

The Sorority House of Elmsville College

Introduction

Amongst the haunted locales of Elmsville, the Sorority House is one of the most notorious. This is an Horrors and Hellhouses adventure for guys and ghouls of no less than 6th level of experience.

Module Background

One night many years ago the occupants of the Sorority house all vanished without a trace. Since that night, the sorority house is considered to be off-limits for all visitors. Being boarded up however does not preclude fools from delving into its dreamy corridors and meeting gory ends.

Rumours

If the party inquires about the sorority house, roll on the chart for every week of rumor mongering.

1d20 Rumor

- 1 There is no point to making a map, the whole place keeps on changing!
(Partially true, maps will use their value over time.)
- 2 Supposedly there is a place within the house where your truest desires can be realized. (False, the house is a place of nightmares and that's what you'll get.)
- 3 I wouldn't break the mirrors if I were you. (False, the mirrors throughout the house are how the mirror thing can make hit and run attacks. Breaking them cuts off venues of ambush. They will repair eventually though.)
- 4 Sometimes, it is okay for the lights to remain off. (True, there are rooms where having the lights on is detrimental.)
- 5 He lairs where the girls watches. (True, The notorious killer known as the Creep lairs where the open eye corpses are gathered.)
- 6 Obviously, that form at the bottom of the abandoned pool is a monster awaiting prey. (False, the body is quite dead. Recovering it is the first step in permanently putting the hidden bedroom haunt to rest.)
- 7 Many powerful sentiments still haunt the sorority house. (True, they serve as the basis of some of the tricks.)
- 8 Sometimes attempting to communicate might save your life. (False, while the inhabitants of the sorority house are evil, those who would be inclined to parlay will ultimately be driven to kill intruders by the house.)
- 9 Know which floor you are on to know what you will encounter. (True, the only constant in the house is that the same rooms will always appear on the same floor.)
- 10 Those who replace the fallen are doomed to take their place forever. (False, there is nothing preventing a temporary replacement of persons within the sorority house.)
- 11 If you encounter a ghost of great power, leave the house at once! (True, all fifth magnitude ghosts encountered will hunt the party down until they leave.)
- 12 That dog! That dog! It's the forebearer of doom! (False, you are bound to run into difficulties way before you encounter the dog and when you encounter it, the dog just glares at you and leaves.)
- 13 The rats in the walls are harmless, I tell ya! (False, the rats will attack intruders en masse until you leave.)
- 14 Mediums often tour the sorority house in search of phenomena - they could assist you in times of need. (False, the mediums are too concerned protecting their own hides to help others.)
- 15 Keep that doll away from the others! (True, the doll in the attic activates the real trick of the Doll Room.)
- 16 Supposedly there is a unfinished portrait somewhere in the house. If you paint someone who is long dead, they'll come back - the same as before! (False, anyone raised from the death by finishing the portrait will be turned evil.)
- 17 Save the baby from the flames, are you mad?! It would do nothing. (False, even if the baby is long dead, it would put to rest the horrors of the boiler room.)

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- 18 Be careful never to make any more noise than necessary. (True, noise incurs random encounter checks.)
- 19 If you find the body of the long lost boy and bury it elsewhere, you would be doing an act of great good. (False, the boy was a devil. Burying him elsewhere allows him to carry his murderous activities outside of the house.)
- 20 Avoid the upstairs bathroom - the place is a death trap! (True, but there are great rewards to be had if you survive!)

Random Encounters

Check once every hour spent in the sorority house. There is in a 1 in 6 chance something happens. In which case, roll a 2d10 followed by a 1d100 to determine what precisely takes place.

(2d10)	(1d100)	Encounter
2-3	01-40	Part of the house's layout changes
	41-70	wall collapses to reveal grisly corpse
	71-90	A living wall appears and attacks the party
	91-00	A dog glares at the party before dragging its meal - a decapitated head - away and vanishing without a trace
4-6	01-40	Party becomes lost
	41-70	2d4 femininely-shaped shadows attack the party for 1d4 rounds before disappearing
	71-90	Blood runs down the wall - it eventually forms a message for help
	91-00	A minor animator harrasses the party for 1d4 rounds - it is coated in a deadly venom that kills if a saving throw is failed
7-8	01-40	Any food the party is carrying spoils instantly
	41-80	A female poltergeist taunts the party
	81-00	1d2 high-level serial killers assaults the party, treat thier blows as if they originated from swords of sharpness
9-13	01-60	1d4 curious college students are haplessly lost - they will appreciate being led out of the sorority house
	61-90	1d2 low-level mediums are investigating the phenomona of the sorority house - they do not want to be bothered
	91-00	3d10 skeletons burst out from the floor and assail the party admist offers of affection
14-15	01-40	A voice greets the party and asks increasingly personal questions for one whole turn
	41-80	A haunt of someone being a grisly death appears out of nowhere - 1 in 4 chance the party is surprised and is pickings for some other danger (roll again on the random encounter table if the party is surprised)
	81-00	3d8 zombies attempt to carry party member off for devouring elsewhere
16-18	01-60	All lights - both the sorority house's and the party's - go out for one whole turn
	61-90	One item of the party's goes missing, it reappears in someone else's possession eight hours later
	91-00	A fog cloud overtakes the party - within the cloud is a crimson death mist
19-20	01-40	The nearby walls turn to flesh, this will effectively halve movement rates for six whole turns
	41-70	A party member is pulled into the wall, they must be broken out and free within three turns or they will die
	71-90	One random party member is teleported to somewhere else in the house
	91-00	An insane 5th magnitude ghost decides to take her vengeance out on the party - as long as they remain in the house, it will hunt them down and pick them off one by one

Layout

Beyond the main entrance, the Sorority House is amorphous. Although it doesn't

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change rapidly, it changes often enough that a map becomes completely useless after a month. The only permanent halls and chambers in the Sorority house are those listed below and they always appear on the appropriate floor. Wise adventurers will keep this in mind. Ingenuous Horror Lords will take advantage of this by adding "dead" locales to space out the numerous death traps and also add locales with their own terrifying content seamlessly with what's below.

