

The Red Room



A Halloween scenario for solo investigators.

And a tribute to H.G. Wells.

1

Set-up

Campaign

Use the Chaos Bag from the Campaign.
Pay 3VP.

Stand Alone

Chaos Bag

+1, 0, 0, 0,

For Hard play, remove the +1 and a 0,
and add and

Encounter Set

Striking Fear

Set-up

- ◆ Put the Hearth into play.
 - ◆ Set aside all other locations.
- Put the three Old Servant Enemies into play at the Hearth. Investigators begin at the Hearth.

Read the Introduction

2

Multi-player

This scenario can be converted to multi-player, but it is best played solo.

- ◆ Add the Treachery cards from Midnight Masks to the Encounter Deck.
- ◆ Add a -5 and -7 to the Chaos Bag.
- ◆ Only the lead investigator can gain "I Have Seen Death."
- ◆ Reduce VP earned by one for each investigator above the first - e.g. 2 investigators get -1 VP.

Easy mode

There is also an Easy/Story play option. If using this, reduce VP earned by one, and players cannot gain "I Have Seen Death".

3

Introduction



Stopping at the old house for the night, you were regaled by the servants with tales of the haunted room, the room they dare not spend a night within...

4

DO NOT READ until the end of the scenario

Resolution 1

The three of them make you feel uncomfortable with their gaunt silences, their bent carriage, their evident unfriendliness to you and to one another. And this night, perhaps, you are in the mood for uncomfortable impressions. You resolve to get away from their vague fore-shadowings of the evil things upstairs, leaving behind you the great Red Room of Lorraine Castle in which the young Duke had died.

All Investigators end the scenario with 0VP. They may try again.

5

DO NOT READ until the end of the scenario

Resolution 2

You open your eyes in daylight. Your head is roughly bandaged, and the man with the withered hand is watching your face. You look about you trying to remember what has happened, and for a space you cannot recollect. You roll your eyes into the corner and see the old woman, no longer abstracted, no longer terrible, pouring out some drops of medicine from a little blue phial into a glass. "Where am I?" you say. "I seem to remember you, and yet I can not remember who you are."

They tell you then, and you hear of the haunted Red Room as one who hears a tale. "We found you at dawn," said he, "and there was blood on your forehead and lips."

You wonder that you had ever disliked them. The three of them in the daylight seem commonplace old folk enough. The man with the green shade has his head bent as one who sleeps.

It is very slowly you recover the memory of your experience. "You believe now," says the old man with the withered hand, "that the room is haunted?" He speaks no longer as one who greets an intruder, but as one who condoles with a friend.

"Yes," you say, "the room is haunted."

6

Resolution 2 cont.

"I told you so," says the old lady, with the glass in her hand. "It is his poor young countess who was frightened—"

"It is not," you say. "There is neither ghost of earl nor ghost of countess in that room; there is no ghost there at all, but worse, far worse, something impalpable—"

"Well?" they say.

"The worst of all the things that haunt poor mortal men," you say, "and that is, in all its nakedness—'Fear.' Fear that will not have light nor sound, that will not bear with reason, that deafens and darkens and overwhelms. It followed me through the corridor, it fought against me in the room—"

You stop abruptly. There is an interval of silence. Your hand goes up to your bandages. "The candles went out one after another, and I fled—"

Then the man with the shade lifts his face sideways to see you and speaks.

"That is it," says he. "I knew that was it. A Power of Darkness. To put such a curse upon a home! It lurks there always. You can feel it even in the daytime, even of a bright summer's day, in the hangings, in the curtains, keeping behind you however you face about. In the dusk it creeps in the corridor and follows you, so that you dare not turn. It is even as you say. Fear itself is in that room. Black Fear.... And there it will be... so long as this house of sin endures."

7

DO NOT READ until the end of the scenario

Resolution 3

Two Months Later...

He walked down the chilly, echoing passage. The door of the Red Room and the steps up to it were in a shadowy corner. The scene of his vigil, the great Red Room of Lorraine Castle, in which the young Duke had died; or rather in which he had begun his dying, for he had opened the door and fallen headlong down the steps. There were other and older stories that clung to the room, back to the half-incredible beginning of it all, the tale of a timid wife and the tragic end that came to her husband's jest of frightening her. And the stillness of desolation brooded over it all.

He moved his candle from side to side in order to see clearly the nature of the recess in which he stood, before opening the door. Here it was, thought he, that my predecessor was found, and the memory of that story gave him a sudden twinge of apprehension...

8



Agenda 1a

Waiting

"If," you say, "you will show me to this haunted room of yours, I will make myself comfortable there."

The old man with the cough jerks his head back so suddenly that it startles you, and shoots another glance of his red eyes at you from out of the darkness under the shade, but no one answers. You wait a minute, glancing from one to the other. The old woman stares like a dead body, glaring into the fire with lack-lustre eyes.

3

illus.Pixabay.com 1/6 11



Agenda 2a

The Journey

The brooding expectation of the vigil weighs heavily enough upon you. You stand watching the minute hand of your watch creep towards midnight.

3

illus.M12.Pixabay.com 2/6 12



Agenda 3a

The Haunted Room

You enter, closing the door behind you at once, turning the key you find in the lock within, and stand with the candle held aloft surveying the scene of your vigil, the great Red Room of Lorraine Castle.

Remove Staircase and Passage from play.

6

illus.M12.Pixabay.com 3/6 13a



Agenda 4a

Darkness Awakens

Then in a noiseless volley there vanish four lights at once in different corners of the room, and you strike another match in quivering haste, and stand hesitating whither to take it.

Investigators in the Red Room location suffer -1 to all skills.

5

illus.M12.Pixabay.com 4/6 14a

Remove the Hearth location from play, along with any enemies on it. Set aside any Story Allies from this location.

Move any Investigators to the Passage location. (Put The Passage into play if it is not already.)

AGENDA 1b

You go alone...

AGENDA 2b

Too Late!

You are about to advance, and stop abruptly. Here it is, you think, that your predecessor was found, and the memory of that story gives you a sudden twinge of apprehension.

That had been the end of his vigil, of his gallant attempt to conquer the ghostly tradition of the place. You stop abruptly. There is an interval of silence. The minute hand of your watch reaches midnight.

You have missed your chance to stand vigil for the ghost that appears at midnight in the room.

→R1



TREACHERY

Dancing Shadows

Forced: Attach to one Tower location.

At the start of each Enemy phase, every investigator in this location tests $\heartsuit(X)$ where X is the number of Doom on this location (begin tests at 0). If they fail, take one Horror.

illus.Pixabay.com 3/6 13b



TREACHERY

Haunting Doom

Forced: immediately attach to one Tower Location in play.

When Doom would be added to any card, add it to this location.

illus.Pixabay.com 4/6 14b

Agenda 5a

In the Dark

But there is light still in the room, a red light, that streams across the ceiling and staves off the shadows from you. The fire! You turn to where the flames are still dancing between the glowing coals and splashing red reflections upon the furniture; make two steps toward the grate.

5

Blue Peaks Publishing.com

AGENDA 5b

No Way Out

Ineffectually the flames dwindle and vanish, the glow vanishes, the reflections rush together and disappear, and as you thrust the candle between the bars, darkness closes upon you like the shutting of an eye, wraps about you in a stifling embrace, seals your vision, and crushes the last vestiges of self-possession from your brain. And it is not only palpable darkness, but intolerable terror.

All Investigators test **●(X)** where X equals the Doom on Red Room. If failed, suffer one Horror and add one Doom to the Agenda.

Advance to Act 5 immediately. Discard any unused Acts.

Agenda 6a

Intolerable Darkness...

The candle falls from your hands. You fling out your arms in a vain effort to thrust that ponderous blackness away from you. Then you stagger to your feet. Investigators may not perform **Resign** actions in Red Room location.

Advance this Agenda if all investigators are incapacitated before Doom is reached.

3

AGENDA 6b

Trapped!

You stagger back, turn, and are either struck or strike yourself against some other bulky furnishing. You have a vague memory of battering yourself thus to and fro in the darkness, of a heavy blow at last upon your forehead, of a horrible sensation of falling that lasts an age, of last frantic efforts to keep your footing, and then you remember no more.

If the investigators have Story Allies set aside, or for any investigators in the Staircase, those investigators who have not resigned or been defeated suffer one Mental Trauma.

Go to:
→R2

else:
All investigators not in the Staircase are killed
→R3
Read "Final Thoughts".

Scenario Wrap-up

Resolution 1
Investigators receive no VP.

Resolution 2
Investigators who resigned receive Victory Points equal to the Victory Pile. Investigators who were incapacitated receive Victory points equal to that Act -1.

Campaign
Note in your Campaign log, that the investigators "survived the Red Room of Lorraine Castle". If an investigator survived without taking a trauma, they may pay 5 VPs from this adventure (if they earned them) to add the Permanent "I Have Seen Death" to their deck.

