

The Ringstone Mansion

By Avery Robins (neurotic comedy writer 2, ballpoint pen artist 0)

Introduction

It's 1955, and your player characters are high school students just about to graduate. It's traditional for students in their final year to spend Halloween breaking into the long abandoned Ringstone Mansion to leave a token of who they are in the building's attic. Rumor has it that once in a blue moon this ritual will grant someone additional strength where they need it most.

Objectives of the one-shot:

1. Break into the Mansion.
2. Locate the Attic.
3. Leave tokens in the Attic.
4. Get out alive.



You can use this as an intro screen. Or, alternatively, something good!

Mitzy's Diner

You all arrive one by one to Mitzy's Diner on the edge of town. Sharing a booth and listening to rockin' jams on the jukebox the characters get an opportunity to talk to each other, share what their tokens are and what they're excited to do after graduation!

Their server is Doris, an **apathetic middle-aged waitress (3)**. Doris recognises the characters are going out to the mansion, having seen it over the years, and sternly warns the characters against it. If the characters ask, Doris can tell the characters that on full moons like tonight it's not wise to invite the wrath of the dead.

Characters can organise how they plan to get to the Ringstone Mansion

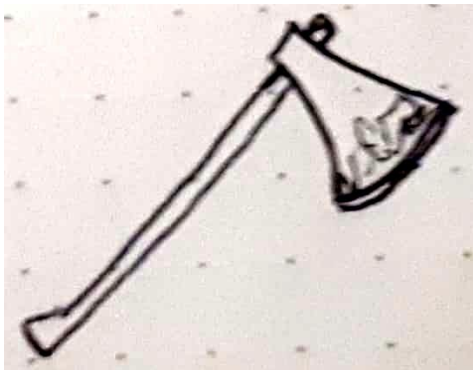


Arrival at Ringstone Mansion



Players arrive at the Ringstone mansion. It's rundown, there's a broken fence surrounding the top of the hill where the large house looms. You'd think "why would someone build this here" and the answer is no one would, but being on the top of a hill like this makes it easier to draw. And spooky.

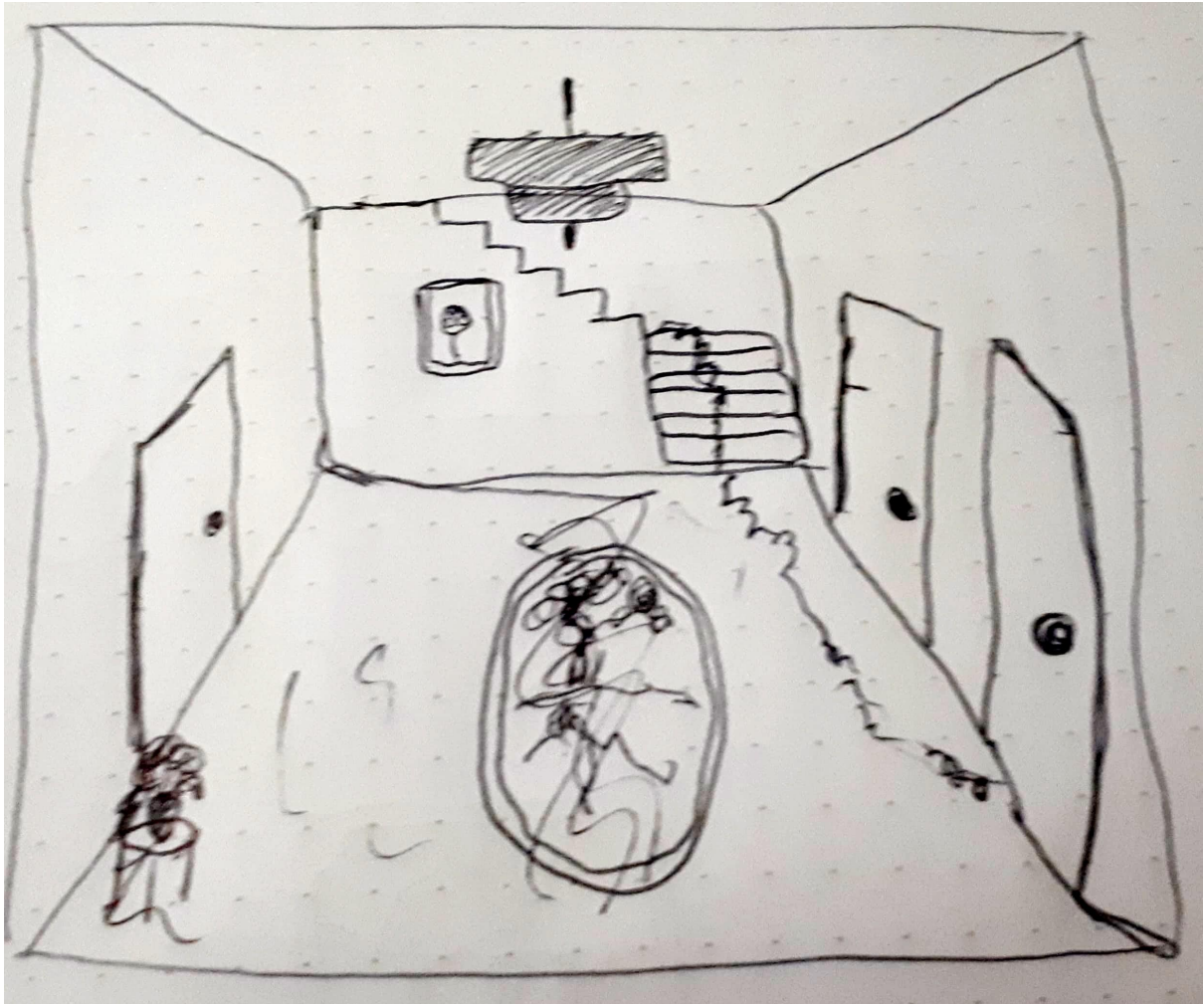
Players can explore the grounds. They see a **large black dog (4)**, which runs away if approached. Searching the grounds around the home (target number 8) players can find a **rusty axe**.



