"Call of Clue-thulhu"
RPG Scenario from FAST Games

Introduction

On a dark and stormy night, six people arrive at the Boddy Mansion. Mr. Boddy is having you for dinner, but Murder Most Foul is on the menu. Take the role of Colonel Mustard, Miss Scarlet, or one of the other characters for this supernatural twist on the classic board game. It's a suspense-filled whatdunit that you won't soon forget!

Welcome to "Call of Clue-thulhu," a story of suspicion, paranoia, and murder most foul. This scenario places the characters from the popular board game "Clue" into the setting of H.P Lovecraft's Cthulhu Mythos. FAST Games makes no claims of ownership to the intellectual properties of either the "Clue" board game or Lovecraft's various literary works.

This scenario has been played at various gaming conventions and is presented here free of charge for the enjoyment of RPG enthusiasts everywhere. Game Masters may change the contents as they see fit, but please do not publish or sell this material. Although written for the FAST RPG, this scenario can easily be used with any game system. A Quick Play Guide of FAST RPG's core game mechanics can be found at www.fastrpg.net.

For The GM Only From This Point On

If you intend to participate in this game as a player, stop reading now. Knowing too many details before the game starts will lessen your enjoyment as the story unfolds.

As the Game Master running this scenario, please be sure to read all the material thoroughly before sitting down with the players at the section **Start the Game**. As with other FAST scenarios, "Call of Clue-thulhu" provides the story and many guidelines to game play, but does not provide step-by-step "go here, do that" instructions. This might be a little confusing, but it allows the GM and players alike great flexibility for role-playing during the game.

The scenario is designed to run in a 4-hour timeframe, but it could easily last longer. There are no set expectations in terms of player response. The players could band together or paranoia could reign with every man for himself. The mortality rate could vary from having every character alive at the end of the night, to just a few survivors, or even Total Party Kill. Some players might excel at solving the riddles to find the hidden weapons, while other groups might be more interested in making alliances and plotted against one another.

Here is a list of materials you will need to run this scenario.

Mansion Floor Plan. If you do not have access to a "Clue" game board, you can use one from the FAST RPG website. A floor plan is very handy for tracking who is where inside the mansion. You can use table top miniatures, paper stand-ups, game tokens, buttons, glass beads or any type of marker to designate individual characters on the floor plan, preferably color-coded to each character. Be sure to remind the players that just because they can see where everyone is, does not mean their characters have this knowledge.

Player and Weapon Cards. If you don't have a "Clue" board game, you can print this sheet and cut apart the individual cards. Cardstock paper works best, if you have it. Each player can place his character's card in front of him so everyone can remember which player is running which character. When a player finds a weapon, you can pass along the appropriate weapon card.

Character Sheets. The scenario works best with six players. The nature of the game makes it difficult to play with less than three. Assign characters to each player or allow the players to choose. Under no circumstances should the players glance through character sheets before selecting a character. Each character is immune to one weapon; you do not want the players to know this beforehand. Keep any unused characters in the game as NPCs under your control. The NPCs may take whatever actions you deem appropriate, but do not let them lead the other players or be the first to find major clues. If the players struggle, though, feel free to have the NPCs lend minor assistance to move things along.

Boddy's Dinner Message. Boddy recorded a message to be played after dinner. Read this sheet to the players at the appropriate time and then hand it to them for reference during the game.

Character Secrets. Print out this sheet and cut it into six sections. Fold each section in half so that the text cannot be seen. Write the appropriate character's name on the back side for easier distribution later. The character secrets will be passed out once Boddy's message has been read after dinner. The secrets are printed in the middle of "Call of Cthulhu" text to prevent over-the-shoulder glances from revealing the fact that *every* character murdered Boddy.

Mr. Green	Skimming money from Mafia bosses
Col. Mustard	Cowardice in battle and took undue credit during the Great War
Mrs. Peacock	Practicing witchcraft
Prof.Plum	Affair with wife of department dean at Miskatonic University
Miss Scarlet	Espionage during the Great War
Mrs. White	Theft of former employer's jewelry

Clue Riddles. These riddles are revealed by the mansion's ghosts during the game, one riddle per character, preferably when the player is alone. The first page is the GM's key and it specifies the room, but not the weapon. The key also notes which weapon *not* to give each player. You do not want to give a character a weapon to which he is immune, although the player might trade for it or steal it later. The second page can be cut apart and individual riddles handed to the character after you have read them aloud.

