



100 Creepy Things and  
Events to Find in a  
Spooky House

AZUKAIL  
GAMES

# 100 Creepy Things and Events to Find in a Spooky House

This is a selection of different things for a GameMaster to use to add atmosphere for a creepy or haunted house. The various different items listed are designed for the horror genre, of whatever period, but they could be used to simply make a location - it doesn't have to be a house - creepier, even in a game that is not specifically of the horror genre.

The various encounters can be chosen by selecting randomly, by rolling d100, and using the result, or rolling again if the result isn't suitable, for example, if the result is a computer which wouldn't fit in a fairly standard 19th century setting, it should be re-rolled, or by manually choosing a suitable result. The majority of results are suitable for any time



## CREDITS

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## COMPATIBILITY

This product is designed to be system agnostic and usable with any pen and paper fantasy role playing game system.

period; a few would require a technology level of at least the late nineteenth century, and some of these would need the equivalent of the late twentieth century.

The various items listed may or may not have an effect on players - whether or not they do have a direct effect is up to the GM, as is what that effect might be. Some of the results may suggest a supernatural or otherworldly source of menace, others may simply represent a purely human level of horror whilst it's possible that any horrific impression is given by simply misinterpreting a more everyday occurrence. The GM may wish to encourage such misinterpretations made by the players in order to make them more nervous, or to distract them from what they really should be paying attention to. More than a few results could easily have a negative consequence; witnessing some of them could shake a player's mind, even if it's from a misinterpretation.

The list includes a wide range of different types of objects, ambient effects, sounds, weather, life forms, reflections, environmental effects and others, some of which may be glanced out of the corner of

the eye, making the players uncertain as to whether or not they did actually see something, whilst others are more immediately obvious and will be immediately spotted by the player(s) in question, although they may wish they hadn't. The most subtle encounters may result in the GM requiring the player(s) to perform some type of check against skills such as Perception, Spot Hidden or other appropriate skill, or to closely examine or pick up the object in question, in order to notice that something is wrong.

The various results on the list can be used as adventure hooks, problems, clues or simply as scenery, with no other purpose than to spook the player(s) who come across them and who may think there is more to them than that, keeping them guessing.

Roll	Event	Details
1	Ashtray	An off-white, slightly yellowed ashtray rests on a surface, with the remains of several cigarettes in it. The ashtray is of a peculiar shape; it is roughly oval, about 4"x7", and has a rounded bottom, with the base slightly flattened and off-centre. A player may recognise the ashtray as being bone; with sufficient knowledge they will be able to tell that it is actually made from the skullcap of a human skull.
2	Bed	In the bed in this room an unmoving figure can clearly be seen to be under the sheets, although no part of it is visible. The sheets themselves are in poor condition, being rotted and mouldy. When the bed is approached, the figure sags, and the sheets gradually flatten to the bed with a whispering sound. When they are moved, there is nothing underneath them, and the mattress is solid, so that nothing could have passed through it. Nothing can be seen under the bed either.
3	Blood Stain	On the carpet, rug or wooden floor of this room is a brownish patch that looks like an old blood stain. When the players look away from it, and look back at it again, or if they visit another room, the stain appears to have grown in size, yet it still looks, and feels, old and dry. It doesn't grow if it is being watched, yet looking away can bring about a slight change in its size.
4	Bloody Words	On the wall of this room words are scrawled in what looks like blood. These may be normal words, in an ordinary language, painting a fairly prosaic message such as "Help us" or, instead, they may be scrawled in weird, unreadable hieroglyphics or characters. The words may fade away after being seen.
5	Book	When first held, the leather binding of this book feels oddly warm to the touch, it seems to react to the flesh touching it and there is a feel of a faint pulse, as if the

