



*Patreon Adventure Supplement
November 2021*

*The Office of the Saint-Gerrin
Ghost Hunters*

*Maps: The Office of the Saint-Gerrin Ghost Hunters
The Office etc – Vault Breach
The Wayward Spirit coaching inn
The Wayward Spirit abandoned urban tavern*

The Office of the Saint-Gerrin Ghost Hunters

How to use these resources

Spend some time catching ghosts around Saint-Gerrin by either:

- using our 4 ghost hunter characters as the basis for a party or
- using them as NPCs and joining their ghost hunting team

We've filled this supplement with all sorts of ghosts characters to spark your story ideas, with ghosts to catch, ghosts to fight and even some just to befriend.

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Patreon *Map of the Month* GM's supplement

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SETTING



Regional Map

Around Saint-Gerrin

- | | |
|---|------------------------------|
| 1 | The Cartographers' Guildhall |
| 2 | Bagahatch's Golem Workshop |
| 3 | Office of the Ghost Hunters |
| 4 | Saint-Gerrin Cathedral |
| 5 | Penbleak Prison |
| 6 | The SharpSight Hideout |

For more on Saint-Gerrin locations and general setting information, see the Patreon Supplements:

- Cartographers' Guildhall (Jan 20)
- Golem Workshop (Feb 20)
- Muckspout Tavern (March 20)

Setting description

In a city as old as Saint-Gerrin, there are ghosts in many a shady corner. Memories and echoes of those who lived here in days past are little bother to residents, but murkier shadows – those with more malevolent spirits – linger also, and sometimes the living and the dead find their existence in conflict. At such times, there are few avenues for help. Should one fetch a priest to splatter around some holy water? Pack up and leave? Or call in a crack team of ghost experts?

The Office of the Saint-Gerrin Ghost Hunters has been purging bad spirits, brokering truces and relocating ghosts since its establishment just three years ago. Dealing with all manner of hauntings, the small team of ghost hunters have made life just a bit easier for the city's mortal inhabitants. Available for exorcisms, containment and removals, the Ghost Hunters use all kinds of magic, mediation and machinery to conduct their business and need an office that meets their varied needs. Their current premises are perfect, miraculously requiring tenants just as founding member Merrick Woolsteel began gathering a team of ghosthunters.

An old, boarded-up tavern in the west of Saint-Gerrin, the Wayward Spirit was the subject of a city council dispute, needing to be demolished for its dilapidated state, yet of significant enough historic value to warrant a preservation order. The site presented a sizeable building of several storeys with usable outbuildings. With no one willing to take on the work, the lease was going cheap and Woolsteel snapped it up.

The Wayward Spirit was built on this site close to 700 years ago and has watched the city of Saint-Gerrin grow around it. In its earliest days, it stood on a busy country road that linked several villages, providing coaching station facilities as well as a meeting place for local workers. As the area slowly urbanised, the Wayward enjoyed the patronage of the local guilds and its taproom and yard would buzz with the revelries of city folk. But good times rarely last forever and the fortunes of the old pub dipped in recent years. The Muckspout Tavern is a baby compared to the old Wayward Spirit, but as its popularity grew, the Wayward's spirit faded. Of course there is room even in this small city for many public houses, but when the last licensee of the Wayward retired to the coast fifteen years ago, no one fancied taking on the dwindling business. The cellars were emptied and the windows were boarded.

Renovating the building for as little money as possible, the ghost hunting team focused on building a laboratory in the upstairs dormitory and extending the basement to install a ghost vault. The stables were perfect for the horses that pull their cart, an old undertaker's hearse. The team found ample space for sleeping quarters and study and research space and alongside such excellent facilities, the Wayward Spirit offered some surprises. Ghosts of the Wayward's past dwell in many a shady corner. Well, in a building as old as this, who would expect anything less?

