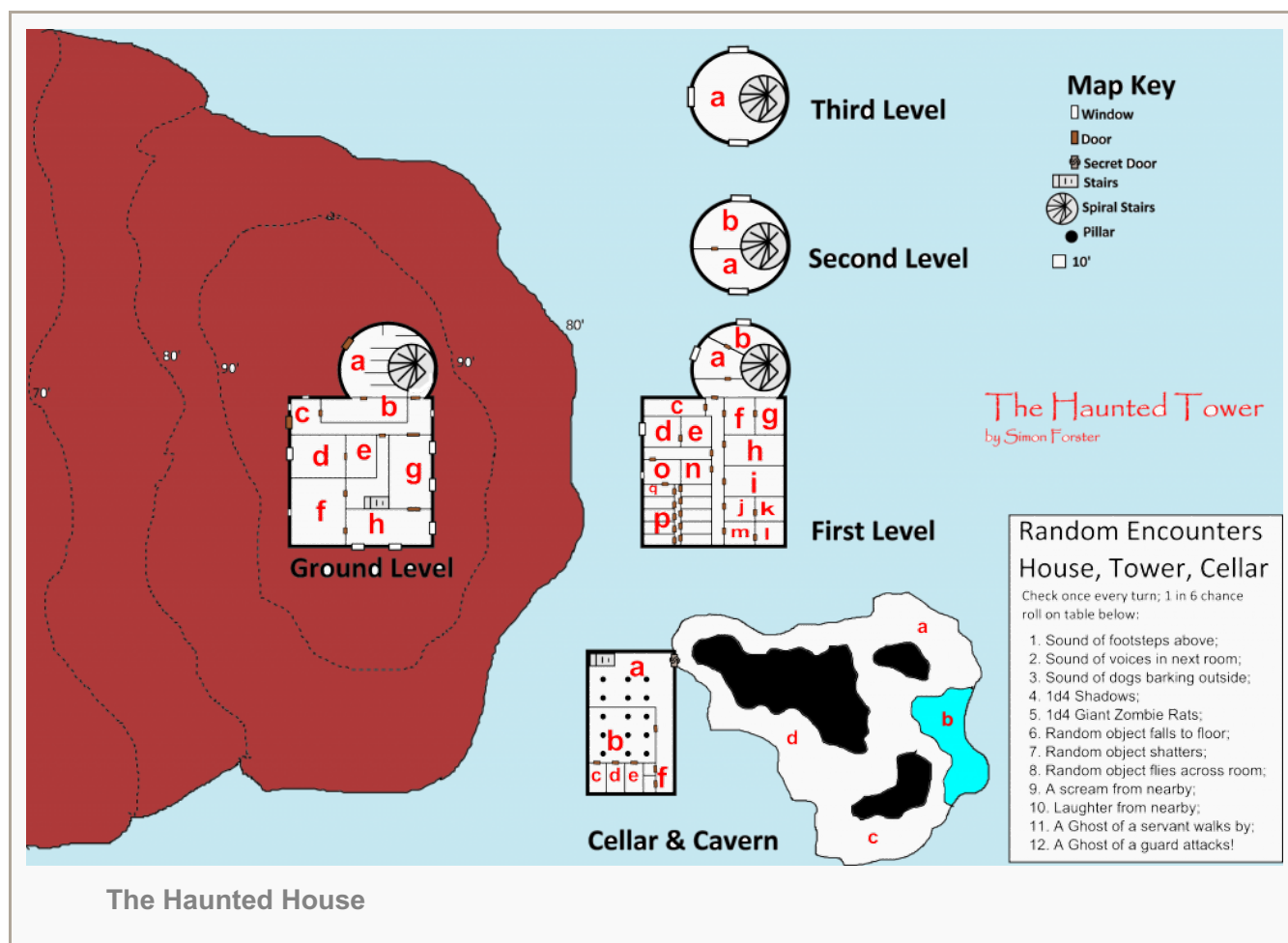


# ...and the sky full of dust.

[theskyfullofdust.co.uk/h-is-for-haunted-house/](http://theskyfullofdust.co.uk/h-is-for-haunted-house/)



