The House at Wool's Corner

A FUDGEY Tale

By Jonathan Snyder

Introduction

I have never been a ghost story fan, but I must admit a ghost story with a love story twist always did make me smile. Good movies like *"The Ghost and Mrs. Muir"* or *"The Canterville Ghost"* are one of the few I really will sit down and watch.

Inspired by those movies I decided that it was time to release a little love/ghost story for those cold evenings at a friend's place or on Halloween night.

I also want to thank Wolf "SirWolf" Bergenheim giving this document a good looking over for me when I seemed to miss the obvious.

The Legend

The story begins on the early 19th century about a beautiful young girl named Annabel. She was a beautiful creature full of grace and beauty with a sweet countenance and a kind heart. She was the envy of all the young men in her circle, but her heart was only for one.

Eustace was not a smart boy nor did he stand out in any way above his peers, but he had inadvertently won the heart of a woman above his position in life.

The only problem with their union was that her step-father, a misery old man, did not like Eustace nor did he want his daughter to marry for the will of her rich mother said that on her marriage the money would go to her.

Eustace and Annabel plotted their eventual escape and elopement, but the night that she was to run away, her step-father caught her at the window waiting and locked Anabel in the basement.

Trapped and locked away from her true love, Annabel died of a broken heart yearning for her lover she was sealed away from.

It is said that in spring, the ghost of Eustace is said to be seen trying to get in to the house of Wool's Corner and to free his love from the clutches of the evil step-father. They also say that Annabel's ghost sleeps in the deep basement waiting for her lover to come for her.

The Story

The adventure starts with the Player Characters getting ready to enter the old house for whatever reason they decided in the beginning. It could be some sorority game about spending the night in a haunted house or ghost hunters looking for the ghosts of Annabel and Eustace.

As they get on to the property and make their way toward the door, they find Daniel Ross, a young man in his early 20s wearing a T-Shirt saying, "I Love Annabel" a community funded T-Shirt to preserve the house that is scheduled to be torn down later that fall. He explains that he wants to get inside the house to see if the ghosts are really real as he invested money in to the cause, but also because he loves old houses.

The group enter the house and the door seals itself shut holding them in.

As the crew begins to explore the house to find a way out, they discover that there is a malignant entity still present and it begins to hunt them and try to stop them.

When they enter the parlor on the first floor they are greeted by the beautiful ghost of Anabel begging them to free her soul before something invisible rips her away from them. Her last words is to find “the key to my soul in the attic.”

The team fights their way through the haunted house up towards the attic, but once they arrive they discover the ghost of Engelbert who is guarding a key that seems to have been discarded in the center of the room. They discover that the weapons they have found in the house are able to hurt the ghost and after a fierce fight against him and his minions, he is defeated.

Taking the key, they begin to proceed down the steps running in to more paranormal activity trying to stop them from succeeding their mission. Once arriving to the cellar, they face a faceless black entity and defeat it to get in to the cellar.

They find the locked door to the west, but before they can fight their way in to it, Engelbert's ghost appears again and this time more ferocious then before sensing his loss coming up. When the players are almost defeated they discover that Daniel Ross is really the ghost of Eustace giving them the ability to fight and he charges in to save his sweet heart.

The battle is difficult shattering the house, but they are able to open the cell and find the beautiful girl sleeping on a stack of moldy hay. She awakens to find her lover has finally able to save her. Anabel holds Eustace close and Eustace thanks the heroes for sticking to the task even with their fears.

The sun comes up and the warm light rays start causing the lover's ghosts to begin to fade. They wave farewell to the heroes. The heroes make their way out of the house and they get outside. They find that the house has collapsed on itself.

Fighting in the House

Depending on how intense the GM wants to make the battles or how suspenseful, he should choose which villains he wants his player characters to encounter. Here is a list of some pre-created villains for the GM to use.

The Black Entity
An unknown entity that looks like a bipedal black shadow with teeth. It inhabits the cellar and should be encountered before the players can explore the rest of the Cellar. It will attack with Ghostly Scream and realm shifting to avoid their first attacks till they are penalized enough to allow it to attack with Teeth and claws. The enchanted weapons (whatever they may be) will damage it though it will try to realm shift to avoid the blow in case the blow is really good.

