

Greetings from Whitefroth

D6

D20



Welcome to Whitefroth, a quaint seaside town known for its outdoor activities and tourism, but there are signs of neglect and an aura of the unfamiliar. The townsfolk are friendly, but perhaps are blind to the more unusual aspects of the town. There may be more to Whitefroth than meets the eye...

# THE HOUSE THAT GREW

BY KATIE RIDDELL

There's a new guy in town. Bill McFarlane he's called, claims to have connections in the area but none of the locals seem to know him. Which is odd. He's an investor and has bought over this old house in the middle of a large residential area behind the main street. It's a big old Victorian structure that probably was quite grand once upon a time, but has been left to become dilapidated. We all thought he was going to do it up, but the demolition vehicles arrived yesterday and down came the whole house.

Thing is, just this morning, the weirdest thing happened. The house is back. Not only is it back, but it's... bigger? Oddly, bigger. It seems to be squeezed into the space it once stood. The roof is crooked, the chimney is bent, the windows are bulging, the front door swollen and the gutter stretching.

Our group are gathered by happenstance across the road, distracted from their day and squinting at the building, each:

1. Choose a name and age

2. Start with 20 HP and 15 Sanity

3. Skill checks to perform an action are: **CHARM** (to persuade), **DISTRESS** (to cope), **ENERGY** (for strength), **STUDY** (to investigate/perceive), **INTELLECT** (for recall), **CRAFT** (to build/make)

4. Roll/choose a character type for roll modifiers:

- **Newcomer to town** (+2 charm, -2 distress)
- **Member of establishment** (+2 charm, -2 energy)
- **Local professional** (+2 energy, -2 study)
- **School student** (+2 energy, -2 intellect)
- **Local recluse** (+2 craft, -2 charm)
- **Tourist** (+2 study, -2 distress)

5. Pick/roll a hobby/interest that will dictate some items on your person (1 bag, pockets):

- **Botany**
- **Photography**
- **Martial Arts**
- **Arts and crafts**
- **DIY**
- **Reading detective novels**

6. Choose a motive to enter the house. Is that something of yours in the window? Looking for someone? Nosy parker? It's up to you!



PLEASE TURN OVER

## PERFORMING ACTIONS

### 1. Players roll a D20 for a skill check and match/beat the GM's target number for the action:

easy: 5, e.g., collecting light objects in the house  
average: 10, e.g., reasoning with a suspicious person  
tough: 14, e.g., navigating a disorienting layout  
complex: 18, e.g., confronting a malevolent being

2. **HP - roll for ENERGY if injured.** Lose 1 HP for every 2 points less than 10, or 2 HP if in extreme harm (a strong foe is attacking).

3. **Sanity -roll for DISTRESS if encountering a surreal being/thing.** Lose 1 Sanity for every 2 points less than 12. Insanity causes mishearing, hallucinations, and mistakes in actions.

## GM ONLY



**The players are drawn to enter the house, but in doing so they are locked in! They must uncover the house's secret, fight/reason with what's inside, and escape unscathed. Roll for the house's secret:**

1. Inside live vengeful talking pigeons who, angered by its destruction, rebuilt it using mystic powers.
2. The house is sentient and can reshape itself to fit any space. The demolition only upset it and triggered its ability to transform, blaming the players.
3. The house is haunted by ghosts who, outraged by the demolition, came together to rebuild it out of sheer willpower.
4. Bill, secretly a rogue scientist, created a parallel reality where the house never got destroyed, and it merged with our world. Players must stop him combining these worlds forever.
5. The previous homeowners were witches who placed a spell so it could never be destroyed, and their dark magic has now kicked in. Players must reverse the magic to escape.
6. The house is actually the site of a crashed UFO. The demolition disrupted its unearthly inhabitants, causing it to briefly vanish and reappear warped.

### Roll for troubles:

- A little ogre is running about stealing things
- items keep vanishing and reappearing in other rooms
- As players touch furniture, the house screams
- They meet teens using the house as a drug den
- They're followed by a pesky bat that keeps flying into them
- When they turn the power on the house gets unbearably cold

**Make an escape, destroy the house if you wish, but be watchful for a house that grows ...*BACK?***

