

House of
Horrors
Generator

Pink Dice Bag Publishing

Dedication and Appreciation

My first thanks goes to my Knight for jumping in on this project and to my Dragon for always popping up with fun ideas.

My second thanks goes out to, as always, my Mutti for encouraging me to start and keep writing to begin with.

Credits

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Introduction

Be it the abandoned witches hut in the swamp or the sprawling palatial mansion that has seen a few too many tragedies in its day, haunted and creepy dwellings are a classic setting for all manner of adventures.

In this PDF you will find a series of tables designed to help you create and flesh out various houses of horror. Some of the results will help to give you a clear direction for your house of horrors while others are general enough to fit into anything that you have in mind. There is also a table that can help you determine if the characters are beset by a supernatural phenomenon and if so how strong it is.

Of course, the fine details will be down to you as the game master but I sincerely hope that this publication will give you a good jumping off point.

Happy Gaming,
Rowan

Instructions

The only items needed are a pair of percentile dice or a d100 and something to write down your results with.

To find the results simply roll the dice, match them up with the percent represented in the first column of each table and match it up with the next column over. For the two tables detailing supernatural occurrences and oddities simply divide your dice roll by two if it is over 50%. For example, a roll of 60% would represent 30. Should the result be an odd number it is up to your discretion to round up or down.

For the household horrors list simply pick out any that appeal to you and place them in rooms as you see fit.

Building Characteristic Tables

Number of Floors

1-16%	1
17-34%	5
35-50%	2
51-67%	4
68-83%	3
84-100%	6

Number of Rooms (Roll once per floor)

1-12%	10
13-24%	2
25-37%	5
38-49%	3
50-62%	4
63-75%	6
76-88%	8
89-100%	1

Number of Items and Trinkets (Roll once per room)

1-12%	1
13-24%	6
25-37%	4
38-49%	10
50-62%	3
63-75%	5
76-88%	2
89-100%	8

Rooms of Interest (Roll as many times as desired per floor)

1-6%	Storage
7-14%	Nursery
15-21%	Sitting Room
22-28%	Conservatory
29-36%	Kitchen
37-43%	Library
44-49%	Master Bedroom
50-56%	Parlor
57-63%	Bathroom
64-70%	Sun Room
71-78%	Guest Bedroom
77-85%	Study
86-92%	Personal Gym
93-100%	Playroom

Room Features (Optional)

1-10%	Secret passage
11-20%	Door to the next room
21-30%	Extra locks on the door
31-40%	Hidden entrance
41-50%	Floorboards warped and cracked
51-60%	Exterior balcony
61-70%	Ruined Fireplace
71-80%	Hidden compartment in wall
81-90%	Bars on the windows
91-100%	Only accessible via secret passage

Supernatural Tables

The "Residents"

1-10%	Shadow people
11-20%	A poltergeist
21-30%	Demons
31-40%	Wicked fae
41-50%	Crazed humans
51-60%	Incorporeal spirits
61-70%	The trapped spirit of an evil wizard
71-80%	A feral vampire
81-90%	Zombies
91-100%	Wandering spirits looking for a body

Number of "residents"

1-20%	3
21-40%	5
41-60%	1
61-80%	4
81-100%	2

Supernatural activity chance table

1-20%	Nothing happens
21-40%	Massive event
41-60%	Event in another room
61-80%	Small event
81-100%	Medium event

Supernatural Occurrences

1	Bloody handprints appearing on a wall	26	Muffled sobbing from an empty room
2	Objects levitating	27	A strong rush of wind
3	Disembodied voice talking backwards	28	Unexplained water dripping down a wall
4	Sudden flashes of light	29	The sound of an object dropping
5	Doors opening and closing repeatedly	30	The smell of foul water in a dry room
6	Unexplained banging noises	31	Plants suddenly withering
7	Mirrored writing on a wall	32	Strange patterns carved into surfaces
8	Objects being pushed off of surfaces	33	Hair suddenly being pulled
9	A hot spot in a room	34	A whiff of an unknown perfume
10	Wailing and moaning	35	Stains suddenly appearing
11	The sound of footsteps	36	Characters hearing their name whispered
12	Towers of household objects	37	A cold breeze as if someone has walked by
13	A face appearing briefly in a mirror	38	Puddles of water in odd places
14	Small objects disappearing	39	A door suddenly slamming
15	Disembodied laughter	40	A cold spot in a room
16	A feeling of dread in a particular room	41	Small objects reappearing in odd locations
17	The sound of children playing	42	Spots of seemingly impenetrable darkness
18	A brief smell of sulfur or rotten eggs	43	Mirrors suddenly cracking
19	The feeling of a hand on a PC's shoulder	44	A sudden, dramatic change in room temperature
20	Otherwise unexplained scratching noises	45	Shadows seeming to move on their own
21	Floating balls of light	46	Knocking on doors when no one is there
22	The distinct feeling of being watched	47	Paintings falling off walls
23	Torches/candles suddenly going out	48	Food rotting rapidly
24	Objects with wheels rolling on their own	49	A growing feeling of anger in a specific room
25	Animals avoiding a room or area	50	Blood dripping from the ceiling