Boddy's Contract. This parchment is obviously very old. Given Boddy's signature in both the exotic script and English, the players have the opportunity to decipher the contract and learn of Boddy's scheme. The GM's key is found in a later section of the scenario, if the players get stumped and need a hint from the GM. Be sure that more than one character is on hand when the contract is found. So important is the contract to the potential survival of the characters that no single player should have sole knowledge of this contract.

Loss Of Sanity

One of the recurring themes in Lovecraft's stories is the psychological cost of facing horrifying situations. As players encounter supernatural phenomenon, their characters may be adversely affected. At such times, players are required to make a Courage Check, pitting their Willpower (WIL) against a specific Difficulty Rating. If they fail, their sanity will suffer and they will take Mind Point (MP) damage. In FAST, each character starts with a number of Mind Points equal to WIL x 3. If you use a game system other than FAST, pick a mental attribute (Intelligence, Wisdom, Courage, etc.) in place of WIL. If the game system does not have a Mind Point attribute to represent Sanity, assign one for the duration of this game and give each player 15-25 Mind Points.

For every 8 Mind Point lost, the character develops a psychological impairment. With each 8 points lost, you may give the character a new impairment or just intensify one he received earlier. You can make up your own or pick from the following examples:

Phobia (hysterical fear of closed places, the dark, the color red, plants, etc.)
Compulsion (constantly tidying room, counting floor tiles, worried about loose threads on clothing, etc.)
Hallucination (imagines sights, sounds, and smells that one else can detect)
Nervous tic (excessive blinking, twitches at corner of mouth, neck muscle spasms, hands tremble, etc.)
Speech defect (stuttering, no talking above a whisper, maniacal giggling, etc.)
Hair grays at temples
Permanently bloodshot eyes
Carries on conversation with himself or imaginary people
Delusions (paranoid, believes himself to be a different character, thinks furniture is cursed, etc.)
Adopts cat-like habits (act aloof, curl up on furniture, lick back of hands, reacts with hissing/purring)

If a character reaches zero Mind Points, he is completely insane, incapable of making rational decisions. Encourage the player to continue the character in an over-the-top, barking mad fashion.

The Background Story

Unknown to the players at the beginning of the game, the mysterious Mr. Boddy made a pact with dark forces decades ago for the gift of immortality. But this comes at a cost. Every few years Boddy must provide sacrifices or the contract is

nullified and his life becomes forfeit. To ensure a constant supply of sacrifices, Boddy digs up scandalous evidence on some hapless victims and blackmails them for money to support his opulent lifestyle.

Boddy ultimately goads his victims until they are pushed to the desperate act of murder. Being immortal, Boddy allows each one to believe they have murdered him. Boddy then lures a group of these victims to his mansion in time for the next sacrifice where they either kill each other or die at the hands of his ghoul allies.

Boddy's recorded message to the players after dinner reveals that he has been murdered and he labels the player characters as suspects. He directs the innocents among the group to ferret out the murderer to save their own lives. Boddy offers up a chance for the murderer to survive if he can eliminate the other characters. ***As stated previously, the entire evening is a set-up.*** Unaware of Boddy's immortality, every character has indeed attempted to murder Boddy and each believes that he or she succeeded.

Despite his claims to the contrary, Boddy has no intention of allowing any of the characters to live, nor has he hidden his blackmail evidence in the mansion for them to find. In order to survive the night, the players need to piece together bits of information found about the mansion and find a loophole in Boddy's plot.

How The Players Can Survive

Flaws do exist in Boddy's plan and there three ways the characters can beat Boody and make it through the night:

1) Taste human flesh. The ghouls will consider the character one of their own and will not initiate an attack.
2) Add their blood to Boddy's contract. They are then counted among the sacrifices without actually dying.
3) Use Boddy's weapons to make a last stand against the ghouls. At GM's discretion.

