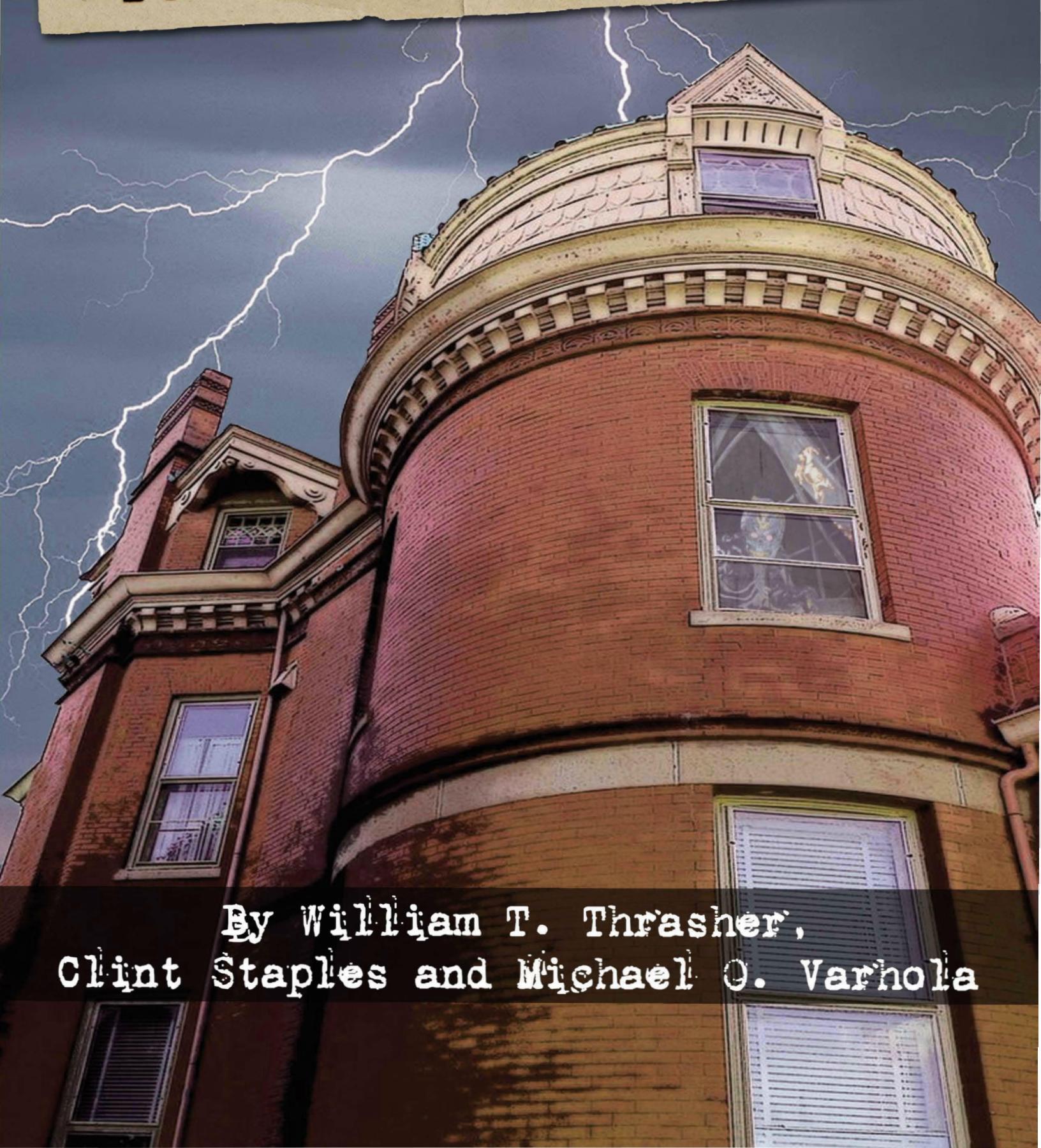


100 Oddities For a Creepy Old House



By William T. Thrasher,
Clint Staples and Michael Q. Varhola

100 Oddities

For a Creepy Old House



By Clint Staples, William T. Thrasher, Michael O. Varhola,
and the Skirmisher Game Development Group

