

23, WOLFDOWN STREET THE DEVOURING HOUSE

The PCs enter a strange mansion in order to recover an antique trinket useful to their investigation. But their visit won't be so easy as the house is alive and changes its configuration every time someone enters a room. One thing for certain: their sanity will be tested.

RUMOURS

Before entering the manor, the PCs should be able to hear a few rumours. Roll a d6:

1. Mysterious disappearances are linked to the manor. **Charles Gray, Esq.** is the latest missing person. The police is under a lot of pressure to solve this case. (TRUE)
2. The manor is owned by **Lajos Károly**, a Hungarian gentleman that no one has ever seen. (TRUE)
3. People have heard shouts and cries coming from the basement of the manor. (TRUE)
4. There's a library on the first floor where the trinket the PCs are looking for should probably be. (FALSE)
5. Several people have entered the house and been able to leave. However, their recollections of the first floor plan are wildly disparate. (TRUE)
6. The house is haunted. A previous owner died in mysterious circumstances. (FALSE)

PLAYING THE HOUSE

The house tries to trap people and to devour them. But it wants to remain innocuous as much as possible, at least until all the PCs are properly inside. To say the least, the floors are non euclidian, but apart from that and the fact that the house is alive and will try to devour people, there is no real supernatural element and this scenario should be played as realistically as possible.

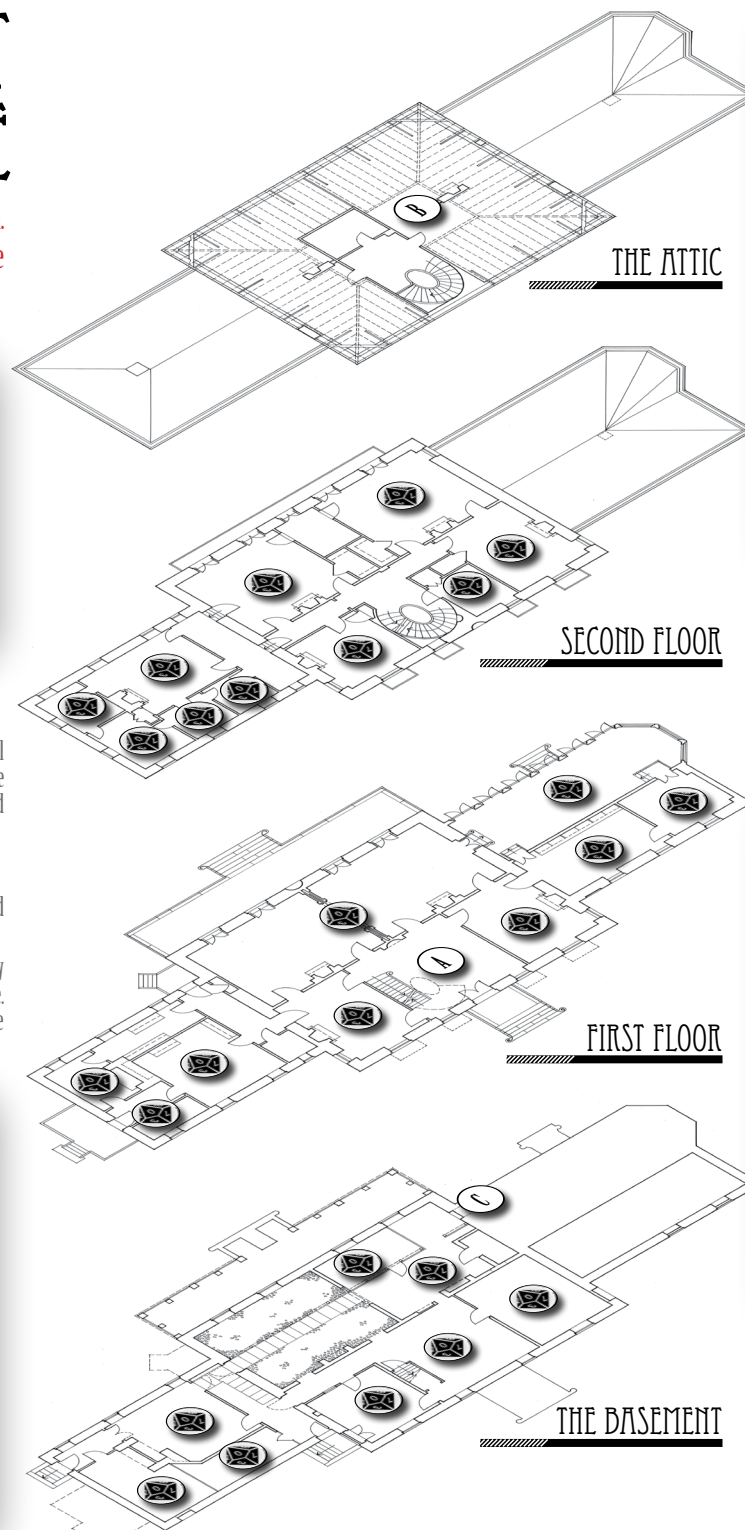
INTRODUCTION

The entrance (A) reveals a stair going up to the second floor and one going down to the basement. Several doors lead to other rooms. The manor isn't lit in any shape or form: there is no electricity, nor candles.

From now on, every time a PC enters a room with a dice icon, roll on the corresponding table. Rooms without any icon are just hallways or closets. Use the plan to describe if the room has doors or windows and their general shape. Remember that the floor plans are only indicative because a PC can cross a door and find a room they already have visited elsewhere, even if that doesn't make any sense.

