

## The Ghosts of Fulwell

A scenario for Haunted House:

[http://www.holkar.net/haunted\\_house.html](http://www.holkar.net/haunted_house.html)

### **Background**

Set during the English Civil War, a troop of Roundhead cavalry is billeted at Royalist-sympathizing Fulwell Manor, in north Oxfordshire.

Each player will have one character who is a soldier in the troop, and one who is a local - one of the (female members of the) family, or a servant, etc. The menfolk are off with the King's army, of course.

### ***Secret background***

The date is actually 31<sup>st</sup> October.

## Background for players

The English Civil War saw the country divided between those ('Royalists') loyal to the King, Charles I, and those ('Roundheads') who supported Parliament's revolt against his supposed tyranny. Hostilities commenced in earnest in early 1642, and intensified gradually: a succession of bloody battles saw families and friends bitterly divided.

The game is set towards the end of 1644, in the period after the Second Battle of Newbury at which Parliament gained a tactical but inconclusive victory. After the battle, Roundhead cavalry pursued the King's army northwards, but they were unable to catch them before they reached the safety of Oxford. These troops were therefore billeted in the area around Enstone, between Woodstock and Chipping Norton. An unseasonably sharp chill is in the air, and the dark heavy clouds hold the threat of snow.

This particular Roundhead regiment is commanded by Sir Arthur Haselrig, one of the pioneers of the revolt and a firm Puritan. His troops are drawn from all levels of life, and all shades of opinion. Cuirassiers (fighting on horseback with extensive metal armour), they are nicknamed 'the London lobsters'. Haselrig and his senior officers are comfortably billeted in Enstone itself; but small numbers of troops have been parcelled out to the outlying settlements, to spread the burden fairly.

Fulwell is one such settlement: no more than a hamlet, in truth. The manor is owned by the Carrington family, who are Royalists: the men of the family (Sir Hubert Carrington and his son Henry) are away serving with Prince Rupert, the King's nephew. But the people of the house are in no position to resist the instruction to provide food and lodging for their heavily-armed enemies.

At the moment the mood of the war is swaying towards the Roundheads, who control almost all the North and East of England. The Royalists appear impregnable in the West, though: and the optimistic can still hope that the King will profit from the discord, disagreement and disorganization of the Parliamentary forces, and restore his divinely-ordained reign.

Fulwell is an ancient manor, noted in the Domesday Book. The current building is Tudor, but it's clear that there must have been predecessor structures. Long barrows and standing stones throng this landscape, signs that the Old People were active here. On a dark wintry night, with only a handful of living souls in this great rickety house, with firewood low and tallow lower, one could believe almost any antick tale told of the place.

# Player questionnaire

Each of you is going to be playing two characters: (a) an inhabitant of Fulwell Manor; and (b) a member of the Roundhead force billeted upon them. These people cover everyone who is in Fulwell Manor tonight - there are no NPCs present (that you know about!)

We'll do the detailed character stuff on the day, but here are some broad questions to help me out in advance:

For the Fulwell character, would you like to be:

A member of the family?

A servant?

An associate of some sort?

Male? (Note that no males of fighting age are present.)

Female?

Old / Middle-aged / Young?

Strongly Royalist?

Weakly Royalist?

Apolitical?

Secretly Parliamentarian?

Anything else you think might be good to add?

And for the Roundhead character, would you like to be:

An officer?

A trooper?

A servant?

A gentleman / A commoner?

A veteran soldier?

A recent volunteer?

A recent conscript?

Middle-aged / Young?

Strongly Parliamentarian?

Weakly Parliamentarian?

Apolitical?

Secretly Royalist?

Anything else you think might be good to add?

## **Examples**

### **Becky**

Fulwell: A servant, Female, Old, Apolitical. **Housekeeper or Nurse.**

Roundhead: A trooper, A commoner, A **recent volunteer**, Young, Strongly Parliamentarian. Also probably idealistic and naive.

### **Tracy**

Fulwell: old, strongly royalist, lady. **Lady Carrington**

Roundhead: **girl disguised as a boy**, joined up to be with brother (who was killed).

### **Tom**

Fulwell: the **village priest**, secret anti-Royalist who's passing on troop movements to the Roundheads. annoyed at the Carringtons' lifestyles or just sympathetic to the Parliamentarian cause for political/religious reasons.

Roundhead: **apolitical conscript** from Essex as played by Ray Winstone.

### **Dave**

Fulwell: **Miss Carrington**

Roundhead: **sergeant**, veteran of the siege of La Rochelle.

## **Some suggested locations**

Nursery

Still room

Attic

Red room

Wine cellar

Sir Hubert's closet

Long gallery

Chapel

Priest's hole

# The Ghosts of Fulwell

Location:	Terror:
Discovered by:	
Description:	
Deaths etc:	
Notes:	

Location:	Terror:
Description:	
Deaths etc:	
Notes:	

Location:	Terror:
Description:	
Deaths etc:	
Notes:	

# GM summary

#	Player	Character	Stats	Attachments	Denouement
I		Vuln:	F: B: E:	# : # : # :	
2		Vuln:	F: B: E:	# : # : # :	
3		Vuln:	F: B: E:	# : # : # :	
4		Vuln:	F: B: E:	# : # : # :	
5		Vuln:	F: B: E:	# : # : # :	
6		Vuln:	F: B: E:	# : # : # :	
7		Vuln:	F: B: E:	# : # : # :	
8		Vuln:	F: B: E:	# : # : # :	
9		Vuln:	F: B: E:	# : # : # :	
IO		Vuln:	F: B: E:	# : # : # :	

# The Ghosts of Fulwell

Name:

Player:

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Description:

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Fatedness: ○ ○ ○ ○ ○

Attachment: ○ ○ ○ ○ ○ to:

Bravery: ○ ○ ○ ○ ○

Attachment: ○ ○ ○ ○ ○ to:

Empathy: ○ ○ ○ ○ ○

Attachment: ○ ○ ○ ○ ○ to:

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Vulnerability:

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Locations visited:

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Clues linked:

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Denouement: