

The

# HOWL HOLLOW HOUSE

A TABLETOP RPG ADVENTURE  
FROM THE WORLD OF

## BEETLE AND THE HOLLOWBONES

BY ALIZA LAYNE WITH HELP  
FROM HER FRIENDS







# WHO ARE YOU?

You are a halloween creature (and a kid) between the ages of 11-13. What type of halloween creature? Any kind you want! Examples include: Skeleton, vampire, pumkinhead, goblin, ghost, bat, frog, slime, werewolf... OR?

**Draw yourself!**

**STATS:**

<p><b>NAME:</b></p> <p><b>CREATURE TYPE:</b></p>	<p><b>STRONG:</b></p> <p style="text-align: right;">/6</p>
	<p><b>WISE:</b></p> <p style="text-align: right;">/6</p>
	<p><b>MAGIC:</b></p> <p style="text-align: right;">/6</p>
	<p><b>MAYHEM:</b></p> <p style="text-align: right;">/6</p>
	<p><b>Why did you come to the house?</b></p>

You get 10 Stat Points when you make your character. Divide those points across the 4 stats however you want. You will get a chance to gain more later. Six is the max amount of points you can start with in each stat.

Under "why did you come to the house" explain why your character is here, or choose one of these:

"My pet wandered into the house, I have to go in and get her out of there!"

"This place is supposed to be FILLED with never-before-seen magic. I'm going to film a video tour and become FAMOUS!"

"My homework blew in the window. I just need it back, ok?!"

"The amulet is in there. I WANT the amulet."

"I've been here before. This time, I'm going to set things right."

"My friends dared me... :( "

"I LOVE breaking laws."

Write a little backstory on the back of the sheet! Is your character brave? Cowardly? Bubbly? Mean? Obsessed with homework? What do they worry about? Do they have friends? Are the characters in this game strangers? How do they know each other? Remember, it's fun to play characters with "bad" traits and flaws or who are just different from you.

## Setting: The Town of 'Allows

'Allows is a town populated entirely by Halloween creatures, all of whom can ride the bus and get online. It's a world a lot like ours! (Try reading the first chapter of *Beetle and the Hollowbones* on the Simon & Schuster website to get a better idea). You and your friends are normal kids, even if you ARE skeletons and ghouls and goblins. Even in a place like this there's still a scary house on the block, a house nobody enters and nobody leaves.

The Howlhollow House is like that. Every day, you and your friends pass The Howlhollow House and you wonder who lives in its huge victorian spire, who planted the garden that grew out of control in the front yard, choking the walkway until no one could possibly get inside.

But now you're through just wondering. You and your friends are about to enter The Howlhollow House.

Start by making your character using the attached sheet. Once everyone has their character, you can enter the house.

### Basic rules for play

You will need:

Some paper to write on, a six-sided die and a coin. 2 different colored pens/pencils/markers.

Some small objects or toys to use to represent your characters, or cut out one of the included character buttons.

This game has two phases, explained in the rules to follow. In the first phase, take your map and explore the unlocked rooms in the house. Please make sure you pay special attention to reading everything in green aloud so everybody understands how to play.

You will use the six-sided die to perform actions in the game. When you roll the die to use one of your skills, you add your skill points to the result. So let's say your magic is 3. You roll the die to perform a spell and the die roll is a 4. Your final result is 7.

Moving in the house:

You can break into the Howlhollow House through any unlocked room on the map. As a group, decide which room you break into and how you got in. If you enter from the upstairs bedroom, maybe you got in by climbing a tree, for example. Describe how each character gets inside.

You can move around the house by one room at a time, unless told otherwise.

Every time each of your characters enters an unlocked room in the first phase of the game, you get to roll for an EVENT or a CLUE. Flip the quarter (or big coin). Heads: you get a CLUE. Tails you get an EVENT.

Now, roll the die to see what you get. See the table below.

This part of the game lasts until you get three CLUES. There are PURPLE clues, YELLOW clues and RED clues. Whichever color is  $\frac{2}{3}$  or more will determine which villain you face, unless you get the RED clue. If you get the RED clue even once, this phase of the game is over, the house locks, and you face Poinsettia immediately.

You can also get one of 6 EVENTS, which are opportunities to boost your stats.

HEADS: you get a CLUE

TAILS: you get an EVENT

1: You find Poinsettia's Journal. This is a very strangely put-together book, it has one spine but three covers, separating the journal into three sections. Each section is locked with a key.

