

The Players

Count Dracula/Elizabeth Bathory, the Vampire

Jack, the Ripper

Sherlock Holmes, the Great Detective

Larry Talbot, the Wolfman

The Monster/The Bride, the Experiment

Dr. Victor Frankenstein, the Good Doctor

Crazy Jill, the Witch

Rasputin, the Mad Monk

Dr. Henry Jekyll & Mr. Edward Hyde, the Dichotomy

Imhotep, the Mummy/Anck-Su-Namun, the Princess

Fu Manchu, the Insidious

Dorian Gray, the Immortal

Sweeney Todd, the Demon-Barber of Fleet Street

A Night in the Lonesome October

A Live-Action RPG Scenario by Larry and Woody Babb

Inspired by the Roger Zelazny novel



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A Night in the Lonesome October

You are a participant in The Great Game. Every few decades when the moon is full on the night of Halloween, the fabric of reality thins and a door may be opened between this world and the realm of the Great Old Ones. When these conditions are right, men and women with occult knowledge gather at a specific ritual site to either hold the door closed or to help fling it open. Should the **Closers** win, the world will remain as it is until the next turning... but should the **Openers** succeed, the Great Old Ones will come to Earth and remake the world in their own image. The **Openers** have never yet won.

You have been working for years, decades, and (in some cases) centuries gathering **Arcane Power**, **Mystic Artifacts**, and **Secret Lore** to support your cause. You are drawn to a haunted mansion in the English countryside as the site of tonight's Event. You know of the other players in the Great Game, but not which Side they are on. The next few hours are spent setting up alliances, exchanging information, and sowing seeds of deception to strengthen your Side by acquiring Goal cards.

At the end of the Game, each Player's Side will be revealed. Each Side earns points for the Game Cards (Goal, Device, Bane, and Evidence) collected. High score wins.

The Game

Name tags identify the Players and their personal Device/Bane.

You will be given a random Motive card that tells your character's Side (**Opener**, **Closer**) and Goal (**Arcane Power**, **Mystic Artifact**, or **Secret Lore**). Commit your Side and Goal to memory; you'll need to know them throughout the Game.

Write your Player name on the Motive card and return it to the Host. The Motive cards will be sealed until the final event, the Balefire. Not even the Host will know where you stand or what you pursue. You are free to present your character to the other Players any way you wish without fear of contradiction.

Game Cards

You start with a number of Game cards that represent the items you have collected thus far. Game cards consist of the following:

Goal Cards (*Arcane Power, Mystic Artifact, or Secret Lore*): These strengthen your position **only** if they match your character's Goal from your Motive card. You can use other Goal cards to Bargain for what you need.



ARCANE POWER



MYSTIC ARTIFACT



SECRET LORE

Device Cards (Sherlock Holmes' *Pipe*, for example): These strengthen your position **only** if they match your character's Device. You can use other Device cards to Bargain for what you need.

Bane Cards (The Monster's *Torch*, for example): These strengthen your position if they match your character's Bane. But they are worth even more if they match a Player on the opposite Side. They do not benefit you if they match Players on your Side. Bane cards can also be used to Bargain for what you need. They can also be spent to Attack the Player to whom the Bane is keyed.

Evidence Cards (The *Location to Dracula's Lair*, for example): Each Player seeks to protect his own secrets, while discovering those of other specific Players. Acquiring Evidence of these secrets will strengthen your position regardless of the other Player's Side. Evidence cards can also be used to Bargain for what you need.

Obtaining Additional Game Cards

Bargain: Players may exchange Game cards in any combination. Players can also barter information they possess of other Players' cards, Motives, or Goals. Of course, they could always lie, so beware.

Mystery: The mansion you are in is haunted. It contains many lost secrets and capricious ghosts. Throughout the evening, various clues, riddles, and puzzles will appear. These may be solved singly or by teamwork to gain Game cards.

Attack: Each Player is a formidable opponent, normally beyond harm. If you possess another Player's Bane, however, you may elect to Attack him. To do so, present the Player with his Bane card and say "Attack." You may then exchange the Bane card for any other Game card in his possession. If your intended target possesses your Bane card, the two of you exchange Bane cards and continue the Game.

The Balefire

At midnight, the Players gather together for the Balefire. The Openers perform an ancient ritual to open the door to the realm of the Great Old Ones. The Closers counter with a ritual of their own to shore up the integrity of the weakened portal. The strongest Side will prevail, with the fate of humanity hinged on the outcome.

Each Player contributes the Arcane Power, Mystic Artifacts, or the Secret Lore he has collected to strengthen his Side. Players also leverage Devices, Banes, and Evidence to aid their efforts. The relative scoring values of Game cards (from highest to lowest) are as follows:

- Personal Device
- Personal Goal, as determined by Motive Card
- Banes Belonging to Opposite Side
- Personal Bane
- Personal Evidence or Evidence of another Player's secret that you seek