

RAGING SWAN PRESS
MONSTROUS LAIR #35:
GHOST-HAUNTED HOUSE



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MONSTROUS LAIR #35: GHOST-HAUNTED HOUSE

Monstrous Lair #35: Ghost-Haunted House provides you—the busy, time crunched GM—with the details to effortlessly bring to life the haunted houses in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

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USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a haunted house and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The ghost probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the ghost is aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Ghost's Appearance:** Use this table, to generate the ghost's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the ghost's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



GHOST-HAUNTED HOUSE

The haunted manor house is a classic adventure locale.

1: OUTSIDE THE LAIR

D10

- 1 A riot of weeds, thick bushes and several sickly trees grow closely about the haunted house.
 - 2 A scattering of rotten, smashed furniture—perhaps thrown from the house—lies on the ground.
 - 3 No vegetation grows within 15-foot of the house. The twisted trunks of several trees lie stark upon the ground.
 - 4 Shadows seem to gather closely about the haunted house, on all but the sunniest days.
 - 5 A chill sense of gloom hangs in the air around the haunted house.
 - 6 Thick stands of brambles and thorn bushes, which pluck at the characters' cloaks, fill the house's grounds.
 - 7 Sounds seems strangely muted near the house.
 - 8 Several roof tiles slip and fall from the roof to smash on the ground below.
 - 9 A man-sized shade hovers in the house's long shadow.
 - 10 A hasty scrawled sign near the house's front door reads, "Go no further. Spirits dwell within!"
-

2: WHAT'S GOING ON?

D10

- 1 A single crow perches on the house's roof; at sight of the characters, it flies away cawing loudly.
 - 2 The loud sound of something heavy being dragged across the floor comes from an upstairs window.
 - 3 The wind moans through the house's eaves, giving the impression the building is sighing.
 - 4 Somewhere, a shutter bangs gently in the wind.
 - 5 As the party approaches, thick clouds obscure the sun (or moon, if the characters arrive at night).
 - 6 A flutter of movement in one of the upper windows catches a random character's eye.
 - 7 All is still and quiet in the house's vicinity; there isn't even any wind.
 - 8 A loud thumping sound comes from inside the house.
 - 9 At the characters' approach, the nearest door flies open and then slams shut.
 - 10 Suddenly, wild and high-pitched screaming breaks the relative quiet. It stops as quickly as it started.
-

3: MAJOR LAIR FEATURES

D10

- 1 Some of the house's once stout floorboards are rotten, and prone to collapse.
 - 2 The supports of the main stair's bannister are weak, and collapse if leant on.
 - 3 One part of the house caught fire long ago; here the bricks and timbers are blackened and scorched. Such areas are likely unsafe and prone to collapse.
 - 4 Minor poltergeist activity—small moving objects and so on—beset the characters wherever they go in the house.
 - 5 Several of the house's internal doors are swollen shut.
 - 6 The temperature varies wildly from one extreme to the other, in different rooms.
 - 7 Unwholesomely thick darkness gathers in various nooks and crannies and is strangely resistant to mundane light.
 - 8 Faint, half-seen spectral figures move about the house seemingly completely unaware of the characters.
 - 9 Thick cobwebs choke the staircase; so thick are they, burning them might set the whole house on fire.
 - 10 Strongly good-aligned characters have terrible headaches while in the house.
-

4: MINOR LAIR FEATURES

D10

- 1 Cobwebs, covered in dust and pregnant with many small spiders, cover the ceilings.
 - 2 The floorboards creak throughout the house, making sneaking about harder than normal.
 - 3 Dust—blown by the wind—sifts down from the attic in an occasional grey rain. Paranoid characters may think the house is breathing.
 - 4 White sheets cover some of the house's larger pieces of furniture, creating easy hiding places.
 - 5 Occasionally, odd and unplaceable sounds emanate from distant reaches of the house.
 - 6 Even if it isn't raining, damp patches appear on the floor.
 - 7 Several doors inside the house are nailed shut.
 - 8 A powerful, stench fills certain rooms in the house.
 - 9 Every now and then, a character feels like someone is breathing down their neck.
 - 10 A faint mist obscures the floor and curls about the characters' ankles.
-

5: GHOST'S APPEARANCE

D10

- 1 This faint spectral outline of swirling dust is vaguely man-shaped. As it moves, it picks up wind-blown leaves, scraps of paper and the like.
 - 2 The sound of incessant sobbing presages the arrival of this child-sized ghost who drags its severed head along the ground behind it.
 - 3 Clad in clothes of old cut, this translucent man has a huge bloody hole in his chest, and is missing both eyes.
 - 4 Drawn and haggard, and wearing the clothes of a servant, tears streak this spectral woman's cheeks.
 - 5 A small black dog—its outline fuzzy and indistinct—energetically wags its tail as it approaches the party.
 - 6 A feeling of intense heat and preternatural sorrow surrounds this ghostly woman who wears faintly smoldering clothes.
 - 7 With his hands bound behind his back, this scowling ghost has an intense anger-filled stare.
 - 8 With a high-pitched voice, and an irritating tittering laugh, this ghost capers about like a madman.
 - 9 Although he walks an inch or so above ground, this ghost's passage stirs up great clouds of choking dust.
 - 10 Spectral flames wreath this ghost as it screams silently and writhes about as if in excruciating pain.
-



6: TREASURES

D10

- 1 A gold locket, still attached to a fine chain, hangs from a nail driven into the back of a door.
 - 2 A small leather bound book, "Vilimzair Aralivar: How to Be More Like Him", lies forgotten on the floor.
 - 3 Crack in one wall reveal a secret compartment filled with old gold and silver coins minted in a far-off land.
 - 4 A dusty white silk scarf flutters gently in a faint breeze.
 - 5 Decorated with beautiful gold embroidery of a fire-breathing dragon a pair of lady's silken gloves hangs from a hook embedded in the back of a door.
 - 6 A silver dagger, a strange dry black ichor covering its blade, is embedded in the floor.
 - 7 Caught on a torch sconce, this beautiful white and dusty lace shawl flutters in the gloom and—at first glance—seems to be alive.
 - 8 Cracked on its base, this fine white and blue porcelain vase lies on its side by a wall.
 - 9 The rotting remains of a sewing kit hide a silver thimble.
 - 10 Although water damage has destroyed this book's contents, three small translucent green-blue stones (bloodstones) remain embedded in the cover.
-

7: TRASH

D10

- 1 A bent and tarnished silver spoon lies amid the dust.
 - 2 With a big slash across the canvas and extensive water damage, this once fine, but now ruined, portrait hangs at a crazy angle on the wall.
 - 3 Amid a pool of dried blood a splintered wooden stake and a small mallet lie on the floor.
 - 4 A slashed and torn blood-stained pillow lies in a pool of dirty feathers.
 - 5 Flecks of silver shavings—the leavings of a hurled vial of holy water—decorate the floor.
 - 6 The sodden, slashed and hacked remains of a book lie scattered about the room.
 - 7 The broken stub of a letter opener is wedged into the crack between two floorboards.
 - 8 The remains of a clay pipe cover the floor.
 - 9 Wind blown leaves and scraps of paper fill the corner.
 - 10 Half a pair of scissors is embedded in the rotting remains of a dead cat.
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