Attributes:

Strength: Good
Agility: Great
Charisma: Good
Awareness: Good

Skills:

Ghostly Scream: Great
Ghostly Teeth: Good
Realm Shifting: Fair
Ghostly Claws: Fair

Little Sprites
Small little creatures that look like goblins and they seem to infest the house and come out of the corners. Use these greenish NPCs to harass players. They will laugh and chuckle sardonically from the shadows and throw

things at them.

Attributes:

Strength: Fair
Agility: Good
Charisma: Mediocre
Awareness: Fair

Skills

Throwing Arm: Great
Biting: Fair

The House
The house itself is alive thanks to Engelbert's ghost in the house and though it stays out of most of the situation, it will seal doors and lock people in to assist the little sprites and other things. It is also known to throw things off it's book shelves and so forth. These attacks usually don't equal more then a scratches or hurts unless the item in question is a knife or heavy object.

Characters

The Ghost of Annabel

Annabel's ghost is a quiet and beautiful thing with long black hair and shining blue eyes that are filled with sorrow, but also a warmness that will make anyone smile. Her ghost will cause anyone to stop and stare at her beautiful enhanced by her ethereal nature. She wears a blue calico dress with a little lace along the collar and the sleeves. She has a light blue bonnet on to match. The last clothes she wore before being sealed away.

On these nights she is allowed to wander the house alone unable to open and door to let her lover in to rescue her. On the entrance of the humans she will appear to the players in the Parlor to plead for help, but she is also pleading to Eustace who is in the disguise of Daniel Ross. After that she will be yanked away and sealed until the humans leave.

The Ghost of Engelbert

Engelbert is a cranky old man whose greed forces him to seal away his step-daughter which then kills her. He buried the body under the basement stones where it rests to this day. He lived a good 50 more years dying at the age of 101. His ghost, still malignant and evil does not leave the house, but stays to continue his greedy plan to seal his step-daughter away and never to leave.

His appearance is of an ugly old man with a few hairs on his head wearing a gray coat and a top hat with a silver cane in his hand. A liver spot covers about half of his face giving him a sickly look. He is a fierce fighter when it comes to keep his greedy fortune.

Daniel Ross (Eustace)

Eustace was heartbroken at the disappearance of his beloved after waiting three nights in a row for her to come with him. He knew that Engelbert had something to do with her disappearance, but could not learn anything going as far as threatening the old man.

The judge gave Eustace a choice of jail or service in the American Merchant Marines. He lived as a sailor for five years until he went overboard in a storm.

His ghost found its way back to the house of his beloved where he waits trying to gain admittance. After a few hundred years of trying, he feels the opportunity has come with the appearance of the players, so he takes on the disguise of a real person and enters the house with him.

Knowing that Engelbert will not allow the intrusion he secret gives the weapons that the players pick up in self defense the enchanted ability to harm the spirits within.

The House On Wool's Corner

The House on Wool's Corner is an 1883 High Victorian house designed by S.B. Reed and is a three story building not counting the basement. The old house is also on the list to be condemned by the new owner for it's age and it lack of being maintained though the inhabitants of Little Hollow, Pennsylvania had pulled together a fund to save the house and buy the property to preserve it as a national landmark.