1: The door to this room is jammed totally shut. When you wriggle it open a crack, you realize there's a statue of a little boy beyond the doorway, leaning against it heavily. You notice that the statue is giggling. Annoyed, you kick the door open and the statue falls over. "NO FAIR!" it shouts.  
Gain +1 STRONG

2: There's a small clock in this room, but its ticking sounds like breathing. Rhythmic, but definitely breathing. When you touch the clock's smooth glass face you realize that it has, not numbers, but eyes. They all open. The clock wriggles itself out of your hands and runs away through the door. "I'M TELLING!" it chimes, "I'M TELLING HER!"

2: When you walk into this room, you immediately notice the MOUTH in the WALL. It has big, glass teeth. "I want to eat," it says. "I want to eat or I'll SCREAM!"  
The character who triggered this event must come up with an idea for how to feed the wall (or get it to shut up) that you can all agree would work.  
Gain +1 MAYHEM

3: There's a chessboard in the middle of this room. It looks like it's not supposed to be there, but it's the most colorful chessboard you've ever seen; the pieces seem to be made of cut colored glass. They look like huge jewels. When you reach out to touch one, all the game pieces come alive and scatter like cockroaches, hiding under the furniture, until they're all gone. Why were they even here in the first place?

3: This room has the most colorful, intricate wallpaper you've ever seen, full of birds and beasts moving about through twisting trees, down holes, flying and diving. This flat, confined world is in perfect harmony. As you watch, the beasts begin to sing. You can spend a moment in peace here, soaking in the joy these creatures radiate, even as they're trapped. Are you melancholy?  
Gain +1 WISE  
Gain +1 MAGIC  
Lose -1 MAYHEM

4: There's a portrait hanging in this room of a beautiful sleeping woman with long white hair. You're mesmerized by it, but eventually you look away. When you glance back at it, she's shifted position. She's curled up on her side now, her face turned away from you.

4: There's an AMULET nailed to the wall of this room. Steal and wear the amulet for +2 MAGIC and -1 STRONG. If you leave it alone, take +1 WISE.  
If your character already decided they WANT THE AMULET, you have no choice but to take it.

5: There's a game of solitaire on the floor in this room, but whoever was playing clearly gave up halfway. Do you finish the game for them?

5: There's a beautiful rose growing up through the floor of this room. When you go closer to the biggest, most tantalizing flower, it unfurls itself. You watch, mesmerized, as a glowing dust is pulled out of your chest into the rose. Oh no.  
Lose -1 MAGIC.

6: There's a cup of chamomile tea sitting out in this room. It's still hot. You come over and inspect it. It must taste so good. It smells wonderful. When you pick it up to take a better sniff, it falls out of your hand and smashes on the ground.

6: An animal runs by. If you are chasing your KIDNAPPED PET, it is that animal: you use the environment to cleverly catch it. Describe how and gain +1 WISE. You get the animal to a window and use MAGIC to send it home.  
If you aren't chasing your KIDNAPPED PET, you chase the animal anyway out of pure love of the game. You don't catch it. Gain +1 MAYHEM.

Once you have THREE CLUES (or you get the RED CLUE), all the exterior doors and windows lock tightly. You are all trapped in the house.



To the player who found the third clue: your character has been KIDNAPPED.

Read this aloud:

**TWO OR MORE PURPLE CLUES: “Everyone can hear as the house unlocks itself. All LOCKED ROOMS are now UNLOCKED. [MY CHARACTER] sinks to their knees. They are suddenly overcome with the desire to sleep. Suddenly, the floor beneath them is a bed, and they are settling down into it. It’s so comfortable. They could sleep here forever. Maybe they will. My friends watch in horror as the floor consumes me. My character has gone to sleep. I am now playing as LAVENDER.”**

Please leave the room (in real life) and read through Lavender’s section of the Sisters’ Playbook.  
Remaining players, read through Lavender’s Challenge on the Challenge sheet.

**TWO OR MORE YELLOW CLUES: “Everyone can hear as the house unlocks itself. All LOCKED ROOMS are now UNLOCKED. [MY CHARACTER] hears the sound of a door opening behind them. A bright yellow door opens out of nowhere, and a woman walks through. Her neck is a long screw and she has three faces. The center face is YELLOW, and she is grinning. [YOUR CHARACTER] can’t resist as she takes their hands excitedly. “Oh yes!” She says delightedly, “Let’s play!” She pulls them through the yellow door with her, and they realize they’re alone in the empty tower room now. They look down and discover, shocked, that the floor is some kind of one-way mirror-- the house is laid out below you, and it looks just like a game board. Dandelion is sitting across from you, on the other side of the board. “We’re going to play through this together,” she says brightly. My character is out of the game. I am now playing as DANDELION.”**

Player: you are now DANDELION. Please leave the room (in real life) and read through Dandelion’s section of the Sisters’ Playbook.  
Remaining players, read through Dandelion’s challenge on the Challenge sheet.

