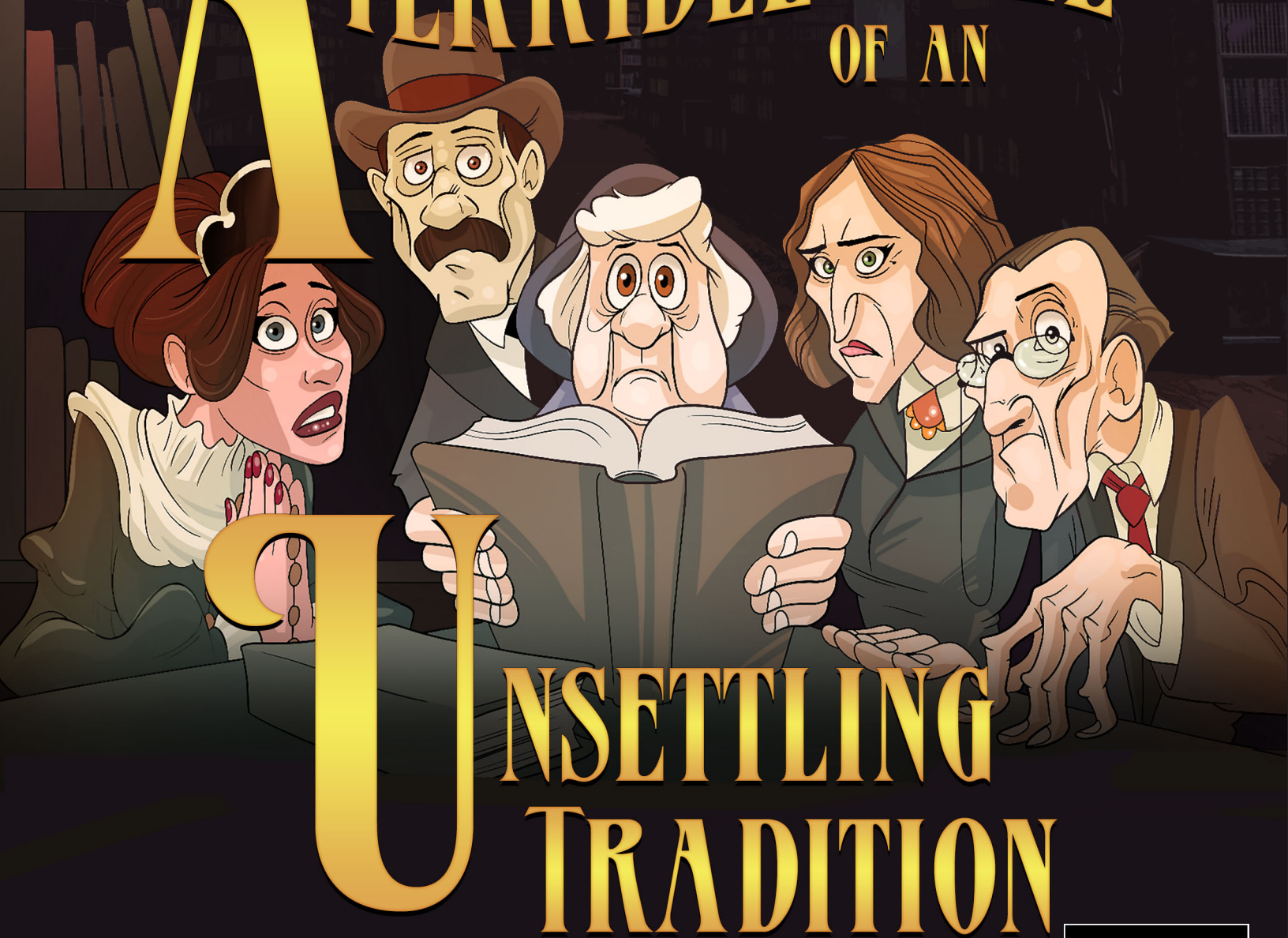


Monkeyfun Studios regrets

BEDLAM HALL

A TERRIBLE TALE OF AN



