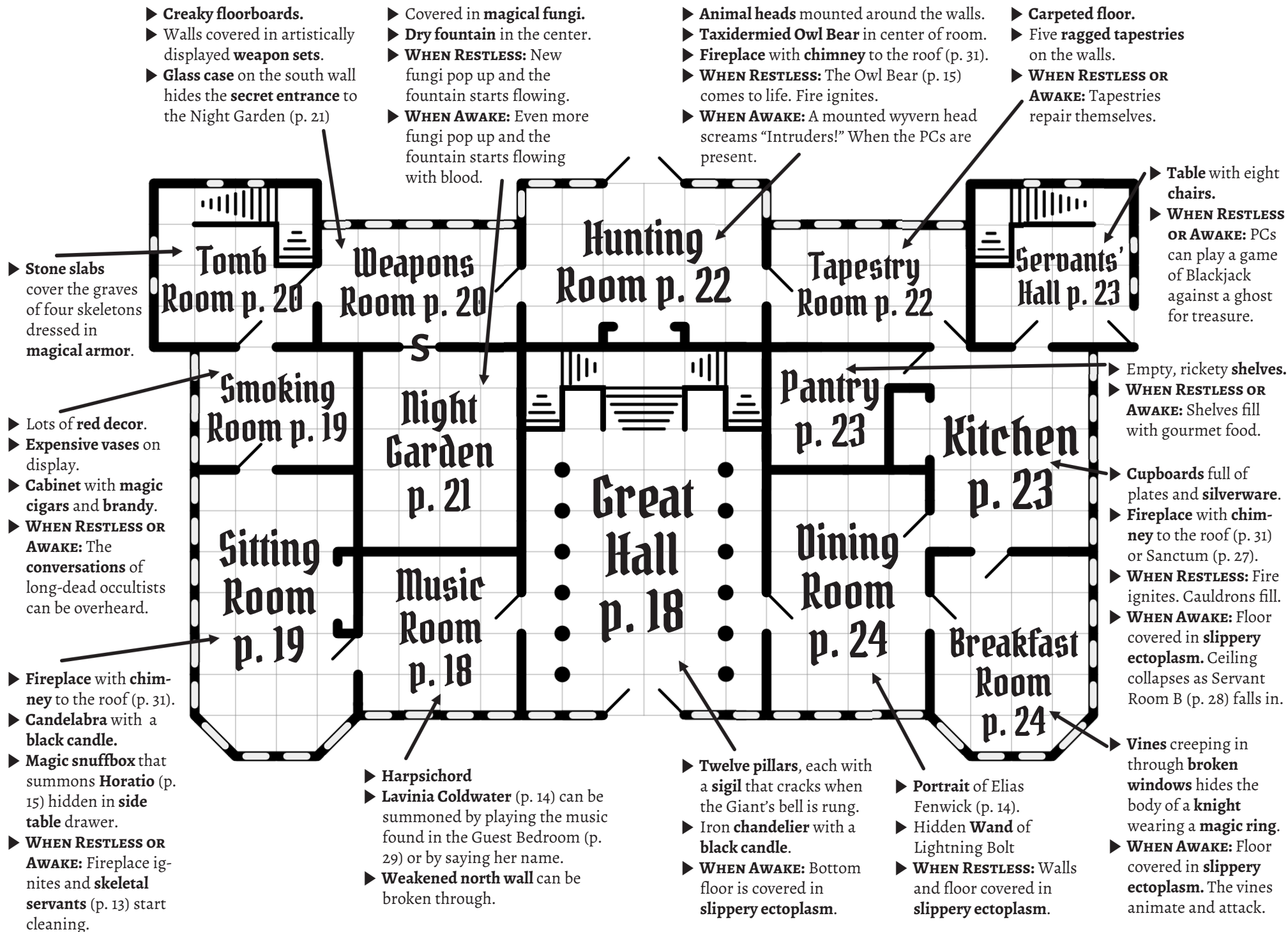


the Waking of Willowby Hall

Ben Wilton

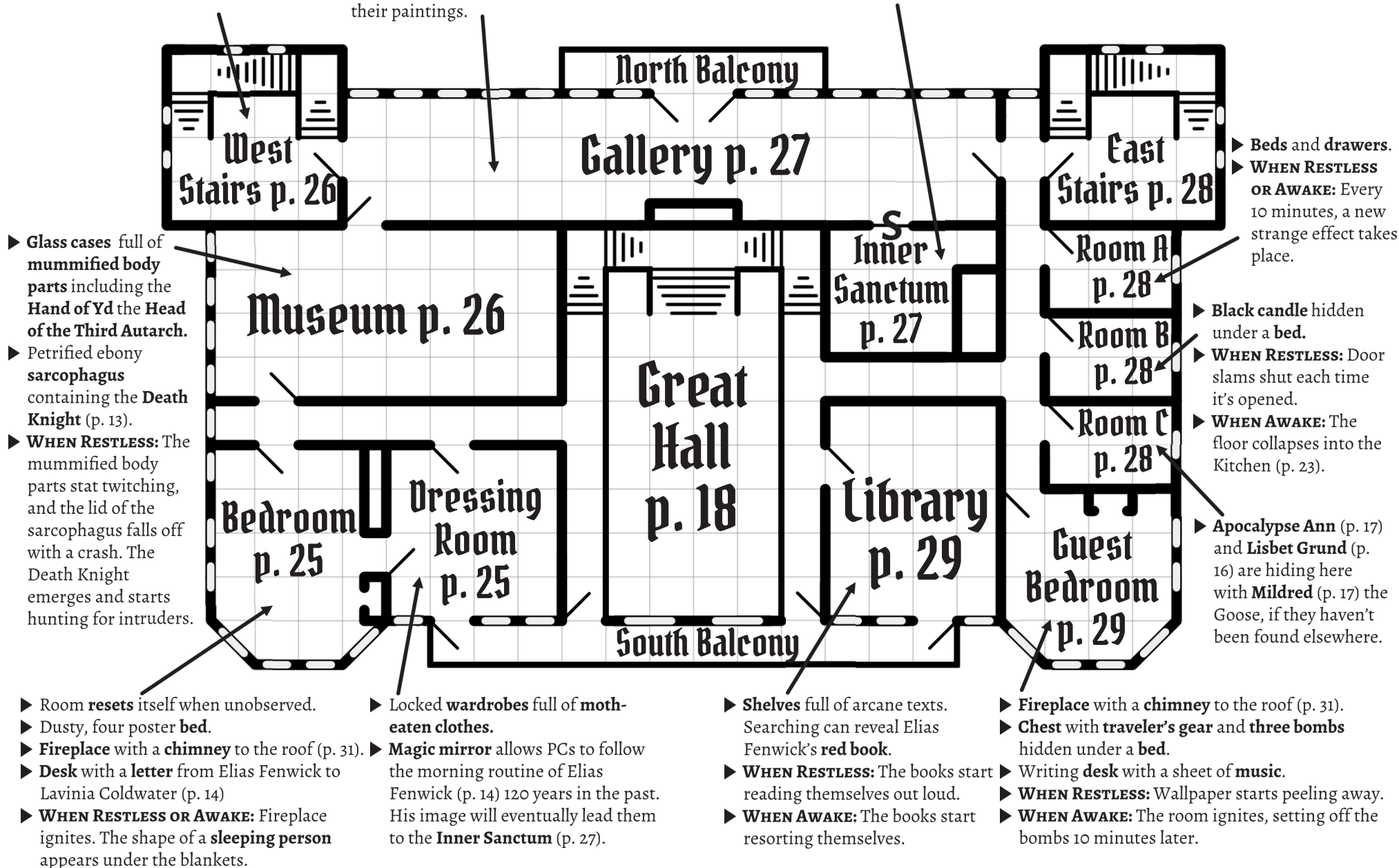




- ▶ **Helmut Halfsword** (p. 16) can be found here, if he has not been encountered elsewhere.

- ▶ Six **paintings** on the south wall, one of which is a secret door to the **Inner Sanctum** (p. 27).
- ▶ **WHEN RESTLESS:** Flames portrayed in the paintings give off light and heat.
- ▶ **WHEN AWAKE:** Any fires or flames portrayed become actual fires that ignite their paintings.

- ▶ **Table** with **alchemy equipment** and a **black candle**.
- ▶ **Rug** hiding a chalk **alchemy circle** on the floor.
- ▶ **Hole** in the east wall connecting to the Kitchen (p. 23) chimney.
- ▶ Locked **cabinet** containing three potions.
- ▶ **WHEN RESTLESS OR AWAKE:** Smoke begins to leak out of the hole into the room.



- ▶ Room **resets** itself when unobserved.
- ▶ Dusty, four poster **bed**.
- ▶ **Fireplace** with a **chimney** to the roof (p. 31).
- ▶ **Desk** with a **letter** from Elias Fenwick to Lavinia Coldwater (p. 14)
- ▶ **WHEN RESTLESS OR AWAKE:** Fireplace ignites. The shape of a **sleeping person** appears under the blankets.

- ▶ Locked **wardrobes** full of **moth-eaten clothes**.
- ▶ **Magic mirror** allows PCs to follow the morning routine of Elias Fenwick (p. 14) 120 years in the past. His image will eventually lead them to the **Inner Sanctum** (p. 27).

