

The Last Masquerade



The Last Masquerade

Midnight Hour Edition

A game by the Cybernetic Coven

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It is a fine night at the luxurious Orlesceu Manor where a lavish party is underway. The countryside surrounding is wracked in danger and dread, but inside these gilded walls there is only revelry and joy; for tonight is a Masquerade, a true and proper masked ball where socialites and servants mix and mingle under false faces. The party has gone long and enjoyable, visions of luxury and excess present in the Count's sprawling and surreally eccentric home. As the clock strikes midnight however, a strange, ominous feeling sweeps over you. It is then you find the first body.

Something is in this mansion with you.

Something monstrous.

Let Us Begin...

Welcome to *The Last Masquerade*, a quick tabletop rpg of refinement, class, and the monsters that hide behind human skin. *The Last Masquerade* is a straightforward game meant to be played as a single session, and requires one GM (called the Host) and anywhere between 2 and 5 players. You'll also need several 6-sided dice, some printer paper, some index cards or other small slips of paper, and some pencils. In *The Last Masquerade* you play as a socialite at the esteemed and surreal Orlesceu Manor during a masquerade ball where all the notorious and nefarious members of society are attending. However, as the clock strikes midnight you realize that you are not alone there: Beyond the other guests and their own backstabbing agendas, there is a monster hiding among the crowds, picking off partygoers. Leaving it to do its monstrous work will spell disaster. But to focus on it is to leave your rivals and their own hidden agendas unchallenged, and undoubtedly will have this night end in failure for you. Such a failure that you cannot abide by.

Basic Mechanics

The Last Masquerade takes place over the course of **six hours**, starting at midnight and ending at 6:00am. Each hour is split into **four turns**, each taking roughly about 15 minutes worth of time. Victory for the players is reached by surviving until 6:00am and obtaining points, either by completing their agendas, holding onto their Mask, or defeating the Monster (or Monsters).

During each turn, each player has **two actions**. You can use them in the following ways:

- ✳ **Movement:** Move between adjacent rooms, if they're properly connected. When moving through a door into an unexplored area, this generates a new room.
- ✳ **Interaction:** Speak with others in the room you are in, search for hidden treasures, hide dead bodies, stab people in the back both figuratively and literally. Interaction often can become opposed tests, either between player and player, player and NPC, or player and monster.
- ✳ **Investigation:** Put together information about your surrounding fellows, follow bloodstains and piece clues into gruesome tapestries. Or, figure out who's on your trail. Investigation is often based around obtaining more information from the GM.

In this game, you'll use **6 sided dice for rolls**, where **rolling a 5 or 6 is a success**. When called to make a roll, you'll pick from one of the three stats and roll a number of dice equal to that stat, as explained below.

Character Creation & Gameplay

The Last Masquerade has three primary stats for your character, which govern the dice you roll and your own ability to survive. You use these stats to perform actions as described above, and also represent your own health. These stats are:

- ✳ **Thorns:** Governs your physical aptitude and general health.
- ✳ **Roots:** Governs your intellectual aptitude and mental health.
- ✳ **Petals:** Governs your social aptitude and reputation.

Whenever you wish to perform an action that would require a roll, you roll a number of dice equal to the requisite stat, as determined by the Host. This can be something that is argued, or debated. Perhaps you could say that while hitting someone with a club would be a Thorns roll, baiting someone into a dark corner to sneak attack them with a club would be a Roots roll, for example.

Similarly, when you're targeted by a roll, you can defend against it using a roll of your own, with the stat chosen being based on how you're trying to defend yourself. If someone were to hit you with a club and you fought back with your fists, you would roll an opposed Thorns roll. However, if you were to instead defend yourself by trying to convince passerby to come to your rescue and save you from this hooligan, you would be rolling with an opposed Petals roll. How you defend yourself can be just as important as how you attack.

Whenever you are targeted with a roll using a stat and fail to defend against it, you lose dice from that pool equal to the number of successes your opponent has, minus the number of successes you rolled to defend. If you run out of any one pool, it's game over for you as you either perish, lose composure and run off into the night, or completely lose your own social standing (a fate worse than death, in this type of high society).

When creating your character, you start with 1 in each stat, and have a total of 5 points to spend between the three stats to develop your character. For the sake of comparison, the average partygoer at this masquerade has 2 in each stat.

In addition, there are three more pieces of information you need for your character: Your **Title**, your **Mask**, and your **Agendas**.

- ✱ **Your Title** is a badge of honor that still provides some mark of anonymity. It can be a clue to who you are, but is not definitive, and is more importantly, deniable. When you need to lean into your reputation, imply significant threats, or simply shout defiance to the world, your Title is what you rely on. But such potency only truly works once, in a realm of backstabbing and leverage like the Masquerade.
 - ◇ **Once per game**, you may invoke your title, leaning on who you are and the weight of your personage. When you do, you may reroll a dice pool
- ✱ **Your Mask** is what hides your face from the world, and also hides your actions from the cruel and capricious whims of high society. It is a literal masquerade mask, as you are at a masquerade and as such are wearing some sort of fancy costume, but also the foremost line of defense for your identity, and the foremost means of deniability for your actions. To lose it invites great danger and a great blow to your reputation, but to reveal who you are and what you stand for grants great power as well.
 - ◇ **At any time**, you can remove your Mask to give yourself +1 to all stats. Once removed, your Mask can not be returned.
 - ◇ **Additionally, as long** as you have your Mask, actions you take are associated with your Mask and not the person behind it. In the event that you need to escape suspicion, removing your Mask may be your only option.
- ✱ **Your Agendas** are your hidden goals that drive you during the course of this evening at Orlesceu Manor. These are things that you cannot let your fellow guests know about, as it would inevitably invite danger, embarrassment, and ruin. Succeeding in your Agendas is how you win the game, assuming your survival.
 - ◇ **At the start** of the game, each player will create Three Agendas. To do so, take three small pieces of paper or index cards and write an Agenda on each of them. These can be things like sleeping with a specific number of guests, stealing something valuable from the manor, killing a particular guest, holding a rousing speech, socially destroying a rival, or any thing else you can think that a hedonistic and egoistic bunch of nobles might get up to at a private masquerade. Then, each player mixes these papers together and draws three each. These three you draw are your Agendas.
 - ◇ **As described below**, completing an Agenda grants you **victory points**, which are required to show who among you has won at the game's conclusion.



The Monster

There is a **Monster** somewhere in this party, flitting through the masquerade, from the moment the clock strikes midnight. You have six hours to evade or escape the monster without losing your carefully crafted social standing, all while accomplishing your Agendas that you so desperately desire.

The Monster is also masked, just as you are, and as such must be discovered before you can properly do anything about it. You must find out who lies under the mask before you can decide what must be done. Should the monster be truly revealed, the party will descend into panic, likely making everything that much more difficult to enact or succeed in. However, breaking the monster's Mask can have beneficial effects, such as preventing it from hiding again or readying an area for confronting it.