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Welcome to a new line of game-related products from Skirmisher Publishing and d-Infinity Online — Oddities! Oddities are the little touches that fill up the corners of lives. In our own mundane world, they might be limited to old, chewed pencils, unused key-fobs, or an unfinished decorative spoon collection awaiting entries for the Grand Canyon and Mount Rushmore. In the worlds of our imagination, however, they can be these and much more. What *Oddities* might clutter a wizard's laboratory, or be found at the bottom of an abandoned well, or be found in the halls, on the walls, or occupying the shelves of a Creepy Old House? Let's find out ...

Oddities are intended to aid Game Master creativity, turning a possibly bland area or gaming episode into something more. They are not intended to limit GMs in any way. If you use Oddities for a Creepy Old House and roll a result you like — terrific! If you roll something you don't like or that you can't see fitting into your current situation, roll again, or pick one in any way you wish. We won't tell. The goal of this list and the others in this series is to make things more fun and to stir your imagination, possibly in directions it might not otherwise have taken. If rolling does not do that then do something different.

The basic method of use is to roll d100 and then consult the chart to see what you get. You can do this once, or multiple times for a single room or encounter, as best suits your needs. You can copy and paste each entry from this PDF to your working document for ease of use, then see what you get, how they fit together — or decide why they do not.

It is probably best to roll things up in advance, so that you have more time to work things in, and also to explore and prepare for any circumstances suggested. But you can also just wing it and roll if you feel you need a little dressing up of an area on the fly, or if things



are lagging. Or maybe, one player is convinced she is going to find something cool in a particular place if she looks long enough, allowing you to roll something cool and create an opportunity for a new interaction.

Some of the entries in *Oddities* — at least on the surface — just seem strange and you can leave it at that. Others are obviously suggestive of more that has not been described. But this is actually true for all of them, to one degree or another. Any of these entries can be used as curious details, but they can also be springboards to cool mini-episodes in the game if you as the GM can roll with it [pun intended, sorry]. For example:

#04 – A small, framed mirror, placed in such a way on the wall that no one of any ordinary height would be able to see their reflection in it. There is a 50% chance that the mirror is too high or too low.

This is an odd detail that is fine the way it is. But it suggests so much more:

- What sort of creature uses a mirror at that height?
- What will a person see when they bend down, or climb up, to peer into the mirror?
- Why is the mirror placed wherever it happens to be?
- Why is it not broken?

With a few minutes of thought, and asking a few questions that the players are likely to ask us, we can derive the hooks of several possible scenarios or episodes:

- The Mirror, at waist height for a Human, is situated for Gnomes, yet the rest of the house is sized too large for them. A Gnome sorcerer placed it there as a focus for his illusion and scrying magic when he took up residence in the place.

- If the Mirror is magical, by looking into it one can see through to the room beyond or some more distant area, which houses a monster of some sort. This is a viewing port.

- The Mirror is to one side of an old table, opposite a chair, perhaps overlooking #13. The headless chess pieces are set in a winning arrangement, as though the Mirror were a player.

- Although the rest of the room is a shambles, the Mirror is unmarked. Perhaps it is not magical, but composed of durable cut crystal backed with silver, and resists scratches and damage much better than many similarly fragile-looking objects. Its value is thus significantly higher than it would at first appear.

These are just a few possibilities. There are plenty more: is the Mirror part of a vampire detection system? Is it part of a complex scrying and security system for the entire house, set up by the master necromancer when he moved in? Is the Trollwyf who owns the place particularly vain about her appearance? If you don't like any of those, or even if you do, you can come up with some of your own.