## The Haunted Tower on the Hill

A location-based mini-adventure

(using the [Lamentations of the Flame Princess](#) Weird Fantasy rules)

Along the coast, rising on a crumbling cliff, rests the old house known as Diggory's Rest. A two-storey house with a jutting tower, it has lain abandoned for several decades and all attempts to reclaim it have met with failure. As any local will tell you, this is because it is **haunted!**

### Rumours to draw in the party (roll 1d12):

1. "There's gold in them hills". Locals claim there is gold, silver, jewels, all waiting to be claimed from the house and the cavern that lies beneath it.
2. "My son has gone missing, please can you find him?" A sob story by a lovely farmer's wife. Her son, yes you guessed it, went exploring near the house and never came back.
3. "I'll pay you 25 gold if you spend a night in that there house". Ha! Easy money. All you have to do is spend a night in a haunted house. What could possible go wrong?
4. You have a map. It shows the house on the hill, and there is a scrawl that says "Treasure Here!"

5. On a stormy night you see lights ahead, and come across the house. But there are no lights on, so where did they come from?
6. *"I heard a wizard keep his library of rare spell books in the tower"*. Spell books mean gold!
7. *"Don't go near that house! It'll be the death of you!"* A warning you cannot help but ignore. Bold adventurers always find the best treasure.
8. *"It's your turn to pick a direction"*. By random choice, the party leader leads you to the house. Might as well take a look while you're there.
9. A teleport gone awry sends you right to the top of the tower. Was it your spell that misfired, or someone else's?
10. *"If it's the Elf Bane yee be lookin' for, I can tell thee where it is"*. The old hermit tells you of a fabulous weapon that was kept on the mantelpiece of the main hall of this haunted house.
11. *"No, it's no good. We're lost. But look, there's a house, maybe we can get directions"*. But probably not from this house.
12. You have heard there might be monsters there. You kill monsters. So you go there.

*The Haunted House continues after the link.*

## **The Haunted House: map details**

### ***The Cliff & Surroundings***

The land around the house is rugged, but 100 yards from the site the ground is grass and flowers, pleasant. Around the house the odd patch of grass is wilted, and there are only ugly weeds growing. The soil is largely barren, dry, and there is a lingering smell of decay that the sea breeze fails to disperse. No animals will approach within 50 yards, and anyone entering that area feels a chill even on the warmest day.

At night the terrain takes on a gloomy, desolate feel. It grows so cold that frost forms on the ground, and the smell of death is strongest in the dark. From a distance, lights can be seen flickering in the windows, but as soon as you reach the cliff, there is no sign of any lights.

### ***The House & Tower***

A large stone house with two floors and a three-levelled tower that juts out of the side. Despite being decades old, the stonework is in excellent condition and the windows and doors still look and feel solid. Windows of thick glass, coated in dirt, allow some light into the house, but not much. The grime is on both sides, and it is difficult to see what's inside. There is no obvious way of opening them, but a hefty whack will shatter the glass. As for the doors: they are heavy oak, banded with rusted iron, stuck in their frames but sturdy and intact. A normal Open Doors check is required to open them; although some are locked. The roof is tiled in slate the colour of mud, slightly peaked; the top of the tower is a shallow cone, a weather-vane of a roaring lion rests atop it.

During the night the house groans and creaks, the weather-vane rotates even if there is no wind, and a chill permeates the entire building. Anyone listening carefully can sometimes hear whispered conversations inside, as well as the occasional manic laugh.

### **Ground Level**

a) The bottom of the tower is a stable, with room to store everything a young noble needs to keep horses. It is empty, and there hasn't been a horse here for a long time. But the tower remembers a time when there were horses

here. During the day the stables are dusty, dirty and empty. Nothing interesting happening here.

But at night... every time someone enters the stables they hear horses neighing, smell the hay and manure that was once stored in a wheel barrow before being taken out to spread on the garden. If a dwarf or halfling enters the room, they feel uneasy. After 10 rounds (1 minute) they begin to see a ghostly horse take shape in the nearest stall; it takes a full round to manifest, after which it rears up and then attacks the nearest small demi-human: and only dwarves and halflings can see it, or be harmed by it; and unless a human or elf can see the dead or casts *Detect Invisibility*, only a dwarf or halfling can harm it.