NPCs

The Team of the Saint-Gerrin Ghost Hunters consists of Rinnis Nibb, who efficiently manages the office, and the four ghost hunters:

The Gnome Artificer, Mirrick Woolsteel, an ingenious and eccentric inventor who bubbles with enthusiasm. Much of what they says seems obscure to the layman, but Mirrick was educated in the best engineering college in the region and was apprenticed to some very prestigious gnome masters. The founder of the Saint-Gerrin Ghost Hunters, Woolsteel turned a childhood terror of things that go bump in the night into a quest to create tools that neutralise supernatural horrors.

The Paladin, Archald Graft, an aging human who spent much of his youth in the religious universities of the North before choosing to dedicate his religious service to the removal of bad and unholy spirits from the 'Realm of Men' (as he insists on calling it). Archie came to Saint-Gerrin when he heard a town crier relay Woolsteel's message seeking willing ghost hunters. Specialising in possessions, no one can talk a demon out of an innocent rube like Graft can. Skilled, educated and fond of anything that rots your teeth.

The Urban Ranger, Dell Gerrinchild, is a human foundling, now in the first years of adulthood. Brought up in a local orphanage where she spent the nights climbing out of windows and quietly scouring the city for mystery and adventure, Dell knows many of Saint-Gerrin's secrets and is adept in this territory. She was asked to join the team when she was caught poking around Woolsteel's laboratory and showed she had immediately understood the equipment and its intended use.

The Elf Witch, Nandarvir, who normally wandered the wilds, stayed in Saint-Gerrin to search for his lost precious familiar Holybook (a ghost mouse). Having fallen out of Nandarvir's pocket when the pair fell in the river, the witch washed up at a quay near the Muckspout Tavern sans mouse but with a lot more muck in his knotted hair. Chased away by the proprietors when they caught him chatting to rats, Nandarvir wandered west and found shelter in the boarded-up Wayward Spirit. When Woolsteel purchased the building, the witch came with it. Luckily Nandarvir is a wiz with ghosts - chatting to them, charming them, catching them. A wild, unpredictable mess, he is essential to the team.

Ghosts of the old pub that live in the offices

- 1 **Emily Drizzle**, a noisy and crotchety poltergeist. Drifting between the upstairs rooms that were once the dorms of The Wayward Spirit, teenager Emily was the chambermaid here. Sacked for being rude to guests, as she stormed out the of the pub she was knocked down and killed by a speeding cart. Generally just causes a nuisance, hiding and breaking items, but will also happily gossip about other ghosts that she knows.
- 2 **Bevan Stott of Nether Snorping** worked behind the bar in the earliest, coaching house days of The Wayward Spirit. He had longed to run the pub and believed he would take on the license when his boss kicked the bucket. Sadly, the bucket kicked Bevan first and his miserable spirit drifted back here to languish in the pub. Sometimes known as the Wayward Ghost, he is a famed haunting. His best known trick is to appear in front of a person as if he were corporeal and slowly pour with thick, dark blood from the top of his head.
- 3 **The Seep** inhabits the old privy in the yard. Several centuries of effluence having been deposited into the ground beneath the latrine has left the ground saturated with waste. On days when the water table rises, The Seep makes its way up through the ground and into the yard. Largely harmless but for the stench, it moans with the aggravations and discomforts of hundreds of former occupiers.
- 4 **Roebuck Delaval**, a large, bearded man adorned with scarves, drank in The Wayward Spirit every night after he came off stage at the Blackrose Pit. Known for entertaining the entire pub with his extravagant tales flamboyantly told, he has continued this tradition in his haunting days and is beloved in the Office. He does have a habit of breaking off a story midsentence as he involuntarily recreates the moment of his death, crashing to the pub floor clutching his chest.
- 5 **Old Yargy** died in the yard from overwork. Rarely seen, at night she can be heard fussing in the stables and during the day clopping about the yard. Those to whom Yargy chooses to appear describe a beautiful chestnut workhorse and a feeling of joy the meeting gives them. Some lucky folk claim to have ridden the ghost horse, but none reveal where she took them.