		leather is the living skin of some creature, rather than the tanned covering of a book.
<b>6</b>	Brazier	A small, brass brazier mounted on a tripod is found in a room. The brazier contains charcoal that is still warm, with patches glowing red, despite the fact that the house is deserted, and has been for longer than the brazier has been alight. Some plant material has been burnt on the charcoal, and the scent of it is still present. The smell doesn't resemble that of any known herbs, but has a putrid, sickly tinge to it that nauseates any player smelling it.
<b>7</b>	Candles	These are thick, yellow candles, that have been used in the past and may still be burning, with wax dribbling down their sides. Underneath the wax, various symbols, such as pentacles or runes, can be seen carved into the candles. If lit, they give off a disturbing smell and a greasy smoke; properly investigating the candles will reveal that they have been made from human tallow.
<b>8</b>	Carved Flowers	These are carved into wood and may be on an item of furniture, such as the headboard of a bed, or on a door, or on wooden panels on the walls. From a distance, these carvings look quite pretty, with various different flowers beautifully carved whilst their stems wind around each other, and insects flying amongst them. When examined closely, the impression given is rather different. The flowers appear to have actual faces, snarling between their petals. The stems are covered in thorns and appear to be attacking other flowers and the insects, winding around them and piercing them with their thorns. The insects, which are bees, are not pollinating the flowers but are instead attacking them, thrusting their stingers into the faces of the flowers. The whole effect is rather disturbing when viewed closely.
<b>9</b>	Carving	A snarling wooden carving of a demonic face with a mouthful of sharp teeth adorns the woodwork here, perhaps as the adornment of a newel post on a banister. When the player passes it, or briefly touches it, the teeth catch their hand or clothes, perhaps drawing blood, even though they were not close enough to them, as if the demon had actually bitten the player.
<b>10</b>	Clock	Every clock in the house, including the watches or

		phones of any players, both analogue and digital, suddenly starts advancing faster and faster. Hands sweep rapidly around the faces of the timepieces, perhaps in different directions, and the numbers on digital clocks change faster and faster seemingly random, rather than simply displaying the time. Then they all stop, and display the same, correct, time.
<b>11</b>	Clock	This is an old fashioned type of clock, such as a grandfather or anything else that is analogue with a mechanism. The tick-tock of the clock is slightly out; the tick is almost imperceptibly longer than the tock, and the clock is running backwards, not forwards.
<b>12</b>	Clothes	The clothes may be hanging on coat hooks or inside a wardrobe. The way they are hanging is odd; the impression is given that, rather than these simply being unused clothes hung up for storage, there is something in them, filling them out to a degree. Nothing can be found in them when they are investigated.
<b>13</b>	Computer	This computer, whether desktop or laptop, is on but in energy saving mode. When knocked, the screen comes to life, briefly showing what looks like a twisted face glaring out of the screen, before returning to the desktop. It may be that this was just the screensaver, but any player who tries to reproduce the image shown by accessing the screensaver fails.
<b>14</b>	Curtains	A set of full length heavy, velvet curtains covers what are presumably windows in this room, hanging from ceiling to floor. There appears to be the outline of a humanoid shape hiding behind the curtains but, when they are opened, there is nothing there.
<b>15</b>	Door	As a player passes a door, it slowly opens, revealing the room beyond. When the room is entered, nothing is in it. If the door is closed after it opens, as the player leaves it behind, it gradually opens again behind them. The room behind it is still empty.
<b>16</b>	Door	This applies to a solid wooden door, probably with a lock. The door to a room has been literally wrenched off its hinges by something unbelievably strong. The door lies on the floor, cracked and badly damaged, with wood splinters surrounding it. The locking mechanism, if applicable, has gouged a chunk out of the door frame. The door's hinges, which remain on

		the frame, are bent and twisted.
<b>17</b>	Door	This door opens to the exterior of the house. When opened, what is seen beyond is not the normal exterior, but black nothingness. Nothing at all can be seen; any light shone into it is swallowed up and voices do not echo. Any items thrown or dropped through the doors vanish without trace or sound. If the door is closed and reopened, everything is back to normal.
<b>18</b>	Door	This door, when it closes behind a player, sticks and cannot be opened by them again. Anyone on the other side of the door can open it quite easily, showing it not to be locked, and even other players on the same side may be able to open it without problem.
<b>19</b>	Door Handles	The round knobs on these doors turn the wrong way for opening them, counter-clockwise rather than clockwise. The players may need to check a relevant skill to notice this, and identify what exactly wrong, otherwise they may just get a feeling of general wrongness about them.
<b>20</b>	Doorways	Something seems subtly wrong with the shape of the doorways. The doors in them open fine, smoothly and without squeaking or sticking, but the shape seems off somehow. The angles appear to be subtly wrong, as if the doorway isn't the standard rectangle, but a rather more irregular four sided shape. Looking at them, the impression is given that the doors will not open when tried, yet they do.
<b>21</b>	Eyes	This room is dark and has no working light source. If a beam of light is swept around it, it briefly reflects of what look like the eyes of an animal, only too high off the ground and too far apart. If the light is brought back to the same spot, the eyes cannot be seen again, nor can anything be found in the room that might have been the owner of the eyes, or something that could have been mistaken for them.
<b>22</b>	Falling Object	Something - an ornament, a book - falls off a shelf or mantelpiece in the same room as the player when their attention is focussed elsewhere.
<b>23</b>	Fireplace	The fireplace is full of the cold remains of the fire. All that remain are the thin, oddly shaped logs, which are on the verge of crumbling into ashes. A player who looks at the "logs" more closely will see that they