Locations

1. Entrance

Description: You enter a decrepted entry hall of dark pallor and deep silence, a brown rug wordlessly accepting your footprints.

Play: The Trick ensnares the player characters as soon as they enter the house. If the players move the rug, they see the words "No Return" scrawled brightly into the dark wood floor.

Monster: There are no monsters here.

Treasure: There is no treasure here.

Trap/Trick: If anyone desires to leave immediately (they have not stayed for at least one hour), they must make a saving throw to do so. Otherwise, some queer curiosity compels them to stay unless someone else convinces them to leave.

2. Walk-In Closet

Description: This appears to be a walk-in closet, however it is unnaturally dark inside.

Play: The Trick activates if people enter the closet and close the door behind themselves without first switching on the overhead light. Lights carried into the closet do not count. The coats (there are about seven) found in the room are worthless.

Monster: If the trick is activated, there are two ghoulish sharks to contend with (treat them as great white sharks but their bites cause paralysis on a failed save).

Treasure: There is no treasure to be found here.

Trap/Trick: If any person(s) enters the closet, closes the door, and has not turned on the light, they are teleported to a huge well-lit room, flooded waist-deep in blood, with mirror walls. Hidden in the blood are two ghoulish sharks. Each attack they make will essentially be a surprise from behind (+4 to hit, x2 damage). If anyone is killed, their chewed-up bodies re-appear within the closet, sprawled out onto the floor. Those who survive the assault and slay the sharks show up 1 to 6 turns later where the others are.

3. Living Room

Description: You enter a well-furnished living room. One chair, a love seat, and a three-person sofa are situated for television and fireplace viewing while a coffee table with cabinets sits in the room's center, a simple black television remote serving as its single adornment.

Play: Pointing the television remote at the television turns it on. There is nothing to see but static. There are two tricks however to this room.

Monster: If the fireplace is turned on, there is a large fire elemental to contend with. If the gift box is opened, there are potentially many crawling claws to contend with.

Treasure: There is no treasure to be found here.

Trap/Trick: Pointing the remote at the fire place causes a flame to ignite. One turn later, a large fire elemental springs out and attacks. In the coffee table's cabinets, there is a wrapped gift. Opening the gift yields nothing but as long as it is unwrapped, a crawling claw will emerge from the box's confines and attack the party.

4. Intermediate Hallway

Description: This is a stretch of hallway somewhat distorted by neglect. You feel as if the wooden floor would give way if you are not careful.

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Play: A segment can be easily pruned without making travel difficult. There are several outcomes to this event. See the treasure and trap/trick sections.

Monster: There are no monsters to be encountered here besides those drawn to investigate by the sound of the floor creaking.

Treasure: The first time the party pries up the floor, they can find a small jewelry box of significant value. Inside, there are photographs and trinkets of no great importance though.

Trap/Trick: If the party is not careful about being quiet, there is a 1 in 3 chance the floor creaks as they walk down the hallway. In such a case, check immediately for a random encounter. If they pry up the floor for a second time, the first person who bodily investigates must make a saving throw or be carried off by the spirit of the house mother.

5. Kitchen

Description: You enter quite the messy kitchen with fridge, oven, cabinets (sealed with chains), and garbage bin. The smell of rot and smoke fills your nostrils and the sickly yellow light casted by the plug-in kitchen lamp leaves you in a slight fugue. You can hear that apparently the garbage disposal is still in operation.

Play: There is always fresh meat in the fridge and fresh frozen meat in the freezer. There is also always cooked meat in the oven but it will always be spoiled. The garbage bin typically has the remnants of a recently finished meal. The key to the cabinet is caught in the garbage disposal and if retrieved can be used to open the cabinets.

Monster: A neo-otyugh will burst from underneath the sink the moment the garbage disposal is fixed. Depending on how it is fixed, the neo-otyugh may or may not get a surprise attack against the repairman.

Treasure: The silverware in the cabinets would fetch an exceptional price if sold to the right people.

Trap/Trick: The meat in the fridge is humanoid in origin. Also, all foods cooked in the oven spoil. The scraps in the garbage however are perfectly fine and no harm will come from eating them. While the light is on, the party suffers a -1 to all checks and saves. The garbage disposal can be fixed if the object caught is removed. Anyone using their hand however gets several minor gashes and suffers 3d6+3 points of damage from both the cuts and resulting blood loss. The otyugh also gets a free surprise attack against the victim.

6. Dining Room

Description: A sight of elegance and class greets you as you enter the dining room. A table dressed in long blue cloth sits in the center of the room topped with dinnerware expertly arranged and all candlewicks burning bright. Dishes apparently have been placed as well but they are covered. Besides this marvelous setup, an old fashioned record player sits on a wooden stand.

Play: The monster rises if the dinnerware is taken out of the room. The real treasure reveals itself only if the right song for the record player is played. A crate with the records can be found underneath the table.

Monster: If any of the dinnerware leaves the room, the candles blow out and the cloth raises as a sheet phantom of large size.

Treasure: The dinnerware tarnishes the moment it leaves the dining room. There is an priceless piece of jewelry hidden in the record player's stand.

