineral specimens. *Are there any Weird Objects mixed in the collection? Is one of the items a bizarre artifact discovered in the Altumber's mines – something that should have stayed hidden and forgotten?*

Daughter's Boudoir

The **fireplace** is pink marble. The **north secret door** opens into Governess' Bedroom by lifting up a painting. The **south secret door** slides west to the side when a button under the mantle of the fireplace is pressed.

Foundling's Bedroom

The two **statues** are Castor and Pollux, rendered life-size in polychrome wood.

Governess' Bedroom

The **walls** are almost completely covered with framed landscape paintings. The **south secret door** opens inward by lifting up a painting.

Grey Drawing Room

The **wallpaper** is patterned in shades of gray. Cushions on **furniture** are all are gray-violet. The **ceiling** is painted as gray storm clouds. *Do the clouds sometimes seem to move?*

Heir's Bedroom

The knob on the **door** is a laughing satyr's face. The two marble **statues** depict Green Men, with bodies made of foliage. **View** of the West Lawn and Deer Park, with the Hedge Maze in the distance.

Heir's Cabinet

Harold Altumber paints here, and there is an unfinished portrait of Georgina. Atop two pedestals are 3' tall marble **statues** of the characters Harlequin and Columbina from the *Commedia dell'arte*.

Heir's Drawing Room

This room always **smells** of spices.

Lady's Bedchamber

The interior illumination always seems **oddly dim**. The **secret passage** to the Linens room unlatches and open out, by pressing in the wall section. The black marble **statue** depicts Nyx, Goddess of the Night, with her cloak of stars billowing above her head.

Lady's Boudoir

The **floor** is covered with a beautiful *Chinioserie* (Chinese-style) carpet.

Lady's Corridor

The **floor** features polychromatic wood inlay. There is a **Chinese gong** in a frame atop a wall table outside the Puce Bedroom.

Lady's Dressing Room

The **fire screen** is painted with a beautiful depiction of an Italian garden. The room is lit by from a **polychrome metal and porcelain chandelier**. The two marble **statues** depict hamadryads. A white and gold Larva mask hung in the northwest corner conceals a **peephole** from the Secret Spy Passage. There is a **view** of the East Lawn through windows.

Linens

The knob on the **door** is an owl's head. The **ceiling** overhead has large, visible support beams. The secret door opens into the room, by pulling on a small hook in the *boiserie* panel.

Lord's Bedchamber

The **ceiling** is painted with a scene of the Olympian gods looking down through a hole in a cloud. The two **statues** depict Theseus, and the Minotaur. There is a **picturesque view** of the Druid Stones and Misty Tarn through the windows. There is also a **view** of the East Lawn.

Lord's Corridor

The deep blue *boiserie* **walls** feature brilliantly gilded palmate designs. There is a **Chinese gong** in a frame atop a wall table outside the Mistress's Bedroom.

Lord's Dressing Room

One of the **chairs** is made of antlers. The room is lit by a **wrought iron chandelier**. Two suits of plate **armor** stand on either side of the fireplace. There is a **picturesque view** of the Druid Stones and Misty Tarn through the windows.

Lord's Office

The records of Nathaniel's *legitimate* business are everywhere. The **curtains** are tapestries depicting Oberon and Titania holding court in the night. The two **statues** depict naked Wood Nymphs. The **secret door** into the Secret Spy Passage opens by turning a recessed knob hidden behind a painting of Puck. There is a **view** of the West Lawn and Deer Park, with the Hedge Maze in the distance.

Lover's Secret Passage

From within the room, the two **doors** are clearly visible wood painted blue. The **north door** slides to the west. The **south door** opens out.

Lunar Ballroom Balcony

The **floor** is a mosaic of the Man-in-the-Moon, surrounding by stars in the night. The **balustrade** is blue-veined, white marble. Musicians often play here when there are dances.

Mistress' Bedroom

The **curtains** are shot silk that alternately flashes blue and purple. Five feet up on the south wall near the corner is a **bronze bas-relief** of a satyr's head, with his lips pursed into an "O". To open the **secret door**, one sticks a finger into the satyr's mouth, presses down on the button concealed inside, and pulls open the inward-swinging door concealed by the seams of the *boiserie* panels.

Nursery

The **ceiling** is painted with a *trompe l'oeil* mural of birds flying in a blue sky with clouds. There is a **picturesque view** of the Druid's Garden and Misty Tarn through the windows.

Portrait Hall

Paintings of the Altumber ancestors are hung floor-to-ceiling. Light is from **two gilt wood chandeliers**. The two **statues** are life-size wax sculptures of Gerald and Thomasina Altumber. The **peep-holes** from the Secret Spy Passage are concealed in the pupils of portraits.

Puce Bedroom

The **walls** are puce, with pink accents. The room is particularly **clean and fresh smelling**. Atop a pedestal next to the fireplace is an alabaster and gilt **statue** of a young woman and a unicorn. This is Georgina's bedroom, and her calico **cat** "Artemis" likes to sleep on the bed.

Secret Passage to Attic Laboratory

The bare plastered **walls** shows obvious water damage and stains.

Secret Spy Passage

The **walls, ceiling, and floor** are bare, unfinished wood.

Sewing Room

The **floor** features polychromatic wood inlay. Light is from a **polychrome metal and porcelain chandelier**. A **picturesque view** of the Druid's Garden and Misty Tarn shows through the windows.

Upper Salon

The room is lit by a **silver chandelier**. The two **statues** depict nude Water Nymphs, each with a dog at her feet. The **door** is carved with a crab.

THIRD STORY

CENTRAL ROOMS IN GENERAL

Unless otherwise noted: The **walls** are light gray *boiserie*, with blue accents on the relief portions. The **floor** is patterned wood inlay. The **ceiling** is sculptured white plasterwork of acanthus leaves. **Window** curtains are light blue.

SEALED AND STATE WINGS IN GENERAL

Unless otherwise noted: The **walls** are deep blue *boiserie* with gilt accents. The **floor** is patterned wood inlay. The **ceiling** is sculptured white plasterwork of palmettes and rosettes. **Window** curtains are light blue. There is a chamber pot concealed in a commode in every bedroom. All **bedrooms are locked** when not in use. There is **water damage and mold growth** throughout the Sealed Wing.

Balcony of the Central Hall

The four marble **statues** allegorically depict the continents – Europe, Africa, Asia, and America – as women.

Bedrooms (Sealed Wing)

The **door** handles are winged cherub heads.

Cavalier Drawing Room

Both **doors** feature round windows set with blue glass panes. The interior is **dark wood paneling** in the Jacobean style, hung with paintings of 17th century Royalists. There are bronze **statues** of King Charles I, and his loyal supporter Joshua Altumber. The room is lit by a **wrought iron chandelier**. There is a **picturesque view** of the Druid's Garden and Misty Tarn through the windows. **Can be converted into a bedroom** for unmarried guests by setting up of the dissembled canopy beds in the Basement Furniture Storage (but only if the State Dining Room is not going to be used).

Corridor of Screams (Sealed Wing)

On the west wall is a **painting** depicting the propitiation of vengeful ghosts with beans during the Roman Lemuralia. There is a **Chinese gong** in a frame atop a wall table outside the West Bedroom.

Egyptian Room (Sealed Wing)

The plastered **walls** are painted with images of Egyptian gods and hieroglyphs. Two closed **mummy cases** stand in the north. The **furniture** is Egyptian-styled, gilded wood. *Are the mummies just corpses, or deathless abominations from remote antiquity?*

Empty Office (Sealed Wing)

A Franklin stove is installed in the **fireplace**.

Front Cabinet (Sealed Wing)

The **window** has been completely boarded up.

Front State Bedroom

The **walls** are almost completely covered with framed paintings of mythological subjects. There is a **view** of the East Lawn through windows.

Front State Salon

The **window** curtains are blue and purple, shot silk. The room is lit by a **silver, and blue glass chandelier**. The west door is skilfully nailed shut, and must be pried open.

Grand Balcony

The **floor** is limestone tiles, in a pattern of hexagons partitioned into triangles. The **balustrade** is 3' high stone, in the Classical style. There is a **sweeping view** of the Kitchen Garden, East Lawn, Long Yews, West Lawn, and Deer Park.

Grand Corridor

The **ceiling** is sculptured with plasterwork reliefs of the zodiacal animals, surrounded by stars and blowing clouds. There is a **Chinese gong** in a frame atop a wall table outside the Rose Bedroom.

Green Drawing Room

The **walls** are covered with a deep green, patterned wallpaper. Light is from a **green glass chandelier**. A **view** of the East Lawn can be seen through the windows. **Can be converted into a bedroom** for unmarried guests by setting up of the dissembled canopy beds in the Basement Furniture Storage.

Guest Bedroom

There is a standing **clavichord** in the northwest corner.

Rear Cabinet (Sealed Wing)

The **floor** features polychromatic wood inlay.

Rear Sealed Bedroom (Sealed Wing)

The **door** is smeared with dried blood on the inside.

Rear State Bedroom

The tapestry **window curtains** have a *Chinoiserie* design. There is a **picturesque view** of the Druid's Garden and Misty Tarn through the windows.

Roman Drawing Room (Sealed Wing)

The **walls** are painted with frescoes of a mystery-cult initiation. The four marble **statues** depict four nude women with snakes wrapped around their arms.

Rose Bedroom

A **smell** that is both floral and woody hangs in the air. All the **furniture** is rosewood. The **walls** are rose pink, with white accenting. The **curtains** are white, with tapestry roses.

Sealed Library (Sealed Wing)

The **ceiling** is polychrome plasterwork depicting a central sun surrounded by masses of cherubs. There are **no books** on the shelves, but some scraps of paper with mysterious and undecipherable scrawlings. *What spells might be learned if someone employs "Read Magic"?*

State Antechamber

The **doors** are carved wood, with a depiction of the Altumber arms across them. The room is lit by an **ormolu and glass chandelier**. All the cushions on the **furniture** are purple.

State Bath Room

The **floor** is a mosaic depicting King Neptune surrounded by sporting water nymphs. The **statue** is a marble mermaid. The **tub** is open, of enameled iron sculpted to suggest a sea-shell.

State Dining Room

The marble **statues** depict Apollo, Diana, and the twelve zodiacal signs. The room is lit by a **massive crystal chandelier** hanging from the domed ceiling. **Picturesque views** of the Druid's Garden and Misty Tarn can be seen through the rear windows.

State Linens

The **floor** is made of boards that form a repeating pattern, distinct from the wood inlay of the rest of the wing.

Sword Room

The **walls** are covered in swords of every nation and time period. **Can be converted into a bedroom for unmarried guests** by setting up of the dissembled canopy beds in the Basement Furniture Storage (but only if the State Dining Room is not going to be used).

White Drawing Room

The **walls, ceiling, and furniture** are all white, with gilded accents. The **floor** is whitewashed wood inlay. **Can be converted into a bedroom** for unmarried guests by setting up of the dissembled canopy beds in the Basement Furniture Storage.

Wood Drawing Room (Sealed Wing)

The **walls** are wooden paneling. There is a distinct moldy **smell** in the room.

BASEMENT

Note: The correct and accepted modern spelling of “Dormatory” is “Dormitory” (with an “i”). But at Highdark Hall they spell it with an “a” in the middle. It’s yet another questionable thing the Altumbers manage to get away with!

BASEMENT ROOMS IN GENERAL

Unless otherwise noted: The **walls** are whitewashed plaster. The **floor** are slate. **Ceilings** are wood, with visible beams. The **windows** are located at shoulder level, are 3’ high, and swing outwards.

Buried Bodies

The **ground** is mounded, and has obviously been disturbed many times. The **skeletons** of 20 people can be found by digging. Each can hold **one clue** to their previous identity, if the Presenter likes. *Do the Phantoms of these unfortunate people still haunt this passage? Where they killed deliberately, or were they simply the victims of debauchery gone too far?*

Candle & Lamp Storage

It **smells** oddly clean and fresh in here.

Cave of the Ancient and Hungry One

The **stairs** are deliberately carved, but well-worn. **Stalactites** hang. The **pool** is dark, cloudy, and deep. *What is “The Ancient and Hungry One” – a Master Vampire from Druidic times, some shapeless spawn of Demogorgan, or a demigod bound here by fading magic?*

Cesspit

The **stench** is such that any PC here must **Save versus Constitution** as if exposed to rotting flesh.

Cleaning & Storage

The damaged and stained wooden **floor** is painted in an imperfectly rendered floral design. Various small household fixtures that need heavy cleaning or repairs are here. **Soiled linens** are also stored here until laundry day (Wednesday).

Coal

Besides the coal piles, this section of the room **smells** distinctly of mouse urine.

Cook’s Room

The **fireplace** is crowded with small keepsakes and curios. **Poison Stash** is accessed through the desk.

Dairy

Cheeses, eggs, crocks of butter, and pots of cream fill the **shelves**. *Do Goblins raid the supplies?*

Firewood

The north section of the room is illuminated by a **beam of light** made distinct by the contestant dust in the air. **Hidden under the wood** is a cloth bundle with 2 Shillings, a bottle of whiskey stolen from the Butler's room, and rolls and cheese stolen from the pantries.

Footmen and Valets' Dormatory

The **walls** feature half-finished sculptural plasterwork depicting stags and oak leaves. It looks like the room was used to test out a design never executed in the house.

Furniture Storage

Here are the dissembled pieces of an enormous **bed** of black carved wood. There are also 5 smaller canopy **beds** (dissembled), 4 **clothes presses**, 2 **couches**, 2 **wing-chairs**, and 12 **hall chairs**. *Why is one of the chair cushions blood-stained?*

Goblin's Grotto

Once illuminated, **sparkling motes** can be seen in the air. The **pool** at the south end is deep and phosphorescent, and occasional large bubbles are seen on the surface. *Can you swim to the Fairy Otherworld through the pool?*

Hellfire Chapel

The marble **altar** is craved with the grinning face of a horned devil. **On the altar** are two black porcelain candlesticks, a wavy-bladed dagger, and a golden cup and patten set (embellished with obscene decorations). The **walls** are pebbled. The Chapel is **ventilated** through intakes concealed in Lord Gerald's Courtyard. *Has anyone been here recently?*

Jewelry Stash

A 2 foot high **recess** hollowed out of the rock, hidden behind a **removable panel** of the wall in the Lady's Maids Dormatory. *Is there any stolen jewelery here presently?*

Kitchen Staff Dormatory

The wooden **floor** is badly damaged.

Lady's Maids (East)

The **walls** are papered with a pink and white design. A waist-high, 3' x 3' section of the **north wall** (that lines up with the seams of the wallpaper) can be removed to access the Jewelry Stash.

Lady's Maids (West)

The **walls** are papered with a lilac and white design.

Larder

There are always hams, sausages, and bacon hung about, and on shelves here – as well as pots of lard. The **northeast shelving** unit can be swung out to access the Cave of the Ancient and Hungry One. *The Kitchen Maid Siobhan knows about the entrance, but who else does?*

Lower Kitchen Storage

The **north cupboard** is exceptionally well made, with carved doors depicting a pastoral scene.

Lumber Storage

The plastered **ceiling** has obvious damage from being repeatedly hit by lumber. Room is filled with completely disassembled **furniture**, and raw planks.

Maid's Dressing Room

The **floorcloth** in the room's middle is painted with an *Indienne* design.

Maids' Dormatory

The **fireplace** mantle is covered with small ceramic figurines of exotic animals. It is traditional for every maid to contribute at least one during her stay. There is also a **potted marigold** on the sill of the window.

Meat Kitchen

A **painting** of Saturn eating his children hangs above the south fireplace mantle. There is a potager stove in the north end of the room.

Poison Stash

This space is accessed by pulling off the front of the cook's **desk**, and crawling through the low opening revealed. The stash is roughly carved out of rock, but the ceiling is plastered, and painted with various magical glyphs. There are at least 36 **vials** of various drugs and poisons.

Porters, Laborers and Coachmen's Dormatory

On the mantle is a **clock** with a mechanical turntable that displays the Grim Reaper every hour. The back of the **clothespress** can be removed, revealing the Weapons Stash.

Preparation Room

The **walls** are pebbled. The mosaic **floor** depicts cavorting succubi. The **clothespress** is filled with six monk's habits, six nun's habits, a black silk robe, and thirteen domino masks. **Ventilation** is through pipes connected to intakes concealed in Lord Gerald's Courtyard. *Has anyone used this room recently?*

Root Cellar

Various **vegetables** are stored here. The bare stone **walls** are badly cracked. The **northwest cupboard** can be moved away to reveal the entrance to the Goblin's Grotto.

Tool Storage

This room is filled with handyman's tools, and **smells** strongly of wood.

Weapons Stash

There are 2 swords, 2 muskets, 2 pistols, a blunderbuss, a silvered dagger, 6 hand axes, 6 daggers, 2 grenades, a halberd, a net, a spear, and 3 poles. The **servants have been (illegally) collecting** these since the house was built. Any item here is 25% likely to **break** due to age, corrosion, or decay.

Wine Cellar

The **walls** are bare stone. The **floor** is flagstone. 6 barrels of ale. 4 barrels of cider. Racks of whiskey, brandy, port, sherry, and various liqueurs. A rack of claret, a rack of other reds, and a rack of whites. Always **locked**, with keys held by Jasper Hill (The Butler), and Nathaniel Altumber.

ATTIC

ATTIC ROOMS IN GENERAL

Unless otherwise noted: The **ceilings** and sloping **undersides of the roof** are wooden, with exposed rafters. The vertical **walls** separating rooms are plain, white plaster. The **floors** are whitewashed wood. **Doors** are plain wood, low (5') and narrow (2^{1/2}'). Everything feels **cramped and claustrophobia-inducing**. The Attic **smells** of old wood, dust, and mold throughout.

Abandoned Wing

The **floor** is exceptionally creaky. **Mice and spiders** are occasionally seen. A colony of **bats** roosts in the **front room**, entering through a break under the eaves. A mated pair of **barn owls** roosts in the **back room**, also entering through a hole under the eaves.

Laboratory

On the **south table** is a bizarre machine that generates electricity (years before public knowledge of the less-powerful Voltic Pile). Also on table are various metal shapes and half-assembled devices of inscrutable purposes. The **center table** is blood-stained, with straps, buckets, and scattered surgical instruments. The **north table** is covered with chemical apparatus, and vials of various substances. There is visible water damage, mold staining and fungal growths on the **walls and ceiling** of the east section.