Leaving this area

Through the front door	Go to Foyer
Around the sides of the building	Go to Back Garden

Foyer



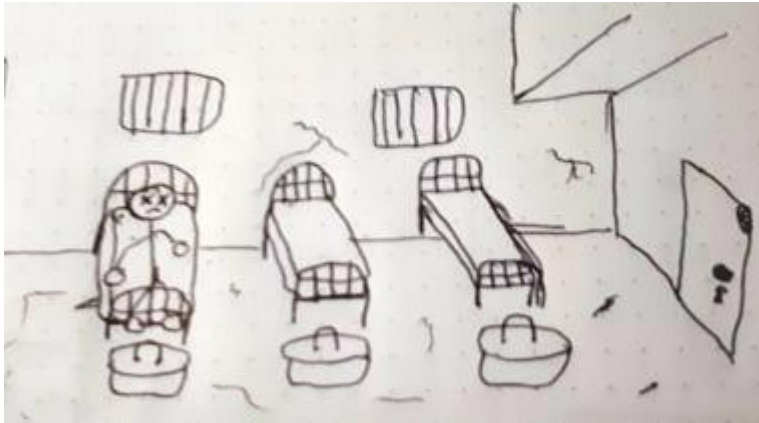
A grand house demands a grand foyer, but I can't draw that so we've got this. When characters enter there's a crash as the chandelier comes loose from the ceiling. There is a trail of blood from the Dining Room up the stairs.

Leaving the foyer

Through the front door	Go to Arrival at Ringstone Mansion
Through the door at the end of the blood trail	Go to the Dining Room
Through the door next to that one	Go to Kitchen
Through door on the other side	Go to Lounge
Up the stairs	Go to Up Stairs Landing

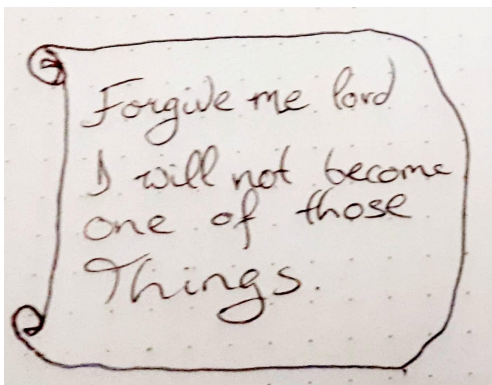
Servants Quarters

A dusty room filled with the barest furnishings for three people to sleep and store their clothes. Definitely makes you think that living in a mansion isn't what it's cracked up to be, especially when you're the lower class and have to live in a cold dark room with other poor people.



If players search the room:

Target Number	What Players Find
3	A decaying body in one of the beds.
6	A note beside the body reading "Forgive me lord. I will not become one of those things."
11	A rusty bloody knife on the floor by the bed.
15	The mechanism under the bed letting the body rise off the ground



When everyone in the area of the room is around the body the door closes and locks behind them, the body in the bed sits up and lets out a horrific scream.

Players might attack the body, but it's genuinely dead so it takes a target number 6. Otherwise the body will flop back down on the bed and lie still again. Knocking down the door requires a Target Number 9 to break down with an appropriate tool, and a Target Number 14 without.

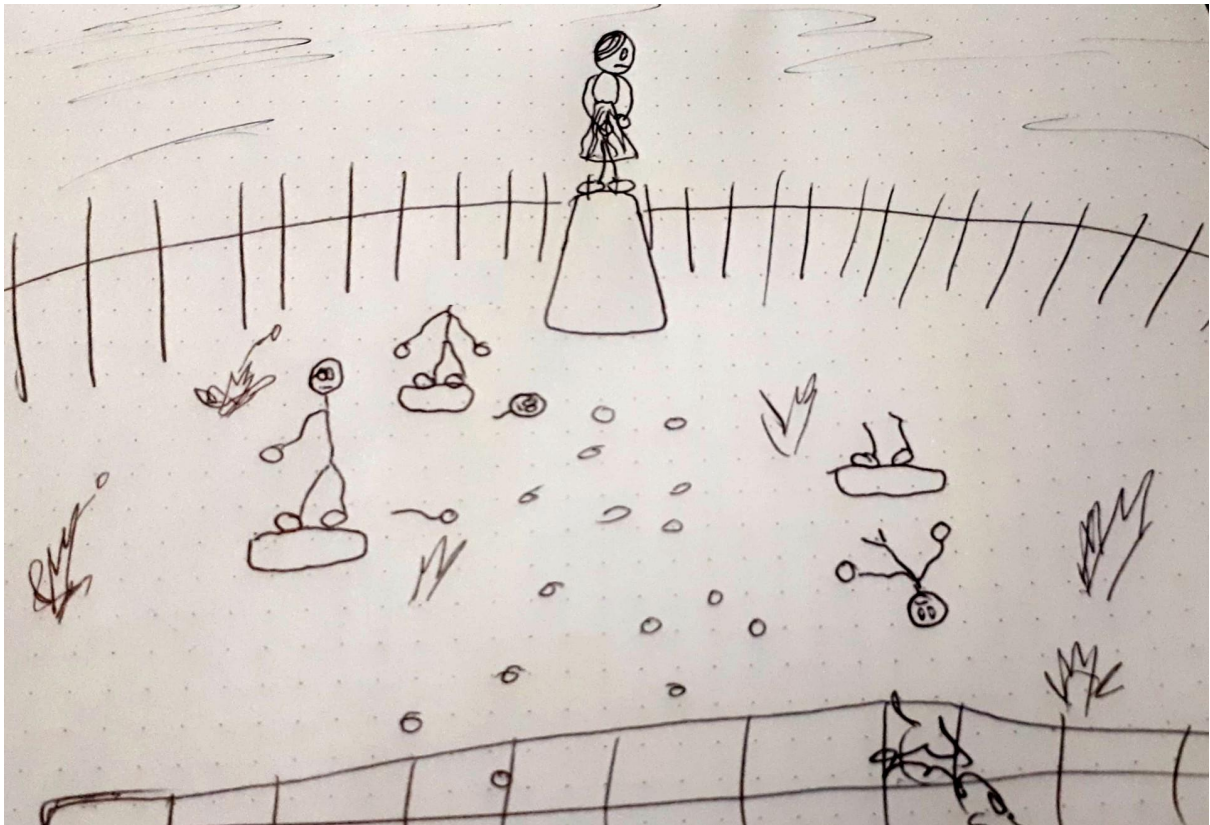
If investigating the scene a Target Number 12 allows the players to find that the door was pulled closed by a wire and locked from the outside. The bed was raised with a mechanical lever from the outside wall that lifted the body.