Trap/Trick: There are six records to be played. Each song must be played in its entirety and every song takes a turn to play. For each song that is played, make an immediate random encounter check. The correct song is "Blue for You". Once that song is played, the secret compartment opens up revealing the real treasure.

7. Library

Description: You now behold a long room walled almost entirely by shelves of books. One half-circle table complemented by a set of three chairs sits right up against the opposite wall, apparently sealing off a knob-less door.

Play: The books in the room are only legible if they are read at the half-circle table and only if someone is sitting as well. The trick triggers six turns later. If

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the table is moved and the

Monster: If the half-circle table is moved and the door knob found and restored, the door can be opened. Once it is, the gibbering moulder with maximum hit points trapped inside instantly attacks. It is in a ravenous frenzy and will make double the normal number of attacks each round.

Treasure: If the books are appraised before leaving the room, they can be verified of their worth. The first six books appraised will net the party a tidy profit. Any more books appraised will be worthless however.

Trap/Trick: Those at the table will become irritated with the others. On a failed saving throw made by any person, this will escalate into a screaming hissy fit. This may potentially draw the attention of any monster. In such a case, make a random encounter check immediately.

8. Game Room

Description: Unactivated arcades and pinball machines are arranged about this large room with their respective wires snaking about the ground, secured by nothing more than duck tape. You also notice that nothing is plugged in.

Play: Plugging in the machines and hitting the appropriate switch will turn on the arcades and pinball machines. Playing any of the machines for more than one game will trigger the trick.

Monster: There is no monster here.

Treasure: There is no treasure here.

Trap/Trick: The machines in operation make a lot of noise. While they are in operation, make a random encounter check each round. Also, if anyone plays a machine for more than one round, they are drawn inside the game and are forced to survive within a fast-paced murderous game world. Typically, they will not survive more than three turns of this. The trick however can be broken if the triggered machine is wrecked. Wrecking a machine however incurs an additional random encounter check for that turn. Once the machine is broken, the character caught inside re-appears suffering 1d10+2 points of damage for each round he spends inside the game world.

9. Toilet

Description: There is a small room with simply a toilet, a sink, a mirror cabinet, and a pink bathroom rug feebly situated on the white tile floor. Spray painted on the toilet in green are the words "Wishing well".

Play: There is treasure to be found involving the mirror cabinet. Also, there is a trick involving the toilet.

Monster: There is no monster in this room.

Treasure: Inside the mirror cabinet, underneath the bottom-most shelf is a secret compartment containing two vials of healing potion, two vials of anti-toxin, and a ring of clairvoyance.

Trap/Trick: If someone decides to flush a coin down the toilet and doesn't make an actual wish, it gushes out a decapitated head one turn later. Etched into the head will be the words "Wishes are for suckers". If someone does, the wish will be twisted in the worst possible way.

10. Study

Description: A soft light casts a warm glow about this room where a rectangular table with two desk chairs sits alongside the mirrored side of the room while a reclining chair sits alongside the other simple wood wall.

Play: If anyone sits at the desk while someone is sitting on the reclining chair, the trick activates.

Monster: There is no monster in this room.

Treasure: There is no treasure in this room.

Trap/Trick: The moment someone sits at both the desk and in the reclining chair, the trick begins. The moment the person sitting in the reclining chair talks to the person sitting at the desk, the person sitting at the desk will fly into a homicidal rage and attack the person sitting in the reclining chair. Nothing will stop them until they are dragged out of the room. Afterwards, there is a 1 in 6 every two hours, something will re-ignite their rage and this time they will not stop until

they leave the house.

11. Cellar

Description: The fragrance of spoiled beer and wine sting your nose as you step down into this half-flooded wine cellar. Shelves half-stocked with alcohol form aisles throughout the room.

Play: The monster, if not surprised, hides and then attempts to attack from surprise.

Monster: The monster is a hecuva. It attacks last in a melee round, drinking alcohol, moving surly, cursing, and preaching through the entire combat.

Treasure: There is no treasure in this room.

Trap/Trick: The hecuva cannot be permanently put to rest until all of the alcohol is removed from the room.

Second Floor

12. Balcony

Description: A circular staircase leads up to the above balcony loft, the nearby chandelier casting a dim light through its faceted gems.

Play: As the party moves up the stairs, describe how the stairs have a bit of a spring to them. The trick activates if anyone pauses on the stairs.

Monster: The monster here, a zombie aboleth, ties in with the trick of the East Hallway.

Treasure: There is no treasure here. The faceted gems are worthless pieces of glass.

Trap/Trick: The moment someone pauses the stairs, the stairs give way, creating a slide and depositing anyone who fails a Dexterity check at . The sudden movement inflicts 1d6+4 points of damage on the hapless.

13. Eastern Hallway

Description: This walls of this adorned hallway are interestingly tinged with a faint red.

Play: The trick activates if the party spends more than two turns transversing through the passage.

Monster: There is no monster in this hallway, but the monster of the balcony is important to the trick.

Treasure: There is no treasure in this hallway.

Trap/Trick: When the trick activates, a flash flood of blood overtakes the party. Three consecutively successful Strength checks (at -4 penalty) are required to withstand without preparation. Players can also latch onto something in the hallway securely if it takes no more than one round to prepare. They still need to make one Strength check (at no penalty) however. Characters who fail thier checks are swept away to the Balcony. There, they get a final chance to latch onto the railing of the stairwell. Otherwise, a trap door opens up and deposits them in a tank with the zombie aboleth and they must essentially fight underwater (with a chance of contracting a disease each round because of the blood). Those who survive can burst through the floor. The floor and the aboleth will regenerate over time.