Now read page 8: *Final Thoughts*

9

Chaos Tokens

- ☠ -X where X is equal to current Act. Add one clue to your current location.
- 🕒 -X where X is equal to current Agenda. Either drop all your clues at your current location or suffer one Horror.
- 👥 -X where X is equal to the investigators, allies, and enemies at the Red Room location.
- 🕒 -X where X is the number of clues on the Red Room location.

0

Final Thoughts

For modern minds mocking the horrors of the Victorian era, it is easy to think that the narrator should not have fled. Modern readers may put this down to a fit of the vapours, claiming that there was nothing to fear but fear itself, and they would have braved it out. Consider this then: if the narrator had stayed the night in that room, they would have died before morning.

Sadly there was a very modern horror waiting to strike down its victims. In "The Red Room" H.G. Wells is giving a very graphic description of the symptoms of carbon dioxide poisoning and oxygen deprivation, something that kills even today when fires are burned in under-ventilated rooms. First the fires die, and then the people.

10

Chaos Tokens

Easy/Story

- ☠ -X where X is equal to current Act. Add one clue to your current location.
- 🕒 -X where X is equal to current Agenda.
- 👥 -X where X is equal to the investigators, allies, and enemies at the Red Room location.
- 🕒 -X where X is the number of Doom on the Red Room location.

0

Old Man with Shaded Eyes
Old Servant
ASSET

"The man with the shade became aware of my presence for the first time, and threw his head back for a moment, and sidewise, to see me. I caught a momentary glimpse of his eyes, small and bright and inflamed. Then he began to cough and splutter again."

Illus. Pexels, Pixabay.com
3/1 23a
23b 3/1 Illus. Pexels, Pixabay.com

Old Man with Withered Arm
Old Servant
ASSET

"You believe now," said the old man with the withered hand, "that the room is haunted?" He spoke no longer as one who greets an intruder, but as one who concedes with a friend.

Illus. omaramahni, pixabay.com
2/3 22b
22b 2/3 Illus. omaramahni, pixabay.com

Old Woman
Old Servant
ASSET

"You roll your eyes into the corner and see the old woman, no longer abstracted, no longer terrible, pouring out some drops of medicine from a little blue phial into a glass."

Illus. Pexels, Pixabay.com
1/3 21a
21b 1/3 Illus. Pexels, Pixabay.com

***I Have Seen Death**
Great Red Room of Lorraine Castle
ASSET

Permanent
Limit: one per deck. When you would add a Weakness to your deck from any source, you may instead remove *I Have Seen Death* from your deck permanently.

"Fear that will not have light nor sound, that will not bear with reason, that deafens and darkens and overwhelms. It followed me through the corridor, it fought against me in the room—""

Illus. pixel2013, pixabay.com
24

Act 1a

Welcome, Stranger.

"I can assure you," you say, "that it will take a very tangible ghost to frighten me." And you stand up before the fire with your glass in your hand.

"It's your own choosing," said the man with the withered arm once more.

➤ Investigators may spend two clues to Advance the Act.

1/10

Illustration: Pixabay.com

Act 1c

To Be sure...

"And you are really going?" said the man with the shade, looking at you again for the third time with that queer, unnatural tilting of the face.

"This night of all nights!" whispers the old woman.

➤ Investigators may spend two clues to Advance the Act.

2/10

Illustration: Pixabay.com

Act 1e

The Passage

You leave the door wide open until the candle is well alight, and then you shut them in, and walk down the chilly, echoing passage.

Advance the Act when all investigators are in the Red Room.

3/10

Illustration: Pixabay.com

Act 1b

Taking Direction

You half-suspect the old people are trying to enhance the spiritual terrors of their house by their droning insistence. You put down your empty glass on the table and look about the room, catching a glimpse of yourself, abbreviated and broadened to an impossible sturdiness, in the queer old mirror at the end of the room. "Well," you say, "if I see anything to-night, I shall be so much the wiser. For I come to the business with an open mind."

"You go along the passage for a bit," said he, nodding his head on his shoulder at the door. "until you come to a spiral staircase, and on the second landing is a door covered with green baize. Go through that, and down the long corridor to the end, and the Red Room is on your left up the steps."

Add the Staircase, and Red Room Locations into play.

If there is a Story Ally at your location, put the Passage location into play and go directly to Act 1c.

Otherwise continue to Act 1c.