Target Number 10 investigation from the mechanism reveals footprints to the kitchen door where the trail goes cold.

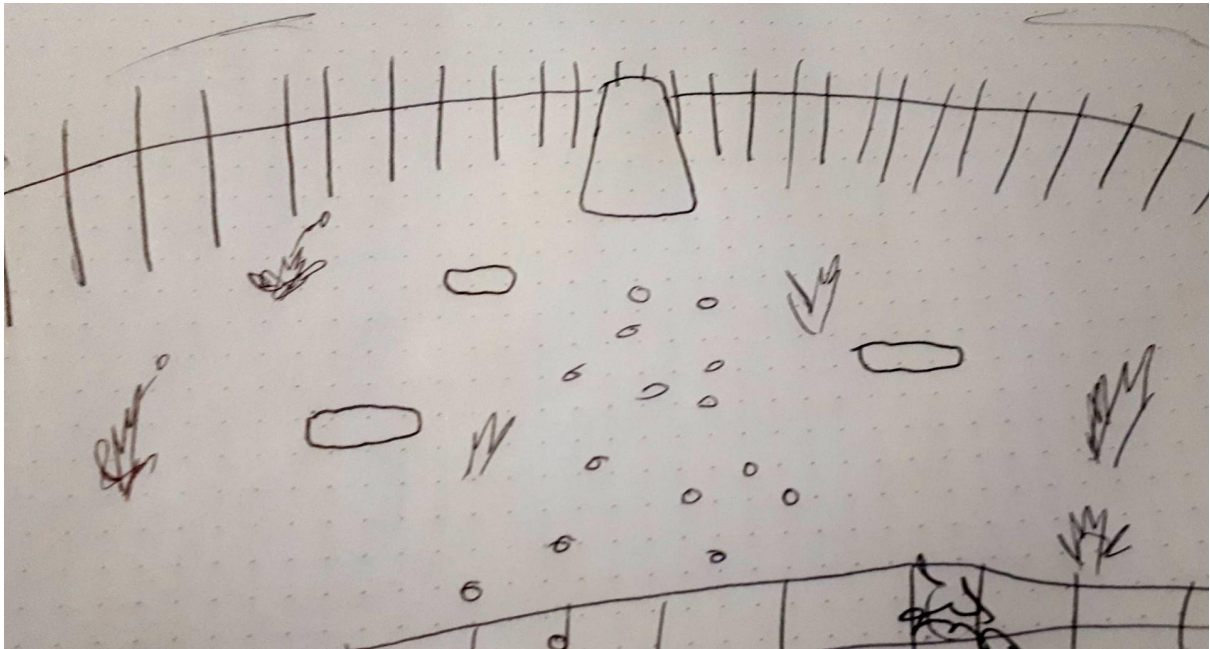
There is only one way in and one way out of this room.

Back Garden

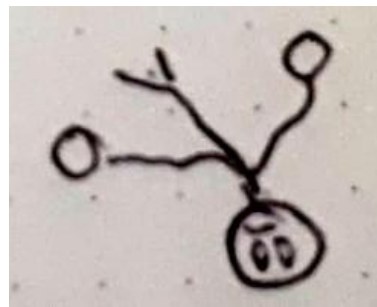
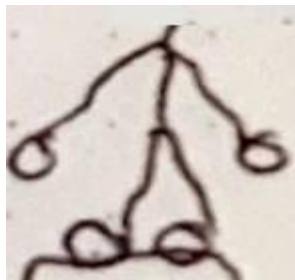
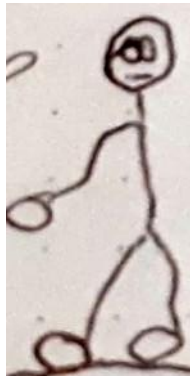
The side of the house where you access the servants quarters and kitchen. A beautiful garden under the moonlight, if it weren't for all the body parts.



Before completing the ritual: Entering the garden the characters notice it's quite well lit under the full moon. There is a twisting garden path leading to statues. Most are smashed but at the end of the path there is one of a beautiful woman (known as The Wife).



After the Attic: If the ritual was completed then the statues have come to life. The four smashed statues are now **angry stone undead missing pieces (4)** and the beautiful woman is now **angry stone undead missing husband (5)**. The undead will come after the player characters.