The Monster itself can be strong, cunning, charismatic, or all three at once. It is a danger to even the sharpest socialite or the most tenacious brawler. To defeat it, you must outmaneuver it. To survive it, you must outwit it. To ruin it, you must be an even greater monster yourself.

The Monster has the same Thorns, Roots, and Petals stats as the players do, and can be killed in the same ways. However, upon taking what would be lethal damage on one dice pool, it can instead choose to subtract that damage from another dice pool, though it can only do this once per instance of lethal damage. It has **three actions per turn**, of the same type as the players or of using its own unique **Abilities**, and its own **Weakness** that if found, is all you need to bring it crashing down.

There are twenty varieties of monsters available in this book for the Host to use against the players, but not all of them are the same. These monsters are divided into three sections: **Sprout Monsters**, who are relatively simple and easy to use and face for both the players and the Host, **Bloom Monsters** who are more complicated and tricky to run and play against, and **Overgrowth Monsters** who wildly transform the base mechanics of the game. You can use any of these monsters in the game, but they're organized into these categories to make it easier to choose your Monster (or perhaps even Monsters) to descend upon Orlesceu Manor.

Setting Up the Game

To get started, have everyone make their characters and have the GM decide on what Monster (or potentially Monsters) will be present. Then, draw a square room in the front with an exit on the north, east, and west sides, and mark it as the **Foyer**. Then, whenever a player moves through a door into an unexplored area, roll **3d6** on the **Manor Generation Tables** and note that every **Straight**, **Double** or **Triple** you roll on the die changes the nature of the room. Don't worry if the combination of rooms looks bizarre and weird! Orlesceu Manor is a manor of pure eccentricity, both in decor and layout. The weirder and more opulent, the better!

From there, the clock strikes midnight, the characters find the existence of the monster, and the frantic night of fear and viciousness begins. Will you succeed in your agendas, no matter how foul? Will you slay the monster and be lauded as a hero? Or once you wipe the blood from your face will you find yourself just as much of a monster after all?

Number	Room Type	Number	Room Type
3-4	A small empty, barren room, completely devoid of furniture. The wallpaper is peeling, and the floorboards are bowed outwards, as if from years and years of neglect and harsh weathering, despite it being indoors. Something seems ominous about this place. There is only one door in or out.	10	A stately lounge, a warm fireplace crackling on one wall and upholstered and decorated settees and chairs surrounding it. Paintings and bookshelves sit on the surrounding walls, and the long curtains that would normally show the picture windows to the outside are drawn. There are two doors, perpendicular to each other.
5	A trophy room, filled with taxidermied animals from all across the world. You can still smell blood there under those glassy, accusing eyes. There are two doors perpendicular to each other.	11-12	A stately ballroom, massive and open with columns holding up the domed ceiling. People mill through the ballroom, while servants bring drinks and hors d'oeuvres to them. A band plays in one corner, a lively miniature orchestra filling the room with beautiful ambiance. There are four exits here, one on each wall.
6	A lavish private bathroom, complete with massive clawfoot tub and filigreed marble fixtures. Candles sit on the stone dripping wax and illuminating the flower petals that lay strewn across the room. There is only one door in or out.	13	A library and study room, covered in dusty tomes and festooned with strange, occult artifacts. The floor is black marble, inlaid with arcane symbols in gold. There are two doors that enter here.
7-8	A long rectangular dining hall filled with a succulent and exotic feast. The hall is lavish, filled with a succulent banquet. Great chandeliers hang from the ceiling, and centerpieces and candelabras sit upon the table. Knives and forks gleam, and the great roast at the center of the banquet table looks almost alive. There are two doors, one on either side of the room.	14	A great gallery of paintings and sculpture, showing priceless works. Still, some of them seem strange and ominous, just shy of some uncanny, dreadful visage. You swear some of them turn to look at you. There are two exits, one on each side of the room.
9	A bustling and expansive kitchen, gleaming knives hanging from racks and ovens flaring with fire. Chefs hurry to and fro to prepare for the banquet and to create the hors d'oeuvres for the event. The room smells however almost uncomfortably like cooking pork, and you swear you saw a hand in the oven window. There are two doors.	15	A massive, lavish greenhouse, filled with all manner of exotic and beautiful plants. Rose bushes as tall as people wind up and down the walls, great ivy vines thread between imported trees with odd-colored leaves, and the moon shines beautifully through the gilded glass of the roof. There are three exits, two large and noticeable, and one somewhat hidden by shrubbery.

Number	Room Type	Number	Room Type
16	A bedroom of some kind, be it a stately guest room or expansive master bedroom. Each bed is four-poster, curtains and veils hanging to seal it off and hide it, and for a moment, if you look at the bed through the moonlight, you could swear you saw a figure reclining sensually on it. There is one door, in and out.	17-18	A starlight observatory tower, spiraling upwards. This tower is small, but very large vertically and dark, hosting elaborate engravings of the constellations above that glisten in the faint light of the night sky, and a massive, intricate telescope. There is one door in and out of the observatory, at the base of its spiral staircase.

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The Stargazer's Manor

Double 1s	This room is cluttered and filled with stored objects or mess. It takes 2 actions to move through here.	Double 4s	This room holds some secret of the Monster's powers. Upon searching the room, you learn one of the Abilities of a monster of the player's choice.
Double 2s	This room is a trophy room of some kind, filled with antique weapons! You may take and carry around one of these weapons, giving you +1 Thorns at the expense of -1 Petals.	Double 5s	Something in this room is irresistible to the monster! Upon entering this room for the first time, the Monster will start to head towards this room ignoring everything else that it comes across.
Double 3s	This room holds some secret of the Monster, a hidden vulnerability of its true nature. Upon searching the room, you learn the Weakness of a monster of the Host's choice.	Double 6s	This room is oddly serene, and you feel stronger and better equipped to deal with the horrors of the mansion thanks to the brief respite it offers. The first time a player enters this room, they gain +1 to a stat of their choice.

Triple 1s	This room was used for something horrific, once upon a time. Underneath the floorboards you can find the remains of a mutilated body, crude weapons or tools, and a single, still-beating heart. This room also is strangely attractive to the Monster. made aware of the room's existence, it will prioritize going there first.	Triple 4s	There is something strange about the music being played in this ballroom, its tune subtly discordant and bringing with it a creeping sense of dread and horror that seeps into your senses. All rolls within this room require 2 successes to succeed, instead of 1.
Triple 2s	The shadows cast by the fires in this room are long and strange, shifting and warping in the corner of your vision, and clinging to you like a needy lover. As long as you are in the shadows of the room, you cannot be seen, regardless of any tests to seek you out otherwise. However, for each turn you spend in the shadows, take 1 Roots damage.	Triple 5s	The flowers hold a powerful secret. When you first come in contact with one of the many rose bushes in the greenhouse, a thorned stem winds its way around your wrist and fastens into a bracelet. The next time anyone would attempt to attack or damage you, they instead take 2 Thorns damage as the bracelet leaps from you to savage them, impaling into their arm like fangs
Triple 3s	The food within this room is horrid and strange. When you first entered it appeared succulent and delicious, but now you note that it is rotting and horrid. Some of the dishes look like butchered humans. Upon entering for the first time, make a Thorns test. Upon failure, lose 1 Thorns permanently as you are made ill by the horrid sight.	Triple 6s	The stars call to you here. The first player to look through the telescope receives a permanent +1 bonus to Thorns, Roots, and Petals. However, the stars also whisper dire, maddened warnings. Once a player does, the monster immediately prioritizes getting to the observatory and confronting the player or players within.

