

BLEAKWOOD HOUSE ODDITIES

In an autumn wood, a rotting mansion.

BLEAKWOOD HOUSE

Senses: gray sky, dense fog, morning light, falling leaves, brisk wind, the smell of rotting wood, distant chiming, chimney smoke, thorny brambles, exotic mushrooms, a candle in a window, dewy spiderwebs, broken fences, wild pigs, light rain

Rumors: a murder, a cursed family, a mad genius, disappearances in the woods, a wealthy recluse, a haunting, an abandoned experiment, an infernal device, an imprisoned fiend

THE FRONT GATE

What bars this gate against intruders?

Senses: sharp corners, rust, creaking hinges, ancient runes, cold metal, obscured views, moss-covered stone, muddy potholes, rotted signposts

THE GARDENS

What dangerous beast is tethered here?

Who is violently allergic to the garden air?

Senses: withered flowers, the smell of honey, itching, crawling beetles, twisted paths, thorns, sneezing, torn clothing, fermenting apples, rich compost, crushed seed pods,

Moves: get them lost, poison them, engulf them

THE FOYER

“HERE DWELL LORDS OF BLEAKWOOD”

Senses: distant music, tobacco smoke, musty carpets, the sound of boot-heels on marble, overheard conversation

STATUARY CORRIDOR

What priceless work of art is displayed here?

Senses: dappled sunlight, forest air, views of the grounds, echoing footsteps, dust

THE SULPHUR BATH

Who lounges in the tepid bath?

What bizarre monstrosity lurks in the dark water?

Treasure in the depths: a glowing blade, a pile of silver, a struggling hostage, a golden statue, a potent poison

THE GLASS CUBE

Moves: imprison them, distort reality, shatter violently

Who is trapped within the cube? Why aren't they happy to see you?

THE STEAM ROOM

What bound creatures keeps this furnace stoked?

Senses: heat, sweat, obfuscating steam, percussive bangs, coal dust, slick floors, hot metal

THE BRIAR GATE

Senses: fragrant berries, poison ivy, compost, drying herbs, signs of a break-in, long barbed thorns

THE JEWELLED FLOOR

The jewelled floor thrums with occult energy. **When you pry loose a gem from the floor**, roll +INT. On 7-9, choose 2. On 10+, all three:

-It's valuable

-It holds mystic power

-It doesn't unleash foul magic

THE BUZZARD'S PRISON

The buzzard... knows secrets, is deadly, is a wizard in disguise, speaks many languages, is ancient, has a favor to ask, knows them by name, would fetch a large bounty, breathes fire, speaks prophecy, has powerful friends

THE CRUMBLING TERRACE

Senses: vertigo, falling stones, matted vines, priceless blooms just out of reach, remnants of a hasty escape, loose bricks, a long fall

THE WALL OF MIRRORS

Moves: show them terrible visions, unleash a spell, trap them, transport them abroad, mess with their memories

THE HALL OF MASKS

Moves: disguise someone, confuse them, test their loyalties, make them pick sides

SPECIMEN STORAGE

When you search the storage for some strange specific thing, roll +nothing. On 10+ you find just the peculiar thing you were looking for. On 7-9, you find something, but choose one:

-It's in disrepair

-It's a poorer imitation

-You break or lose something valuable during the search

On a miss, you find something stranger than you bargained for.

THE OUBLIETTE

Who met their end here?

What message have they scrawled on the cell walls?

What odd key or token do they carry?

THE FIRESIDE STUDY

Senses: roaring fire, spilled wine, blood, polished wood

THE MONKEY GATE

Senses: brass and rubies, the smell of far-away jungles

Moves: exact a toll, bar their way, spit them out somewhere unwelcome

JAR FLORA

Moves: spew acidic bile, rasp flesh, swallow whole

When you struggle free of the jar flora's belly, roll +CON. On 7-9, choose one. On 10+, all three:

-Your stuff isn't damaged

-You're not injured

-You don't catch any parasites

THE LADY BLEAKWOOD

Ursula, Beatrice, Prudence, Dorcas, Agnes, Mildred, Unice, Joyce

Moves: expel them, offer riches, prey on their sympathy, feign helplessness, unleash horrors, tell an elaborate lie

THE DREDGE

Fin, Bart, Worm, Sam, Mushroom, Toad, Sniffle, Biter, Thumb, Rob

Moves: club them over the head, drag them off, break bones, bite something off

Treasures: keys, trinkets, ears

THE WRETCHED MAGE

Gormakir, Lothar, Lockner, Xeno, Caspian, Vance, Malachi

(the Cruel, the Ancient, the Winterlord, the Bone King, the Vile)

Moves: conjure forbidden magic, appear suddenly, offer dubious terms, use them