***Ghost Horse:** AC 12/HD3/Move 120' (40')/#Attacks 2 (bite, hoof)/Damage 1d4 & 1d6/Morale 12/immune to non-magical attacks, cold, sleep and charm.*

**b)** This long room is a cloak room, with pegs along the inner wall for coats and cloaks, niches at the bottom for shoes, boots and a bin for walking sticks. A fine layer of dust coats the floor, and during the night footprints appear here every time the room is entered; each time different prints. In the bin is a walking stick: a twisted length of blackened oak, the tip capped with silver, the head shaped like a lion roaring. This is worth 5 silver to a collector or a merchant with a limp.

**c)** The main hallway. A rusting chandelier, with no candles in the twelve holders, hangs above the door, swaying lightly. During the day there is a 1 in 6 chance that it falls on anyone passing underneath; at night this rises to a 3 in 6 chance. The falling piece of heavy iron does 2d4 damage to anyone beneath it, with a saving throw versus paralysis to leap out of the way. A week after it has fallen, it reappears back in its original place, with no sign that it ever fell.

**d)** The only ways into this room are via the door to room (e), or by the window. Inside is a dusty old library, books shelves along the uninterrupted walls rising to the ceiling, all filled with books. A writing desk and high-back chair sit in the centre of the room. A thick layer of dust, littered with large rat droppings and gnawed bones, coats the floor, books and desk.

The books are all leather-bound, and their pages are old parchment. Anyone handling them must make a saving throw versus paralysis or the book crumbles in their hands. Amongst them are a spell book (contains 1d6 random magic-user spells of up to 1d6 levels; i.e. roll 1d6 to determine the highest level spell, and randomly roll each spell), and a *Manual of Unearthly Visions* (reading this book grants the reader visions as if they had cast a *Commune* spell; it takes a day per question, and there is a 1 in 20 chance that the visions cause the reader to go insane). The titles and contents of the remaining books (roughly 250 of them) can be determined by rolling on the tables in my [previous post](#).

During the night and day this library holds danger. A nest of **Ghostly Rats** lurk here, in the walls, beneath the floor and in the ceiling above. They wait until intruders are occupied before attacking, swarming out of the solidness of the room: they gain surprise on a 4 in 6; there are 2d6 present at any time, and 'refresh' every day at midnight. They attack only those in this room, and do not pursue:

***Ghostly Rats:** AC 13/1HD/Move 120' (40')/#Attacks 1 bite/Damage 1d3/Immune to non-magical weapons, cold, sleep and charm.*

**e)** this room can only be accessed via room (d). There is no other way in, although there once was; but that doorway was walled-up before the house was abandoned. It is dark in the room, which was once a study. There is no desk here now, however. In the day the room is empty of even dust, but has a heavy stench of decay that never

fades.

At night, as soon as the sun sets, a figure appears in the middle of the room, chained to the wall by thick silver chains. Manacles, forged tight with no locks or means of removing them, keep the figure's hands and feet linked, forcing the figure to huddle in on itself. The smell of decay wafts from the humanoid figure, which may have once been human, but is in an advanced state of decay: bones protrude through rotting flesh, the skull is mostly visible, and fluids have oozed from its insides, making the floor around it wet with slime.

This figure was once **Diggory the Smith**, the wealthy owner of this house and a dabbler in the magical arts. A spell that went wrong ended his life, but kept him aware, an undead creature that thirsts for blood and flesh. His servants locked him in here, walled up the room, and left. He can break free of his chains any time he wants, and can freely move around the house and grounds, but no more than 30 yards from the site and only between sunset and sunrise. He longs to taste the flesh of the living, to drink of their warm blood, and will pursue those who dare intrude on his tomb:

***The Living Corpse of Diggory Smith:** AC 14/5HD/Move 120' (40')/#Attacks 2 claws/Damage 1d4, 1d4/Morale 12/touch drains 1 point of Constitution unless a saving throw versus magic is made/immune to cold, sleep, charm, and poison/Chaotic alignment.*

f) A large kitchen with an open stove, cupboards that once held food and ingredients, three long tables and benches where servants prepared the food; all in a state of disrepair now. Rummaging around the debris may (2 in 6 chance) disturb 1d4 **Giant Zombie Rats** that make their home in a warren dug out beneath the fireplace. In the small dug-out are bones, rotten pieces of wood and broken crockery, and 2d10 scattered coppers.