Grrrrr aren't they scary

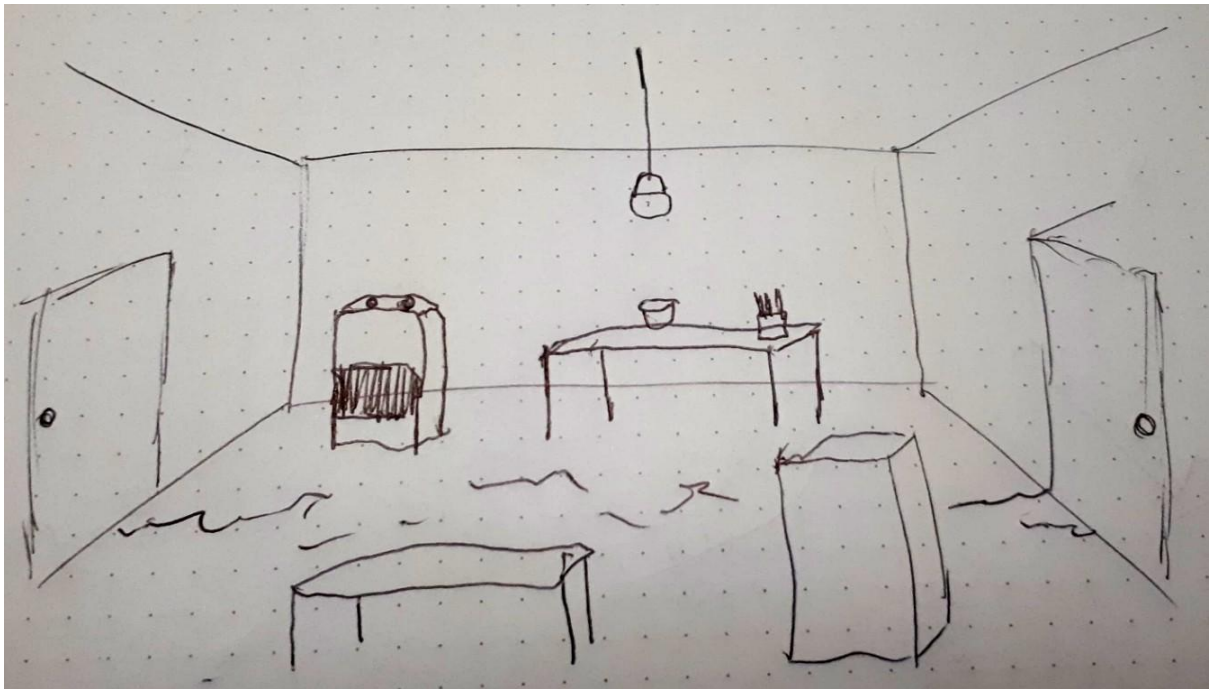
Leaving the Back Garden

Walking around the house	Go to Arrival at Ringstone Mansion
Through door with an outside lock	Go to Servants Quarters
Through Kitchen door	Go to Kitchen

Kitchen

The kitchen is rundown and there's a heavy smell of decay. If you don't know what decay smells like congratulations on never entering a boys dorm room. If the players investigate the kitchen bench (Target Number 7) they notice a knife is missing from the knife block. If they've found the knife in the Servants Quarters they'll notice it matches.

There is a trail of old, dried blood from the Kitchen back door to the Dining Room.



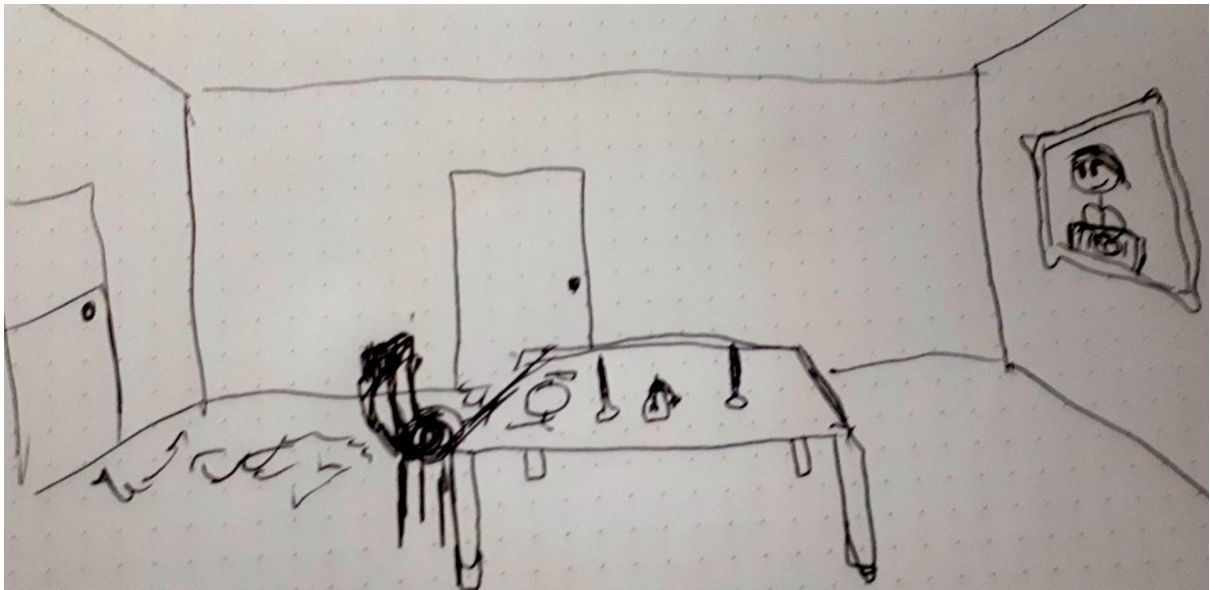
Idk I can't do kitchens (little did I know making that comment was the beginning of the end for me drawing anything good).