FIRST FLOOR ROOMS

1. LIBRARY. Bookshelves and books have sharp edges coated in poison (next roll is done with disadvantage).
2. SERVANT'S BEDROOM. An old woman, **Alvah**, sleeps here. She can guide the PCs in the house (PCs can adjust the dice outcome by one, up or down). But she has a strange knack: each time she guides into a room, she'll have to drink blood (for 1 hp loss).
3. LOUNGE. Every now and then, the walls are distorted as if someone was trapped inside and was digested.
4. LIVING ROOM. Furniture are exclusively made of human bones. There's notably a chandelier, a few massive vases, several chairs, an impressive coat of arms and a pyramid of skulls. (Consider sanity loss.)
5. SECOND LIVING ROOM. The walls are pulsating and a muffled heartbeat can be heard. (Consider sanity loss.)
6. BATHROOM. Bathtub is full of blood, emerging from the plumbing. Will slowly overflow and reach other rooms.
7. DINING ROOM. Thousands of maggots are falling from the ceiling.
8. PARLOUR. From the walls, cries and shouts can be heard coming from the basement.
9. KITCHEN. In a corner, stairs go down to the basement. Several meat pies have been left here. If someone uses the stairs, the steps are slippery and treacherous (1d6 hp loss due to the fall).
10. Hallway leading to the entrance (A) and the stairs.



SECOND FLOOR ROOMS

1. LIVING ROOM. Floor is like quicksand (1d6 rounds to escape before being entirely swallowed).
2. BEDROOM. There's notably a full-length mirror here and **Charles Gray, Esq.** is clearly trapped inside. Whoever sits in front of the mirror and looks at the prisoner right in the eyes will swap places with him.
3. A trap opens under the feet of one of the PCs (choose randomly). They end up in the basement (roll to determine the room). They're also hurt if they can't slow their fall (2d6 hp loss).
4. BATHROOM. When entering the room, the tiles suddenly tilt and become razorlike shards (4d4 hp loss).
5. MASTER BEDROOM. Gusts of wind move the numerous curtains in the room. The curtains will trap people and hang them by the ceiling, until they suffocate.
6. NURSERY. Toys and dolls have been torn apart by a dog. The dog is so hungry, it will attack everyone.
7. DINING ROOM. A massive chandelier hangs from the ceiling. Intertwined in its twisted dark-golden arms like barbed wire lies **Lajos Károly**, dead. The floor is soaked with blood. Károly holds a key opening an hatch leading to the attic but trying to reach it without protection will result in severe harm (2d6 hp loss).
8. LIBRARY. The room is a jumble of trinkets and books. (Depending on the subject of the books, consider sanity loss.)
9. STUDY. Several unfinished letters lie on a desk. They are signed Lajos Károly and express a great sense of dread. Károly ponders if he is becoming mad as he thinks he has heard footsteps coming from the attic and complains about having lost the key of his house.
10. Hall with the stairs to the first floor and to the attic. A painting of Lajos Károly hangs on the wall.

FINDING THE TRINKET

The trinket the PCs are looking for can be found in the dusty mess in the attic (B). They will terrorise a black cat in the process.

Reginald Wolfdown, the former owner of the house resides also here. He thinks that the house asks him to kill people, so that's what he does. This is how he survived. He likes to hide till the moment he can unexpectedly gut someone alone. He also sports a few guns as last resort.

BASEMENT FLOOR ROOMS

1. STORAGE. Coal is stored in this cellar. Entering this room with a flame will create an explosion (3d6 hp loss).
2. FURNACE ROOM. Steam jets are released when someone is inside the room (2d6 hp loss per round).
3. This room has been damaged by mould and water leak. Beams will fall from the ceiling (2d6 hp loss).
4. GREENHOUSE. Flowers coming from all around the world are cultivated here. The scent are incredible but also soporific. Giant carnivorous plants uses vines to catch their sleeping preys.
5. WINE CELLAR. Rabid bats sleep here. If someone makes even the softest noise, they will attack in swarm, bite and suck the blood of their victims (1d6 hp loss).
6. ROOT CELLAR. There is a strong odour of rotting. Breathing here for too long will cause vomiting (next roll is done with disadvantage).
7. PANTRY. The food is poisoned by an overflowing septic tank. The fecal sludge comes out of the plumbing and recovers everything. The smell is nauseating (next roll is done with disadvantage).
8. LAUNDRY ROOM. The room is filled with a pool of acid that dissolves flesh at a slow rate (1d6 hp loss per hour). Several corpses are floating, waiting to be slowly digested.
9. MUSIC ROOM. Every instrument has been violently smashed. **Ophelia**, the daughter of Lajos Károly, hides here. She shouts for help when she has the strength and cries the rest of the time. She has her father's master key but cannot find the entrance of the house.
10. Hall with the stairs to the first floor.

EXITING THE HOUSE

PCs can't escape the manor, unless they have the master key and go back to the entrance: all the other doors and windows are somehow shut and unbreakable.

Another way to escape the manor is to use the master key on a secret door (C) that Ophelia has discovered in the basement. Since she opened it, the house has become even more insane and truly alive. On the other side, a strange landscape appears. Colours are unknown to the PCs and they can see at a distance a town with non-euclidian architecture populated by inhuman figures. A sense of dread overwhelms them (consider sanity loss).