		actually appear to be bones and, worse, human bones at that. A prolonged investigation of the logs is not possible, as they crumble to powder at the least touch or breath - itself unusual for, if they are bone, they would require a much greater heat source to destroy them so thoroughly than would be found in a simple fireplace.
<b>24</b>	Flame	The flame of a match, candle, lantern or similar starts flickering, blowing in a draft. Upon investigation, there is no wind or draft that could be affecting the flame in such a way. This will even happen to flames that have been enclosed to stop them from being blown out, such as those in such as the aforementioned lantern or gas lamps.
<b>25</b>	Flies	One room of the house is filled with hundreds of flies. The flies, although appearing to be regular house flies, are larger than normal, with an almost bloated look to them. Their buzzing is loud and can be heard from several rooms away. What caused so many flies to be in this room cannot be determined; there is nothing, such as rotten meat, for their larvae to have bred on. Even if any windows or doors are opened, the flies seem reluctant to leave the room.
<b>26</b>	Floor	The floor of this room, despite being made of wood, stone or concrete, suddenly starts feeling spongy when walked on. If a player touches the floor, it feels warm and pulsing, and seems to give slightly, almost fleshy to the touch, but to the eyes it appears as solid as the material it is made of should. This may quickly pass.
<b>27</b>	Footprints	These would be seen on a surface capable of showing the marks, especially pale carpets and wooden floors. A number of damp footprints lead from an exterior door towards the interior of the house, where they disappear, with no marks being shown on the floor covering when it changes from the one which easily showed them. The prints appear to be left by someone walking barefoot; the fact that they are damp is odd, as the outside is dry, it hasn't rained recently, and there is nothing nearby that could be a source of the water for the prints.
<b>28</b>	Fossil	A polished rock fossil is being used as an ornament on a table or desk. It looks like the fossil is of an ammonite, but something looks to be wrong with it. Examining the fossil more closely will reveal that the

		fossil is not just of the ammonite's shell, as would normally be the case, but there are actual tentacles protruding from the shell's opening and, even worse, some sort of optical illusion looks to be making these tentacles move, sinuously squirming around each other.
<b>29</b>	Freezer/Cold Storage	There are various joints of meat wrapped up and stored, either frozen or kept chilled. These are all labelled, with the labels describing what joints, cuts or chops of meat they are, such as loin, leg, rack or rib. The flesh of the meat is an odd colour, not looking like beef or lamb, but somewhat resembling pork, and the cuts are all disturbingly larger than would normally be expected.
<b>30</b>	Fruit	This is a bowl of delicious looking fruit on a table somewhere. The fruit is pretty standard - apples, oranges, pears and bananas, or similar. Every piece of fruit looks healthy and good to eat on the outside. Any piece of it that is bitten, cut or unpeeled reveals a far different picture on the inside. Every fruit is rotten and infested with pallid, squirming maggots below the healthy looking skin; a player who bit into one will likely become nauseous.
<b>31</b>	Fungus	Fungus grows in a corner of the room. These are all pallid, fleshy growths roughly oval in shape. Looking at them closely reveals that they have an odd pattern on them; the various lines, blotches and markings come together to form what looks like a screaming face, with every fungus having a noticeably different face. Some may appear to be recognisable; players, or people they know.
<b>32</b>	Garden	In the garden outside the house a pair of skeletal hands poke out of the soil. They appear to move, and it seems that they try to grasp players who walk near them. On closer inspection, they are revealed to be simply the dead twigs of some plants.
<b>33</b>	Garden	The garden is filled with dead plants and shrubs. Everything is dead; the grass is withered and brown, the trees and shrubs are leafless and their branches are dry sticks and the borders contain the withered leaves of flowers. This is during the day; at night the dead plants emit a sickly yellow phosphorescent light that gives everything in the garden an impression of distorted and diseased life. This could also apply to a