It is recommended the GM use the third option only as a last resort for players who have worked hard for an elegant solution, but couldn't make it happen. This option was used in only one convention game where most of the players had discovered the first two ways to survive, but a couple of players had not. Those two players had used a bit of teamwork and both had put forth a good effort to find a solution, but ultimately came up short when the clock struck midnight. So they got a break from the GM and they scurried around the mansion, leading the ghouls on a desperate chase through various rooms and secret passages, and buying some time with the weapons they had found.

Without the weapons the characters would have no chance against the ghouls, but a last-stand can be a pretty entertaining conclusion to the game. If you decide to allow this option, the characters only need to hold out until 12:01am (6 rounds of combat in FAST), although the players won't know how much time they have. At one minute after midnight, the window of sacrifice is missed, the contract is broken, and the ghouls will turn on Boddy.

The Mansion Floor Plan

The original "Call of Clue-thulhu" scenario was played on an actual "Clue" game board and that lent a bit of thematic flavor to the game. Later convention games were played on vinyl battle-mats and scanned paper copies of the "Clue" board for the sake of convenience. Today, the FAST Games website (www.fastrpg.net) has a floor plan available in a variety of formats. This floor plan is similar to the original game board, but which has been modified to better fit the 8.5" x 11" paper many GMs use for game maps.

The "Call of Clue-thulhu" scenario uses the First Floor map. FAST Games has produced other floors for the Boddy mansion to be used in other Clue-based RPG scenarios. The GM is welcome to use other floors as he wishes. If the other floors are not used, simple tell the players that the Second Floor has been boarded up at the top of the stairs and is inaccessible. It is recommended to leave the Cellar unmapped to reflect the poor visibility there. The reasons for this will become obvious later in the scenario.

Escape-Proof and No Weapons-Of-Opportunity

There are a few important things to know about the mansion that will affect game play.

First, the mansion is specially designed to prevent the players from leaving. The sooner they understand and accept this, the less frustrated they will be. All doors to the outside have steel frames and the locks cannot be picked. All windows

have iron bars across the outside. The chimney and kitchen vents are grated. No escape attempt before midnight will succeed.

Second, the players will likely be looking for improvised weapons during the game. Normally that sort of creative thinking is encouraged. However, several plot points in this scenario hinge upon there being absolutely *no* weapons other than those hidden around the mansion by Boddy. Any makeshift tools/weapons will be so poor quality as to be useless. The only hope for finding a weapon is to solve the riddles provided by the ghosts of Boddy's previous victims.

Third, Boddy's weapons *cannot* be found without knowing the answers to the riddles, even by searching in the same room and around the same articles to which the riddles refer. Once a player correctly answers a riddle, he immediately remembers seeing just such an object and the GM can allow him to discover the weapon at its hiding place.

Although nothing prevents the players from fighting one another hand-to-hand, that would be a long and painful process. Try to discourage it, but don't forbid it.

The Rooms

The exact details of each room are purposefully left vague. Feel free to add or remove items as you see fit. Remember that nothing found in any room will be usable as a weapon, no matter how clever or determined the players may be. The rooms are lit by electric lights (at least until midnight), but the hallways are not. There are small candles to provide weak light, should the players need them, but they are easily snuffed out and not suitable for starting fires.

Ballroom

> Many formal dances and music recitals no doubt occurred in this room, but it is very somber now. Various instruments can be found here, but none can be used as a weapon. Even the piano wire is gone. That is not to say that the players won't hear unexplained music emanating from this room at sometime during the evening. Apparently the ghosts like to play.

Billiard Room

> A perfect place to relax and shoot some pool. The pool sticks function fine in a game, but will shatter harmlessly if used as a weapon. Same with the balls. A ghost might use the chalk cube to leave a riddle on the felt tabletop for a player to find.

Cellar

> This area is covered in detail in a later section.

Cloak Room

> This small room contains only the coats and hats the players wore to the mansion.

Closet

> Normally containing household cleaning supplies, the closet is completely empty. It might make a good place to hide, though.

Conservatory

> The vegetation in this room is generally pleasant to look upon, even if it is no longer especially fragrant. The plants are ornamental and have no value as a poison. Even the pots are of lightweight construction and will not serve as weapons. The large plant in the southwest corner conceals a secret underground passage that runs along the outside of the house and comes up under the grandfather clock in the Lounge. A ghost might leave a riddle on the foggy window pane for a player to find.

