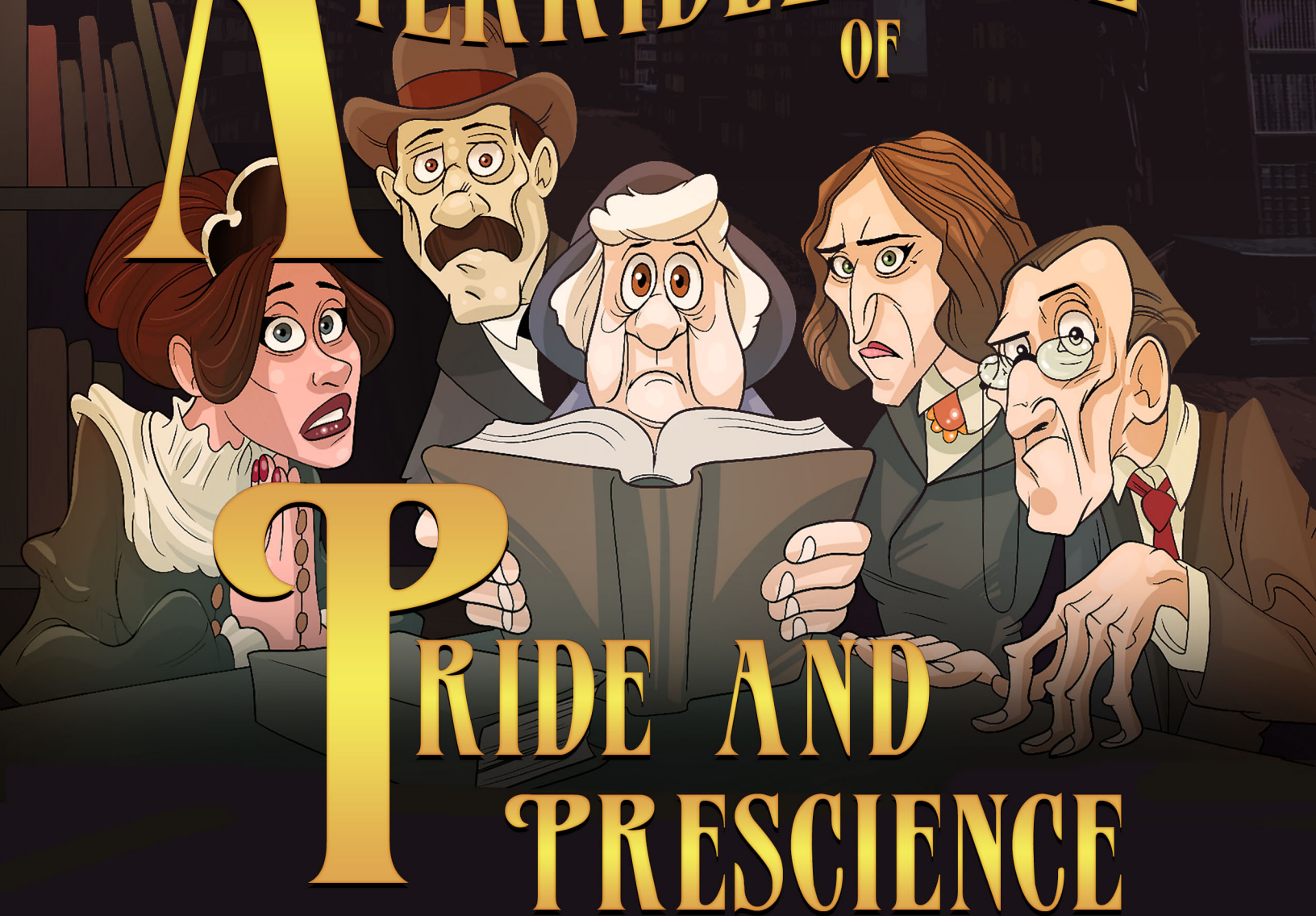


Monkeyfun Studios regrets

BEDLAM HALL

A TERRIBLE TALE OF



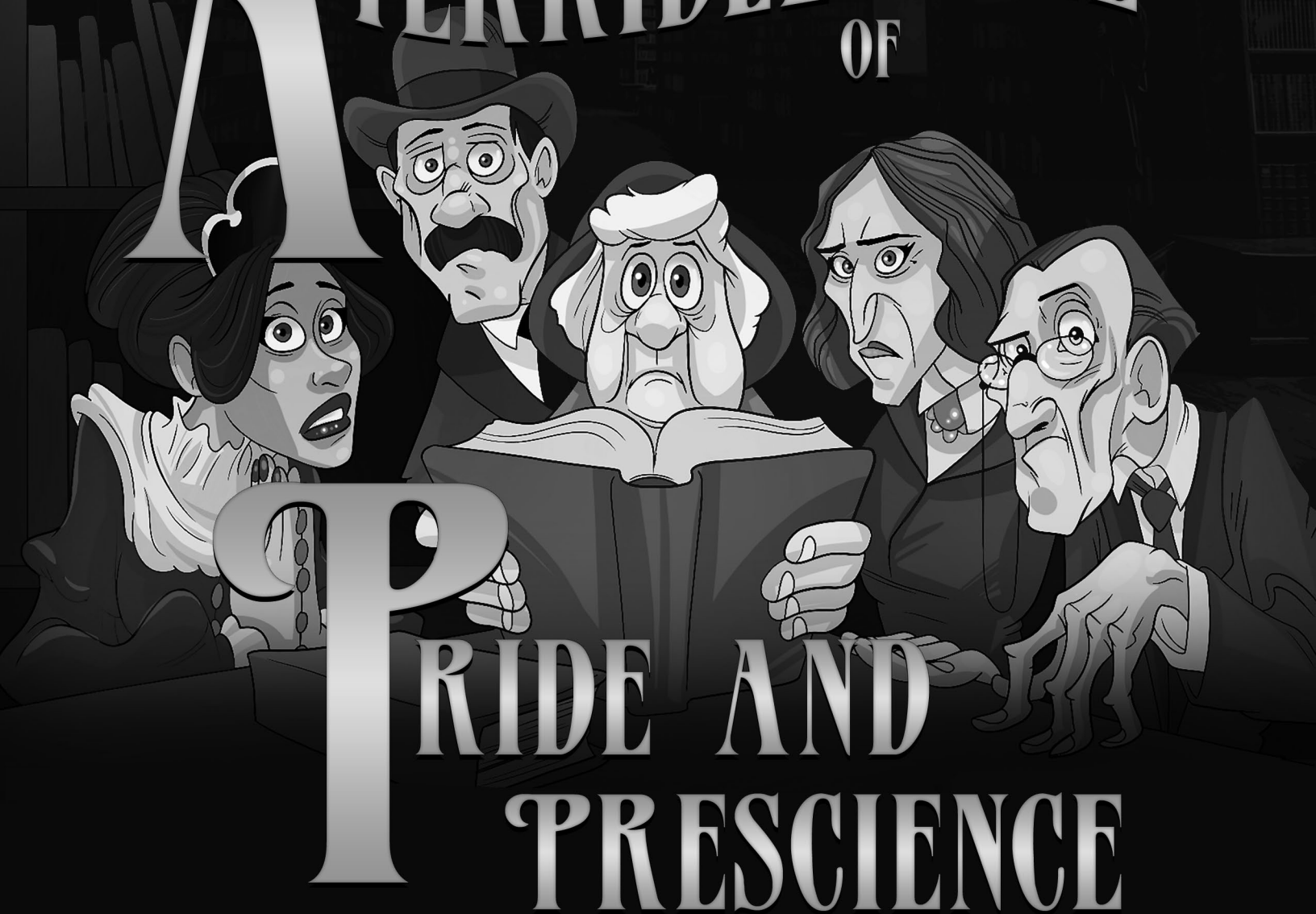
The second unfortunate adventure for 2-6 players



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The second 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..."