14. One-Person Bedroom

Description: As you enter this dark and silent room, a queer sense of relief rises to the occassion.

Play: The monster attacks only if the lights are turned on or lights are brought into the room. If the lights are turned off after the fact, it still continues to attack. when the lights are on, the party finds themselves in a bedroom where a bloody message written on the wall reads "Aren't you glad you didn't turn on the lights?"

Monster: The monster, a devourer, attacks only if the lights are turned on. Otherwise, it will harmlessly lick any party member's hand if they investigate the room for occupants. In addition to the two attacks it makes with its hook hands, it also energy drains with its prehensile tongue.

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Treasure: A bloody hook can be found on the bedroom's single dresser. If washed and made hallowed, it can be melted and sold as a bullion of mithral.
Trap/Trick: The devourer can only be put to rest if the bloody message is washed out and the silver hook is cleaned and hallowed.

15. Bathroom

Description: You enter a musky bathroom dimly lit by an overhead light. A curtained bath tub, toilet, sink, and hamper lie about the place in various states of disrepair.

Play: Turning off the room's light and using another light source reveals that everything in the bathroom is in top condition. Turning on the faucet unleashes a water weird while turning on the bath unleashes the psychopathic ghost. There is also a trick involving the toilet. The hamper is the only safe object in this room. Treasure can be found in the wall adjacent to the bathtub, the toilet, and the hamper.

Monster: There are two monsters that can be encountered here - the water weird and the psychopathic 3rd magnitude ghost. The water weird increases in size and recovers completely while the faucet remains on (a Strength at -6 penalty can be made to turn it back off) while the psychopathic ghost attacks from surprise whoever is standing in the bath tub when the faucet is turned on.

Treasure: A grey cloth equivalent in effect to a cloak of elvenkind can be found at the very bottom of the hamper. The shiny object at the bottom of the toilet, in actuality a ring of protection +1, can be found in the toilet's tank after the trick is circumvented. The bag of gold found in the bath tub wall can be turned it for a reasonable sum.

Trap/Trick: There is a shiny object in the bowl of the toilet. If anyone attempts to grab it, they must make a Dexterity check at -6 or be sucked into the toilet and reduced to a bloody pulp as they forced through the house's plumbing. Whether or not someone survives, the ring emerges in the tank of the toilet. Also, the treasure in the wall adjacent to the bathtub can only be found while the faucet is turned on.

16. One-Person Bedroom

Description: You step into a comfortable single-person bedroom, complete with bed, desk, chair, dresser, mirror, and closet. Attire is sprawled all over the bed and a

Play: Everyone who rummages through the clothing activates the first stage of the trick. If no one stops that person from contributing, the second stage of the trick is triggered.

Monster: The ghoulish child in the closet is activated with the triggering of the second stage of the trick. It does not appear in the closet until then. Once activated, he attacks anyone scantily clothed in preference to all others. He attacks with a kitchen knife twice per round dealing damage as if it were a greatsword. He can also deliver paralysis through his knife blows.

Treasure: There is no treasure in this room.

Trap/Trick: Rummaging through the clothes compels the rummager to add his own to the lot if he does not make a saving throw. If he fails and no one stops him within one round, the ghoulish child bursts from the closet and attacks. It is not necessary to activate the first stage of the trick to get the ghoulish child to appear; anyone who is partially nude upon entering the room triggers the second stage of the the room's trick immediately upon entering the room.

17. Music Room

Description: A black grand piano stands proudly as the centerpiece of this room with lesser instruments hung meticulously on an adjacent wall. Opposite on a two-tier shelf are numerous trophies supposedly rewarding exceptional musical talent. A small but noticeable crevasse mars a white-washed wall of the room however.

Play: Disturbing the trophies activates the trick while investigating the grand piano springs the monster entombed within it.

Monster: Entombed in the grand piano is an oriental vampire. Since it has not fed in ages, it will be ravenous and attack until its appetite is appeased. Once its hunger is sated, it will be more agreeable to disturbance and will agree to parlay. Still,

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there is a 1 in 6 chance every turn of the house's influence overtaking the vampire and commanding it to attack the party.

Treasure: The gold on the trophies can be sold to the right buyers for a tidy sum.

Trap/Trick: Those touching the trophies are compelled to pick up an instrument and play momentarily for 1d3 turns if they fail their saving throw. Each person playing incurs a random encounter check until they cease. Once they stop, they can once again touch the trophies but that triggers the trick again. Only a successful save allows the trophies to be handled without problem.

18. Western Hallway

Description: This is an exceptionally ratty hallway. Numerous mouse holes run the length of the corridor.

Play: With the exception of the trick regarding the scouting mice, there is nothing remarkable about the west hallway.

Monster: There is no monster in this hallway.

Treasure: There is no treasure in this hallway.

Trap/Trick: There is a 1 in 12 chance a rodent will be encountered in this room. If that is the case and the rodent is not caught before it can alert the others, the party can expect to deal with 1d3 rat swarms every 1d4 turns until they leave the sorority house.

19. Three-Person Bedroom

Description: This bedroom is one complete mess. Large and furnished enough to accommodate three people, clothes have apparently been thrown all over the place, draping bed, chair, and dresser alike.

Play: A key to the basement swimming pool can be found amongst the articles of clothing. The trick activates the moment three different party members are rummaging through the articles of clothing sprawled all over the room.

Monster: There is no monster in this room.

Treasure: There is no treasure in this room.