Madwoman's Confinement

The **north door** is always locked (only the Butler has the key). A horrible body odor **smell** hangs in the air. The **walls** are covered with a patterned yellow wallpaper. The **bed** is filthy. The **south door** is sealed shut from other side. *Is there a Madwoman confined here now? Is she alive, or an angry ghost? Is it Wilhelma Altumber, previous Lady of Highdark, perhaps insane with syphilis?*

Monster Confinement

The **west doors** are locked. The **east doors** are sealed shut. The **walls** are stained and water-damaged. Manacles are attached by chains to the centers of floors. *Is there a Mindless Revenant, patched together from human and animal bodes and obedient to its maker, bound in the northern room?*

Occult Library

The north window is completely obscured by the **bookshelf** in front of it. There is visible **mold staining and fungal growths** in the southeast corner. *What powerful but perilous Magical Rituals can be learned by perusing the books?*

Pornographic Library

The south window is completely blocked by a **bookshelf**. *What scandalous statements do certain manuscripts and letters make about the most prominent families of Britain?*



THE RESIDENTS OF HIGHDARK HALL

THE ALTUMBER FAMILY

Mister Nathaniel John Altumber, Lord of Highdark.

9th Level Everyman.

36 years old. Impeccably dressed, and wears elaborately knotted neck cloths. Tall and handsome, with dark hair and eyes. Commanding and imperious. Wears heavy musk. Elijah Davies is usually nearby.

- ◆ **Chr:** 14 | **Int:** 9 | **Wis:** 9 | **Str:** 14 | **Dex:** 9 | **Con:** 14 **Perversity:** 13
- ◆ **Hit Points:** 27 | **Damage Bonus:** +3
- ◆ **Spec. Abil:** Profession (Aristocrat) | Avocation (Geologist) | Affection (Orphans)
- ◆ **Weaknesses:** Phobia (Parasites) | Prejudice (Rats)
- ◆ **Assets:** Handsome
- ◆ **Afflictions:** Compulsive Gambler
- ◆ **Notable Possession(s):** A journal filled with records of bets, and scandalous secrets about other members of the aristocracy.



Mrs Constance Rosalinda Altumber, Lady of Highdark.

9th Level Libertine.

34 years old. Has a cloud-like mass of curly black hair, and eyes so dark they look nearly black. Olive-complexioned, and appears more Mediterranean than British. Wears a perfume of jasmine, civet, and vetiver. Publicly respectable and sophisticated, but actually perverse and thrill-seeking. Her Lady's Maid, Abigail Jackson, is usually nearby. Constance enjoys donning a mask, false beard, and masculine attire to rob travelers on the road.

- ◆ **Chr:** 14 | **Int:** 14 | **Wis:** 9 | **Str:** 9 | **Dex:** 14 | **Con:** 9 **Perversity:** 14
- ◆ **Hit Points:** 27 | **Damage Bonus:** +3
- ◆ **Special Abilities:** Aristocratic Skills (instead of "Dueling") | Disguise | Fraud | Sneak | Seduction
- ◆ **Weaknesses:** Faithless Lover | Fascinated By Innocence
- ◆ **Asset:** Handsome
- ◆ **Afflictions:** Compulsive Gambler
- ◆ **Notable Possession(s):** A set of man's clothing, a mask, and a pair of beautifully decorated pistols she keeps hidden in her room. She has cut many notches into the handles of the pistols.

Mister Harold Manfred Altumber – The Son and Heir.

1st Level Everyman.

18 years old. Always carries an eccentrically twisted black walking stick with a silver knob. Tall and handsome, with heavy eyes and romantically tussled hair, but a slight limp. Smells of Eau de Cologne. Initially charming, but also possessive and cruel. Determined to keep apart his sister Georgina and the foundling Henry. His Valet, Duncan Barry, is usually nearby.

- ◆ **Chr:** 14 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 9 | **Perversity:** 14
- ◆ **Hit Points:** 6 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Aristocrat) | Avocation: (Painter) | Affection (The Occult)
- ◆ **Weaknesses:** Phobia: (Obscurity) | Prejudice: (Clergymen)
- ◆ **Assets:** Handsome
- ◆ **Afflictions:** Limp
- ◆ **Notable Possession(s):** His walking stick. “The Grimoire of Nethesius”, a book filled with Magical Rituals, and containing a poem supposedly written by the Devil. An unfinished portrait of Georgina.



Miss Georgina Augusta Altumber – The Eldest Daughter.

1st Level True Innocent.

16 years old. Always wears a jeweled cross. Pretty, with black hair and large, deep-brown eyes. Wears a perfume of rose and lilac. Kind and caring, but very naive. Cries easily. Absolutely loves her parents and siblings, and is oblivious to their actual characters (particularly her mother’s). In love with Henry Peak. Her Lady’s Maid, Priscilla Green, is usually nearby.

- ◆ **Chr:** 16 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 9 | **Perversity:** 4 (*Can use Faith to repel Evil.*)
- ◆ **Hit Points:** 4 | **Damage Bonus:** 0
- ◆ **Special Abilities:** Aristocratic Skills (instead of Redemption) | Resist Evil Spirits | Grace of Heaven | Inspiration of the Virtuous | Faith
- ◆ **Weaknesses:** Fainting | The Misfortunes of Virtue
- ◆ **Assets:** Great Pianist. True Love (Henry Peak)
- ◆ **Afflictions:** Fear of Rats
- ◆ **Notable Possession(s):** Her cross. “Artemis”, her long-hair calico cat. A dried flower given to her by Henry Peak, that she keeps in the pages of her Bible.

Note that Georgina has somehow managed to live her entire life at Highdark Hall unaware of her family’s actual nature. She always wants to believe the best about people, especially her parents. Attempts to tell her the truth will always be met with initial incredulity.

Misses Julia and Juno Altumber – Twin Daughters.

1st Level Everywomen.

9 years old. Identical, and always together. Tend to finish each others' sentences, or speak at the same time. Long brown hair and brown eyes. Mischievous, and strangely cheerful at inappropriate times. Are supposed to be at their lessons from after breakfast to dinner, every day except Sunday. They often manage to slip away, however. The girls never eat luncheon, dinner, or supper with their family, but always in the Breakfast Room with their Governess (and Mary Ravenscroft).

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 6 | **Dex:** 11 | **Con:** 9 | **Perversity:** 14
- ◆ **Hit Points:** 2 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Aristocrat) | Avocation: (Singer) | Affection (Dairy Products)
- ◆ **Weaknesses:** Phobia (Pure Salt) | Prejudice (“Boring” People)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** “Poppy”, a porcelain and cloth doll that they claim is alive, and blame for all their mischief.

Henry Peak – A Foundling.

2nd Level Gypsy.

16 years old. Taken in by Nathaniel. Intense stare. Muscular, handsome and dark-complexioned. Passionate, forceful, and prone to holding grudges. Loves Georgina Altumber. His Valet is Caleb Smith, but Henry often tells him to occupy himself elsewhere.

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 12 | **Str:** 14 | **Dex:** 9 | **Con:** 9 | **Perversity:** 11
- ◆ **Hit Points:** 6 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Animal Husbandry | Boxing | Entertaining | Gypsy Curse | Sleight of Hand
- ◆ **Weaknesses:** Desired by the Dead, Social Discrimination
- ◆ **Assets:** Horse Whisperer. True Love (Georgina Altumber)
- ◆ **Afflictions:** Bad Manners
- ◆ **Notable Possession(s):** Amulet against the Evil Eye. A lock of Georgina's hair that he keeps on his person at all times.

Note: Constance and Georgina can speak French, sew, embroider, draw, play the piano, ride horses well, dance formally, and employ the Language of Fans. Julia and Juno are learning those skills (but still have no knowledge of the Language of Fans). All the men can ride, shoot, and use a sword (as can Mrs Altumber). Nathaniel and Harold can speak French, perform formal dances, and are comfortable in High Society. Henry is not.

THE FAMILY RETAINERS

Mary Ravenscroft – Nathaniel's Mistress. 3rd Level Mad Scientist.

21 years old. Straight, jet-black hair, and pale skin. Beautiful. Wears violet and musk perfume. Very highly intelligent, but sometimes morbid. Vocally critical of societal limits placed on women. Mary is aware that the Cook is a witch, but she has told her that women will never be free, if they choose superstition over Science. Her Lady's Maid, Edna Long, is frequently (but not always) nearby.

Duties: Keeps Nathaniel amused in every way. Is expected to be beautiful, charming, and interesting.

♦ **Chr:** 14 | **Int:** 16 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 9 **Perversity:** 12

♦ **Hit Points:** 12 | **Damage Bonus:** +1

♦ **Special Abilities:** Aristocratic Skills (instead of Academic Credentials)

Mad Inventions (three doses of a perfume that allows her to *Beguile* others; a small metal canister that will allow her to have a *Shocking Grasp* three times before it stops working)

Monstrous Servants (a Mindless Revenant locked in the attic)

Laboratory (the Attic Laboratory at Highdark Hall) | Scientific Knowledge

♦ **Weaknesses:** Attracts Angry Mobs | Incurable Madness (Obsessed with Death)

♦ **Assets:** Brilliant Conversationalist

♦ **Afflictions:** Disowned by her Family

♦ **Notable Possession(s):** A set of Alchemical, medical, and scientific treatises.



Jenny Rye – The Governess. 3rd Level Everywoman.

20 years old. Always looks dignified, but never arrogant. Average height and attractive, with light brown hair. Smells faintly of lavender water. Plain-speaking and forthright. Teaches her lessons in the Yellow Library, Music Room, or Sewing Room (as appropriate). Works after breakfast to dinner, every day except Sunday – when she can find the twins! Speaks English, French, German, and Latin.

Duties: Teaches Julia and Juno Altumber basic mathematics and history, and also how to speak French properly, sew clothing, embroider, play the piano, draw, and dance. Introduces Julia and Juno to classics and literature.

♦ **Chr:** 9 | **Int:** 14 | **Wis:** 14 | **Str:** 9 | **Dex:** 9 | **Con:** 9 **Perversity:** 6 (Can use Faith to repel Evil.)

♦ **Hit Points:** 18 | **Damage Bonus:** +1

♦ **Spec. Abil:** Profession (Governess) | Avocation: (Poet) | Affection (Children)

♦ **Weaknesses:** Phobia (Crowds) | Prejudice (Liars)

♦ **Assets:** Brave (except when facing a crowd)

♦ **Afflictions:** Attracts Misfortune

♦ **Notable Possession(s):** Her diary, where she recounts everything she has experienced at Highdark Hall. Her “friendship book”, which she has kept since she was 12.

Note: The Mistress and the Governess take luncheon, dinner, and supper separately from both the Family and the Servants. They eat at the same time as the Family, but always in the Breakfast Room (with Julia and Juno). Neither is ever invited to attend Constance's toilette. Both have Middle Class accents. Mary and Jenny can both speak French, sew, embroider, draw, play the piano, ride horses well, and dance formally, just like Constance and Georgina. Mary can employ the Language of Fans, but Jenny cannot.

THE FEMALE HOUSE SERVANTS

Margaret Biddle – The Housekeeper.

8th Level Everywoman.

40 years old. Very provincial – dislikes everything that isn't English. Short, with dark hair and eyes. Confident and outspoken. Knows about the secret passage in the Gun Room, but never enters it.

Duties: Oversees the Female Servants. Personally ensures that the house is clean, all clothing is kept in good condition, fires are maintained, and that all female servants are working to their best ability. Purchases and maintains the inventory of food, clothing, and cleaning supplies. Makes the pickles, preserves, drinks, and perfume waters. May personally perform especially important cleaning or sewing tasks.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 14 | **Con:** 16 | **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +3
- ◆ **Spec. Abil:** Profession (Housekeeper) | Avocation: (Making Paper Flowers) | Affection (England)
- ◆ **Weaknesses:** Phobia (Being Stared At) | Prejudice (Bankers)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** Her wedding ring, which she still wears even though her husband died only a week after their wedding twenty years ago. A silver *chatelaine* that holds keys to every bedchamber, cabinet, boudoir, and drawing room.

Note: Margaret technically outranks the Cook, Josephine Latour, in the normal hierarchy of servants. Josephine, however, has the favor of Mr Altumber, and usually ignores Margaret's instructions. For that reason, on account of the Cook's French origin, and also because Margaret knows that (at very least) Josephine is not a "Good Christian", there is great animosity between the two women.

Josephine Latour – The Cook

3rd Level Magician

27 years old. Slight French accent. Unremarkable appearance. Has a mysterious but obviously traumatic past. Usually acts friendly and magnanimous. Nathaniel employs her *because she is a Witch*. Knows the truth about the Goblin's Grotto. Is aware of Mary Ravenscroft's abilities, but considers her a pretty little girl playing with forces she doesn't understand. Her familiar is *not* the kitchen cat "Hatty", but "Apollo", the lead Goat of the parkland flock!

Duties: Oversees the Kitchen Maids, plans the menus, and ensures that meals are properly prepared. Keeps track of items in Kitchen Storage, Pantries, and Larder. Josephine is a year-round resident.

◆ **Chr:** 9 | **Int:** 9 | **Wis:** 14 | **Str:** 9 | **Dex:** 11 | **Con:** 9 | **Perversity:** 12

◆ **Hit Points:** 12 (18 while Apollo lives) | **Damage Bonus:** +1

◆ **Special Abilities:**

Esoteric Knowledge

Use Incantation (*Enhanced Sense of Taste, Detect Poison, Speak With Animals*)

Perform Ceremony (*Conjure Familiar, Fertility*)

Create Talismans: (*Resist Fire*)

Employ Pact: (*Close Wounds, Steal Milk*)

◆ **Weaknesses:**

Magical Implement: A knife with a black handle.

Power Object: A small book bound in black leather.

◆ **Assets:** Excellent Cook

◆ **Afflictions:** Traumatic Memory (of her sister being killed by bandits as a child)

◆ **Notable Possession(s):** A brass ring with a red stone (*Resist Fire* Talisman). A stash of drugs, toxins, and various herbs. A black-handled knife with a blade inscribed with strange symbols. A small, black-bound book written in an unknown language and alphabet. "Hatty", the kitchen cat.

Rebecca Forest – The Nursery Maid.

4th Level Everywoman.

30 years old. Witless – never catches a joke. Short, with dark hair and eyes. Very social. Secretly loves Jasper Hill (The Butler).

Duties: Watches and cleans up after the children, and cleans the Nursery. Assists the Governess.

◆ **Chr:** 9 | **Int:** 8 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 15 | **Perversity:** 9

◆ **Hit Points:** 3 | **Damage Bonus:** +1

◆ **Spec. Abil:** Profession (Nursery Maid) | Avocation: (Cook) | Affection (Jasper Hill)

◆ **Weaknesses:** Phobia (Heights) | Prejudice (Cold Places)

◆ **Assets:** None

◆ **Afflictions:** None

◆ **Notable Possession(s):** A bracelet of braided herbs, meant to protect her from Demons.

Abigail Jackson – Lady’s Maid to Constance Altumber.

3rd Level Everywoman

20 years old. Exceptionally smooth and unblemished skin. Tall. Very friendly and servile.

Duties: Washes and dresses Mrs Altumber, runs errands for her, repairs her clothing, accompanies her when she travels, and ensures her comfort in every way. Expected to keep her Mistress’s secrets.

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 8 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 8
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Lady’s Maid) | Avocation: (Pianist) | Affection (Georgina’s cat “Artemis”)
- ◆ **Weaknesses:** Phobia (Disease) | Prejudice (Spiders)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A locket with a miniature painting of her dead mother.



Priscilla Green – Lady’s Maid to Georgina.

3rd Level Everywoman.

21 years old. Thick, curly blond hair. Somewhat dark complexion. Amiable and optimistic. Hates the Rocaille Room. Has many stories about atrocities supposedly committed by drunken sailors. In love with Nathaniel Altumber.

Duties: Washes and dresses Miss Georgina, runs errands for her, repairs her clothing, accompanies her when she travels, and ensures her comfort in every way. Expected to keep her Mistress’s secrets.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 12 | **Dex:** 9 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Lady’s Maid) | Avocation: (Storyteller) | Affection (Nathaniel Altumber)
- ◆ **Weaknesses:** Phobia (The Sea) | Prejudice (Sailors)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A painted fan given to her by Georgina. A copy of “The Romance of the Forest” by Ann Radcliffe

Edna Long – Lady’s Maid to Mary Ravenscroft.

3rd Level Everywoman.

18 years old. Deep blue eyes. Short and pretty with dark brown hair. Dishonest and suspicious. In love with Caleb Smith (Henry’s Valet).

Duties: Washes and dresses Mary Ravenscroft, runs errands for her, repairs her clothing, accompanies her when she travels, and ensures her comfort in every way. Assists Mary’s “experiments” in the Laboratory. Expected to keep her Mistress’s secrets.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 14 **Perversity:** 14
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Lady’s Maid) | Avocation: (Thief) | Affection (Caleb Smith)
- ◆ **Weaknesses:** Phobia (Knives. *Averts her eyes when Mary dissects bodies*) | Prejudice (Cats)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A stash of jewelry stolen from Constance, Georgina, and Mary.



Susanna Douglas – The Upper House Maid.

3rd Level Everywoman.

23 years old. Green eyes. Pale and attractive. Confident and stalwart. Former prostitute. Had many unfortunate encounters with Hessian mercenaries in her former life. Plans to eventually immigrate to America. Loves Sean McGinty (the Handyman).

Duties: Responsible for cleaning the house, and maintaining lights and fires. Maintains the linens, and makes the beds. Assisted by the Under House Maids

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 12 | **Dex:** 9 | **Con:** 12 **Perversity:** 10
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (House Maid) | Avocation: (Prostitute) | Affection (Sean McGinty)
- ◆ **Weaknesses:** Phobia (Thunder) | Prejudice (Hessians)
- ◆ **Assets:** True Love (Sean McGinty)
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A copy of Thomas Paine’s “Rights of Man”. A stash of money she is saving for her ship passage.

Jane Williamson – An Under House Maid.

2nd Level Everywoman.

21 years old. Thin and lanky. Cruel and sadistic personality. Secretly murdered another girl when she was 12, over a doll. Enjoys watching the house vermin die. In love with Harold Altumber.