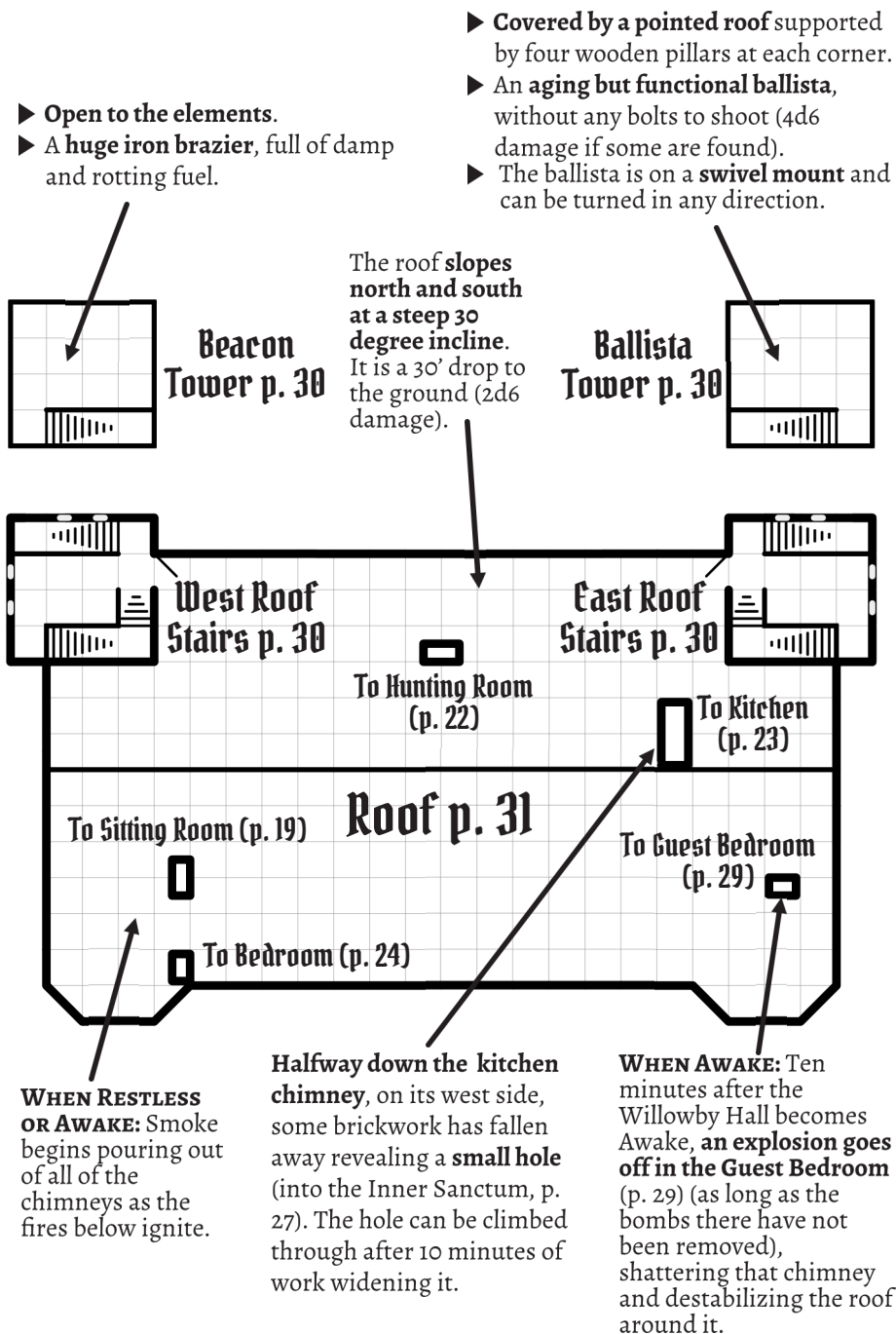
- ▶ **Shelves** full of arcane texts. Searching can reveal Elias Fenwick's **red book**.
- ▶ **WHEN RESTLESS:** The books start reading themselves out loud.
- ▶ **WHEN AWAKE:** The books start resorting themselves.

- ▶ **Fireplace** with a **chimney** to the roof (p. 31).
- ▶ **Chest** with **traveler's gear** and **three bombs** hidden under a **bed**.
- ▶ Writing **desk** with a sheet of **music**.
- ▶ **WHEN RESTLESS:** Wallpaper starts peeling away.
- ▶ **WHEN AWAKE:** The room ignites, setting off the bombs 10 minutes later.

- ▶ **Beds and drawers.**
- ▶ **WHEN RESTLESS OR AWAKE:** Every 10 minutes, a new strange effect takes place.

- ▶ **Black candle** hidden under a **bed**.
- ▶ **WHEN RESTLESS:** Door slams shut each time it's opened.
- ▶ **WHEN AWAKE:** The floor collapses into the Kitchen (p. 23).

- ▶ **Apocalypse Ann** (p. 17) and **Lisbet Grund** (p. 16) are hiding here with **Mildred** (p. 17) the Goose, if they haven't been found elsewhere.



the Waking of Willowby Hall

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Yesterday...

Three adventurers (a wizard, a thief, and a fighter) used their final charge from a scroll of teleport to infiltrate the flying castle of Bonebreaker Tom, a cloud giant.

This morning...

The adventurers stole into the giant's deepest dungeon and purloined his goose, Mildred, who (rumor has it) lays golden eggs. The goose had other ideas.

As the party crept out, the goose began honking furiously, rousing the sleeping giant who thundered through the castle towards the would-be thieves. The party leaped from the cloud, the wizard breaking their fall at the last moment with a spell of featherfall. Behind them, Bonebreaker Tom crashed to earth like a meteor, unscathed and enraged.

Tom chased the desperate crew into the nearby town of Turnip Hill, where they tried to hold him off, much to the dismay of the town's citizens. During the battle, Tom ripped the bell from the tower of the local church and began swinging it like a flail, forcing the party to flee once more along a path into a nearby wood.

Just moments ago...

The adventurers, exhausted and desperate, reached the crumbling carcass of Willowby Hall, an abandoned estate with an evil reputation. They have hidden themselves inside, hoping against hope for rescue as the giant rages outside, battering the walls with his bell, its ringing shaking the foundations.

Overview

The Waking of Willowby Hall is an adventure for old-school fantasy RPGs set in a haunted house. It is best suited for PCs of approximately 3rd level, and assumes rules where PCs gain experience points for treasure.

In the tradition of old-school roleplaying, the adventure does not have a "plot." Instead it presents an environment full of rewards and dangers, leaving the players free to decide how, or if, they will interact with each piece.

The Waking of Willowby Hall has two unusual features: the rampaging giant Bonebreaker Tom and an environment that escalates in danger over time.

The Giant: Bonebreaker Tom spends the whole adventure trying to track down the "thieves and villains" who stole his goose by peering through the manor's windows. PCs will have to move stealthily from room to room if they want to avoid detection, which can result in a massive hand smashing through a window to grab them, or being deafened by the bell crashing into the exterior wall.

The Waking: As Tom swings his blessed bell, the cursed manor writhes in agony at the sound. Encounters become more dangerous as the manor wakes, and although the undead will not approach the bell or its wielder, intruders are fair game. Over time, the bell's ringing will wear down the manor's magical defenses. Rooms will spontaneously ignite, floors will collapse, and all manner of magical chaos will break out as the building is purged of its evil. PCs will likely want to escape before this point, although Tom may make that difficult.

The Waking

Every ten minutes of in-game time or when the PCs cause a lot of noise, roll the **encounter die** (a d6).

- **On a 1:** Roll on the appropriate random encounter table to see what happens.
- **On a 2:** Roll a d12 and read the result like the direction of the hour hand on a clock (e.g. rolling a 3 means East). Tom moves to that location around the manor by the shortest route possible, and then swings the bell at the wall.
Each time the bell rings, one of the 12 sigils in the Great Hall (p. 18) breaks.

Willowby Hall begins the adventure **Sleeping**. Use the Sleeping Encounters Table when the encounter die rolls a 1.

After 4 sigils break, Willowby Hall becomes Restless rather than Sleeping. Use the Restless Encounters Table when the encounter die rolls a 1. New features will activate in some rooms, including:

- **Fireplaces and candles ignite.**
- **The Taxidermied Owl Bear comes to life** in the Hunting Room (p. 22).
- **A crash is heard** as the lid of the sarcophagus in the Museum (p. 26) falls off and **the Death Knight rises**.

After 8 sigils break, Willowby Hall becomes Awake rather than Restless. Use the Awake Encounters Table when the encounter die rolls a 1. New features will activate in some rooms, including:

- **Paintings in the Gallery (p. 27) ignite.**
- **The Guest Bedroom (p. 29) ignites**, detonating the bombs hidden there 10 minutes later (if they are still present).
- **The floor of Servant Room B (p. 28) collapses** into the Kitchen (p. 23).

After 12 sigils break, Willowby Hall is purged of its evil. All supernatural effects and monsters vanish or turn to dust.

Hooks

Here are some reasons for the PCs get involved with the adventure:

- The party passes through Turnip Hill right after the battle and hears about the incident. The locals point out that the three adventurers were carrying a goose, and say that it was probably the golden-egg-laying goose that legends say the giant possessed. If that's not enough incentive, they may offer the party 4,000 gp to retrieve their church bell, which was blessed by Saint Olvard, foe of the undead.
- A party member learns that a distant relative has died and bequeathed them the entirety of Willowby Hall. When the party arrives, they find Bonebreaker Tom beating at the manor's facade and shouting about someone named Mildred.
- The party uncovers a book describing Willowby Hall in its golden days when it was a retreat for The Circle of the Black Moon, a prestigious society of occultists. Illustrations show all manner of valuable items and rare artifacts the Circle was rumored to have collected, including ornate vases from Yoon-Suin (p. 19) and the Hand of Yd (p. 26).

In all three of the above hooks, the PCs will have to find a way to get past the giant if they want to enter the manor.

- **If running a one-shot**, the PCs are explorers who have just entered Willowby Hall to loot it when the three thieves rush through the front door, pursued by the giant. The wizard runs through the east door in the Great Hall (p. 18), while the thief and the fighter run west.

Getting In and Out

The manor is in a clearing in the woods with about 200 feet of open ground between it and the treeline, so PCs will be exposed moving to or from it. Tom is very focused on finding and tracking the thieves inside the building, so the trick to entering is to stay behind Tom as much as possible, and then rush past him when an opportunity presents itself.