PLOTS

Plot hooks

Story 1

Ghosts of Penbleak Prison

Penbleak Prison is spilling out possessed prisoners and tormenting the neighbourhood. For years, the pain and sufferings of prisoners and the bad energy of the worst of the Penbleak criminals has permeated into the stone walls. Now it has manifested into a malevolent spirit and has possessed the Head Warden. Surrounding himself with a protective guard of demented jailors, he has begun releasing possessed prisoners who are terrifying locals and causing untold problems around Saint-Gerrin. Can the team get the prison back under control and remove the evil Head Warden?

Story 2

A Mystery Play

The players at the Blackrose Pit Playhouse beg for the Ghost Hunters to come to their aid. Every night for the past week, as they are about to take the stage, another ghostly play begins before the audience. It is a tale of spirits, witches, revenge and murder. The costumes the phantoms wear look as though they come from the time of the Rose Playhouse, which stood on this site 150 years ago and burnt to the ground. In the inferno, many of the audience had perished, including Florian, the heir to the dukedom. But it seems that the ghost players enact a modern story, with characters named for the present-day nobility of Saint-Gerrin. Each night, as the phantom play reaches its climax with a man rising from his grave to kill his brother, a terrifying and enormous visage appears, resembling the present Duke, and screams "stop me or I'll kill again!" Why do the phantoms point such a finger at the Duke? Can the team halt the run of the ghost play and unravel the mystery?

Local jobs: minor hauntings and possessions causing problems around Saint-Gerrin

- 1 The Saint-Gerrin Court of Justice reports that a phantom judge has been presiding over cases, excessively banging a gavel and ending every trial by wearing the black cap and pronouncing death.
- 2 Norgene Brown of Cathedral End says his wife Maugren has been possessed by the spirit of a chicken. All the clucking and preening is driving him crazy and he needs it to stop, but he will miss the eggs.
- 3 A boat has been moored just along from the shipwright's yard Keelforth and Sons, that Darry Keelforth says is disrupting their moorings. However anyone who tries to board it gets shoved straight into the river.
- 4 Cuth Jugg and Merridy Wethers of the Muckspout Tavern and Brewery are perplexed as they recently repaired all their cupboards to prevent rats getting into their supply stores, yet something is something has still accessed the grains and flour and been eating it. They can only conclude it is a ghost.
- 5 Strange goings on at Saint-Gerrin Cathedral, as the shrine of the patron saint has been emitting a ghostly laugh in the face of those who pray before it. All votive candles are also immediately extinguished. The priests are upset and embarrassed.
- 6 During the hours of darkness, an empty suit of armour walks the halls at the museum which displays the fascinating treasures of Professor Shinkley. The Professor was unconcerned until recently, when the Phantom Knight began fighting with other, inanimate armour and destroying priceless treasures.
- 7 The Dangles of Leather Lane say their 7 year old child Davy claims a ghost lives in their fireplace who keeps telling him to steal cheese. Light-fingered Davy won't eat a bite himself, but places all his plunder in the hearth.
- 8 In Morgan Crill's Warehouse there is a crate that appeared overnight two years ago. No can lift it. No one can open it. It won't even burn. But anyone who touches the crate has nightmares for a week.

AROUND THE OFFICE



A guide to the ground floor

- 1 The yard is a large walled space partly shaded by an old poplar tree. Parked in the yard is the ghost hunter's wagon, an old undertaker's hearse.
- 2 Along the back wall of the yard, the privy that once belonged to The Wayward Spirit pub is still in use. A little decrepit and certainly haunted.
- 3 The coach house was built when the old pub was a coaching inn. The ghost hunters usually can't be bothered to drag the hearse into this dusty old space.
- 4 The stables house the two horses that pull the hearse, Mistral and Kelp.
- 5 This storeroom contains items of ghost-catching use as well as the stairs to the cellar.
- 6 This open room serves as the main office for the ghost hunters and if they aren't out on a job, they're often chatting here and discussing ideas.
- 7 The solid, polished-wood reception desk where the ghost hunter's scribe Rinnis Nibb spends their days was formerly the sweeping bar of The Wayward Spirit.
- 8 The small pub kitchen is just the right size for preparing meals for the ghost-hunting team. Sadly, they prefer to grab cooked food at the local market.
- 9 This area serves as a waiting room for clients.
- 10 The large lounge is a warm, friendly space and if the ghost hunters find themselves at home in the evening they may congregate here.