***Giant Zombie Rats:** AC 14/2HD/Move 60' (20')/#Attacks 1 bite/Damage 1d4 plus disease/Morale 12/immune to sleep, charm and cold/always lose initiative.*

g) The sitting room/lounge of the house, where lavish furniture once stood. Now all that stands here are rotten sofas that were once white, but are now filthy, four high-backed chairs that collapse if anyone sits on them, a fireplace that is choked with bird's nests, cobwebs, and rubble, and a large rusted iron chandelier that rocks whenever anyone enters the room. There use to be paintings on the walls, but they have long gone, leaving pale patches on the wall where they once hung.

In the daylight hours this room is quiet, almost tranquil. But at night anyone passing by it can hear faint laughter, voices in quiet conversation, and the sounds of people having dinner. Upon entering the room all sounds cease. If anyone lingers too long in here, there is a cumulative 1 in 6 chance per turn that the ghosts of the dead are woken, appearing on the sofas and chairs, annoyed at having their rest and conversation disturbed. How they react depends on a **reaction check**, and if hostile, or in defence, they attack:

***Ghosts:** AC 12/1HD/Move 120' (40')/#Attacks 1 fist/Damage 1d2/Morale 8/immune to non-magical attacks, sleep, charm, and cold.*

h) The grand dining room, with another chandelier hanging over a long mahogany table that is scratched and splintered, but in remarkable shape. A dozen chairs sit around it, worn but still sturdy. Dust lies everywhere. In the day this room is still and empty, but, again, at night the ghosts waken.

During the witching hour, a dozen ghosts of men and women dressed as rich lords and ladies appear, dining on a ghostly meal of roast quail, pheasant, roasted potatoes and vegetables. Jugs of gravy, glasses and bottles of red wine, and crystal decanters of water all fade into being, translucent but otherwise vivid in colour. The sound of dining and conversation can be heard as if from far away, no words being understood. They will ignore anyone in the room. Anyone can reach out and take the food and drink, which feels solid to the touch. Eating or drinking any of the ghostly meal has the following effect (a saving throw versus magic avoids the effects, be it boon or bane):

- *Roast quail*: either gain (1-2) or lose (3-4) a point of Strength, permanently;
- *Roast pheasant*: gain (1-2) or lose (3-4) a point of Constitution, permanently;
- *Roast potatoes*: either gain (1-2) or lose (3-4) a point of Dexterity, permanently;
- *Vegetables*: either gain (1-2) or lose (3-4) a point of Wisdom, permanently;
- *Gravy*: either gain (1-2) or lose (3-4) a point of Charisma, permanently;
- *Red wine*: either gain (1-2) or lose (3-4) a point of Intelligence, permanently;
- *Water*: either gain (1-2) or lose (3-4) a Hit Point, permanently.

### First Level

a) The stable boys lived here, in two bunks, but left with the rest of the servants. The rooms smells of horses, and at night blood stains appear on the walls.

b) In this back bedroom is a rat-infested bed, stuffed with brittle straw that the rats have gathered. The rats are harmless, but at night they are often (4 in 6) visited by their undead kin: 1d6 **Giant Zombie Rats** (statistics as above).

c) A storeroom of old crates. Searching through them uncovers one item per turn, as per the table from this [blog post](#). At night a **Ghostly Guard** stands here, blood pouring from a mortal wound. He attacks anyone who tries to search or take anything; otherwise he just stands and watches with is dead eyes.