Once inside, PCs will find that it is much harder to get out again. Tom is always facing the manor and moving around it, so without a major distraction, he will see them leave if they make a run for it.

PCs can try to get a head start by escaping out the opposite side of the manor from Tom, or by splitting up. Note that Tom will throw trees, boulders, characters, or anything else handy if PCs are running away from him.

Tom starts out attacking the front (south face) of Willowby Hall. He moves each time a 2 is rolled on the d6 encounter die.

Stats and Conversion

The monsters and NPCs in *The Waking of Willowby Hall* use minimalist stats that can be easily translated into most old-school RPG systems.

Saving Throws: If you require an NPC or monster to make a saving throw, either use your system's rules for a monster of equivalent hit dice, or use the following method:

- Roll a d20 and add the monster's number of hit dice. If the total is 16 or higher, the save succeeds. If the monster seems like they should be bad at the saving throw, do not add anything to the roll.

Sleeping Encounters

If an encounter on any of these tables doesn't make sense, adjust it or use the next result.

d20 ENCOUNTER

- | | |
|----|--|
| 1 | A slight breeze makes candles or torches flicker |
| 2 | The sound of footsteps nearby |
| 3 | A faint laugh from another room |
| 4 | The scent of incense |
| 5 | A shadow in a corner that fades away when approached |
| 6 | A skeletal servant, performing room-appropriate activities |
| 7 | Two skeletal servants, performing room-appropriate activities |
| 8 | Three skeletal servants, performing room-appropriate activities |
| 9 | Two skeletal servants, waltzing. They scurry off when observed |
| 10 | Three skeletal servants, slacking off and chatting |
| 11 | Helmut Halfsword, fighter (p. 16) |
| 12 | Lisbet Grund, thief (p. 16) |
| 13 | Apocalypse Ann, wizard (p. 17) |
| 14 | Helmut Halfsword and Lisbet Grund |
| 15 | Lisbet Grund and Apocalypse Ann |
| 16 | Apocalypse Ann and Helmut Halfsword |
| 17 | All NPC adventurers (Helmut, Lisbet, and Ann) looking for Mildred |
| 18 | Mildred the Goose. Disturbing or chasing Mildred will cause her to start honking loudly, triggering a roll of the d6 encounter die |
| 19 | Mildred the Goose, dashing through the room, honking loudly, pursued by all three adventurers. Roll the d6 encounter die again |
| 20 | Roll twice on this encounter table and combine |

Restless Encounters

d20 ENCOUNTER

- | | |
|----|--|
| 1 | Pale green ectoplasm begins leaking from the room's walls |
| 2 | 6-inch fang-like spikes protrude from all of the room's walls |
| 3 | The room's floor lurches, knocking people prone who fail a save |
| 4 | The room's walls become hot. The wallpaper blackens and curls |
| 5 | The floors become hot. Black smoke starts drifting upwards |
| 6 | All three adventurers |
| 7 | Helmut Halfsword, fighter (p. 16) |
| 8 | Lisbet Grund, thief (p. 16) |
| 9 | Apocalypse Ann, wizard (p. 17) |
| 10 | Mildred the Goose. Disturbing or chasing Mildred will cause her to start honking loudly, triggering a roll of the d6 encounter die |
| 11 | The Taxidermied Owl Bear |
| 12 | The Taxidermied Owl Bear, posed like a statue, waiting for the PCs to turn their backs |
| 13 | The Taxidermied Owl Bear, stalking Helmut, Lisbet, or Ann (choose randomly) |
| 14 | The Taxidermied Owl Bear, chasing a random adventurer |
| 15 | The Death Knight |
| 16 | The Death Knight with a skeletal servant |
| 17 | The Death Knight with two skeletal servants |
| 18 | The Death Knight fighting a random NPC adventurer |
| 19 | The Death Knight fighting two random NPC adventurers |
| 20 | Roll twice on this encounter table and combine |

Awake Encounters

d20 ENCOUNTER

- | | |
|----|--|
| 1 | The ceiling of the room ignites |
| 2 | The furniture in the room ignites |
| 3 | The doors of the room ignite |
| 4 | A random wall of the room ignites |
| 5 | The floor of the room ignites |
| 6 | The room's ceiling cracks and then collapses, dealing 2d6 damage to anyone not under cover |
| 7 | If above the ground floor, the room's floor cracks and then collapses, dealing d6 falling damage |
| 8 | A random wall in the room crumbles |
| 9 | Mildred the Goose. Disturbing or chasing Mildred will cause her to start honking loudly, triggering a roll of the d6 encounter die |
| 10 | All three adventurers |
| 11 | The Taxidermied Owl Bear |
| 12 | The Taxidermied Owl Bear, posed like a statue, waiting for the PCs to turn their backs |
| 13 | The Taxidermied Owl Bear, hidden somewhere in the room |
| 14 | The Taxidermied Owl Bear fighting a random NPC adventurer |
| 15 | The Taxidermied Owl Bear chasing Mildred, who is honking loudly. Roll the d6 encounter die again |
| 16 | The Death Knight with two skeletal servants |
| 17 | The Death Knight with four skeletal servants |
| 18 | The Death Knight with six skeletal servants |
| 19 | The Death Knight with six skeletal servants fighting all three NPC adventurers |
| 20 | Roll twice on this encounter table and combine |



Bonebreaker Tom

RAMPAGING CLOUD GIANT

HD 12 HP 72 Armor 12 Morale 10

- ▶ **Stomp:** (+9, 3d6 damage)
- ▶ **Grab:** Target must save or be grabbed (2d6 damage). Deals 2d6 damage each subsequent round.
- ▶ **Throw:** (+9, 2d6 damage) (Range: 240') Tom usually throws people he has grabbed in order to finish them off. He will also throw boulders, trees, etc. at far-off targets.
- ▶ **Bell Flail:** (6d6 damage) Target must save or be hit. The bell was stolen from the Church of Saint Olvard, foe of the undead. As Tom smashes it into Willowby Hall, the building starts to awaken. Undead inhabitants of the manor cannot approach the bell and will flee if the bell is struck against the room they are in.

Bonebreaker Tom is a 30-foot-tall cloud giant currently assaulting the manor of Willowby Hall with a blessed bell. He wears a silk bathrobe worth 1,000 gp (double that to a giant). Enraged, murderous, and astonishing loud.

Wants: His goose, Mildred, safely back in his possession, and the dead bodies of the three adventurers who stole her. He can't tell human-sized creatures apart.

RUNNING BONEBREAKER TOM

Tom is the primary threat throughout the adventure. He can peer into any window on the first or second floor and moves around the building whenever a 2 is rolled on the d6 encounter die.

As he moves, Tom is always peering into nearby windows looking for "thieves." Use him to keep up the pressure on the PCs and keep them moving and hiding. When he is nearby, Tom will be attracted to any loud sounds.

When he spots a character, he will usually smash in the windows of that room with the bell, then reach a hand in to try and grab them, crush them, and toss them away. Note that peals of the bell during combat break sigils in the Great Hall (p. 18). Tom will avoid Mildred the Goose being harmed at all costs, but this is not obvious unless the goose is threatened.

Tom's silk bathrobe trails almost to the ground and can be easily climbed. His beard can also be climbed if a character gets a grip on it.

THINGS FOUND IN TOM'S BEARD

- 1 Arm-sized 4B pencil stub
- 2 Pigeon nest with three chicks
- 3 Fist-sized ruby worth 2,000 gp
- 4 Broken arrow shaft/toothpick
- 5 Egg-sized lemon drop, very sticky
Skeleton holding a magic sword with "Patricia" etched on its blade. When used against a giant it grows to 10' long and deals 6d6 damage per hit.
- 6



Death Knight

HD 7 HP 35 Armor 18 Morale 12

- ▶ **Slash ×2:** (+7, 1d8 damage per hit)
- ▶ **Bone Prison (3× per day):** A bone cage with 10 HP springs from the ground around a character within 40 feet. Save to avoid.
- ▶ **Reanimate (3× per day):** d3 skeletons crawl their way out the floorboards, walls, and ceiling.
- ▶ **Obedient:** The Death Knight only obeys Elias Fenwick (p. 14), if Fenwick is brought into the present (p. 29).
- ▶ **Commanding:** All skeletons in Willowby Hall obey the Death Knight's commands.
- ▶ **Unstoppable:** Once awakened, the Death Knight stalks any intruders in the house relentlessly, gathering skeletal servants into a makeshift army. When reduced to 0 HP, the Death Knight collapses into a pile of dust. He will fully regenerate within his stone sarcophagus in 20 minutes unless it is destroyed or at least three black candles are lit on top of it.
- ▶ **Undead:** Cannot approach Saint Olvard's Bell.

Skeletal Servants

HD 1 HP 4 Armor 12 Morale 12

- ▶ **Strike:** (+0, damage by weapon)
- ▶ **Peaceful:** The skeletal servants of Willowby Hall are not the fighting type, unless attacked. When encountered, they are occupied in housework appropriate for the room.
- ▶ **Obedient:** All skeletons obey the Death Knight's commands. If compelled into service, they will use whatever implements are at hand to attack. Either roll or pick from the list below.
- ▶ **Undead:** Cannot approach Saint Olvard's Bell.

d8 CLOTHING	WEAPON
1 Chef's Hat	Candlestick (d4)
2 Apron	Mop (d4)
3 Pot Helmet	Meat Cleaver (d6)
4 Powdered Wig	Fire poker (d4)
5 Long Scarf	Ritual dagger (d4)
6 Muddy Boots	Hammer (d6)
7 Bonnet	Wood Axe (d6)
8 Pot Lid (+2 Armor)	Rolling Pin (d4)



Elias Fenwick

EVIL OCCULTIST

HD 5 HP 12 Armor 10 Morale 9

- **Wand Whack:** (+3, 1d4 damage)
- **Spells (1x per day each):** Read Languages, Read Magic, Phantasmal Force, Mirror Image, Fly.
- **Personality:** Suspicious, manipulative, and intensely curious. Insists on being addressed as "Doctor Fenwick" but possesses no actual degrees.

