

*“Matilda has made the tea too hot again—she probably hopes I’ll burn my tongue, the rogue! I suppose you’ve come to answer my advertisement: I’m certain by now you’ve heard the stories about Hyle Hall. Trespassers going missing, strange lights at night... the howls and scratches from within the central manor. I know I’ve heard it all.”*

*“I need someone to break into the manor and retrieve an heirloom of mine to prove my ancestral ownership of the land. My great, great-grandfather’s bust should be in an office on the upper floor of the main house. Bring it to me—so I can reclaim my legacy.”*

Lord Stokes lifts a teacup to pursed lips and blows gently. Behind him, an image of a similar-looking middle-aged man stares gravely from a framed oil painting.

#### APPROACH & OBSTACLES

**APPROACH:** Since oldest living memory, Hyle Hall has stood at the heart of Coalridge. A jumble of worker’s row houses have grown to tower over the iron-tipped walls around the estate. Attempts to purchase the land have succumbed to a maze of byzantine bureaucracy at every turn—a series of nested holding companies so intricate, it’s impossible to track who the real owner is, or was.

**REFLECTION POOL:** Past a maze of twisted hedges lies a murky water feature.

- ❖ Writhing tentacles
- ❖ **HOLLOWS** shamble about
- ❖ Water is Slumber Essence

**GALLERY OF MIRRORS:** A hallway of mirrors, reflecting one person at different ages.

- ❖ A confused **GHOST**
- ❖ The doors lock magically
- ❖ A faint music box melody

**THE CAGE:** Black liquid oozes from an iron cage, suspended from a huge, domed ceiling.

- ❖ Voices lament a violent ritual
- ❖ The bust lies beside an altar
- ❖ An old **VAMPIRE** reads quietly

**AREAS:** servant’s quarters — chapel to an Old God — servant’s staircase — treasure vault — parlor pit room (filled with Hulls) — dusty library — drawing room — secret garden — abandoned dungeon

#### SCENES & COMPLICATIONS

*A slimy tentacle wraps around your leg and begins pulling you into the reflection pool!*

- ❖ You can hear bones crack as the tentacle tightens its grip on you
- ❖ A piercing scream from the creature in the pool attracts Hollows, who stumble towards you
- ❖ Your pack spills into the murk (2 load)

*In the gallery, the inhabitant of the mirror motions for you not to continue down the gallery. The closest mirror is of a young boy.*

- ❖ You are strangely drawn to one of the mirrors
- ❖ As you progress, a music box melody becomes deafening, shaking the whole room
- ❖ The mirrors shatter and the inhabitant steps out, blocking your path (⊙ 4)\*

*Electric lamps buzz faintly in the main hall, revealing a grand staircase past stationary clouds of dark, waist-high fog.*

- ❖ The steps fold up, separating your party
- ❖ The fog sucks you down into it, and you realize the wet, thick air within isn’t breathable
- ❖ The fog rises and fills the room (⊙ 4)\*

*“Ah, my grandson sent another group, did he?” The old Vampire smirks. “It’s not an heirloom, you know—it’s a key. I’ll give it to you on one condition,” he bares his fangs. “Just one bite.”*

- ❖ The Vampire offers to buy off your contract
- ❖ He teleports behind you and slashes at you
- ❖ The room rumbles, and pieces of the ceiling begin to fall and cave in (⊙ 4)\*

\* Start a progress clock ⊙ with four segments. For more information on clocks, check p. 15 of the Core Rulebook