		hothouse or similar attached to the main building of the house.
<b>34</b>	Jack-in-the-Box	The figure of a jack-in-the-box toy suddenly bursts out of its box when a player passes, cackling loudly. The figure is that of a medieval jester, but one whose clothes are all a brownish-red - the colour of dried blood - and whose smile reveals sharp teeth.
<b>35</b>	Jar	This large, clear glass, roughly 1' high, jar is tightly sealed and contains a slightly murky liquid. An odd shape can be seen through the sides of the jar, partly obscured by the murkiness of the liquid. The liquid in the jar is formaldehyde, and pickled in it is a foetus. This may be an animal or human foetus; whatever it is, it appears deformed - the head may be too large, there may be extra limbs, including a tail, or it may be missing some.
<b>36</b>	Kitchen Implements	The kitchen has various knives and other cutting tools apparently waiting to be cleaned. They are unusually stained with blood, and may, if applicable, have bits of some unidentified meat sticking between teeth, as if they have been used for butchering, rather than just preparing food. The knives and cleavers are also quite large, suggesting that whatever they have been used to cut up was also quite large, and not just a simple steak.
<b>37</b>	Lights	Any electrical lights in the house seem to suffer from some sort of malaise. The batteries of flashlights run flat much faster than should be expected, lasting for minutes rather than hours. Electrical bulbs of any type have a much shorter lifespan too, frequently failing in hours instead of months or even years. Whilst the light sources are working, the light they cast is dimmer than normal and does a poorer job of penetrating the darkness.
<b>38</b>	Marionette	This is a puppet dressed in black and white. Its face is white, with the lips and eyes outlined in black, and its costume is white with black buttons, a black hat and black shoes. It is lying crumpled on a shelf, its strings tangled, when it is first seen, but the marionette's posture has changed when it is noticed again. It never moves when watched, but it slowly transforms from a crumpled heap, through sitting, to standing, although it appears to be leaning against a wall or furniture to do this, and its strings become untangled. The

		expression on the puppet's face, which first appeared to be a smile, seems to slowly change into a snarl.
<b>39</b>	Masks	There are a collection of masks hung on the walls of this room. Each mask is about the size of a normal face. They have hair, including facial hair, attached to them, and they look very lifelike, although they lack eyes, having only empty holes where they should be, as well as gaps for nostrils and mouth. They are in a range of different skin colours and, if examined, appear to be made of tanned leather. A player may be able to determine that the leather is tanned human skin, and that the masks are actually the tanned faces of people.
<b>40</b>	Metal	A lump of polished metal - perhaps a paperweight or ornament - rests on a desk or table. The metal it is made of is an odd one; it is not apparent what element, or alloy, it is. The lump is only a few inches in diameter, and the shape is smooth and oddly organic. If touched or picked up, it feels heavier than it should, and the metal has a strange, greasy feel to it. The colour is odd; the underlying pigmentation resembles steel, but the polished surface has a rainbow reflection to it, reminiscent of oil on water.
<b>41</b>	Mirror	This is an ordinary looking mirror with a gold frame. When anyone looks directly into it, everything is fine. However, when it is simply glimpsed from the corner of the eye, something appears wrong with the reflection. Facial expressions, clothing or posture may be slightly different - not by much, but enough to be disturbing.
<b>42</b>	Mirror	This is for houses that are in good shape. When a player looks into this mirror, the room behind them appears rotten and decayed, as if it has been abandoned for decades, yet when they spin around, the room is normal. The player's reflection in the mirror was also normal. Alternatively, this can be the other way around - it is the player's reflection which is rotten and decayed, as if they have been dead for some time, whilst the room behind them is still normal.
<b>43</b>	Mist	This would normally found in a room that is already damp, especially those underground like a cellar or a basement. The floor of this room is covered in a strange mist to about a foot in depth. The mist