Trap/Trick: When the trick activates, the first three people holding articles of clothing will begin arguing for one turn before attacking each other. Check for random encounters each turn this persists. The fighting will continue until two are killed or they are all hauled out of the room. The violent fighting will re-occur if something of one character appears in another's possession or they are forced to hand something that belongs to them to another afflicted person. The trick will finally dissipate when all afflicted party members leave the house.

20. Two-Person Bedroom

Description: This appears to be a bedroom suitable for two with two complete sets of furniture. What you find striking is that fact that the two beds have been pushed together and it apparently occupied. Unfortunately, the occupants are veiled in a single large comforter.

Play: Removing the comforter reveals two corpses - one of a harridan seemingly preserved and another of a man though that body is long decomposed. The primary treasure, a gold ring, is on the male corpse's hand. The secondary treasure, the contents of the man's wallet, is in the corpse's pocket. The encounter with the banshee can be foiled if someone takes the male corpse's place immediately.

Investigating one of the closets reveals a decomposed corpse of another woman.

Monster: The corpse of the harridan reveals itself as the monster, a banshee, if the corpse of the man is disturbed. In addition to its wail, it delivers a strength-draining poison with its two touch attacks.

Treasure: The ring on the man's hand is a ring of free action. The contents of his wallet would be of interest to his family and they would give a modest reward for either the wallet's contents, the body, or both.

Trap/Trick: The monster is activated if the monster is disturbed and is not hastily replaced with a equivalent body. A woman will not suffice and such audacity will trigger the monster immediately.

21. Doll Room

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Description: What appears to be a child's bedroom turns into merely a platform for display once you spot the large assortment of dolls proudly arranged atop of the solitary bed of this chamber.

Play: The treasure and monster are hidden underneath the bed. The real trick to the room does not activate until the doll from the basement is restored.

Monster: A throw-rag doll (treat it as a choker with construct qualities) guards an unopened package of a limited edition action figurine hidden under the bed. It plays dumb until someone either grabs it or grab the package and then attacks from surprise.

Treasure: The unopened package of the limited edition figurine would be fetch a high price if offered to very serious collectors.

Trap/Trick: If the doll is restored, it regains its mobility and decides to make the party "join" its family. It acts as a doll golem emitting a 10 ft. aura of transmutative energy. Every turn, everyone in this aura must make a saving throw. If anyone fails three consecutive saving throws, they are turned into a doll and cannot be restored by anything less than a wish.

Attic

22. Entry Stairwell and Room

Description: The carpeted stairs lead up to a small room where a small desk table with sole cabinet rests, adorned by a vase of yellow flowers in full bloom.

Play: The trick of the stairs activates if members of the party move in different directions in regards to the stairs.

Monster: The flowers in the vase are yellow musk creepers. They assail anyone opening the sole drawer of the desk table.

Treasure: A gold locket is hidden amongst the letters and papers in the cabinet. It would fetch a pretty penny at any pawn shop.

Trap/Trick: When the trick activates, a party member moving up the stairs will feel compelled to push anyone moving down the stairs. This push is particularly forceful. Those who are about to be pushed are entitled to a Perception check (at -4 penalty) to avoid being pushed and two Dexterity checks (at -4 penalty) to first recover one's balance if pushed and to brace oneself if successfully pushed. If anyone fails all three checks, they fall down the stairs and break thier neck dying instantly.

23. Television Room

Description: A simple room with couch, lamp, table, and television comes to vision. Both the lamp and television is on, the lamp pouring out a fine orange light while the television emits no noise and displays nothing but static. The remote control lies on the couch.

Play: The first stage of the trick activates the moment someone enters the room while the lamp is on. The second stage of the trick only activates if someone actually decides to use the remote control and watch television.

Monster: There is no monster in this hallway.

Treasure: There is no treasure in this room.

Trap/Trick: While the light is on, everyone who enters the room is compelled to sheepishness and will seek to sit on the couch if they fail thier saving throw. If anyone who is sitting on the couch decides to use the remote control to operate the television, they will find that it is in working order. Unfortunately, for every turn they spent watching television, they will get 100 pounds of weight. Each time this happens, they are entitled to a saving throw. If they reach over 400 pounds however, they experience a heart attack and die immediately. All this additional weight is lost the moment they are hauled out of the room.

24. Small Hallway

Description: You enter a small hallway forked in three directions each sealed off by a solitary wooden door.

Play: The trick always activates the first time the party enters the hallway and approaches the fork. It activates again whenever the light is switched on or

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switched off.

Monster: This is no monster in this hallway.

Treasure: There is no treasure in this hallway.

Trap/Trick: When the trick activates, the lights go off and the doors slam close. Not only do the exits change when the light is off, the exits change when the light is switched back on.

25. One-Person Bedroom

Description: This cramped space appears to be a bedroom with simply a small table, chair, and bed. A overhead pipe has been turned into a improvised coat rack while numerous plastic crates containing articles of clothing have been tidily placed underneath the bed.

Play: The trick activates after one turn of investigating the bedroom. The lab coat amongst the other hanging articles of clothing can be used to circumvent the radioactive light in the laboratory.

Monster: There is no monster in this room.

Treasure: There is no treasure in this room.

Trap/Trick: The door audibly locks and the walls and ceiling start closing in. The door cannot be unlocked from within the bedroom. It must be either unlocked from outside or forced open. If no one escapes after one turn, everyone in the room is crushed and killed.

26. Laboratory

Description: A green glow casts an eerie light on what appears to be a well-furnished chemistry lab with apparatus, sinks, full body wash, chimneys, and other instruments. A file cabinet stands idly by the entrance.