Duties: *Assists the Upper House Maid. Often assigned to work in the west wings of the house.*

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 12
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (House Maid) | Avocation: (Gambler) | Affection (Harold Altumber)
- ◆ **Weaknesses:** Phobia (Ghosts) | Prejudice (Anything to do with Weddings)
- ◆ **Assets:** Skilled Liar
- ◆ **Afflictions:** Compulsive Gambler
- ◆ **Notable Possession(s):** A small jar of rat poison.



Frances Cook – An Under House Maid.

2nd Level Everywoman.

23 years old. No sense of direction – still gets lost in the house. Short and dark. Deceitful and belligerent.

Duties: *Assists the Upper House Maid. Often assigned to work in the east wings of the house.*

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 14 **Perversity:** 13
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (House Maid) | Avocation: (Gardener) | Affection (Birds)
- ◆ **Weaknesses:** Phobia (The Color Red) | Prejudice (Cats)
- ◆ **Assets:** Talented Maid
- ◆ **Afflictions:** Allergic to Cats (and hates having to clean the Puce Bedroom where Georgina sleeps)
- ◆ **Notable Possession(s):** A potted marigold that she keeps on the windowsill of her room.

Rosemary Jones – A Kitchen Maid.

3rd Level Everywoman.

18 years old. Notably afraid of guns and weapons. Short and plain. Friendly and self-assured (except when guns are involved). Polite. Loves Henry Peak.

Duties: Assists the Cook in preparing food for the entire household – family, guests, and servants. Specializes in baking, but expected to fill in wherever the Cook decides.

- ◆ **Chr:** 9 | **Int:** 12 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 7
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Kitchen Maid) | Avocation: (Equestrian) | Affection (Henry Peak)
- ◆ **Weaknesses:** Phobia (Guns) | Prejudice (Anyone involved with the Slave Trade)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A lucky horseshoe.



Blythe Love – A Kitchen Maid.

2nd Level Everywoman.

19 years old. Rarely speaks, but never wants to be left alone. Pale and plain. Pleasant personality.

Duties: Assists the Cook in preparing food for the entire household – family, guests, and servants. Specializes in vegetable cookery, but expected to fill in wherever the Cook decides.

- ◆ **Chr:** 9 | **Int:** 12 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Kitchen Maid) | Avocation: (Knitter) | Affection (Oliver Evans)
- ◆ **Weaknesses:** Phobia (Being Alone) | Prejudice (Americans)
- ◆ **Assets:** Resistant to Pain
- ◆ **Afflictions:** Inarticulate.
- ◆ **Notable Possession(s):** Knitting needles and balls of yarn.

Diana Farmer – A Kitchen Maid.

2nd Level Everywoman.

21 years old. Sentimental. Tall and pale. Friendly and devoted. In love with Caleb Smith (Valet to Henry Peak).

Duties: Assists the Cook in preparing food for the entire household – family, guests, and servants. Specializes in sauces, but expected to fill in wherever the Cook decides.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 12 | **Str:** 8 | **Dex:** 9 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Kitchen Maid) | Avocation: (Herbalist) | Affection (Caleb Smith)
- ◆ **Weaknesses:** Phobia (Snakes) | Prejudice (Dishonest People)
- ◆ **Assets:** True Love (Caleb Smith)
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A century-old Bible with unexplained blood stains spattered throughout.



Siobhan McLeary – A Kitchen Maid.

2nd Level Everywoman.

20 years old. Musical – often singing or playing her flute. Short and pale. Very pretty, but has a critical personality, and often speaks crudely. Loves Nathaniel Altumber. *Has been the Cave of the Ancient and Hungry One, and knows what is there.*

Duties: Assists the Cook in preparing food for the entire household – family, guests, and servants. Specializes in meat cookery, but expected to fill in wherever the Cook decides.

- ◆ **Chr:** 8 (she is pretty, but extremely crude) | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 12 | **Con:** 12 **Perversity:** 12
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Kitchen Maid) | Avocation: (Flutist) | Affection (Nathaniel Altumber)
- ◆ **Weaknesses:** Phobia (Large Dogs) | Prejudice (Prudes)
- ◆ **Assets:** Pretty
- ◆ **Afflictions:** Crude Speech
- ◆ **Notable Possession(s):** A carved bone flute.

Virtue Proctor – The Dairy Maid.

3rd Level Everywoman.

21 years old. Inventive. Tall and attractive. Friendly and self-assured. Loves Nathaniel Altumber.

Duties: Milks cows, makes cheeses and butter, and stores them properly. Also bakes breads that include milk or cheese.

- ◆ **Chr:** 11 | **Int:** 12 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 | **Perversity:** 10
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Dairy Maid) | Avocation: (Engineer) | Affection (Nathaniel Altumber)
- ◆ **Weaknesses:** Phobia (Clergymen) | Prejudice (Churches)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A small notebook filled with inventions and labor-saving ideas.



Judith Thomas – A Scullery Maid.

1st Level Everywoman.

14 years old. Pretty. Assertive and daring. A talented portraitist, and draws whenever (and on whatever) she can.

Duties: Launders clothes, boils water for personal washing, washes dishes and pans, cleans the kitchen, cleans out the chamber pots, cleans fish, and washes freshly butchered animals. Washes the floors. Will assist the Cook and Kitchen Maids when necessary.

- ◆ **Chr:** 11 | **Int:** 11 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 11 | **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Scullery Maid) | Avocation: (Artist) | Affection (Small Animals)
- ◆ **Weaknesses:** Phobia (Large Dogs) | Prejudice (Judges and Magistrates)
- ◆ **Assets:** Talented Artist
- ◆ **Afflictions:** Poor Judge of Character
- ◆ **Notable Possession(s):** A pet mouse that she keeps in a cage. Several pieces of charcoal and scrap paper with portraits of the other servants. Her scullery clogs, which make good improvised weapons!

Rhoda Good – A Scullery Maid.

2nd Level Everywoman.

18 years old. Nearsighted. Tall, pale, and attractive. Suspicious and obsessive. Secretly loves Susanna Douglas (the Upper House Maid).

Duties: *Launders clothes, boils water for personal washing, washes dishes and pans, cleans the kitchen, cleans out the chamber pots, cleans fish, and washes freshly butchered animals. Washes the floors. Will assist the Cook and Kitchen Maids when necessary.*

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Scullery Maid) | Avocation: (Writer) | Affection (Susanna Douglas)
- ◆ **Weaknesses:** Phobia (The Dark) | Prejudice (Insects)
- ◆ **Assets:** Attractive
- ◆ **Afflictions:** Nearsighted
- ◆ **Notable Possession(s):** An illustrated copy of “Fanny Hill”. Her scullery clogs.



Patience Weaver – The Servant’s Hall Maid.

1st Level Everywoman.

13 years old. Platinum blonde hair. Young, short and pale. Vicious and manipulative.

Duties: *Attends the other servants in the Servant’s Hall. Personally attends the Housekeeper. Cleans the Housekeeper’s and Butler’s rooms.*

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 14
- ◆ **Hit Points:** 3 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Hall Maid) | Avocation: (Knife Fighter) | Affection (Candy)
- ◆ **Weaknesses:** Phobia (Fairies) | Prejudice (Horses)
- ◆ **Assets:** Talented Knife Fighter
- ◆ **Afflictions:** Just a Child
- ◆ **Notable Possession(s):** A small knife she keeps hidden on her person at all times.

THE MALE HOUSE SERVANTS

Note that all the Male Servants are required to wear a livery of dark blue, edged with white. On formal occasions the Footmen wear powdered wigs, and a more elaborate livery of dark blue velvet with braided piping and silver buttons.

Jasper Hill – The Butler. 9th Level Everyman.

41 years old. Exceptionally tall, and tends to stare down at people. Dark hair and eyes. Ambitious, but also drinks heavily. Secretly loves Mrs Altumber.

Duties: Oversees the Male Servants. Has the keys for the Wine Cellar, and the Butlery where the expensive silverware and porcelain is stored. In charge of dinner service. Highest ranked Servant, responsible for the overall functioning of the house. Pays the other servants. Reports directly to Nathaniel, and is his confidant. Knows and keeps all the secrets hidden in the Attic.

- ◆ **Chr:** 9 | **Int:** 14 | **Wis:** 9 | **Str:** 10 | **Dex:** 9 | **Con:** 12 **Perversity:** 12
- ◆ **Hit Points:** 6 | **Damage Bonus:** +3
- ◆ **Spec. Abil:** Profession (Butler) | Avocation: (Soldier) | Affection (Constance Altumber)
- ◆ **Weaknesses:** Phobia (Spiders) | Prejudice (Americans)
- ◆ **Assets:** Great Shot
- ◆ **Afflictions:** Alcoholic
- ◆ **Notable Possession(s):** A collection of whiskey bottles. A pack of cards. A strangely decorated skull that he brought back from his military service in the West Indies.



Elijah Davies – Valet to Nathaniel Altumber. 5th Level Everyman

29 years old. Often juggling small objects. Tall and handsome, with dark hair and hazel eyes. Kind. Loves Susanna Douglas (the Upper House Maid).

Duties: Personally waits on Nathaniel Altumber, shaves and dresses him, runs errands for him, attends to minor business concerns, travels with him, and ensures his comfort. Expected to keep his Master's secrets.

- ◆ **Chr:** 11 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 12 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Valet) | Avocation: (Juggler) | Affection (Susanna Douglas)
- ◆ **Weaknesses:** Phobia (Spilled Blood) | Prejudice (Bees and Beekeepers)
- ◆ **Assets:** True Love (Susanna Douglass)
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A portrait of Susanna, drawn for him by Judith the Scullery Maid.

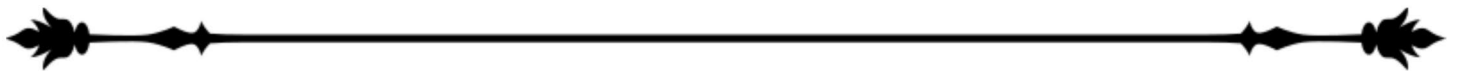
Duncan Barry – Valet to Harold Altumber.

2nd Level Everyman

19 years old. Short and handsome, with red hair. Friendly, and easy-going. Skilled dancer. Secretly loves Mrs Altumber.

Duties: Personally waits on Harold Altumber, shaves and dresses him, runs errands for him, attends to minor business concerns, travels with him, and ensures his comfort. Expected to keep his Master's secrets.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 12 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Valet) | Avocation: (Dancer) | Affection (Constance Altumber)
- ◆ **Weaknesses:** Phobia (Vaccination) | Prejudice (Academics)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A set of dancing clogs.



Caleb Smith – Valet to Henry Peak.

3rd Level Everyman

23 years old. Evasive about his past. Short, pale, and handsome. Active. Loves Diana Farmer (a Kitchen Maid).

Duties: Personally waits on Henry Peak, shaves and dresses him, runs errands for him, attends to minor business concerns, travels with him, and ensures his comfort. Expected to keep his Master's secrets.

- ◆ **Chr:** 9 | **Int:** 12 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 13
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Valet) | Avocation: (Dancer) | Affection (Horses)
- ◆ **Weaknesses:** Phobia (Slugs) | Prejudice (The Irish)
- ◆ **Assets:** True Love (Diana Farmer)
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A stained dagger. A letter from Diana Farmer proclaiming her love, even though she knows that he was once a wicked criminal.

Quinton Blood – A Footman.

3rd Level Everyman

21 years old. Likes to wander. Tall and handsome. A former sailor, who still loves the sea.

Duties: Serves dinner to the family and guests, cleans art and valuable serving ware, travels with the family to prepare locations for their arrival, opens doors and gates, waits outside occupied rooms, and performs other high-visibility tasks.

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 12 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Sailor) | Avocation: (Footman) | Affection (The Sea.)
- ◆ **Weaknesses:** Phobia (Broken Glass) | Prejudice (Horses)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A scrimshaw walrus tusk depicting a mermaid. Footman's livery of dark blue velvet with braided white piping and silver buttons.



Peter Currier – A Footman.

3rd Level Everyman

20 years old. Hates to dance. Studied for the clergy. Tall, blonde, and handsome. Actually shy.

Duties: Serves dinner to the family and guests, cleans art and valuable serving ware, travels with the family to prepare locations for their arrival, opens doors and gates, waits outside occupied rooms, and performs other high-visibility tasks.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 14 **Perversity:** 6 (Can use Faith to repel Evil.)
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Footman) | Avocation: (Clergyman) | Affection (The Bible)
- ◆ **Weaknesses:** Phobia (Hard Liquor) | Prejudice (Dancing)
- ◆ **Assets:** Handsome
- ◆ **Afflictions:** Poorly Spoken
- ◆ **Notable Possession(s):** A well-worn bible. Book of Common Prayer. Footman's livery of dark blue velvet with braided white piping and silver buttons.

Isaac Parson – A Footman.

3rd Level Everyman

22 years old. Likes new experiences Tall and handsome, with dark brown hair and gray eyes. Friendly and open-minded. Currently Mrs Altumber's favorite plaything.

Duties: Serves dinner to the family and guests, cleans art and valuable serving ware, travels with the family to prepare locations for their arrival, opens doors and gates, waits outside occupied rooms, and performs other high-visibility tasks.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 12 | **Con:** 12 **Perversity:** 12
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Footman) | Avocation: (Duelist) | Affection (Disguises)
- ◆ **Weaknesses:** Phobia (Rabid Dogs) | Prejudice (Prudes)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** An old dueling rapier that he keep hidden under his bed. A domino mask. Footman's livery of dark blue velvet with braided white piping and silver buttons.



Russel White – Men's Coachman.

6th Level Everyman

31 years old. Vocally suspicious. Short, pale and homely. Grumpy. A talented singer, and opera lover.

Duties: Drives coaches and vehicles for the men of the household. Maintains his coach.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 14 | **Con:** 12 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Coachman) | Avocation: (Singer) | Affection (The Opera)
- ◆ **Weaknesses:** Phobia (Insects) | Prejudice (Thin Women)
- ◆ **Assets:** Talented Singer
- ◆ **Afflictions:** Off-putting Personality
- ◆ **Notable Possession(s):** A copy of the libretto to "Don Giovanni"

Owen Strong – Women’s Coachman.

4th Level Everyman

27 years old. Superstitious. Tall and handsome, with jet black hair. Daring, but also inarticulate. Secretly loves Georgina Altumber. Dislikes Mary Ravenscroft.

Duties: Drives coaches and vehicles for the women of the household. Maintains his coach.

- ◆ **Chr:** 9 | **Int:** 10 | **Wis:** 9 | **Str:** 9 | **Dex:** 12 | **Con:** 12 **Perversity:** 12
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Coachman) | Avocation: (Farmer) | Affection (Georgina Altumber)
- ◆ **Weaknesses:** Phobia (The Number 13) | Prejudice (Science)
- ◆ **Assets:** Handsome
- ◆ **Afflictions:** Badly Spoken
- ◆ **Notable Possession(s):** One of Georgina's gloves, which she somehow lost on the road coming back to the house a month ago.



Sean McGinty – The Handyman.

4th Level Demon Hunter.

26 years old. Handsome, with black hair and blue eyes. Flirts with many of the female servants. Devoted to his real work of destroying evil.

Duties: Performs repairs to the house and equipment, disassembles and reassembles furniture.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 12 | **Dex:** 12 | **Con:** 12 **Perversity:** 10
- ◆ **Hit Points:** 16 | **Damage Bonus:** +3
- ◆ **Spec. Abil:** Danger Bonus | Demonology | Feat of Strength | Resist Preternatural Effects | Tracking
- ◆ **Weaknesses:** Nemesis (The Werewolf of the Highdark Moors) | Obsession
- ◆ **Assets:** Handyman Skills
- ◆ **Afflictions:** Fool for a Pretty Face.
- ◆ **Notable Possession(s):** A silvered knife with a handle that allows it to be mounted on a pole. An iron spike. A small handwritten book outlining the abilities and weaknesses of various supernatural creatures.

Jonas Taylor – The Porter.

5th level Everyman

30 years old. Tall. Pleasant personality. Has surprisingly gourmet tastes.

Duties: Carries heavy objects and equipment for family members, guests, and other servants. Waits in the Grand Vestibule whenever guests are expected. Accompanies the Housekeeper to haul heavy objects when she goes to market.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 8 | **Str:** 12 | **Dex:** 9 | **Con:** 14 **Perversity:** 10
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Gravedigger) | Avocation: (Porter) | Affection (Good Food)
- ◆ **Weaknesses:** Phobia (Heights) | Prejudice (Prostitutes)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A letter from his daughter in London, which he cannot read because he is illiterate. He asks Sean McGinty to read it to him sometimes.

Oliver Andrews – The Hallboy.

1st Level Everyman

13 years old. Greedy. Handsome, with blond hair and blue eyes. Aggressive personality. Steals money and food.

Duties: Waits upon the other servants in the Servant's Hall. Runs errands for other servants. Personally attends the Butler like a Valet.

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 12 **Perversity:** 15
- ◆ **Hit Points:** 3 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Hall Boy) | Avocation: (Charlatan) | Affection (Rats)
- ◆ **Weaknesses:** Phobia (Masks) | Prejudice (Anything to do with Winter)
- ◆ **Assets:** Accomplished Liar
- ◆ **Afflictions:** Just a Child
- ◆ **Notable Possession(s):** 2 Shillings and a bottle of whiskey, stolen from the Butler's room. Rolls and cheese stolen from the pantries. All are wrapped in a cloth and stashed in the Firewood and Coal Storage Room.

Note: For all their questionable morality, the Altumbers treat their servants very well. They are paid at the high end for their positions, and only disciplined for the worst infractions. All House Servants are permitted to line up in the Grand Vestibule to receive “vails” (tips) when guests leave the house. In return, the servants generally keep the secrets of the house from unsympathetic authorities.



WHISPERS AND GOSSIP

Servants living at (or visiting) Highdark Hall will doubtless hear many of the following rumors. Upper class characters may hear them from their valets, or lady's maids. Some are common gossip in "The Ton" (British High Society). Many involve assertions of an extremely scandalous nature, and will only be told to trusted people. Naturally, many of the rumors contradict each other. The Player Characters will have to investigate if they want to know the truth.

☛§ Everyone is afraid of the twins girls, **Julia** and **Juno**. Their Nurse has particular reason to be terrified. She says that she often sees them facing the corner of the room, talking together to somebody that only they can see. They tend to disappear whenever they go walking outside, only to reappear in the Nursery without anyone having seen them enter the house. And the cruel tricks those two little monsters play on that poor woman! Once they ripped out all the stuffing from her pillow and replaced it with dirt, earthworms, and rotting birds. Miss Forest even says that she tried smashing and burying the porcelain doll that the girls claim performs all their mischief. The next morning the girls had the doll, and it was perfectly intact.