		behaves oddly; it seems to be roiling by itself and, when a player walks through it, is not as disturbed by their passage as would be expected. Light sources refract oddly from it, failing to penetrate the mist.
<b>44</b>	Mouse/Rat	A small shape, as of a mouse or rat, is briefly spotted scuttling out of sight, perhaps through a hole in the wall. During the brief moment in which it is visible, it seems somehow misshapen; the proportions may be wrong, it may have an odd number of limbs or a tail that seems prehensile, or it may not even seem to be rat- or mouse-shaped at all if thought upon, but instead something different, such as a scuttling humanoid form.
<b>45</b>	Music Box	An open music box springs to life as a player passes. There is a mirror on the lid, reflecting a dancing ballerina on the top. The music, although a familiar tune, is slightly discordant and faster than normal. The reflection of the ballerina in the mirror on the box's lid, however, seems to be slightly lagging behind the movement of the actual figure it is reflecting.
<b>46</b>	Newspaper	This is a fairly recent local newspaper. The vast majority of it reads as normal, and a player may have already read this and will recognise it as a genuine edition. If a player looks carefully enough, they will discover a disturbing obituary - their own.
<b>47</b>	Painting	All the portraits in this room have had the canvas rot away, leaving the gilt frames surrounding damp, fungal looking stains on the walls. On a closer look, the patches resemble screaming faces, their mouths open in agony.
<b>48</b>	Painting	This is a portrait of someone unknown. When it is first seen, the person in the painting is a young man or woman, in their early twenties. Each subsequent time, the person depicted has aged slightly; wrinkles begin to appear on their skin, hair starts to turn grey and, in the case of men, recedes. Gradually, but not whilst observed, the figure ages from their early twenties to someone much older, apparently on the brink of death.
<b>49</b>	Painting	This is a standard portrait from a previous century is in an ornate gold coloured frame. The figure in the portrait is fairly standard, wearing the regular clothing of that time, only the appearance of the person in the painting strongly resembles one of the players, only

		none of them have any history that would suggest they have any relationship to the person in the painting.
<b>50</b>	Photographs	Various old, framed sepia toned photographs adorn the walls. These all look to be fairly normal, being of such things as portraits of individuals and family groups. Looking at them more closely gives a more disturbing images. Many of the subjects look as if they are dead, even within the constraints of the medium, with marks of what look like violence on them. Others look vaguely deformed; mouths may be too large, foreheads, noses and ears may be too small, and the proportions just seem wrong. Clothing, too, bulks out in odd places, as if whatever it is covering is not quite human - perhaps additional limbs are being hidden under the clothes.
<b>51</b>	Plants	Some of the pot plants in the house are a strange, virulent green, with glossy leaves threaded with bright red veins. They are of no species that the players can identify. The leaves are strange, irregular, spiky shapes with sharp looking edges, and they lack any flowers. They sometimes appear to move in a draft, although no draft can be detected by the players.
<b>52</b>	Power	The power goes out all through the house, and everything electrical turns off. Players who check the supply discover no blown fuses and no tripped switches, and a glance out of the windows at night will reveal that this is the only house where the power is out. Then everything comes back on again.
<b>53</b>	Radio	This may turn on, seemingly by itself, when it is passed, or the players themselves may turn it on. On first impressions, everything sounds fine, but if more time is spent listening, oddities are discerned. There is a strange, pulsating rhythm that has nothing to do with the music or voices, but underlies everything. The music sounds slightly discordant, and the words spoken or sung do not sound quite true, as if they are actually other, darker words. What's worse is that this is a station that at least one player recognises, yet it sounds totally unfamiliar.
<b>54</b>	Rain	This only happens if it is raining at night. A glance out of a window at the heavy rain which is falling reveals it to have an odd, almost luminous cast to it. It appears as if each raindrop may actually have its own internal

		illumination, and the glass seems to glow where the rain hits it. It does not form puddles of luminosity on the ground, though, nor does it actually cause the outside to become more visible against the gloom of the night. If a player investigates the rain, it has an unclean, greasy feel and a slight smell.
<b>55</b>	Rain	This would only be heard in rooms directly, or close to, an external roof. The rain falling onto the tiles or roof has an odd sound to it; rather than it being the regular sound of rain, there seem to be words hidden in the sound of the raindrops. Listening closely doesn't reveal what the words are, but the tone sounds to be threatening.
<b>56</b>	Recording	This may be on a phonograph, record, cassette, CD or MP3 or other means of recording sound. It is a recording of several unsettling voices of an odd timbre and cast, that do not sound human, with strange, reverberating harmonics that are disquieting to listen to, chanting in an unknown language - and one that the players cannot seem get identified. In the background is what could loosely be termed as music, although it lacks any normal beat or rhythm to it, and is both discordant and played on unknown instruments.
<b>57</b>	Reflected Light	This would normally happen during daylight. A peculiarly coloured light is reflected into the room through one of the windows. It does not appear to be the sort of colour one would expect from normal sunlight, but has an odd coloured tinge to it, as if it is being reflected off a coloured object. Looking for the source of the reflection outside of the house will not reveal anything that could be causing it.
<b>58</b>	Rocking Chair	This stuffed chair with wooden rockers suddenly rocks a time or two when players pass, then stops. It appears to have been set off by the movement of the floor, but the chair doesn't move when walked past on subsequent occasions.
<b>59</b>	Room	Any player who enters this room will get the feeling that they are being watched. The longer they stay in the room, the more oppressive the feeling will become, as if something unpleasant is paying more and more attention to them. A search of the room will reveal no spy holes or video cameras, if applicable - there is only the constant feeling that something is watching them,