You can also let the players do the work for you. If their imaginations are engaged by something, listen to their speculation and riff on that. You do not even have to tell them they are right and can instead leave things a mystery for the time being and fill in the details later if you want to.

One other thing: This revised edition of *Oddities for a Creepy Old House* employs a dice rolling sub-system often referred to as “Exploding Dice.” In this sub-system, a die that rolls the maximum value possible [i.e. a 6 on a d6] is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So you might roll a d8 and get 8, then roll again, get another 8, and then, on a third roll, get a 3. You would then stop and total the results, in this case a 19 [i.e., 8+8+3].

When we are referring to an exploding die roll, you will see a lower case “x” after the die notation, as in “d10x.”

We hope you enjoy *Oddities for Creepy Old House!* We have a bunch more Oddities lists available and even more planned. We also have plans to make them fit together, so you might find one Oddity set referring you to another, maybe taking your group of doughty adventurers from the dusty halls of *A Creepy Old House* to the basement of an ancient observatory, a graveyard, or a sewer complex, that extend far beyond the confines of the rickety old manse overlooking Bone Hill.

Clint Staples
William T. Thrasher
& Michael O. Varhola



d100

01

Oddity

An ornate, obviously expensive carpet with an oddly-shaped lump in the middle. The lump resists smoothing, reappearing after a few seconds, and has no apparent cause. If the rug is shifted or raised to inspect the underside there is no obvious cause for the lump.

02

An ornate but asymmetrical fireplace with the faces of smiling cherubic children, screeching harridans, and lovely maidens embossed upon it.

03

A pair of elaborate candelabras made to look like fearful, multi-headed beasts, a half-burned candle held in each mouth. When lit, the candles extinguish themselves for no obvious reason in 1d4x minutes.

04

A small, framed mirror hung in such a way on the wall that no one of any ordinary height would be able to see their reflection in it. There is a 50% chance that the mirror is too high or too low.

05

A fossilized biscuit on a small dish. Within the biscuit are several equally-fossilized weevils.

06

A hallway that ends in a right 90-degree turn to another length of hallway. If the turn is taken, the traveler is deposited at the start of the original hallway. Only by turning to the left by 90 degrees and walking into the “wall” can a traveler proceed to whatever room awaits at the end of the hall.

07

A taxidermist's diorama, under glass, of two frogs dueling with swords.

08

A huge, many-branched chandelier of silver, alabaster, and ebony, lying in a shambles on the floor. No means of suspending the chandelier can be seen on the ceiling.

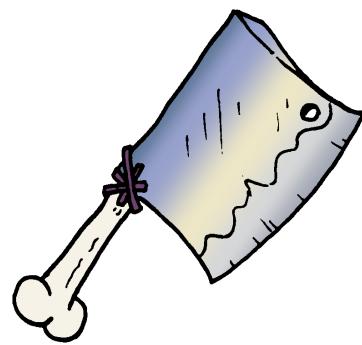
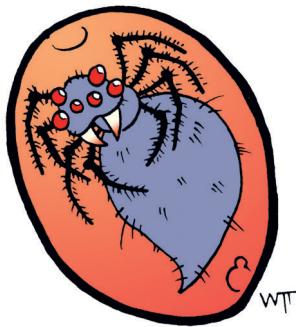
09

In a dusty room, on an equally dusty table with ornate gilded legs, is a small vase of flowers. The vase is free of dust, and the flowers are as fresh as if they had been picked only minutes ago.

10

A lamp illuminates a room only when no one is within it. As soon as someone enters, the lamp goes dark and cannot be relit. If checked, it is dry of fuel. If fuel is added, as soon as the lamp is again positioned to be lit, the fuel vanishes.





11 A small taxidermist's display of familiar creatures, altered to appear to be something else — a blowfish and several eels, connected, painted, and displayed to suggest a squid attacking, eel-tentacles splayed in threat, a parrot's beaklike mouth opened wide.