*Ghostly Guard: AC 12/2HD/Move 90' (30')/#Attacks 1 (sword)/Damage 1d6/Morale 12/immune to non-magical attacks, sleep, charm, and cold.*

d) and (e): these rooms are identical, though smaller, to rooms (d) and (e) on the ground floor. They hold the same books, monsters, and reflect any changes that occur in the rooms below.

f) This is a large Master Bedroom, with the four-poster bed still standing. There are still sheets on the straw-filled mattress, all twisted as if someone has recently slept in it. Stains that might be blood are visible at night, damp and mould during the day. A door at the back leads into a private bathroom.

g) A once white-tiled private bathroom, with a hole in a stone bench opening onto a chute that looks out over the back of the house. A chipped and water-stained marble bath tub rests against the wall. At night water drips from the ceiling, striking the tub with a steady drip-drip-drip.

h) Another large bedroom, with the front of the room furnished like a sitting room. A dresser of worm-eaten teak sits in one corner, its mirror tarnished and cracked. The four-poster bed here is a skeleton of its former self, rotten and liable to fall apart if tampered with. A table made from the base of a thick oak tree stands in the middle, with two stools toppled next to it. Mildew marks the walls, damp covers most of the ceiling. A nest of normal and timid rats inhabit the walls. During the night anyone looking in the mirror sees a ghostly maiden combing her hair; she does this for hours, never moving. There is no way to communicate or interact with her.

Under a loose floorboard under the bed is a locked iron box, inside of which are 23 old silver coins, 3 gold pieces, and an ivory brooch shaped like a lion (worth 15 silver).

i) The locked door opens onto another former bedroom, this chamber is empty. However, at the fall of night, two **Shadows** ooze out of the ceiling and go hunting for the living. In the rafters above the spot they manifest, found only by hacking away through the plaster of the ceiling, is a hidden item: a magical *dagger of true striking* (+1 to hit, +2 versus ghosts and other insubstantial creatures).

***Shadows:** AC 14/3HD/Move 90' (30')/pass through objects/#Attacks 1 touch/Damage 1d2 points of Strength drained/Morale 10/immune to non-magical attacks, cold, sleep and charms.*

j) and (m) are both servants quarters, with a pair of narrow beds without any mattresses or bedding, just wooden planks on trestles. Chamber pots of worn enamel sit under each bed, one of which has 3 silver pieces in it. Blood stains discolour the floorboards under one bed. A door leads into a smaller bathroom, rooms (k) and (l), which has a small iron tub that has almost rusted through completely.

n) the door to this butler's former bedroom is locked. Inside is a sturdy wooden bed holding a rotted mattress and a cracked chamber pot underneath. A wardrobe stands at the back, a decent piece of oak furniture that could be worth a few silver if sold. Inside are mice and rat pellets.

During the night the ghost of the butler sometimes appears here (2 in 6 chance), despite never dying anywhere near the house. He only attacks in self-defence, and never leaves the room. He can be communicated with, but believes that those he is talking to are ghosts of the dead, and he is alive and well.

***Ghost Butler:** AC 12/1HD/Move 90' (30')/#Attacks 1 fist/Damage 1d2/Morale 7/immune to non-magical attacks, sleep, charm, and cold.*

o) this looks like a guard room in a prison, with a bolt on the inside of both doors, a rack holding rusted short swords and a pair of iron manacles. A wooden table, stained with damp and marred by claw marks, stands in the middle with three stools around it. A brittle wooden bowl, plate and a silver knife have been placed as if for dinner.

During the night, if the door to room (q) is opened, a pair of **Ghostly Guards** (statistics as above) appear, shout that the prisoners have escaped, and attack. They vanish if their opponents leave the room, by either door. They reappear only on the following night.

p) down this corridor are nine cells, the doors rusting iron bars with old locks. All are locked, but the doors can be yanked open with a successful Open Doors check. The cells, in daylight, look empty except for a few stains of dubious nature.

During the night it is a different story: roll on the random encounter chart for each room.

q) the vestibule between the guard room and cells. A hook on the wall holds a set of keys that will open the doors to the cells. Some of the keys might also open other locked doors in the room; five keys in all, each has a 1 in 6 chance of opening a lock.

## Second Level

a) a stone bench sits below the window. During the day the window looks out over the hill, while at night the window



looks out in pitch blackness, no matter what lights or views are outside. The door to the next room is locked.