Curtains

There are Curtains at the ends of the hallways. These are good places to hide or meet to conspire with other players. The Curtains are uniquely color-coded for easy identification.

Dining Room

The evening meal is held here. It is one of the better furnished rooms in the house.

Hall

The first room the players enter when they reach the mansion. It is warm and inviting. The suit of armor on the west wall is obviously old. Upon close inspection the armor is bolted together and to an internal rod sunk into the floor; it cannot be used by the players. The mirror is a great place for a ghost to appear.

Kitchen

Although well-kept, this is obviously not a working kitchen. No sturdy silverware, utensils, pots, or pans can be found. There are no groceries other than the remnants of the current evening's catered meal. Even the gas to the oven has been shut off from outside. The cabinet to the east swings away to reveal a very narrow secret passage that runs along the outside wall and comes out behind the fireplace in the Study. A ghost might leave a riddle written on the floor with a bit of discarded flour for a player to find.

Library

Mr. Boddy must be a voracious reader. Books on every subject may be found here. Many books are quite old and several deal with various aspects of the occult. Specific information the players may gain from this room is given in a later section of the scenario.

Lounge

The players will be directed here upon their arrival at the mansion. It is comfortable and has a small selection of beverages. No beverage found here can make a passable Molotov cocktail, however. The grandfather clock swivels to the side and a short ladder leads to a secret passage that runs underground and comes up underneath a large potted plant in the southwest corner of the Conservatory.

Study

Seemingly a formal home office, this is a good place to find clues and information about Boddy. The players might find Boddy's Contract in a wall safe. The desk contains receipts for his antiques and artistic acquisitions, including the purchases of the six special weapons hidden about the mansion. The fireplace conceals a secret passage along the outside wall that leads to the eastern cabinet in the Kitchen.

Mansion Ghosts And Other Weird Stuff

Boddy's mansion is haunted by the ghosts of previously sacrificed victims. They seek to help the players but in a confused, detached sort of way. Play up unexplained, spooky happenings, but don't overdo it. These should be used to creep out the players. Hit them off and on, when they least expect it. Try not to be predictable and always keep them guessing.

If the players do not seem to be properly terrified, have them make Courage Checks (Difficulty 6-8, as appropriate) or lose 1-3 MP. Outright fainting is also allowed, if you like. Here are some ideas for eerie happenings to heighten the mood:

Furniture rearranging itself behind the player's back
Ghostly apparitions
Shadows moving out of the corner of the player's eye
Whispered messages from disembodied voices
Slight air drafts from unexplained sources
Presence felt

Footsteps in the hallway or around corner, but no one is there
Doors and floor creaking for no reason
Lights flicker, dim, or go out
Water dripping, the source may or may not be found
Heavy breathing, woman softly crying, or man chuckling quietly
Hot/cold spots of temperature change, subtle but noticeable

The Cellar

The Cellar leads to the realm of the ghouls where Boddy is hiding until midnight. The Cellar door is not locked, but any character who attempts to open the door will feel a hand grip his arm from behind and hear a disembodied voice softly whisper in his ear, "Not… midnight… yet…" This requires a Courage Check 6 or the character suffers a loss of 2 MP. The player will not see or feel the speaker again. It is a ghost warning the first player away from danger.

If the character decides to enter the Cellar door, he is met with an inky blackness - - candles do not penetrate beyond a yard. Stairs plunge into the darkness. There is an extremely bad odor emanating from below - - something dead. To proceed down the stairs requires a Courage Check 8 and a Strength Check 8 to resist passing out from the foul stench. Tell the player that every fiber of self-preservation to the core of his being does *not* want to go down those stairs.

If a character still persists in entering the Cellar, no light source provides more than a yard of sight in any direction. The darkness is pervasive and smothering, unnaturally so. The floor is littered with boxes, old clothes, torn paper, and aged refuse. The feeling of claustrophobic dread should be clearly communicated. After threading his way around the piles of debris, the player can find a hinged metal grate in floor at the back of the cellar. The grate is chained shut and padlocked from the other side. This leads to the cemetery, not that the player knows this. It is through this grate that Boddy and his ghouls will enter the mansion at midnight.