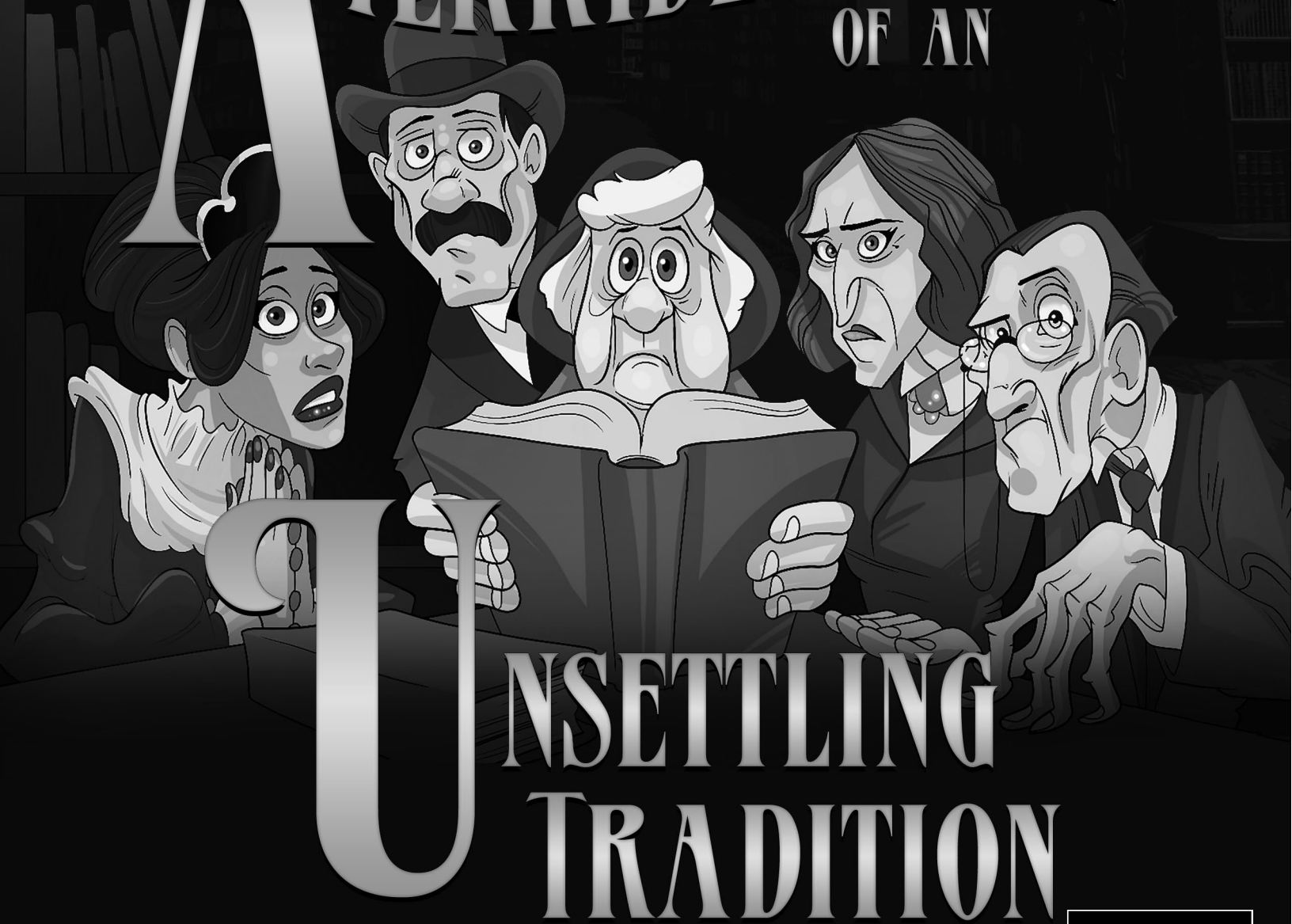
The first unfortunate adventure for 2-6 players



