

-- Raven Ridge Mansion --

A Modern Horror Investigation - By Ryan Lucas

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Goal: The Player Characters (PCs) seek to resolve the unfinished business of the three spirits haunting the mansion.

- **Raven Ridge** - a notorious Victorian mansion built in the 1870's - will soon be demolished to make way for new homes. You have been asked to investigate years of rumors about strange goings on in the house.

Exploring the House: upon entering or re-entering a room, roll for a random encounter on the chart below. Each spirit has a unique encounter chart keyed to them that might also be rolled on - Each specific encounter occurs once.

Exploration Encounters- Roll 1d12
1 No event, 2-5 The Victim, 6-9 The Killer, 10-12 The Entity

The Killer:

The mansion's second owner was a dapper man-about-town who was secretly a serial killer with a penchant for assaulting women. He was caught hiding one of his victims and shot by pursuers. He died two weeks later in the mansion - a slow, painful death by infection. He cannot perceive The Victim, and envies The Entity; defending a female PC from it to preserve "his" plaything.

Unfinished Business: The Killer can only pass on if shot by same gun that mortally wounded him (It is in the Foyer).

Boon: The Killer offers to share the incantation in return for permitting him to possess the body of a PC. He keeps his word, but then attacks the party and cannot be stopped until the body he inhabits is dead.

Powers: Major telekinesis, Read Minds, Full bodied Apparition

Random Hauntings: [Roll 1d6]

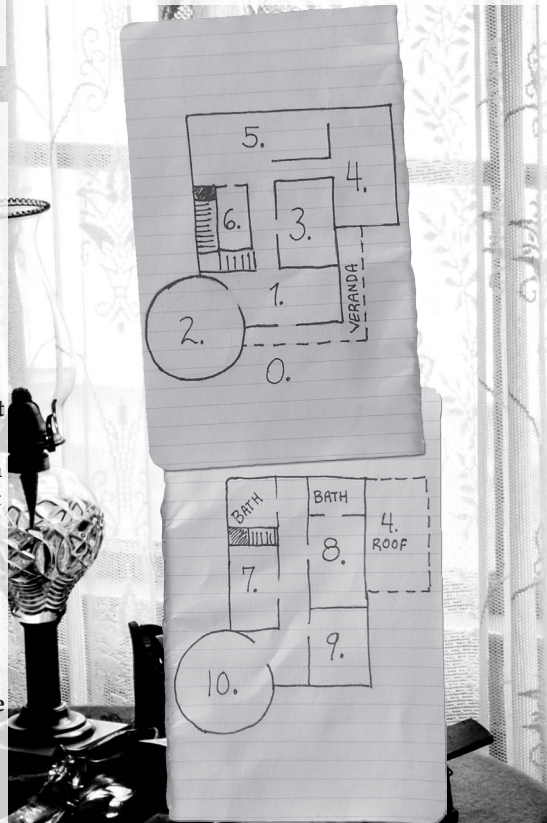
1 - The PCs feel as though they are being watched 2 - A PC feels breathing on their neck 3 - A female PC is violently scratched by unseen hands 4 - An apparition of a man with a cruel smile and 1800's clothing appears then vanishes 5 - The door slams shut, separating Male and Female PCs. This door holds fast for some time 6 - A chaotic poltergeist attack with random objects

0 Lawn: Equipment for the pending construction work is set up. Both hand and motorized

1 Foyer: Boxed up pictures, antiques, and letters - ready for the local Historical Society. Among them, a flintlock pistol in pristine condition. It is loaded

2 Library: A thin tome here recounts the tale of The Killer **3 Parlor:** Fainting couch, plush chairs, and a grand piano **4 Greenhouse:** Shattered glass roof. Rusted containers. Brown standing water. The Victim is buried six feet

beneath the soil in the central flower plot **5 Kitchen:** Old and new utensils. A long oak dining table. A pot of boiling water flings itself at a PC - the stove is cold to the touch **6 Larder:** Upon approaching the PCs hear a pained meow from somewhere in the larder. In a high cabinet is the corpse of a cat. It has been dead for weeks



7 Child's Bedroom: In a locked chest under a bed are two 1930's style dresses. They would fit a girl of about six **8 Master Bed:** An antique bed and furniture. A recently painted portrait sits on an easel. It depicts a woman close to one of the PCs **9 Guest Bed:** The dresser mirror is shattered. The reflection of a girl appears in a broken shard **10 Study:** Desk, typewriter, gas lamp, eerie landscape painting. Scratch marks on the floorboards. An old tome hidden under the boards describes an incantation to banish The Entity

The Victim:

A five year old girl died in the house in 1932 of an accidental overdose of medicine given by her well-meaning uncle. Unable to face up to his mistake, he buried the child underneath the then unfinished greenhouse. She cannot perceive The Killer and is afraid of The Entity.

Unfinished Business: To have her bones discovered and a proper burial promised.

Boon: She guides the PCs to where the book in the study is hidden.

Powers: Electronic Manipulation, Vocalization, Strange Noises, Minor Telekinesis, Automatic Writing

Random Hauntings - [Roll 1d6]

1 - Tiny feet are heard pattering across the floor in a nearby room 2 - PC passes through a cold spot 3 - A PC receives a voicemail. All that can be heard is a little girl's unintelligible whispers 4 - A piece of paper and an old wax crayon. The Victim attempts to send messages through their use 5 - The piano in the parlor is heard playing a hesitant tune. If a PC investigates the room the sound stops 6 - A child's rubber ball is seen at the room's threshold. It rolls as though intelligently controlled just outside the greenhouse where it stops short

The Entity:

Demon, Evil Spirit, Extra-dimensional - whatever The Entity truly is it means harm to all humans. It was called to this land in a time before the settlers and lingers still. It feeds on the other spirit's misery.

Unfinished Business: The Entity can be banished by way of a long forgotten incantation. Both The Victim and The Killer know this.

Boon: Upon banishing The Entity the PCs gain resistance against and can see supernatural forces in the house.

Powers: Control Animals, Energy Drain, Electronic Manipulation, Shadow Manipulation, Possession

Random Hauntings: [Roll 1d6]

1 - An electronic device is drained of power 2 - Images appear in camera's memory of PC's gruesomely murdering one another 3 - Millions of insects infest the room until PC's can get rid of them 4 - A flock of red-eyed ravens attack the PCs 5 - The PC's shadows animate and attempt to strangle them 6 - A PC is possessed by The Entity for a short time