

HAUNTING AT HAVERDASH HOTEL

by Alicia Furness

Complexity: 6

Tone: R

Content Warnings: *suicide, blood, bugs, fire*

Designer Note: *This mystery is not recommended for your first playthrough of Paranormal Inc. It contains a new special rule designed to make the mystery more challenging.*



PRESENTING THE MYSTERY

The Haverdash hotel is a glamorous throwback heritage hotel decorated in art deco style. The clientele is most often the rich and famous. But lately, rumours of strange going-on at the hotel have had an impact on bookings. The manager of the Haverdash Hotel, Veronica Marlowe, has hired you to investigate and remove any ghostly inhabitants. She insists, however, that you must be discreet so as not to alarm the guests.

Establishing Question: One of you has previously done an investigation here before joining Paranormal Inc. What about the experience was so terrifying that you left without finishing the investigation?

Goal: Identify and remove the source of the haunting without drawing the attention of the guests.

Special Rule: If you roll a miss on a Discovery Move during this mystery, take the condition “Noticed by Guests.” This condition cannot be removed. If all Investigators have received the condition “Noticed by Guests,” the game immediately moves to the Resolution Phase. If the team is unable or unwilling to successfully Theorize, each Investigator must mark a Personal Haunting.

To help maintain your cover, the Manager checks you into the hotel as guests for the evening. Begin play in your hotel room, Suite 307.

Paint the Scene: *What token do you see in the room that a previous guest has left behind? Why does it make you uneasy?*

You may draw a Paranormal Event card and continue play as normal, or immediately move to a new Location.



LOCATION PROMPTS (HEARTS)

A THE LOBBY

Large and ostentatious, the lobby is by far the grandest part of the hotel, decorated in an art deco style with striking gold and black detailing. People hustle to and fro, checking in and out, taking in the art, and socializing.

Paint the Scene: *As you look around, what clues do you see that the art deco style isn't authentic?*

2 THE BAR

The bar is the heart of the hotel. It's filled with sounds of laughter and glasses clinking. Many people here aren't even guests; they just love the bar. The bar is oddly shaped, long and narrow, with a sharp right turn that creates an L-shape.

Paint the Scene: *What evidence suggests the bar is what keeps the hotel afloat financially?*

3 THE LAUNDRY ROOM

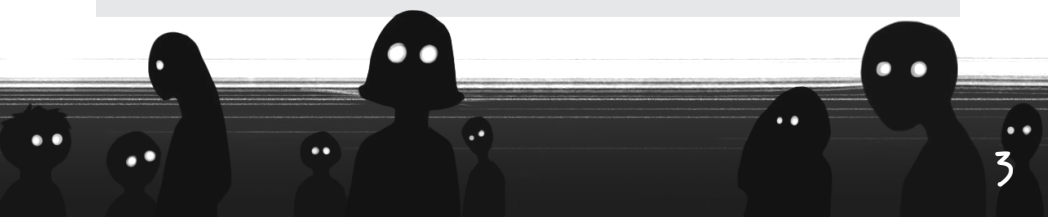
Clean but dingy looking. The room is filled with large industrial laundry machines, with tables for folding and carts for transporting the linens to and from the rooms.

Paint the Scene: *What do you see that tells you this is a place where people hide out?*

4 THE POOL

Warm and humid, the indoor pool area is filled with large lush tropical plants. Lounge chairs dot the area around the pool. It's easy to forget this is an indoor space.

Paint the Scene: *How do you know that a lifeguard is rarely on duty at this pool?*



5 THE HALLWAY TO NOWHERE

Dark and dimly lit, this hallway seemingly appears out of nowhere. No matter how far you walk down the hallway, you never reach the end.

Paint the Scene: *What do you find that makes you suspect someone lives in this hallway?*

6 THE CUSTODIAN'S CLOSET

The custodian's closet is bigger than you expected and crammed with shelves full of bits and bobs. A single bare bulb with a chain illuminates this utilitarian space.

Paint the Scene: *How do you know that, despite initial appearances, this space is well cared for and well organized?*

7 THE WORTHINGTON SUITE

The Worthington Suite is the hotel's largest and is on the top floor. It's luxurious and grand. It has a bedroom, sitting room, kitchen, sauna and hot tub, and access to a private rooftop garden.

