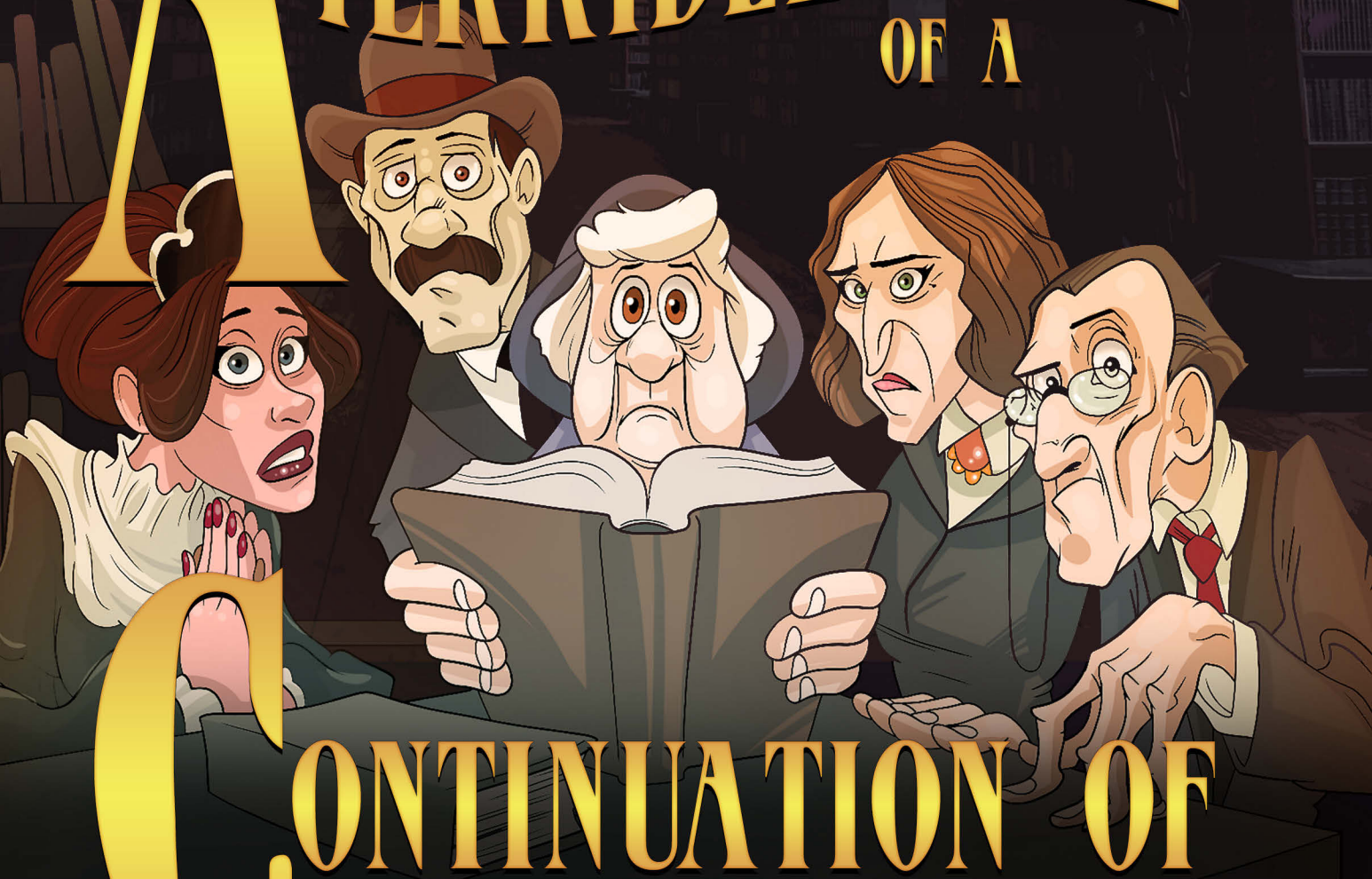


Monkeyfun Studios regrets

# BEDLAM HALL A TERRIBLE TALE OF A



# C ONTINUATION OF HORRIBLE EVENTS

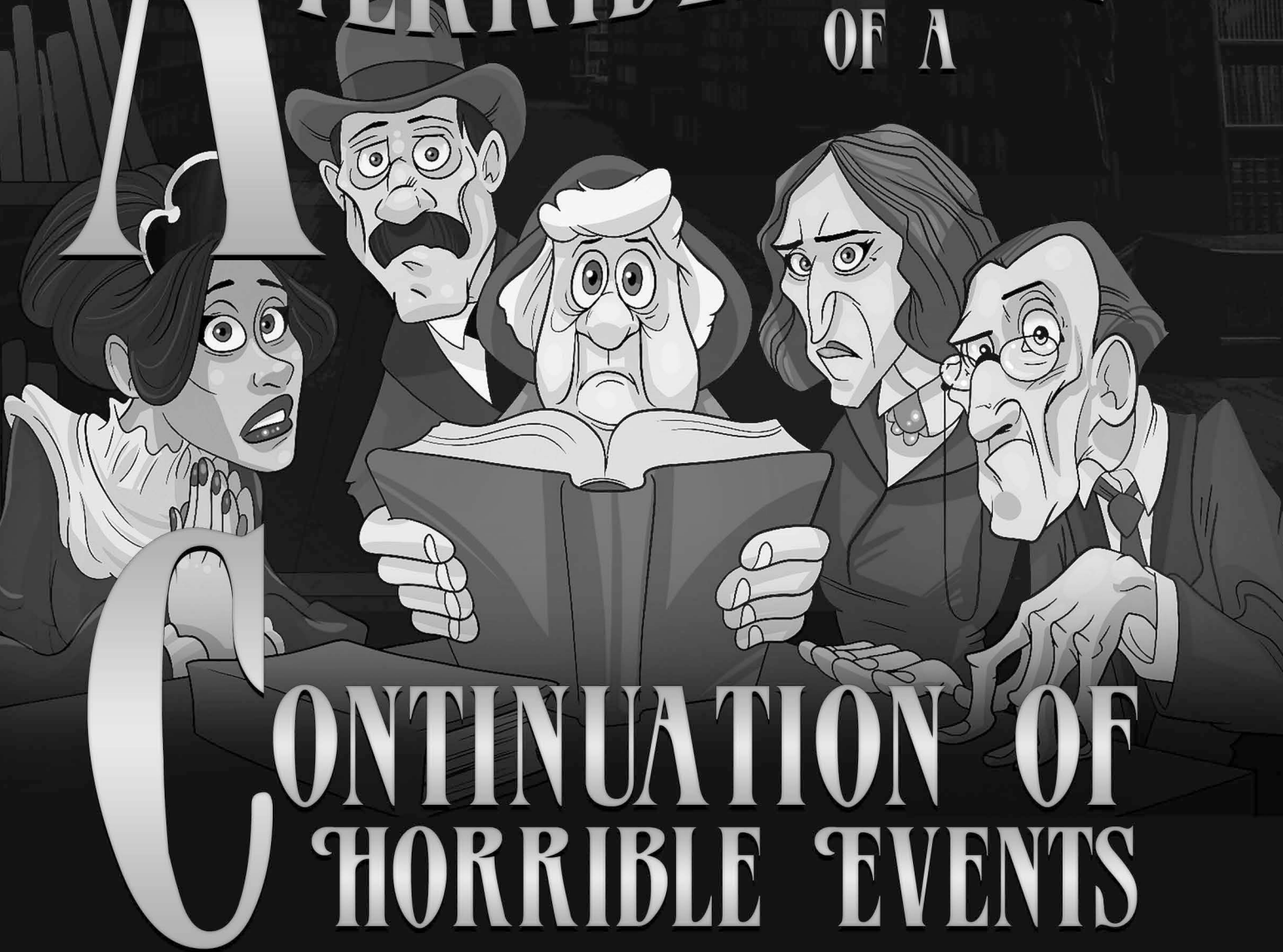
The third unfortunate adventure for 2-6 players



Monkeyfun Studios regrets

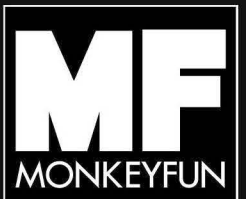
# BEDLAM HALL

## A TERRIBLE TALE OF A



## CONTINUATION OF HORRIBLE EVENTS

The third unfortunate adventure for 2-6 players



# The List of Guilty Parties

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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:** Admiral D. Vincent Baker, Nathan D. Paoletta, Avery Alder, Keith Baker, Daniel Handler and of course Julian Fellowes and P.G. Wodehouse