Have anyone who attempts to open the grate to make a Perception Check. The player hears quiet shuffling from the far corner of the cellar. Something is moving to cut him off from the stairs. If the player has a shred of survival instinct left, he should bolt for the stairs. Allow him to roll Initiative as if he were starting combat (he will win), then make an Agility Check to see if he can avoid the clutter to reach the stairs first (he will make it, but he doesn't know that). The idea is to get him out of the cellar with a good amount of fear.

Should a player foolishly elect to stay and fight, allow a couple of rounds of one-sided combat with an unseen foe to impress upon him that he *will* die if he stays. Let him make a skin-of-his-teeth escape. If he continues to fight, don't feel bad about letting him become ghoul chow. You don't want players camping in the cellar.

Secret Passages

One secret passage connects the Lounge (under the swiveled grandfather clock) to the Conservatory (under a large potted plant in the southwest corner). Another runs from the Study (behind the fireplace) to the Kitchen (behind the cabinet on the east wall). The Lounge-Conservatory passage runs along the outside of the house foundation underground. The Study-Kitchen passage runs between the exterior walls and interior plaster walls.

Theses are great places for weird stuff to happen (ghost writing riddles in the dust, etc). They are also ideal for players to bump off the competition or to hide from those who think likewise. There is neither time nor tools available to dig from either passage to the outside or to another room inside the mansion.

Unlike the "Clue" board game, travel through the dark, narrow secret passages is somewhat difficult and time consuming. The Conservatory/Lounge passage is slick with moisture from the rain outside. The Kitchen/Study passage has boards to step over and exposed nails that catch clothing easily.

Start The Game

Once the players are assembled and the character sheets have been handed out, be sure to ask the players if they have any questions about their characters. This discussion may need to take place away from the gaming table if it involves the character's special immunity. It may be helpful to have a few notepads nearby for clandestine communication during the game.

Read the following text to the players at the beginning of the game:

> *The place is Arkham, Massachusetts. The year is 1928. You have accepted a dinner invitation from a mysterious man you know only as Mr. Boddy. A cab picks you up at your hotel and drives you east out of the Arkham city limits. The Miskatonic River grows less visible through the thickening trees as you turn south onto a private road leading to the Boddy Estate.*
>
> *The autumn leaves swirl across the road as the wind picks up and the Boddy Mansion looms into view. As you drive through the wrought iron gate, the house appears to be a large, well kept structure; no doubt quite stately in the daylight, but which seems bent with age in the dim moonlight. The plot of a sizable family cemetery can be seen a short distance from the manor house. The white-washed chapel looks stark and alien in contrast to the dark and weathered tombstones.*
>
> *Sparse trees dot across a slightly overgrown lawn. The light emanating from the windows on the ground floor is a very welcome sight. As you reach the entrance to the mansion, you hear the faint rumble of thunder in the distance.*

Ill Met by Candlelight

The players are greeted at the door by a young maid named Milly. She welcomes them and stores their coats, hats, and handbags in the Cloak Room. Milly then directs them to the Lounge for drinks while she finishes dinner, telling them Mr. Boddy will be with them shortly. The Lounge has a modest variety of coffee, tea, and spirits.

The mansion itself is obviously old. Although apparently well-furnished and well-kept, the mansion's furniture and trappings have an odd, neglected feel about them. If asked, Milly claims to be from a temporary domestic service. She arrived in the afternoon with instructions to accept delivery of a catered meal and serve the evening's dinner for the bachelor Mr. Boddy and his guests.

While Milly convincingly claims no prior knowledge of Mr. Boddy or the mansion, she is more than she seems: a consummate actress and pickpocket in Boddy's employ. As she helps the player characters out of their coats in the foyer, she inconspicuously pats them down for any weapons or items that might be used as weapons. She won't take wallets or valuables, but players are relieved of anything useful on their persons and in their coats/handbags.

The Dinner

After the players have a short period of time to get acquainted and perhaps inquire as to one another's relationship with Mr. Boddy, Milly announces that dinner is ready to be served. She indicates that Mr. Boddy left instructions that dinner was to start on time even if he was delayed in his business. Dinner consists of crabcake appetizers, followed by tomato soup and a tossed salad, and the main course of roast beef and gravy, mashed potatoes, and carrots. Dessert is cherry cheesecake with coffee or tea. All food and drink is poison-free and perfectly safe.