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BEDLAM HALL

A TERRIBLE TALE OF AN



UNSETTLING
TRADITION

The first unfortunate adventure for 2-6 players



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Special Thanks to: Jana Wright, Frank Pine and the Mighty Monkeyfun Performance Troupe - Kris Jensen, Christopher Dievendorf, Claudia Camarillo-Dievendorf, Allie Venable, and cinematographer extraordinaire, Matt "Ow, my face!" Collins

Extra Special Thanks to: D. Vincent Baker, Nathan D. Paoletta, Avery Alder, Keith Baker, Derek Tatum - the godfather of "dreadpunk", and of course Julian Fellowes and P.G. Wodehouse

"...It's all about the big laughs and monkeyfun..."

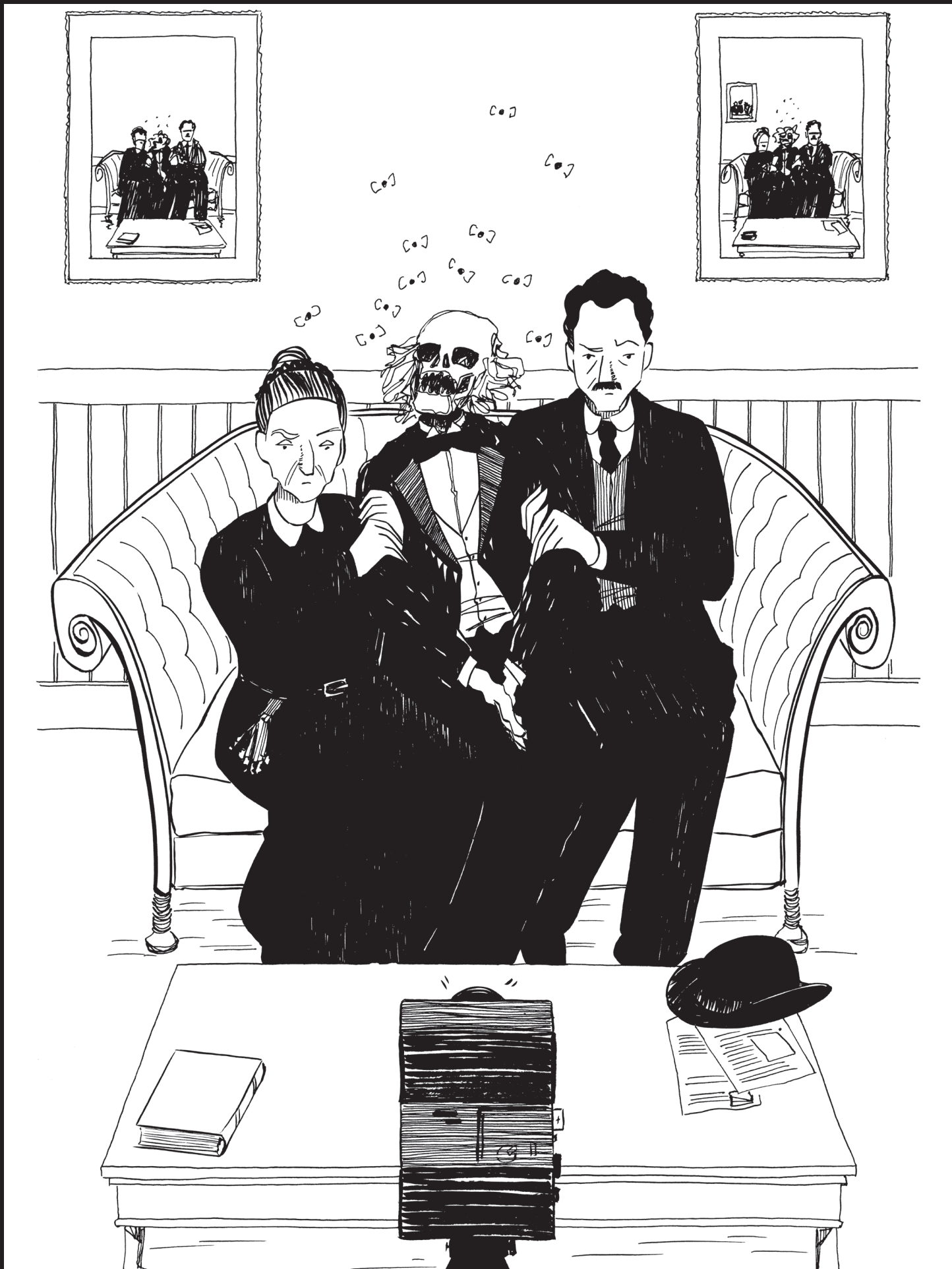


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An Attempt to Sway Your Motivations

Hello, my lovelies -

We wish we could say we were glad you were reading this, but that would be dishonest and insincere on our part. Considering the many other diversions or pastimes you could be spending with these fleeting moments of mortality, the idea that you would be willingly occupy your thoughts with another excursion into **Bedlam Hall** is most unsettling. We may be of the mind to recommend a good medical practitioner to help you work through these terrible flights of fancy you may be considering. After all, we only want what's best for you.

However, let us make the most of the time we have together. You should least know what dreadful things you are getting yourself into.

This Terrible Tale includes:

- **The Terrible Tale of an Unsettling Tradition** - Cousin Albert has come to the Hall for a brief visit and a family portrait. The fact that he's dead should have no consideration in the need to make his visit somewhat appropriate.
- **New Addition to the Household: The Trophy Room** - Have we never seen this room in the household before? It would appear not, considering its atrocious state. Perhaps it would be best to approach this new addition with the appropriate trepidation and dust pan.
- **The rules for the card game, Whist** - We genuinely would like you to reconsider participating in this Terrible Tale and have include the rules for the traditional card game known as Whist, so you can perhaps spend your time in a more pleasing fashion.

Although we question your interests in these sort of matters, we of course wish you nothing but a pleasant experience in your visit to the Hall. As we all know, however, wishes rarely come true.