Play: Those who are not wearing the appropriate outfit (such as the hazard material suit found in the large storage room on the basement floor or the labcoat found in the one person bedroom on the attic floor) suffer full exposure to this room's trick. The treasure can be produced if the party searches the file

Monster: There is no monster in this room.

Treasure: Those who follow the instructions mislabelled radioactive in the file cabinet can produce a potion of super-heroism with the ingredients that still remain. Anything else made will produce a poison of the instant death type.

Trap/Trick: The green glow is actually radioactive light produced by some poorly contained material. It only affects "intruders", those not wearing the appropriate garb, but it can be temporarily circumvented by properly closing the lead box it is encased in. Unfortunately, the closure will come undone 1d6 turns later. While the radioactive light is shining, those unprotected will suffer 1 point of temporary Strength and Constitution damage per turn.

27. Vermin's Nest

Description: You enter what appears to be a nest teeming with seemingly an endless number of rats. A glowing red egg of some sort glows, basking the chamber in everchanging hues of bright and dark red light.

Play: The active monsters attack immediately once they sense intruders.

Monster: At any one time, there are enough rats to form twelve rat swarms. There will also be eight giant rats and four dire rats. Breaking the egg unleashes a rat-alien creature equal to a loup-garou in power. In addition to its hideous strength and agility, the creature can make a paralyzing attack with its prehensile rat tail and also delivers a potent disease through its claw and bite attacks.

Treasure: While there is no treasure in this room, the body of the rat-alien creature could fetch a hefty reward from interested government scientists.

Trap/Trick: While the rats are alive, movement rates in this room are halved. Also, the red light inflicts confusion after 5 rounds to everyone who does not make their saving throw.

28. Antique Room

Description: Dust, cobwebs, and neglected trinkets lay about the room atop of boxes,

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shelves, and small tables. In one corner, something circular lies covered in a white cloth while something purrs curiously within the closet in the opposite corner.
Play: The monsters remain inactive until the mirror is revealed and the closet is opened. The treasure is in the closet and also in a small antique chest. Unveiling the mirror reveals the key to that chest.

Monster: The mirror thing activates the first time someone uncovered the mirror. For now, it does not attack, simply taking the form of the first person it perceives. It will attack some time later through another mirror until its original and all of its companions are dead. The dread familiar trapped in the closet takes the form of a black cat and latches onto the spiritual power of the first medium it senses, fouling their spiritual concentration 10% of the time. Otherwise, it will latch onto the person who first unleashed it inflicting a -1 penalty to all of their rolls.

Treasure: The closet containing the dread familiar holds a dark skull on the top shelf. A key hanging on the frame of the mirror unlocks the antique chest containing a whole collection of jewelry by which selling will fetch an extraordinary return.

Trap/Trick: There is no trick to this room.

29. Hidden Bedroom

Description: This appears to be a simple bedroom filled with toys that every boy would love. Only two things stand out a bloody message written on the wall and a picture of mother and child on the bedside table.

Play: If anyone looks at the blood on the wall, they can discern a message hinting that the food in the garbage is good to eat. The monster will attack after one turn of investigating.

Monster: The monster is a spectre. It is invisible because of the room's trick. While it attacks, they will hear the jingling of small bells. The spectre makes two wisdom-draining touches per round.

Treasure: The treasure reveals itself once the woman in the swimming pool is buried. It can be found on the bed. It is a mask of terror resembling a jester's cap with bells. Besides it will be a note that reads "Tank u!"

Trap/Trick: Inside the room, the solid white silhouette of the monster is only revealed if all lights are completely turned off. The monster also cannot be defeated until the woman found in the swimming pool is given a proper burial.

30. Shrine to the Succubus

Description: A deep purple light pours down the skylight of this chamber casting the makeshift wooden altar and accompanying succubus idol in a tight violet skin. Seeping from the top pours a inky black fluid and a sense of urgency overtakes your senses momentarily.

Play: The trick triggers immediately whenever someone looks up to the infernal moon visible through the skylight. Earning the treasure requires interrupting the ritual sacrifice that follows triggering the trick, destroying the stone succubus idol, and hallowing the altar.

Monster: There is no monster in this chamber.

Treasure: The treasure, a golden crucifix, reveals itself on the hallowed altar. It functions as a double strength brooch of shielding and scarab of protection.

Trap/Trick: Once the trick is triggered, everyone must make a saving throw. Those who fail will enact a ritual sacrifice. Those who are not will be revisited by the sense of urgency to stop them. Those who failed will attempt to kill those who interrupt the ritual until they are dragged completely out of the sorority house. The vile spirits that possessed them must then be exorcised before they can venture into the sorority house normally again. Alternatively, if altar is consecrated and the stone idol destroyed at the same time, the effects of the purple moon are disrupted forever and the trick never triggers again.

31. The Collection

Description: A sight of horror you behold! wrapped in plastic and hanging from hooks hung on the rafters are several female corpses in states of decay. Across from you however, besides a dusty circular window, sits a female body in a rocking chair. It's open eyes staring glassy at the plaster wall.

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Play: The monster hides itself in the shadows and observes the intruders silently until they disturb the girl by the window or make a move to leave. It then attacks with the ferocity of a psycho.

Monster: This monster here is the notorious killer known as the Creep. He fights effectively as a 9 HD monster with the effective skill of a 9th level burglar, a AC in the low 20s, 20% concealment, makes 3 attacks per round with his hook dealing damage as if it were a long sword, distorts all attacks made in melee as if they were ranged attacks firing into a melee, casts a double strength confusion spell once per day, can teleport to any place in his lair once per round, and may distort the layout and proportions of his lair once per turn. He also can substitute another person in his place within thirty feet once per round should he suffer an actual hit. He WILL hunt down intruders beyond the premises of the sorority house and will make disturbing phone calls to his victims before he attacks.

