

# The Green House

## Full Notes, for 5e

### That night, the possession

As they are leaving the Castle a priest comes running up. There was a possession, it has gotten out of hand, and the party is getting called in.

Young priest: ‘Father Howard is there still. He sent me to find you...but I didn’t know where to look. I’ve been hunting you for a couple of hours now, so please, we need to hurry.’

“The parents came to us, well, the mother. She came to the chapel, and said her child was acting strangely. That the boy had had a fever, and it was getting worse. That she’d gone to the apothecary and gotten medicine, but it wasn’t helping. I saw her...she was scared. The Father promised to be along as soon as he had his gear.”

He gives directions. “Now that I’ve found you, I am to report to the Bishop what’s going on.”

The party arrives at the house: “It’s an old wooden home that looks to be one story, maybe with an attic. A few lights are flickering inside that you can see. Even though it’s dark you can tell the house is well cared for in spite of its age. There is no yard to speak of, but a small potted plant sits beside the door.”

### The Living Room

“Stepping inside the air is humid and dank. It smells like a swamp in here, though you can see no reason why that should be. A low bank of embers glows in the hearth to your left, casting that side of the room in a reddish tinge. There are a few chairs and a dark brown rug arrayed around it, as well as a small woodpile in the corner. On the other side of the room is a table with six chairs. It is plain but looks well made.

The table is set as if for dinner, but there is no sight of any food. There are two doors, both on the far wall. You assume the one directly in front of you leads to the back of the house, while the one to the right, near the table, must lead to the kitchen.”

(DC 15 perception) there are tiny green buds growing from the logs.

The hallway door is grown shut. Close inspections shows that the wood of the door as blended seamlessly into the wood of the wall. It’s only the differing colours and door handle that shows this was once a working door.

### The Kitchen

“You find yourself in what is clearly a kitchen. A small cook stove is to your right, atop which a large pot of something is boiling. It smells like some sort of stew. Along the back wall there is a table, with a number of cooking implements, and a large bowl of water. A haunch of salt pork hangs in the corner. To the left is a door. A pair of glowing green lightning bugs dance around the room.”

Dc 12: there is a spreading green moss that has covered part of the door, and is spreading across the floor. A tiny mushroom has sprouted from the wooden floor.

Dc 12 nature: this type of moss is commonly found on the north side of trees. It’s never found indoors that anyone has heard of.

DC 18 investigate on the pork: there is a very faint vibration, almost like a heartbeat.

Anyone who eats the stew will have a strange dream that night.

There is a well-crafted kitchen knife in the room.

## Hallway

“The door to the hallway sticks, but opens with a slight cracking noise. It’s clear the doorway was growing shut as well, but you opened it in time. The hallway is dark, save for the faint glow of phosphorescent mushrooms that have sprouted in a few clumps along the walls. They emit a pale blue glow, enough that you can see that the hall has become overgrown with moss. You can see a number of doorway, three on the left side of the hall, and two on the right. All the doors are open except the far left door. A baleful green glow oozes from beneath the closed doorway. A few small shrubs have grown up from the floor, and hopping slowly towards you are a pair of gray-furred rabbits”

DC 17 listen: you can hear the faint sound of chanting coming from the middle room.

Reach the halfway point and vines reach up from the floor and try to strangle you. Each attack does 1d6 as thorns rend flesh, and on a dc 13 (16 if both vines per person hit), you are grappled.

## Girls room

“This room as transformed into a small field of night blooming flowers. All purples and dark reds, the plants have grown to cover a pair of small beds. Walking slowly through the plants, as if tending them, is a small porcelain faced rag doll. It’s head turns to look at you as you enter.”

Nature 13: no few of these flowers are medicinal, but several are also poisonous, like nightshade and doom willow.

Bend low to smell them? DC 12 Con or slump to the ground asleep.

## Parent’s room

“This looks as though it may have been the parents’ bedroom. The ruins of a bed lie in the middle of the room, from which two trees have

grown. As you look up you see that the roof has vanished and the night sky spreads out above you. Even though it was rainy and overcast before you came in, this sky is clear and bright. The trees, each ash white elder trees with red-gold leaves, lord above you, their branches entwined.”

Searching the room finds a dozen golden berries on the floor. Holding them, they are warm to the touch, and fill you with a faint feeling of goodness and hope. Each acts as a goodberry, as the spell, but with no expiration.

## Boy’s room

“Beyond this doorway, there is no room, not anymore. It is dark, darker than any room so far, and what was once wood seems to have turned to stone. (If a rabbit is still alive: As you peer in, one of the rabbits hops into the room. A sudden flash of moment draws you eye as a large wolf leaps forward, catching the rabbit in its jaws. You hear its bones crunch sickeningly.) The air has a dry, musty scent, like that of an animals den. You can hear the sound of claws on stone, and as you watch, a pair of yellow eyes appear out of the darkness.

DIRE WOLF ENCOUNTER – as the creature appears, DC 16 will save or the pc has the feeling of being in a forest, hearing and seeing wolves all around them. Treated as blind for the purposes of hitting the actual wolf. Lasts until the wolf is dead.

## Storage room

“This room appears to be a pantry and storage room. A few small boxes, a chest, and a few shelves of food. The green mold covers everything, thick as grass in some places. A purple-black butterfly dances around the room, as a faint breeze stirs the air. You hear the distant sound of birds on the wing. A trio of fully dressed out fowl hang on a hook. As you look, one of the duck’s wings flap faintly.”

### **Far Left room**

“The door is shut, but opens easily as you try the handle. It opens into beautiful glade that is far larger than the room could possibly be. The sun is shining, and a warm summer breeze churns the air around you. The clearing is ringed by tall willow trees, their low bows creating inviting shade. In the middle of the clearing a young boy is untangling a kite string. The boy looks up and his eyes widen and a huge smile splits his face. ‘More suns!’ he cries out happily. ‘I can light up everyone’s rooms now!’”

DC 16 will save. Those who pass see the room as it is for a flickering moment. A frail, feverish looking child lies on a sweat soaked mattress. In the corner of the room, up near the ceiling an older man wearing the robes of a Pelorean priest is held to the wall by vines. His symbol has been crammed in his mouth, breaking his jaw in the process, and it is from this symbol that the sunlight is beaming. It is unclear if he is still alive.

The boy skips towards you, morphing with each step into a creature of vines, sun bleached bones, and bark. The antlered skull of an elk, painted black and a golden swirl painted on it, is its head now, and an eerie moaning is coming from it.

Use the stats of a Treant, and awaken a couple of other trees, but smaller. Also make sure to throw at least one rock as he runs forward, and have one of the other two sit back hurling rocks.

### **Upon Death**

Once the boy is killed in the dream, everyone sees the room for what it is. The skull rests on the floor, beside the dead boy’s body. Father Howard is still alive, barely, but mad. He will be sent to the Moonhouse. The green mold begins to curl and die, dissolving into black ash.

DC 16 con: failure, you begin to cough and can’t stop. You have disadvantage until you leave the cloud of ash. The house begins to rapidly rot around them, as if nature was taking its course far more rapidly than possible.