

# RHMDU Encounter Design Sheet

## External Appearance and general condition:

Badly damaged, but 3/4 remains standing and covered in ivy. The door to the building is open.

## Power:

 Yes No Intermittent

## 2. Living Room

### Description:

Door wide open, but partially blocked by a pile of rusted machinery of some sort. Room inside is partially darkened, and there are two lumps in the middle of the floor.

## Power:

 Yes No Intermittent

**Light Source:** Sunlight through the doors.

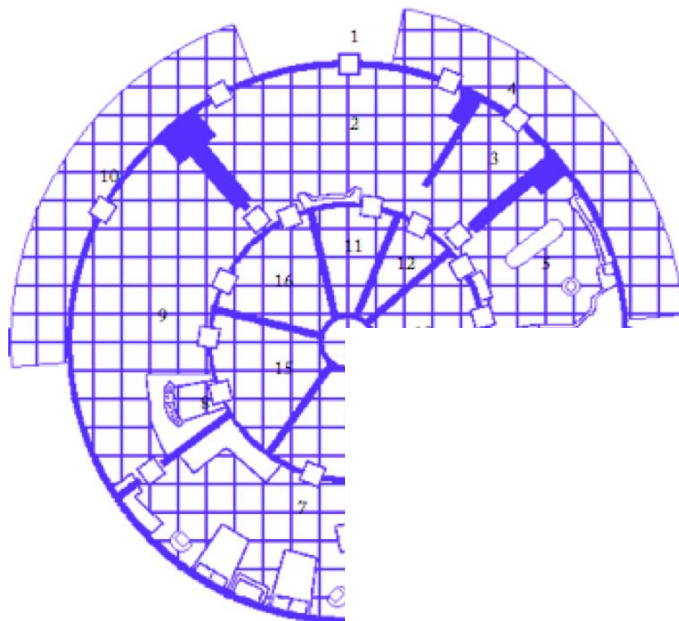
**Artifacts and Loot:** Plenty of sticks, leaves and animal bones.

Skeletons of two Wolfoids dressed in chainmail. One has a hand axe and a backpack, the other has a blunted sword and a dagger.

## Encounter:

None.

**GM Notes:** The door is blocked by a destroyed Standard General Purpose Robot. There is nothing of value here. Light to the room will be blocked as characters stand in the door.



## 3. Dining Room

**Description:** Semi-dark room with broken debris scattered around floor.

## Power:

 Yes No Intermittent

**Light Source:** Light from broken plasglass door.

**Artifacts and Loot:** Under the debris is a Paralysis Rod with a single charge remaining.

**Encounter:** 1 x Black One - (21 hp) hiding above the main door to the room. Will wait until players enter the room before attacking.

**GM Notes:** None.

#### 4. Patio

**Description:**

The patio is overgrown by ivy, which has climbed over the rails and covers this entire area. There are two particularly thick patches of ivy that have grown over objects, obscuring whatever is beneath.

**Power:**

Yes

No

Intermittent

**Light Source:** Natural light only.

**Artifacts and Loot:** Nothing significant. However there is a rusted out Standard General Purpose Robot and a human skeleton in a rotting jumpsuit.

**Encounter:** 1 x Winged Biter - (11 hp) hiding in the chest cavity of the rusting robot. Will hide unless somebody disturbs it.

**GM Notes:** This area is not significant.

#### 5. Kitchen

**Description:**

Debris from the sagging ceiling and collapsing benches covers the floor of this area. Corroded metal tins are strewn across the floor. There is the smell of something rotten coming from under the debris.

**Power:**

Yes

No

Intermittent

**Light Source:** Natural light from window.

**Artifacts and Loot:** 3 x cooking knives (treat as short swords), 1 x can of Hot Joe Now™ (IL7 poison).

**Encounter:** 1 x Death Growth - (6 hp) lies in wait for a new host on a recently deceased human corpse, which is buried under the debris. The corpse is dressed in a dark blue jump suit and has a laser pistol with 5 charges in a holster on its belt.

**GM Notes:** Burning the Death Growth will set fire to remaining debris and the entire building unless the PCs are careful.

## 7. Bedroom

### Description:

This is a long, curved room. The floor of this room is covered in small bones, and there is evidence of many campfires having been lit in here. There is a dismembered human skeleton, missing its skull near one of the campfires.

### Power:

 Yes No Intermittent

**Light Source:** Natural light from windows.

**Artifacts and Loot:** Nothing significant. However there is a pair of sunglasses and a wallet containing 11 Domans under the remains of one of the beds.