Any player who decides to sneak a piece of silverware to use as a weapon later discovers the silverware looks expensive, but upon closer inspection is actually made of very flimsy metal and cannot not serve adequately as a weapon.

After Dinner Revelation

Dinner concludes without the appearance of Mr. Boddy. After clearing the table of dishes. Milly tells the players that Boddy left instructions to play a phonograph record after dinner in the event he should not arrive before that time. Read Boddy's message. After you finish reading Boddy's message, you may pass it to the players for future reference and distribute the Character Secrets.

In the off-chance somebody admits to being the murderer, Boddy's plot begins to unravel quickly as everyone may begin to admit their own crime. No matter, just go with it. The players might band together to survive and that's okay.

During the time the phonograph plays Boddy's monologue, Milly quietly exits the mansion, taking any items confiscated from the players, and locking the front door behind her. By the time the phonograph finishes playing, Milly is be long gone and the players are be trapped in the mansion until midnight.

Finding Clues

Despite planning his deathtrap well, Boddy has made a few mistakes. Players who conduct research and look for clues can discover snippets of information that may help them survive the night. Do not give this information away quickly, but allow it to be gleaned a little at a time by players who are willing to dig for it. Players who don't look for cerebral solutions should not be spoon-fed this information, although another player might share it with them.

The Library and Study are the most logical places to find much of this saving knowledge, but look for ways to get this information in the players' hands as they search the other rooms for weapons (a wall safe in the Study, a strongbox in a Lounge cabinet, etc.). Try to get a little information into the hands of each player. Be sure to duplicate the same information to at least two different players. That way no one character can hoard the knowledge and teamwork is encouraged, despite the paranoia they may initially feel toward one another.

Below are some sample names you might use for various tomes of arcane lore the players might discover. Named in Boddy's contract are the works of a medieval Spanish mystic named Chiavo. Any form of literature, paintings, or artifacts dealing with the occult would help set the mood. Feel free to add your own. Each resource will only give a small amount of information pertinent to the players' survival.

Reflections from the Glass by Chiavo
Revelations from the Stars, a collection of astrological star charts by Chiavo

The following fictional books appear in Lovecraft's works:

The Book of Eibon, Livre d'Eibon, or *Liber Ivonis*
Cultes des Goules by the Comte d'Erlette
De Vermis Mysteriis (Mysteries of the Worm) by Ludvig Prinn
The Eltdown Shards
The Necronomicon (or Al Azif) of Abdul Alhazred
The People of the Monolith by Justin Geoffrey
The Pnakotic Manuscripts (or Fragments)
Seven Cryptical Books of Hsan
Unaussprechlichen Kulten, Black Book, or *Nameless Cults* by Friedrich von Junzt

The following non-fiction books were also mentioned in Lovecraft's works:

Ars Magna et Ultima by Raymond Lully
The Story of Atlantis and The Lost Lemuria by W. Scott-Elliot
The Book of Dzyan
The Book of Thoth
Clavis Alchemiae by Robert Fludd
Cryptomenysis Patefacta by John Falconer

The Daemonolatreia by Remigius
De Furtivis Literarum Notis by Giovanni Battista della Porta
The Golden Bough by Sir James George Frazer
De Lapide Philosophico by Johannes Trithemius
Key of Wisdom by Artephius
Kryptographik by Johann Ludwig Kluber")
Liber Investigationis by Geber
Magnalia Christi Americana by Cotton Mather
Poligraphia by Johannes Trithemius
Saducismus Triumphatus by Joseph Glanvil
Thesaurus Chemicus by Roger Bacon
Traicte des Chifferes ou Secretes d'Escrire by Blaise de Vigenere
Turba Philosophorum, Guglielmo Grataroli The Witch-Cult in Western Europe by Dr. Margaret Murray
Wonders of the Invisible World by Cotton Mather
The Zohar

The following information can be found in books, scrolls, and the like, scattered about the mansion. Once a character reads through a book and discovers any of these pieces of information, he must make a Courage Check (Difficulty 5) or suffer 1 MP damage.