**ONE RED CLUE: “Everyone can hear as the house unlocks itself. All LOCKED ROOMS are now UNLOCKED. When [YOUR CHARACTER] picks up Poinsettia’s JOURNAL they feel every hair on their body stand up, a storm’s worth of electric air hitting them all at once. They hear an angry, high-pitched woman’s voice coming from the ceiling, from the air around them. “So, you want to know what happened in this house, do you? Well, you’re about to find out.” The ceiling opens over their head like a camera aperture and the book falls from their fingers. “Read well,” the voice says. “I hope it will satisfy you as much as this satisfies me.” The ceiling bends down toward them like a mouth and swallows them whole. In the inner sanctum, Poinsettia opens the doll house and takes out her new toys. My character has turned into one of her toys. I am now playing as POINSETTIA.”**

Player: you are now POINSETTIA. Please leave the room (in real life) and read through Poinsettia’s section of the Sisters’ Playbook.  
Remaining players, read through Poinsettia’s challenge on the Challenge sheet.

This is the end of the first phase of the game. Now that the doors are locked and you are playing against one of the three sisters, you have a chance to win or lose.

When the doors to the outside all lock, the doors of all the locked rooms in the house open simultaneously. You now have the ability to explore any room. But be warned: The sister you’re playing against determines what exists in each room, and your path will be dangerous.

Challenge Sheet  
(for everyone not playing as one of the sisters)

Facing LAVENDER:

Lavender is always asleep and always having nightmares. Every locked door you enter will lead to a nightmare room.

Players: If you enter nightmares together and one of you escapes, you all will escape. So it's safer, but slower, to stick together. You will need to use your stats to break out of the nightmares.

To wake Lavender, rescue your friend and escape, you will need three WAKEFUL TOOLS hidden in Lavender's dreams. You will need to defeat three dreams as a team and find three tools before the Cellar door will open, and you will be able to face Lavender.

If everyone inside a nightmare loses, Lavender pulls you all into her dreams with her. Forever.

Facing DANDILION:

Yes, she's locked you in her haunted house and Yes, she's kidnapped your friend, but she's just playing along with the adventure YOU wanted to have.

She likes to play games. You might get hurt, but never seriously. But you have this weird feeling that if you don't make her happy and do what she wants, she really won't ever let you leave.

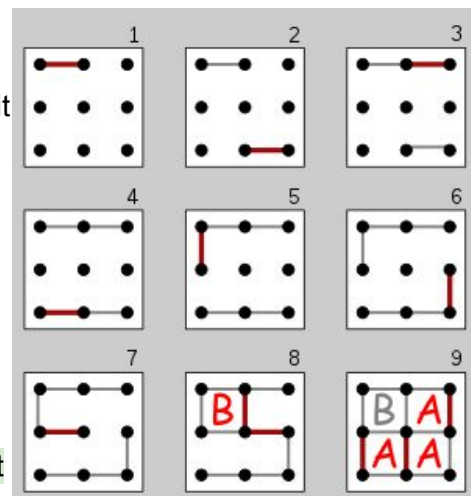
The first time you enter one of the new unlocked rooms, Dandelion will teach you about her favorite game, described below:

- Every time players enter a room, they'll learn a little more about her favorite game, which is dots and boxes [To avoid a tie, please use a 4x4 grid of dots rather than the 3x3 grid pictured]. Play rounds of it until you beat her 3 times and collect 3 pieces of evidence.
- How to play dots and boxes:  
*"The game starts with an empty grid of dots. Usually two players take turns adding a single horizontal or vertical line between two unjoined adjacent dots. A player who completes the fourth side of a 1x1 box earns one point and takes another turn. [...]The game ends when no more lines can be placed. The winner is the player with the most points. (Image & text courtesy of Wikipedia)*

For each game of dots and boxes you win, you will find an important clue that is vital in defeating Dandelion.

Each time you lose a game against her, she gets to play an even more dangerous game with you.

You must make your way up to her tower and face her for the final game.



Facing POINSETTIA:

Poinsettia is a real enemy.

- You are looking for the keys to Poinsettia's journal entries. Explore the map and look for the keys in each room.
- Her room is the SANCTUM, which is not marked on your map and will not be accessible until you have unlocked her entire journal.