		and a very disturbing something at that. This only happens in one room.
<b>60</b>	Room	In this darkened room, small pinpricks of light can be seen floating around. They resemble the sparks of light that often can be seen by the eye in the dark, but there are too many of them, they are persistent, and they move in a troubling way, as if they were alive. If the room is illuminated, with either the room lights or a portable light source, no source of the floating lights can be found but, if the room is made dark again, they reappear.
<b>61</b>	Room	The players are in a room when everything suddenly decays around them. The canvas or paper in pictures on the wall rots away in seconds and the frames crumbles. Carpets and rugs have patches appear in them which rapidly grown. Paint and paper flakes and peels off walls and ceilings. Furniture sags, crumbles, and turns into piles of dust on the floor. The floor itself rots away. The next second, everything is back to normal again.
<b>62</b>	Room	When first entered, this room is pitch black. Going by how sounds echo in the chamber, it sounds like a vast, empty cave, but when it is illuminated with light, it is revealed to be a normal furnished room of normal proportions.
<b>63</b>	Scratches	The bottom two feet of a wooden door bear deep gouges on them, as if made by the claws of something wanting to get in, or out. There are no implements or animals that could have made these.
<b>64</b>	Shadows	A shadow is briefly glimpsed passing an open door in a darkened room. On entering the room, there is no-one in it; there is also nowhere for a figure to have either come from or gone to.
<b>65</b>	Shadows	As the players walk past a light source in the room, their shadows are cast on the floor. Only the shadows are not moving in quite the same way as the players; limbs may be moving differently, the relative heights of the shadows may be wrong, or the shadows may appear to be deformed. When closely looked at, everything appears to be normal.
<b>66</b>	Shadows	The shadows in this room, or in a corner of it, are strangely dense. They remain even when the light is turned on, even if the area they cover is decreased in

		size, and actually seem to swallow up any light shone in to them, such as from a lamp or flashlight. The light source does not penetrate the shadows as it should, and less of the area is illuminated than might be expected.
<b>67</b>	Shadows	This happens on a moonlit night. The curtains are drawn across the window in this room, but they do not reach all the way to the floor. At the bottom, moonlight shines through the window behind, illuminating a strip on the floor a few inches in height. The window itself cannot be seen, as it is covered by the curtains, only the strip of moonlight shining through at the bottom. A shadow is seen blocking the moonlight; it moves across the window and back again. The shadow is not of a person, but of something else - what it is cannot be determined, as only fragments can be seen, but its movement is far too supple and sinuous to be human. If the curtains are opened, the creature casting the shadow cannot be seen. The window may be on an upper story.
<b>68</b>	Shadows	When a light is turned on in a room, there is a shadow of a hunched figure or animal on the far wall, that looks to be in a threatening pose. On a second, closer look, it is revealed to be made from the ordinary shadows of several different objects that have combined to make a stranger whole.
<b>69</b>	Ship in a Bottle	This ornament depicts an old sailing ship. Every time the player looks away from it, the position of the ship and the waves has changed slightly, as if it is actually sailing. The sails also become gradually tattered, as if the ship is struggling through dangerous winds, and the waves appear to be getting bigger.
<b>70</b>	Skull	This appears to be a normal human skull that is being used as a rather odd ornament. It's definitely made of bone, but on closer inspection it doesn't seem quite human. There are small nubbins of bone above the eye ridges, the teeth are more pointed than normal and the mouth is wider, the back of the skull appears slightly elongated and the eye and nasal sockets are slightly deformed.
<b>71</b>	Slugs	There are slug trails glistening on the walls. They look normal, unless there is no light present, in which case they glow with a sickly green light from bioluminescence. The slugs themselves, if they are