Elias was the owner of Willowby hall 120 years ago, before he mysteriously vanished, leaving the manor to fall into disrepair. He can be seen in the Dressing Room (p. 25) mirror going about his daily schedule in the past, and his red book (p. 29) can be used to return him to the present.

Wants: To gain forbidden knowledge and to preserve Willowby Hall.



Lavinia Coldwater

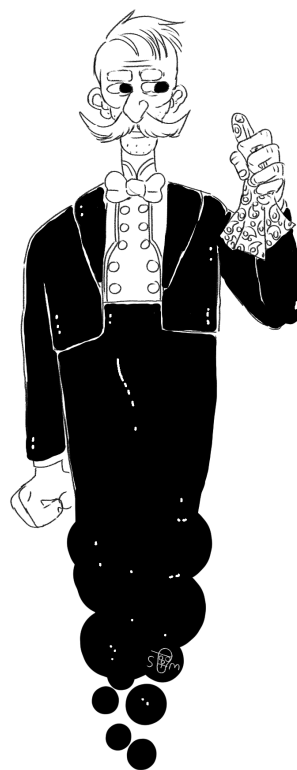
GHOSTLY ARISTOCRAT

HD 4 HP 8 Armor 12 Morale 7

- **Astral Strike:** (+2, 1d6 damage) If Lavinia deals 5 or more damage, she knocks the target's soul right out of its body. It must save to return.
- **Spectral:** Lavinia can become invisible and intangible at will, has no physical needs, and can only be affected by magic and silver. Cannot approach Saint Olvard's bell.
- **Personality:** Imperious, cold, easily flattered, and a lover of music.

Lavinia knows the entrance to the Inner Sanctum (p. 27) and the Death Knight's (p. 13) weakness to the black candles. Can't remember why she is trapped here.

Wants: The harpsichord in the Music Room (p. 18) to be moved to the upstairs Guest Bedroom (p. 29).



Horatio

GHOSTLY FOOTMAN

HD 4 HP 8 Armor 12 Morale 5

- **Spectral:** Horatio is invisible and intangible to everyone other than the person who summoned him. He has no physical needs, and can only be affected by magic and silver.
- **Personality:** Will not stop complaining about being alive.

Horatio is summoned from beyond the grave by taking a pinch of snuff from the snuff box in the Sitting Room (p. 19). He is compelled to accomplish a single task for the summoner, but he will do this as quickly and sloppily as possible. He vanishes after completing the task or after 10 minutes, whichever comes first.

Wants: To complete tasks as quickly as possible and return to the afterlife.



Taxidermied Owl Bear

HD 4 HP 18 Armor 10 Morale 9

- **Claw, Claw, Bite:** (three attacks at +4, 1d8 damage per hit)
- **Stuffed:** Ignores all piercing and bludgeoning damage.
- **Flammable:** Very easy to ignite. Once on fire, it takes 1d6 damage per round and charges around the manor in a panic spreading the fire.
- **Personality:** Angry that it can't actually eat its kills.

Once the house becomes Restless, the Taxidermied Owl Bear (originally found in the Hunting Room, p. 22) animates and begins stalking any intruders. It enjoys standing stock-still in corners of rooms and then attacking from behind.

Wants: To toy with its prey.



Helmut Halfsword

LEVEL 3 NEUTRAL FIGHTER

HD 3 HP 18 Armor 16 Morale 4

- **Sword:** (+3, 1d8 damage)
- **Personality:** Gravelly voice and full of folksy wisdom. Despite his rugged appearance, Helmut is secretly a terrible coward and will likely run as soon as things turn against him.

Helmut is hiding in the West Stairs (p. 26) unless encountered elsewhere.

Wants: Fame and fortune with as little risk to himself as possible. He will try to escape the manor only if he feels it is absolutely safe to do so.



Lisbet Grund

LEVEL 3 CHAOTIC THIEF

HD 3 HP 12 Armor 12 Morale 8

- **Knife:** (+2, 1d4 damage) If Lisbet takes the time to poison it the blade has a wet, faintly yellow sheen. The poison causes nausea and blurred vision for 24 hours. Victim takes -4 on all rolls.
- **Hook:** (+2, 1d4 damage)
- **Bag of Tricks:** Lisbet is carrying 50' of rope, a bag of 100 marbles, two flasks of fire oil, a fake beard, a whole turkey leg, a bottle of poison, and a smoke bomb.
- **Personality:** Flippant, overconfident, and fantastic at impressions. It was her expertise that got the party into the giant's castle.

Lisbet is hiding in Servant Room C (p. 28) unless encountered elsewhere.

Wants: To escape with the whole team. Without the goose, if necessary.



Apocalypse Ann

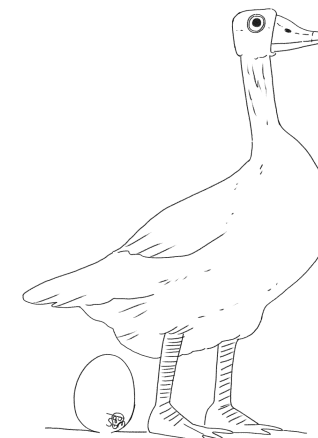
LEVEL 3 CHAOTIC MAGIC USER

HD 3 HP 10 Armor 10 Morale 10

- **Spells (1x per day each):** Hold Portal, Magic Missile, Web
- **Doomsday Staff:** Fires up to three fireballs per day, each detonating in a 20' radius sphere dealing 3d6 damage. At the start of the adventure she only has two charges left.
- **Personality:** Taciturn, glowering, and intensely focused.

Ann is the party's leader. She spent her last copper piece setting up this heist, and she is not leaving without the goose. She is hiding in Servant Room C (p. 28) unless encountered elsewhere.

Wants: To escape the manor with Mildred. She considers Helmut and Lisbet to be expendable.



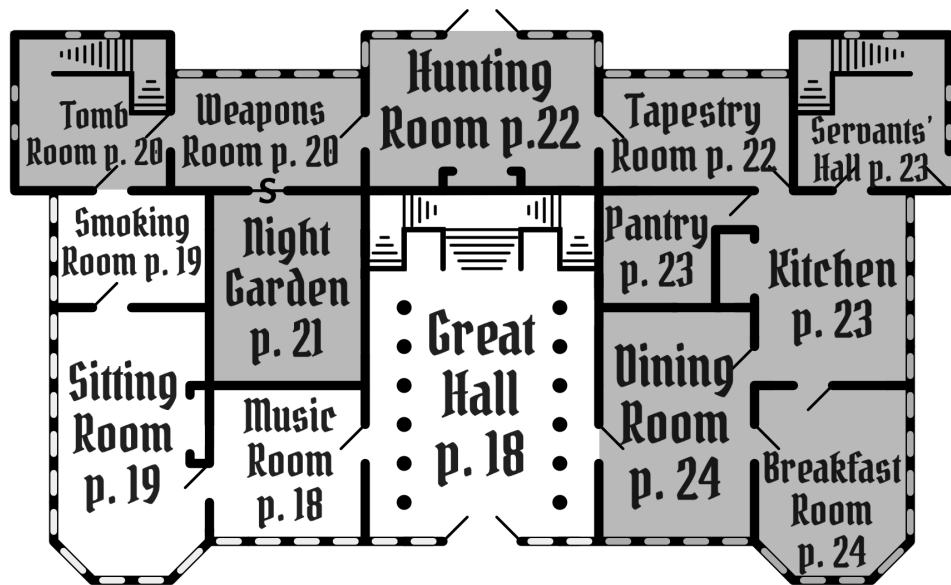
Mildred

HORRIBLE MAGIC GOOSE

HD 1 HP 1 Armor 12 Morale 12

- **Bite:** (+3, 1d2 damage)
- **Honk:** If chased, harassed, or grabbed, Mildred will start honking and biting, requiring encounter die rolls. The honking may also alert Bonebreaker Tom if he is nearby.
- **Lay:** Every morning, Mildred lays a very heavy goose egg. Peel away the shell and the interior is solid gold. The volume of the metal is equal to 300 gp.

Mildred spends most of the adventure wandering about Willowby Hall causing as much havoc as possible. She is not particularly attached to Tom and will not go out of her way to rejoin him.



Great Hall

An open, **two-story room** with **black marble floor** and a **midnight blue ceiling**.

- ▶ In the center of the ceiling the **constellation "The Door"** is painted with golden stars.

A **grand staircase** at the north end divides into **two balustraded galleries** on the east and west sides that overlook the ground floor 15 feet below. **Twelve black marble pillars** support the galleries.

- ▶ On each pillar is a moon-shaped **sigil**.
 - ▶ Each time the giant's bell rings, a pillar cracks, defacing its sigil.

A **wrought iron chandelier** hangs from the ceiling, level with the two galleries.

- ▶ Inside one socket is a **black candle**.
- ▶ There are **cracks** around where the chandelier's attaches to the ceiling.
- ▶ Swinging from the chandelier has a **50% chance of causing it to crash** to the ground every round.

WHEN AWAKE:

The bottom floor is **covered in slippery ectoplasm** from the Dining Room (p. 24).

Music Room

Pale green floral wallpaper, peeling and filthy.

- ▶ **The north wall is moldy**. It could be broken through (to the Night Garden, p. 21) with a round of sledgehammer work, or similar.

A moth-eaten periwinkle **couch** and **three dusty armchairs**.

A dilapidated **harpsichord**, lid closed.