Ta darlings,

~Your friends at Monkeyfun



The Terrible Tale of an Unsettling Tradition

This Terrible Tale is an introduction to a disturbing occurrence that would occur during Victorian and Edwardian times, that of family portraits taken with the recently deceased. We have warned you in the past about other gaming experiences within **Bedlam Hall** being both unsettling and depressing, but this time we insist you reconsider your options.

As an alternative to forcing your players and friends to experience this dismal affair, we have also included the basic rules for the card game **Whist** on page 12. We think you may want to entertain this as a more pleasant alternative to pass the time with friends and colleagues, provided you're intending to keep them as such. Once again, we've warned you.

The Proper Use of This Terrible Tale

This material provides the Master of the House with multiple characters and story complications that can be used in conjunction with the player direction and input. Although additional options are provided, these are intended strictly as suggestions for the Master of the House and can be revised or ignored altogether based on the game's direction. In the end, it won't matter anyway. The lucky ones will die first, and the rest will just carry on their suffering as they normally do.

A Preliminary Orientation

The Blackwoods' 18 year old cousin, Albert, has died after a riding accident near the family estate. As is tradition in the Blackwood house, the Family has requested the famed photographer Eli Breckenrich to take a family portrait with the expired cousin. Unfortunately, Lord Blackwood has gone away on safari and will not return for two days. The Staff is tasked with maintaining the body until his return, as well as preparing the Family for the portrait.

Initial Questions for the Staff:

- What room will you be keeping Albert until Lord Blackwood's return?
- When was the last time Albert was seen alive?
- What were the last words you said to Albert?
- During his occasional visits, who hated Albert the most? Why?
- Lord Blackwood is a big game hunter, currently on expedition. Which of his stuffed trophies is the most unsettling? (Have one of the players pose as the creature.)



Members and Guests of the Household:

Lady Daffodil Blackwood

Quote: “Is there any way we can speed this up? He’s going to be dead for an awful long time, isn’t he?”