## THE SISTERS' PLAYBOOK

Lavender, the purple sister:  
[common]

- The purple sister is always asleep and always having nightmares. Every locked door you enter will lead to a nightmare room.
- When you play as the purple sister: Label the rooms in your house according to the chart below and then share the complete map with your players. Keep in mind the nightmares that the characters must face in each room, but don't reveal them until a player reaches that room. There are examples on the table below, but you can make up your own too! If you've played through all these before, I encourage you to take a little time to write new ones. Remember to always set the scene, explain how the room looks and how the nightmare feels. Think about rooms you've been in yourself. Think about nightmares you've had and how they felt.
- Lavender should try to make the players split up and attempt to do many rooms at once, since it makes it easier to defeat them. Try using their "cant leave without it" object to tempt them into it.

Solarium nightmare	Library nightmare	Pool nightmare	Playroom nightmare	Dining room nightmare	Gallery nightmare
You realize you're growing roots... the soil feels warm and good... your limbs are stiff... you're getting sleepy... Roll higher than a 6 strength to wake up and pull your legs out. Describe how it feels. Or Roll higher than a 6 magic to break free using a spell. Describe what you did.	You're lost in an infinite maze of shelves and there's no way out. The books keep talking to you, offering conflicting advice. Roll higher than a 6 wisdom to decide which book you can trust. What's its title? What does it tell you to do? Or roll higher than a 6 mayhem to break out. How do you break out?	You fall into the pool, only to realize it's actually quicksand. Roll higher than a 6 strength or a 6 magic. Describe how it feels to sink quicksand and how you get out.	You entered the house with a goal. The thing you came to get is right there. But when you reach out for it, you realize that it's only a toy- it's not real. Suddenly there are thousands of toys around you, singing and whirling manically. Roll higher than a 6 mayhem and you won't be scared- this is fun, not a nightmare. Describe how you have fun before you wake up.	You're trying to eat dinner, but your teeth are falling out. Roll higher than a 6 magic or 6 strength to force your teeth to stay in your head.	You enter a long gallery hall, full of living portraits. They look at you expectantly. You were supposed to be this evening's entertainment!  Roll higher than a 6 wisdom to come up with a routine. Describe how you feel and what you do.
Windchimes	Book on tape	Cup of water	Toy drum	Loud maracas	Clown horn

- The players will be trapped in the dream for three turns before they run out of chances. If someone gets trapped in a dream alone, other players can rush to their aid. If they lose a third time, they become a SLEEPWALKER.
- Each time a player wakes up from a nightmare, they get a tool to wake lavender up. They will need at least 3. If everyone inside a nightmare loses, Lavender pulls them all into her dreams with her. Forever.
- If some players lose but there's still players on the board, defeated players join lavender's team as sleepwalkers. Sleepwalkers feed their nightmares to lavender, so those players help Lavender's player



come up with new nightmares from then on and work against the remaining active players. Try not to leave anyone behind!

- If the players get all three objects needed to wake lavender up they will enter the Cellar... and the Cellar nightmare. If you are playing as Lavender, leave the room and take some time to plan. Lavender will be at the center of a labyrinth made out of elements of all the dreams your players traversed. Describe what this combined dream looks like. Come up with one or two obstacles for your players to get past, similar to the ones above.

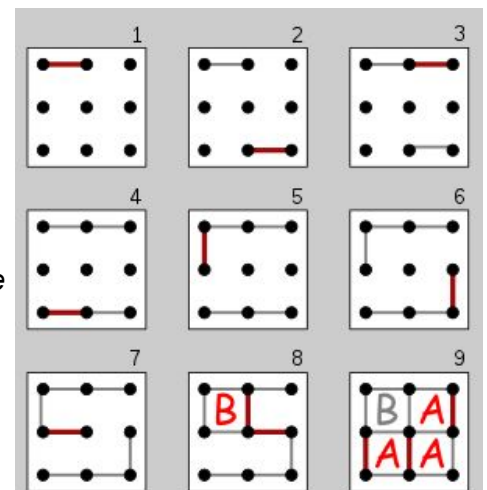
*For an example party who played pool/dining room/gallery: players have to walk through a gallery of portraits of people with big, sharp teeth. The teeth start pouring out of the gallery wall. They fill up the room. You're going to be crushed.*