- ▶ If opened, it's filled with **webs**.
 - ▶ On the underside of the lid, an **inscription** reads: "To Lavinia, for Eternity."
- ▶ Playing the sheet music found in the Guest Bedroom (p. 29) or saying the name "Lavinia" out loud causes **Lavinia Coldwater** (p. 14) to appear at the harpsichord.
- ▶ Playing anything else causes thousands of harmless **black spiders** to swarm out over the PC's hands. Save or scream in terror until removed.

Sitting Room

Two large **sofas** and two **armchairs**.

Huge **fireplace** on the east wall.

- ▶ A human-sized creature could climb the **chimney** to the roof.

A **side table** with a drawer and a five-armed **candelabra**.

- ▶ The candelabra holds a single **black candle**.
- ▶ Inside the drawer is a locked, jeweled, **snuff box** (worth 200 gp).
 - ▶ The box has no key. Breaking it open halves its value but reveals a **pale blue powder**. Sniffing this powder allows the PC to summon and command a ghostly servant named **Horatio** (p. 15). Only the PC using the snuff can see the effects of his actions. Lasts 10 minutes, or until Horatio fulfills a single command. Four pinches left.

WHEN RESTLESS OR AWAKE:

The **fireplace comes to life**.

Three **skeletal servants** (p. 13) enter the room. Roll d6 on the activities table below every 10 minutes.

SKELETON ACTIVITIES

- 1 Dusting all the furniture.
- 2 Rearranging the furniture by dragging it around the room. Loudly.
- 3 Mopping the floor. Floor is now wet and slippery. Filling the room with lighted candles. Each character moving quickly through the room has a 1-in-6 chance of knocking some over and starting a small fire.
- 4 Adding more wood to the fire and stoking it until it is roaring.
- 5 Hauling in large carpets and unrolling them on the floor.

Smoking Room

The walls are covered in **red wallpaper**, **red velvet curtains** and precariously mounted **china plates**. Everything smells of tobacco.

Four tall **armchairs** with **side tables** in the center of the room and a **glass case** on the north wall.

- ▶ In the glass case are six **vases** from the Yellow City of Yoon-Suin, worth 100 gp each.

A dark **oak cabinet** on the east wall.

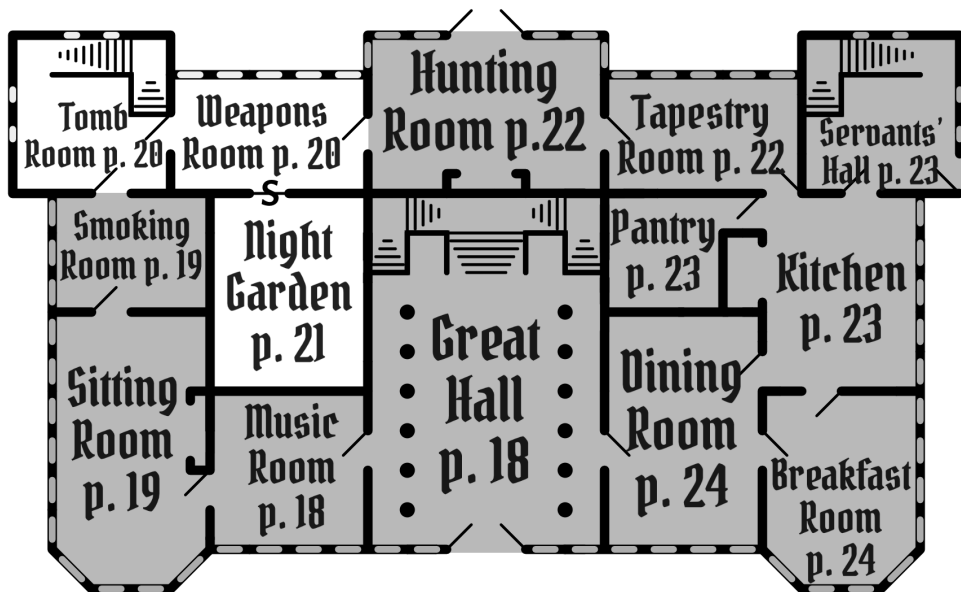
- ▶ Inside, a humidor with **20 cigars** (worth 5 gp each), **two decanters of brandy** (worth 20 gp each), and one **empty decanter**.
 - ▶ The cigar smoke will obey the smoker's wishes for one round.
 - ▶ The empty decanter is actually full of **invisible brandy** (worth 500 gp), detectable by shaking it. Drinking the whole bottle makes a character intangible for an hour, and also very drunk.

WHEN RESTLESS OR AWAKE:

Voices can be faintly heard discussing one of the following topics. Roll every 10 minutes to see if the topic changes.

DISCUSSION TOPICS

- 1 The shocking state of the roads.
- 2 A recent hunt for a Questing Beast.
- 3 The appalling neglect of tradition among the Order's younger recruits. The location of Willowby Hall's Inner Sanctum, behind the alchemist painting in the Gallery (p. 27).
- 4 The story of a expedition up the God River to capture a divine crocodile, during which most of the hirelings were eaten. "Most regrettable." An argument about the proper precautions to take before opening "the 12th sarcophagus." Most argue for either black candles made from the wax of night bees, or burning red jasmine incense.



Tomb Room

A **staircase** to the **West Stairs** (p. 26).

Four **coffin-shaped slabs** of stone are set into the floor. Inscriptions are long since worn away by foot traffic.

- Prying the stones up or breaking them reveals **four skeletons in plate armor**.
- **Suit 1: Engravings of thorns and roses**, done in subtle shades of green and silver.
 - The wearer can **command vines**.
- **Suit 2: Fin-like details** reminiscent of fish and waves.
 - The wearer can look into still water and **scry events** happening up to 1 mile away.
- **Suit 3: Dull metal with a crescent moon** engraved on the chest.
 - The armor (but not the wearer) is **invisible and inaudible** at night.
- **Suit 4: Engravings of broken chains** crisscrossing it.
 - The wearer **cannot be restrained**, grappled or bound.

Weapons Room

Floorboards creak loudly if the PCs do not move very slowly.

The walls are covered in artistically displayed **weapon sets**.

- Virtually **any non-magical weapon** is available, but may not be easy to take down from its mounting.
- Characters shoved into the wall must save or take d6 damage.

On the south wall is a **tall glass case**.

- It displays an assortment of 20 ancient, corroded **dagger blades** and **spear tips** (worth 50 gp each, but only to a collector of antiquities)
- There are a number of **flails** on display on top of the case.
 - Moving the case without removing the flails causes them to crash to the ground.
- Behind the case is the **secret entrance to the Night Garden** (p. 21).

Night Garden

Dead **silence**, pitch **darkness**. An earthy, **pungent** smell. Every surface is covered in **fungus**.

A dry **fountain** in the center of the room.

When players look for an unusual fungus, roll once on each column on the following table to see what they find, or just roll once and read straight across. Each effect can only be found once.

- Roll 1d6 if Willowby Hall is **Sleeping**.
- Roll 2d6 if it is **Restless**.
- Roll 3d6 if it is **Awake**.

WHEN RESTLESS:

The **fountain starts flowing with water**. The moon is reflected in the water, no matter the time of day outside.

- Drinking the water grants the drinker perfect night vision for 24 hours.

New fungi pop up around the room. (Numbers 7-12 on the list below).

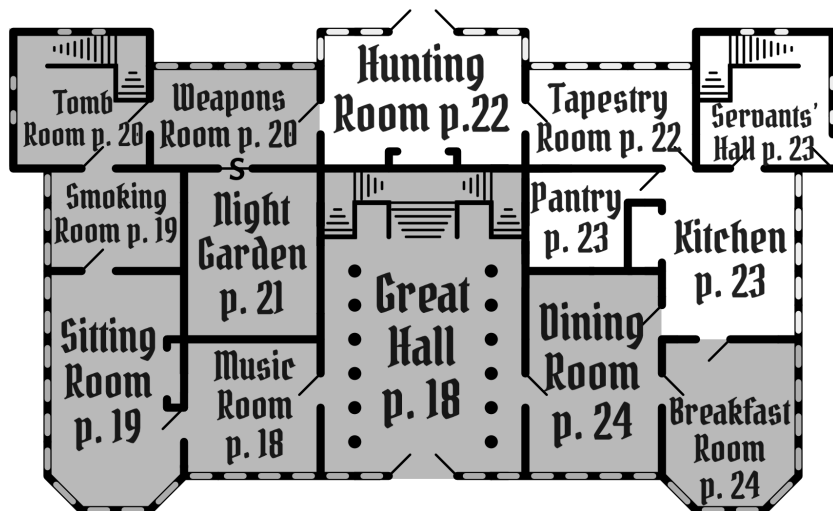
WHEN AWAKE:

The fountain starts flowing with blood.

- Touching the blood causes that body part to shrivel and weaken.

Even more fungi suddenly grow up around the room. (Numbers 13-18 on the list below).

	Scent	Taste	Look	Effect
1	None	None	Toadstool	Heal d6 HP
2	Rot	Earthy	Spotted	The eater falls into a light sleep for 10 minutes.
3	Musty	Slimy	Mottled	Bad breath
4	Wet Dog	Rancid	Speckled	Makes eater itchy
5	Fruity	Sour	Splotches	Cannot talk for 10 minutes
6	Meaty	Salty	Fuzzy	Extremely delicious
7	Floral	Sweet	Dewdrops	Makes eater even more hungry
8	Garlic	Gritty	Tendrils	Makes eater cough uncontrollably for 10 minutes.
9	Tobacco	Chewy	Conical	Eater can summon and command a swarm of rats for 10 minutes. The swarm has 10 HP, 15 Armor (due to small size) and makes one bite attack per round (+0, d6 damage per hit).
10	Minty	Bitter	Ear-shaped	Gravity's pull on the eater is halved for 10 minutes, allowing them to jump and climb more easily.
11	Beeswax	Tart	Cillia	Eater sweats a thin layer of slime from their skin for 24 hours.
12	Nutty	Oily	Bulbous	Eater is drunk for 10 minutes.
13	Blood	Burning	Trumpet	Vomiting for 10 minutes.
14	Sulphur	Electric	Slick	Eater sprouts fungi all over their body. Roll 2d6 to determine their effects when eaten.
15	Rust	Ash	Shelf-shaped	Eater can transform into a spore cloud once in the next 24 hours. Lasts 10 minutes.
16	Ammonia	Fishy	Prickles	Eater can transform themselves into a living slime once in the next 24 hours. Lasts for 10 minutes.
17	Manure	Crumbly	Fingers	The eater shrinks to half size for 24 hours.
18	Lye	Nettles	Gelatinous	Eater can cause thick fungal growths to cover anything they look at at will until the next sunrise.