12 1d4x white wax candles (which will fit the candlesticks of Oddity 03) in the form of suffering people stretching upward in supplication. There is a 30% chance anyone who examines a candle discovers the face on the suffering figure resembles his or her own.

13 A chess set of alabaster and obsidian pieces on a rich walnut and mahogany board. All the pieces are headless.

14 The articulated bones of the finger of a large humanoid held together by brass rivets and wires. An artificial talon crafted of magically hardened silver extends from the bony fingertip. Several brass and copper wires trail from the other end, suggesting that the finger was once part of a greater whole.

15 An eyeless full-face mask of jade, carved to fit a human face, but with an utterly featureless curving surface on the outside.

16 A thumb-sized piece of amber that has a creature trapped within it (equal chance of mosquito, spider, wasp, griffon, or human).

17 A large, heavy book on a lectern. The pages are high quality vellum, the covers thin sheets of embossed marble, the script and illuminations gilded and ornate. It cannot be touched, carried, or interacted with physically in any way. Only some form of magic can turn the pages (e.g. a *telekinesis* spell).

18 A puddle of water seeps up between the floorboards/tiles in the center of the room. It spreads to cover a 1d6x square foot area, then vanishes in a juddering flicker of light.

19 A small silver mirror of the sort found on a young woman's dressing table. It reflects the holder's face normally, but anyone else framed by the mirror has no reflection. If the person using the mirror holds it so as to show the area directly behind his or her head, however, they are shown a glimpse of their own face as it might appear after death.

20 A wisp of smoke swirls lazily in space. It slowly drifts to a nearby wall and passes through it, leaving a distinct odor of brimstone.

21 A painted iron candlestick holder with a base shaped like a chicken foot, a top that looks like the head of a bearded devil, and a handle formed from the devil's barbed tail.

22 A cloth doll resembling a cat wearing a prairie dress and carrying a bag labeled "Catnip."

23 A very old but well-maintained butcher's cleaver with a handle made of bone.

24 A bottle of 170-proof absinthe infused with twice the normal amount of wormwood.

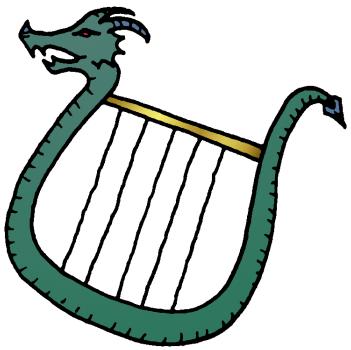
25 A heavy tome with a cover fashioned in the form of a fanged mouth ringed with tentacles. Investigation reveals that the cover of the book is formed from some resin-like substance and that all of the pages are blank.

26 A hemisphere of rock containing the fossilized remains of an extremely ancient sea creature. The creature's aspect makes one hope it is extinct.

27 A brass-trimmed helmet on a stand. The helmet is dented on the left side.

28 An old-fashioned wall clock, complete with pendulum and chains, but without weights.





29 A large, ornate, glass drinking horn with a piece broken off the bottom.

30 A bust of Pallas.

31 A clay death mask taken from an elderly man. Close inspection reveals a knowing smirk upon its lips.

32 A trumpet made from a ram-like horn.

33 A half-burned candle made of raw bee's wax.

34 A tattered fez kept under a glass dome.

35 A small dinner bell made from copper with an iron clapper and ivory handle. The bell's ringing can only be heard in the current room or the nearest kitchen.

36 A floor-length mirror painted over in black.

37 A box of 2d6x doorknobs, no two of which are alike and none of which matches any other doorknobs in the house.

38 A mummified albino ape's paw. Inspection reveals that its anatomy does not correspond to any known breed of ape.

39 A portrait of the house's owner or a distant ancestor. The painting conceals a wall safe. There is a 50% chance that the safe door has been burned through with acid from the inside.