- Players will need to roll higher than a 6 using two stats of their choice (each) to make it past the final challenge. They must describe how they escaped or defeated the nightmare. If you play through this again try different types of nightmare, like making it a creature the players must fight, or maybe an original character who has a puzzle or a demand for the players.
- If one of your players has become a sleepwalker this is a great spot to make the characters fight each other. Sleepwalkers all feel that they joined lavender by choice; ask the players "what excuse would YOUR character use to justify switching sides?"
- After making it through the final nightmare, players walk into a quiet, lonely cellar and find Lavender asleep in her bed. They may now use the three noisemaking items they collected in Lavender's dreams to wake her up and escape the house. It is up to Lavender's player to bring life to their description of this scene. Try bringing back things that the players met in Lavender's dreams as you describe the room. After a wave of sound washes over her, Lavender wakes. Her eyes open. Then with a smile, she disappears in a puff of purple smoke, leaving your kidnapped friend in her place. They wake up and you all leave together.
- Sleepwalkers stay here with Lavender. But now that she's awake, who knows what your joined fate will be? Maybe there is a kind fate left for you after all.

Dandelion, the yellow sister:

[rare, lucky]

- "Yes, she's locked you in her haunted house and Yes, she's kidnapped your friend, but she's just playing along with the adventure YOU wanted to have. But she does seem to want you to stay..."
- Label all the locked rooms on the map: dining room, solarium, library, gallery, playroom, pool. You can place these wherever you like.
- Dandelion's story is prewritten, but feel free to write a new scenario for her with a different game if you'd like to play as her again.
- Every time players enter a room, they'll play a round of her favorite game, which is dots and boxes [To avoid a tie, please use a 4x4 grid of dots rather than the 3x3 grid pictured]. They'll have to defeat you three times. Dandelion's secret is that the original french name for the game of dots and boxes will make her laugh so hard that she'll instantly explode.
- How to play dots and boxes:  
*"The game starts with an empty grid of dots. Usually two players take turns adding a single horizontal or vertical line between two unjoined adjacent dots. A player who completes the fourth side of a 1x1 box*



*earns one point and takes another turn. [...]The game ends when no more lines can be placed. The winner is the player with the most points. (Image & text courtesy of Wikipedia)*

- If you lose a game of dots and boxes, Dandelion will summon one of her sister's nightmares (see the table in LAVENDER'S game) and you will have to make a check. If you lose THIS, Dandelion wins against your character-- you join the kidnapped kid in the tower, your friends will need to rescue you at the end.
- The first time you win a round against her, read this to your players:
- **"Dandelion giggles and disappears. On a shelf behind her, you find a little game pamphlet about how to play dots and boxes. It has the original french name of the game clumsily torn out, but you can make out the beginning bit: [Pipo]"**

The second time: **"You find a newspaper article about Dandelion winning the dots and boxes world championship. The word is scribbled out but you get the middle syllable: [pi]."**

The third time: **"You find a note left by dandelion reminding her sisters never to say the forbidden word that ends with [pette]. You now have the secret word. But you hear a voice around you in the house. "Oh no, I don't want it to be over yet! Girls, what do I do?"**

- Read: **Dandelion is going to send one of her sister's evil DOLL CREATURES after you.**

Have the player who beat her roll a six-sided die. Look at Poinsettia's doll creature table below and match it with the number rolled. That player must fight the doll creature. The other players can rush to their side and help them fight. Read the fight rules below Poinsettia's table. If your character loses to the doll creature, they get carried off to the tower. Remaining players can face Dandelion.

#### **READ:**

**Armed with the french name for dots and boxes, you march up the tower to confront Dandelion, who is waiting for you. Your friend(s) are sitting across the giant game board from her, waving their arms. You can't hear them, but you can read their lips. But it's ok. You already know. Dandelion opens her arms. 'What game would you like to play?' she asks."**

The moment you challenge her to a game of *la pipopipette*, she will laugh until she explodes. Set the scene, make the players say it, and then describe Dandelion's laughter (or act it out yourself).

The house unlocks itself. It's a lovely, sunny day outside, and the friend(s) Dandelion kidnapped is waiting for you. They tell you she was pretty fun, they're gonna miss her.

Poinsettia, the red sister  
[super-rare, unlucky]

- Poinsettia is the true mistress of the house, and it opens in front of you like a doll's house, with every room laid bare. Take the POINSETTIA'S MAP copy and keep it hidden from the other players. They may still look at their copy of the map.