Paint the Scene: *Looking around the room, what do you see that tells you the people staying here are living beyond their means?*

8 THE ROOF

The roof is mostly industrial-looking, with a small rooftop garden that can be accessed via the Worthington Suite. The roof has large cylinders, electrical wiring, and lots of bird poop.

Paint the Scene: *What evidence do you find that hotel staff often take their meals on the roof?*



9 THE GAMES LOUNGE

A small, crowded room filled with overstuffed chairs, tables, and several bookcases stacked with board games and cards. The lighting is warm and inviting, and there is a faint smell of cedar in the room from the wood panelling on the walls.

Paint the Scene: *You find a controversial game in the collection. What is it, and why is it controversial?*

10 THE LIBRARY

The library is a large, quiet space, with filled bookshelves from floor to ceiling. A second-floor balcony wraps around half the room, but it is blocked by a velvet rope with a “do not enter” sign.

Paint the Scene: *What evidence do you find that this room isn't popular with the guests?*



PARANORMAL EVENT PROMPTS (DIAMONDS)

- A**
- A pair of creepy young twins follow you around, but no hotel staff know who they are.
 - A mangled, bloody hand bursts through the floor and grabs at your feet.
 - A crow, sitting on a window ledge, eats a human eyeball.
- 2**
- Two people, possessed, play out a lover's quarrel.
 - You find a wall covered in thousands of dates, written in blood.
 - You discover a faucet that gushes blood even when turned off.
- 3**
- A skeleton in a maid's uniform tries to strangle you.
 - The shadow of a body falls past a window on a loop.
 - You hear bloodcurdling screams with no identifiable source.
- 4**
- You find bloody footprints that lead from one room to another and then disappear.
 - You discover a plate of fresh food covered in maggots.
 - You hear the sound of someone crying. The sobs grow louder and louder.



- 5**
- Someone opens their mouth and begins to spit out their teeth.
 - You see the outline of a body burned into the floor.
 - A nearby light source erupts into blue flames.

- 6**
- A woman standing in a crowded place screams for help but is ignored by all others.
 - You discover a swirling void that sucks in anything unsecured nearby.
 - You find a large occult symbol under the carpet.

- 7**
- You find candles that burn hotter and hotter but never melt.
 - The walls move toward you, encroaching on the room.
 - Dog-sized cockroaches hide in plain sight.

- 8**
- A six-foot wave of water crashes down on you.
 - You suddenly experience zero gravity.
 - You find the same person in every hotel photo. They seem to move from photo to photo in each Location you visit.



9

- You discover a small group of cloaked individuals chanting.
- You hear the sound of a live brass band, which causes your ears and nose to bleed.
- The sound of the ticking clock fades as time begins to slow.

10

- The garbage chute gurgles up putrid rot and several human fingers.
- Pictures fly off the walls and towards you as if thrown at your head.
- Elevator doors open to reveal a swirling, blood-red portal.



NPC PROMPTS (SPADES)

A JANET HARGROVE, THE BELLHOP

Bubbly. Energetic. Haunting Eyes. Janet sees everything that goes on in the hotel. She has access to every Location, and she's known to divulge information for a chance at fame.

Quote: *"Welcome to the Haverdash. We are so pleased to have you with us. Please let me know if I can help you in ANY way... Really, any way at all."*

2 DYSON BRAGGS, THE SECURITY GUARD

Slow. Lumbering. Quick-witted. Dyson has been the security guard at the Haverdash almost since it opened. He is well-loved by the other staff and often found entertaining staff and guests alike in the bar after his shift.

Quote: *"Do you wanna hear a joke? A ghost, a zombie, and a unicorn walk into a bar..."*

3 TABITHA HUGHES, THE MAID

Meticulous. Serious. Contagious smile. Tabitha works the late shift, prepping rooms for new guests. She is also the only maid who provides service to the Worthington Suite, but no one will say why.

Quote: *"I like the late shift. It's quiet. I prefer to do my work alone. Or as alone as you can be in a world overrun with ghosts."*



4 **MADAME CELIA DUBOIS, THE WEALTHY TENANT**

Short. Heavily-perfumed. Loud. Madame Dubois is a permanent resident of the hotel. She lives alone on the 13th floor, and pays extra to ensure no other guests get rooms there. She desperately wants to move into the Worthington Suite.