1. There are unspeakably dark powers that offer favors in exchange for human sacrifice.

2. There exist supernatural creatures called ghouls. They inhabit cemeteries and feed on corpses.

3. Details of horrific cults where initiation requires the eating of human flesh.

4. This particular night falls on a "special date" in several of Boddy's books. The stars are right, the planets have aligned, the veil to the spirit world is thinned, that sort of thing. All for the purpose of conducting sacrifices in order to contact otherworldly forces.

5. A manifest of antique purchases. Boddy was apparently a collector of bizarre memorabilia. Notable items he purchased include the following:

   The Kid's Shooting Iron - - William Bonnie's revolver (aka Billy the Kid)

   Blackbeard's Cravat - - The noose with which the infamous pirate was hung.

   Hell's Matchstick - - A candlestick belonging to an accused Salem witch.

   Caligula's Caress - - A lead pipe used by the Roman emperor to murder his sister-wife.

   The Inquisitor's Spanner - - Iron wrench use to adjust a torture rack.

   Jack's Razor - - Jack the Ripper's knife.

6. A very old parchment written in an undecipherable alien language (players cannot read it, but may guess its purpose). The parchment is immune to any attempt to destroy it. It cannot be cut, torn, burned, or blotted out with ink or paint. This is Boddy's Contract with the dark powers.

   Noah Boddy's name is the only legible writing on the page. Beneath Boddy's signature are several dozen hash marks scratched in what appears to be dried blood. This item should be difficult (but not impossible) to obtain and should be found near the half-way point of the scenario.

Below is the English translation of Boddy's Contract:

> In exchange for the dark
> favor I reject my humanity
> and agree to make ongoing
> sacrifices to the elder gods
>
> The time and number of
> sacrifices to be determined
> by the Chiavo star charts
>
> Such sacrifices will be
> recorded below in their own
> blood as proof of my obedience
>
> Noah Boddy Noah Boddy

After the death of his victims, Boddy adds their blood to the tally of his debt on the contract. Any character who cuts/bites/scratches himself to place his blood on the contract must make a Courage Check (Difficulty 6) or suffer 2 MP damage. If a player marks his blood on the contract, he cannot be taken by the ghouls and Boddy will be short one sacrifice.

From clues #2 and #3, players may correctly deduce that ghouls will ignore any brother/sister cannibals. Any character eating his own (or another character's) flesh inflicts 1 HP damage and must make a Courage Check (Difficulty 8) or suffer 3 MP damage. Doing this will also remove the characters from the ghouls' menu. Ghouls will not initiate an attack on such a character, but the ghouls will certainly defend themselves if attacked by a "protected" character. At the very least, the ghouls will encourage protected characters to join them for the final "feast".

The Riddles

The ghosts that haunt the mansion will give each player a riddle sometime during the evening. These scenes work best with low-key delivery. Avoid heavy-handed devices like floating bed sheets and clanking chains at all costs. Below are some examples you might use when a ghost reveals itself to a player character:

When the character is alone in a secret passage
An eerie voice whispering behind him
Sung when a music box is played in the Ballroom
Unseen fingers writing on the fogged glass of the Conservatory
Written in flour on the Kitchen floor
Written in chalk on the pool table in the Billiard Room
Written on the dust of the Dining Room mantle

These riddles are the keys to finding the weapons hidden throughout the mansion. As mentioned earlier, knowing the answer to the riddles is a must. Players may need to enter into alliances to solve each riddle. Give each player a little time to search the mansion on his own and come up dry before dispensing the riddles. Once the riddles start going out, look for ways to get every player a riddle within the next hour so everyone has a fighting chance at locating a weapon.

Specific weapons are not assigned to any one particular room on purpose. This is because each character has a unique immunity to a specific weapon. Do not give a weapon to a character who is immune to its effects. It makes for great entertainment to watch the face of someone who thinks he has the drop on another character, only to find out his weapon is useless against him. I've even had characters feign death after being attacked by the weapon to which they were immune. They played possum and came back later in the game.

The Weapons

Cryptic information about these weapons can be found in various lore books in the Study and Library. Again, measure out a little info to each character over time. When a player solves a riddle and recovers a weapon, hand out the Weapon Card matching what he has found. Be sure to let him know the basic effects of the weapon, but not the potency of the attack or the number of uses (if any). Players can trade weapons if they wish.