- Your job as Poinsettia is to hide three journal entries and four DOLL CREATURES in the rooms of the house. You may place these however you wish, making players get through as many creatures as you like to reach each entry (you cannot have any multiples of anything). You can use your powers as mistress of the house one more time to move a journal entry to your desired location. You MUST announce truthfully that you are doing this and mark where you've put it on the players' map. Once the characters have fought a creature, they see it on their map. You may use the included creature buttons or your own objects/toys to represent the creatures.
- Doll creatures attack with a coin flip. Heads, they hit. Tails, they miss. If they're fighting more than one player at once (in the same room) they can only attack one player at a time (except the Doll Eyes).
- Tell the players "Each creature has a weakness to one of your stats." but do not tell them which creature has which weakness.
- DOLL CREATURES can move one room per turn, unless they are in a fight with a player. Players can use any of their stats to attack the creatures. After a DOLL CREATURE is defeated, it will be inactive for three turns before waking back up.
- Players: choose the stat you wish to use. Roll the die and add the number for your chosen stat to your result. If it is above 5, you HIT the creature for 1hp. If it's lower, you MISS.

<p>Ball-Jointed Spider:</p> <p>The horse-sized, multicolored spider has full range of movement with its many, many limbs. It skitters all over the ceiling and walls, trying to get behind its opponents. Its feet have tiny hooks that grab onto furniture, knocking them over. It can secrete sticky gobs of web once during the encounter to make the player lose a turn.</p> <p><b>KEEP THIS SECRET:</b> The spider is WEAK TO MAGIC. Attacks with magic will do double damage. The spider has 4 HP</p>	<p>Angel:</p> <p>The angel has no arms. The angel has no legs. The angel has a human torso and giant wings. The angel has no eyes, but it is looking at you. The angel is just a doll. Right? The angel is covered in hooks. The angel will successfully attack every single turn.</p> <p><b>KEEP THIS SECRET:</b> The angel is WEAK to MAYHEM. Attacks with mayhem will do double damage.</p> <p>The angel has 2 HP</p>	<p>Paper Doll</p> <p>The paper doll is made of butterfly wings and wasp paper. The paper doll wants to embrace you, wrap you up and keep you. The paper doll cannot hit you for damage; on a successful coin flip (heads) the paper doll will pull you into a dance, where you will be trapped until someone rescues you. If you are dancing with the paper doll when you start your turn, roll WISE. You must make a roll of 4+ to trick it into letting go of you.</p> <p><b>KEEP THIS SECRET:</b> The paper doll is WEAK to STRONG. Attacks with strong will do double damage.</p> <p>The paper doll has 5 HP</p>	<p>The Doll Eyes</p> <p>A smooth, rolling mass of thousands of little glass doll eyes. They are looking right at you. If the doll eyes land a hit, they hit everyone in the room with them.</p> <p><b>KEEP THIS SECRET:</b> The doll eyes are WEAK to WISE. The doll eyes have 3 HP</p>
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Players that get hit 3 times must flip a coin. If heads, the doll creature leaves them alive and they spend the next two turns recovering their health. If tails, they become a new doll creature. Poinsettia, describe what they become. They fight using the same stats as one of the enemies above. These new doll creatures become active after one turn. If the players who remain fight and defeat the doll creature who was once their friend, that player can rejoin the game.



## Poinsettia's Journal

### **DO NOT READ UNLESS YOU ARE PLAYING AS POINSETTIA**

As the rest of the players play through your route, they will slowly unlock your journal. Each time they open a section, read them an entry in order.

- Once upon a time, there was a House. And in the House lived three doll sisters, one purple, one yellow, and one red. They did everything together. And that's the way it would always be. Even if the house falls apart around us. I want to stay like this.
- Once upon a time, there was a Doll House. And there was a doll inside who realized she was just a toy. But someone has to be the one to play with the dolls, right? If there's no one to play with the dolls, they have to play with each other, right?
- We are just dolls, but even if we break, we don't have to be alone. I'll make sure my sisters stay with me. I'll make sure we never have to leave. I'll make absolutely sure.

Poinsettia, read this after your players have all the journal entries:

*"You hear a distant, discordant scream. The house begins to shake and falls in half around you, like a doll house with each room cut away. You can see Poinsettia above you, enormous. The two sister masks on either side of her head are vying for control. Her head spins. "I can do it!" She screams, "I can keep them! I don't need you to interfere! Just be quiet!"*

*You can see that the dollhouse layout is a little different than you remember the house being. There's a hole cut through the center of the rooms, leading to a dark room below. Down there, tiny and far away, you can see the candlelight that flickers on the giant Poinsettia's face. It's the same light.*

*You're going to have to jump."*

*"You land in the basement, unharmed. Everything is on a normal scale again. There's the table, there's the dollhouse, there's Poinsettia. She turns to face you, looking murderous. Her sisters are awake too, though, and they start turning her screw-on head, distracting her and vying for control. Poinsettia stumbles around the room, leaving the table and her dollhouse exposed."*

This will be the most fun if you ask players what they want to do and roleplay out how this ends for everyone.