A guide to the first floor

- 1 Nandarvir's bedroom, unused by the witch as he usually sleeps in a chair in the downstairs lounge.
- 2 The bedroom of Archald Graft, a neat room with a bookcase full of rare tomes. Although he likes to read in here, Graft is often led down a rabbit hole and finds himself in the study late at night, where he will usually nod off at a desk.
- 3 Merrick Woolsteel's room, rarely used by the artificer who tends to fall asleep in their lab. The desk is covered in papers left here from the times Woolsteel tries to quietly knuckle down to some paperwork.
- 4 This bedroom is Dell Gerrinchild's, although the bed is not often slept in, Dell having been reluctant to give up her nocturnal wanderings.
- 5 The mezzanine area is lined with paintings and has comfortable seating, yet no one ever sits here or bothers to look at any of the artwork.
- 6 The bathroom is kept magically clean by the ghost of a chambermaid. Despite causing trouble elsewhere upstairs, she has a penchant for clean porcelain and keeps an eye on the bathroom.
- 7 The study and library are a complete mess, but no one is ever sure if that is thanks to the chambermaid poltergeist or one of the other ghost hunter's.
- 8 Woolsteel's laboratory contains all kinds of magical, mechanical contraptions in various stages of completion.

AROUND THE OFFICE



A guide to the cellar rooms

- 1 Stairs descend to this hallway from the store room upstairs. The long corridor is fitted with shelving to provide a convenient potion store.
- 2 This small storeroom is used to hold wands and staffs, both those used by the ghost hunters for their work and those dangerous items confiscated by the team and stored here.
- 3 The large former barrel room now stores cursed and haunted items that the ghost hunters have collected. Some of the storage boxes are warded, but many of the items are only mildly haunted and so are freely stored in boxes and barrels.
- 4 A small antechamber where the ghost hunters can take a moment to prepare themselves for a trip into the ghost vault.
- 5 This room is heavily warded to protect access to the ghost vault beyond. The team's witch and ranger are both responsible for maintaining and setting the wards.
- 6 This large circular room was constructed by the gnome artificer for the purpose of storing captured spirits. Known as the Ghost Vault, it is heavily warded with magic but also has a physical, locked hatch that leads to a pocket dimension where the ghosts are deposited.

Haunted items stored safely in the cellar

- 1 A child's music box, said to hold the spirits of several nannies that disappeared while looking after their charges. Plays different music each time it's opened.
- 2 The Withered Hand of St Barr. In reality this is no relic but the hand of a prolific murderer sold as a relic by an unscrupulous church. Needs to be kept in a locked box otherwise it crawls off, looking for victims.
- 3 A stuffed jaybird in a glass case. It is kept under a cloth, to protect people from eye contact. Those that do meet the bird's beady obsidian eye are said to die within the week.
- 4 Lara Unwith's Diary, the journal of a woman tormented over several months by hauntings in her house. After she drowned herself to escape the ghosts, her diary was bundled up with other books and taken to a library. There it caused the librarians to suddenly burst into fits of violence. Many deaths ensued.
- 5 King Bargonus's goblet. This battered bronze cup held the poisoned wine that killed the ancient northern warlord King Bargonus. His spirit has been bonded to it ever since. Any liquid poured into the goblet becomes highly toxic.
- 6 The Whispering Clock - a mantle clock that once belonged to an eccentric noble. Executed for murdering her servants, no one believed her babbling testimony that it was the clock that told her to do it.
- 7 "Harvest Time", a painting by renowned artist and occultist Cornelius Darvelle. Previous owners have all gone missing, although when they do, a new scarecrow appears in the cornfield in the painting.
- 8 Unlucky Dice - a pair of cursed dice, made from red dragon bone. With many unlucky previous owners, it is said that a painful death always follows a roll of snake-eyes. Somehow, the dice quite often tend towards a double 1...