



# HOUSE OF WHISPERS

3rd LEVEL



# House of Whispers

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*House of Whispers* is intended for four characters with an average party level (APL) of 3. Characters who complete this adventure should earn enough experience to reach halfway to 4th-level. Strange sounds have been heard in a supposedly abandoned house. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

## Background

Old man Whisper lived on a hill just outside town. He was a kind old gnome, often found studying in his extensive library or performing minor magical experiments. When his age began limiting him, he hired an assistant to help him around his house. Her name was Glenda and she was a sweet young human woman, very beautiful, and always with a smile on her face. Over the years the two grew close. Whisper became like a father figure to young Glenda. When a suitor came calling for her, Whisper was hesitant, but Glenda was ecstatic. The young man was dashing and handsome. He was a foreigner, having traveled from the elven lands to the west, but that only added to his appeal. Their courtship was quick and within weeks he proposed marriage. The wedding was to take place at Whisper's house in the early hours of a lazy Sunday... but it never did. Old man Whisper was found dead in his study, slumped over his desk. On the ground in front of him, the magic circle to seal the ceremony was still fresh. Unbeknownst to all, the old man hadn't died of old age, he'd been murdered. The suitor was a cultist of a dark god. He required the life of a spellcaster and the heart of one who truly loved him to complete his own dark ritual. When old man Whisper began his incantation to seal the two love birds in holy matrimony, a more powerful magic circle in the caves beneath the house was activated. It drained the old man of his life force and tore poor Glenda's spirit from her body. The suitor then carried her body deep beneath the house to a secret chamber he'd been using to prepare his ritual. As he went to enact the final portions of it, her spirit, now a ghost, attacked him and slew him where he stood. With the ritual only half completed though, her soul was trapped in limbo unable to find peace. Now, she wanders the house aimlessly, her mind mostly gone, wailing in the night, the sounds of her suffering heard as far as the nearby town. Fearing what might be happening at the house, the local constabulary have put out a reward for whoever can determine what is going on.

## Adventure Hooks

**A Call for Help.** The characters responded to the local town guard's request to investigate the supposedly abandoned house.

**Strange Noises.** The characters were passing by the house when they heard strange wailing coming from it and decided to investigate.

**A Letter From a Friend.** The characters received an invitation to the wedding from Whisper. When they arrived in town, they were informed that Whisper has been found dead.

## The Whisper House

The house of old man Whisper is a single story affair with a large porch and a sizable basement. The house sits on a hill just outside of town. It has the following features unless otherwise noted.

**Ceilings.** The ceilings are made of wood and rise 10 ft. above the floor.

**Floors and Walls.** The floors are made of neatly laid wooden planks while the walls are made of wood covered in colorful wallpaper.

**Doors.** The doors are made of solid oak with metal reinforcements. They're all unlocked unless otherwise stated.

**Lighting.** During the day, light streams in through the windows. At night, the house is pitch black except for the room Glenda is in, as she gives off bright light within 5 feet and dim light for another 5 feet..

**Unusual Features.** Glenda the **ghost** intermittently appears and disappears within the house. When the characters arrive, roll 1d12 to determine where in the house she is. If you roll a 12, she is not present. Whenever the characters enter a room, roll 1d12 again as above. If you roll the room number, she appears in a flash of light, otherwise she appears in the corresponding room. The first time they encounter her, she shrieks at them and vanishes. From then on, she follows them from within the Ethereal Plane. A DC 16 Charisma (Persuasion) check can entice her to show herself, although she's very skittish. Her mind is fractured from the violent death she suffered, so she doesn't know much about her death or Whisper's. She asks for Reginald, her suitor, once she's comfortable speaking with the characters. If one of the characters is a male elf she might mistake him for Reginald and begin doting on him. Only when she sees his body in area 14 will she remember what he did and be able to move on from this world. If attacked, she flees into the Ethereal Plane and refuses to appear again until the characters find area 14.



## 1. The Porch

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This large porch was where Whisper would sit and watch the sunset each evening as he enjoyed a cup of tea. Sometimes Glenda wanders the porch around sunset drawn to the beauty of the evening sky.

The front door is locked. It can be unlocked with a DC 14 Dexterity check with Thieves' Tools or with a key that's hidden under the right bench that can be located with a DC 14 Intelligence (Investigation) check.

## 2. Entryway

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There is a small sitting area to the right of the door. This is where people would remove their muddy boots and cloaks and hang them up prior to entering the house. Glenda's pristine baby blue cloak stands out among the other more tattered ones. It was a gift from Whisper and acts as a *cloak of protection*. If she sees a character wearing it, she'll accuse them of stealing it.