Leaving the Kitchen

Door on left	Go to Back Garden
Door on right	Go to Dining Room
Door I forgot to draw so lets pretend it's on the 4th wall	Go to Foyer

Dining Room

In the Dining Room there's a long dining table and a portrait of The Wife. She looks sad sitting in front of her empty plate. At this point the artist was intermittently fasting, and it might be projecting.



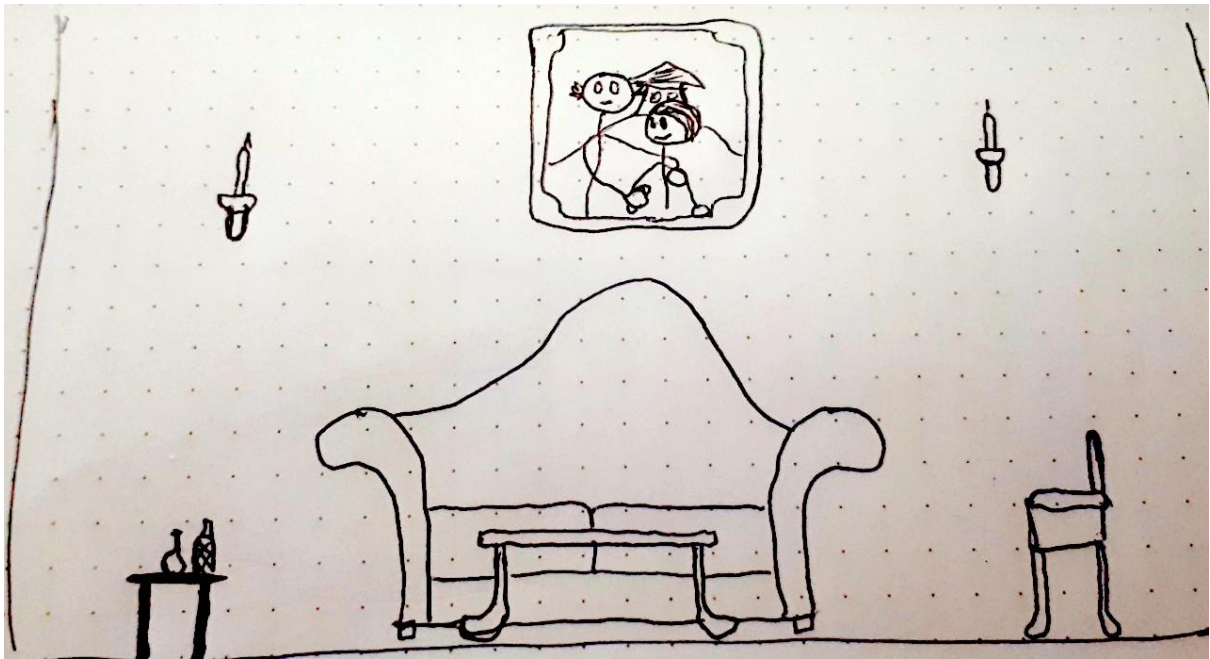
There is a trail of blood from the Kitchen door to the Foyer.

Leaving the Dining Room

Door on left	Go to Foyer
Door on back wall	Go to Kitchen

Lounge

Dusty furniture surrounding a coffee table. Some bottles to the side and a portrait of a grim man (The Husband) and The Wife hanging on the wall. One of the chairs seems absurdly small and skinny, but maybe people were smaller and skinnier back then. In this room characters can find the Disgusting Alcohol.

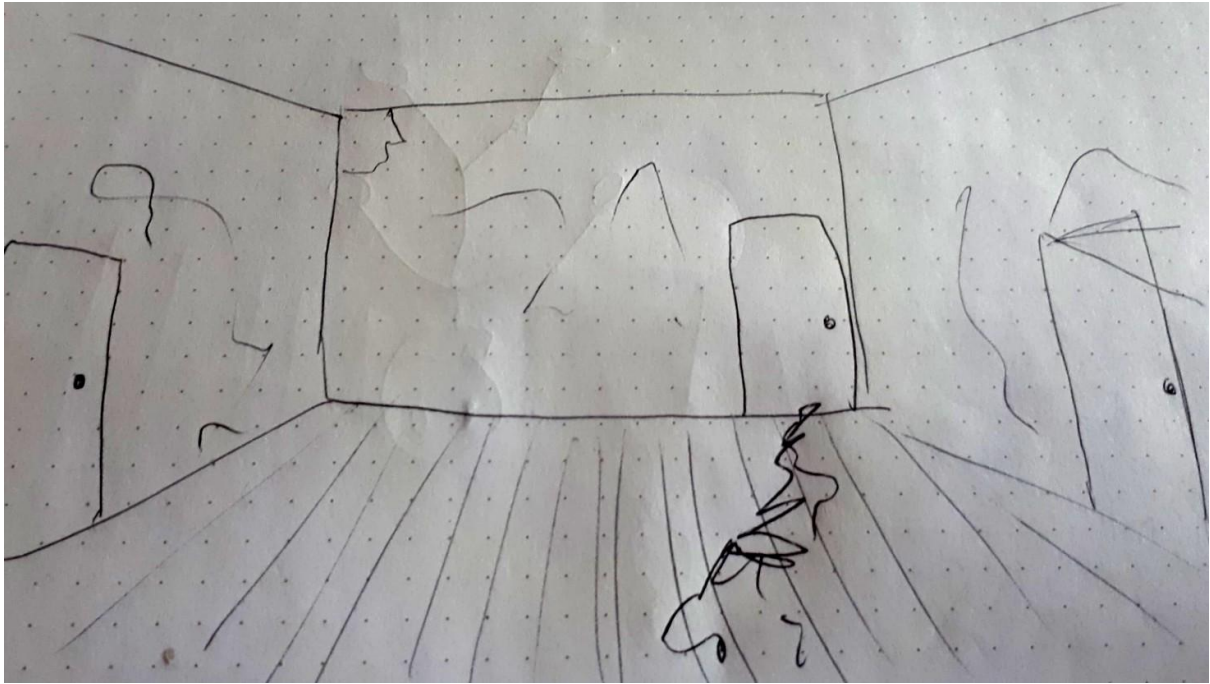


Quite disgusting alcohol. If drunk reduces 1 dice from any coordination or intelligence rolls, but increases 1 dice to a charisma rolls.

