

THE HAUNTING OF HAINSLEY HALL

AN ADVENTURE LOCATION BY SKERPLES—ILLUSTRATED BY MICHAEL PRESCOTT

THE SITUATION

Everyone in the village of Lesser Tweedwick knows the old mansion on the hill is haunted. Behind the boarded-up windows and peeling paint, folk legend says the floorboards are soaked in blood. They're right. Currently, Hainsley Hall is haunted by thirteen **ghosts** and one **hermit**.

The ghosts want the hermit to leave. They contacted a **medium**, Madame Anna. She hired the adventurers to accompany her to the mansion: one stormy night in the haunted house for a small pile of treasure. The **ghosts** hope the PCs will disturb the **hermit's** rest, make the area unfashionable for her, or, if all else fails, kill her. She's unfashionable. They've tried everything but she refuses to leave.

GHOST LAWS

Ghosts are only visible and audible to people with Second Sight (mediums, wizards, cats) or people in an altered state (drunk, terrified, insane). A ghost can move an apple's weight once per round.

THE MEDIUM

Madame Anna wants proof the adventurers spent all night in the house. She'll ask them to describe the east view from the High Gable as the sun

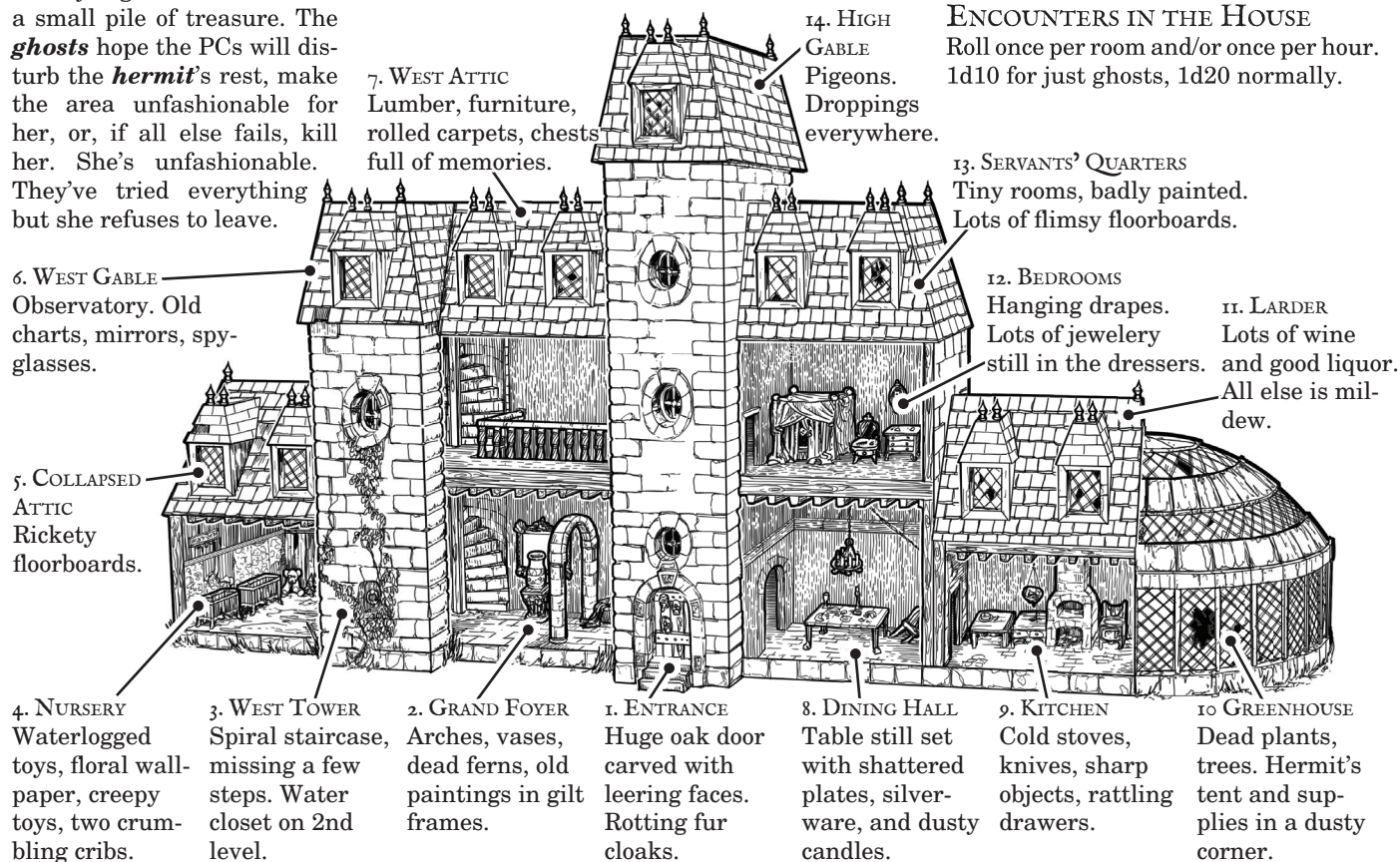
risers. If they don't mention the church spire she'll laugh and refuse to pay.

THE HERMIT

Lady Gwendolynia Montofoy (Gwen) is a poetic soul. She came to the Hall to write long weepy romance novels, sonnets, and epigrams. She spends most of her time draped over dusty furniture, meditating on death and decay and sighing, drifting in a dream-world of her own creation. Gwen has a flair for the dramatic and a taste for laudanum.

ENCOUNTERS IN THE HOUSE

Roll once per room and/or once per hour. 1d10 for just ghosts, 1d20 normally.



d20	Hourly/Room Encounter
1	Baron Fisbick, decapitated by his wife. Gurgles, rolls his eyes.
2	The Twins. Tragic bubblebath accident. Young, identical, eerie.
3	Reverend Eustace. Murdered by religious fanatics. Squeamish.
4	Rex. A spaniel. Run over by a carriage; like a dachshund now.
5	Burnhold. The butler. Indefatigable, prompt, polite.
6	Lady Martha. Strangled by a jealous husband. Flirtatious.
7	Jensen. Burglar caught in a chimney. Scorched. Low class.
8	Mister Gristam. Poet. Suicide. Secretly loves the Hermit.
9	Alice and Martin. Old bickering couple. Struck by lightning.
10	Sir Gilford. Astronomer. Fell from his tower. Flattened.
11	Rats. Big and mean.
12	The Damn Cat. Screeches out from the furniture. Surprise!
13	A pigeon. Fat and dull.
14	Dust cloud. Something collapsed. Shower of mould.
15	Ominous Groan. Chance to fall into the room below.
16	Eerie laughter.
17	Crash of thunder.
18	Small treasure. A few coins, a locket, a silver fork.
19	Moderate treasure. A purse, a gem, a painting.
20	The Hermit. Flitting about on drugs.

SECRET PASSAGES

50% chance a room contains a secret passage to a random room (1d12).