## 3. Main Hall

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This area is the center of the house. A small table sits in the middle of it. On the table is a series of letters from various individuals expressing sadness that they can't make the wedding. The envelopes contain wedding gifts to the tune of 100 gp. If Glenda sees the characters taking her wedding gifts, she'll become angry and use her Horrifying Visage ability on them before vanishing. The stairs to the northeast lead down to the basement.

## 4. Living Room

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This was where Whisper and Glenda sat together after dinner discussing the events of the day. The table is covered in papers, mostly lists of things needed for the wedding. There is a *+1 sword* above the fireplace. It's covered in a thin coating of dust as if it hasn't been touched in quite awhile.

## 5. Kitchen

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The cupboards here are mostly bare. Four **giant rats** are in the cupboards and have eaten all the remaining food. Smaller rats can be seen scurrying about when the door is opened. The giant rats attack only if someone disturbs their hiding place.

## 6. Storage

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Various crates and barrels fill this small area. Two **swarms of rats**, one in each barrel, are hiding when the door is opened. If someone opens either barrel, both swarms attack.

## 7. Guest Bedroom

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This was where Glenda, along with any guests of Whisper's, slept. The bed on the left is Glenda's. Anyone who investigates the trunk at the foot of her bed finds her clothes and, more importantly, her diary. It contains the following entries in order.

- Just arrived at Mr. Whisper's house. The job offer was for an assistant and caretaker and he definitely needs it! Poor old man, he can barely get around on his own. I hope I can make his life easier.
- Whisper is such a kind man. It's a shame he doesn't have anyone to care for him. I get the feeling he never had time for a wife or children and regrets it. He treats me like a surrogate daughter. It's so nice.
- I met a handsome young elvish man at the market today while out shopping. He was such a gentleman! He's new to town and doesn't know anyone so I invited him over to dinner.
- It's been barely three weeks but Reginald has proposed to me! He's so perfect! I cannot wait to start my life with him!
- The wedding is tomorrow. Mr. Whisper will conduct the ceremony in his study. Neither Reggie nor I have any family so it'll just be the three of us. I'm so happy.

If the characters search the other trunk they find a silver dagger and some fine elven clothing. If anyone puts on the clothing, Glenda will see them as Reginald, her suitor, and lovingly dote on them.

## 8. Study

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This was Whisper's study and where he was set to conduct the wedding ceremony. Anyone who succeeds on a DC 12 Intelligence (Religion) check realizes the magic circle on the ground is one used to perform marriage ceremonies. Searching the desk reveals various notes on arcane and divine experiments that Whisper was working on. A DC 14 Intelligence (Investigation) reveals a hidden compartment with three random 1st-level spell scrolls in the bottom drawer of the desk.

## 9. Library

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This library is where Whisper kept his vast collection of books. Anyone who attempts an Intelligence (Arcana) or Intelligence (Religion) check in this room and uses the books gets advantage on their roll. A DC 16 Intelligence (Investigation) check will reveal a spellbook tucked away on one of the shelves. It has the following spells: *firebolt*, *mending*, *prestidigitation*, *burning hands*, *mage armor*, and *shield*.

## 10. Master Bedroom

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This was Whisper's bedroom. Anyone searching this room finds his clothing, assorted books he was in the process of reading, and another random 1st-level spell scroll.

## 11. Bathroom

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If the characters encounter Glenda in this room, she immediately covers herself and uses her Horrifying Visage ability before vanishing.



## 12. Basement Storage

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Tall shelving covers the walls and fills the center of this room. Nothing of value exists on them, just supplies, sealed foodstuffs, firewood, and other such items. There is a secret door hidden behind one of the southern bookcases. It can be spotted with a DC 16 Wisdom (Perception) check as a rat scurries between two bookcases and vanishes into the wall.

## 13. Kennels

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Whisper kept two large dogs as pets, Fluffy and Scruffy. They were transformed into undead monsters as a byproduct of Reginald's ritual. They use the **dire wolf** stat block except their type is undead.

## 14. Hidden Altar

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This chamber was discovered by Reginald one day while exploring the house. He quickly turned it into his own personal study. He built an altar and inscribed a dark sigil on the ground directly under where Whisper was setting up his wedding sigil above. The journal on the altar has the following entries.

- Met a naïve young girl today in the market. She might be exactly what I'm looking for. Says she lives with an old gnomish sorcerer or something in a house on the outskirts of town. Perfect.
- Met the old man yesterday. He's a weak and frail old thing. I hope he can provide the life force I need for my ritual.
- I've been staying with the two for a couple of weeks now courting the girl. She has no idea what I have planned for her. Discovered the perfect place to conduct the ritual. An old cave system right under the old man's study. I'll hijack the wedding ritual and use it to power my own. I really am a genius.