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



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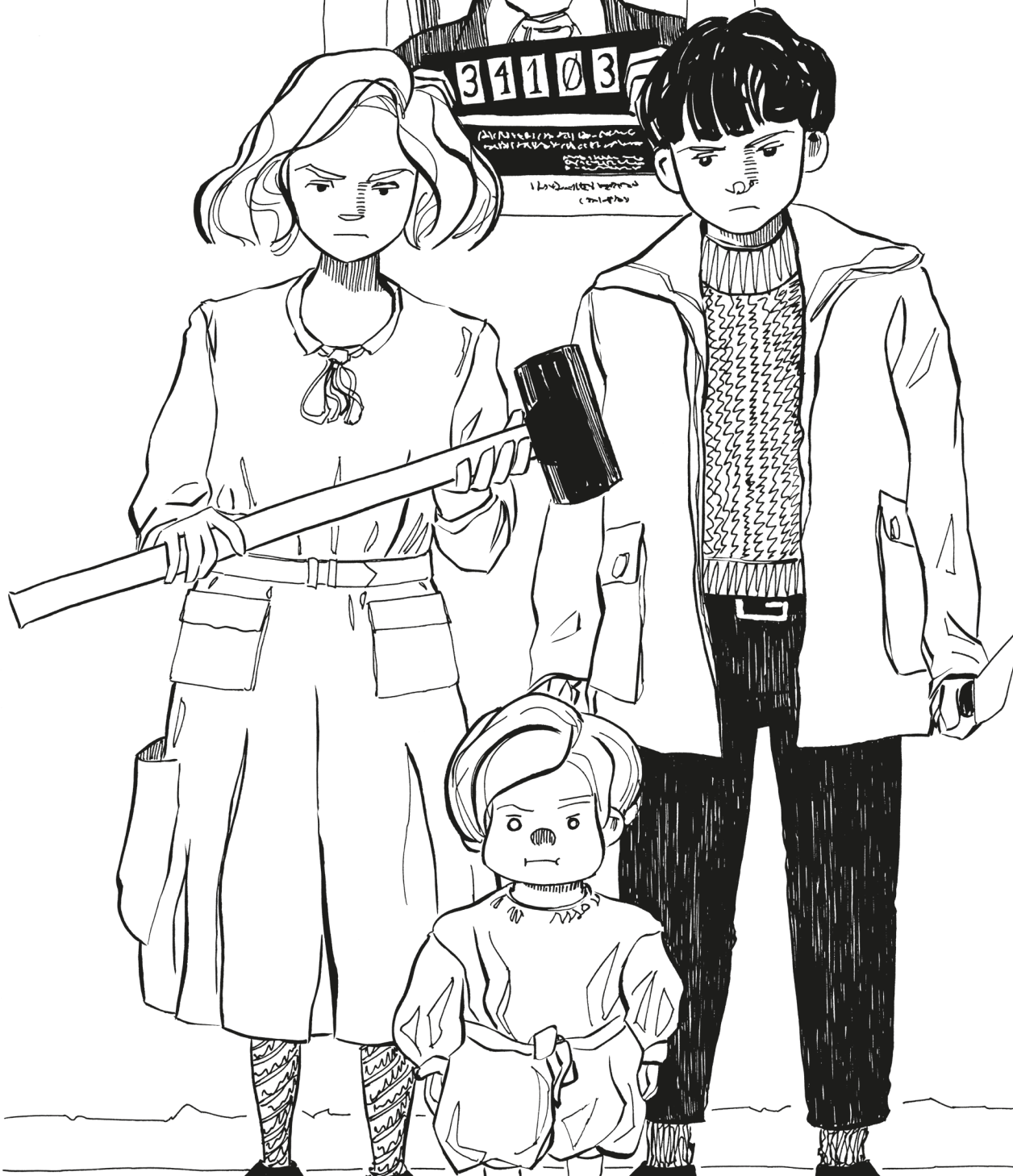
[www.monkeyfunstudios.com](http://www.monkeyfunstudios.com)

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HAVE YOU  
SEEN THIS  
MAN?



# A Stern Warning About Wisdom

## Hello again, my lovelies -

We do understand regret. There are many moments we wish we could take back, knowing what we have learned from the heavy price of experience. It was an ancient Greek tragedy that knowingly warned how terrible wisdom can be when it brings no profit to the wise. This was spoken by a man who gouged out his own eyes after learning he had married his mother, so we like to believe he knew what he was talking about.

Be comforted in knowing we won't be subjecting you to such an experience, that's most unpleasant. However, we cannot guarantee you won't at least consider blinding yourself out of anguish and terrible understanding after reading this Terrible Tale. What you do among your own family is your business, of course. However we strongly believe it will permanently ruin any future holiday gatherings.

Nevertheless, allow us to detail the ghastly contents of this Terrible Tale, with the hope you may reconsider going any further in your readings.