Description: Lady Daffodil is the second wife of Lord Aldicott, after his first wife Buella perished in a terrible badminton accident.

Trouble: As a prospective member, Lady Daffodil has previously agreed to allowing the Ladies’ Blue Hat Society meeting to be held at the Hall. This entire “tragic death” incident is one great annoyance to her Ladyship.

Normal: Daffodil is focused on the Blue Hat Society Meeting details, trying to organize the get together while still hosting the dead body in the Hall, all before Aldicott comes back from safari.

- **Level 1** - Daffodil wants the photo taken and the body removed immediately, pushing the Staff to hurry things along at a breakneck pace.
- **Level 2** - Daffodil wants the Staff to find a way to make him seem more lifelike in case the Ladies’ Blue Hat Society arrives.
- **Level 3** - Daffodil wants the Staff to move the body to different rooms while she tries to figure out the best room to have the ladies adjourn for coffee and tea.

Result: The body is just making things too difficult. Photo or not, the Staff need to make it go away.

Albert Dumble (oldest cousin and dead person)

Quote: “...”

Description: Albert is the nephew of Lady Daffodil and the son of Daffodil’s sister, Bedelia. He was delivered early this morning and is quite dead.

Trouble: Albert was not prepared by the undertaker very well, nor was his accident as simple as falling over. Parts of Albert keep falling off.

Normal: Albert’s body is resting quietly, staring.

- **Level 1** - Albert’s head has come terribly loose, and will not sit upright no matter what.
- **Level 2** - One of Albert’s legs detaches inside his suit trousers.
- **Level 3** - Albert’s arm falls completely off, suit cuff and all.

Result: Albert’s body collapses into a pile of limbs and parts.



Bedelia Dumble (Albert's mother, Lady Blackwood's sister)

Quote: "This is all a bit of nonsense."

Description: Bedelia is Albert's mother. She is not an especially friendly person, in the same sense that a repeated bludgeoning to the head with a cricket bat is a bit uncomfortable.

Trouble: Bedelia is convinced Albert is faking this so he doesn't have to get married to Eshra. In order to prove this, she's going to keep doing things to Albert's remains to get him to stop this foolishness.

Normal: Bedelia is going along with all this foolish, but still refers to Albert in the "present tense", although she will angrily change her phrasing if corrected.

- **Level 1** - Bedelia has begun shouting at Albert to see if he'll move or at least react.
- **Level 2** - Bedelia is requesting the Staff to prepare some of Albert's favorite meals and place them in front of him, whilst she hides to see if he will take them when they're not looking.
- **Level 3** - Bedelia is striking the body, trying to get him to move.

Result: Bedelia has decided that the only way to get Albert to stop faking being dead is to attempt to kill him. The Staff are naturally engaged to assist.

Eshra Talleyron (Albert's fiancée)

Quote: "I will be Mrs. Albert Dumble, one way or another!"

Description: Eshra was Albert's fiancée, scheduled to marry at the end of next month. She has rushed to the Hall to see her fiancé one more time.

Trouble: Eshra has decided to join Albert in the afterlife and take her life in the House. Unfortunately, her attempts just keep falling short, causing terrible side effects to the House and people around her.

Normal: Eshra is despondent, wanting to spend time with her loving Albert. She is nineteen year old, she's practically an old maid.

Level 1 - Eshra has decided to throw herself down the stairs in order to break her neck. This may involve accidentally landing on members of the staff.

Level 2 - Eshra has decided to consume something toxic, and will use the household staff to help her find the most deadly concoction possible.

Level 3 - Eshra has decided she needs to utilize one of Lord Blackwood's hunting rifles, despite having no understanding of how they work or are loaded.

Result: Eshra has decided the best way to end her life is by setting the boiler to explode with her tied to it, unaware this will also blow up the House and kill everyone inside.



Eli Breckenrich

Quote: “Please... just find a way to smile...”