123	This bathroom has a secret tunnel, hidden underneath one of the sinks, leading to the furthest away room currently on the map. It's activated by turning the faucets.	345	There is something strange about the music being played in this ballroom, its tune subtly discordant and bringing with it a creeping sense of dread and horror that seeps into your senses. All rolls within this room require 2 successes to succeed, instead of 1.
234	This kitchen has a dumbwaiter that transports food to a different room of the mansion. Create a secret tunnel to the nearest Ballroom or Dining Hall. If there are neither, create a secret tunnel to a room of the player's choice.	456	This greenhouse has a hidden undercroft below one of the topiary displays, leading to a room filled with poisonous, carnivorous, or deadly plants, as well as the preserved corpse of a Monster.


The Stargazer's Manor

Number	Room Type	Number	Room Type
3-4	An empty space where a room once was. It looks as if the section of the mansion was torn out wholesale, leaving behind only dusty foundation and bare pipes. There are two doors, on walls of your choosing.	11	A conservatory, utterly devoid of furnishing or signs of habitation. Dust covers the floor of the entirely glass room, moonlight casting strange shadows in the emptiness. The walls feel as thin as a soap bubble. There are two doors to this room.
5	A wine cellar, dusty casks forming a labyrinth of wine-stained wood and strange stains. Sometimes you hear a thumping noise that sounds like it's coming from inside one of the barrels. There is a door, where you came from.	12	A studio, canvases hanging on frames and half-made statues covered in cloth. The paint seems to glisten in the light, fresh and vibrant, almost bleeding from the frame. There is one door to this room.
6	A sunroom, covered in cobwebs and dust. Thick curtains block windows, and the air in the room is oppressive and still. There is no source of light in the room, save the door you entered. There are two doors, opposite each other in this room.	13	A grand concert hall, chairs and seating arranged around a collection of instruments, arranged as if in attention for a nonexistent conductor. A faint sound of strings echoes through the room. There are three doors to this room.
7	A statuesque balcony, overlooking the picturesque landscape of the Manor and the beautiful night air. Except... you don't recognize the surroundings from when you entered. Or the sky. There is one door, where you entered.	14	A storage room, heavy boxes chained shut and cast aside. They bear markings from many countries and locales. As you look away, you'd swear that one of them shakes in the corner of your eye. This room has two exits.
8	A game room, filled with billiards tables, dart boards, and other games of skill and luck. The green felt of the tables seems to almost glow under the low lamps, and the shadows are just deep enough that it's hard to make out the player's faces. There are two doors to this room, on walls of your choosing.	15-16	An alchemical laboratory, glass alembics hanging full of strange liquids. Plant cuttings and diagrams of botanical dissections cover the walls and desks. Floating in jars, strange shapes stare back at you through a haze of formaldehyde. This room has one entrance.
9-10	A meeting room, finely upholstered chairs arranged around a long table. Above, paintings depicting wizened and stately figures glare down, their eyes seeming to follow your gaze. There are three doors to this room.	17-18	A great pit, winding into the earth. The manor seems to bow around it, curving inwards towards the darkness. A singular, spiraling walkway has been carved into the side, leading downwards past gnarled roots that push out from the walls. This room has four entrances.

The House Atop Hell

Double 1s	The room is structurally unsound, creaking under its own weight. If a fight starts in this room, put a die on the room at 3 as a countdown. Every time someone fights in the room, turn the die down one number. When it would hit zero, the room collapses, dealing 2 damage to all pools to everyone left in the room.	Double 4s	Hidden in this room, you find a hand-drawn map of part of the manor! Choose an existing door anywhere in the manor and generate two rooms branching from it.
Double 2s	The room has a hidden cache of finery! You may take some, giving you +1 Petals in exchange for -1 Thorns.	Double 5s	Half-devoured dead are hidden across this room! If the Monster enters this room, it may use an action to eat its leftovers, healing 1 in all stats. However, the bodies give information on how they died: Reveal one Ability of the Monster to the players.
Double 3s	Something about this room sets your teeth on edge. Something bad happened here. Everyone but the monster rolls 1 less die in their pools here.	Double 6s	The shadows of this room are long and dark, activating something primal in your mind. Add +2 to any one stat, but -1 to another stat of your choice.

Triple 1s	In the center of the empty space, a hole in the ground yawns hungrily. Pick any room in the Manor. This hole transports anyone who moves through it there, appearing as if falling from the ceiling.	Triple 4s	Phantom strings echo through the room, filling the space with a thrumming energy. While in this room, all contested rolls count as 1 success higher for the winner.
Triple 2s	Something shifts in the lightless room, moving just out of sight. Upon entering for the first time, the room, all lights go out, and the Monster is transported to the Room. However, due to the darkness, both the players and the Monster need 2 successes to attack each other instead of just 1.	Triple 5s	The arcane sprawl of diagrams and dissections has found a possible solution to your Monstrous problem. Gain a vial of Botanicide, which can be used to deal 2 damage to any one pool of the Monster as an action, without rolls.
Triple 3s	At the end of the meeting table, one of the chairs looms, larger than the others and brimming with some strange presence. If no one has sat on the chair before you, you may choose to sit on it. If you do, gain 1 in each Stat, but replace one of your Goals with "Brutally murder a rival," prioritizing completed Goals first.	Triple 6s	The pit yawns deeper and deeper, spiraling endlessly downward. Its walls shift from dirt to gnarled roots, to strangely artificial edifices, windows to nothing and wallpaper shifting in and out of the earth. Deeper and deeper into the darkness you go, until there is nothing but black and the creaking sound of branches swaying like the breathing of some great beast... and then you walk forward, into a well lit, well furnished foyer, just like the one you entered the manor with. There is now a second manor at the bottom of the Pit.
123	This sunroom has a hidden passage, squirreled away behind one of the thick, heavy curtains. It's covered in cobwebs, and leads to the room closest to it that it does not connect to already.	345	There is a hidden passage in this meeting room behind one of the paintings. It's small, only enough to crawl through, and the painting's eyes have been carefully removed to make a viewing port. It leads to the nearest room with only one exit. If there are none, it leads to the room furthest away in the house.
234	There is a hidden passage in this meeting room behind one of the paintings. It's small, only enough to crawl through, and the painting's eyes have been carefully removed to make a viewing port. It leads to the nearest room with only one exit. If there are none, it leads to the room furthest away in the house.	456	This laboratory has a hidden passage behind one of the shelves, covered in alembics and glass jars. It's opened by moving one of the jars, the only one lacking a preserved body or organ inside. It leads to a hidden room, filled with the vivisected corpse of a Monster, and the tools used to do it



Monstrous Menagerie

Monstrous Menagerie

In this section, you'll find the stats for the different kinds of monsters available in this edition of *The Last Masquerade*, organized by the difficulty and complexity to run of each monster. It's worth noting that if you feel up to it, the Host can easily include more than one monster, especially of the Sprout variety, for the purposes of a game with a larger number of players or players who want a more dangerous kind of adventure.