40 A scrapbook of obituaries clipped from local newspapers mixed with occasional reports of anomalous deaths.

41 An ornate carpet that curls ever-so-slightly at the edges. Hidden by the carpet is a circle marked with strange symbols carved into the floor.

42 An aquarium filled with common freshwater fish and decorated with little castles and other ornaments. Among these decorations is a real human skull.

43 A slab of obsidian polished to the point where it is almost as reflective as a mirror. Despite being perfectly flat and smooth on the reflective side, objects and people seen in the mirror are grotesquely distorted.

44 A beautiful harp that emits no sound when the strings are played.

45 A simple gold ring, sized to fit a large finger, set with an oval bloodstone. It radiates a sinister magic.

46 A small, unframed oil painting of a desert landscape. In the background is a citadel of some sort, in the foreground is a pool of water, and walking along its banks is what appears to be a polar bear. A trail of orange, floret-shaped blobs explode in the air.

47 A gloomy painting of a wind-driven willow marsh. Each successive time the painting is glimpsed individual trees and branches have shifted subtly.

48 A blood-spattered white bowtie, now untied and draped over some other object.

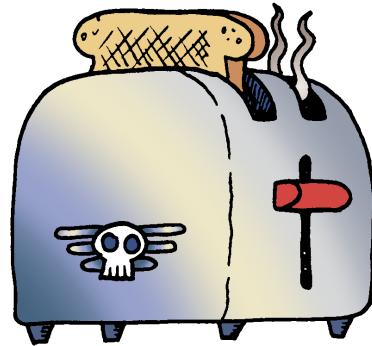
49 A tiny slip of paper bearing several obviously arcane sigils. A safety pin is attached to one end, and a green ribbon is attached to the other.

50 A silk domino mask with blood stains around the eyes on the inside

51 An elaborate weathervane built into an interior, windowless room.

52 A stained glass window, lit by unknown means from behind.





53 A single dainty silk slipper.

54 A round green emerald that radiates black light.

55 A straight razor with mother of pearl handle.

56 A child's coffin.

57 A voluminous, hooded robe. So deep is its red fabric that it appears almost to be black.

58 A jar of 3d6x mismatched nails, all of which are bent.

59 An empty apothecary's jar. Traces of strange-smelling red powder cling to the bottom.

60 A flowerpot containing a plant with a budding flower growing from dry, orange soil.

61 A calendar with every prime-numbered day circled and one seemingly random date crossed out.

62 A shoebox containing the broken heels of 2d6x pairs of women's shoes.

63 A cigar box full of old postcards from around the world. Each card is postmarked exactly one week before a major disaster struck the card's point of origin.

64 A stub of bone jutting from the house's foundation.

65 1d4x broken links of heavy silver chain.

66 A photograph/painting of the house shortly after construction. A small sapling is seen in the front yard. The tree that now grows in the yard is much larger than it should be given the time between the house's construction and the present.

67 A Fiji mermaid created from a coelocanth and a de Loys' Ape.

68 A box of wax cylinder gramophone records. The titles of the recordings are crossed out.

69 A water-damaged photo album. Every photo is a different-sized print of the same image.

70 An old wood-burning stove. The half-burned remains of a bed, sheets and all, are within.

71 A pile of old coal next to a boarded-up coal chute. Moisture has caused the coal to merge into one solid piece run through with rat burrows.

72 A lockable chest/trunk. The locks are welded shut.

73 A plastic shower curtain, hanging askew, partially torn from its rings. Four cuts reminiscent of claw marks rend the curtain at about torso height.

74 An archaic shaving kit in a black leather carrying case. The straight razor is missing.

75 Bloodied towels wadded up in a corner.

76 A make-up case containing stage make-up and professional quality applicators.

77 A large bag filled with several different colors and lengths of human hair, all with blood-crusted roots and bits of scalp attached.