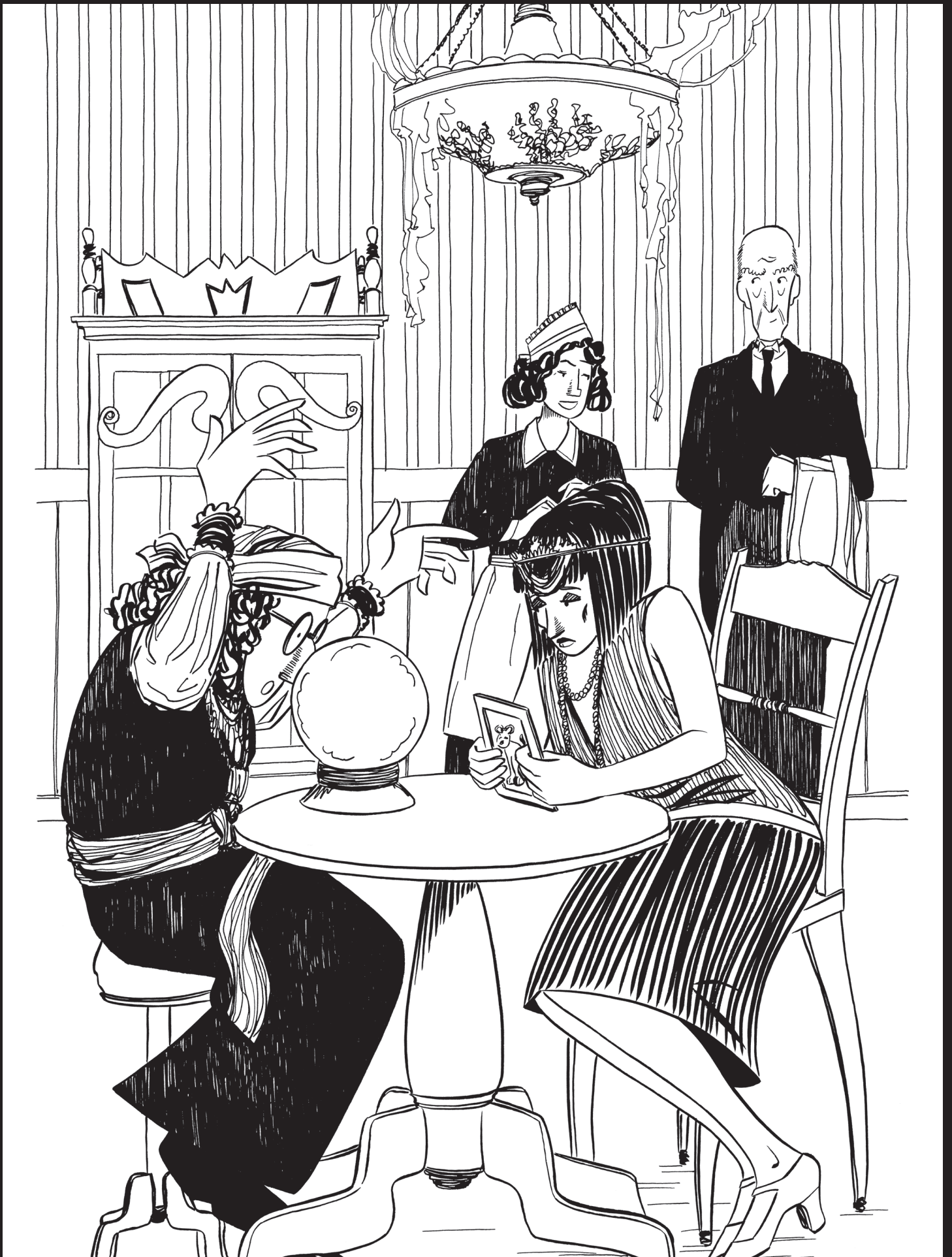


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Another Attempt to Make You Reconsider

Hello again, my lovelies -

Oh dear. You're back again. Why do you keep doing this to yourself? You *know* this is going to end poorly for everyone involved. And yet, you still subject yourself to these torments and tribulations that never go well whatsoever. We aren't ones to judge your life choices, but we must admit we are indeed concerned.

