



# D20 UNSETTLING EVENTS FOR A HAUNTED HOUSE

1. {Door to the Past} One of the heroes stumbles upon a door they recognize as one from a past home/orphanage/school where they experienced a traumatic event
2. {Broken Neck} A bird clutching a piece of parchment in its claws breaks its neck flying into a window; The note reads, "You let this happen"
3. {In the Walls} A quiet but frantic scratching sound can be heard coming from inside a wall; Hidden within the wall is the victim of an infamous serial killer
4. {Play With Me} A hero sees a beloved childhood toy resting on the floor; An unnaturally long child's arm reaches out from a nearby open door, grabs the toy, and slowly pulls it back into the room with them
5. {Not Alone} Every room the party enters shows signs that someone else was just there moments ago {a warm seat, faint smell in the air, warm cup of tea on the table, etc}
6. {Terrified Reflection} A character looks in the mirror but doesn't see their reflection; Searching the mirror more closely reveals their pale, wide-eyed reflection hiding in a corner of the room watching them
7. {Thump Thump Thump} A constant loud banging sound from the cellar leads to a chest chained too tightly to the floor for the chest to have been moving
8. {It Follows} A pair of bloody footprints begins to slowly follow a random hero through the house; The footprints don't follow through closed doors but will instead try and find the next most direct route to that individual
9. {Broken Glass} An invisible source scratches a threatening message into a nearby pane of glass; Interrupting the message causes the glass to shatter
10. {Clogged Chimney} Long strands of tangled black hair can be seen dangling down into the fireplace from somewhere up in the chimney
11. {Spooked} One of the hero's animal companions begins to bark/squawk/hiss incessantly at an empty corner; Approaching the corner sends the animal into a panic
12. {Hot and Cold} Every room the party enters has the word "Warmer" and "Colder" scratched in the floorboards; Following the warm trail leads to a deadly trap set by angry spirits; Following the cold trail leads to the source of the house's haunting
13. {Being Watched} A perceptive hero spots an eye pressed up to the floorboards at their feet; The eye quickly darts out of view as something scuttles away along the ceiling of the room below
14. {A Simple Question} A crumbling book and a red-rathered quill fall from a nearby shelf; The question, "Who dies next?" is the only text scrawled within the book
15. {Unsettling Chill} An icy cold wave of nausea passes through the room; Every hero who fails a DC 15 CON save violently wretches for a full agonizing minute
16. {Crawling Flame} The air suddenly reeks of burned hair and ash; All nearby candlesticks/candelabras animate and begin to crawl towards the nearest flammable object to try and set the entire home on fire
17. {Happy Company} Real teeth sprout of from behind the lips of every portrait hanging within the house
18. {Terrible Time} A grandfather clock begins to ring loudly and without end; The time shown on the clock is one of dire significance to one of the heroes {ex. time a loved one perished, moment they were cursed,
19. {Guilty Conscience} The hands of a hero who committed an act of murder at some point in their past begin to run red with the blood of their victim
20. {Self Pity} A hero hears their own panicked voice begging and screaming for help from the home's attic