Description: Breckenrich is a portrait photographer that specializes in post-mortem family portraits. He considers himself an “artiste”, despised the ghoulish aspects of his professional niche. Thanks to his new equipment, he actually can develop the photograph in the lightning speed of four to six hours.

Trouble: Eli is using chemicals that are beyond toxic, they’re lethal. Being in their presence for more than a short period of time will cause Trauma to those nearby.

Normal: Eli is mixing up his chemicals in a small closet with the door locked, as strange smells permeate from the door cracks.

- **Level 1** - Eli is experiencing brief fainting spells, but a brief dalliance with fresh air is definitely helping.
- **Level 2** - Eli has begun coughing up blood. Probably a family ailment, as his grandmother did die of consumption.
- **Level 3** - Eli is becoming violently ill, passing out and looking a sickly shade of chartreuse.

Result: Eli is found dead in the development room. Now the Staff must deal with two bodies.

Sarah and Gamble Dumble (youngest brother and sister of Albert)

Quote: “What do you think he’s *doing* in there?”

Description: Sarah and Gamble are the precious younger siblings, rarely straying from one another and often finishing each other’s sentences whenever possible. They occasionally speak in a confusing language that only the other seems to understand.

Trouble: The Dumble twins have decided they’re going to bring their older brother back to life.

Normal: The two children are fascinated with the body of their brother, staring and watching the remains.

- **Level 1** - The twins have begun rummaging through the Blackwood library, particularly Lord Blackwood’s private book collection purchased from Oliver Haddo.
- **Level 2** - The twins have begun collecting terrible things from the household: silver from the upstairs bedrooms, blood from the kitchen, ash from the fireplace, etc.
- **Level 3** - The twins have taken the body to a secluded location (e.g. the roof, the marsh, the abandoned cricket field).

Result: Something resembling Albert comes back alright, but it’s not like anything they’ve ever seen.



Lord Aldicott Blackwood

Quote: “What a damnable nuisance! I came back from safari for a dead person?!”

Description: Lord Aldicott is on his way back from safari, arriving midway through the game session.

Trouble: Lord Blackwood’s mind is still on the safari, so much so he’s occasionally deluding himself into thinking he’s still there.

Normal: Aldicott is speaking at great lengths of the animals he saw and the overall experience with great delight, hoping to get back as soon as he can to finish the safari.

- **Level 1** - Aldicott is asking the Staff to re-enact some of his hunts. But don’t worry, he’s trained extensively with his elephant gun and would never accidentally shoot them.
- **Level 2** - Aldicott is occasionally seeing visions of wild animals stalking the hallways, hurrying to find his elephant gun and blast them.
- **Level 3** - Lord Blackwood is under a delusion he’s back on safari, wearing the full safari outfit, and setting up camp in the Main Hall before he begins the hunt once again.

Result: Lord Blackwood has begun stalking individuals within the House, thinking them to be wild game. It’s only a matter of time until he shoots someone. Again.

An Awful Addition to the Household

The House is fairly horrid as it is, however the following additional locations will make the overall narrative even worse, so feel free to include them where you see fit.

The Traumatic Trophy Room

Description: The Trophy Room has always been a source of consternation for the service staff, due to the overwhelming number of taxidermy animals that have been collected within it over the years. Both Lord Blackwood and his father have fancied themselves big game hunters and insist on displaying their prize hunts whenever possible.

Options:

- **One Nasty Option** - One of the stuffed animals, despite being decades old, still occasionally bleeds from where it was originally shot.
- **Another Unpleasant Option** - The youngest daughter Mathilda has begun thinking of the stuffed animals as play toys, and will have the Staff bring them into her play area to serve as guests for her tea parties.
- **Yet Another Unseemly Option** - The oldest daughter Bagatha has an unhealthy fascination with emptying out the stuffing of the larger beasts and crawling inside them. When asked what she’s doing inside the animal, her only reply is “gestating.”

Strange Detail for No Apparent Reason - Several years ago, the local taxidermist ran out of animal glass eyes and had to use human prosthetic eyes instead until his normal shipment arrived. These stuffed animals have never been corrected and still maintain human-like eyes, staring eerily at any visitor to the Trophy Room.