		seen, are pallid, thick and several inches long.
<b>72</b>	Smell	A sudden draft or gust of wind bears an odour of rotting flesh, as if to a charnel pit, but there is nothing dead for it to have come from. The draft may come from odd places, or through an open window, but nothing can be found upon investigation.
<b>73</b>	Snow Globe	This is a pretty standard snow scene, with a house, snow covered yard with a snowman and swirling white flakes. A closer look reveals that the house is one familiar to the player - perhaps it is their own, or one they grew up in. The house is in much poorer condition than they remember it, though - and, if it is their own, this may have been the same day. Paint is peeling, tiles or slates have slipped on the roof, windows are broken and doors or shutters are hanging askew. There may be holes in any exterior woodwork, or it could be broken or rotten. The whole impression is that of a house which has been abandoned for years.
<b>74</b>	Sounds	A strange, inaudible throbbing sound is "heard" as it pulses in a weird, asynchronous rhythm. The throbbing is more felt than heard, and seems to start quietly, become louder, then fade away again, as if whatever was making it was approaching the players and then moving away from them.
<b>75</b>	Sounds	Conversation can be heard coming from some area. The level of the conversation is low, with the sounds being barely above a whisper in volume, but it is clear from the different tones and voices that at least two people are conversing, although neither the language nor the meaning can be made out. The volume never seems to increase, even if players approach where they think the sound is coming from, and eventually dies away and vanishes when they believe they are getting close. No-one can be found who may have been having the conversation.
<b>76</b>	Sounds	Despite not being near a sea or ocean, the sound of waves crashing on a beach or pounding against rocks can be heard coming through an open window. If the window is approached, the sounds fade away, until, by the time the window is reached, they have gone completely. Looking through the window reveals nothing that could have been the source of the sound of waves.



<b>77</b>	Sounds	Floorboards or stairs that a player has previously walked on, up or down, are down to creak and squeak when someone walks on them. Whilst in another room, these are heard to creak as if someone was walking across the floor or using the stairs. When a player goes to investigate, the sounds cease and there is no-one present.
<b>78</b>	Sounds	Noises can be heard coming from the walls of a room. The initial thought is that it must be mice or rats in the wall, but the sounds are all wrong for that. Instead of the scratching noises of tiny claws, the sounds heard are more liquid and glutinous, as if something unformed and wet is moving behind the plaster.
<b>79</b>	Sounds	The sound of flapping wings can be heard in the chimney of a fireplace. The sound of the wings is odd, as if the wings are made from leather, not feathers, and rather erratic. A player who looks up the chimney cannot see anything, even if they shine a light up the chimney, although they may get a faceful of soot, and the sounds stop as they look, only to restart once again once they stop.
<b>80</b>	Sounds	The weather vane on the roof of the building changes direction with a creaking noise, only no other sound or affect can be heard, seen or felt from the presumed gust of wind that did this.
<b>81</b>	Sounds	This may be a toy, such as a talking doll, or a novelty desk item, which has a number of pre-recorded phrases it will say randomly. If activated, though, the phrases don't appear to be random, and often words from different phrases are mixed together, creating, after the device is activated several times, what appears to be a threatening speech rather than a simple conglomeration of randomly chosen sentences.
<b>82</b>	Sounds	This only happens in those areas immediately below the roof space or loft. The sound of footsteps can be heard coming from the area above. These are obviously not coming from animals or birds of any type, but something more like a human in size. This can be even more disturbing if the area where the footsteps are coming from is definitely not high enough for a human to walk upright - as the footsteps are definitely doing; whatever is making them is not crawling.

<b>83</b>	Sounds	Weird, atonal music can be heard coming faintly from vents or ducting. When investigated, no source for it can be found - following all the ducts or vents back to their various locations does not reveal anything.
<b>84</b>	Sounds	A musical mobile or wind chimes in another room chimes out, as if it has been hit by a draft or brushed by someone walking past. There are no drafts or people in the other room though, when it is entered.
<b>85</b>	Spider	A large spider a couple of inches across scuttles out of the light as the player enters. In the brief glimpse that is seen of it, it seems to have too many legs, and an odd number at that, and has a strange, sickly, yellowish tinge to its body.
<b>86</b>	Stain	There is a dark stain on the wall where it meets the ceiling. The stain is quite large, and does not appear to be mould or damp. It doesn't appear to be that new, but it also doesn't seem to have dried out, and may in fact be growing. The stain has been left by an unknown liquid, but it doesn't appear to be water.
<b>87</b>	Stone	This is a dark basalt stone. It may be small, and being used as an ornament, or it could be a large column, or perhaps built into a wall. On the stone are markings that, on closer examination, appear to be ancient hieroglyphs carved into the rock. These hieroglyphs do not match with any known human writings that the players know of, or can find out about.
<b>88</b>	Suit of Armour	This could be a suit of European plate armour or the armour of a samurai warrior for instance. Whatever it is, the armour is of a type which covers the entire body and that has a visor or a mask covering the face of it. If the faceplate is opened or the mask is removed, inside the helmet will just be darkness. The darkness seems to be extremely dense, and even shining a light into the helmet will not reveal the back of it. A player who places their hand inside will not feel anything physical inside the helmet, but will find it uncomfortable. A player who stares into the helmet will get the increasing feeling that there is something staring back at him, despite any evidence to the contrary.
<b>89</b>	Tap	When a tap is turned on, initially a burst of thick, red liquid comes out of it, which appears to be blood, before reverting to normal water, which quickly