Here are a few suggested scenarios:

The players attack the dollhouse using one of their stats. If they roll above a six, they will hit the dollhouse, causing a level of the house above them to collapse. The house has three hit points. After this, Poinsettia and her sisters are buried, and the remaining players climb to freedom through a cellar window.

The players appeal to Poinsettia and her sisters, reasoning with them. Make them convince you to let them go.

The players attack Poinsettia and her sisters. Each sister has the behavior of one of the dollhouse enemies: Lavender has the behavior of THE DOLL EYES. Dandelion is THE PAPER DOLL and Poinsettia is THE

ANGEL. Players who lose against the sisters become DOLL CREATURES and run away into the house, never to return. Those who remain make their way out of the house. Poinsettia has disappeared, but the house is still there.

In any event, have the players roleplay how they get out of the house, how they feel now. Ask them how their character changed.

Thank you for playing THE HOWLHOLLOW HOUSE. If you have any kind of feedback, I'd love to hear from you at [alizalayne@gmail.com](mailto:alizalayne@gmail.com)

All text (with the exception of cited quotes) and images by Aliza Layne

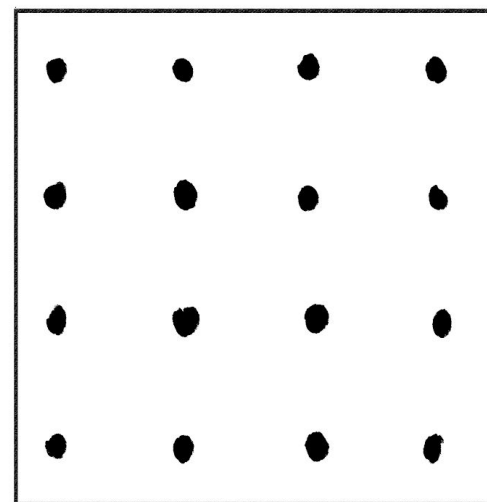
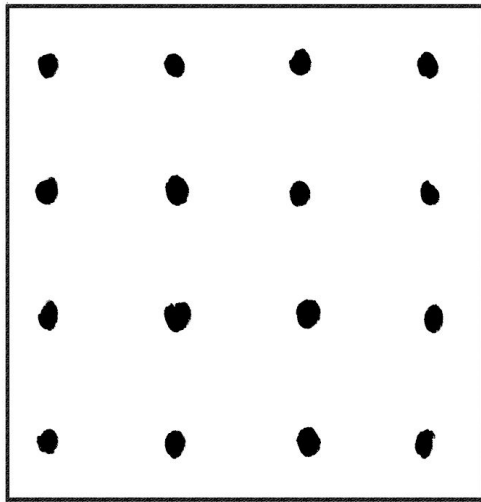
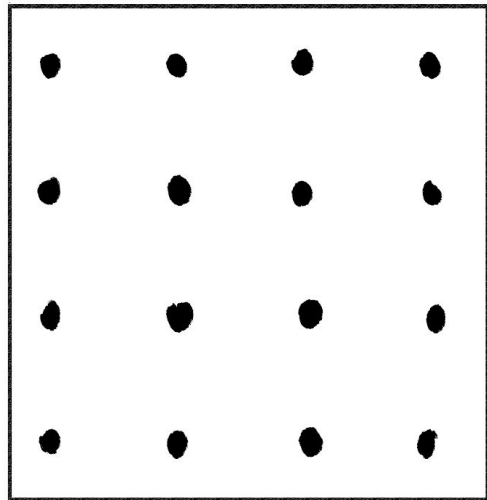
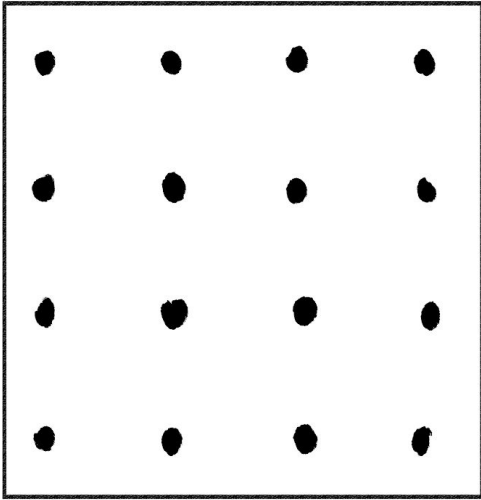
Thank you to:

June, Zack, TJ, Nick and Jocelyn for playtesting, advice, ideas and help!