Treasure: There is no treasure in this room, although there would be a substantial reward for returning all of the present bodies to their respective families.

Trap/Trick: If the Creep is about to suffer a deadly blow, he will substitute one of the male corpses he has collected and hidden in the walls in his stead. All such bodies must be destroyed before the Creep can be finally laid low.

Basement

32. Entry Room and Stairway

Description: From your vantage point, it appears that it will be a non-descript staircase that apparently takes you down into a small square basement room below.

Play: The trick activates the moment someone ventures down the stairs.

Monster: There is no monster here.

Treasure: There is no treasure here.

Trap/Trick: Once activated, a hand will reach out from underneath the stairs and touch a random person. It will inflict a dexterity draining touch of 3d6 points. Anyone whose dexterity is completely drained will tumble down the stairs and suffer additional damage unless they are caught or something else breaks their fall.

33. South Hallway

Description: On the east side of this hallway, you see a solitary dumbwaiter empty of any contents.

Play: The trick triggers the first time the dumbwaiter is sent downward and then sent back up. The dumbwaiter does not go up at all.

Monster: There is no monster here.

Treasure: The treasure reveals itself the second time if the dumbwaiter sent downward and then sent back up before the head explodes in its death cry. It will be a bag of provisions. It is especially protected from the food spoiling effect of the sorority house and other haunted locales.

Trap/Trick: When the dumbwaiter returns from its descent, it is revealed that a decapitated head of a bald man has been placed on its tray. Its eyes will open momentarily after its ascent comes to a pause and it will make a quick observation of its surroundings. If it is not sent back in one turn, it will cry out a death scream before exploding. Everyone within 120 feet will suffer 4d6 points of sonic damage, all breakable materials will shatter, and the dumbwaiter itself will collapse as the head finally explodes.

34. Small Studio

Description: There appears to be an artist's studio. On the artist's easel is a unfinished painting and besides it is a complete set of artist's tools. A doll unerringly watches from its bar stool in the corner.

Play: The doll, in actuality a cursed doll golem, watches the party as they enter and waits until they attempt to communicate with it before it replies in kind. It will be asked to be returned to its family upstairs. It can only speak and cannot move. The portrait and the accompanying tools are supernatural in origin. Anyone painting will do so with marvelous skill. The trick of the portrait only works if someone who has died has been painted. Otherwise, the portrait will return to its unfinished

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state after three turns.

Monster: Unless the portrait is completed, there is no monster. Otherwise, treat the person resurrected as a maximum hit points revenant of evil alignment with the abilities of an eye of fear and flame.

Treasure: There is no treasure here.

Trap/Trick: The portrait will resurrect the dead individual once completed. See the monster entry for details.

35. Dark Room

Description: The black walls, multiple arrangements of lights, and chemical trays mark this as an impromptu dark room. Cabinets line the opposite wall while ceiling wires and hung photos add an element of clutter to what might otherwise be a neat straightforward room.

Play: The trick activates the moment the black light is on and the photographs are in the process of being developed. As the photographs develop they will depict the developing characters in a zombie-like undead state. Once

Monster: The monsters are zombie mimics. Essentially they are the zombie look-a-likes.

Treasure: There is no treasure here.

Trap/Trick: The monsters appear once the black light is turned off, replacing any character who participates in the developing of the photos. Once the zombie mimics are slain, the original characters take their place and will need immediate attention as they will be in dying state.

36. Large Storage Room

Description: A humid air tinged slightly with strawberry permeates this large storage room. Besides the brown moldy cardboard boxes, you spot a large unplugged refrigerator alongside the opposite wall.

Play: The mold covering the boxes is actually brown mold. The monster is in the fridge but can be circumvented if it is plugged in beforehand.

Monster: A gelatinous cube is trapped within the fridge. If the fridge is opened before it is plugged in and activated, the gelatinous cube will immediately begin attacking.

Treasure: There is no treasure in this room. However, the hazardous material suit found within one of the cardboard boxes can help circumvent the radioactive material in the attic lab.

Trap/Trick: There is no trick to this room.

37. Swimming Pool

Description: The dampness of the chamber and searching for the source of the dim yellow light brings immediate attention to the brownish waters of the swimming pool.

Play: If the party observes the pool, they will make out the silhouette of a matronly feminine form down at the bottom of the pool. Hauling up the body requires diving into the pool and either physically hauling it out or tying a rope or other material around the body and hoping it does not degrade before the task is done.

Monster: There is no monster in the room.

Treasure: There is no treasure in the room. However, burying the body appeases the hidden room haunt. Those who have seen the photograph in the room will notice the similarities between the corpse and the woman in the photograph.

Trap/Trick: The water has slowly increased in acidity. Armor degrades from by point of armor class for every turn spent submerged in the waters while exposed skin burns inflicting 1 point of damage per round. Imbued armor is entitled to a saving throw to avoid degradation.

38. North Hallway

Description: Head height marks cover both sides of the hallway.

Play: The trick activates if the party spends more than two turns in the hallway.

Monster: There is no monster in the room.

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Treasure: There is no treasure in the room.

Trap/Trick: Once the trick is activated, a phantom ax travels down the hall in a hurl and tries to decapitate someone. The Horror Lord chooses. The target is entitled to both a wisdom check at -4 penalty to avoid it readily and a Dexterity check at -6 to avoid the axe at the last second. If both checks fail, the character is entitled to a saving throw. If that succeeds, the character drops to dying status and must be healed immediately. Otherwise, he is completely decapitated and dies at once.