There are as many types of monsters as there are flowers in the world. Contained below are twenty monsters for use in *The Last Masquerade*, but should you wish, you can absolutely create your own. If you do so, simply remember that every monster has two Abilities and one Weakness. As well, it's generally worth keeping in mind if the monster you want to make is a Sprout, Bloom, or Overgrowth in terms of complexity and difficulty.

Sprout Monsters

THE ROSE

✧ **Thorns:** 2

✧ **Roots:** 2

✧ **Petals:** 5

The Rose is a socialite and killer in one, a creature of sly smiles and seductive beauty covering deadly barbs, and luring in the weak and gullible to do its bidding. Under its touch, the weak-willed find themselves compelled to follow, and the strong face an army of thralls willing to throw themselves before any blade.

✧ **Petals in Her Wake:** As an action, the Rose can release a supernatural allure out to everyone in the room. Until the Rose's next turn, she can substitute her Petals dice pool for any other roll while in the room.

✧ **Kiss of Thorns:** The Rose can suborn an NPC to help her, spending an action to allure an NPC. These NPCs can either, as an action, perform an action in lieu of the Rose (with the default human stats of 2/2/2), or can give her a one-time bonus die to a roll of her choice. The Rose can have any number of suborned NPCs, but can only utilize them if they're in the same room as her. Players can break free NPCs that have not yet been used by using an action, or by hurting them in any way.

✧ **Weakness:** The Rose is a creature of pure sociability and social standing. Should you break the Rose's Mask, she takes triple damage from any source.

THE LILY

✱ **Thorns:** 3

✱ **Roots:** 5

✱ **Petals:** 3

The Lily is a creature of purity and strangeness, someone or something that seems too good, too flawless, for this world. A rare confluence of purity, grace, and immaculate harmony ever-shifting between faces... right until it pulls the heart from your chest.

- ✱ **Immaculate Shell:** The Lily's supernatural flawlessness makes it physically difficult to harm her. Subtract 1 success from all rolls attempting to hurt the Lily.
- ✱ **Faceless Glamour:** The Lily can take on more than one mask, shapeshifting between different forms. This means that the Lily can disguise itself as multiple guests, and confuse and bewilder the players, and let down masks only to still escape into a new one. Each time the Lily transforms however, note down the total number of transformations it's performed. Whenever the Lily's mask is broken via its weakness, it takes additional damage divided between pools as you choose equal to the number of times it's transformed this game.
- ✱ **Weakness:** There is an object or substance that is purely inimical to the Lily's power and life. Whatever this substance is (Iron, silver, flower petals, tears) coming into contact with it deals 1 damage to all pools to the Lily, and automatically breaks its Mask.

THE ORCHID

✱ **Thorns:** 4

✱ **Roots:** 4

✱ **Petals:** 1

The Orchid is a silent, invisible killer, a creature that stalks hidden through the crowds and unseen among the opulence of the Manor. As long as there is motion, its shifting flesh fades into the air, silent save for the moment when its claws catch upon fresh prey.

- ✱ **Among the Jungle:** As an action, the Orchid can render itself passively camouflaged in the room it's currently in. While camouflaged, it cannot be attacked, and is immune to Petals damage.
- ✱ **Petal Flurry:** The Orchid can, once per game, escape from a situation where it's been seen in an explosion of petals. Choose a random room and move the Orchid to it. However, the Orchid leaves behind a trail of petals that can be searched for and tracked through the rooms.

- ✱ **Weakness:** The Orchid's camouflage only works in rooms full of moving people or moving objects. Within an empty room or where others are still, the Orchid is perfectly visible and targetable.

THE SNAPDRAGON

- ✱ **Thorns:** 6
- ✱ **Roots:** 2
- ✱ **Petals:** 2

The Snapdragon is a brutal, vicious monster only barely concerned with the fiction of hiding among its prey during this masquerade. So great is its bloodlust that it can be seen even in disguise, inspiring atavistic terror in all who behold it.

- ✱ **Dragon's Clutch:** The Snapdragon holds on tight when attacking a target, vines, limbs, or teeth seizing them in place. Upon taking damage from the Snapdragon, you cannot move without making a Thorns roll to break free as an action.
- ✱ **Dragon's Snarl:** As long as it hasn't lost its mask, the Snapdragon can partially reveal its true nature, giving everyone else in the room -1 to their next roll via sheer terror. This is only effective once per character, as they've already seen the mask slip before and are thus inured to it. Additionally, this ability cannot be used if the Snapdragon's mask is broken.
- ✱ **Weakness:** Injury sends the Snapdragon into a brutal frenzy completely eclipsing its senses. When the Snapdragon is hurt by anything, it will spend the next turn doing nothing but getting to that thing and attacking it, regardless of what or who it is.

THE POPPY

- ✱ **Thorns:** 3
- ✱ **Roots:** 4
- ✱ **Petals:** 3

The Poppy is a slow and ambling corruptor, a creature whose victory comes not with brutal violence but by rendering its prey unable to fight back or even realize that they're being devoured. With every moment, it poisons what it can touch, rendering its prey unable to run and unable to fight.

- ✱ **Slumbering Sap:** As an action The Poppy can suffuse items, objects, and its own skin with a supernatural narcotic sedative. Upon coming into contact with the infused item, a player suffers a -1 to the results of all dice rolls for the next two turns. This doesn't stack. As an action, the Poppy can suffuse, items, objects, and its own skin with a supernatural narcotic sedative. Upon coming into contact with the infused item, a player suffers -1 to the results of all dice rolls until the end of the Poppy's next turn. This doesn't stack.

- ❖ **Opium Haze:** The Poppy's poison can distort and confuse, sending people running through the wrong place in search of phantom enemies. Twice per player, the Poppy can make a poisoned player randomly progress through doors instead of the door they choose, rolling a die to pick which door they take.
- ❖ **Weakness:** The Poppy is slow and ambling, its lackadaisical nature preventing it from being a truly terrifying predator. It only has two actions per turn, and cannot move and attack in the same turn.

THE GLADIOLUS

- ❖ **Thorns:** 4
- ❖ **Roots:** 3
- ❖ **Petals:** 3

Cold, brutal, and inhumanly honorable, the Gladiolus does not seek simple prey, but battle, delighting in the refined violence of a formal duel. Despite its hidebound adherence to a duelist's codes of conduct, the Gladiolus is lethal beyond measure, a weapon in the vague shape of life, thirsty for blood.