☛§ Everyone knows that Mrs Altumber's mother was married to the first cousin of Nathaniel's father. What they don't know, is that the Constance's mother and Nathaniel's father were also secretly lovers. One has to wonder what that might mean for the Lord and Lady of Highdark.

☛§ **Nathaniel Altumber** is a compulsive gambler. Cards, horses, dice – he never declines an opportunity to wager. The family will be ruined soon if he doesn't stop. Apparently, he has arranged to marry off Georgina to some London banker in order settle his debts.

☛§ If you listen at the doors to the Sealed Wing you can sometime the sounds of tapping, moaning, and furniture moving. You must *never* try to go in there. Fifteen years ago **Nathaniel's brother Peter**, who was Lord of Highdark before him, committed suicide in one of the bedrooms, along with **his wife's Lady's Maid**. Apparently the two were so mad with love for each other that they would rather die together than ever be apart. Don't believe anyone who further maligns Peter's memory and says the two deaths happened differently. Also, the subsequent disappearance of his wife, the former Lady of Highdark, is completely unconnected – no matter what anybody else implies.

☛§ **Mrs Altumber** is pregnant again, but she and Mister Altumber have only recently been reunited after traveling separately for months. She may be going on a "trip to the Continent" again soon, probably for the better part of a year. Best not to ask too many questions after she returns.

☛§ The Housekeeper has had to discipline the Hall Maid several times in the past month. Glasses break, oil drips from the ceiling, and loud banging sounds are often heard when the girl is near. Mrs Biddle is sure the brat is doing it all, although Patience denies it, and blames everything on someone she calls "Carol". Patience also claims that the rats in the basement have their own Sovereign and Parliament.

☞ Sean the Handyman is very handy indeed with a blade. He's been seen killing rats with thrown kitchen knives! He's also admitted to have come to the house in order to hunt something that he claims has "existed here for too long". You have to wonder what he means.

☞ People frequently go missing from Highdark Hall. The fairy **Queen of the Night** sometimes attends parties and balls held at the house, looking for men to abduct. Sometime she takes a woman instead. No one she takes is ever seen again.

☞ The Sealed Wing isn't haunted, no matter what you've heard. The truth is the roof leaks, and when it rains water comes down from the Attic. The Altumbers sealed the wing and invented the ghost story so they wouldn't have to admit that they can't afford to make the necessary repairs. **Peter Altumber** may have died in there, but he certainly doesn't haunt the rooms. And **his wife's Lady's Maid** wasn't ever here when she died!

☞ The Housekeeper is actually a lost relative of the Altumbers. Her mother was the illegitimate daughter of Mister Altumber's maternal uncle. One wonders if she will try to confront Nathaniel with this information.

☞ Jasper the Butler doesn't drink so much on account of the horrible things he did in the army, but because of the horrible things he's been asked to do at Highdark Hall. He makes frequent trips to the attic, for reasons unknown to anyone else. He forbids any of the other servants to go up there.

☞ The house is riddled with secret passages and peepholes. Mister Altumber uses them to spy on his guests. Some people think the house is haunted, but the strange sounds they hear are only Nathaniel walking in the hollow walls.

☞ The **previous Lady of Highdark** never truly went missing. She went mad from the syphilis that her husband Peter gave her, and had to be confined in the house. If she is still alive, it is somehow being kept secret.

☞ Last week the **Housekeeper** found a coded message folded up and hidden in a tree hollow. Someone in the house is a spy, probably for the French. They could also be in league with the government of the former American colonies.

☞ There is a network of secret passages in the Lady's Wing of the house. They were installed by **Nathaniel's Italian grandmother Lucia** to move her lovers around without detection. Their location and use has been kept secret by the women of the Altumber family since then, revealed only to the Lady's Maids, and certain handsome Footmen.

☞ Nathaniel sometimes asks servants to let themselves be seduced by visitors to the house. Afterward, he will ask them to tell him everything about the encounter. Some of the servants think he uses the information for extortion. Some think he just enjoys the stories.

☞ Apparently, a recent house guest of some importance asked **the kitchen maid Siobhan** to ride his back like he was a horse, hit him with a riding crop, and curse at him in Irish. Siobhan doesn't even know how to speak Irish, so she just invented some words that sounded nasty. He never knew the difference. *Also, there was a carrot involved.*

☞ There is a secret room in the basement, which can be accessed from somewhere on the Ground Floor. It was formerly used for blasphemous, pagan rites. There are whispers that at least one member of the family still visits that room, for reasons best left unknown.

☞ The **real business** of the Altumbers is **espionage**, and they have been spies for centuries. Enemies of the crown often have fatal accidents and illnesses around the time that they visit, or are visited by, the family. Many of the people who supposedly disappeared mysteriously from Highdark Hall were actually assassinated.

☞ Before Nathaniel's time, prostitutes would be brought to the house for **gatherings of the most extreme immorality**. It all happened in some secret part of the house that the servants can't access. Not all of the women who came here left Highdark Hall alive. Some never left the house at all.

☞ Miss Georgina is in love with the foundling Henry Peak, but come November she is being taken to London to find a suitable husband. She cries every night because she will never be allowed to follow her heart. If you suggest that she should just take Henry as a lover after she is married she gets even more upset, because she thinks that's a terrible thing to do. She mustn't think much of Mary Ravenscroft in that case! Miss Georgina says she prays that one day even young ladies of quality like herself will be allowed to marry for love. She's a strange girl, with strange ideas.

☞ Stay out of the Trophy Room between midnight and dawn. In the small hours the heads of the animals will change position, and the floor will be paced by something invisible, save for a pair of eyes that glow green in the dark.

☞ **Henry and Georgina** are planning to elope soon. Mister Altumber would simply disown both of them, but Georgina's brother will murder Henry if he ever finds out. Harold is extremely jealous of any man looking at his sister. Sometimes you can catch Harold himself looking at her, in a way that a brother shouldn't.

☞ If you listen in the Grey Drawing Room you can hear the sound of tapping, coming from the ceiling. The sound comes from the ghosts who haunt the Sealed Wing of the floor above.

☞ Sometimes the Lunar Ballroom smells like jasmine flowers, even when it hasn't been used for weeks. When that happens, if you look up to the balcony you will see a masked woman, dressed in black velvet. If you meet her gaze, you will surely die within the month.

☞ If Highdark Hall is ever threatened the bronze statue of Gerald Altumber will come to life and defend the house. Sometimes the statue's hands change their pose, always when no one can see it happen.

☞ One of the **Lady's Maids** is a thief. She works with someone outside the house to fence the stolen items.

☞ Sometimes you can hear the pianoforte in the Music Room playing, but when you enter the room the music stops, and nobody is there.

☞ On certain nights of the full moon you can hear the sound of crashing waves in the Rocaille Room. When that happens the transparent form of a mermaid will be seen on the couch in the room. She never says anything. In the morning, the couch will be wet.

☞ Mister Altumber's mistress, Mary Ravenscroft, sometimes says strange things about defying death and perfecting the human race. She also claims that the minds of women are equal to those of men, and so they ought to be able to vote, and serve in Parliament! She has been pregnant twice since she's come to Highdark Hall, but both times the baby was born dead. Nobody knows what happened to the bodies, however. Furthermore, she was supposedly enticed to come to Highdark Hall with the promise that she could pursue her personal research, whatever that is. Nobody has ever seen her do any experiments, however.

☞ Mrs Altumber is most definitely *English*, but I have heard that her Maid often provides her a decidedly *French* service!

☞ If any of the female servants find themselves in trouble on account of indulging the men of Highdark Hall, they see the Cook, Josephine. She knows how to make such problems go away, so the women aren't forced to leave the house. That's why none of them, except Mrs Biddle the Housekeeper, will ever say a word against her. She also has pacts with the Fairy Folk, and can stop wounds from bleeding. At least once she has used her peculiar knowledge to help Mister Altumber resolve the problem of a family associate who stayed inconveniently alive.

☞ Highdark Hall is built atop a site where **human sacrifices were made in Celtic times**. One of the victims was the daughter of a clan chief, killed to ensure a good harvest. She cannot rest, and on certain nights she walks through Highdark Hall, seeking vengeance.

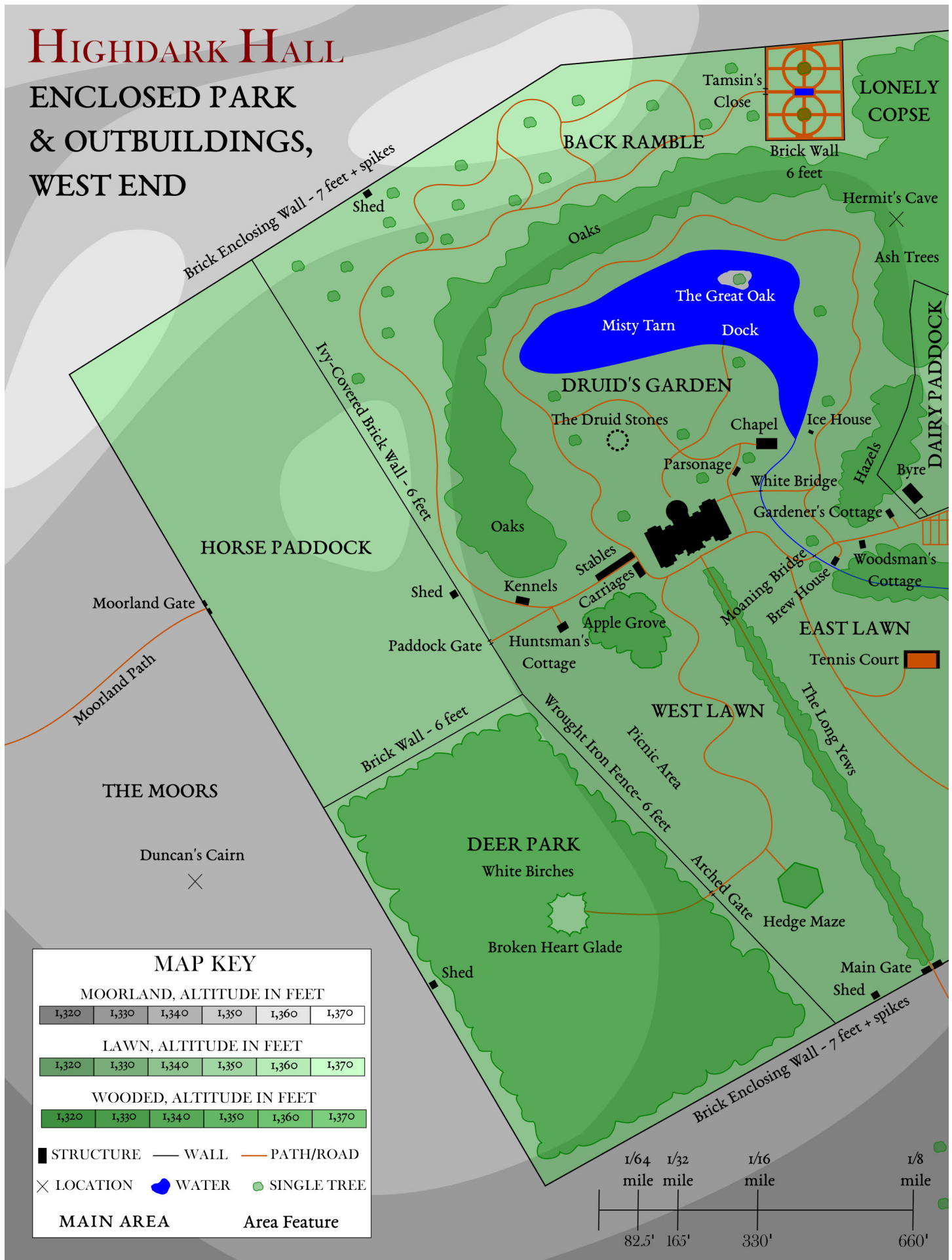
☞ Mrs Altumber was in her boudoir the other night with the Footman Isaac Parson. *She* was dressed like a gentlemen of fashion, while *Isaac* was wearing a woman's wig, and one of the mistress' gowns. What else they did, however, was performed in the usual manner of a man and a woman.

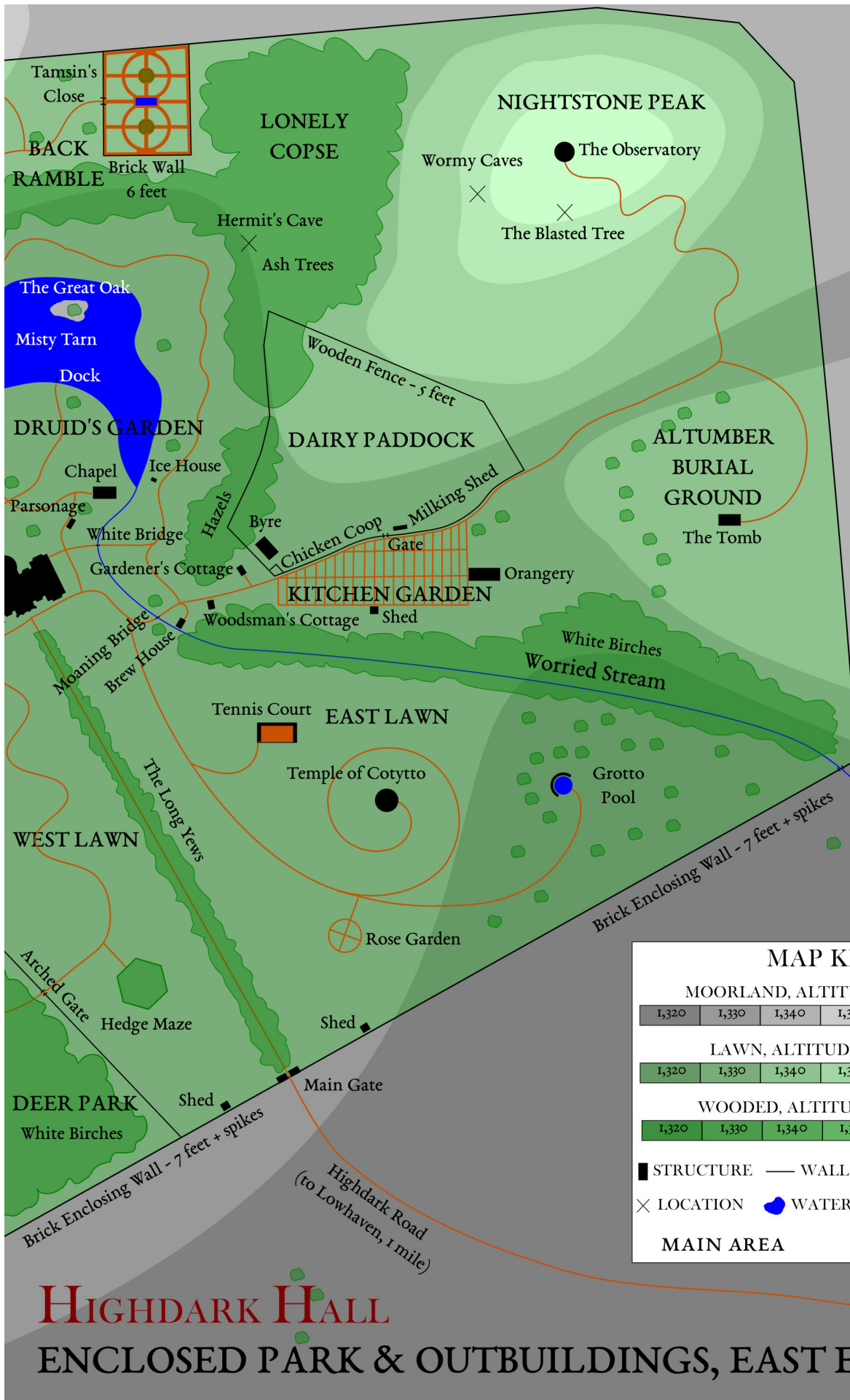
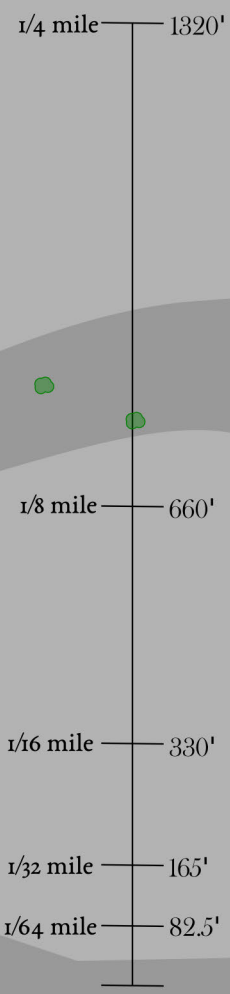
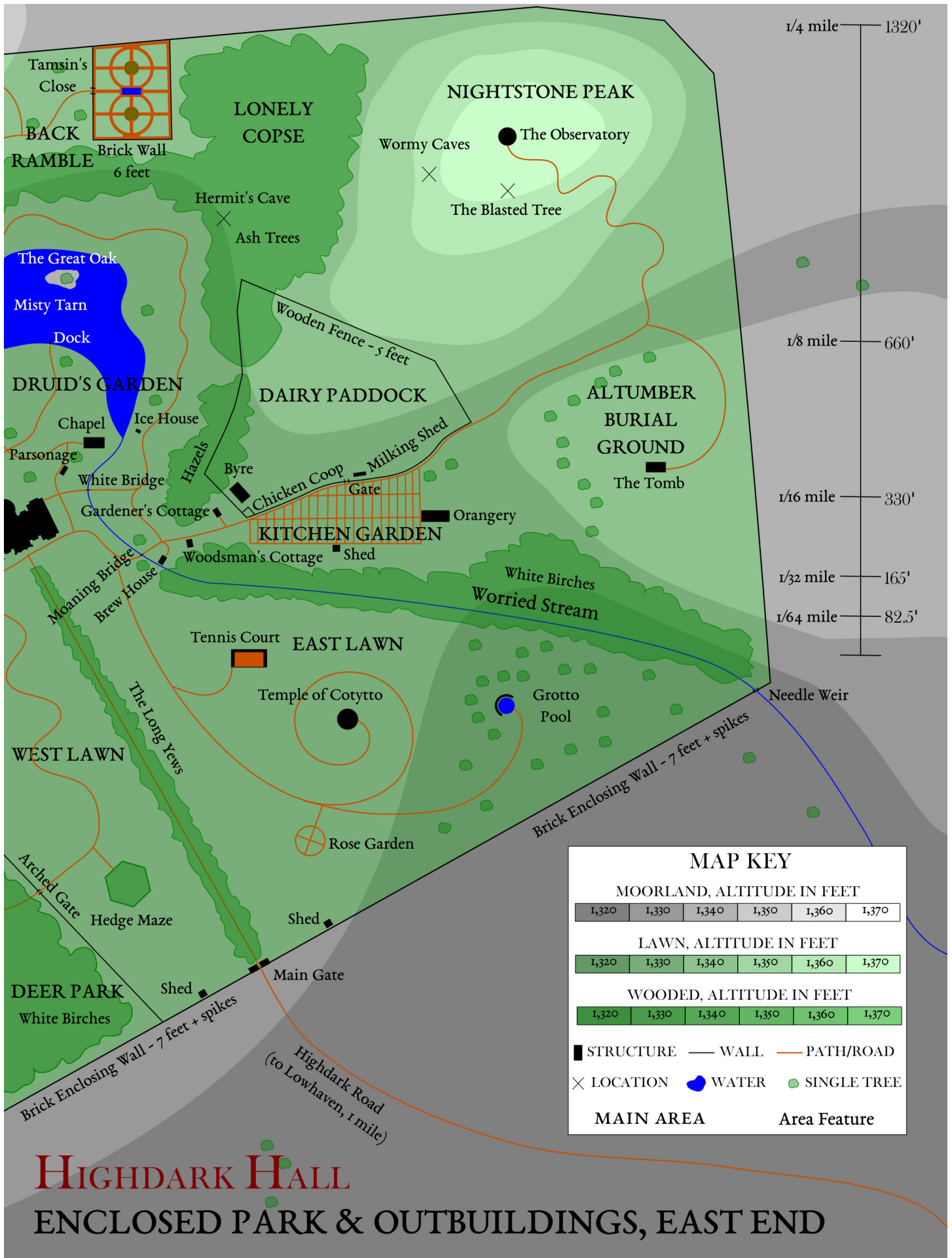
☞ The **rats in the basement** are very strange. If you watch them, you will see that they are talking to each other. What's more, you might see one disappear into a wall, with no hole visible for it to have gone into.

