

the Waking of Willowby Hall

Ben
Wilton



- ▶ **Creaky floorboards.**
- ▶ Walls covered in artistically displayed **weapon sets**.
- ▶ **Glass case** on the south wall hides the **secret entrance** to the Night Garden (p. 21)

- ▶ Covered in **magical fungi**.
- ▶ **Dry fountain** in the center.
- WHEN RESTLESS:** New fungi pop up and the fountain starts flowing.
- WHEN AWAKE:** Even more fungi pop up and the fountain starts flowing with blood.

- ▶ **Animal heads** mounted around the walls.
- ▶ **Taxidermied Owl Bear** in center of room.
- ▶ **Fireplace** with **chimney** to the roof (p. 31).
- WHEN RESTLESS:** The Owl Bear (p. 15) comes to life. Fire ignites.
- WHEN AWAKE:** A mounted wyvern head screams "Intruders!" When the PCs are present.

- ▶ **Carpeted floor.**
- ▶ **Five ragged tapestries** on the walls.
- WHEN RESTLESS OR AWAKE:** Tapestries repair themselves.

- ▶ **Stone slabs** cover the graves of four skeletons dressed in **magical armor**.

- ▶ Lots of **red decor**.
- ▶ **Expensive vases** on display.
- ▶ **Cabinet** with **magic cigars** and **brandy**.

WHEN RESTLESS OR AWAKE: The **conversations** of long-dead occultists can be overheard.

- ▶ **Fireplace** with **chimney** to the roof (p. 31).
- ▶ **Candelabra** with a **black candle**.
- ▶ **Magic snuffbox** that summons **Horatio** (p. 15) hidden in **side table** drawer.

WHEN RESTLESS OR AWAKE: Fireplace ignites and **skeletal servants** (p. 13) start cleaning.



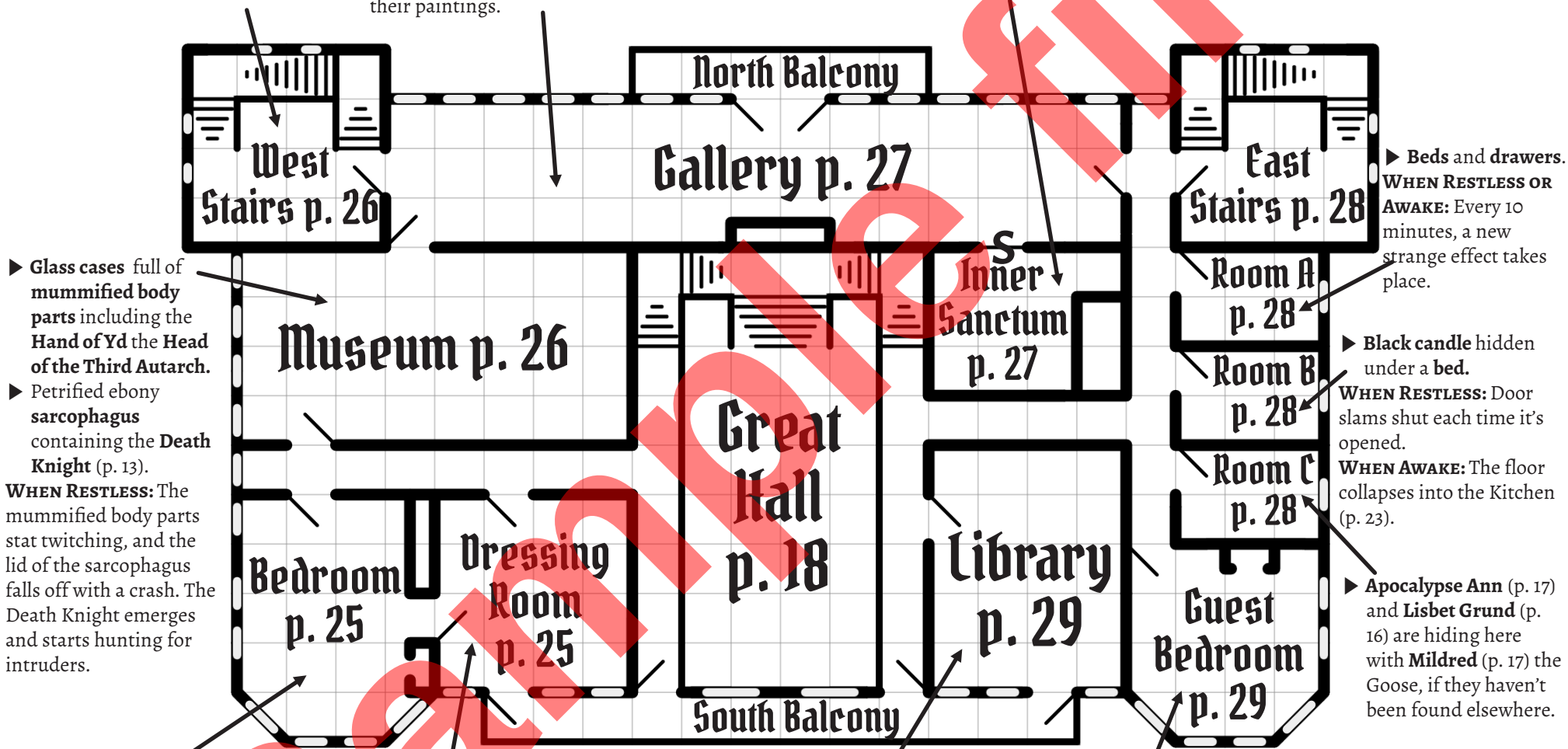
- ▶ **Helmut Halfsword** (p. 16) can be found here, if he has not been encountered elsewhere.