Act 1d

The Night Begins

"It is what I came for," you say, and move toward the door. As you do so, the old man with the shade rises and staggers round the table, so as to be closer to the others and to the fire. At the door you turn and look at them, and see they are all close together, dark against the firelight, staring at you over their shoulders, with an intent expression on their ancient faces.

"Good-night," you say, setting the door open. "It's your own choosing," said the man with the withered arm.

Put the Passage into play.

➤ You have few friends here... Test X where X is the number of enemies at the Hearth. If you fail, take one horror.

Act 1f


The Vigil Starts

The long, drafty subterranean passage is chilly and dusty, and your candle flares and makes the shadows cover and quiver. The echoes ring up and down the spiral staircase, and a shadow comes sweeping up after you, and another flees before you into the darkness overhead. You come to the wide landing and stop there for a moment listening to a rustling that you fancy you hear creeping behind you, and then, satisfied of the absolute silence, push open the unwilling baize-covered door...

If any of the Old Servants have been killed, remove all the Old Servants from play, including any set aside.

Go directly to Agenda 3. Then Advance the Act.

Rules Clarifications

- When  is drawn, if you pass the roll, investigators drop the clues **before** performing the action. This can cause actions to fail automatically.
- To confirm, clues on the Agenda (not an error) represent lit candles, so when it states "X Candles are lit", X is the number of clues.
- Clues placed on the Agenda during play are not removed when the Agenda flips: they continue to the next Agenda.

12

Scenario Notes

This scenario is a conversion of the H. G. Wells horror story. Story text has been converted to second-person present tense, but is otherwise faithful. To get the best out of it, read the story text.

11

Act 2a

A Close Inspection

You resolve to make a systematic examination of the place, and so, by leaving nothing to the imagination, dispel the fanciful suggestions of the obscurity before they obtain a hold upon you.

➤ Place one of your clues on Red Room.

➤ Advance the Act when there are 4 clues on Red Room.

Illustration: Pishay.com

Victory 2

4/10

Act 2c

The Alcove

Your precise examination has done you a little good, but you still find the remoter darkness of the place and its perfect stillness too stimulating for the imagination.

➤ Test ♣ (2). If you pass, put one of your clues on the Agenda (not Act) to light a candle.

➤ Advance this Act when at least two candles are lit.

Illustration: Pishay.com

5/10

Act 3a

Shadows Lengthen

Then something happens in the alcove. You do not see the candle go out, you simply turn and see that the darkness is there, as one might start and see the unexpected presence of a stranger. The black shadow has sprung back to its place.

➤ Place a clue on Agenda to light a candle.

➤ Advance Act only when two candles are lit and the investigators as a group have two clues.

At the start of the Mythos phase, turn one of the Clues on the Agenda into Doom.

Illustration: Pishay.com

6/10

Act 3b

Seeking Secrets

After satisfying yourself of the fastening of the door, you begin to walk round the room, peering round each article of furniture, tucking up the valances of the bed and opening its curtains wide. In one place there is a distinct echo to your footsteps, the noises you make seem so little that they enhance rather than break the silence of the place. You pull up the blinds and examine the fastenings of the several windows. Attracted by the fall of a particle of dust, you lean forward and look up the blackness of the wide chimney. Then, trying to preserve your scientific attitude of mind, you walk round and began tapping the oak paneling for any secret opening, but you desist before reaching the alcove.

Act 3d

A Lurking Shadow

The echoing of the stir and crackling of the fire is no sort of comfort to you. The shadow in the alcove at the end of the room begins to display that undefinable quality of a presence, that odd suggestion of a lurking living thing that comes so easily in silence and solitude. And to reassure yourself, you walk with a candle into it and satisfy yourself that there is nothing tangible there. You stand that candle upon the floor of the alcove and leave it in that position.

Victory 1

Act 3b

Darkness Wakes

Taking the matchbox from the table, you walk across the room in a leisurely manner to relight the corner again. Your first match will not strike, and as you succeed with the second, something seems to blink on the wall before you. You turn your head involuntarily and see that the two candles on the little table by the fireplace are extinguished. You rise at once to your feet.

"Odd," you say. Did you do that yourself in a flash of absent-mindedness?

You walk back, relight one, and as you do so you see the candle in the right sconce of one of the mirrors wink and go right out, and almost immediately its companion follows it. The flames vanish as if the wick had been suddenly nipped between a finger and thumb, leaving the wick neither glowing nor smoking, but black. While you stand gaping, the candle at the foot of the bed goes out, and the shadows seem to take another step toward you.

Victory 1