☞ Mrs Altumber certainly **makes a show of excluding her husband's mistress Mary Ravenscroft** from dinner with the family. Neither is Mary ever invited to take part in any events with lady visitors to the house. **Don't be fooled**. Late at night, when they believe no one else will know, they meet in out-of-the-way corners of the house or gardens. Whatever they are doing, or conversing about, I do not know. I can only assume that it is something Mr. Altumber should be very concerned about.

HIGHDARK HALL

ENCLOSED PARK & OUTBUILDINGS, WEST END







PARKLAND AND ESTATE LOCATIONS IN BRIEF

Highdark Hall's parkland is an incongruous spot of green amid the desolate moorland that surrounds it, and the seemingly natural landscaping of the park is **mostly artificial in origin**. Only the Wormy Caves of Nightstone Peak, the Misty Tarn, Great Oak, and the Druid Stones predate the house. Even the course of the Worried Stream has been altered. The parkland was a massive undertaking to create, and requires constant work to maintain. Rumors insinuate that the strange fertility of the parkland may also have another, *more disturbing* explanation.

The grass throughout the Parkland is **cropped by a herd of thirteen goats** – a pure white buck named Apollo, and twelve black-and-white does. Each wears a bell. The herd is ostensibly tended by the Gardener's assistant Jeremy Rowan, but observant visitors have noted that Apollo seems oddly intelligent. The goats shelter in the shed on the East Lawn.

The parkland is often **blanketed in a light fog** emanating from the cool water of the Misty Tarn.

ALTUMBER BURIAL GROUND

1 in 6 chance the **Parkland herd of goats** is here. Julia and Juno often play here.

The Tomb

This rectangular structure is in the form of a **columned roman temple**. It hold the bodies of Gerald Altumber, his daughters Pamela and Salome (who died as children), Gerald's sons Henry and Titus, Titus' Italian wife Lucia, Titus' son Roderick (Nathaniel's father), Roderick's wife Phoebe, their son John (who died as a child), and Roderick's brother Tiberius. The remaining family (back to the 14th century) are buried in Lowhaven. The body of Nathaniel's brother Peter is *not* here. The lid of the tomb marked "Justine" conceals a 20' deep pit.

BACK RAMBLE

1 in 6 chance the **Parkland herd of goats** is here.

The land slopes up to the northwest, with **twenty large oaks** scattered along the rambling paths from the Kennels to Tamsin's Close. **The trees have names:** Emma, Solomon, Jane, David, Sarah, Peter, Ann, Marcus, Jennifer, Simon, Hester, Thomas, William, Martha, Stephan, Miranda, Francis, Julius, Jessica, and Anthony.

Whoever brings any Player Character here will always tell them the names of the trees, and **emphasize any one that shares a PC's name**. If a PC doesn't already share a name with a tree, the Presenter should make the tree "Anthony" have the PC's name instead. The guide will say, "You see, you'll always be here. You'll never really leave".

Tamsin's Close

The Close is a **walled garden enclosed by a 6' high brick wall**. The wrought iron **gate** is set within a brick archway 8 feet high. Large cypress **trees** stand at north and south ends. There are beds of white lilies, blue and purple hyacinths, irises, red and white anemones, and red poppies. In the middle of the pool at the center is the **marble sarcophagus of Thomasina Altumber**, wife of Gerald Altumber (and Nathaniel's great-grandmother). Lovers' assignations often occur here.

DAIRY PADDOCK

Twenty brown cows roam here. Julia and Juno sometimes play around the cows.

Byre

A simple **field stone** cowshed, with a slate roof.

Chicken Coop

The **wooden** shed houses the house's flock of chickens.

Milking Shed

The Dairy Maid is often here on any given morning.

DRUID'S GARDEN

The landscape slopes gently upwards to the east, north and west. 1 in 6 chance the **Parkland herd of goats is here**.

Chapel

A simple **gray stone structure** that holds 60. The roof is lead. The inside is stark and somber. There is no stained glass, just ordinary windows. The **steeple** looks slightly crooked. The Parson lives in a small room behind the altar, *not* in the Parsonage (which is now a Guest House for Highdark Hall).

The Dock

A simple wooden dock. There are four **row boats** (each seating four).

The Druid Stones

An ancient **circle of twelve, 8 foot tall menhirs**. A faint blue **light** is sometimes seen in the middle.

The Great Oak

A thick, **60 foot high oak tree**, with a trunk 6 feet in width, stands on the island.

Ice House

The entrance resembles a **small building** just large enough to hold the door. Beyond the door is a staircase down 15 feet to a round, 15' wide, brick-lined pit.

The Misty Tarn

The tarn is often **shrouded in mists**. It is cool and surprisingly deep – to a maximum of 20 feet in the western end. The Tarn is fed by a spring in its depths. Tench and roach fish swim in it. There is believed to be a **connection** to the flooded parts of the Wormy Caves.

Parsonage (Guest House)

A **two-story, four room building of gray stone** with a lead roof. Converted into a summer **Guest House** when the west wing of Highdark Hall's Third Story was sealed up. The four 15' x 15' **rooms** inside are as opulent as those inside the house, with blue *boiserie* walls accented in gray, plastered **ceilings**, and inlaid wood **floors**. Southwest rooms have fireplaces – northeast room have stoves. These rooms are given to guests who appreciate “the rustic country life”. The front windows give a **picturesque view** of The Druid Stones and Misty Tarn.

White Bridge

An **arched span of white stone**. Incised into the north side, facing the chapel, are the words “We shall never leave this place”. On the south side is a relief of satyrs and nymphs. Most of the **water used in the house** is drawn here.

DEER PARK

A herd of a **twenty fallow deer** wander the white birches.

Broken Heart Glade

A clearing in the birches, beloved by Georgina Altumber. The grass is cropped. A **stone bench** large enough for three to occupy lies in the exact middle. The deer often come here to graze, and will let Georgina pet them.

EAST LAWN

1 in 6 chance the **Parkland herd of goats** is here. Lawn sports are conducted near the Tennis Court.

Grotto Pool

A bathing pool, with the back half enclosed in a **shell sculpted to resemble a cavern**, with stalactites and flowstone formations. Water from the Misty Tarn jets into the pool from the breasts of a marble mermaid set in a niche of the grotto wall. Constance loves to bathe here, and will often take female guests. The water drains back into the Worried Stream, and is therefore never stagnant.

Moaning Bridge

Constructed in a **faux Chinese style**. The ghost of a sobbing woman in a blood-spattered, white linen chemise sometimes appears, always at midnight. If spoken to, she will only say “Please, you *must* forgive me”, plunge into the stream, and disappear.

Rose Garden

The *parterres* hold **red, white, yellow, and lilac** tea roses.

Temple of Cotytto

A **Monopteros** (round, columned temple) with Corinthian capitals. In the center is a **nude, black marble statue of Cotytto** (also called “Kotys” – the Thracian goddess of Nocturnal Vice).

Tennis Court

A court for **Royal Tennis**. A brick-paved floor, thick stone walls east and west, a spectator’s gallery along the north wall, and a south wall of brick.

HORSE Paddock

The family’s **14 horses** and **2 ponies** roam here during the day. Henry Peak is often here as well.

KITCHEN GARDEN

The main garden is surrounded by a **4’ iron fence with sharpened points**, to deter the wandering goats. Inside are **parterres** of vegetables, berries, and herbs. Sian Evans is often here, with Megan.

Brew House

A **single-story, red brick** structure with a slate roof. Ivy grows on the southeast wall.

Gardener’s Cottage

A **single story brick** building with two rooms and a slate roof. Sian (the Gardener’s Wife) often decorates the door and windows with greenery and wildflowers.

Orangery

A **brick and glass** greenhouse. Inside are orange and lemon trees, out-of-season vegetables, tropical plants, exotic flowers, and a several pineapple plants. A **recent acquisition** from South America worries the Gardener Oliver Evans, because of its distressingly man-like shape, obscenely lurid coloration, and apparent need to be fertilized with blood.

Woodsman’s Cottage

A **single story brick** building with two rooms and a slate roof. Ivy grows on the walls.

LONELY COPSE

Hermit’s Cave

An **artificial grotto** that resembles a mound of rock with a wooden door set into it. The cell inside is sculpted to resemble a natural cave. The Ornamental Hermit is expected to keep his door open during the day when there are guests at Highdark Hall, so visitors can see him in his “hermitage”.

THE MOORS

The Alumpers own this landscape of rolling hills, tors, grass and heather out to a mile in every direction. Although he has a herd of fallow deer, Nathaniel Altumber keeps them mostly as ornamental animals. Nathaniel prefers to hunt the **wild red deer** and **foxes** that wander the Moors instead. Mrs Altumber is also fond of **beagling for hare** here. In addition, there is a managed population of **pheasants** for shooting. Henry Peak and Georgina often ride (and walk) together across the Moors.

Duncan's Cairn

A **pyramidal mound of rocks** 5 feet high. According to legend, it marks the grave of an infamous 15th century Scottish Reiver that led his band on a daring raid far into England. The legend also says that the ghost of Duncan's black mastiff still roams the moors, sometimes lying down in front of the cairn.

NIGHTSTONE PEAK

Actually more a gently-sloping hill. 1 in 6 chance the **Parkland herd of goats** is here.

The Blasted Tree

A large, **twisted oak killed by lightning long ago**. The area twenty feet immediately around it is relatively level. Odd and colorful toadstools grow around the base. At midnight on most nights of the full moon, Josephine Latour leads other female servants in naked dances around the Blasted Tree. The attendees are always the women Josephine has helped in some way that month. Thus far, all of the female House Servants except Margaret Biddle, Rebecca Forest, Priscilla Green, Susanna Douglas, Judith Thomas, and Patience Weaver have danced with Josephine here. Apollo the Goat is always present at these dances. The Parson has seen it happen, but none of his superiors in the Church are interested in hearing about it.

The Observatory

A **60' high tower** in the Italian style. A staircase spirals along the inside wall, open in the center. Atop the flat roof is strange, sigil-like design of inlaid stone.

Wormy Caves

The entrance in the hill has had a **stone archway and iron gate** built around it. Beyond it is a labyrinthine complex of natural caverns that seem to twist and turn upon themselves. The lowest levels are flooded. According to legend, a Dragon Worm lurks in the water below. Small objects of strange design and unknown use are occasionally found at the mouth of the cave, and there are stories of people in odd clothing occasionally entering and exiting.

WEST LAWN

1 in 6 chance the **Parkland herd of goats** is here. The white birches of the Deer Park (and often the fallow deer themselves) are always visible through the iron fence that bounds the lawn to the west.

Apple Grove

Here grows a unique variety of **russet dessert apples**, tart and honey sweet, with pear-like overtones. The fruit matures in late summer. The trees are usually **covered with nets**, but these are usually removed if there will be daytime guests in the house.

Carriages

A **classical stone building with a tiled roof**, and large wooden double doors on both the north and south facades. Three are **two coaches**, a **two-wheeled chaise**, and a **wagon** inside. The Men's Coach is black, seats 4 inside, and has the Altumber arms emblazoned its side. The Woman's Coach is white, seats 4 inside, and also has the Altumber arms emblazoned in it. The chaise has a folding roof. The wagon is used for marketing, and transporting heavy objects around the parkland. There is sufficient space for 4 more coaches. The Coachmen live in the loft.

Hedge Maze

The Hedge Maze of Highdark Hall is celebrated as among the "must-see" attractions of Britain, and is **treated in detail in Appendix II**.

Huntsman's Cottage

A **simple stone cottage** with a slate roof. The walls are heavily colonized by lichens. Very neat inside.

Kennels

A **single-story brick structure** with a slate roof. The east end of the kennels houses eight **beagles**, a dozen **foxhounds**, a pair of **spaniels**, a pair of **fox terriers**, and a pair of **Scottish deer hounds**. The west end is two rooms that are the residence of Benjamin Hart, the Kennel Keeper.

Picnic Area

Luncheon is often served here. There is a table and benches of stone, but Mrs Altumber prefers sitting on a blanket spread over the grass whenever possible.

Stables

A long **classical building with columned arcades** on every side, and a tiled roof. The stables shelter fourteen **horses** and two **ponies** belonging to the family, with sufficient stalls for a total of fifty (situated in two rows). The Groom and Stable Boys live in the eastern end.

WORRIED STREAM

The stream average **10 feet in width** and **3 feet in depth**. Its current banks inside the park are artificial. The water used in Highdark Hall is drawn from it, usually near the White Bridge.

Needle Weir

A **fence-like dam** of thin steel posts set into the enclosing wall, controlling the stream, but allowing water to pass through.



THE PARKLAND RESIDENTS

Apollo the Goat – Familiar Spirit of Josephine Latour

Apollo secretly leads the Goat Herd wherever Josephine desires, so she can spy on visitors. His personality is playful, but with a dark sense of humor. He loves to dance and frolic with Josephine, especially around the Blasted Tree on nights of the Full Moon. He knows how to slip off his bell to avoid drawing attention.

- ◆ **Chr:** 10 | **Int:** 10 | **Wis:** 10 | **Str:** 10 | **Dex:** 15 | **Con:** 10 | **Perversity:** 12
- ◆ **Armor Class:** 5 | **Hit Points:** 6 | **Damage Bonus:** +1
- ◆ **Special Abilities:** Speak (with a human voice, or in a way only Josephine understands) | Share Senses With Mistress (within 1 mile) | Bolster Mistress's Hit Points (by 6) | Deliver Mistress's Spells (as if she touched recipient personally) | Allow Mistress to Re-roll Failed Esoteric Knowledge Rolls
- ◆ **Weaknesses:** Magical link with Mistress (could be used to cast spells on her)

Notable Possession(s): The bell around his neck.



Augustus Badger – The Ornamental Hermit.

Grave Robber 10.

60 years old. Has one brown, and one blue eye. Unfriendly and critical. Once “The Uncatchable Badger”, the most wily Grave Robber in London. Trying to atone for his evil life, if his old criminal friends will let him.

Duties: *Lives in the Hermit's Cave as if he was an actual religious anchorite, keeps his hair long and only dresses in a simple robe, and allows himself to be seen by visitors in the Lonely Copse.*

- ◆ **Chr:** 8 | **Int:** 9 | **Wis:** 9 | **Str:** 13 | **Dex:** 12 | **Con:** 15 | **Perversity:** 13
- ◆ **Hit Points:** 30 | **Damage Bonus:** +5
- ◆ **Special Abilities:** Appraising | Handle Locks and Traps | Iron Constitution | Fighting the Dead | Night Vision
- ◆ **Weaknesses:** Criminal Entanglements | Secret Life
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A rough, brown robe. A rustic staff. A bible.

Zachariah Summers – The Huntsman.

6th Level Everyman

30 years old. Always smells like gunpowder. He is a former soldier, with a daring personality. His father was killed by French troops during the American War of Independence, and he was badly wounded in action at the Battle of Hondschoote in 1793.

Duties: Leads all hunts. Lures animals into locations where a hunt will occur. Works with the Woodsman and Gardener to create landscapes across which the family and their guests will enjoy hunting. Works with the Woodsman to repel poachers.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 11 | **Dex:** 17 | **Con:** 9 | **Perversity:** 10
- ◆ **Hit Points:** 18 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Huntsman) | Avocation: (Soldier) | Affection (Guns)
- ◆ **Weaknesses:** Phobia (Fish) | Prejudice (The French)
- ◆ **Assets:** Great Shot
- ◆ **Afflictions:** Traumatic Memory (from the Battle of Hondschoote)
- ◆ **Notable Possession(s):** A pair of beautifully decorated dueling pistols. A rifle.



Oliver Evans – The Gardener.

6th Level Everyman

26 years old. Very handsome, tanned, and muscular, with black hair and blue eyes. Direct in his speech. “Irresistibly rustic”. Often works without a shirt. Gets constant attention from the women of Highdark Hall. *Has already been with Mrs Altumber, Mary Ravenscroft (along with her Maid Edna Long), the Kitchen Maid Blythe Love, and a great many of the female guests who have stayed at the house.*

Duties: Creates and maintains the parkland gardens. Plants and prunes all plants. Ensures water features are in good working condition. Traps garden pests and vermin. Advises Mrs Altumber in her pleasure gardening. Directs and pays the Assistant Gardener.