The Terrible Conclusion

By now, the players have probably experienced several unsettling situations surrounding Albert, his mother, and the entire Family. Now's the time to wrap things up with a dramatic culmination that involves the players in a terrible finale, with multiple options for its setting:

The Ladies' Society

The Blue Hat Society descends upon the House en masse, causing the Staff to juggle both the event along with the body itself.

- **One Nasty Option** - Unbeknownst to Lady Blackwood, the Ladies' Blue Hat Society are actually a coven of witches hoping to add her to their ranks. After encountering Albert's body, they are toying with what to do with the discovery.
- **Another Unpleasant Option** - Several of The Ladies' Blue Hat Society have taken to drinking early. Upon seeing Albert alone, some of the more frisky ladies decide to pounce.
- **Yet Another Unseemly Option** - The Ladies' Society have a splendid idea for poor Eshra, they're going to make sure Albert marries her today. Despite being dead. The Staff are enlisted to assist the blushing widow-to-be.

The Triumphant Return

If he has not done so, already, Lord Blackwood has returned to the Hall with gifts in hand for everyone.

- **One Nasty Option** - Lord Blackwood has been targeted by the Ebony Fist, a criminal Anarchist group that have been following Blackwood since his return from his safari. They attempt to kidnap Albert, mistaking him for Lord Blackwood.
- **Another Unpleasant Option** - Lord Aldicott knows this is part of the old medicine man's curse for his killing of the albino elephant. The body must be dealt with before nightfall. Otherwise Albert (or at least something that looks like Albert) will come back.
- **Yet Another Unseemly Option** - Because of everyone's despondent behavior regarding Albert's passing, Lord Blackwood has decided to call his favorite taxidermist and have the corpse stuffed and mounted.

Life and Death of The Party

Picture time! Gather everyone around Albert, it's time for the family photo.

- **One Nasty Option** - Breckenrich always wants to capture his subjects looking as lifelike as possible. Because of this, he will continually move the body and place it in realistic scenarios, often asking the Staff to assist him.
- **Another Unpleasant Option** - In Breckenrich's test shots of the body, the spirit of Albert can be seen trapped, either in the background or within the mirrors. What the Staff chooses to do about it is another matter.
- **Yet Another Unseemly Option** - Breckenrich has decided it would be easiest to get everyone in the Family just right in the photo if they're all dead. He plans to take steps to make that happen.



The Rules for Whist

As we previously indicated, we think you should probably play a different game if you value your friendships at the gaming table. The classic game of whist is a plain-trick game without bidding for 4 players in fixed partnerships. Just like marriage, except you can't accidentally bury your whist partner in an abandoned well. Well you could, but that's going a bit far.

Your Card Options

A standard 52 card deck is used, and the cards in each suit rank from highest to lowest: A K Q J 10 9 8 7 6 5 4 3 2.

Dealing Your Miserable Cards

Partners sit facing each other. Say hello. Don't they look nice? The game is played clockwise, with the cards shuffled by the player to the dealer's left and cut by the player to the dealer's right. The dealer then deals out all the cards one at a time so that each player has 13 cards in their hand. We swear that number has no influence on our suggestion to play this.

The final card, which will belong to the dealer, is turned face up to indicate which suit is considered "trumps." The turned trump remains face up on the table until it is the dealer's turn to play for the first trick.

How to Play

The player to the dealer's left leads on the first trick. Any card may be led to start the trick. The other players, in clockwise order, each play a card to the trick.

Players must follow suit by playing a card of the same suit as the first card played if they can. A player with no card of the suit led may play any card.

The trick is won by the highest trump in it, or if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Scoring

When all 13 tricks have been played, the side that has won more tricks scores 1 point for each trick they won in excess of 6.

The partnership which first reaches 5 points wins the game. They may now argue about who was more instrumental in victory, while the other team quietly sits in shame and plotting the winner's deaths on the way home.