- ❖ **Blades of the Champion:** The Gladiolus is a lethal combatant, its blade-like limbs causing terrible wounds. It does +1 damage on a successful roll.
- ❖ **Glorious Flourish:** Weapons and tools break under the lethal blades of the Gladiolus. By using an action, the Gladiolus can attempt to slice and sunder something on their opponent's person; The Gladiolus makes an attack roll that, if successful, deals no damage, but instead destroys something of theirs. The Gladiolus prioritizes tools and weapons (especially those that give stat bonuses), but if the target has no other suitable items, the Gladiolus will break their Mask.
- ❖ **Weakness:** The Gladiolus is a duelist, and demands battle to soothe its sense of honor. It will only ever initiate combat in the form of a one versus one duel, and will refuse to fight otherwise unless attacked first. While in a duel, the Gladiolus and the duelist get +1 die on their rolls against each other.

THE CARNATION

- ❖ **Thorns:** 4
- ❖ **Roots:** 2
- ❖ **Petals:** 4

A bombastic font of energy and explosion, the Carnation is the spark that can set the whole mansion ablaze in chaos and confusion. Waiting for the moment where it can make the biggest impact, the Carnation swoops into the center of attention, and like a great firework, fills the room with light, sound, and death.

- ✳ **Dramatic Exposition:** Always explosive and always the center of attention, the Carnation can set itself to explode as an action. Then, at the end of the turn, anyone and anything within the same room as it takes 1 damage to all pools, with the exception of the Carnation.
- ✳ **Spice of Life:** Carefully contained in the explosive nectar of the Carnation are psychotropic pollen and dizzying spores, as to better impress the passerby. When the Carnation deals damage to a target, it leaves a burst of pollen on them that dazzles and dazes, making that character have to spend 2 actions to perform what normally would be one action. This ability cannot stack.
- ✳ **Weakness:** After it explodes, the Carnation is dazed and reeling, both by its power and by the wonderful audience to its performance, getting only 1 action for that turn.

Bloom Monsters

THE SUNFLOWER

- ✳ **Thorns:** 3
- ✳ **Roots:** 3
- ✳ **Petals:** 3

The Sunflower is a bewildering and hypnotizing predator, fixated on a singular target to the exclusion of all else. Picking off the objects of their obsession one by one, the Sunflower follows, indefatigable, growing stronger for every moment that its prey escapes it.

- ✳ **Heliocentrism:** The Sunflower can daze and hypnotize those that look upon its true face. When the Sunflower either loses or lets down its mask, everyone in the same room takes a -1 to all dice rolls until they leave the room.
- ✳ **Heliopathy:** The Sunflower can focus on a single person to seek, and grow stronger as it reaches them. When the game starts, have the Sunflower secretly select a player. Then, every turn the Sunflower is in the same room as the chosen player, roll 1d3 and give the sunflower +1 in that stat, but only when interacting with that player. If that player dies, the Sunflower can select a new player.
- ✳ **Weakness:** The Sunflower cares only for its obsession, and that distracts it from the actions of others. As long as the target of the Sunflower's focus is in the same room, the Sunflower takes 1 additional damage from any successful rolls made by any other players besides the target.

THE TULIPS

✱ **Thorns:** 2

✱ **Roots:** 4

✱ **Petals:** 4

A growing corruption, the Tulips are not content to simply be a single form but instead expand across the Manor, ravenous and devouring. Despite their multiple bodies, they are all the same organism, roving maws and prying eyes of an uncannily coordinated swarm of death.

- ✱ **Fruitful Multiplication:** There are always more Tulips. The Tulip starts as two bodies with the listed stat total, but can as an action split, dividing their stats (rounding down). Each body of the Tulips can act independently, but they cannot recombine. However, each body can aid each other, adding +1 die to a roll for each other body present.
- ✱ **Hungry Mouths:** The Tulips can consume the blood of the dead to grow and spread. A Tulip can spend its whole turn eating a dead body, giving it +1 to all stats and removing evidence of the body having ever been there. This can also be done by consuming an entire body's worth of blood.
- ✱ **Weakness:** The Tulips are in truth one organism, and injury transfers among them close enough to each other. If a Tulip is dealt damage, it deals 1 damage to every other Tulip in the room with it.

THE DAHLIA

✱ **Thorns:** 3

✱ **Roots:** 3

✱ **Petals:** 4

The heart, soul, and death of a party, the Dahlia's presence escalates revelry into bewildering mania and indulgent violence. They feed off the actions of others, needing to be in the center of attention to warp actions and even environments to further their chaotic designs.

- ✱ **Bacchanalia:** The Dahlia's presence encourages instability, revelry, and violence. Each turn that a player is in the same room as a Dahlia, roll a d6. On a 5+, the player must perform some kind of offensive test against a target of any kind that turn, or leave the room. NPC's are affected by this as well, and the only one who is visibly unaffected is the Dahlia themselves.
- ✱ **The Grand Revel:** The Dahlia's unstable aura affects the layout of Orlesceu Manor itself. As an action, the Dahlia can reroll the room that they're in, changing the entrances, exits, and secret tunnels.

- ✱ **Weakness:** The Dahlia's nature is to be with others, and is severely weakened when alone. If the only people in a room are the Dahlia and Players, the Dahlia takes twice as much damage from any roll.

THE DANDELION

- ✱ **Thorns:** 2
- ✱ **Roots:** 5
- ✱ **Petals:** 2

Prowling and patient, the Dandelion is a master of setup and subterfuge, planting dangerous explosives throughout its environment. It waits for its prey to stumble into danger and then pounces, its shadow massive in the flames of its explosives, before slinking back into the sidelines to await the next soul foolish enough to fall for its traps.

- ✱ **Seeds of Destruction:** The Dandelion scatters its seeds everywhere, each a deadly trap. Whenever you generate a room, secretly roll a d6. On a 4+, there is a Dandelion Seed in the room, which when found or touched, explodes, attacking as if a 3 dice Thorns roll, on anyone who's near it. The Dandelion is aware of where the seeds are, and can be hurt by them.
- ✱ **Trappers Roar:** The Dandelion can utilize its seeds to seem bigger, stronger, and scarier than it actually is. When a Seed explodes, regardless of where it is in the mansion, the Dandelion may use it's Roots for the next roll regardless of what it is.
- ✱ **Weakness:** The Dandelion is a coward at heart, and flees at the first sign of injury. Whenever the Dandelion is hurt, its first action must be to get away from the source of that hurt, regardless of what else is going on.

THE HONEYSUCKLE

- ✱ **Thorns:** 2
- ✱ **Roots:** 4
- ✱ **Petals:** 3

A creature of subtle danger and building decay, the Honeysuckle plays a patient game, killing its prey by inches by its mere presence. Every moment spent near the Honeysuckle is another moment where the sweet venom that marks its every move seeps into the unsuspecting.

- ✱ **Sweet as Sin:** Each time a player ends a turn in the same room as the Honeysuckle, mark a poison counter under their name. You don't need to tell the players this is happening. Then, if there are 3 poison counters on the player, remove them and deal 1 damage to each stat on that player.