**b)** this is a small laboratory, where Diggory once conducted experiments. The laboratory equipment is still here, which can be taken apart and transported to help a magic-user (or cleric) build their own (treat as 5 encumbrance items in total, and fragile). There are a couple of potions amongst the glassware: a *potion of ESP* (as the spell), and a *potion of heroism* (as the spell, lasts 5 rounds once quaffed).

The reason no one has stolen it yet is that it is cursed: whoever owns the set is visited during the night by a **Shadow** (statistics as above), which haunts them and attempts to drain their life one step at a time, over a period of nights until the laboratory is returned, the thief dies (in which case the **Shadow** somehow carries it back), or a *Remove Curse* is cast upon both it and the thief.

### Third Level

**a)** This topmost level of the tower is an observatory, with an old and broken telescope peering out of the window. Star charts, pretty accurate, adorn the walls, only slightly damaged by the damp. In the night, anyone looking through the telescope can see a twinkling star that seems to call to them; for 1d6 days afterwards whoever saw the star is haunted by vivid dreams of alien places, of strange creatures the like of which they have never seen, with voices speaking in some unknown tongue. No restful sleep is possible until the effect wears off (no recovery of hit points, no memorising of spells).

### Cellar

**a)** An old wine cellar, with a rack for bottles along the south wall. One bottle still lies on the rack, a very good vintage red wine that would be worth 5 gold to the right collector; or makes a fine drink with a good meal. The pillars are stone and crumbling with the damp. A secret door, opened by shifting an iron torch bracket on the wall, leads into a natural cavern.

**b)** a room of pillars, once a storage chamber but now empty.

**c)** an old coal cupboard, fairly full with coal. Amongst the pile is a skeleton of an elf, still wearing a tarnished but undamaged suit of chain mail. A broken dagger lies by an outstretched hand, on which a golden ring patterned with ivy (worth 10 silver) hangs loosely from a finger bone.

**d)** an old timber cupboard, where firewood was stored. A few chunks of wood still sit in the dark, along with 3 **Giant Rats** that burrowed here through the wall, but got trapped when their tunnel collapsed; they are terrified and charge whoever opens the door.

***Giant Rats:** AC 14/1HD/Move 90' (30')/Attacks 1 bite/Damage 1d3 plus disease (save versus poison or catch a nasty disease in 1d2 days/Morale 6 or 10 if cornered.*

**e)** another store, holding several wooden crates that still hold items. Roll on the table in this [blog post](#) to determine what is inside.

**f)** these two small rooms are empty, but stink of decay. At night a pair of **Giant Zombie Rats** (statistics as above) can be found lurking inside, ready to pounce.

### Cavern

a) a maze of thick and thin stalagmites grow here, and stalactites hang from the low ceiling (8' at most). This portion of the cavern is unstable, and any loud noises, fights or explosions have a 5 in 6 chance of dislodging the sharp stone spears: everyone in the area must make a saving throw versus paralysis or be pierced for 1d6 damage.

b) a deep pool of cold water, ranging from 4 to 12 feet. Streams lead out from the deepest part out to the sea; a **Sea Snake** lairs here and can be found in the pool 4 times out of 6.

***Sea Snake:** AC 14/3HD/Move 120' (40') swimming/#Attacks 1 bite/Damage 1d4 plus poison (save versus poison or suffer crippling cramps, unable to act for 1d4 turns, then another save or suffer 2d6 points of Constitution damage)/Morale 8/immune to poison.*

c) a pile of bones (elf, dwarf, halfling) have been piled here by the ghouls in the adjacent cave. Amongst the bones are a silk pouch of 3d6 silver, 2d4 coppers and a single gold piece with a cross carved on its face.

d) three **Ghouls** live here, using the pool to travel to and from the cavern. They have no idea that there is a secret door to the cellar of the house. They were once humans, two men, one woman, decaying from lack of recent food. They are hungry, dangerously so. The female ghoule has a copper bracelet on her arm, a snake-pattern along its length (worth 5 silver).

***Ghouls:** AC 14/2HD/Move 90' (30')/#Attacks 2 claws, 1 bite/Damage 1d3, 1d3, 1d4 plus save versus paralysis or held for 2d4 turns/Morale 9.*

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*If you find yourself playing or running this, let me know how it works out. Otherwise, use whatever you want, map included.*