**Encounter:** 3 x Small Warriors – (4 hp each) will watch from under the remains of one of the beds. They will only attack if the beds are searched.

**GM Notes:** This area has been used infrequently by Wolfoid hunting parties.

## 8. Computer Access Terminal

### Description:

Dust and cobwebs cover this device. A number of scattered broken glass cubes lay around it on the floor.

### Power:

 Yes No Intermittent

**Light Source:** Natural light from window.

**Artifacts and Loot:** A book called “101 Tofu Recipes” and a folding bicycle in working order.

**Encounter:** 1 x Thief Beast – (17 hp) hiding here from the PCs. Will use Illusion mutation to scare others away, such as live electrical cables. Armed with a Laser Pistol with 6 charges and a Paralysis Rod with 3 charges.

**GM Notes:** The Thief Beast is not actually hostile, and would prefer to be left alone. It will fight to the death if it is forced to, but will flee if the chance presents itself.

## 9. Recreation Room

### Description:

This is a long curved room that is badly overgrown by ivy that has broken through the windows and grown over and through the remaining furniture. An intermittent buzzing noise can be heard, coming from the vines.

Power:

Yes

No

Intermittent

**Light Source:** Very little natural light.

**Artifacts and Loot:** Nothing significant. Lots of broken furniture.

**Encounter:** 2 x Buzzers – (6 and 9 hp) are searching the vines, looking for flowers and nectar.

**GM Notes:** This area is not significant.

## 10. Patio

### Description:

This area is completely overgrown by ivy, which has destroyed the railing and broken through the window into the room inside.

Power:

Yes

No

Intermittent

**Light Source:** Natural light.

**Artifacts and Loot:** Nothing significant.

**Encounter:** None.

**GM Notes:** This area is not significant.

## 11. Bath

### Description:

There are no windows in this room. This is a roughly triangular shaped room, with a strange, ornate white chair against a wall as well as a basin with two buttons on it on the opposite wall. Near the door, there are two foot-shaped outlines about two feet from the wall. On the wall, in front of the footprints is a single button.

### Power:

 Yes No Intermittent

**Light Source:** Completely dark.

**Artifacts and Loot:** Nothing significant.

**Encounter:** 1 x Winged Biter - (11 hp) hiding in the chest cavity of the rusting robot. Will hide unless somebody disturbs it.

**GM Notes:** This area is not significant.

## 12. Storage

### Description:

There are no windows in this room. This is a roughly triangular shaped room, nearly as wide as it is long. There are shelves along the walls with numerous bottles and containers. There are two boxes on the floor, against one wall. There is a corpse on the floor, and the stench of rotting flesh is nearly overpowering.

### Power:

 Yes No Intermittent

**Light Source:** Completely dark.

**Artifacts and Loot:** Skeleton of a man-sized rabbit in a jump suit with a bottle of contaminated fruit juice (IL 11 poison) and a geiger counter.

**Encounter:** 1 x Death Growth - (6 hp) covers the corpse of the mutated rabbit.

**GM Notes:** Burning the Death Growth will set fire to the entire building unless the PCs are careful.

## 15. Learning Center

### Description:

This room is a rough equilateral triangle in shape, with a rounded "top", which has a large black rectangular panel on the wall. The panel has been smashed repeatedly, leaving broken glass on the floor. There are also two smashed desks and chairs in this room.

### Power:

 Yes No Intermittent

**Light Source:** Completely dark.

**Artifacts and Loot:** Nothing significant.

**Encounter:** None.

**GM Notes:** This area is not significant.

## 16. Storage

### Description:

The room is a roughly triangular in shape, and contains a number of strange devices of the ancients.

### Power:

 Yes No Intermittent

**Light Source:** Completely dark.

**Artifacts and Loot:** 1 x water/hydrogen energy converter unit, 1 x fishing rod and tackle, 1 x Portable energy lamp and an unplugged automated bread maker.

**Encounter:** None.

**GM Notes:** This area is not significant, however PCs may spend some time here trying to figure out these artifacts.

As you can see, this is a simple format for creating a quick adventure using the tables in *The House On The Hill*.

You can add more detail if you wish, or use only what you need to run the encounters. It isn't supposed to provide as much detail as a published adventure.

I tend to use the tables and modify the results to create an encounter that I would enjoy running or playing.

Enjoy,

Craig J. Brain,  
WardCo.