As soon as the characters enter the chamber and see the corpse of Reginald in the magic circle, Glenda appears behind them. Seeing him like that fully restores her memory of what happened: Reginald used his own dark magic to kill Whisper and her in a bid to complete a dark ritual for some long forgotten evil god. When her ghost managed to escape, it chased him down here and killed him. Now that she remembers what happened, she's finally able to leave this world and find peace.

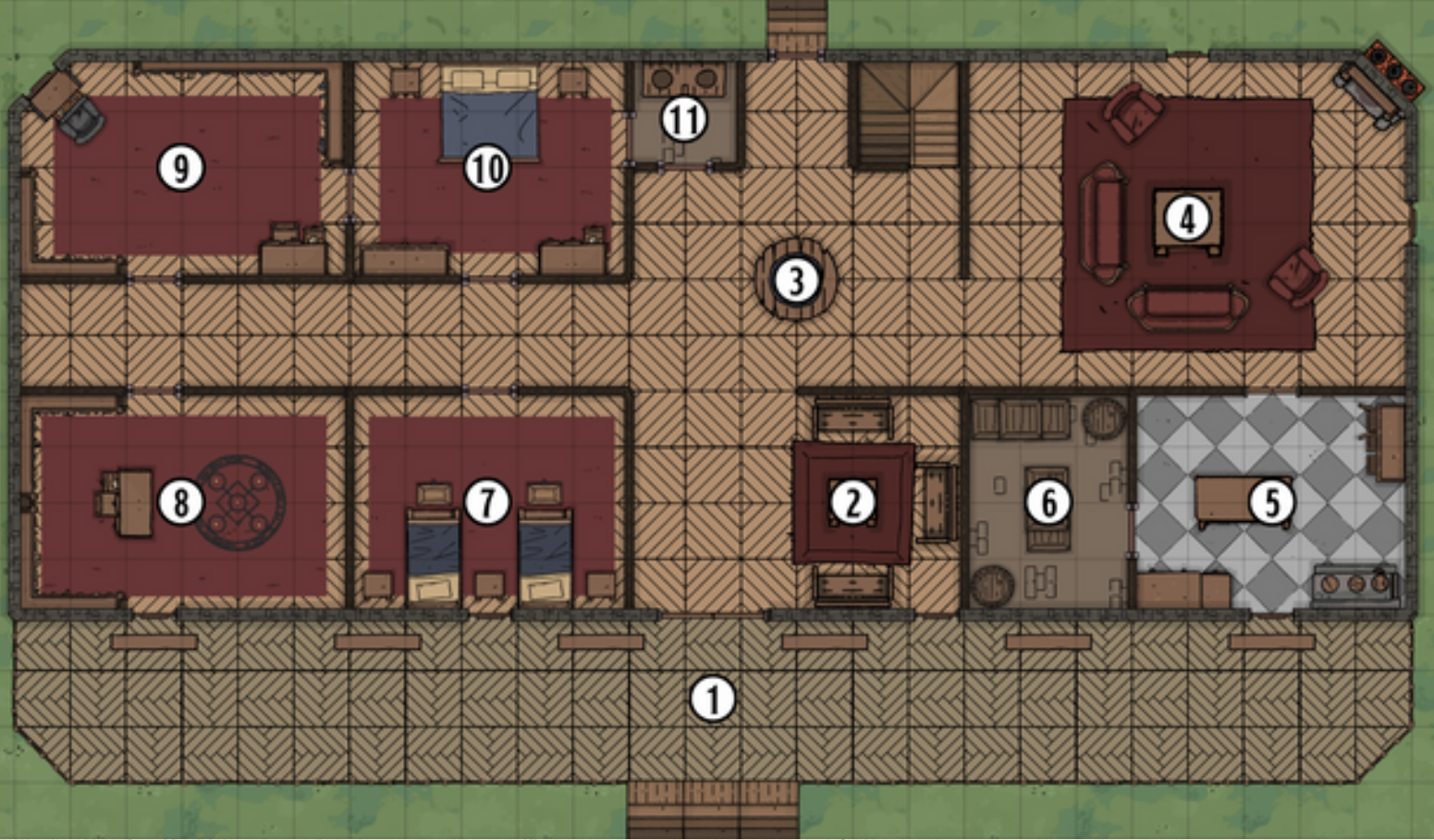
If the characters search Reginald's body, they find a *wand of magic missiles* and 25 pp.

## Aftermath

**If the characters destroyed Glenda's ghost**, the lights and noises people witnessed coming from the house stop. Eventually, tax officials claim it and gut it to pay off Whisper's outstanding debts. No one ever discovers Reginald's body in the secret cave or finds out how Glenda died.

**If the characters helped Glenda pass on**, The local constabulary come to collect the body of Reginald. As thanks for solving the mystery of the haunted house, the local officials offer to let the characters use it as a base of operations while in town.





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