78 A dirty pair of old house slippers. The left slipper is tailored for an inhuman foot.

79 An old chrome toaster, blackened and shorted out.

80 A mug with a broken handle, stuffed with 2d6x grimy toothbrushes with the bristles worn away to almost nothing.

81 A bottle of scotch with a severed finger at the bottom. A sewing needle with several inches of thick black thread is stuck in the cork.

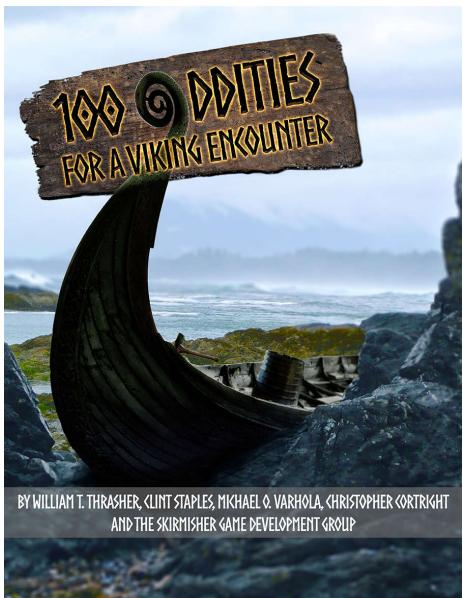
82 A pitcher of water. Most of the water has evaporated and an unknown substance is crystallized at the bottom of the pitcher.



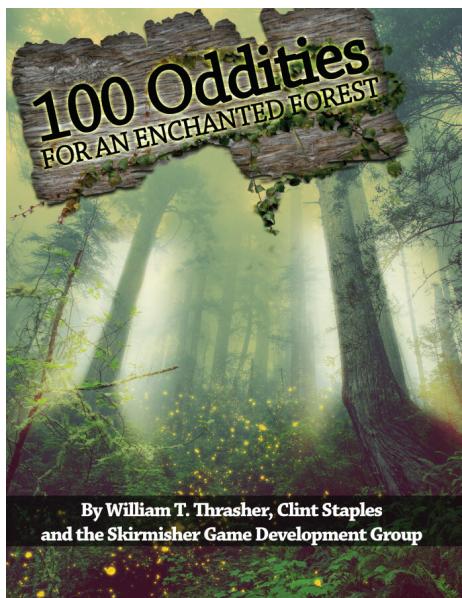
83	A freshly-made bed with torn, bloody sheets stashed underneath.
84	A mattress and/or pillow stuffed with human hair
85	A lamp with a tattered and stained lampshade. When the lamp is lit it projects an alien tableaux upon the walls.
86	A family photo/portrait hangs on the wall. All of the eyes are slashed out.
87	A single pair of muddy boot prints in the middle of a room. There are no prints leading in or out.
88	Yellowed, peeling wallpaper conceals a message written on the plaster behind the paper. There is a 50% chance the message is meant for whoever discovered this Oddity.
89	A box of chocolates. Half the chocolates are eaten. Some thoughtless individual has taken a bite of all the hazelnut confections and put them back in the box. There is a 50% chance the teeth marks are not human.
90	A pair of opera glasses that are slightly heavier than normal. Adjusting the focus causes 1" steel spikes to pop out of the eyepieces.
91	A bottle of wine. Although the label indicates that it is a bottle of fine white wine the liquid within is dark and viscous.
92	A threadbare, gray trench coat hanging from a hook. One of the pockets is bloody and bulging. More blood soaks down through the material in rivulets and continues to drip onto the floor.
93	A dusty, indistinct pile in the middle of a table. If the dust is cleared away or the pile inspected closely, it is found to be composed of the desiccated bodies of hundreds of spiders.
94	A model of a frigate in a glass bottle. The name <i>Unicorn</i> is painted on the side in gold script, and a unicorn figurehead adorns the prow.
95	A single mud-encrusted boot with a severed foot inside. There is an equal chance the foot once belonged to a man or woman, and a separate but equal chance that the boot is tailored for a man or woman.
96	A stuffed golden retriever sitting in an adoring pose oriented toward an empty leather chair. The glass eyes of the dog have deep scratches on their surfaces.
97	Fragments of a smashed holy icon.
98	A fire-damaged book. The cover is blackened and the pages crumble to the touch.
99	A silk opera hat. Arcane sigils are sewn into the inside of the hatband.
00	A sconce. If the sconce is pulled, the wall slides away to reveal a secret room. There is an equal chance this room is a laboratory, arcane sanctum, occult library, S&M dungeon, or laundry room.