- ◆ **Chr:** 16 | **Int:** 9 | **Wis:** 11 | **Str:** 9 | **Dex:** 10 | **Con:** 14 | **Perversity:** 11
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Gardener) | Avocation: (Gardener) | Affection (Upper Class Ladies)
- ◆ **Weaknesses:** Phobia (Guns) | Prejudice (Hedgehogs)
- ◆ **Assets:** Handsome
- ◆ **Afflictions:** Compulsive Womanizer
- ◆ **Notable Possession(s):** His favorite rake, with a gnarled and knobby shaft.

Sian Evans – The Gardener’s Wife.

4th Level Everywoman

24 years old. Pretty and wide-hipped, with green eyes. Has lost three children, all buried in Lowhaven. Generally sweet, but (unsurprisingly) jealous of the women who throw themselves at her husband. Can read and write well. Tempted to pursue her own affair with Ezekiel Summers (but has not, yet). Has been asked by Josephine Latour to attend a “a women’s dance” by the Blasted Tree on Nightstone Peak at midnight, on the night of the next full moon.

Duties: Draws water daily; cooks for her family; cleans the cottage; sews, repairs, and launders clothing and bedding; makes baskets; brews beer; buys supplies in Lowhaven; teaches Megan; repairs the cottage when Oliver cannot; controls vermin; and otherwise sees to all domestic necessities. Also tends the Kitchen Garden when her husband, or his assistant, is elsewhere occupied.

- ◆ **Chr:** 12 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 11 | **Con:** 11 **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +1
- ◆ **Spec. Abil:** Profession (Housewife) | Avocation: (Herbalist) | Affection (Oliver Evans)
- ◆ **Weaknesses:** Phobia (The Dead) | Prejudice (Hunters)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A vial of an herbal Sleeping Potion, given to her by Josephine. A copy of Culpeper’s “Complete Herbal”.



Megan Evans – The Gardener’s Daughter.

1st level Everywoman

9 years old. Tends to cover her mouth when she speaks, and giggles frequently. Often the victim of tricks played by Juno and Julia Altumber.

Duties: Helps her mother around the cottage and gardens. Especially loves to help tend the plants in the Kitchen Garden. Is learning how to read and write.

- ◆ **Chr:** 11 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 9 **Perversity:** 9
- ◆ **Hit Points:** 1 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Housewife in Training) | Avocation: (Herbalist in Training) | Affection (Butterflies)
- ◆ **Weaknesses:** Phobia (Snakes) | Prejudice (Big Dogs)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A book of letters.

Jeremy Rowan – The Gardener's Assistant.

2nd Level Werewolf.

17 years old. Hirsute, with unusually white and healthy teeth. Irritable, but a natural at gardening. Suffers under the Curse of the Werewolf, which causes him great mental anguish.

Duties: *Assists the Gardener in whatever way directed. Sees to the health of the Parkland animals, including the goats, cows, and chickens. Slaughters animals as needed.*

- ◆ **Chr:** 7 | **Int:** 9 | **Wis:** 9 | **Str:** 11 | **Dex:** 9 | **Con:** 11 | **Perversity:** 12
- ◆ **Hit Points:** 12 | **Damage Bonus:** +3
- ◆ **Spec. Abil:** Assume Lupine Form | Fast Healing | Great Constitution | Great Speed | Great Strength
- ◆ **Weaknesses:** Compulsory Transformations (30 nights before Christmas) | Savagery
- ◆ **Assets:** Skilled Gardener
- ◆ **Afflictions:** Unlucky at Love
- ◆ **Notable Possession(s):** A vial of laudanum, which he uses to calm himself down.



Ezekiel Summers – The Groom.

6th Level Everyman

29 years old. Dark complexioned (his father was an African sailor in the British Navy). Dresses very neatly. Has recently confessed his love to Sian Evans (the Gardener's Wife).

Duties: *Washes, feeds, trains, and cares for all horses. Keeps saddles and tackle in good condition, and assists family members to mount their horses correctly. Directs the Stable Boys in their duties.*

- ◆ **Chr:** 12 | **Int:** 12 | **Wis:** 12 | **Str:** 10 | **Dex:** 9 | **Con:** 11 | **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Groom) | Avocation: (Dancer) | Affection (Horses)
- ◆ **Weaknesses:** Phobia (Poison) | Prejudice (Men Who Mistreat Their Wives)
- ◆ **Assets:** True Love (Sian Evans)
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A decouped wooden snuffbox.

Benjamin Hart – The Kennel Keeper.

6th Level Everyman

36 years old. Has a bad habit of grabbing whoever he speaks to. Generally optimistic and confident. Truly loves the dogs he cares for.

Duties: Feeds, grooms, trains, breeds, and otherwise cares for the family's dogs. Controls dogs during the hunts as the Whipper-in.

- ◆ **Chr:** 10 | **Int:** 9 | **Wis:** 12 | **Str:** 10 | **Dex:** 11 | **Con:** 10 | **Perversity:** 7
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Kennel Keeper) | Avocation: (Equestrian) | Affection (Dogs)
- ◆ **Weaknesses:** Phobia (Rabies) | Prejudice (Cats)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** An almanac with several dates circled (the birthdays of the dogs).



Reverend Joseph Nash – The Parson.

7th Level Everyman

51 years old. Stocky build. Thick, salt & pepper hair with long sideburns. Once thought his assignment was a reward – now realizes it was his *punishment* for trying to root out corruption in the Church. Realizes that the Altumber family is responsible for all manner of wickedness, but feels completely powerless to stop them. Especially fears Josephine Latour, and worries that the Altumbers are eventually going to murder him. Considers himself essentially a prisoner on the estate.

Duties: Sees to the spiritual needs of the residents of Highdark Hall. Conducts Church of England services. Tries to maintain his own sanity!

- ◆ **Chr:** 13 | **Int:** 9 | **Wis:** 14 | **Str:** 9 | **Dex:** 9 | **Con:** 9 | **Perversity:** 7
- ◆ **Hit Points:** 3 | **Damage Bonus:** +2
- ◆ **Spec. Abil:** Profession (Clergyman) | Avocation: (Scholar of History) | Affection (The Works of the early Church Fathers)
- ◆ **Weaknesses:** Phobia (Sex) | Prejudice (Guns)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** His bible, which he almost always carries. A book in which he documents every crime of which he believes the Altumbers and their servants (especially Josephine) to be guilty. *It's a substantial document.*

Kaspar Budd – A Stable Boy.

1st level Everyman

18 years old. Deep green eyes. Insecure in social situations. Orphaned when he was 8 years old. Secretly in love with Sian Evans.

Duties: Assists the Groom to care for the horses. Cleans the Stables and Carriage House. Rides the front left horse as a Postilion when family members travel long distance in their carriage.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 11 | **Perversity:** 9
- ◆ **Hit Points:** 3 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Stable Boy) | Avocation: (Boxer) | Affection (Sian Evans)
- ◆ **Weaknesses:** Phobia (Crowds) | Prejudice (Handsome Men)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A (badly written) love letter to Sian Evans, which he has no intention of ever giving her (and fears someone else discovering).



George Ridley – A Stable Boy.

1st level Everyman

16 years old. Suffers from bad breath. Ambitious, and loves to gamble. Father was a violent alcoholic.

Duties: Assists the Groom to care for the horses. Cleans the Stables and Carriage House. Rides the front left horse as a Postilion when family members travel long distance in their carriage.

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 9 | **Str:** 9 | **Dex:** 9 | **Con:** 11 | **Perversity:** 12
- ◆ **Hit Points:** 3 | **Damage Bonus:** 0
- ◆ **Spec. Abil:** Profession (Stable Boy) | Avocation: (Gambler) | Affection (Cock Fighting)
- ◆ **Weaknesses:** Phobia (Whiskey) | Prejudice (Drunks)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** A pair of steel cock-fighting spurs.

Lazarus York – The Woodsman.

5th Level Everyman

32 years old. Tends to repeat himself when he speaks. Magnanimous and generous.

Duties: *Ensures the health of the trees on the Estate and Parkland. Makes sure riding paths are not choked with leaves or fallen branches. Works with the Gardener to make sure trees are not incorrectly pruned or fed. Watches for, and chases away, poachers.*

- ◆ **Chr:** 9 | **Int:** 9 | **Wis:** 13 | **Str:** 11 | **Dex:** 11 | **Con:** 9 | **Perversity:** 8
- ◆ **Hit Points:** 3 | **Damage Bonus:** X
- ◆ **Spec. Abil:** Profession (Woodsman) | Avocation: (Violinist) | Affection (Music)
- ◆ **Weaknesses:** Phobia (Elderly Women) | Prejudice (Badgers)
- ◆ **Assets:** None
- ◆ **Afflictions:** None
- ◆ **Notable Possession(s):** An Italian violin. An American “Kentucky Rifle” with a long barrel.



APPENDIX I: A DAY AT HIGHDARK HALL

The following is a typical schedule of events for guests at Highdark Hall. Naturally, it may be disrupted by such inconveniences as murders, attacks by supernatural entities, etc.

THE MORNING

Breakfast

At **8:00 AM** the Footmen will ring the gongs in the Corridors, announcing that breakfast will be in one hour (and letting everyone know to go back to their assigned room, if they had spent the night in another one). If guests are also staying in the Parsonage, a bell will be rung outside it.

Breakfast is served at 9:00 AM in the Breakfast Room. At Highdark Hall, the food is laid out on the Breakfast table itself (rather than the more usual sideboard), and the guests help themselves (or have their own Servants help them). A Footman will also be assigned to the Breakfast Room. Ladies may elect to have their **breakfast in bed**, by having their Maid inform the Housekeeper. Female guests are not expected to be fully dressed for Breakfast, and may appear with no makeup, and their hair not done. Mrs. Altumber always attends breakfast. Mary Ravenscroft always takes her breakfast in bed. The typical breakfast selection is:

- soft-boiled eggs (in cups)
- toast fingers
- cold sliced beef (or other roast from yesterday's dinner)
- cold sliced tongue
- soft rolls
- orange marmalade
- strawberry jam
- tea
- coffee
- hard cider
- hot spiced chocolate upon request

The House Servants will have their breakfast in the interval after the family and guests finish, and morning activities commence.

Events After Breakfast

New guests are usually given a **tour of the gardens**.

Other typical morning events are:

- A stag or fox hunt across the Moors.
- Beagling on foot for hare across the Moors (usually just ladies, apart from the Kennel Master).
- Shooting pheasant on the Moors.
- A trip into Lowhaven, to attend the cock fights.
- Mushroom hunting around the Parkland.
- Bathing in the Grotto Pool (ladies only).

Upon return from any Hunt, there will often be drinks in the Trophy Room. **If it is a Sunday, all guests will be expected to attend church services after Breakfast**, either in the Chapel, or in Lowhaven. Of course, (with the obvious exception of devout Georgina) the Altumbers think Christianity is ridiculous – *but appearances must be kept*.

THE AFTERNOON

Luncheon

Luncheon is usually served at noon, as a picnic on the West Lawn (or on the Moors if a hunt is in progress). The typical luncheon is a simple slice of venison (or pheasant) pie, served with claret.

Events After Luncheon

After luncheon (if not hunting), the men (and Mary Ravenscroft) will often **boat on the Misty Tarn**, while the women will **watercolor paint** on the shore.

Other typical afternoon events are:

- A general tour of the house.
- A visit to the Hedge Maze.
- Royal Tennis (for men), while the ladies embroider (in the Sewing Room, or in the Picnic Area of the West Lawn. If all the ladies present are married, there may be a discussion of swapping husbands for the night. Mr Altumber insists that Georgina be kept absolutely ignorant of all such arrangements.)
- A viewing of the Cabinet of Curiosities.
- Pall-mall (the ancestor of Croquet) on the East Lawn near the Tennis Court.
- Tea in the Broken Heart Glade.
- Horseback riding on the Moors.
- A walk on the Back Ramble, with a visit to Tamsin's Close.
- A walk around the Misty Tarn, and a viewing of the Ornamental Hermit.

Remember that **all female guests must be fully dressed in proper evening wear for dinner**, and must therefore usually stop whatever they are doing and attend to their *toilette* by 3:00 PM. Favored guests will be invited to prepare with Mrs Altumber and Miss Georgina.

THE EVENING

Dinner

Dinner is usually served at 4 PM, in the State Dining Room. Service is *à la française*, with a wide selection of dishes put on the table in four “stages” (courses), with dishes cleared between stages. The table is (extravagantly) decorated with *four* pineapples, each held aloft in the arms of a polychrome porcelain satyr. Mr Altumber is seated at the head, with Mrs Altumber at the other end, and the guests situated in order of social rank (from Nathaniel’s right hand). Married couples are *never* seated together. The Butler presides, and all Footmen attend. Guests may bring their own servant to attend them at dinner, or ask an attending Footman to serve them the dishes they want. A typical selection for a *small* dinner party consists of:

- **First Stage (Soups and Entrées):**
 - Onion Soup
 - Pureed Asparagus Soup
 - Mock Turtle Soup
 - Squab Soup
 - Chicken Terrine (served cold)
 - Venison Terrine (served cold)
 - *Civet de Lièvre* (Jugged Hare) served with a blood and wine sauce.
 - Turtle Meat, shredded and served in its own shell
 - Whole Poached Carp
 - Chicken *à l’Italienne*, with mushrooms, onions, ham & herbs
 - Small Birds in Aspic – whole, with the heads and feet
 - Rabbit Cutlets
- **Second Stage (Roasts and Vegetables, with Sauces):**
 - Roasted Leg of Lamb
 - Whole Roast Suckling Pig
 - *Fricandeau of Veal*, larded, braised, and glazed with a rich sauce
 - *Godard Sauce* – *demi-glace* flavored with ham, champagne, and mushrooms
 - Mayonnaise
 - *Allemande Sauce* – chicken stock thickened with a roux, with egg yolks and cream.
 - Madeira Sauce
 - *Rémoulade* – mayonnaise with herbs and gherkins
 - Steamed Purple Cauliflower
 - French Beans with Butter
 - Curly Chicory Salad
 - Radish Salad
- **Third Stage (Entremets):**
 - Edam Cheese
 - Gouda Cheese
 - Parmesan Cheese
 - Stilton Cheese
 - Artichoke Bottoms with Whole Egg Yolks and Butter
 - Mushrooms in Pastry
 - *Omelette* with Chicken Liver
 - Welsh Rarebit
 - Cheese Tarts
 - Sponge Cake

- Fruit Cake
- Lemon Cakes
- **Dessert Stage:**
 - Apples
 - Oranges
 - Apricots in Brandy
 - Candied Violets
 - *Madeleines* – small sponge cakes baked in shell-shaped molds
 - Fairy Butter – egg yolks, butter and sugar flavored with orange flower water, and put through a sieve
 - Strawberries and Cream
 - Raspberry Creams in individual glasses
 - Lemon Creams in individual glasses
 - Fruit Ices in Various Flavors
 - Vanilla Ice Cream with Honey
 - White Nougat

Each “stage” is left on the table for about 15 minutes, with a 10 minutes gap between stages. Both claret and white wine will be poured throughout, and there will a toast of spiced liquor between each stage. Champagne and punch will be served with dessert.

The House Servants eat the leftovers, except for those portions of the roasts which will be sliced and served cold for breakfast the following day.

Events After Dinner

The women will retire to the Lady’s Dressing Room, while the men remain in the State Dining Room to smoke, and take snuff. During this time the servants have their dinner. After everyone has had a chance to use the chamberpots that will have been left waiting for them, the group will reassemble in the Starry Salon (or Trophy Room) for tea, coffee, chocolate, and liquors. Afterward, there will typically be **Whist and Tarocchi** (Nathaniel’s Grandmother Lucia was from Naples) in the Gaming Room, and **Billiards** in the Billiards Room.

Other typical evening events are:

- A musical recital on the Piano. Depending on the number of visitors, this could be either in the Music Room, or Lunar Ballroom.
- Dancing in the Lunar Ballroom.
- Backgammon in the Gaming Room.

When Mrs Altumber holds her Salon on the last Friday on the month, it begins after dinner. Some invitees will also be invited to dinner, but most will only attend the Salon (and Supper at 9 PM). The Salon will always have a guest who is a human prodigy, a daring new artist, or a proponent of some extreme philosophy.

THE NIGHT

Supper

Supper is usually served at 9 PM in the State Dining Room. A typical supper consist of:

- **First Stage:**
 - Scotch Broth
 - Crawfish Soup
 - Fried Chicken Sausages
 - Minced Veal – with lemon pickles and cream
 - Beef Hachis – chopped beef, with pickled cucumbers and onions
 - Fried Frog's Legs
 - Chicken *Pâté*
- **Second Stage:**
 - Fried Celery
 - Braised Leeks
 - Mixed Field Greens
 - Cucumber Salad
 - Peas with Butter and Mint
 - Flummery – thickened, sweetened starch in a mold
 - Roquefort Cheese
- **Dessert Stage:**
 - Butter Biscuits
 - Syllabubs – wine and sweetened cream mixed and left to separate, and served in individual glasses that display the layers.
 - Pears in Wine

Events After Supper

Typically, the family and their guests play **Blind Man's Bluff** in the Lunar Ballroom.