Hunting Room

The **musty smell** of old leather, dust, animal fur.

Huge **fireplace** on the south wall.

- ▶ A human-sized creature could climb the **chimney** to the roof.

Facing the fireplace are **four armchairs**.

The walls are covered with **taxidermied animal** and **monster heads**.

- ▶ Deer, bears, wildcats, etc.
- ▶ Above the fireplace is a **wyvern head** (worth 200 gp to the right buyer.)

In the center of the room a **Taxidermied Owl Bear** (p. 15) is posed rearing up.

Above the Owl Bear hangs a **chandelier** made from antlers.

- ▶ Sockets contain normal **candle stubs**.

WHEN RESTLESS:

The fire and candles ignite. The animal heads subtly watch the PCs. **The Owl Bear comes to life**, but will wait for a good time to ambush the PCs.

WHEN AWAKE:

As with Restless, but the **Wyvern head screams "Intruders!"** when the PCs enter, causing a roll on the encounter table.

Tapestry Room

Carpeted floor muffles sound.

Tapestries hang on the south and east walls.

- ▶ Tapestries are faded and ragged, (worth 50 gp each).
 - ▶ **Tapestry 1** (south wall): **A hunting scene**. Three riders with a black crescent moon on their chests pursue a white stag.
 - ▶ **Tapestry 2** (south wall): Almost entirely **embroidered with flowers**. Small human figures have been added here and there, picking, smelling, or dancing.
 - ▶ **Tapestry 3** (east wall): **A battle scene** where warriors battle skeletal foes in a barren desert.
 - ▶ **Tapestry 4** (east wall): Twelve **warriors being entombed** in sarcophagi that look exactly like the one in the Museum (p. 26) on the second floor.

WHEN RESTLESS OR AWAKE:

The tapestries repair themselves and look like they could have been woven yesterday (now worth 500 gp each).

Kitchen

Cupboards all around the walls.

- ▶ Contains lots of ceramic **plates** and **flagons**. One drawer holds 100 gp worth of **silverware**.

Large **table** in the center of the room with wooden **benches** on each side.

Huge **fireplace** used for cooking.

- ▶ **Cauldrons** hanging from chains.
- ▶ A human-sized creature could climb the **chimney** to the roof.
 - ▶ Halfway up the chimney, on its west side, some brickwork has fallen away revealing a **small hole** (to the Inner Sanctum, p. 27). The hole can be climbed through after 10 minutes of work widening it.

WHEN RESTLESS OR AWAKE:

The fire ignites and the **cauldrons slowly fill up** with soup.

WHEN AWAKE:

The floor is **covered in slippery ectoplasm** from the Dining Room (p. 24). **The ceiling collapses** and dumps the contents of Servant Room B (p. 28) into the Kitchen.

Pantry

No windows, and therefore safe from the giant's prying eyes.

Tall shelves, easy to climb.

- ▶ Shelves are rickety and unstable. Characters climbing them must **save or the shelf collapses**.

WHEN RESTLESS OR AWAKE:

The shelves fill with gourmet food.

EXAMPLE FOOD

- 1 Beer-battered apples in sugar
- 2 Bags of candied chestnuts
- 3 Cheese tarts with strawberries
- 4 Potato and beatroot pie
- 5 Lemon-iced nutbread cake
- 6 Whole honey-glazed ham

Servants' Hall

Staircase going up to the East Stairs (p. 28).

Long table with **eight chairs**.

- ▶ On the table sits a **pack of cards**.

WHEN RESTLESS:

A silent phantom in one of the chairs, starts shuffling the cards, and places an item on the table. If a PC is carrying the deck, it flies to the table first.

ITEMS WAGERED

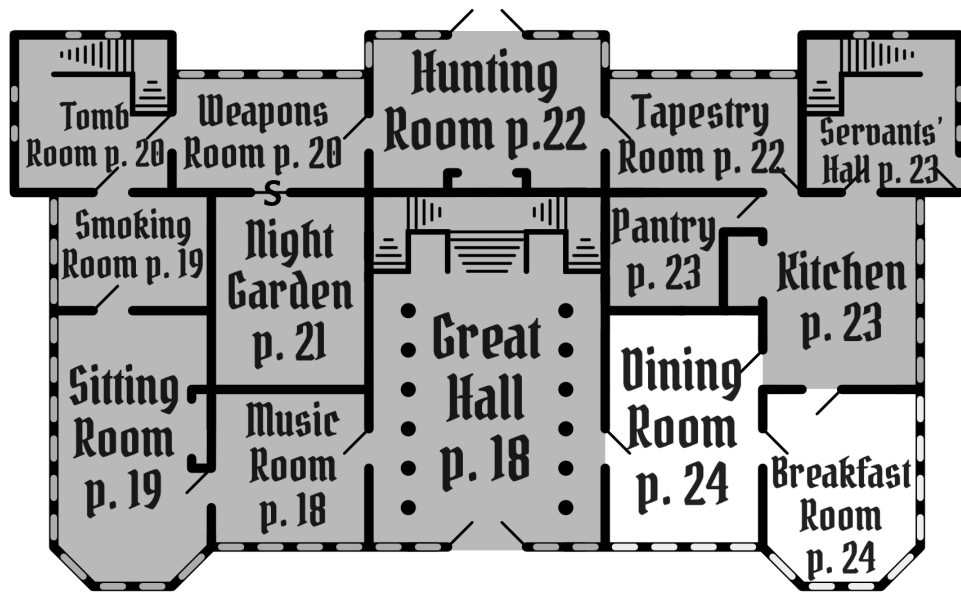
- 1 The Inner Sanctum's (p. 27) cabinet key (1 gp)
- 2 A grappling hook (5 gp)
- 3 A pair of riding boots (10 gp)
- 4 10 silver spoons (20 gp)
- 5 A black candle (75 gp)
- 6 A potion of silence (100 gp)
- 7 Miniature painting (100 gp)
- 8 Bag of 200 gp
- 9 Silver brooch with emeralds (500 gp)
- 10 Jeweled dagger (1000 gp)

If a character sits at the table and wagers an item of equal or greater value, a game of blackjack begins between the two of them. If you don't have a deck of cards handy roll d1000 for each draw:

0-77	A	309-385	5	616-692	9
78-154	2	386-462	6	693-769	10
155-230	3	463-538	7	770-846	J
231-308	4	539-615	8	847-923	Q
				924-1000	K

If the PC wins, they may take both items. If the phantom wins, both items disappear. Up to three games can be played.

If a PC cheats in any way, the sound of six voices shouting in disapproval at the poor sportsmanship is heard. Roll a random encounter. No more games can be played.



Dining Room

Ancient **dining table**, twelve **oak chairs**.

- ▶ There is a **wand of lightning bolt** (2 charges per day) taped under the armrest of the chair at the head of the table. (3d6 damage in a 60' line, save for half, reflects off of hard surfaces).

On the north wall hangs a 6-foot-tall **portrait** overlooking the table.

- ▶ A **man with a black beard** (Elias Fenwick, p. 14) is portrayed in an exotic silk robe. He sits in an armchair watching the viewer with a smile. He holds a red book in one hand, and tomes are stacked on the floor around his feet. Behind him, a **door is ajar**.
- ▶ Through the open door a **large window** can be seen made of **diamond-shaped panes** (p. 27).

WHEN RESTLESS:

The **walls begin to leak a pale green ectoplasm**. It slowly drips down to the floor and spreads across it, rendering it extremely **slippery**.

WHEN AWAKE:

The **ectoplasm spreads** out to cover the floors of the **Breakfast Room**, **Kitchen** (p. 23), and **Great Hall** (p. 18).

Breakfast Room

Peeling and **moldy wallpaper**, ruined by the elements.

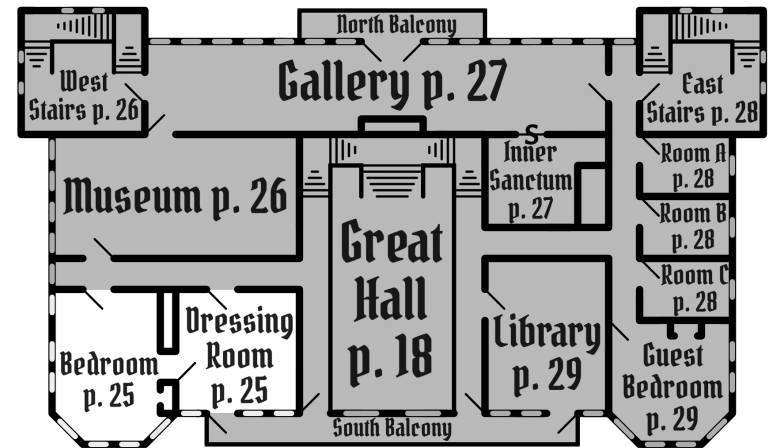
Rotting tables and chairs.

Shattered glass strewn across the floor near the **southern broken windows**.

- ▶ **Ivy** from outside has crept into the house here, twining the furniture.
- ▶ Hidden in the ivy is a **skeleton** dressed in heavy armor, heavily crushed and dented.
- ▶ On the skeleton's finger, under his gauntlet, is a **gold ring**.
- ▶ Wearing the ring makes everyone nearby assume that the wearer is **one social rank higher** than they really are.