However, let us provide you a full scope of what lies ahead. Whether you continue beyond that is strictly at your own peril.

This Terrible Tale includes:

- **The Terrible Tale of Pride and Prescience** - Lady Blackwood is looking to worlds beyond this mortal coil, and has enlisted a specialist to make contact to the great beyond. Unfortunately her choice is a wrong number altogether.
- **New Addition to the Household: The Creepy Crypt** - How do these new rooms suddenly just appear within the household? This addition is unique in that all the dead bodies contained within should actually be there. Let's hope they *stay* there as well.
- **A Simply Awful Alternative** - We understand you probably don't like your players that much. They're demanding, egocentric, and simply complicate all the hard work you put into your backstories and plot development just so they can go willy-nilly on their own devices. With this, we provide you an alternative to teach them a valuable life lesson they won't soon forget.

As always, we wish you the most pleasant experience in your visit to **Bedlam Hall**, one that we hope you eventually overcome with a minimum of emotional scarring.

Ta darlings,

~Your friends at Monkeyfun



The Terrible Tale of Pride and Prescience

This Terrible Tale is an introduction to the unsettling obsession with spiritualism and mediums that began in Victorian England and continued for many years afterward. We would like to let you all know that this particularly Terrible Tale does not indicate a belief in the occult or the supernatural on our part, but as a Gemini we would naturally say such a thing.

We also realize that as the Master of the House for **Bedlam Hall**, you probably don't care for your players at all. This is understandable, given the circumstances. They've been talking about you behind your back, we've heard them doing it. As a proper recompense for their whispering campaign against your character, we have provided an Awful Alternative at the end of this text in order to truly complicate matters for your players and subtly reprimand them for their unsavory habits out of game.

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

"Three years ago, there was a fire that almost destroyed the House. Luckily, it was rebuilt by the Blackwoods."

Initial Questions for the Staff:

"There are multiple theories on how the fire started. What do you think happened?"

Go through the Staff:

- "What room do you think the fire started in?"
- "Who died in the household during that fire?"
- "What room was most affected by the fire?"

"Since that time, Lady Blackwood has been convinced there are ghosts in the house."

- "Why does she think that, and what has she seen?"
- "Have you ever seen anything supernatural in the household?"



“Her Ladyship has invited the talk of the continent, the spirit medium known as Madame Petroishka, to the Hall in order to perform a seance.”

- “Who recommended Madame Petroishka to her ladyship?”
- “Why do you think she’s a fake?”
- “What room are you preparing for the seance?”

“In addition to the visit of Madame Petroishka, the Blackwood’s oldest son Ruprick is visiting from university.”

- “What is Ruprick studying at university?”
- “What dead animal was found in his room the last time he visited?”
- “What’s the creepiest aspect of Ruprick’s behavior?”

“It’s also understood that Uncle Balthazar, the most eccentric of the Family, recently experienced a terrible head trauma in the household.”

- “How did the head injury occur?”
- “Who was present when it occurred?”

Members and Guests of the Household:

Lady Daffodil Blackwood

Quote: “I have always been known to have my head somewhere in the great beyond.”

Description: Lady Daffodil is the second wife of Lord Aldicott, after his first wife Buellah perished.

Problems: Lady Daffodil is convinced the spirit world is trying to reach out to her and is constantly mistaking any household activity as a supernatural occurrence.

Normal: Daffodil is saying that she has always been a spiritual sensitive, telling strange stories of how she once saw the ghost of one of her dead relatives.