39. Laundromat

Description: You enter what appears to be a room with a row of driers on one side and a row of washers on the other. While the washers seem busted - clothes, soap suds, bleach, and detergent are piled in one huge mess -

Play: Amongst the articles of clothing are four t-shirts of interest that read "Extraterrestrials vs. Hunters", "Hell's a Better Place", "Starheck", and "How about a little torture?". There are four tricks that activate when their respective dimensions

Monster: There is no monster in this room.

Treasure: If the four drier tricks are circumvented correctly, a robe of eyes appear in the leftmost drier.

Trap/Trick: The driers turn into wormholes the moment they are opened. Those who have not secured themselves in some fashion risk being deposited in one of the various otherworlds anchored to Elmsville after two failed Strength checks. Those looking straight into the wormhole can see exactly where they lead to. These wormholes correspond to the alternate dimension of Hellsville, the dark planet battleground between the Extraterrestrials and their rivals, the Hunters, the prison plane of the Tormentites, and the demonically possessed starship of the Landmark Occassion. They can be closed by throwing the appropriately themed t-shirts into the appropriate wormhole.

40. Boiler Room

Description: This dark room is coated in a searing heat, lit only by the light of the red flame that escapes through the iron grill of the gigantic black boiler in the room's center. In the

Play: One turn after investigating the boiler room, the party can hear audible cooing from within the boiler. One turn later, the front lid of the boiler roars open, unleashing a femininely shaped lava golem and revealing a baby slowly wreathing in pain within the boiling hot core of the boiler. Meanwhile, the haunt of a woman appears before the open boiler door wailing out frantically for someone to save her baby.

Monster: The lava golem attacks anyone who approaches the boiler. If it is defeated, it reforms after one round of inactivity and continues assailing those approaching the boiler. If anyone makes to get inside the boiler, it will attempt to pull them out and then pound them to a pulp in preference to anyone else.

Treasure: Once the trick is circumvented, the treasure reveals itself in the burnt core of the furnace. Amongst the ash can be found a blanket that functions as an amulet of hill giant constitution and ring of fire resistance.

Trap/Trick: The haunt's wailing causes the equivalent of a emotion (fear) spell. Those who fail their saving throws can do nothing more than flee in terror. The trick and its monster can only be beaten if the baby is fetched from the core of the boiler. This takes three rounds and each round inflicts 6d6 points of damage on the rescuer. Once the baby is rescued, the haunt stops wailing, grabs the baby from the party, and vanishes in a white flash, showing her gratitude by revealing the room's treasure.

41. Small Storage Room

Description: This is a small storage room with a few small boxes lit with a faint red light. Interestingly, in one corner lies a body with dirt and pried up floor board piled around it. A shovel handle sticks out from underneath the body.

Play: Investigating the corpse reveals that it is headless. Underneath the corpse is

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a hole containing the trick - a canine skeleton - and beneath the trick is the treasure.

Monster: There is no monster in this room.

Treasure: Beneath the canine skeleton is a cigar box. It contains ten rolls of cash - a respectable sum once totalled.

Trap/Trick: Anyone who searches the hole underneath the headless corpse bodily triggers the canine skeleton to lash out and bite. If they fail to make a Dexterity check, they suffer the bite which inflicts 5d10+5 points of damage. Those who are killed are decapitated. Erudite characters can foil the skeleton by various means and discover the cigar box without throwing themselves in harm's way.

42. Washroom

Description: You enter what appears to be a rarely used bathroom. The bathroom light reflecting off of the mirrored ceiling gives this place a completely white sheen but it does not obscure the mold on the tiled floor and the water damage on the walls.

Play: The faucets for both the bathroom and skin turn on and the door(s) shut immediately once the party is completely inside the bathroom. As the room floods, the monsters reveal themselves.

Monster: There are six drowned in all. One of them has the key to the door around its neck.

Treasure: There is no treasure.

Trap/Trick: The room will flood completely in twelve rounds and once completely flooded, all living occupants must deal with underwater combat and make Constitution checks at or pass out and eventually drown. Once the key has been used on the door, the drowned will retreat and the room will completely drain before the door opens.

43. Burial Chamber

Description: Exiting the hallway, you enter a circular chamber lit softly by four white lights stationed in the cardinal directions which cause the small pond in the room's center to glisten. Raised on a platform in the pond's center is a coffin.

Play: After one turn of investigation, the figure of a small boy appears on the coffin crying. It will give a sob story and try to convince the party to re-unite it with its family in the local graveyard. Opening the coffin reveals the decomposed body of the boy. It does not like its body being bothered however and will grow angry if the party insists on it.

Monster: The monster is a fifth magnitude ghost of exceptional ability. If negotiations with the party sours, it will seek to destroy the player characters with its ashen touch, death wail, and tantrum telekinesis.

Treasure: Underneath the corpse, in a hidden compartment, is a toy rifle. It is effectively a one-charge wand of finger of death.

Trap/Trick: The trick is if the party helps move the body to the local graveyard. If the body is buried there, the ghost can effectively terrorize all of Elmsville! Good luck resolving that!

THUS ENDS THE HORROR OF THE ELMSVILLE COLLEGE SORORITY HOUSE!

Author's Note

:P This module probably sucks, but hey, I did it entirely in one day. That counts for something, eh? No? FIE!

Seriously, feedback is appreciated, so just shoot me up a message on TheRPGSite. My username is DeadUematsu. If I get enough insults and criticism, I will fix this bad boy up. I might even detail other places in Elmsville.