## This Terrible Tale includes:

- **The Terrible Tale of a Continuation of Horrible Events** - Three orphans come to the Hall, seeking refuge from a terrible madman in pursuit of their... oh have you heard this story before? We assure you, this particular telling is quite different than what you may have heard already. These events are more than unfortunate, they are downright atrocious.
- **New Addition to the Household: The Nursery** - Strange, this room has never been mentioned in the household before. Why have we never seen it previously? Perhaps you should investigate this discovered addition with a bit of trepidation and care.
- **A Recounting of Poems Most Questionable** - In the event of accidental poisoning, experts in the medical profession recommended to induce vomiting immediately. In order to facilitate this, we have included several misguided attempts at poetry that should serve better than any mere pharmaceutical.

As always, we wish you nothing but a pleasant experience in your visit to **Bedlam Hall**. As we all know, however, wishes rarely come true.

Ta darlings,

~Your friends at Monkeyfun



# The Terrible Tale of a Continuation of Horrible Events

This Terrible Tale is a sequel to a story we are quite certain you have never heard before, of three orphans trying to evade a stage performer hell-bent on acquiring their inheritance by any means necessary. Truly, we are satisfied such a ghastly narrative is completely beyond your experience, as only a diseased mind with the cruelest of humor would make light of such trauma. It would be inhumane to extend such an awful storyline's events into an even darker parody, allowing an audience to directly participate in these misfortunes and calamities as amusement. That would be tawdry and beneath a respectable individual in the pursuit of entertainment. We would never do such a thing, and hope you concur that only the most debased person would want to participate in such endeavors. We hold you in higher regard and do hope you view us in such a manner, for we know you are true representatives of dignity and good taste. In order to demonstrate our steadfast belief in your character, allow us to provide you with what such an offensive attempt at entertainment would entail, rightly knowing you will naturally be offended by even its suggestion. A warning is not needed, we know you are above this in all its shameful dimensions.

## 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 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

Today, the Merlot children will be coming to Bedlam Hall. Their parents died six months ago in a terrible gondola explosion and they have bounced from guardian to guardian ever since. The rumor is the children are being pursued by a crazed stage magician named Baron Maurice du Momf, who is after the children's inheritance. As distant cousins twice removed to Lady Blackwood's maid of honor Amaranthe Twitchwater, (God rest her soul), Lady Blackwood has agreed to house the Merlot children for the weekend. Lady Blackwood is of course away on holiday during the time the children arrive at the estate, leaving the Staff to care for them during their stay.

## Initial Questions for the Staff:

- From what you've been told, how did the Merlots' last guardian tragically die?
- And the one before that?
- And the one before *that*?
- And how was their servant staff brutally killed?

Please do reassure the Staff, this couldn't possibly happen a second time.



# Members and Guests of the Household:

Once again we would like to introduce the members of the Blackwood family and guests who will be in attendance during this Terrible Tale. Honestly, a career in service would be infinitely easier if actual people weren't involved.

## Lord Aldicott Blackwood

**Quote:** "Tanzania! That's near Budapest, isn't it?"

**Description:** Lord Blackwood has decided he wants to scale Mount Kilimanjaro in Tanzania, despite not having any formalized mountaineering experience or skill. Because of this, he is preparing for the venture in a haphazard fashion.

**Trouble:** Among his many maladies, Aldicott has an unknown inner ear disorder, which causes him to have strange reactions to heights or open spaces.

**Normal:** Aldicott has been reading about Kilimanjaro in Tanzania, driving the Staff nearly mad with dubiously useful and obviously fictitious facts about Tanzania.

- **Level 1** - In order to prepare for the extreme cold, Lord Blackwood is requesting the Staff to bring all of the ice from the icehouse in order to master extreme temperatures in his bathtub. He has begun tucking smaller blocks of ice under his clothing as he walks about the House.
- **Level 2** - Aldicott is preparing for his big expedition, having acquired a great deal of equipment that he's taken to wearing around the house (including makeshift snowshoes, fashioned out of badminton racquets). This has caused Lord Blackwood to be found unconscious in different locations of the household under the weight of his gear.
- **Level 3** - Lord Blackwood is practicing his climbing techniques, using the chandelier to allow him to reach tall heights inside the house. Next, he is planning to scale the exterior.

**Result:** Lord Blackwood is unconscious on the top of the roof, requiring a staff member to climb up and bring him down safely somehow.

## Mathilda Blackwood (the youngest daughter)

**Quote:** "I don't like them. Make them go away."

**Description:** Mathilda is the youngest daughter of the Blackwoods and is growing quite precocious in her sociopathic way. She has been allowed to leave her previous captivity in the Attic, due to good behavior.

**Trouble:** Mathilda has developed a deep jealousy toward the presence of the new children in the household and is eager to make them leave by any means possible.