There is only one door in and out of this room and it goes to the foyer.

The Upstairs Landing

There's a trail of blood leading from the stairs to the master Bedroom.



Leaving the room.

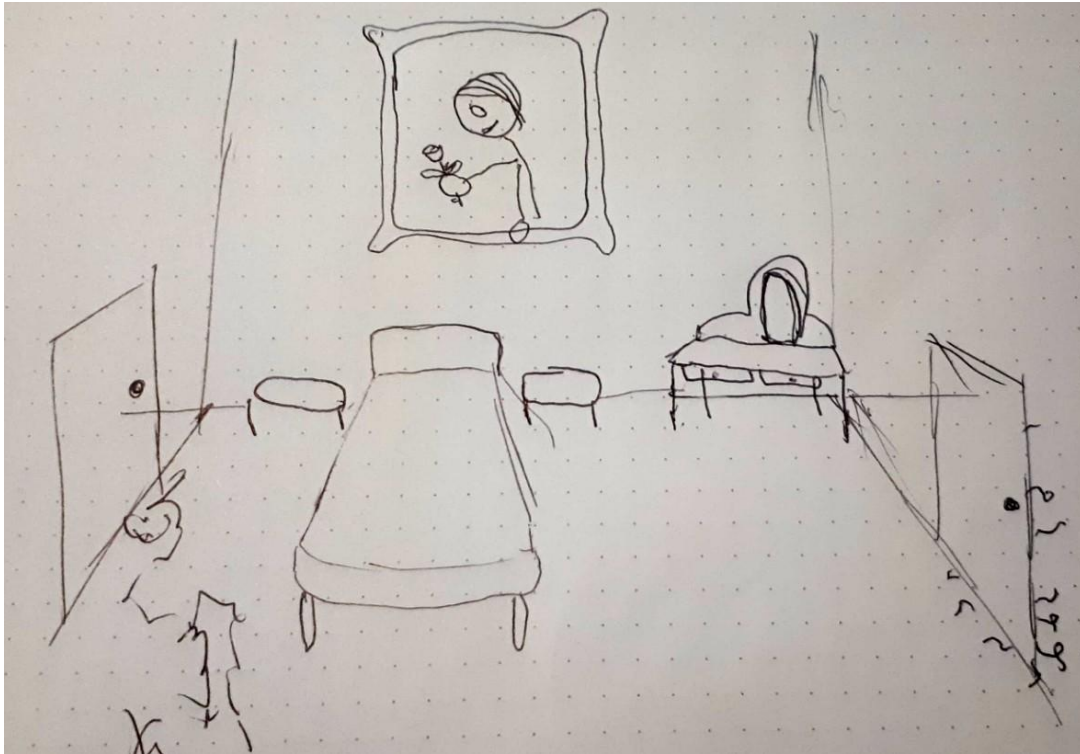
Back down the stairs	Go to Foyer
Door to the left	Go to Art Room
Door in the middle	Go to Master Bedroom
Door to the right	Go to The Red Room

Master Bedroom

Inside there's a large (deceptively so, since the artist was not on her A game) bed, dresser and wardrobe. There is a portrait of The Wife.

A scratching and squeaking can be heard from the wardrobe. If the wardrobe is opened a **Swarm of rats (2)** leaps forward and attacks.

There's a trail of blood leading from the Landing to the Bathroom.



Leaving the room.