- ▶ 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.



- ▶ **Glass cases** full of **mummified body parts** including the **Hand of Yd** the **Head of the Third Autarch**.
- ▶ Petrified **ebony sarcophagus** containing the **Death Knight** (p. 13).

WHEN RESTLESS: The mummified body parts start twitching, and the lid of the sarcophagus falls off with a crash. The Death Knight emerges and starts hunting for intruders.

- ▶ 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.

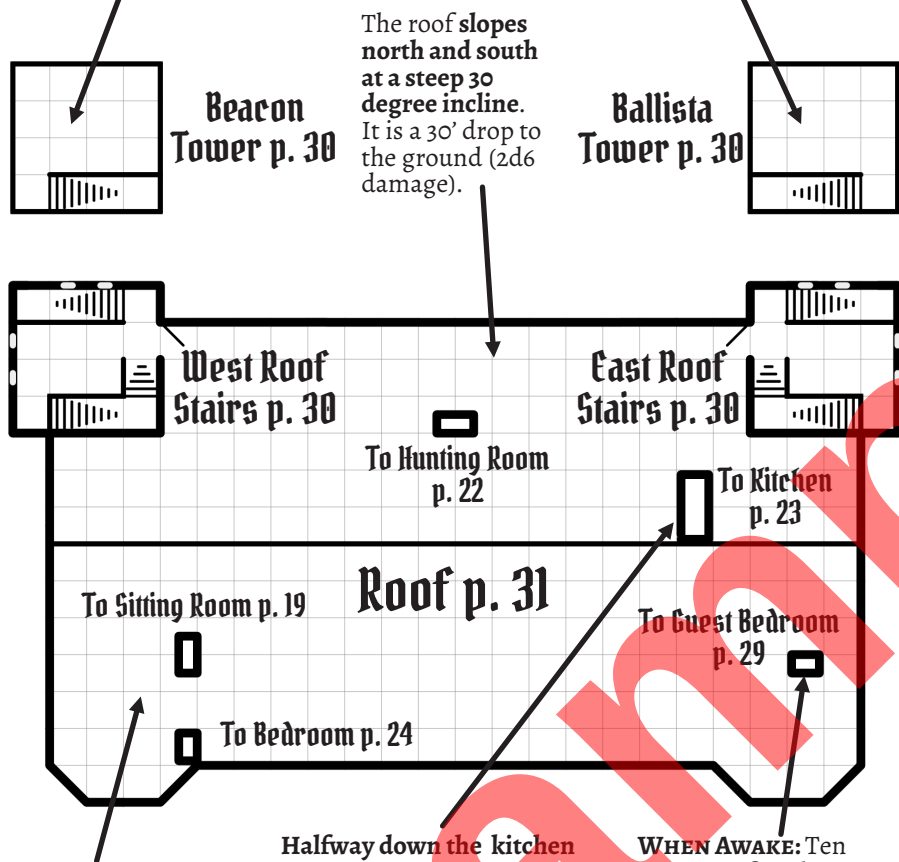
- ▶ **Beds and drawers**.
- WHEN RESTLESS OR AWAKE:** Every 10 minutes, a new strange effect takes place.

- ▶ **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.

- **Open to the elements.**
- **A huge iron brazier**, full of damp and rotting fuel.

- **Covered by a pointed roof** supported by four wooden pillars at each corner.
- **An aging but functional ballista**, without any bolts to shoot (4d6 damage if some are found).
- The ballista is on a **swivel mount** and can be turned in any direction.



WHEN RESTLESS OR AWAKE: Smoke begins pouring out of all of the chimneys as the fires below ignite.

Halfway down the kitchen 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.

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.

the Making 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 astonishingly 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
- 6 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.



Death Knight

HD 7 HP 35 Armor 18 Morale 12

- ▶ **Slash x2:** (+7, 1d8 damage per hit)
- ▶ **Bone Prison (3x per day):** A bone cage with 10 HP springs from the ground around a character within 40 feet. Save to avoid.
- ▶ **Reanimate (3x 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

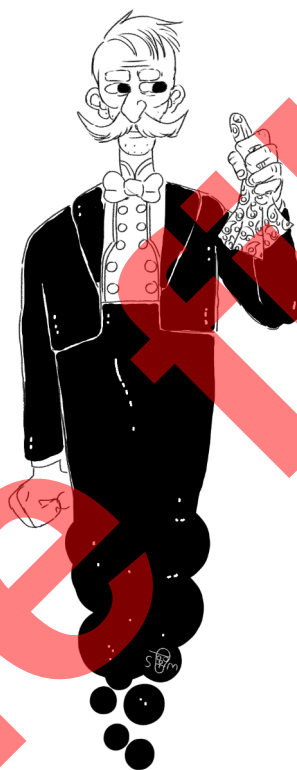
GHOSTLY ARISTOCRAT

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.