WHEN AWAKE:

The **vines animate** and will try to grab and crush (d6 damage per round) anything that enters the room or gets within 20 feet outside, including the giant. The **room is covered in slippery ectoplasm** from the Dining Room.



Bedroom

The **room resets any changes** made to it while unobserved.

A **large four-poster bed**.

- ▶ **Covered in dust** and moth-eaten.
- ▶ If PCs disturb the bed it **releases a huge puff of dust**, making characters cough and choke loudly if they fail a save, which causes a random encounter roll.

A **small fireplace** on the east wall.

- ▶ The **chimney is quite small**. Human-sized creatures would take 10 minutes of squeezing to climb up to the roof.

Writing desk with a **stool** by the east wall.

- ▶ Dried **ink pot**, **quill pen**, and **paper**.
- ▶ A **sealed letter**.
- ▶ "Dearest Lavinia, we have recovered the 12th sarcophagus. The Knight was resistant to my commands at first, but with some slight reformulations he has become utterly obedient. Come to Willowby! I must see you. - Elias"

WHEN RESTLESS OR AWAKE:

The **fire ignites**.

The **shape of a sleeping person** can be seen under the blankets of the bed. If they are pulled off, no one is there.

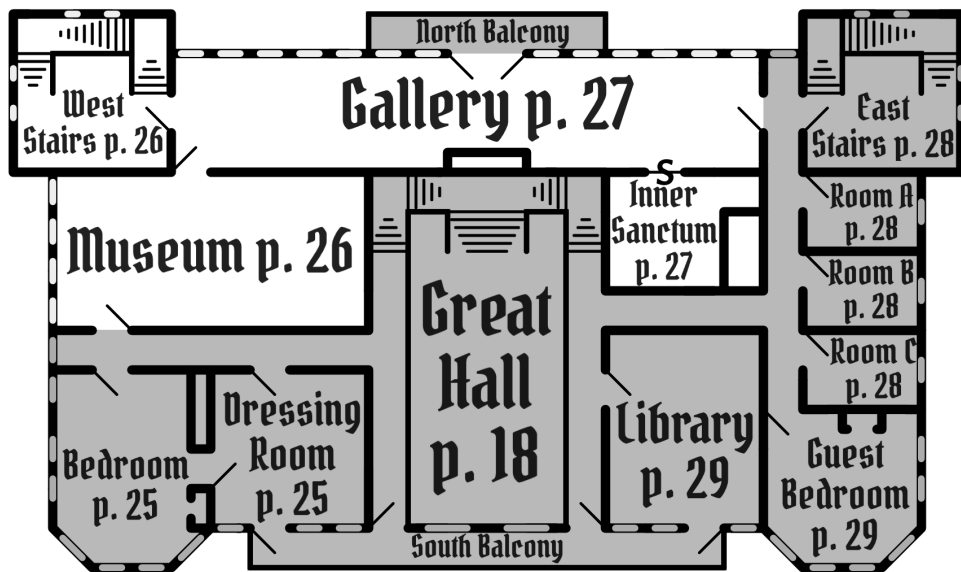
Dressing Room

Floor-to-ceiling **locked wardrobes** take up most of the walls.

- ▶ **Moth-eaten clothes** inside.

In the center of the room is an free-standing 8x5 foot **mirror** (worth 500 gp).

- ▶ The **reflection of a man with a black beard** (the man from the Dining Room portrait, Elias Fenwick, p. 14) can be seen in the mirror trying on different jackets. The PC are watching events from 120 years ago.
- ▶ If the PCs drag the heavy mirror around the manor, they can watch Fenwick's morning routine.
- ▶ The first 10 minutes is spent **trying on clothes**.
- ▶ The next 10 minutes is spent **writing letters in the Bedroom**.
- ▶ **Fenwick then walks to the Inner Sanctum** (p. 27) via the Museum (p. 26) and Gallery (p. 27), revealing the secret door behind the Alchemist Painting.
- ▶ Inside the Inner Sanctum, **Fenwick draws a chalk alchemical circle** on the floor, sits inside of it, and meditates. A **closed red book** can be seen on the Sanctum's desk. After 10 minutes, he walks out and disappears. The loop then restarts with Fenwick trying on clothes.



Museum

Filled with **glass cases** and cabinets displaying **mummified body parts**. Some have been labeled.

- ▶ **The Hand of Yd.** A mummified hand with splayed fingers. Has tattoos of rings on its fingers (worth 2000 gp to a historian or wizard).
- ▶ If any rings are placed on it, the hand animates and runs around on its fingers. While animated, it is intelligent and loyal to its owner.
 - ▶ If magic rings are placed on its fingers, it can use any powers the magic rings grant.
- ▶ **The Head of Third Autarch.** A mummified head with 32 teeth made from black enamel. Each tooth is worth 100 gp to a historian or wizard. The whole head is worth 4000 gp.
 - ▶ Each tooth, if thrown at the ground, sprouts a foot-long **black scorpion**.

In the center of the room is a **huge black sarcophagus**, lying down.

- ▶ Made of **petrified ebony** weighing 2000 pounds.
- ▶ The lid has **three rings of black wax** on it, as if three black candles had

been burning there at some point. The lid weighs 500 pounds.

- ▶ If the lid is removed, the **Death Knight** (p. 13) rises and attacks.

WHEN RESTLESS:

The mummified parts start twitching.

The top of the sarcophagus is pushed off from within and crashes to the floor. The sound can be heard throughout the manor. The **Death Knight emerges**.

- ▶ The Death Knight is extremely hostile to any intruders, but **will obey the commands of Elias Fenwick** (p. 14).
- ▶ Each time the Death Knight is killed, it crumbles and then **reforms inside the Sarcophagus** 20 minutes later.
- ▶ The only way to stop this is to destroy the sarcophagus or to replace its lid and **light three black candles on top of it**.

West Stairs

One **staircase** leads up to the **West Roof Stairs** (p. 30), while another leads down to the **Tomb Room** (p. 20).

Helmut Halfsword (p. 16) can be found here, hiding in a corner, if he has not been encountered elsewhere.

Gallery

Tall ceiling, plenty of light from the **northern windows**, which are made of many small, **diamond-shaped panes**.

- ▶ These are the same windows seen in the background of the painting in the Dining Room (p. 24). They indicate the presence of a nearby secret room (Fenwick's Inner Sanctum).

A door on the north end opens up into a **balcony**.

Six paintings hang on the south wall. Each is worth 400 gp. From west to east:

- ▶ A portrait of a **seated woman** in a voluminous white dress (Lavinia Coldwater, p. 14).
- ▶ A **landscape of dark forest** at night, lit by a bonfire.
- ▶ A landscape of a **man standing in a boat**. It glides down a river full of lilies into the mouth of a cave.
- ▶ **A city on fire**, as seen from across a nearby river.
- ▶ A tall, life-sized **portrait of an old man** sitting at a desk pondering a lump of dark metal. His desk is covered with a wide variety of esoteric instruments and alchemical flasks, illuminated by a candle.
 - ▶ If this painting is pulled on, it opens up like a door, revealing the **entrance to the Inner Sanctum** behind it.
- ▶ An impossibly tall **black tower** under construction, rising out of a stormy sea.

WHEN RESTLESS:

Any fires or flames portrayed in the paintings **give off light and warmth**.

WHEN AWAKE:

Any fires or flames portrayed **become actual fires that ignite their paintings**.

Inner Sanctum

A **large table** covered in **alchemy equipment**, vials, alembics, mortars and pestles etc. (worth 500 gp altogether if sold to an alchemist).

- ▶ A **black candle** can be found here if the desk is examined.

A **threadbare rug** lies on the floor.

- ▶ Under the rug can be found traces of a three-foot-wide **alchemical circle** drawn in chalk.
 - ▶ The circle is one half of a spell Elias Fenwick (p. 14) is attempting. To complete the spell, a second, slightly different circle (found in his red book, p. 29) must be drawn with chalk on the floor anywhere in Willowby Hall.

Crumbling brickwork reveals a **small hole** on the east wall.

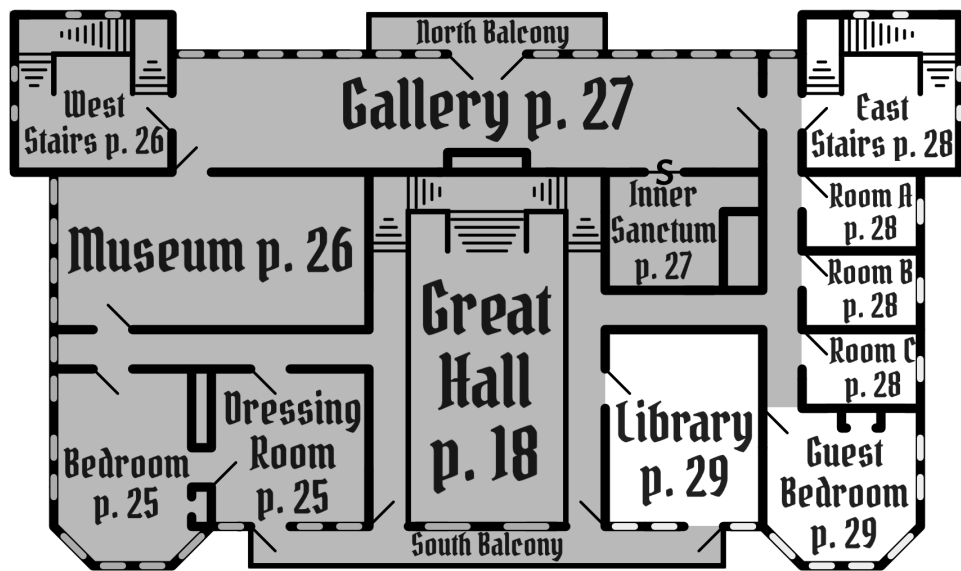
- ▶ 10 minutes of work widening the hole allows characters to climb through into the **Kitchen** (p. 23) **chimney**.

