

My Grade 7 version:

Introduction

"It all started with a letter. Delivered by hand — no return address, no stamp. Just your names, written in neat, looping handwriting. Inside, a single message:

'Dear Investigators, strange noises and glowing lights have been seen at Howl Manor. The townsfolk are too afraid to go near it. I beg you — come at once and uncover the truth!'

Signed only, 'A friend.'

Intrigued, you pile into the Mystery Machine and drive through the stormy countryside. After seven long hours, thunder rumbles across jagged cliffs. Lightning flashes, lighting up twisted trees rain. The road narrows and rain pours harder."

DM Narration:

"Just ahead, you see a fork in the road — one sign points toward 'Raven's Hollow,' and another toward 'Howl Manor.' The rain makes it hard to see."

Roll an Investigation Check: D6, DC 4

- **Pass (4–6):**
"You spot the right turn just in time — a worn sign that reads 'Howl Manor.' You steer carefully, avoiding a massive pothole, and follow the road uphill. Another flash of lightning reveals the old mansion silhouetted against the sky."
- **Fail (1–3):**
"The rain blinds your view — and CRASH! The van hits a pothole and slams into a rotting fence post. You're okay, but everyone takes 1 point of damage. Outside, a half-broken sign sways in the wind — 'Howl Manor.' You grab your flashlights and head toward the looming building."

Arrival

The gravel crunches beneath your boots as you approach the towering oak doors. A brass knocker shaped like a wolf's head stares back at you, its eyes gleaming faintly in the lightning. What do you do?

1. Enter quietly to try and over hear conversations Roll stealth DC 5
 - a. Pass: You are able to quietly open the door and head inside making out some of the conversations. You hear a women's voice say (Martha) "we can not keep going like this, if we do we will run out of money by the end of the week!" A man replies (Anthony) "Martha, you stress too much it will all work out." The women replies (Martha) "Mom trusted us with the place you know what it means if we fail." The man responds (Anthony) "Yeah I know, we have to sell... Oh hello, how can we help you?"
 - b. Fail : Your group stumbles in catching the attention of all the people inside. Everyone turns to look. The air hums with quiet tension, as though the walls themselves are listening. Somewhere deeper in the manor, a door creaks shut on its own.

2. Announce yourself as you enter
3. Investigate the outside to see if you can pick up on any clues. Roll investigation DC 6
 - a. Pass: You note that there are a set of tire marks that are coming from the side of the build and lead to the front door. You would need to go inside to investigate further.
 - b. Fail: You note that there are so many foot prints leading to the door before realizing that they are your own groups foot prints

Inside

You push open the heavy oak doors revealing a grand foyer that smells faintly of old books, lemon polish, and rain-soaked stone. A chandelier flickers overhead, casting long, trembling shadows across the checkered marble floor. Behind a small front desk, cluttered with guest books and a tarnished brass bell, stands a weary-looking innkeeper stops their conversation and, straightens at your arrival. A crooked sign reads “Welcome to Howl Manor Bed & Breakfast — Please Ring for Service.” The air hums with quiet tension, as though the walls themselves are listening. Somewhere deeper in the manor, a door creaks shut on its own.

A tall woman with straight brown hair and glasses stands behind the desk. She is wearing a dark blue suite jacket with matching pants and a white blouse. SHE notices you approach and pushes a man away from her “Oh! You must be the guests I’ve been expecting—or at least, I hope you are. We had a note telling us that you were coming. Welcome to Howl Manor Bed & Breakfast.”



RED HERRING PATH: The Garden Route

DM:

“You follow a narrow cobblestone path around the manor. Thorny vines twist across broken statues. The moonlight glints off something metallic buried in the soil...”

Player Choices

1. **Dig up the metallic object.**
2. **Search the garden shed.**
3. **Call out to see if anyone’s here.**

Outcomes:

- **Dig:** You uncover an old lantern engraved with the initials *H.M.*—Martha Howl, the housekeeper.
- **Shed:** Inside, muddy boots and a torn glove—another “clue”!
- **Call Out:** A frightened voice calls back, “Who’s there?” A gardener steps out, trembling.

→ Leads to **Scene 2: The Gardener's Cabin**

Scene 2 – The Gardener's Cabin (False Lead)

DM:

“The cabin smells of damp wood and oil. Tools hang on the walls. Papers are scattered across a desk.”

Choices:

1. **Confront the gardener.**
2. **Search the papers.**
3. **Inspect the muddy footprints.**

Outcomes:

- **Confront Gardener:**
The gardener stammers, “I—I just work the grounds! I swear I didn’t steal anything!” He seems scared, not guilty.
- **Search Papers:**
You find letters showing the gardener was fired last week... by Mayor Bumbleton.
- **Inspect Footprints:**
They match the ones inside the manor—but are smaller than the ghost’s boots.

→ Leads to **Scene 3: The Graveyard (Dead End)**

Scene 3 – The Graveyard (Dead End)

DM:

“You step into the overgrown family graveyard. Mist swirls around ancient tombstones. A glowing light flickers behind one of them!”

Choices:

1. **Investigate the glowing light.**
2. **Hide and watch.**

3. **Run back to warn the others.**

Outcomes:

- **Investigate:**
You discover the 'light' is a **lantern hanging from a branch**—rigged with fishing line to sway and look ghostly!
- **Hide:**
You overhear faint laughter... it's *Martha Howl*, testing out fake ghost lights for tourists.
- **Run Back:**
You trip on a root but realize the lights aren't supernatural.

→ Students realize this whole branch is a **false lead** — the haunting is a hoax in this area.
Return to **Main Path** → **Library Scene**.