

The Ghost House

The Ghost House exists in whichever conveniently rural and semi-arid locale that the GM needs it to be located in. It is a small two-story single-family residence of mixed wood, brick, stone, and metal construction. With a special emphasis on 'mixed:' the house is well put together, but regular aesthetics were tossed out the window. Wood slats alternate with metal sheets, the floors are bricks in some places and wood in others, and no step in the staircase to the second floor matches any other. The Ghost House has three bedrooms, two bathrooms, a basement, an attic, and is fully furnished (in the same crazy-quilt, 'eclectic' style). One other oddity of the place; all the lighting is fluorescent, and obviously antique.

The Ghost House is haunted -- and while people might think that they're prepared for such a revelation from the name of the place, they're probably not. Every brick, plank, wire, pipe, fixture, piece of furniture, and window in the place came from a verified haunted house. In fact, *every* item is personally haunted by a bound ghost. Apparently ghosts are a bit more common than most people think. Maybe. It's not exactly clear, believe it or not.

So why does the Ghost House exist? Because it's incredibly restful. Counterintuitively, the presence of so many bound ghosts has several beneficial effects. First off, it calms the ghosts themselves; they seem more comfortable and even happier when they're surrounded by fellow specters. Second, happy ghosts are ghosts that blanket their surroundings with the metaphysical equivalent of warm fuzzies. Third and last, besides the obvious emotional benefits there's another advantage to spending a week or so at the Ghost House: it's a guaranteed way to lose a magical trace, block a scrying spell, or dissipate a curse. So there's a waiting list.

Just don't take anything from the Ghost House away with you. Don't take anything from the Ghost House away with you. DON'T TAKE ANYTHING FROM THE GHOST HOUSE AWAY WITH YOU. A ghost taken away from the House will rapidly stop being a happy ghost. And unhappy ghosts rapidly make everyone around them unhappy, too.

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