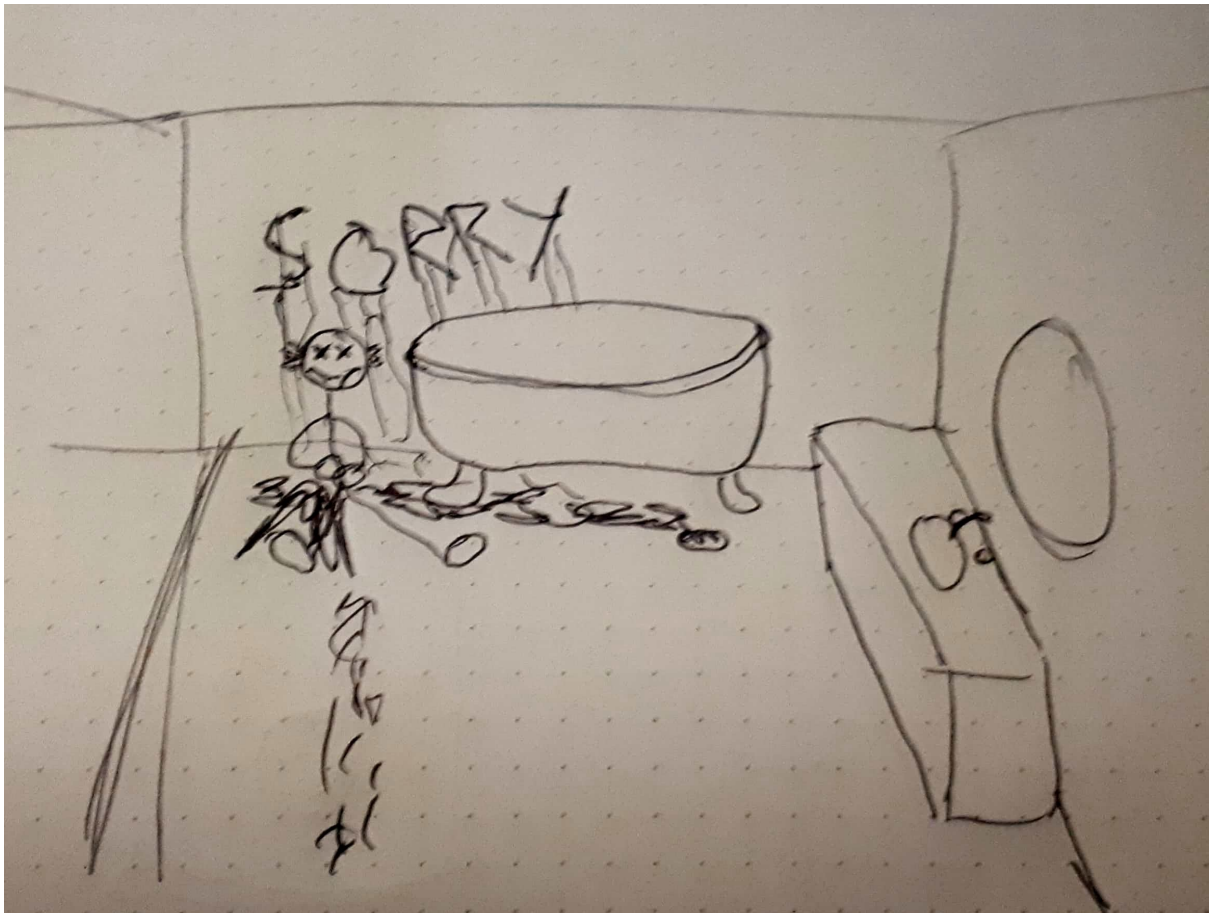
Door to the left	Go to Bathroom
Door on fourth wall	Go to Upstairs Landing

Bathroom

There's the body of an old man in robes, severely decayed. Again, think a mens dorm room. The robes are shredded around the middle, as was not the fashion at the time.

Investigating the Bathroom:

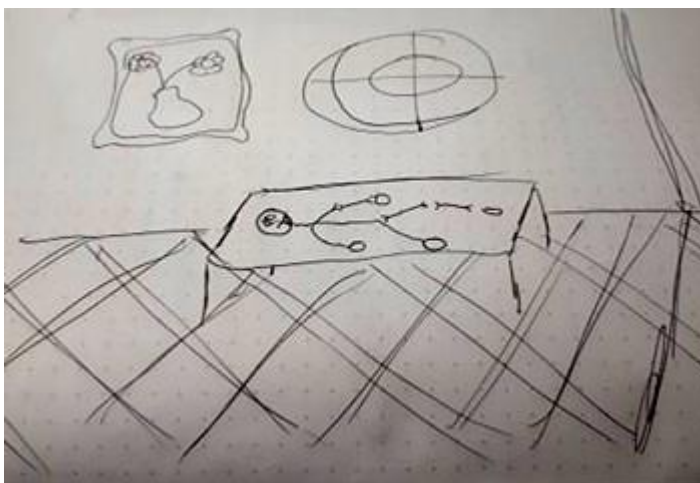
Target Number	Reveals
4	The dead man is The Husband
12	The wounds were inflicted by some kind of large dog.



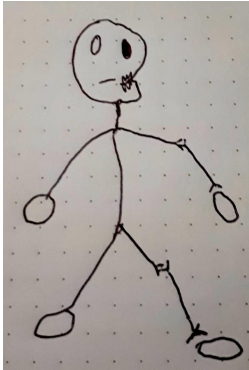
There is only one way in or out of the Bathroom and it leads to the Master Bedroom.

The Art Room

Inside the art room are many things: paints, paintings, but no painters. Closest might be the skeleton half-entombed in clay. I don't know, I never really "got" modern art.



After the ritual has been completed this skeleton comes to life and becomes **angry and half undead (3)**. It will leave the Art Room and come after the players.