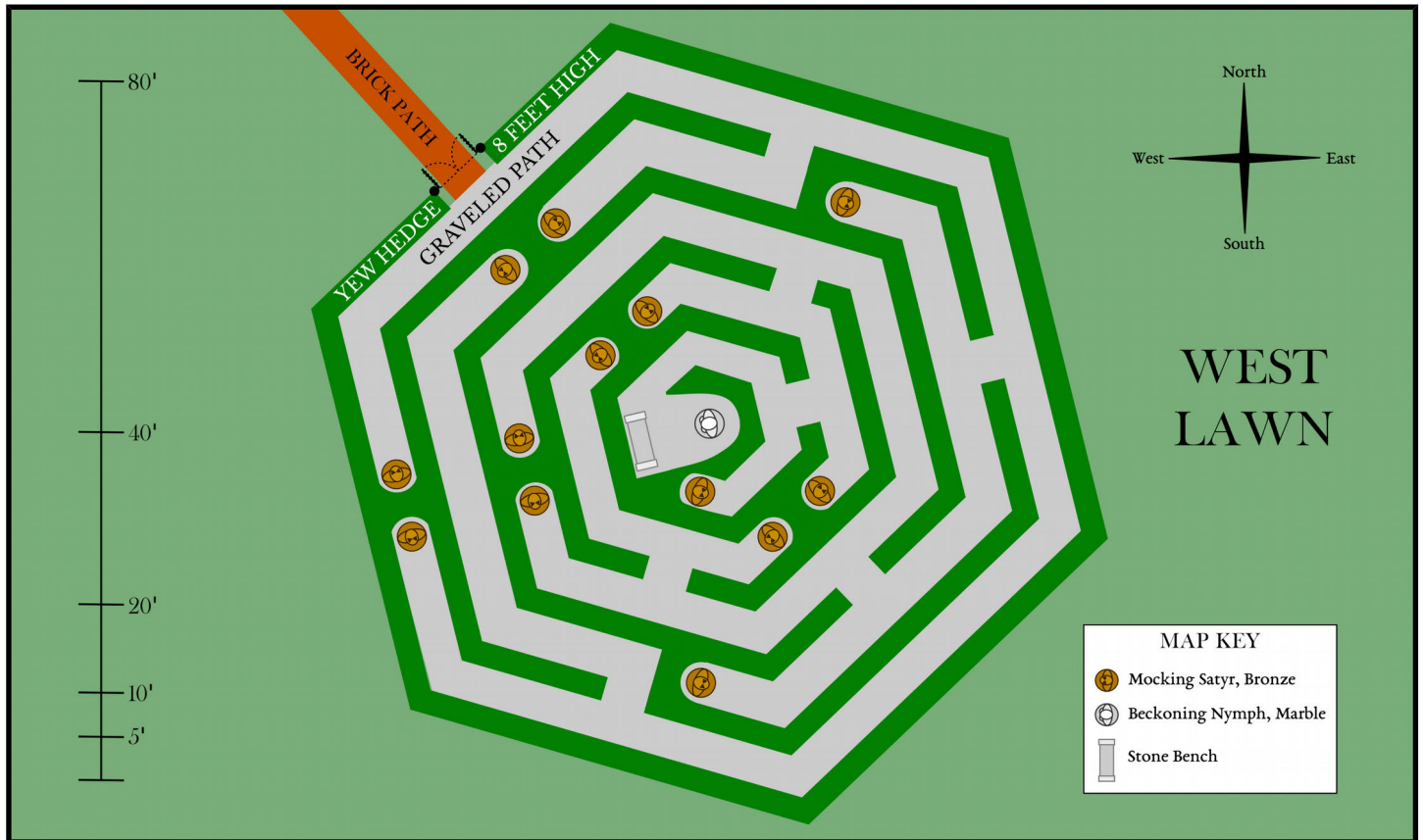
Other typical nighttime events are:

- A discussion of the latest books in the Starry Salon.
- Viewing the stars from the Observatory.
- Telling ghost stories in the Upper Salon.
- Reading from books in the Red Library.
- Smoking a hookah in the Upper Salon.

The usual bedtime is midnight, but a Ball might go on all night. Of course, any assignations or spouse-swaps arranged during the day are most likely to occur after midnight – as are any visits by ghosts or goblins!



APPENDIX II: THE (IN)FAMOUS HEDGE MAZE



The celebrated Hedge Maze of Highdark Hall was constructed in 1729, nine years after the completion of the house. Inside it are the last works of the brilliant but deeply troubled sculptor **Peter Nicodemus**, who also created the bronze equestrian statue of Gerald Altumber in the courtyard of the west wing. The mystery of Nicodemus' disappearance, which occurred shortly after completing the statues, has never been solved. Neither can the books of Nicodemus' famous occult library be accounted for.

The **walls** of the Maze are 8 foot tall yew hedges, cut sharply and cleanly. By walking around it one can see that the structure is hexagonal in overall shape, about **90 feet across** at its widest point, with each face of the hexagon about 50 feet in length. Entrance to the Maze is through a **10 foot tall archway** of fancifully wrought iron, barred by gates of likewise construction. Through the gates the 5 feet wide, graveled **interior path** can be seen. Inside, the labyrinthine Maze twists and turns upon itself, and the high walls of yew generally keep the floor of the interior **shrouded in shadow**. Only for a brief time at high noon are the corridors well lit. At each dead-end in the maze is a **life-size bronze statue of a mocking satyr**, placed atop a 2 foot high granite pedestal. While each Satyr has the same visage, each is posed in a slightly different position. At the center of the maze is a life-size marble

statue of a **beckoning nymph**. She is completely nude, and standing atop a low platform of black marble a single foot high. She faces a bench of white stone. Despite the numerous strange stories about the Maze and its history, the structure is **well maintained**. The gates are always **locked at nightfall**, but determined lovers have found them not difficult to pick. Keys are held by Oliver Evans (the Gardener), Jasper Hill (the Butler), and Nathaniel Altumber.

RUMORS AND GOSSIP ABOUT THE HEDGE MAZE

☞§ Those who **walk into the Hedge Maze at night** will hear the sounds of a man laughing, footfall in the gravel behind them, and a woman screaming. It is said that sometimes the way out from the center appears to be longer than the way in.

☞§ A **young woman was supposedly buried** in the maze along with her unborn baby, but nobody knows who it is, or why they were placed in unhallowed ground. I've never seen any such grave, and probably the whole story is just nonsense.

☞§ The Hedge Maze is admittedly creepy, but if there was anything ghostly about it, how does the Gardener keep it so tidy? Go into it and see for yourself. Nothing will happen. The place is **only dangerous to the virtue of young women** who meet their sweethearts there!

☞§ If a man makes it to the center of the Maze, he **must give the Nymph a kiss**. Otherwise he will be cursed to have his manhood fail him when he most desires its use! They say the lips of the Nymph are as warm as any girl's, even though she's made of marble. Never enter there at night, however, because you risk the jealousy of the brazen satyrs. If you check one in the morning, it may be in a different pose than it was the day before. They walk as flesh in the darkness.

☞§ Sometimes the sound of pipes can be heard coming from the maze. They say that **maidens who go into the Maze alone** do not leave still maidens, and will thereafter find ordinary men... *inadequate*.

☞§ If you **kiss the Nymph at the center of the Maze** you will be approached by a beautiful young woman in a bloody maid's dress, who will seem to have come from nowhere. She will demand that you kiss her as well. If you grant it, her face will become a mask of corruption and rot. If you do not give her what she desires, or break off the kiss, you will surely die that night!

☞§ The Maze is **inhabited by sprites**, who sometime use their magic to confuse those who enter. They never harm children, but they are very jealous of lovers. Couple who kiss in front of the Nymph will have True Love for the rest of their days, if they can manage to leave the Maze together. The jealous sprites will do everything to prevent that from happening, however. In fact, it was those sprites that kidnapped Peter Nicodemus and the kitchen maid that he loved.

☞§ Swear that you will never repeat what I am about to tell you. *They* are always listening. A certain man was in his youth a frequent guest of the house. He pursued a dalliance with a kitchen maid, though of course his future position made it impossible that she could ever be his wife. They were together in the Maze when she revealed that she carried his child, and demanded that he marry her. In a panic he struck and killed her. He ran to the Lord of the Manor, who enlisted the aid of the Gardener. The three buried the maid's body inside the Maze, and swore each other to secrecy. The next morning, Roderick Altumber, who was Nathaniel's father, announced to the household that

the maid had eloped with some young swain. Shortly thereafter the Gardener was found drowned in the Misty Tarn, even though he was well known to be an excellent swimmer. This all happened when Mister Altumber was a boy, and ever since then the Maze has been **haunted by the ghost of the maid**. It was never haunted before that time, no matter what anybody else tells you. If you enter the Maze at night on the anniversary of the murder, you will see a vision of the crime, and learn the identity of the killer. For the love of Jesus do not try. Once you know who it is, you will no longer sleep soundly at night. *Just as I cannot!*

☛§ The site of the Hedge Maze once had **an ancient cairn** on it. When Gerald Altumber excavated the spot in 1729 he found the skeleton of a young woman who was with child. The Maze was erected on top of her body, to keep her spirit confused so she would not haunt the grounds. She still wanders the maze by night.

☛§ The sculptor **Peter Nicodemus** was **hopelessly in love with a wanton kitchen maid**. In fact, he gave the Nymph at the center of the maze her face, and put his own face on all the bronze Satyrs. The maid told Peter that she was pregnant with his baby, and he promised to marry her. Just after the Hedge Maze was completed, Peter decided to take a final tour to see his creations. There he unexpectedly found his beloved. She was engaged in carnal relations with a footman, in front of the Nymph that bore her likeness! The faithless woman laughed at Peter, and told him that the baby was in fact the footman's. Apparently the maid and her lover didn't even pause what they were doing. Peter exploded in anger, and strangled the maid. The footman escaped and ran to the House. When he returned with help, Peter Nicodemus had disappeared. As you know, he was never seen again. It is said, however, that his soul inhabits the bronze satyrs, and the soul of the wanton maid is trapped inside the marble nymph.

☛§ The notion that the Hedge Maze is haunted is utterly ridiculous. Oh, you'll definitely hear **moans and odd noises** coming from it occasionally. Usually when the most "respectable" of ladies are visiting the house, and Oliver the Gardener is nowhere else to be found!



APPENDIX III: THE AUTUMNAL MASQUE

Attendees at Highdark Hall's Autumnal Masque do not need not also be in full costume, but they **must always be masked**. The event always starts at 6 PM, and continues **all night**. The doors of the Lunar Ballroom, Starry Salon, Central Hall, and Grand Vestibule will be kept open, effectively creating **one grand space**. In addition to the dancing, the Billiards and Gaming Rooms will also be busy. Supper will be at midnight, rather than 9 PM. After supper there is always a **pyrotechnic show** over the Misty Tarn.

Besides the pianist (who will be in the room), the remaining musicians will be stationed on the balcony above. The music will mostly be selections from the most current compositions, and seldom anything from more than five years ago. The first dance will be a Minuet, but *no* Minuets will be danced for the remainder of the night. The remaining dances will usually be Allemandes, Contredanses (Country Dances), Quadrilles, Scotch Reels, Gavottes, and Fandangoes, called by the Dance Master hired for the occasion. There will always be a Neapolitan Tarantella, in honor of Nathaniel's grandmother Lucia. All dancers are expected to display skill and vigor, and obviously tired people will be asked to leave the floor. There will not be any Waltzes, as that dance has not yet been introduced to Britain. At some point in the night a large shawl or translucent cloth will be set up between poles, with lanterns on stands behind it. A woman (usually a professional) will disrobe behind it and dance for the entertainment of the crowd, her silhouette visible through the cloth.

There are typically **100 invitees**, but only a dozen of them will also be invited to sleep at Highdark Hall. The rest are expected to leave that night, or in the morning. The revelry often **spills out into the gardens**, and the servants always need to make a morning tour of the park to awaken the sleeping. No matter *who* they find, in *what* position, with *anybody* else, the servants know to observe the strictest discretion. Right up to the point where they tell everything to Mister Altumber!

The Autumnal Masque is unique in one striking way – while it is usual elsewhere for attendees to unmask at midnight, at Highdark Hall the **masks are never removed**. Nobody employs the stick-mounted hand-masks common elsewhere. The revelers can therefore enjoy complete anonymity. And of course, the usual rules of propriety, which (among *other* things) prohibit men from asking for dances from women to whom they have not been formally introduced, are completely ignored. Often, one never learns the identities of their partners. And of course, all the bedchambers and drawing rooms on the upper floors (except the those in the Sealed Wing) are left **unlocked** all night...

It is understood among all attendees that what occurs at the Autumnal Masque is never spoken of outside Highdark Hall. Naturally, **Georgina and her sisters have never attended** the Masque, and are sent to stay with their cousins on that night. Likewise, the youngest servants are always confined to the Basement until morning, and the Grounds Servants keep their doors locked all night. Oliver Evans, however, always makes himself findable!

In 1795, the Autumnal Masque will be held on Friday, October 16th.

COSTUMES AND MASKS

Male Costumes at the Masque

d20	<i>His disguise is...</i>
1	Chinese Mandarin
2	Death
3	The Devil
4	Domino (black cloak)
5	Dragon
6	Egyptian Pharaoh
7	<i>En travesti</i> - Laundress / Maid
8	<i>En travesti</i> - Noblewoman
9	<i>En travesti</i> - Nun
10	Harlequin (Motley)
11	Medieval Knight
12	Medieval Nobleman
13	Monk
14	Native American
15	Roman Senator
16	Satyr
17	South Seas Warrior
18	Sultan
19	Tree, or other plant
20	Wildman

Female Costumes at the Masque

d20	<i>Her disguise is...</i>
1	Bacchante
2	Chinese Empress
3	Columbina (the flirty servant girl of the <i>Commedia dell'arte</i>)
4	Diana, Goddess of the Moon and Hunt
5	Egyptian Queen or Priestess
6	<i>En travesti</i> - Highwayman
7	<i>En travesti</i> - Pageboy
8	<i>En travesti</i> - Fop / Dandy
9	Harem Girl
10	Medieval Damsel
11	Mermaid
12	Nun
13	Nymph
14	Roman Matron
15	Shepherdess / Milkmaid
16	South Seas Woman
17	Sultana
18	Swan
19	Sylph (with butterfly or dragonfly wings)
20	Venus

Masks Worn Alone

d20	<i>The mask is a...</i>
1	Bauta (a full mask with a large nose, prominent brows and no mouth, but the triangular lower edge projects far forward and is open underneath. The wearer can therefore eat and drink without removing their disguise. Typically worn with the tricorn hat)
2	Bird (Dove, Eagle, Hawk, or Owl)
3	Bull
4	Canine (Fox, Hound, Jackal, Wolf)
5	Cat (House-cat, Leopard, Lion, Tiger)
6	Colombina (a half-mask for women similar to a Domino, but covering the cheeks and ornately decorated)
7	Devil / Demon
8	Domino (the classic black oval mask covering the area around the eyes and nose)
9	Dragon
10	Equine (Ass, Horse, Unicorn, Zebra)
11	Greek Comedy Mask
12	Greek Tragedy Mask
13	Green Man (or Wildman)
14	Harlequin (a black half-mask mask with highly arched eyebrows and two horn-like bumps on the forehead)
15	Larva (a full mask with all the facial features indicated, usually stark white, and possibly decorated)
16	Moretta (a black oval mask for women, covering the face but without an apparent mouth. The mask is kept on by a peg held between the wearer's teeth)
17	Pantalone (a half-mask with a large nose and arched eyebrows, meant to represent a scheming old man)
18	Plague Doctor (a full face mask with round eye holes and a long beak in place of nose and mouth)
19	Skull
20	Zanni (a half-mask with an absurdly long nose and sloping forehead)

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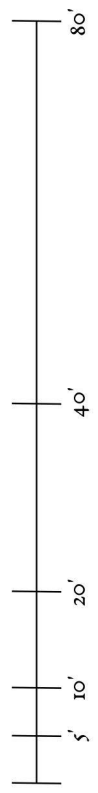
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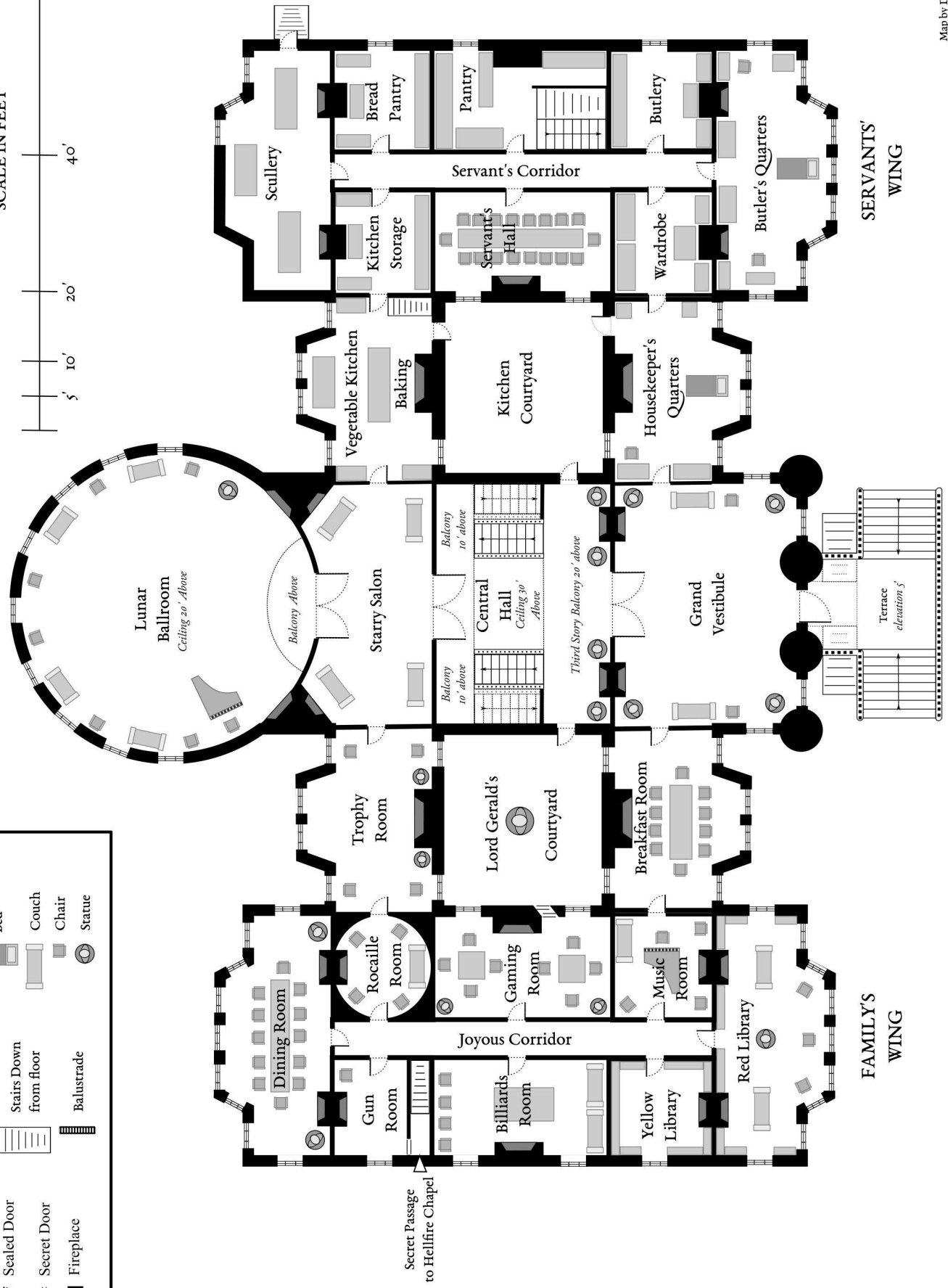
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HIGHDARK HALL