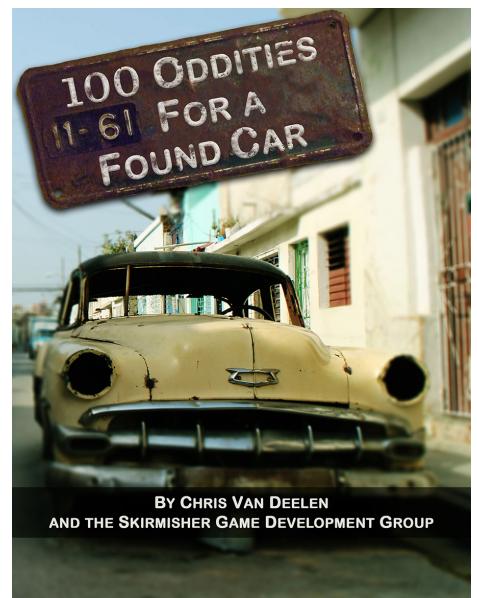




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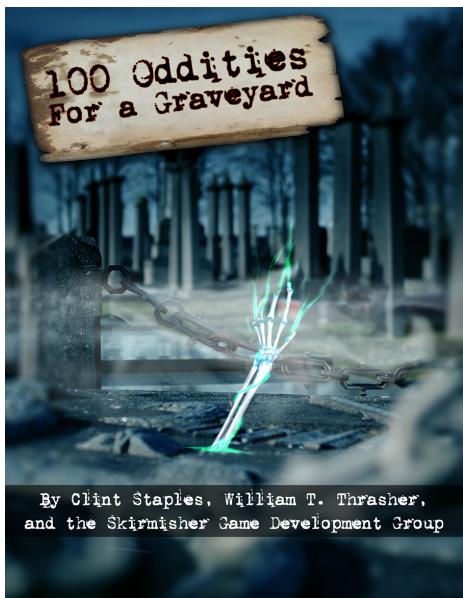


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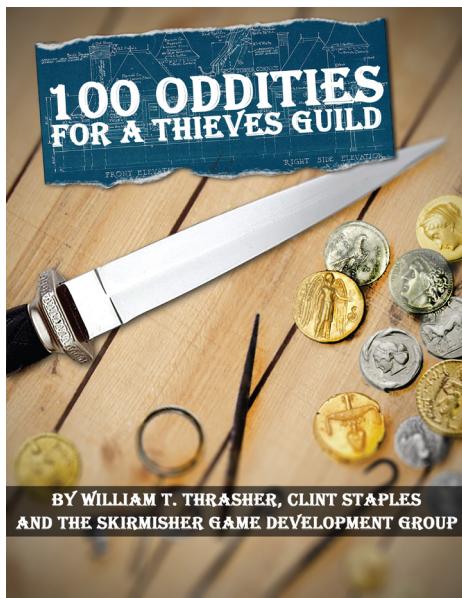