Quote: *That Ms. Harlowe, she drives a hard bargain. I already give her so much money, but would you believe she won't let me live in the Worthington Suite? Whatever happened to customer service?"*

5 **KYOKO, THE HOTEL CAT**

Aloof. Loud. Gorgeous blue point coat. Kyoko is the hotel cat and is supposed to greet the staff but actually views guests as intruders in her space and screams at them constantly. She hates being picked up but loves cuddling with Veronica Marlowe.

Quote: "RAAAA... RAAAAAAA..."

6 **FRANK LAWSON, THE LOCAL**

Sociable. Mysterious. Discerning taste in wine. Frank drinks at the Haverdash bar every evening, hitting on every pretty young person he can find and loudly telling stories about his time during the Great Ghost War. Frank has seen a lot of the rooms in the Haverdash thanks to his exploits.

Quote: *"Hellooooooooo. First time seeing you here. Are you just visiting the city? Business or Pleasure? Pleasure, I hope..."*



7 HANNAH HAAS, THE DETECTIVE

Haggard. Drained. Tenacious. Hannah has been investigating a missing person's case at the hotel for a few months now, but she struggles to get the hotel staff to open up to her because of her all-business demeanour.

Quote: *"Strange that anyone would want to check-in to this hotel with all the rumours about what goes on here. You're not with that annoying kid searching for ghosts, are you? God, that guy is annoying. He just keeps getting in my way!"*

8 JOEY KRATZ, THE AMATEUR INVESTIGATOR

Eager. Social-media savvy. Know-it-all. Joey investigates ghosts from his computer at home, a hobby that spun off from his attempts to solve cold cases. This is his first in-person investigation, and he thinks he is sneaky about it. He is not.

Quote: *"Hi. Hello. Hi. I'm Jo- nas. I'm Jonas. From the Star. I am doing an article on, uh, hauntings at old hotels. For the newspaper. So like, have you seen any weird stuff while you were here? Please describe it with as much detail as you can."*

9 ZACHARY OLSEN, THE CIRCUS PERFORMER

Handsome. Smooth-talking. Flexible. Zachary is on vacation with his husband Brad, staying in the Worthington Suite. Zachary easily makes friends with the other guests and enjoys spending his time in the games room. Despite all evidence to the contrary, Zachary does not believe in ghosts.

Quote: *"Oh, you believe in ghosts? Look, I know it seems real, but it's actually a government conspiracy to keep us all in line. Yep, like a society-wide social experiment. It's pretty fucked up actually, don't you think?"*



ANTONIA SPARKS, THE DRAG QUEEN

Glamorous. Warm. Big Hair. Antonia is staying at the hotel while she headlines the local pride festival. Her main act features two ghosts as backup dancers, but rumour has it they are just projections.

Quote: *"Darlings! So lovely to meet you. Truly. Have you been out enjoying the festivities? It's PRIDE my babies; you should be having FUN! Come to my show—how many of you are there? I'll put you on the list, darlings!"*



CLUE PROMPTS (CLUBS)

- A**
 - A foreclosure notice
 - A file with the names of five people listed as missing
 - Bloody bedsheets
- 2**
 - A newspaper clipping about a grizzly murder
 - A rumour of a suicide
 - The business card of the Executive Producer of a famous ghost hunting show
- 3**
 - Outdated electrical work
 - A piece of fingernail embedded in the wall
 - A suspicious old stain
- 4**
 - A poisoned meal
 - An old love letter hidden away
 - A pistol with one missing bullet
- 5**
 - Old costume jewellery with missing gemstones
 - A highly toxic plant
 - Dried blood on a sharp corner



- 6**
 - A bandaged hand
 - A broken fire escape
 - An expired and empty fire extinguisher
- 7**
 - A dog-eared copy of The Handbook for the Recently Deceased with marginalia of strange symbols
 - A panic room with a broken door
 - An argument about the bill
- 8**
 - A bible with every other page ripped out
 - A sheet with two holes cut in it like a bad ghost costume
 - A game with half the pieces missing
- 9**
 - A rare bottle of scotch
 - An empty bottle of sleeping pills
 - An abandoned suitcase
- 10**
 - A notebook filled with outlandish theories on local hauntings
 - A secret spy pen toy with a note inside that reads “SOON”
 - An employee not on the official payroll