SCALE IN FEET



	Window		Canopy Bed
	Door		Bed
	Sealed Door		Couch
	Secret Door		Chair
	Fireplace		Statue
	Peephole		Balustrade
	Stairs Up from floor		
	Stairs Down from floor		

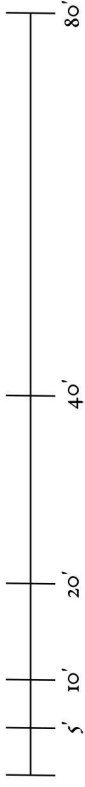


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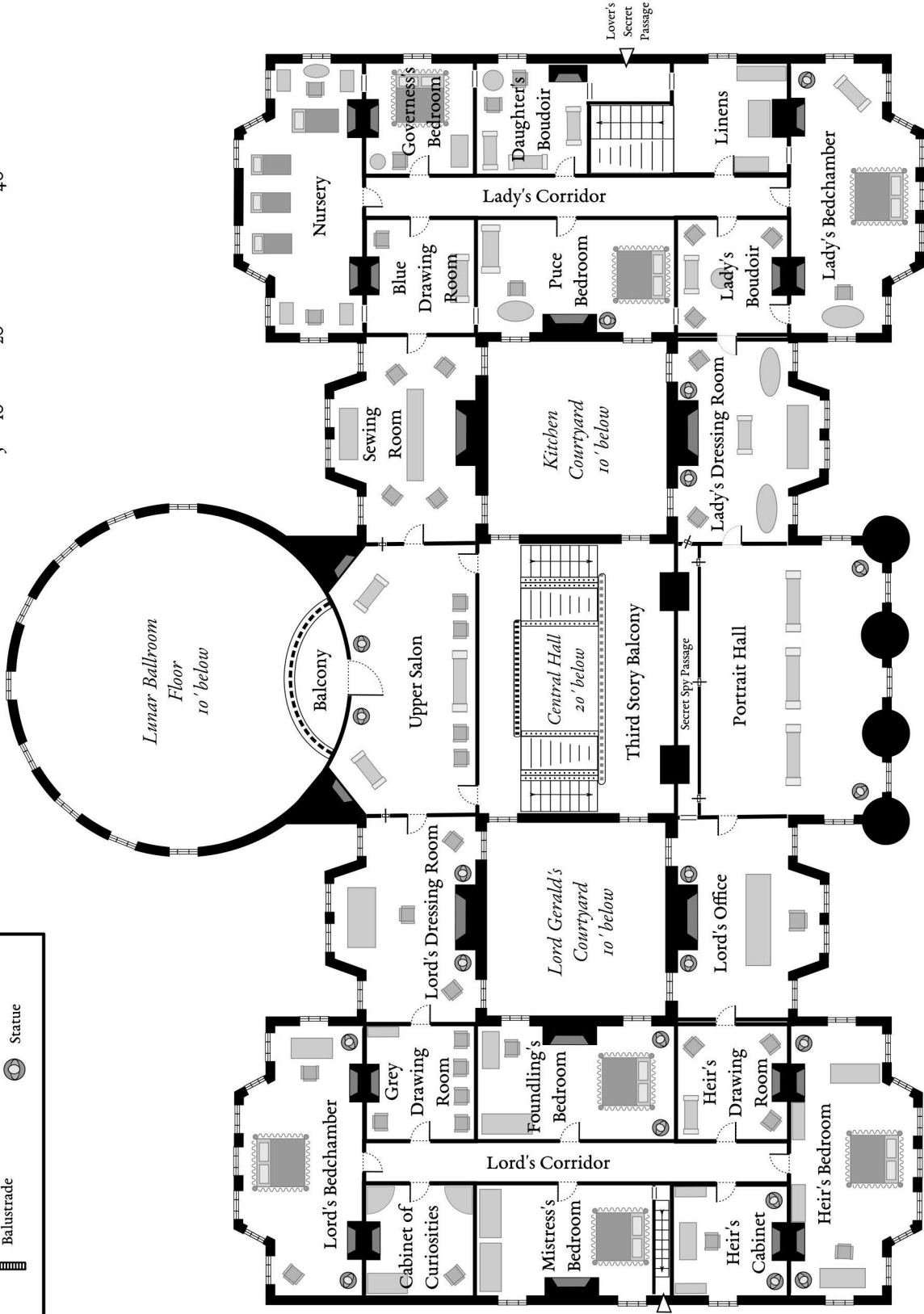
GROUND FLOOR - PUBLIC ROOMS

HIGHDARK HALL

SCALE IN FEET



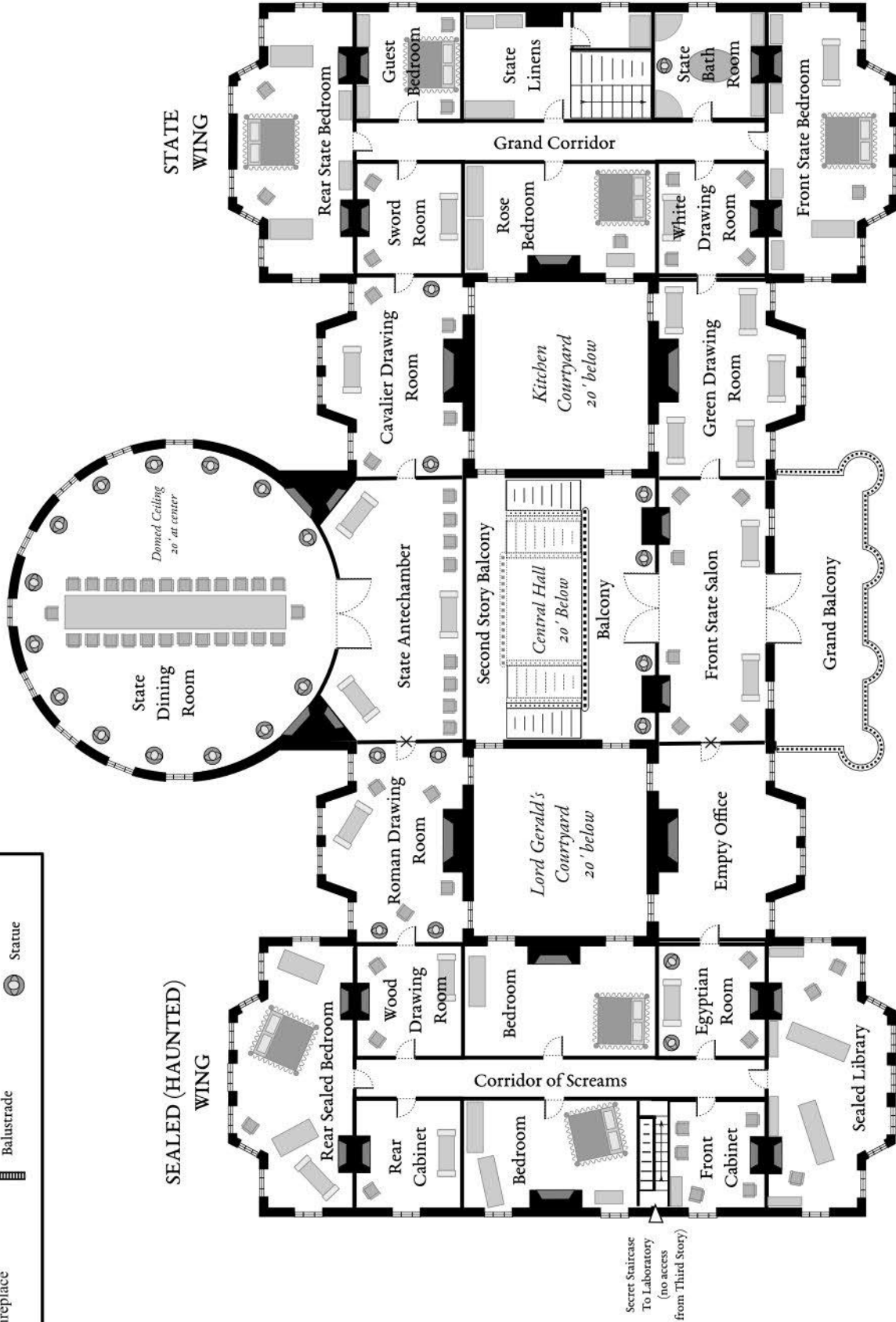
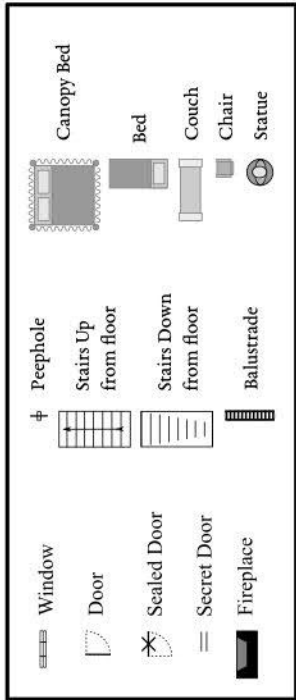
	Window		Canopy Bed
	Door		Bed
	Sealed Door		Couch
	Secret Door		Chair
	Fireplace		Statue
	Peephole		Balustrade
	Stairs Up from floor		
	Stairs Down from floor		



SECOND STORY - FAMILY QUARTERS

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HIGHDARK HALL

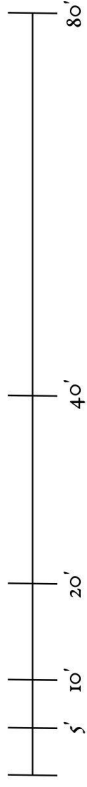


THIRD STORY - GUEST AND STATE ROOMS

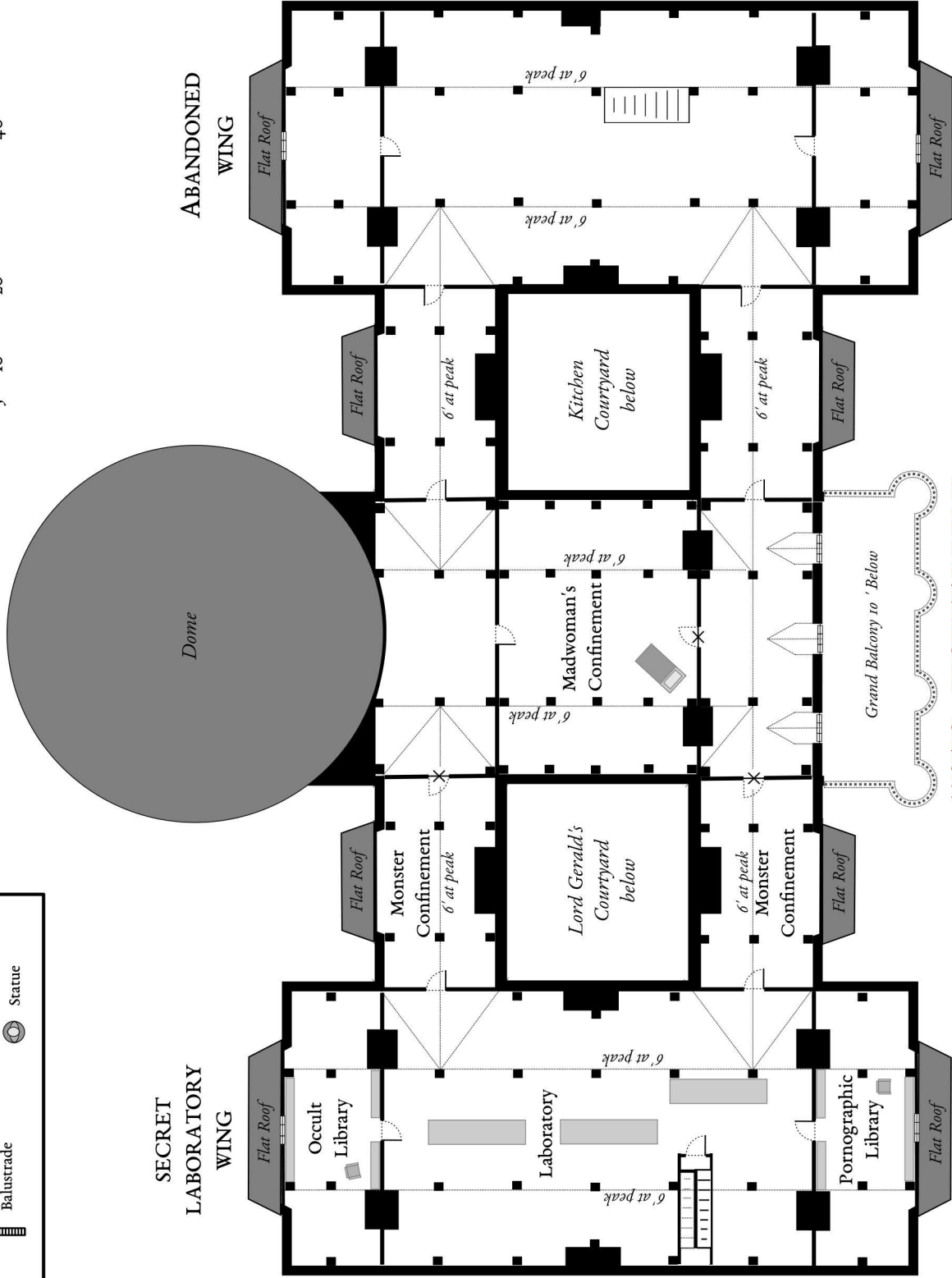
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HIGHDARK HALL

SCALE IN FEET



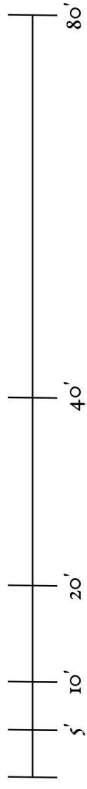
	Window		Canopy Bed
	Door		Bed
	Sealed Door		Couch
	Secret Door		Chair
	Fireplace		Statue
	Peephole		Stairs Up from floor
	Stairs Up from floor		Stairs Down from floor
	Stairs Down from floor		Balustrade



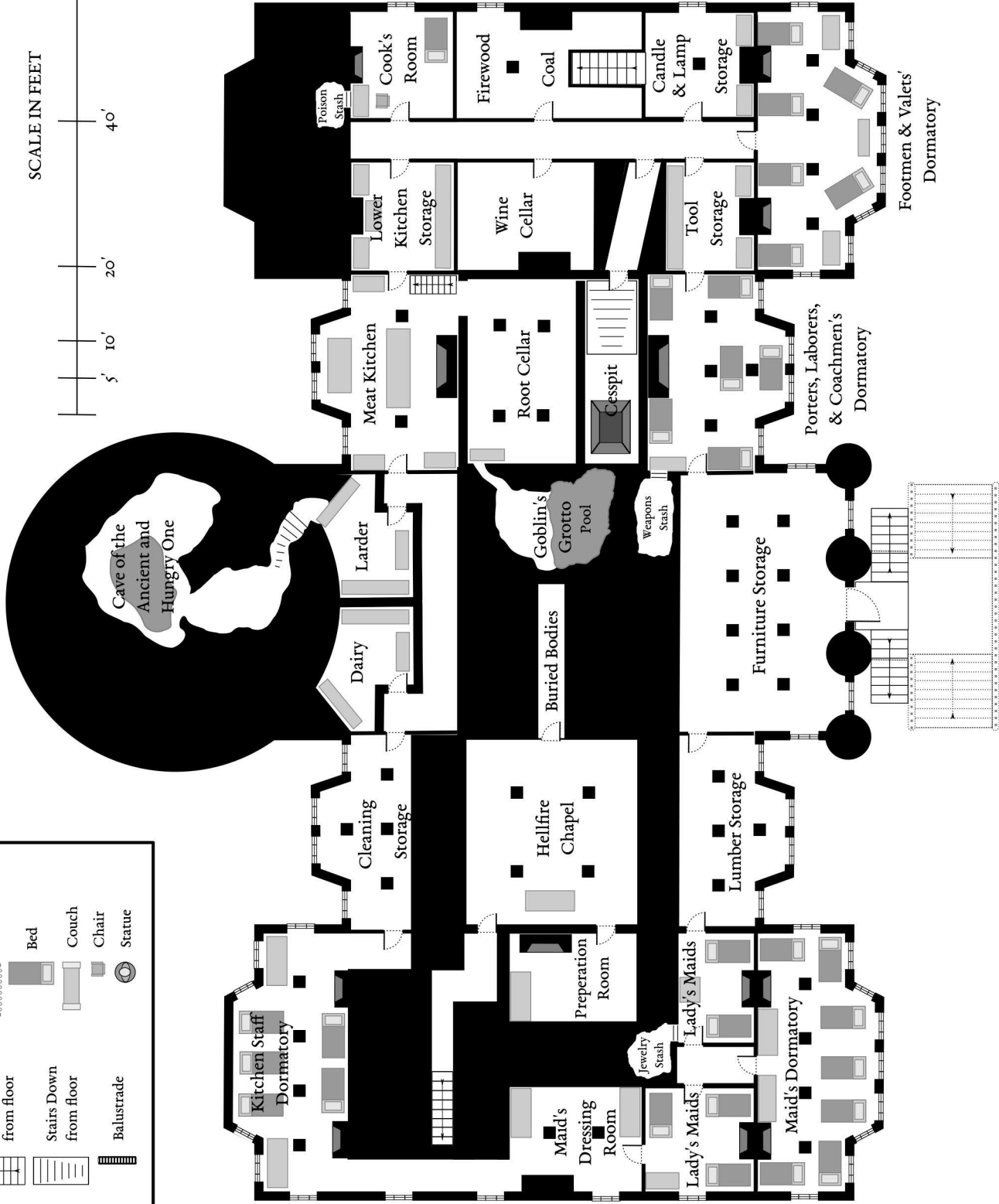
ATTIC - SECRET ROOMS

HIGHDARK HALL

SCALE IN FEET



	Window		Peephole
	Door		Stairs Up from floor
	Sealed Door		Stairs Down from floor
	Secret Door		Balustrade
	Fireplace		Canopy Bed
			Bed
			Couch
			Chair
			Statue



BASEMENT - STORAGE AND SERVANT'S ROOMS