- ✱ **Assassin's Kiss:** As an action, the Honeysuckle can put a poison counter on every player in the same room as them, or an adjacent room. However, this is noticeable, and reveals to each player the amount of poison counters they currently have.
- ✱ **Weakness:** Entirely specialized into its poison, the Honeysuckle can't attack, and suffers a -1 die (to a minimum of 1) on defensive rolls against direct confrontation.

THE THISTLE

- ✱ **Thorns:** 4
- ✱ **Roots:** 3
- ✱ **Petals:** 3

Thorned and deadly, the Thistle nevertheless is a careful and intelligent predator, utilizing and manipulating its environment to corral and cut off its prey. At its command, thorns and briars can cut off rooms, lock out entire sections of the Manor, and pull fleeing prey into the killing ground, just where the Thistle would want them.

- ✱ **Briars and Borders:** The Thistle can create Thickets on the doors to rooms or parts of the environment, creating a static barrier that counts as having 2 Thorns for the purpose of health and damage. Thickets attack in retaliation upon being touched, and can be damaged by either Thorns or Roots rolls equally, but can only attack Thorns.
- ✱ **Bramblegrasp:** The Thistle can attack through its Overgrowth, making a roll that has the brambles grab and pull a target into or through them. If the Overgrowth is over a Door, it pulls them through in the process.
- ✱ **Weakness:** Hurting the Thistle immediately removes all Overgrowth in all rooms, and if the Thistle had Overgrowth in rooms besides the one that it's in, deals 1 extra damage.

THE FOXGLOVE

- ✱ **Thorns:** 3
- ✱ **Roots:** 2
- ✱ **Petals:** 4

Every medicine is a poison, and none so exemplifies that aphorism as the tireless and terrible Foxglove. With each touch it withers and weakens, pumping veins of its prey full of agonizing venom, before ripping it free to metabolize into its own body, letting it shrug off even the most dire of wounds.

- ✱ **Foxdie:** The Foxglove's touch is poison incomparable. Whenever the Foxglove deals damage to a target in a way where they would come into physical contact with them, it envenoms that target. Envenomed targets count as having 1 less in all stats for the purposes of rolls, though still keep those stats for calculating health.
- ✱ **Foxalive:** The touch of the Foxglove heals as well as harms. Whenever the Foxglove would activate Foxdie on an already envenomed target, instead it removes the envenom from the target, and the Foxglove heals 1 point in a stat of its choice.
- ✱ **Weakness:** The Foxglove can overdose on its own healing. If the Foxglove heals 4 times in the same room, it dies as its own heart stops. Whoever the last person is who hit it counts as its killer for the purposes of scoring.

THE LOTUS

- ✱ **Thorns:** 3 (1)
- ✱ **Roots:** 3 (1)
- ✱ **Petals:** 3 (1)

Few dangers are as great as the one that comes with its own scapegoat. The Lotus' disguise is perhaps the most human of all monsters, so instead it hunts by shaping together a projected killer, a disposable hunting beast that acts in its stead, all while it waits, hidden amongst the endless halls of the Mansion.

- ✱ **Endless Cycle:** The Lotus' can create a monstrous projection, controlling it and sending it to kill and hunt for it. However, while doing this, the Lotus' body goes into a state of meditative torpor, leaving itself open and vulnerable. The Projection has the stats as listed, while the main body has the stats in parenthesis. This projection takes damage independently of the Lotus' main body, and if slain, gives no Victory Points. The Lotus can re-summon this projection if it is destroyed, but only can have one projection present at a time.
- ✱ **Watertop Dancer:** The Lotus' projection is barely constrained by physical space. When the projection is created, it can be placed into any discovered room, and when defeated can be re-created at the beginning of the next turn. However, if the Lotus wishes to undo its projection and return to its real body, the Lotus must use its whole turn to un-summon the projection.
- ✱ **Weakness:** The Lotus' real body has its title and mask, and are things that make it conspicuous. If someone has noticed that the Lotus' character has gone missing, it stands out, and the Lotus cannot move or perceive with it's real body while projecting it's monstrous form.

Overgrowth Monsters



Overgrowth Monsters

Overgrowth Monsters are options for The Last Masquerade that change the nature of the game at a fundamental level. Each Overgrowth Monster is dangerous, complicated, and shifts the procession of events during the night around itself. For this reason, Overgrowth Monsters aren't something we would recommend for a player's first game, but are well suited for when you want to have something a little different than usual.

Each Overgrowth Monster has an ability called Monstrous Masquerade, which represents the rule-changing totality of their actions.

THE ANEMONE

There is a depth to Orlesceu Manor that few can fathom. A creeping darkness that seeps upwards from its furnished halls and swims behind the gilded wallpaper. For every revelry and joyous event among the guests, there is another place where their rooms are cold and empty, drowning in the infinite abyss. It is there where the Anemone rests, and where it hunts.

It twists itself into a friendly shell, a lure like that of an anglerfish in the shape of a guest, and ingratiates itself with the party-goers. Then, they start to disappear, dragged across the sunken boundary of worlds and into the drowned mirror, where the Anemone waits with them, in its true form; a massive predator, a beast that could swallow the sea, lonely ruler of a sunken, empty world.

And oh so, ever so hungry.

MONSTROUS MASQUERADE:

- ✱ **DREAM SWEET IN SEA MAJOR:** The Anemone exists as a predator between two worlds, expanding the mansion into two mirror-like realms. Whenever the players generate a room in the regular mansion (now referred to as the "land" mansion) a copy of that room is generated in the "sea" mansion. The rooms are identical, except for the fact that the "sea" mansion is a waterlogged, nightmarish version of the "land" mansion, and the fact that the "sea" mansion is totally devoid of life save for what the Anemone can drag into it.

LAND ANEMONE

- ✱ **Thorns:** 2
- ✱ **Roots:** 4
- ✱ **Petals:** 4

- ✳ **Still Waters:** The Land Anemone can place and use portals to move around the Mansion, jumping between Land and Sea mansions. As an action, the Anemone can place a portal in a room, marking it on the map. This portal is invisible, and connects to the associated room in the Sea Mansion. It can be used like a door, and as an action, players can make a Thorns test to dismantle one that they can see. The portals are visible for an entire turn once used.
- ✳ **Run Deep:** As an action, the Land Anemone can grab someone and pull them into the “sea” mansion. This is a contested roll, based around the method that the Land Anemone uses to get close. However, instead of damaging, a successful roll opens a portal as per Still Waters and instantly transports the Anemone and its victim into the Sea Mansion.
- ✳ **Weakness:** Outside of the water, the Anemone is a lure, not a fighter, and it knows it. It will not actively fight (i.e. attempt to do direct damage) while in the Land Mansion. It will attempt to use Run Deep when possible.

