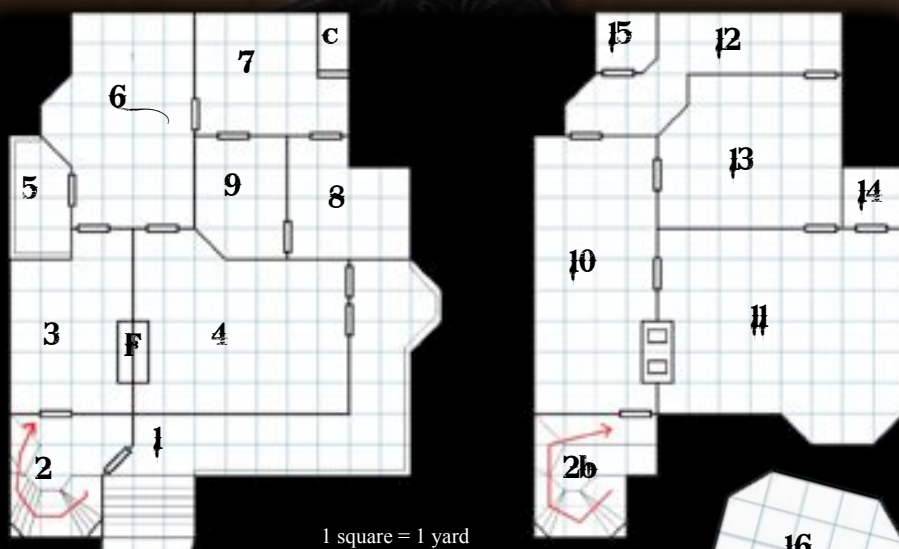


The Horror of Leatherbury House



Background:

It's the year 1889. A group of investigators has been contacted by Lady Catherine Westmoreland. She is the heir to Leatherbury House, a mansion in the country, that has been abandoned by her family for over 50 years now, and the locals believe that the house is haunted. Lady Catherine wants the investigators to look into this.

Lord Winston Leatherbury had made quite a fortune in his early years and after the death of his wife his interest turned to the occult. His only son Robert was a good-for-nothing that spent his father's money on women and gambling. One evening Robert lost a lot of money in a game and so he asked his father for money. Lord Winston was outraged and told him that he won't be paying for any of his escapades again. The discussion got heated and then Robert struck his father down with a poker. He panicked, dragged the lifeless body down to the cellar and bricked him up behind a wall, not realizing he was still alive. When Lord Winston awoke he screamed for help but nobody could hear him. With his last breath he uttered a terrible curse. Shortly after that several servants died in accidents in the house and finally Robert fell ill and died shortly thereafter. A few weeks the dead servants and Lord Winston's son rose again from their graves, bound by the curse to defend Lord Winston's fortune even in death...

Introduction:

The investigators arrive at Leatherbury House in the early evening. A short gravel walk leads to the front porch. The house is in a bad state of disrepair and the front porch is partly overgrown with ivy. A large dead willow tree, stands right next to the house.

Room Key:

- 1. Front porch:** The front porch of the mansion is partly overgrown with ivy. Both entrances to the house are locked. The windows have been boarded up. No sounds can be heard from within the house.
- 2. Staircase:** The staircase leads up to the second floor. The door to the living room is closed but unlocked. The floor is thickly covered in dust and there are a lot of cobwebs in the corners of the room and the staircase. When the players first enter this room, footsteps can be heard that seem to come down the stairs but nothing can be seen. There's a chance of $15+$ on a $d20$ that one of the steps of the staircase breaks when a player step on it. This is automatic when two players step on the same step at the same time.
- 3. Living room:** The living room contains several comfort chairs that are covered with white linen sheets. The large open fireplace on the right wall obviously hasn't been lit for ages. On a small coffee table in the corner of the room lies a leather-bound book. When someone opens it, the pages turn to dust. When a player examines the fireplace closer, it suddenly starts burning with an explosive flame possible hurting the player that examined it. The poker is missing from the fireplace. Two crossed longswords are hanging above the fireplace.
- 4. Foyer:** This large room contains a couple of comfort chairs covered with white-sheets, a large grandfather clock and the fireplace on the left wall. On a roll of $15+$ on a $d20$ scratching sounds from above can be heard. When the players stay in the room to examine it more closely, a swarm of bats comes flying down the chimney and out of the fireplace, attacking the players. Strangely the bat corpses disappear after a few minutes leaving no traces.
- 5. Porch:** The porch on the left side of the house is in slightly better condition than the one in the front.
- 6. Dining hall:** The dining hall is dominated by a large dining table surrounded by six heavy chairs. On the far side of the room there is a large cupboard. The furniture is covered by large greyish-white linen sheets. Everything is covered by a thick layer of dust. Four zombies are standing in the middle of the hall, clothed in servants' livery. They don't move or attack as long as the players keep a distance of at least one yard. The cupboard contains various dishware and silver cutlery.
- 7. Kitchen:** In the kitchen two undead dogs guard the door attacking anyone who enters. The cupboards contain normal kitchen utensils and spoiled food. The steel door to the cellar is locked and can only be opened with the key that hangs on a chain around Robert's neck. Even brute force won't open that door.
- 8. Storeroom:** This storeroom contains two empty barrels and several cup-

boards with spoiled food. Aside from that the room contains two female zombies that attack the players as soon as they enter the room.

9. Bathroom: This bathroom contains a bathing tub, a toilet and a bathroom sink. The first time anyone opens the water-tap blood gushes out.

10. Hallway: The hallway on the upper floor is empty aside from three paintings on the right. The paintings are portraits of Lord Winston Leatherbury, his beloved wife Elenore and their son Robert when he was approximately six year old. When the players pass these portraits the faces start slowly to change into terrible grimaces. When examined closer, the paintings start floating from the wall, arms with clawed hands emerge from the picture frames and start attacking.

11. Master bedroom: This was obviously the bedroom of Lord Winston and his wife. A large bed stands in the middle of the room. Although the room hasn't been used for many years it still is in a surprisingly good condition. On a roll of $10+$ on a $d20$ the silvery laughter of a woman can be heard. On the nightstand lies a small bronze key. The armoires contain old and half-rotten clothes.

12. Robert's bedroom: The walls are covered in dried blood and all the furniture has been smashed. When the players enter the room, the shadows seem to grow even darker. Then suddenly an elite zombie (Robert warped by his father's curse) and two zombies attack the players out of the shadows. Robert carries a iron key on a chain around his neck. His father's musket pistol causes double damage against him but not the other zombies. In the remains of the furniture Robert's diary can be discovered that reveals what he has done!

13. Study: The walls of the study are covered by bookshelves that contain hundreds of books. Lord Winston was a learned man and had books about several fields of study from the natural sciences to the occult. In the middle of the room stands a large desk. The desk is locked but can be opened with the key found in the bedroom (see room 11). The desk contains various papers, a golden pocket-watch, a silver locket containing a portrait of Elenore Leatherbury and a musket pistol and some blackpowder and $2d6$ balls.

14, 15. Bathrooms: The bathrooms in the upper floor are dusty and filled with cobwebs but otherwise unremarkable.

16. Cellar: The cellar contains several shelves along the walls filled with the remains of rotten food. A wine rack stands before the back wall of the room. A closer examination shows that the wine rack contains $d20$ bottles of expensive wine and that the wall behind it has a different texture than the rest of the walls. When the players move the rack from the wall, a wraith (Lord Winston) appears from behind the wall and attacks them. The locket of his wife (see room 13) can keep him at bay and he disappears as soon as the sun is up again. When he is defeated he reappears on the next night. He can only be laid to rest by burying his remains that can be found behind the wall.