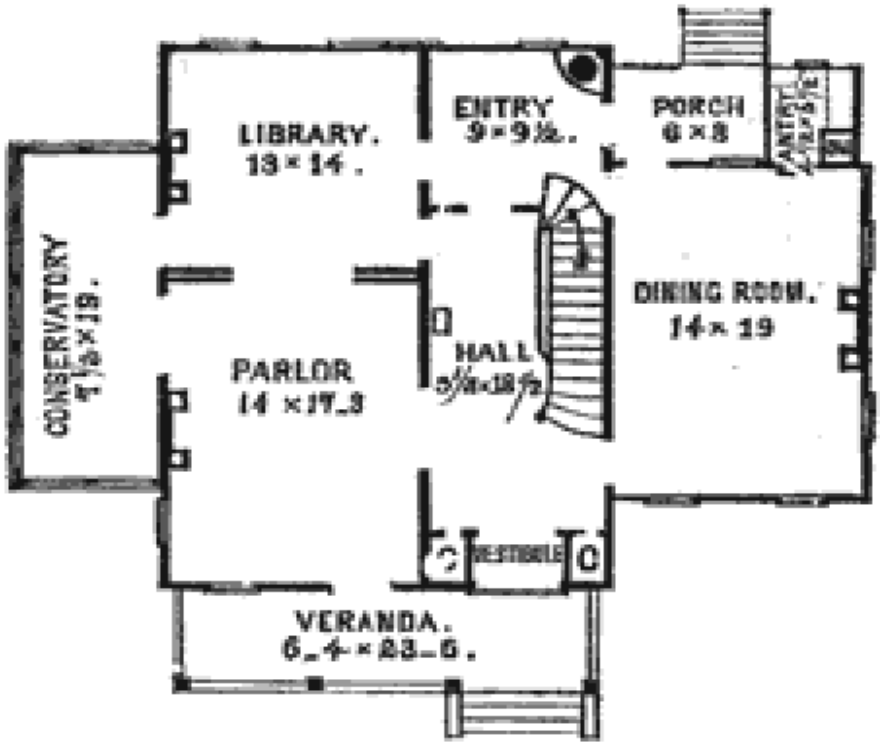

Fig. 86.—PLAN OF THE FIRST STORY.

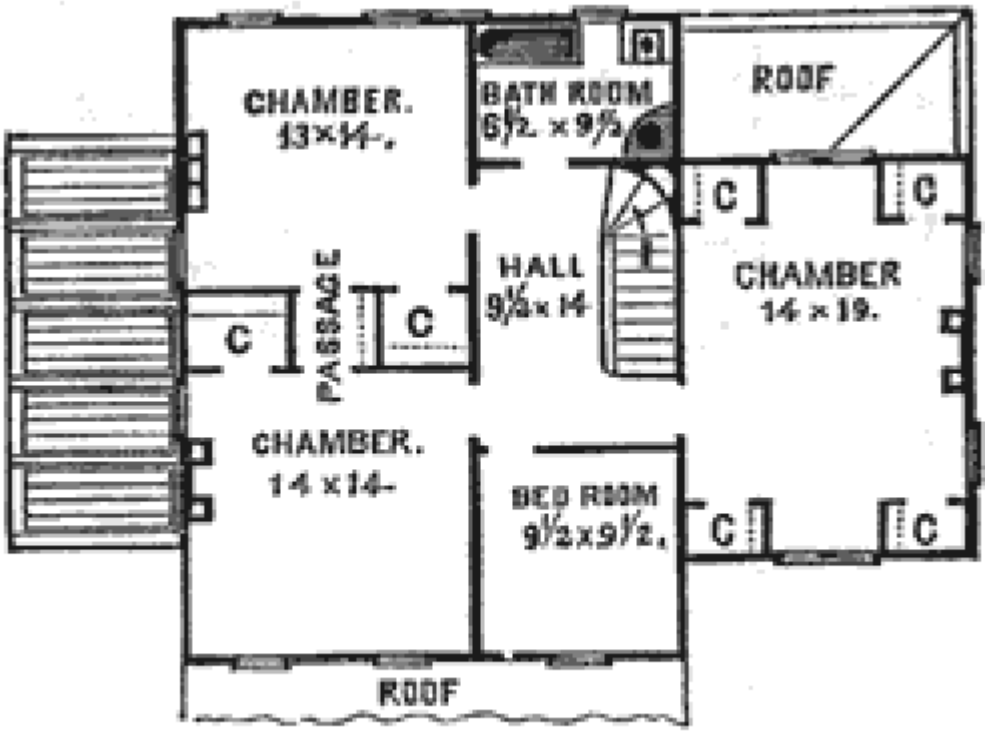

Fig. 87.—PLAN OF SECOND STORY.