		washes the apparent blood away.
<b>90</b>	Taxidermy	Traditional stuffed trophy animal heads adorn the walls. These include traditional heads such as bear, moose, deer, elk and buffalo. They have all been stuffed very realistically and look almost lifelike. Perhaps too lifelike. The heads can never be seen to move, but their positions seem to subtly change when no-one is watching them. Instead of staring straight out, they may appear to be looking at the players over time. Mouths open, revealing much sharper teeth than the species would normally have. Lips, noses and eyes look as if they are glistening with moisture.
<b>91</b>	Telephone	The telephone rings as a player passes it. If they answer it, there is no-one on the other end, only a deep silence, without even the crackling noise of an open line. Should they speak into the phone, the silence seems to swallow the sound of their voice completely, as if it has been absorbed by some thick material.
<b>92</b>	Television	This television is on, but the screen shows only snow and the only sound which can be heard is static. If a player starts concentrating on it, they may think they can see figures in the snow, and hear voices in the static.
<b>93</b>	Television	When a player walks past this, they catch their reflection and that of the room in the corner of their eye on the screen. Only, when they see it, it looks like someone is standing behind them. Turning to look reveals nothing there, and looking directly at the television reveals nothing amiss.
<b>94</b>	Weapon	A strange, primitive looking weapon lies in a display case. It is about 3' long and looks like a bone club of some type. If a player removes it from the case, they find it uncomfortable to hold and impossible to wield, due to the shape of the handle, whose odd grooves and ridges do not appear to have been designed for the human hand, yet the club shows signs of use, with the handle being worn in places and the club itself having nicks and gouges from where it has hit something.
<b>95</b>	Window	A scratching noise can be heard on the glass of an upstairs window, whose curtains are closed, as if tree

		branches are catching the glass. When the curtains are opened, there is nothing there, and there are no trees near enough for their branches to have been rubbing against the window.
<b>96</b>	Window	In the street, garden or otherwise visible from an upstairs window, a strange figure can be seen standing outside, perhaps near a lamp pole. The figure is swathed completely, and its face cannot be seen, but it appears to be looking up at the glass. When examined closely, the figure is wrong; it may be too big, which can be measured by what it is standing next to, or it may be misshapen or have the wrong proportions. If a player goes outside to investigate, the figure is not there.
<b>97</b>	Window	On the first look through this window, it shows a different scene from what it should normally do. The appearance of the outside world is altered from what it should be. Visible buildings appear as if they have been abandoned for years, what look to be dead bodies may be lying or, worse, moving, in the street, gardens and yards may be completely overgrown. A second look shows everything to be normal.
<b>98</b>	Window	The glass in this window is old and, in the manner of ancient glass, has run and settled towards the bottom of the frame. The pattern left in the glass from this slow, steady movement is rather curious. If a player examines it closely, it appears to have formed the shape of an elongated, deformed human face, with its mouth wide open in a soundless scream.
<b>99</b>	Window	The world outside appears to be dying. Nothing can be seen of any buildings that were there before, and no plants, people or animals can be seen. Instead, all that is visible is dusty soil and sand, whilst a bloated red sun hangs low in the sky painting the landscape with a bloody, feeble light. A second looks shows everything to be normal once more.
<b>100</b>	Window	This only happens at night when the stars can be seen. The stars and constellations seen out of the window are not those of Earth. They are in the wrong places and in the wrong colours. Many are the red of old and dying suns; some are colours never seen in stars before, such as greens and purples. A second look may reveal everything to be normal once more, with the old, familiar constellations in their rightful places.