SEA ANEMONE

- ✳ **Thorns:** 5
- ✳ **Roots:** 3
- ✳ **Petals:** 3
- ✳ **Nematocyst Kiss:** The touch of the Sea Anemone paralyzes its prey, readying them for the kill. Upon dealing damage, the afflicted target loses 1 action until their next turn. This ability can only trigger once per attack.
- ✳ **Entangling Mire:** The Sea Anemone can attempt to block people moving out of rooms, or drag itself along with them. When a player would attempt to leave a room, the Sea Anemone can make a Thorns test opposed to a pool of their choice as their method of attempting escape. If the Anemone is successful, the player loses that action as if they had used it, and does not move. Alternatively, the Anemone can choose to pull itself along with the player, dragging itself through the door into the new room.
- ✳ **Weakness:** Sessile and massive, the Sea Anemone cannot move normally, save for transporting itself back to the “land” mansion or dragging itself via Entangling Mire.

THE RAFFLESIA

There is always a price for power, but to the callous and cruel, that price need not be something they pay. To those with dark appetites and ever darker scruples, there exists a beast that will grant them everything they could ever ask for. All they need to do is feed it, every corpse they can manage.

As they kill and hunt, the power of their necrophagous god swells within them, rewarding them for every drop of blood spilled even as the rot-blooming flowers drag the bodies into the depths below. They shed their humanity, flesh tearing under honeycombed maws, roots breaking through bone and skin.

Their need to finish the ritual stops being a thought and starts becoming an instinct, an intrinsic hunger that cannot be denied. With each life spilled, the clock edges ever closer to midnight.

And should it chime, there will be nothing left of the mansion but the great crater where a god once bloomed.

MONSTROUS MASQUERADE:

- ✱ **FOREST OF CORPSES:** The Rafflesia is something beyond the Mansion and beyond anything the players can truly face. A massive, monstrous thing, should it descend upon the Mansion, it will consume everyone and everything within it, swallowing the Mansion itself and leaving no trace. However, the Rafflesia does not start in the mansion. Instead, at the start of the game, place a counter on the map, starting at 1. Then, at each hour (every 4th turn), increase that counter by 1. Additionally, whenever a non-Cultist character dies in any way, increase that counter by 1. Once the counter reaches 12, the Rafflesia is summoned and the game is over. However, if the players can defeat all of the five Cultists in the manor before the summoning, the Rafflesia is considered slain, with the player to defeat the last Cultist being awarded the victory points. These Cultists act as the actual “monster” of the Rafflesia’s game.

CULTISTS OF THE CORPSE FLOWER

- ✱ **Thorns:** 2
- ✱ **Roots:** 2
- ✱ **Petals:** 2
- ✱ **Ritual Offering:** A cultist can, as an action, set up a ritual killing within a room containing them and at least one other person. Then, if at the end of the turn, the person and themselves are still in the same room, and the Cultist has not been injured or distracted in any way, the target dies as they are ritually sacrificed. Once this has been done, the cultist heals 1 to a dice pool of their choice.
- ✱ **Approach of the Corpse God:** As the Rafflesia draws closer, its presence empowers its cultists, pushing them further and further from their mortal selves. As the Forest of Corpses counter increases, modify the Cultists in the following ways:
 - ◇ 3+: The cultists hasten to summon their master. They can now move two rooms with a single action instead of one.
 - ◇ 6+: The cultists’ mortal forms swell with unnatural power. They get +1 to each stat.
 - ◇ 9+: The Cultist’s humanity is fully relinquished. They get an additional +1 to each stat, and 3 actions a turn, but also lose their Mask and cannot regain it.

- ✱ **Weakness:** Cultists, for all their power, are human. They have two actions per turn like human players do, and have a Mask. In addition, due to their established notoriety at the party, once their Mask is broken or removed, they take double damage from all sources.

THE VENUS FLY TRAP

There are many stories as to how Count Orlesceu came to build his extravagant Manor. Some say that it was the result of an ancient treasure, found by the Count in his days as a daring adventurer. Others say that it was the result of war, profits extorted in the sale of weapons and the dealing of death. Others still whisper of diabolical pacts and sinister bargains to fuel the endless expansion that such a sprawling edifice would demand.

The truth is stranger than anything they could dream.

Orlesceu Manor is alive. A great slumbering beast, a monster lulled into torpor with obeisance and oblation. A hungry god, sated by sacrifice and trickery both. The Count has kept it asleep, kept it sated, and warped its flesh to fit his desires for a long, long time.

But it cannot sleep forever.

The Venus Fly Trap is simply the vanguard, the first stirrings of an ancient, sleepwalking monstrosity. A conductor, for the growing symphony of the spheres and the sacrifice of the audience within. At its gesture, the walls remember their old shapes. At its coaxing, the furniture reaches out to taste. At its command, the mansion devours.

MONSTROUS MASQUERADE:

- ✱ **A CULTIVATED DEMISE:** By the time you've entered the manor, it's already too late; You've walked straight into the belly of the beast. The Venus Fly Trap is the Mansion, a living extension of it, and at its command the mansion itself comes alive, waiting in ambush to devour its prey. Whenever you generate a room, the Venus Fly Trap secretly adds a Danger to that room by rolling 1d6 on the table below, a hidden trap that can harm those inside the room. These Dangers can be activated by the players running across their trigger action, or by the Venus Fly Trap itself using its Conductor's Call ability. The players do not know what Danger is in the room upon generation, and can only find out by investigating themselves, or by running into it. Additionally, whenever a Danger triggers, the Venus Fly Trap is made aware that it has. The Dangers are as follows:

1: Pitcher Plant Trap

- ✱ **A hidden pitfall**, leading to a pit of caustic acid and slick walls. The room has some kind of covering (a rug, a differently patterned set of floor tiles, some planks) that denotes the location of the pitfall. This can be large enough to cover the whole floor of the room.
- ✱ **Trigger Condition:** More than three characters stand on the pitfall location.
- ✱ **Effect:** The floor gives way into the pit. Those standing on it must make a Thorns test or fall in. Those that do fall in take 1 damage in all pools from the acid, and then at the start of their turn must make a Thorns test to try and escape (or have someone outside of the trap help them. If they fail or do not, they take another 1 damage in all pools, and the cycle repeats.

2: Butterwort Trap

- ✱ **An object or piece of wall** that peels away to reveal grasping tendrils and adhesive slime. This trap can be an object, a portion of wall, a piece of furniture, or generally anything that could reasonably hide things beneath a surface.
- ✱ **Trigger Condition:** A character touches the trap directly.
- ✱ **Effect:** The facade splits apart as the adhesive coating of the trap affixes the target to it! The target cannot move, and counts their Thorns pool as 1 die less for rolls while trapped. They can however spend two actions to peel themselves away from the trap.

3: Flytrap

- ✱ **A hidden section** of a flat surface surges forward, snapping needle-like teeth! This trap can be any flat surface the size of a plate or larger.
- ✱ **Trigger Condition:** A character touches the trap directly.
- ✱ **Effect:** The trap surges forward, attacking viciously! It counts as a creature with 2 Thorns and no other stats. It cannot leave the room, and attacks the nearest target until either no one is there (at which point it resets itself), or is slain.