**Normal:** Mathilda is playing with her dolls, inventing a game she has titled, "The Black Plague".

- **Level 1** - Mathilda is trying to get the Merlot children in trouble so they will be sent away, including setting up bad things to occur and then pinning the blame on them.
- **Level 2** - Mathilda has begun creating unfortunate accidents for the Merlots around the House, which the



Staff will invariably stumble upon.

- **Level 3** - Mathilda is taking active measures to eliminate the Merlots, inviting them to play in quiet secluded locations while heavily armed.

**Result:** Mathilda has successfully killed one or all of the Merlot children, leaving the Staff the task of covering this up and dealing with yet another death in the household.

## Bagatha Blackwood (the oldest daughter and middle child)

**Quote:** “Would you like to hear one of my poems? ...How about now?”

**Description:** The middle daughter Bagatha is usually ignored by the Family and has taken up poetry as an attempt to gain attention from those around her. She is prone to reciting her newest works at a moment’s notice.

**Trouble:** Despite her best efforts, no one wants to hear Bagatha’s poems (for good reason, they’re excruciatingly bad). She is insistent that someone hear her rendition of them, whether the audience is willing or not.

**Move: Fourth Worst Poetry Ever Known to Mankind** - The poems are indeed some of the worst compositions in the English language known to man. Each actually causes 1 Trauma when either read, heard, or spoken.

**Normal:** Bagatha is posing dramatically as she writes in her poetry journal, each word is a Herculean task.

- **Level 1** - Bagatha is continually asking to read her poems to the Staff, always at inopportune moments when they’re dealing with something else.
- **Level 2** - Bagatha is ingratiating herself into conversations or situations, using them as springboards to start reading her poetry, whether it’s relevant to the conversation or not. “This house fire reminds me of a poem I’ve just written called ‘The Loom’. Here let me read it to you...”
- **Level 3** - Bagatha is now injecting herself into situations, standing on furniture, and shouting her poetry. When really frustrated, she begins to disrobe, much to everyone’s discomfort.

**Result:** Bagatha has convinced her father to gather all the Staff together for a recital of her poetry, a painful, blood-soaked experience.

## The Unfortunate Merlot Children

**Description:** To some, the Merlot orphans would be perceived as the tragic victims of an unfortunate series of events. Indeed they would probably be protagonists in such a story, one worthy of multiple hours of episodic entertainment probably viewed in one sitting. Not in this case, however. Here they are suspicious, ill-tempered, and overall unpleasant to have in the Hall. The sooner their new guardians take them away, the better.





## Aveline Merlot (The eldest of the Merlot children)

**Description:** Aveline is the leader among the three children, and the most calculating. She will do whatever it takes to protect her two brothers, including lying, manipulating others, or even more extreme means, if necessary.

**Problem:** Aveline has begun to see Baron du Momf in her dreams, always afraid he is one step away from snatching them up.

**Move: A Pocketful of Sunshine** - All of Aveline's clothing has additional sewn in pockets containing an immense amount of items. At any moment, she can reach into her pockets and pull out something.

**Normal:** Aveline is taking inventory of the items within her pockets, checking and re-checking them again.

- **Level 1** - Aveline is quite agitated at the sight of shadows and strange noises, thinking she may have heard Baron du Momf outside or in hidden locations.
- **Level 2** - Aveline's mind is continuing to play tricks on her, thinking she sees the Baron in the corner of her eye or when no one is looking.
- **Level 3** - Aveline is having hallucinations of the Baron, even mistaking members of staff as the Baron himself.

**Result:** To protect herself and her family, Aveline is going to engineer an escape from the household. She may do this at gunpoint, willing to harm or kill anyone who stands in her way.

## Matthias Merlot

**Description:** Matthias is the extremely well read middle child, more likely to be entranced by a book he's reading than to pay attention to anything else going on around him.

**Problem:** Matthias has an abnormal obsession, compelled to arrange and organize the items around him, using his own complicated system.

**Move: Occam's Razor** - Because of his constant reading, Matthias has an inherent ability to mention the most basic of observations that usually prove to be right, especially in complicated situations.

**Normal:** Using his personal measuring stick, Matthias is verifying the length of various items and areas of the house.

- **Level 1** - Matthias has been re-organizing various things set on tables throughout the House including books, picture frames, and other items.
- **Level 2** - Matthias has begun disassembling complex collections such as the books in the library, flatware in the silverware cabinets, or the tools in the garage and re-ordering them. When this is discovered, it is always in an incomplete state, requiring the Staff to reorganize everything quickly.
- **Level 3** - Matthias has decided the entire house layout is asymmetrical, requiring more drastic measures be taken to "correct."

**Result:** Using one of the family cars and a complex pulley system, Matthias has managed to bring down the ceiling in one of the wings.