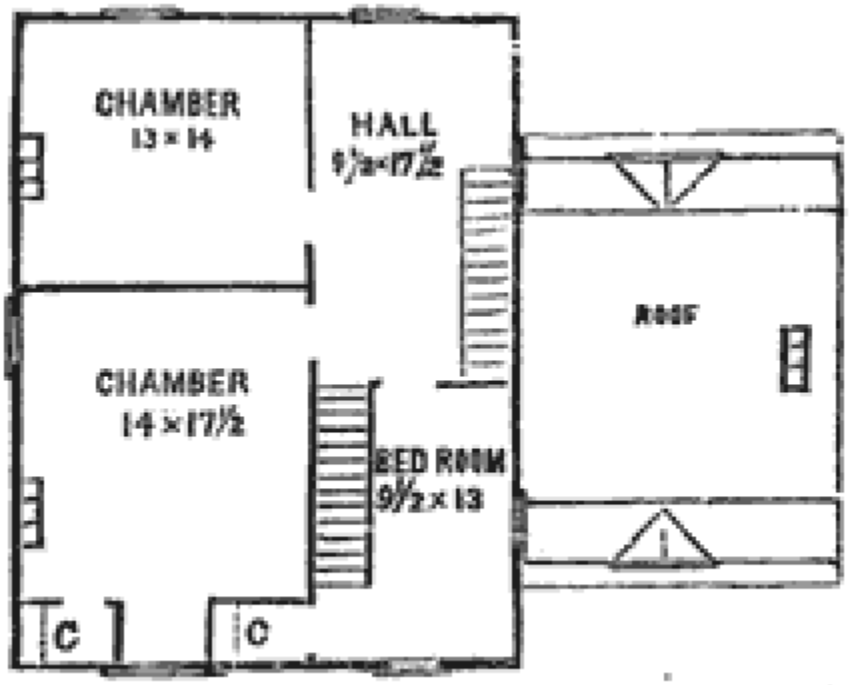

Fig. 88.—PLAN OF THIRD STORY, OR ATTIC.

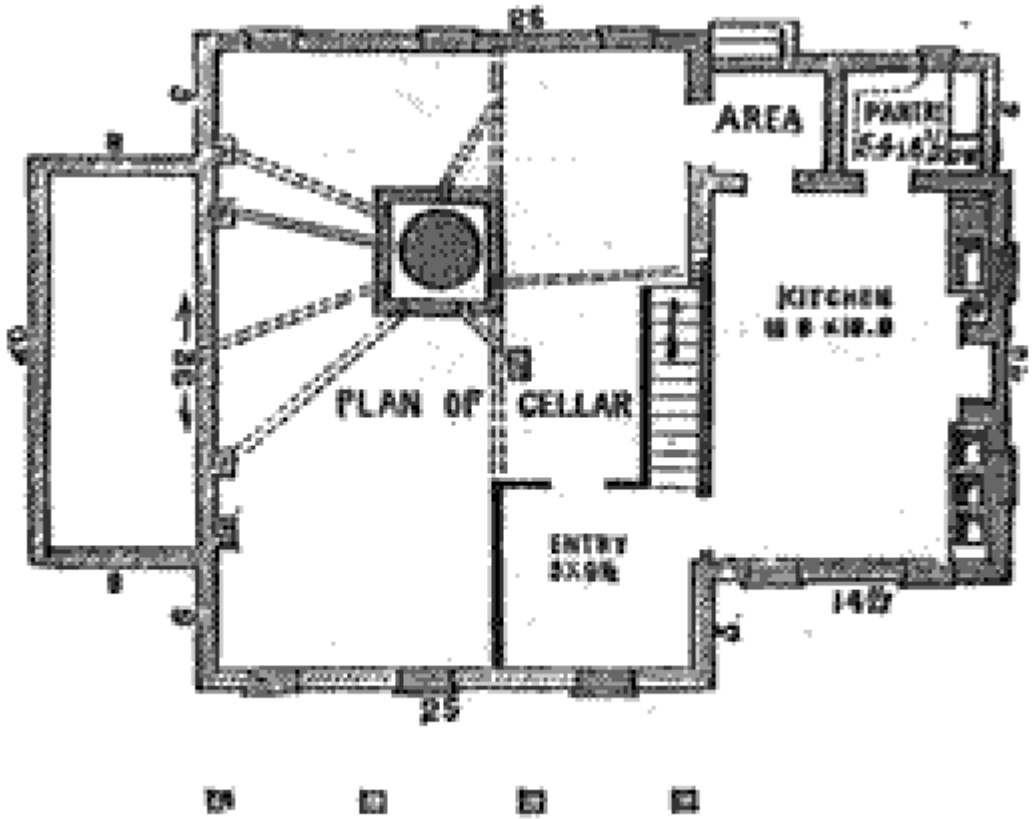

Fig. 85.—PLAN OF BASEMENT.

GM Suggestions

This game is meant to be more of a suspense game then an action game. My biggest suggestion to the GM is to get the feel of his group and decide what happens in the house. You can try more active attacks by the locked spirits to give them something to fight or play more mind games with the house reacting to them being there.

The key thing is to force them toward the basement after they have gone to the attic as to save the day is to save the imprisoned soul of Anabel.

JT Games

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