- **Level 1** - Daffodil is constantly asking if the Staff “heard that” or if a cold spot in the House is proof of an otherworldly presence.
- **Level 2** - Daffodil thinks things are being moved around by ghosts, even items that have been clearly moved by members of Staff or haven’t moved in over a year.
- **Level 3** - Daffodil is convinced she’s seeing things, like spirits of people who haven’t died yet or people who don’t even exist.

Result: Daffodil has managed to utterly unnerve herself, and refuses to leave her bedroom until the entirety of the House has been exorcised of the supernatural influences taking hold.



Ruprick Blackwood (Oldest son)

Quote: “Did you know your hair and fingernails continue growing after you die?”

Description: Ruprick is the oldest son and heir to the House and title. He’s back from university, where he may have left under uncomfortable circumstances.

Problems: Ruprick has sociopathic tendencies. Unchecked, he’s probably going to kill everyone and everything in the household.

Move:

- **Nah, He’s Fine** - No one in the household believes Ruprick is a killer, nor will they despite whatever proof is provided. If Ruprick was found covered in blood with an axe in his hand, they would ask why he was chopping wood in the meat locker.

Normal: Ruprick is very quiet. Always staring. Always.

Trouble:

- **Level 1** - Ruprick is nosing around the kitchen, looking at knives. Or in the trophy room. Looking at guns.
- **Level 2** - Why has the family dog gone missing? Wait a minute, what’s that seeping from behind the curtain?
- **Level 3** - Ruprick is about to kill someone. First he’s going to try killing the Staff, but anyone will do.

Result: Ruprick has murdered someone. Nearly. But they’re still moving around and have now become the Staff’s problem.

Uncle Balthazar

Quote: “How extraordinary. Have you always had that mole on your face?”

Description: Uncle Balthazar is the notorious crackpot of the household, known to have delusional episodes. The Family is aware that Balthazar is eccentric, but chalk it up to his personality. A few days ago, Uncle Balthazar received a blunt force trauma to the head and has been acting strangely, as in completely normal.

Move:

- **The Power of Clear Thinking** - Now that Balthazar is thinking clearly, he’s realizing things about the Staff that they have been normally keeping to themselves. He is continually remarking on Suspicions of the Staff’s Secrets that he has witnessed but never clearly thought about.

Trouble: In contrast to his previous eccentricities, Balthazar is having a lucid moment and is noticing many otherwise overlooked things around the House. However, nobody believes him, which is frustrating him.

Normal: Instead of his usual delusional state, Balthazar is chipper, alert, and displaying a show of intelligence never seen before. It’s quite the stark contrast.

Trouble:

- **Level 1** - Balthazar has started asking leading questions about the Staff’s Secrets. Innocently enough, but definitely suggest his mental cognizance may not be a good thing.



- **Level 2** - Balthazar has started to investigate the household, looking through their effects, and asking more pointed questions. He is trying to get a private moment with Lady Daffodil to share his suspicions about things.
- **Level 3** - Balthazar is frustrated that no one is taking him seriously, so he begins to reach out to local authorities about the problems of the household.

Result: Uncle Balthazar has decided to make a clean sweep of the entire House and Staff, directly addressing all of the household problems and dismissing people wherever necessary. Time to get this house in order!

Madame Petroishka

Quote: “Quiet! The spirits are speaking to me!”

Description: Petroishka is the spirit medium that Lady Blackwood brought in to have a seance to reach out to the spirits in the household.

Problem: Petroishka is a fake. A big one. Her real name is Eloise Higgins, before she picked her spiritualist name. Her goal is to steal everything possible when the Family’s back is turned. During the seance, her confederates will be breaking into the House upstairs to steal things.

Normal: Madame Petroishka is casing the place, wildly waving her hands as she chants, trying to get a feel for the “vibrational undercurrent” of the household.

- **Level 1** - Petroishka is discovered searching the library and his Lordship’s desk, reading papers and trying to gather information she can drop during the seance.
- **Level 2** - The medium is stuffing smaller things into her oversized bag.
- **Level 3** - The medium is quietly preparing the room for her fake seance as well as planning the upstairs burglary.