## Gaston Merlot (the youngest of the Merlot children)

**Description:** Gaston is the toddler of the Merlot family. Most of his words are gibberish, he is still a baby after all. When he speaks, the other Merlot children have no idea what he's saying.

**Problem:** Like all very young children, Gaston needs to be changed, quite frequently.

**Move:** From the Gutter-mouths of Babes - In the midst of his baby talk, Gaston will say some unimaginably inappropriate and dirty words. None of which anyone will believe the baby actually said.

**Normal:** To put it delicately, Gaston is not quite fresh. He's going to need changing soon, or else the entire House will slowly start to smell dreadful.

- **Level 1** - How much has this child eaten? The numbers, the weight...this doesn't make any rational sense at all.
- **Level 2** - The inside of Gaston's used nappy includes small objects that have no business in a child's training pants: keys, old coins, and even a glass sphere.
- **Level 3** - The things being found are not of this Earth, remnants of worlds unknown and terrible.

**Result:** That which is unknown has now taken form, those who walk between the worlds of man and unnatural beings. The portal has now opened, none are safe...

## Crikey Strewth

**Description:** Crikey is a reporter that has been investigating the Merlot children since the death of their parents. Capturing their story has become his life's work, feverishly taking notes in observation as he monitors them. He will often read aloud to himself as he's writing, giving the appearance of narration.

**Problem:** Crikey has a strange mental condition of reverse kleptomania, where he compulsively adds items to places without anyone knowing it.

**Normal:** Crikey is hiding behind furniture or other large objects, furiously taking notes regarding any and all actions taking place.

- **Level 1** - Vases of flowers are popping up in random locations, with poorly arranged blooms that follow no natural pattern.
- **Level 2** - Additional silverware are being found in the dining area, which do not match the normal pattern. If found by the Family, it may cause sharp words.
- **Level 3** - There are additional tea sets being strategically placed across the household, with mismatching cups, saucers, and dozens of sugar bowls for no apparent reason.

**Result:** There is an entire room that now has twice its original furniture: couches, chairs, tables. Where these additional pieces came from is anyone's guess, but there is now very little open floorspace in the room to maneuver through.



# The Revolting Question about Maurice du Momf

The children are convinced they are being sought after by the mysterious Baron Maurice du Momf, whom they believe killed their parents. According to the Merlots, he is a master of illusions, able to disappear at will and who will stop at nothing to obtain the Merlot fortune. There are several options of who or what the good Baron truly is:

## Options

- Maurice is one of the other NPC's visiting the Merlots (see below).
- Maurice was actually killed by the Merlots and they are perpetuating the myth of his continued existence in order to cover up their crime. His body is hidden in one of their trunks.
- Maurice does not, nor has he ever, existed. Either one of the Merlot children or Crikey have created him in order to keep the family together after their parents died.

## Visitors for the Merlots

As part of the transition for the Merlot children to meet their new guardians, several unexpected visitors have arrived to the Hall. Whether or not they are associated with Baron de Momf, their presence complicates maintaining the household.

### The Lawyer, Mr. Arthur Tremble

**Description:** Mr. Tremble of the law firm, Bickers and Quibble, has come to the Hall to check on the children to assure they are being cared for until they are delivered to their next guardians.

**Trouble:** Because of the number of deaths that surround the Merlot children, Mr. Tremble is very, very nervous about being around them. He has always been a rather neurotic fellow.

### The New Grocer's Assistant, Gunther

**Description:** Gunther is the brand new assistant to the village grocer, Mr. Salisbury. He seems rather dimwitted, although a bit too inquisitive about who is staying at the Hall this weekend.

**Trouble:** Gunther has a bit of a problem with personal space, whether it's respecting others or what is a reasonable amount to expect from others.

### The Insurance Agent, Mrs. Dymphna LummoX from Mutual of Liverpool

**Description:** Mrs. LummoX has been sent to review the insurance paperwork with the Merlot children to be certain all papers and signatures are in order. "Dot the t's and cross the eyes" as she has been known to sing quietly to herself.

**Trouble:** Her make-up, hair, and clothes are bright and mismatching, it's hard to miss her.



# Professor Frowzy, the Schoolmaster of Mooncalf Academy

**Description:** Professor Frowzy has arrived to petition the Blackwoods to send the Merlots to the Mooncalf Academy. For a quite modest endowment from their inheritance, they can even have a building named after them.

**Trouble:** Frowzy is very tired. Very, very tired. The Professor will fall asleep at a moment's notice, even standing. When awakened the Professor will be unaware that any time has passed.