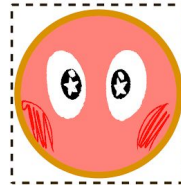
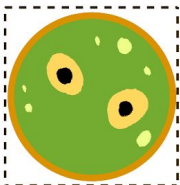
After the book is released, this game will be released online for general purchase.

GAME STUFF:

DOTS AND BOXES GRIDS:



✂ CHARACTER TOKENS ✂

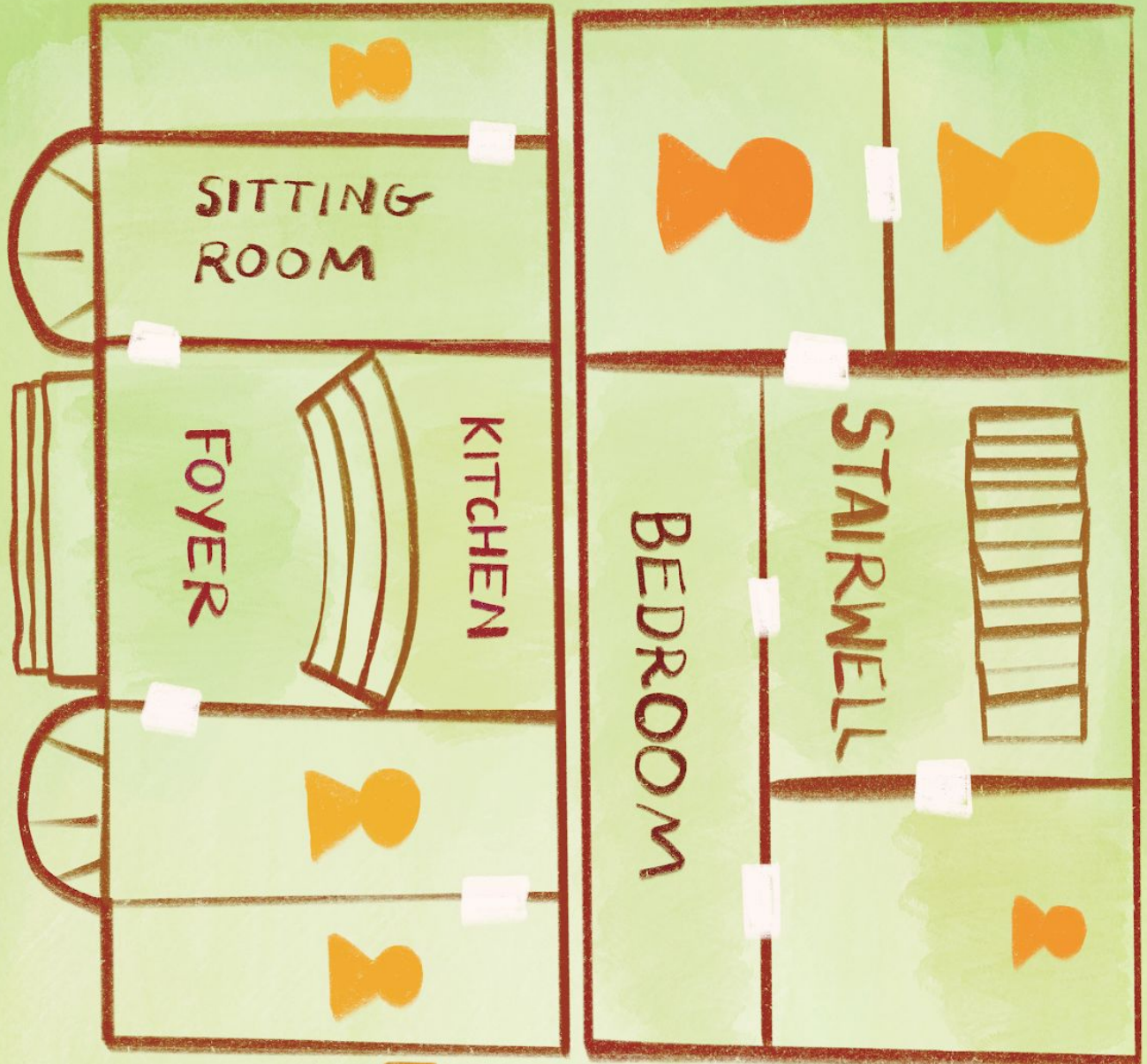




# THE HOUSE



LOCKED  
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# THE HOUSE



LOCKED  
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