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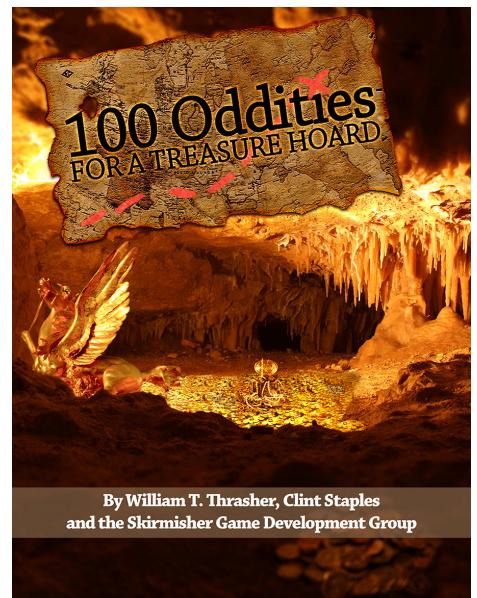
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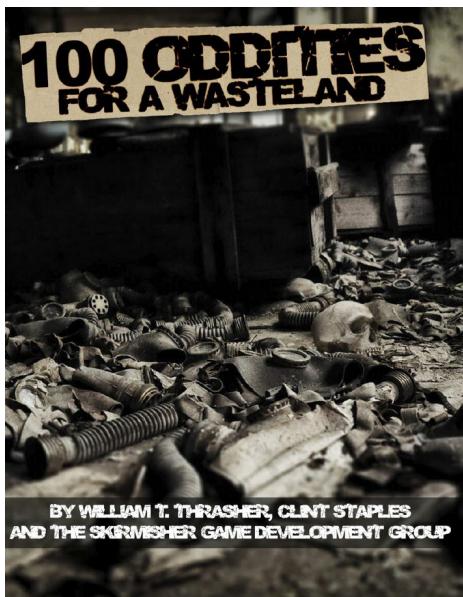
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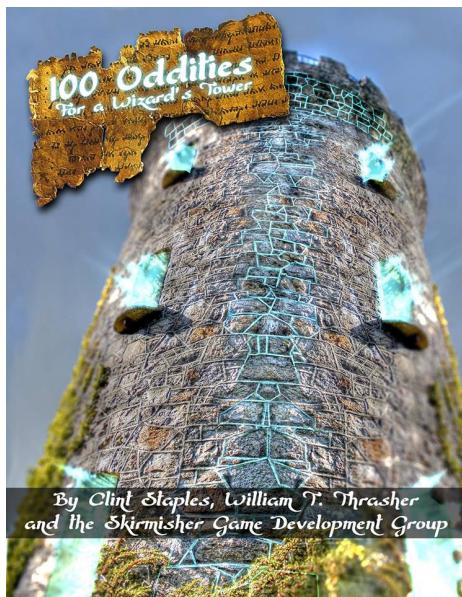
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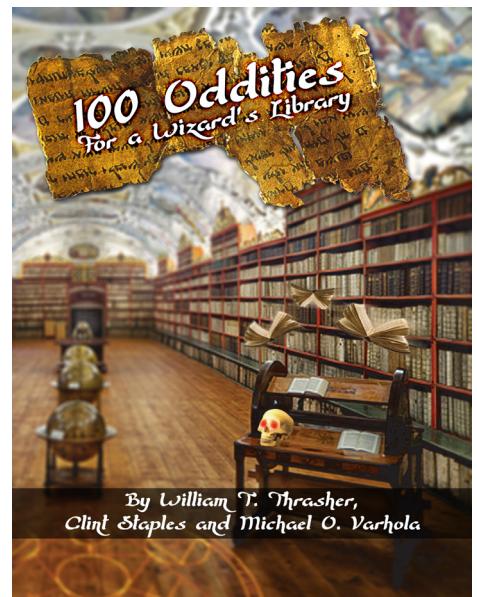
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Oddities are the little touches that fill up the corners of our lives, and this product contains a random table of 100 such oddities. In our own mundane world they might be limited to old, chewed pencils, unused key-fobs, or a half finished decorative spoon collection awaiting the Grand Canyon or Mount Rushmore. In the worlds of our imagination they can be these and much more. What Oddities might clutter a wizard's laboratory, or be found at the bottom of an abandoned well, or be found in the halls, on the walls, or occupying the shelves of a Creepy Old House?

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