Result: Not only will they be successful in their robbery, but the seance as well: the Family will give a hefty cashier’s check to Mrs. Petroishka as compensation for her efforts. Anything stolen will of course be blamed on the service staff’s incompetence.

Paddington Footpadde

Quote: “Oi, don’t mind me, eh? I’m just here to help the Madame...”

Description: Paddington is Madame Petroishka’s accomplice, who not only works some of the better illusions performed during the seance, but also is an accomplished second-story man.

Problem: Paddington is tasked with setting up the seance tricks, including hiding phosphorescent handkerchiefs, hidden knockers under the table, and megaphones that project his voice through walls and ceiling.

Normal:

- **Level 1** - Footpadde is accidentally found in a room he shouldn’t be in, claiming to have been lost in the expanse of the House.



- **Level 2** - Footpadde is discovered carefully propping windows and doors open to rob the upper floor during the seance.
- **Level 3** - Footpadde has begun constructing his secret devices both in the seance room and throughout the House.

Result: With careful preparation, Paddington can both stage a realistic visit from the spirit world as well as get into the second floor and steal her Ladyship's valuables.

Reverend Munge

Quote: "This is playing with the devil's temptations!"

Description: The good reverend is convinced that the seance is dangerous, calling on dark forces. He has arrived to the household to convince Lady Daffodil not to hold the seance.

Problem: Reverend Munge is actually a latent spiritual sensitive himself. The problem is he doesn't know it and will misinterpret the signs he sees.

Normal: Reverend Munge is very nervous and certain this will all end in disaster.

- **Level 1** - Munge keeps feeling strange sensations when the Staff are nearby.
- **Level 2** - Munge has occasional flashes of how the Staff will die (or did die, per the Awful Alternative below).
- **Level 3** - Munge has begun to see the Staff as demonic creatures, burning in the flames of Hell trying to take hold of the Family's souls.

Result: Munge has determined the household is possessed by Satan and is going to cleanse the House one way or another, even if it means lighting it on fire.

The Dead Man's Hand Card Club

Quote: "...."

Description: In the midst of all this chicanery, four real spirits that reside within the household have gathered in the land of the living in order to play their yearly game of cribbage. They find this entire debacle odious.

Problem: The card club are quite dead. But they've been playing the game of cribbage for years, so why should mortality interrupt it now.

Normal: One of the rooms seems cooler than the rest of the household, as if a draft has taken hold of the temperature.

- **Level 1** - The playing cards and cribbage board keep appearing on the card table, with hands of cards repeatedly drawn while no one is looking.
- **Level 2** - The Staff are occasionally seeing the cards and cribbage board move, although they're hoping it's just the wind.



- **Level 3** - For brief periods the Staff are seeing the dead ancestors of the Blackwoods sitting at the card table, their mortal wounds horribly visible until they disappear with a flash.

Result: The Card Players are furious their annual card game is being interrupted by mortals and have decided to punish the household through mischief and vandalism.

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 Creepy Crypt

Description: The Family Crypt has been the final resting home of the Blackwood family for generations, just off the house grounds. Because of this, reaching the Crypt would require Going Outside the Grounds.

Options:

- **One Nasty Option** - Ruprick has been spending time in the family crypt since his return from university, and has been requesting picnic lunches to be packed so he may “enjoy a meal with the family.”
- **Another Unpleasant Option** - One of the heavy stone covers has been lifted open, exposing one of the coffins inside (which is now empty). The lid of the coffin shows deep gouges and scratch marks from the inside.
- **Yet Another Unseemly Option** - The carved stones are engraved with a strange poem that suggests several members of the Family were killed by a creature called “The Whatsit.”

Strange Detail for No Apparent Reason: There is a large marble statue on the top of the Crypt depicting a buzzard-like bird with its wings extended, matching no bird the players have ever seen before.