## An Awful Addition to the Household

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

### The Nasty Nursery

**Description:** During their stay, the Merlot children are encouraged to spend their time in the household nursery, a playroom for generations of Blackwood children. The room naturally includes a wooden hobby horse, boxes of children's toys, books, a slightly dusty bassinet and of course, a full-sized suit of armor along with a poleaxe.

### Options:

- **One Nasty Option** - All of the dolls in the Nursery have been beheaded over the years, yet never thrown away. Previous staff have tried to remove them however, they mysteriously reappear to back in the Nursery.
- **Another Unpleasant Option** - For whatever reason, the letters carved into the children's alphabet blocks are actually illegible symbols with an ominous appearance. When no one is looking, they seem consistently arranged in the same sequence. Viewing the sequence causes mild stomach pains.
- **Yet Another Unseemly Option** - Even when children are left alone in the Nursery, they are often heard laughing with other children at play. When adults enter room, they deny anyone else was in the room with them.

**Strange Detail for No Apparent Reason** - The bassinet was originally Lord Blackwood's from when he was a child, complete with old leather straps that have been gnawed at the ends.





# The Terrible Conclusion

By now, the players have probably experienced unsettling situations surrounding the Merlot children and the specter of the Baron. Now is 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 Final Act of Brutal Ramifications

The true Baron de Momf reveals himself to the Staff, making his big move against the children.

- **One Nasty Option** - The Baron is actually a horrible creature that wears the skin of the dead (hence his amazing transformative disguises). The children are his current fancy and he is hunting them, leaving the skins of his victims behind.
- **Another Unpleasant Option** - The Baron makes his case to the Staff, indicating one of the children is actually the Antichrist. He needs the Staff's help in order to exterminate the unholy abomination...
- **Yet Another Unseemly Option** - The Baron and the children square off against one another in a massive struggle while inexplicably singing opera at the top of their lungs. The Staff are pulled into the impromptu operetta.

## A Great Escape of Complicated Proportions

Thankfully, the children are preparing to leave the Hall, regardless of any permission they may require. Unfortunately, their exodus is even more problematic than their unpleasant arrival.

- **One Nasty Option** - The Staff learn after the fact that the children have taken a priceless item in the household, that requires the Staff to find them and return the item before the Family discovers the theft.
- **Another Unpleasant Option** - The children have decided to cover their tracks by faking their deaths in the household...complete with killing everyone and destroying the House.
- **Yet Another Unseemly Option** - Using the written archive of Nikola Tesla's Guide (hidden away within the Library), the children have been slowly building a device that allows them to transport themselves to another dimension. What it does to *our* dimension is still iffy.

## A Terrible Conspiracy That Quickly Unravels

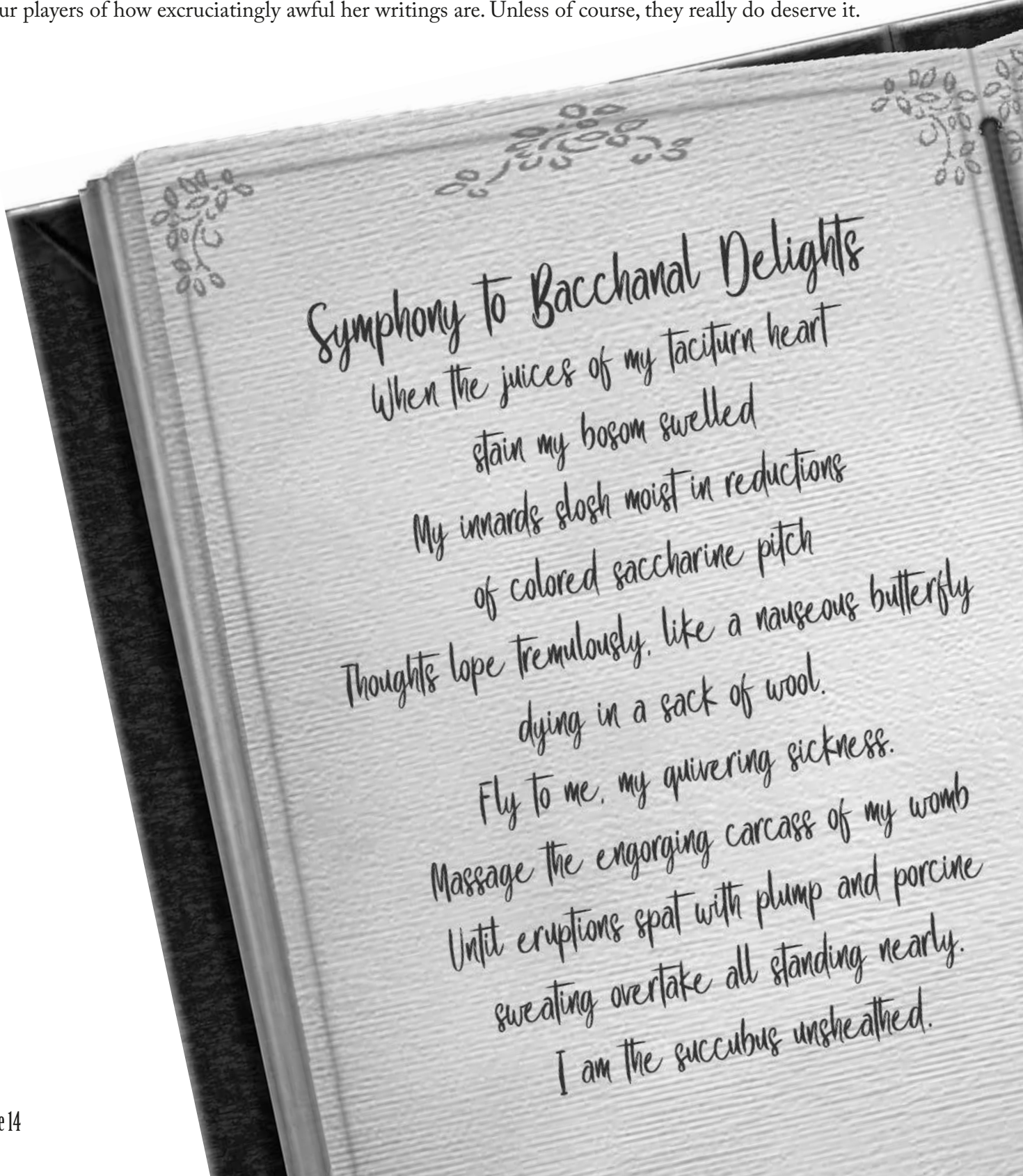
The children are the center of a massive conspiracy that even they don't understand.