A **locked cabinet** in an east wall alcove.

- ▶ It cannot be picked. If unlocked with the cabinet key (Servant's Quarters p. 23) or bashed in (very noisy), it contains **three labeled potions**. Each potion has a 1-in-6 chance of being shattered if the cabinet was bashed.
 - ▶ **"Herculium"**: Drinking grants the strength of 10 men for 10 minutes.
 - ▶ **"Liquid Childhood"**: Drinking shrinks the drinker to 1/3 their size for 1 hour. Does not actually de-age the drinker.
 - ▶ **"Gift of the Worm"**: the drinker transforms into a snake 40 feet long and 1 foot thick for 1 hour.

WHEN RESTLESS OR AWAKE:

Smoke from the Kitchen fire (p. 23) starts leaking into the room.



East Stairs

Filled with **dust and cobwebs**.

One **staircase** leads up to the **East Roof Stairs** (p. 38), while another leads down to the **Servants' Hall** (p. 23).

Servant Room A

Cramped servants quarters with **two beds** and **two clothes drawers**.

- Drawers contain an old brown **cloak** and a **pouch with 30 gp**.

WHEN RESTLESS OR AWAKE:

Every 10 minutes, roll on the following table to see what the PCs find when the door is opened.

STRANGE PHENOMENA

- 1 A column of shadow (disappears when approached)
- 2 The beds floating mid-air (crash to the ground when approached)
- 3 Bloody hand-prints on the walls
- 4 A dense cloud of fog that spills out into the hallway
- 5 All the drawers slam shut
- 6 Wind blows from the room

Servant Room B

Cramped servants quarters with **two beds** and **two empty clothes drawers**.

- Under the bed on the southern wall is a **black candle**.

WHEN RESTLESS:

Whenever someone opens **the door** to the room it **slams shut** seconds later.

WHEN AWAKE:

There is a cracking sound and then seconds later the **floor of the room collapses**, dropping the contents of the room into the Kitchen (p. 23) below.

Servant Room C

Cramped servants quarters with **two beds** and **two empty clothes drawers**.

Apocalypse Ann (p. 17) and **Lisbet Grund** (p. 16) can be found here, hiding by the foot of a bed, if they have not been encountered elsewhere.

- Apocalypse Ann is holding **Mildred the Goose** (p. 17) (unless Mildred has been encountered elsewhere), with her hands holding the goose's beak shut.

Guest Bedroom

A **small fireplace** on the north wall.

- The **chimney is quite small**. Human-sized creatures take 10 minutes of squeezing to climb up to the roof.

Armchair sits in front of the fireplace.

Southern **windows**, mostly **smashed**.

Large bed on the east wall.

- Under the bed is a **locked chest**.
 - Picking or smashing the box reveals a **set of traveler's clothing**, a **grappling hook**, and **four bombs** each dealing 3d6 damage in a 10 foot radius.

Writing desk on the south wall.

- Inside a drawer is a **sheet of music**.

WHEN RESTLESS:

The **wallpaper starts peeling away** in strips, top to bottom. It's blackened and faintly smoking.

WHEN AWAKE:

The whole room **bursts into flame**, slowly spreading down the hall.

- 10 minutes later, the **bombs in the chest detonate** if they have not already been removed from the room.

Library

Packed with **bookshelves** along the walls and arranged in rows in the middle of the room.

- A quick search through them reveals them to be oversized, cumbersome **monographs** on extremely esoteric topics relating to botany, astronomy, and alchemy (50 gp to specialists in those subjects). Most are incomprehensible to non-experts.
- **Fenwick's red alchemy book** is on one of the shelves. A character searching for it has a 1-in-6 chance of finding it every 10 minutes.
- Flipping through the book reveals **two alchemical circles on the last page**, the first of which looks exactly like the

circle on the floor of the Inner Sanctum (p. 27). The rest of the book appears to be sketches working their way towards the two circles' final design.

- If the PCs draw the second circle anywhere on the floor of Willowby Hall using chalk, **Elias Fenwick (p. 14) will be drawn through time to the present day**, sitting in the circle in a meditative position. He will be surprised but delighted that the spell worked.

A **reading desk** with a **book stand** is positioned near the south windows.

WHEN RESTLESS:

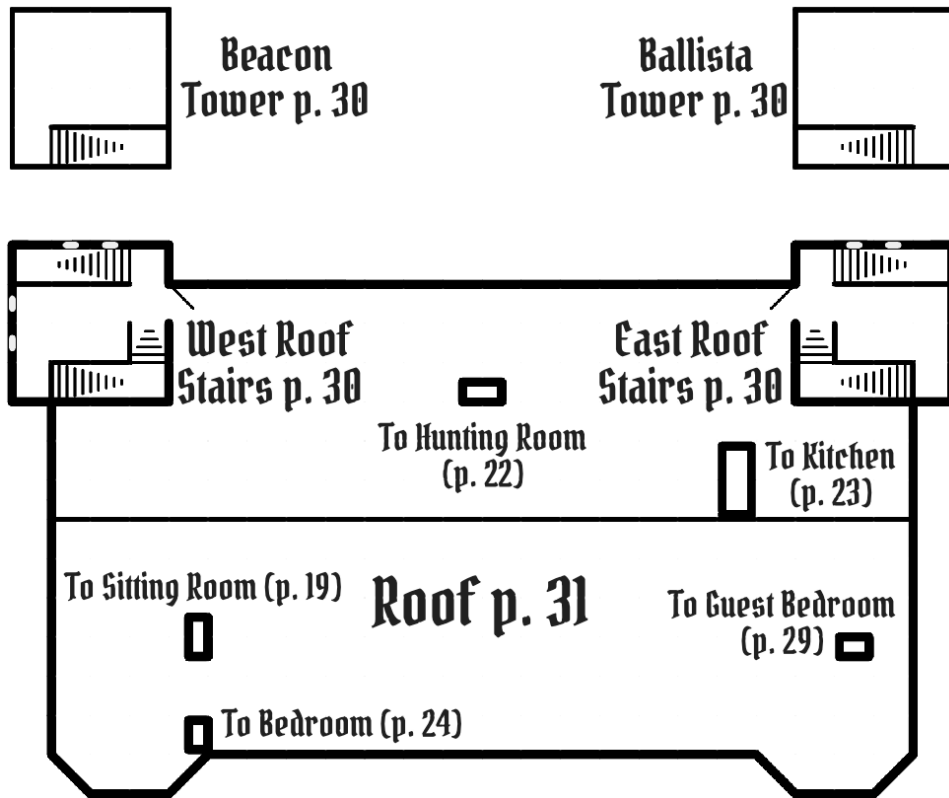
The **books start reading themselves out loud**. The sound is very muffled while the books are closed.

WHEN AWAKE:

The **books start fighting among themselves** as to the proper way they should be categorized: by author, subject, publication date, etc. They begin wriggling off of the shelves and hopping around the room, trying to sort themselves in to their "proper" order.

EXAMPLE LIBRARY BOOKS

- 1 Pietro Finicio's *On the Second Moon*
- 2 Thomas Whitechappels' *The Final Sayings of Abysilas*
- 3 Johannes Wagner's *On the Interpretation of Fungi*
- 4 Franz Hartleib's *Summa Astrologica*
- 5 Bruno von Damus' *The Transformation of Gold to Lead*
- 6 Xanthippos' *Incontrovertible Proof of Diagonal Commensurability*



West Roof Stairs

One **staircase** leads up to the **Beacon Tower**, while another leads down to the **West Stairs** (p. 26).

East Roof Stairs

One **staircase** leads up to the **Ballista Tower**, while another leads down to the **West Stairs** (p. 28).

Beacon Tower

The top of the tower is **open to the elements**.

A **huge iron brazier** is placed here, full of damp and rotting fuel.

A **staircase** leads down to the **West Roof Stairs**.

Ballista Tower

The top of the tower is **covered by a pointed roof** supported by four wooden pillars at each corner.

An **aging but functional ballista** is placed here, without any bolts to shoot (4d6 damage if any are found).

- ▶ Bolts can be improvised by using spears from the Weapons Room (p. 20). They can also fire any other object about the size of a fist.
- ▶ The ballista is on a **swivel mount** and can be turned in any direction.

A **staircase** leads down to the **East Roof Stairs**.

Roof

The peak of the roof runs from west to east through the middle of Willowby Hall. The north and south sides **slope downwards at a steep 30 degree incline**.

- ▶ If a character takes damage or loses their footing while on the roof, they must save or start sliding. It is a 30' drop to the ground (2d6 damage).

There are **five chimneys** protruding from the roof.

- ▶ A **large chimney** near the East Roof Stairs leads down to the Kitchen (p. 23) on the ground floor.
- ▶ **Halfway down the chimney**, on its west side, some brickwork has fallen away revealing a **small hole** (into the Inner Sanctum, p. 27). The hole can be climbed through after 10 minutes of work widening it.
- ▶ **Two medium-sized chimneys** go down to the **Hunting Room** (p. 22) and the **Sitting Room** (p. 19) on the ground floor.
- ▶ **Two small chimneys** go down to the **Bedroom** (p. 25) and the **Guest Bedroom** (p. 29) on the upper floor.
- ▶ Characters smaller than children will take **10 minutes to squeeze down them**.

WHEN RESTLESS OR AWAKE:

Smoke begins pouring out of each of the chimneys as the fires below ignite.

WHEN AWAKE:

Ten minutes after the Willowby Hall becomes Awake, **an explosion goes off in the Guest Bedroom** (p. 29) (as long as the bombs there have not been removed), shattering that chimney and destabilizing the roof around it.