4: Corkscrew Plant Trap

- ✱ **A winding section** of a path that suddenly spirals into oppressive heat and darkness. This trap can be any passageway within a location, such as a hallway, stairwell, tunnel, dumbwaiter, or other such traveling location.
- ✱ **Trigger Condition:** A character moves through the trap's location.
- ✱ **Effect:** The trap turns a straightforward path into a twisting prison, stranding the player inside of it. The player effectively exists in a "separate room" from everything else, that the Venus Fly Trap can enter and exit from. The player can attempt to continue along the passage, at which point they roll a d6 and escape on a 6, or they can attempt to break out through the walls of the false hallway, which requires a total of 6 successes over any number of rolls.

5: Bladderwort Trap

- ✳ **A tube or hole** opens from a wall and causes a great vacuum, the force pulling you off your feet and towards it! This trap can be hidden on any wall of a room, but must have a clear “corridor” in front of it, devoid of furniture or architecture.
- ✳ **Trigger Condition:** A character stands still in the “corridor” in front of the trap.
- ✳ **Effect:** The trap splits open from the wall, a great vacuum force dragging players towards it. Anyone within the “corridor” is violently sucked towards the wall at high speed. They have the option to make a test to try and escape the vacuum (examples for each would be holding on to nearby furniture with Thorns, throwing something to block the vacuum hole with Roots, or calling for someone to help and hold onto you with Petals). Failure deals 2 damage to a stat of your choice as you slam into the wall at bone-breaking speed.

6: Dealer's Choice

- ✳ The Venus Fly Trap may pick any one of the other traps to place in this room.

VENUS FLY TRAP

- ✳ **Thorns:** 3
- ✳ **Roots:** 4
- ✳ **Petals:** 3
- ✳ **Conductor's Call:** As an action, the Venus Fly Trap can manually trigger any one of its traps within three rooms of itself.
- ✳ **Places, Everyone!:** The Venus Fly Trap can as an action make a Roots attack that counts as if it has 6 dice. If successful however, this roll deals no damage, but instead allows the Venus Fly Trap to move the target a number of rooms equal to the successes, launching them through the extradimensional realm of plant-trap-matter that makes up the walls between the Mansion.
- ✳ **Weakness:** Perfectionist to a fault and acting as the only active piece of the slumbering mass that is the Mansion, the Venus Fly Trap cannot perform the same actions in succession. If it uses one of its abilities, it cannot use the other that turn. This includes attacking, and moving.

THE SAKURA

Existence is an ephemeral thing. To live is to die, to be is to be not, and to see something is to never know if it will still exist when you close your eyes. But what you cannot see can still hurt you, and what may not exist can still be a danger.

Such is the case with the strange realm of Orlesceu Manor. As revelry occurs within, the halls are isolated from the world around them. Adrift in their own private existence, where only the Masquerade matters. Floating in a sea of nothing, the Manor shifts and twists, and in doing so beckons forth predators of the endless nonexistence.

Like wolves, they pick at the Manor's edges, trailing after their prey. Rooms unspool from reality, memories fading and collapsing in a flurry of petals. Did those inside ever exist in the first place? Or were they simply figments, nothingness made manifest. Food for the Sakura, who fade in and out of existence as the Manor collapses and reshapes, picking off prey and dragging them back into the endless nowhere.

MONSTROUS MASQUERADE:

- ✳ **FIVE CENTIMETERS PER SECOND:** Ephemeral and fleeting, The Sakura causes the rooms in the mansion to slowly decay and fall from the world. After a room has been generated, note a number on that room at 3. At the start of each turn, count down the number by 1. When it reaches 0, the room fades from reality, leaving an empty space that can be re-entered.

THE SAKURA

- ✳ **Thorns:** 3
- ✳ **Roots:** 3
- ✳ **Petals:** 3
- ✳ **Total Health Pool:** 9
- ✳ **Ephemeral Cosmonaut:** The Sakura can move through the empty space of un-generated rooms within the Mansion. For the purposes of movement, the Sakura treats the entirety of the space outside of the manor as a single "room" that it can move in and out of.
- ✳ **A Flurry of Petals:** With its fragile and fleeting existence, new faces come easily to the Sakura. Whenever the Sakura enters from outside of the manor, it gains a new Mask and new identity. This identity however only lasts for 3 turns. At the end of the fourth turn, or when it is slain, the Sakura's mask breaks automatically.

- ❖ **Weakness:** The Sakura can only exist for a short period of time before dissolving back into the ether surrounding the mansion and re-forming itself. When the Sakura enters the mansion, it exists for a total of four turns. At the end of the fourth turn, it collapses, vanishing back into the ether, and transferring any damage that its individual body took to the total pool of points that it has (Marked above as "Total Health Pool"). Then, the Sakura can create a new body and re-enter the manor, repeating until time runs out or the Sakura has taken enough damage to deplete its Total Health Pool.

THE MISTLETOE

A masquerade is an event that demands anonymity, a place where the guests can let loose the trappings of their social mores and revel in the strange and dangerous all while hidden beneath a convenient false-face. Is it any wonder that the inhuman and the monstrous can covet the same? To most, they join in similar mask, disguised enough to hide their predation, at least until the opportune moment. But to some, it is the mask itself that holds fascination. The act of wearing a face not your own, that demands focus.

To the Mistletoe it is not simply enough to wear a disguise. No, the hunt cannot be complete without betrayal. Without the hand of another striking down their closest friend, watching behind terrified eyes as their own body moves without their volition, blade in hand. Without the vicious glee of blaming all manner of terror and death upon a mask and then abandoning it to die under the retribution of the survivors, only to infest one of them and continue the spree.


The glory of the dance, where every beating heart is another potential partner, and every human in sight is another mask to wear.

MONSTROUS MASQUERADE:

- ❖ **SWEPT OFF YOUR FEET:** The Mistletoe can inhabit the bodies of NPCs or players, and starts the game attached to a random player, unbeknownst to them. The Mistletoe is hidden in those people, and isn't noticeable unless made to interact with its Weakness, at which point it is forcibly launched away from its host. It can transmit between Hosts through skin contact, and doing so uses up an action of the Mistletoe. Outside of a Host, the Mistletoe is a weak and frail thing, and so should prioritize finding Hosts for itself, and using them as its shields and weapons. When possessing a host, the Mistletoe adds modifiers to the host's stats based on its own, shown below.

MISTLETOE

- ❖ **Thorns:** Host +1 (1)
- ❖ **Roots:** Host +2 (2)
- ❖ **Petals:** Host +1 (1)

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- * **Dance, Dance:** The Mistletoe can compel its host to perform actions on its part. On an NPC, this works without issue. On a PC, the Mistletoe rolls Roots against the Player, and the winner controls what the action is. This spends actions for the Mistletoe and the Host.
 - * **May I Have the Next?:** While infesting a host, the Host can be hurt as per normal, but the Mistletoe cannot, shielded as it moves through the Host's body. However, the Mistletoe cannot infest a corpse, and should the Host die, the Mistletoe must leave the body as its next action.
 - * **Weakness:** The Mistletoe has a specific weakness to a substance like the Lily does (Iron, Silver, Tears, etc), and touching the host with that substance will force the mistletoe out of its body.