Oddities and objects of ill fortune

1	An ancient coin	26	An overly ornate holy symbol
2	A mummified head	27	A list of crossed off names
3	A book written in a dead language	28	Two dozen finger bones in individual boxes
4	A bowl of chicken hearts	29	Paintings of grotesque monstrosities
5	A rusted dagger	30	A miniature guillotine
6	A broken doll	31	A marble bust with a horrified expression
7	A cracked, black, mirror	32	A spiked chain attached to the wall
8	The nubs of dozens of burnt candles	33	Shards of glass driven into a board
9	A preserved eyeball in a satin pouch	34	Two small demon statues
10	A clock only that runs backwards	35	A perfectly preserved cake
11	The diary of a murderer	36	A detailed miniature replica of the building
12	A broken holy symbol	37	A box in the shape of an anatomical heart
13	Burnt images of the house	38	A mask with a terrifying, wicked, grin
14	A cast iron pot with the image of a tortured face on the side	39	Dozens of shattered glass jars with the remains of fluid inside
15	A chair covered in giant claw marks	40	An unfinished hand of glory
16	A trail of salt leading nowhere	41	Plates with marks from being chewed
17	A jar of teeth	42	A frog statue with a giant, open, mouth
18	A stone with a curse scratched in to it	43	Two burnt coins
19	A love letter, torn to pieces	44	A portrait with gouged out eyes
20	Two gold rings on a black chain	45	A bowl made from the cap of a skull
21	A piece of paper with the words "I won't do it again" covering it front and back	46	A wooden toy depicting a goat with two heads and bloodshot eyes
22	A catalog of surgical implements	47	A threatening letter
23	A broken tea set in an odd place	48	A goblet caked with blood
24	A cat statue covered in dead vines	49	Ten claws on a string
25	A music box playing an eerie tune on its own	50	A mirror that will not show human reflections

Decorations and household horrors

1. A jeweled skull sits on top of a cake platter.
2. A tapestry depicting an extraordinarily brutal battle covers the wall.
3. The fireplace has a heavy piece of iron covering the front. It is kept in place by a chain anchored to the wall.
4. This room is covered in portraits. If stared at long enough the subjects depicted will appear to rot and decay.
5. Thousands of pieces of broken glass are affixed to the floor, points upward.
6. Every flat surface in this room is covered in reflective material.
7. A wall is covered in bloodstained carvings of mysterious runes.
8. The feet of every chair in the room are carved into lifelike claws.
9. The lock on the door to this room is horribly warped as if by intense heat.
10. A seemingly solid statue sits in the corner of the room. If touched, however, it will crumble in to dust.
11. A massive mirror hangs on a wall. If someone looks in it it will show a horrifically distorted version of that person based on their own fears around death.
12. A large throw rug with a chilling poem about the building woven in to the pattern covers most of the floor.
13. A protection ritual has been carved in the frame of the door. The deep scratches surrounding it seem to indicate its effectiveness.
14. A shelf stands at the far side of the room. On it are dozens of what can only be described as "art pieces". Each piece depicts some horrific creature made from the bones of various beasts that have been wired together.
15. A plain mask with a mechanical apparatus sits on a stand in the room. Every so often, a muffled sound of deep breathing can be heard from it.
16. Concealed beneath a rug, is a drawing in white paint by a previous occupant. A figure is depicted, hands raised as if in exaltation, with hastily scrawled text reading "I have a new Master now".
17. A suit of armour stands in the hall way. When no-one is watching, and there is silence, the sounds of battle can be heard near it. As the battle reaches its peak, the armour suddenly falls apart, as if struck.
18. A small statue of a monkey in bronze sits on a little table, with text on the base reading "TO THE CLEVEREST". Regardless of being located or not, when someone solves a riddle, mystery, or locates a hidden secret, the statue appears in their belongings, with a screech of delight.
19. A curio cabinet sits empty against the wall. The glass panel of the front has been shattered and a green substance is dried on some of the points.
20. A great dragon has been painted onto one of the walls. Upon closer inspection it becomes apparent that the claws and teeth are not painted but imbedded into the wall.

Thank you for reading, creating and enjoying!

If you have any questions, comments, or concerns feel free to contact me at thepinkdicebag@gmail.com or www.pinkdicebag.wordpress.com

Happy Gaming!