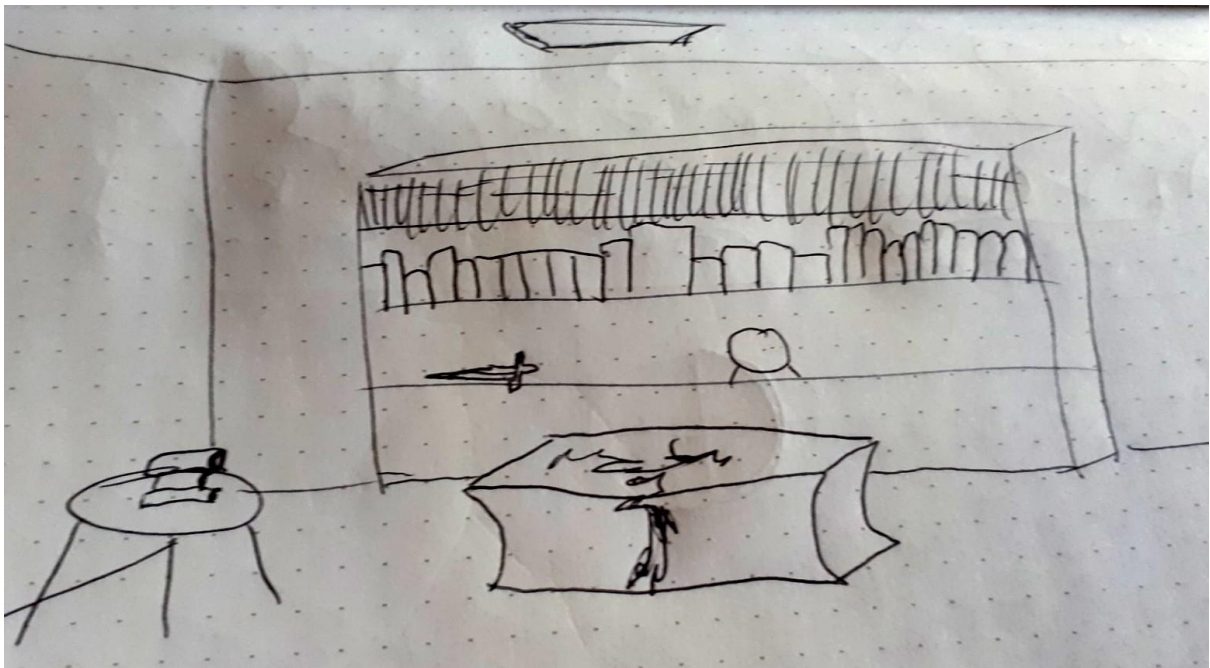
Grrrrrrr

There is only one way in and out of the Art room and it goes to the upstairs landing.

The Red Room

The door to The Red Room is locked shut. Target Number 11 to get through with an axe-like object, and 16 to get through it without.

Inside the room is a deep red colour. This is the first time you might think “wow I need their decorator”. There are tables and shelves filled with old books, and an altar in the centre with old dried blood. Behind the table is a masked, cloaked figure. She holds a long ceremonial knife. Above the altar is the opening to The Attic.





She is the Scary Cultist (**Scooby Doo Villain 4**) and her goal is to chase the players so they leave the mansion. Time for a traditional scooby doo chase scene! Or not, it's up to you and your players. If you want her to appear in rooms unexpectedly in a scooby doo way she has that ability. She doesn't intend to hurt any characters (but will defend herself if attacked). She will instead intimidate and bluff them as she moves forward.

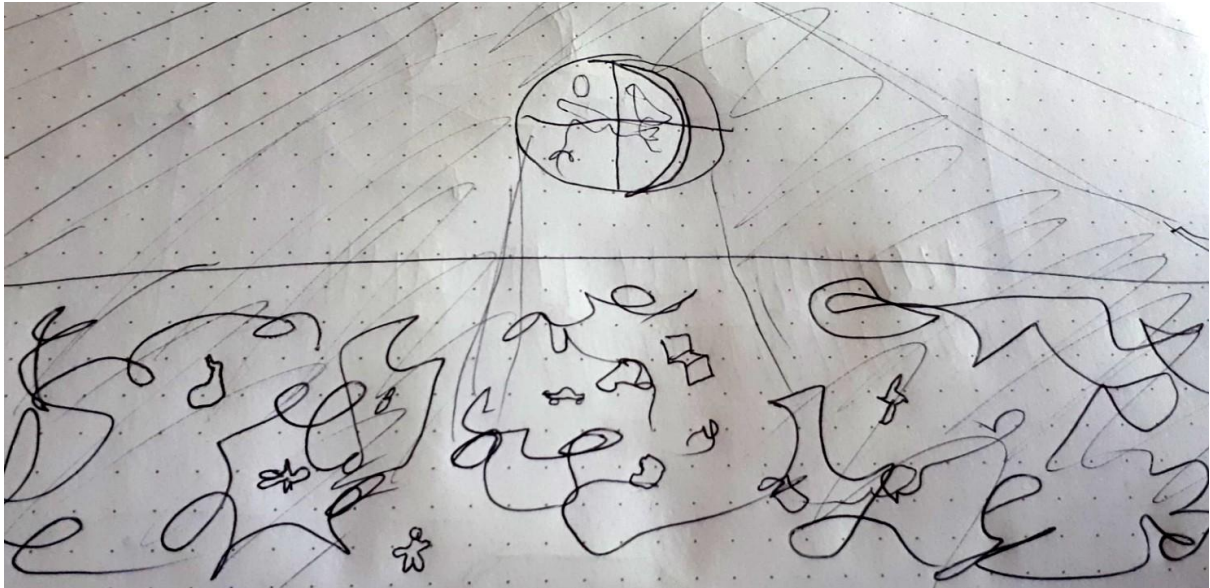
If the players unmask her she is revealed to be Doris, the waitress from Mitzy's Diner. Doris will tell the players that in 1925 she and her friends came to the mansion. The ritual made them all stronger but also brought to life the statues around the property. She was the only survivor. She didn't know why the ritual worked for her and her friends until it happened again in 1944. The ritual only works on Halloween if there's a full moon. Doris will beg the characters not to go into the attic.

Leaving the room.

Door on the 4th wall	Back to Upstairs Landing
Hatch to the Attic	Go to Attic

The Attic

The attic is dark, and twice as dusty as all the dusty rooms the players have entered thus far. Clutter is spread out across the floor, objects people have placed here over the decades, or maybe the previous owners were hoarders. Hard to tell. Underneath the objects there are arcane symbols scratched into the wood.



Completing the ritual the player characters gain one dice to any cliché they would like. Which is nice. At the same time the front door and all the windows disappear, leaving bare brick in their place. Only the back door to the kitchen remains open. Which is weird. Finally the statues around the property (the one in the Art Room and the four in the Back Garden) start moving. Which is bad.

The statues aim to kill the players. Once a statue is hurt significantly it'll crumble and lie still.

There is only one way out of the Attic which is down the hatch into the Red Room. Don't forget Doris is wherever you left her. She'll follow and help but is back to being an **apathetic middle-aged waitress (3)**.