- **One Nasty Option** - The children unknowingly witnessed a murder performed by the League of Unpleasant Fellows, and Baron de Momf is actually their "cleaner."
- **Another Unpleasant Option** - One of the children has a birthmark that is actually a secret map that is being sought by high stake bounty hunters. De Momf is there to collect the map.
- **Yet Another Unseemly Option** - One of the remnants of the Merlots' parents is actually a cursed artifact of unspeakable evil. The Staff must determine which item it is and destroy it somehow.



# A Recounting of Poems Most Questionable

As part of this Terrible Tale, we have unfortunately included several of Bagatha's attempts at poetry for use during gameplay, as well as eliminating any rodents that may infested your home. We sincerely regret this decision, realizing this may cause you, our gentle reader, permanent discomfort that may not subside without a swift puncture to the eardrum with an icepick. We warn you in advance and hope you ultimately choose not to use these as examples to your players of how excruciatingly awful her writings are. Unless of course, they really do deserve it.






*Symphony to Bacchanal Delights*  
When the juices of my taciturn heart  
stain my bosom swelled  
My innards slosh moist in reductions  
of colored saccharine pitch  
Thoughts lope tremulously, like a nauseous butterfly  
dying in a sack of wool.  
Fly to me, my quivering sickness.  
Massage the engorging carcass of my womb  
Until eruptions spat with plump and porcine  
sweating overtake all standing nearby.  
I am the succubus unsheathed.





# Ode to an Opened Flower in a Pan of Bread Pudding

An ocean-span forehead with thoughts that cluckle  
eyelids hinging like cake  
I erase nothingness, bequeathing everything to all  
Lamenting puppets entering angry cocoons  
Windows thrust open with fumbling tippy-toed steps.  
awash with unsoiled memory  
Butter stuck pantry dust, flour blooms increased  
The heated oven yearns and is denied.











## A Ballad for a Picnic Shared Alone

O' dibble dibble, the wobbly wooden leg  
The pibble of my pibble, boiled chicken, pickled eggs  
They quibble in the stibble, the church up yonder high  
And nibble on the nibble of sticky noodle pie.

Romantic Couplet no. 319  
I love thee to the depths of deep things  
Things so deep you barely understand.  
That which you think is deep, is not deep.  
Not as deep as my love for thee.  
Like a well filled with hollow emptiness.  
But deeper than that.







## Song of a Cyst

Sleek and pert, my vision lingers  
on your inflamed protuberance  
A pixie's love nip squatted  
upon my overstuffed cushion of pelvis  
Angry squints from a swelled shut-eye, I force thee  
to unleash and drain thy ambergris nethers!  
Unburden! Unburden your inner being  
with a swole of satisfice!  
Release!