The Terrible Conclusion

By now the players have probably had unsettling situations surrounding Madame Petroishka, 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:

A Call to the Beyond

Madame Petroishka performs the seance which is unexpectedly effective, even to Madame Petroishka herself.

- **One Nasty Option** - The spirits of the household have opted to come out en masse, throwing a swinging party in the ballroom for the remainder of the evening. The Staff should be equally terrified by their appearance and the mess they'll have to clean up afterward.



- **Another Unpleasant Option** - Madame Petroishka has opened a door into the spirit world. One that will need to be closed somehow before all of the dead trample into the world of the living, breaking the barriers between.
- **Yet Another Unseemly Option** - Now that it can be heard, a restless spirit reveals they have been cast out from the land of the living due to a terrible murder that occurred a hundred years previously in the Hall. It demands the Staff puts its remains to rest in the Family Crypt or else it will terrorize the household for eternity.

The Last Sane Man

Although he is no longer overtly disturbed, this hasn't made Balthazar any easier to deal with. If anything, it's presented new problems to overcome.

- **One Nasty Option** - In his mental clarity, Balthazar has remembered not only that he had lit the initial fire in House, but also why: in order to keep a terrible creature from escaping through the walls. That creature is now coming back.
- **Another Unpleasant Option** - Now that Balthazar is seeing the household with clear eyes, he is horrified with what he sees. Perhaps the only sane answer is to burn the House to the ground and salt the earth.
- **Yet Another Unseemly Option** - The entirety of Balthazar's lapse into sanity has been a ruse, in order to allow him an opportunity to escape the House and "return to his fellow Greek Gods on Mount Olympus."

One Born Every Minute

The seance is a sham, but the results are quite real: Lady Blackwood has fallen for the spectacle hook, line, and sinker.

- **One Nasty Option** - After the seance, the medium and her assistant are quick to leave the Hall with their stolen possessions. Unless the Staff can find a way to trip them up, the thieves will be long gone while the unfortunate domestics take the blame for the theft.
- **Another Unpleasant Option** - Lady Blackwood has decided to have Madame Petroishka move into the household, having the Staff wait on her hand and foot. As Petroishka takes unfair advantage of Lady Blackwood's hospitality, they need to find a way to get rid of the spiritual moocher.
- **Yet Another Unseemly Option** - Not only has Lady Blackwood fallen for the seance, but wants to invite all of her bridge club friends over for a repeat performance. The Staff have one chance to end these hijinks once and for all.



A Simply Awful Alternative

Before gameplay, offer each player the opportunity to receive an additional move in exchange for an additional Secret of the Master of the House's choosing. Although the players should believe they are choosing an additional Secret by random, all of them should read the same secret:

"You died in the fire. The room you start in is the room you died. Throughout the game, when the Master of the House asks what room you're in, you are automatically in that room."

Make sure the players do not share this Secret with one another, allow them to discover their shared non-mortal state through gameplay. This will also affect the following:

- If a player fails in a dice roll, the Master of the House has the optional move of "Return them to their original room."
- Despite her claims of being a spirit medium, Madame Petroishka will not be able to see the dead Staff members whatsoever:
 - If a living and a dead member of Staff are in the same room with her, she will only address the living person.
 - She will ignore the direct statements and/or questions of the dead Staff, giving the impression she's too self-absorbed to pay them any mind.
- Members of the Blackwood family will be oblivious to their servants being dead, although Ruprick will probably suspect and maintain a fascination with the dead ones.
- If dead members of Staff attempt to Go Outside the Grounds, other people will act strangely to them, slightly disturbed by their presence but won't know why.
- Animals will act defensively and may even attack.
- If the Dead Hand Club are in play, they will be more direct in both appearing and speaking with the dead members of Staff. They will even offer the Dead Staff a seat at the card table.

In the final throes of the game session, privately ask the dead members of Staff what should be done about those members of Staff still living. If they decide they should die as well, that's a perfectly acceptable option. Certain things do need a sense of uniformity, after all.