Revolver
- The Kid's Shooting Iron (bullets), William Bonnie's revolver.
- Strike 10. 6 shots.
- Line of sight range for all practical purposes.
- No compatible replacement ammo in the mansion.
- Can be used as a club once the ammunition is spent (BOD +2 damage).
- Do not give to Peacock.

Rope
- Blackbeard's Cravat (suffocation, neck), noose.
- If a head-strike is made (-3 to Attack Roll in FAST), halve target's HP every round (suffocation).
- No limit of uses.
- No range.
- Victim can attempt to break out, per Grappling rules at -4 penalty.
- Do not give to Plum.

Candlestick
- Hell's Matchstick (incineration), from Salem witch.
- Strike 10. 8 shots before candle is spent.
- The Candlestick has a 2 yard range.
- Can be used as a club once candle is gone (BOD+2 damage).
- No other candle in the mansion will properly fit the Candlestick.
- Do not give to Mustard.

Lead Pipe
- Caligula's Caress (blunt damage), murdered his sister-wife.
- BOD +6 damage. No limit of uses.
- No range.
- Do not give to White.

Wrench
- Inquisitor's Spanner (wracking pains, limbs immobile), iron tool
- Hold 10. 6 uses.
- Touch to trigger Hold effect.
- Can be used as club after charges are gone (BOD+2 damage).
- Do not give to Scarlet.

Knife
- Jack's Razor (slash), Jack the Ripper blade
- BOD +4 damage. No limit of uses.
- No range, but may be thrown.
- Victim suffers another 2 HP damage the following round from continued bleeding.
- Do not give to Green.

Midnight

At midnight, the clocks around the mansion will begin to chime. The electric lights will go out (the power has been turned off in the cellar). Ominous shuffling can be heard approaching from the cellar. The characters will no doubt attempt to barricade themselves in a room. Mr. Boddy comes up from the cellar, flanked by numerous ghoul minions. He addresses the players as follows:

> *"Greetings and felicitations, honored guests."*
>
> *I know this will come as a terrible shock, but I'm afraid I haven't been entirely truthful with you. You see, the pact I made was to extend my life beyond its natural limits, which has been done for countless decades. In exchange, I must periodically provide certain sacrifices to my dark masters in a ceremony cloaked in fear and deception. These sacrifices must be people with blood on their hands and murder in their hearts. People such as you.*
>
> *I goaded each one of you into committing murder so that you could be brought here, now that the stars are right, so that my immortality may be maintained. I'm glad you came for dinner - - without you, there would be nothing to eat! Forward, my servants, and take our guests below for the feast!*

Ghouls have human form, but a monstrous, vaguely canine appearance. They haunt tombs and graveyards, feasting on the corpses and attempting to lure away passersby. They have rubbery skin, are forward leaning, clawed, and gibbering. No barrier will last for long against the ghouls. Their numbers are too great to defeat by force if the players are unarmed. As mentioned earlier, a generous GM may allow the players to survive if they can hold off the ghouls until 12:01am (6 combat rounds in FAST). Being immortal, Boddy is immune to the weapons, of course.

At the sight of the ghouls, each character will need to make a Courage Check (Difficulty 10) or suffer 4 MP damage. Any character who has not been "protected" from the ghouls will be dragged to the cellar and eaten. Fade to black.

If any character has survived to midnight and is protected from the ghouls (either by blood on the contract or tasting human flesh), Boddy will be in for a big surprise. Since the full number of required sacrifices has not been made at the time required, the contract will be broken. Once the ghouls get a sniff of the protected characters and determine they are not food (having been chalked off already as part of Boddy's debt on the contract or being a fellow cannibal by tasting human flesh), they will turn on Boddy. Boddy himself will be dragged off screaming to the cellar as the "guest of honor."

At this point, any survivors will notice on a Perception Check 5 that a large skeleton key has fallen out of Boddy's pocket. This key will open the front door. The remaining characters can escape to freedom.

Any survivor morbidly curious enough to follow the ghouls to the cellar to view the feast will need to make a Courage Check 10. Those who succeed will suffer 6 MP damage from the witnessing the horrible display. Those who fail will suffer 8 MP damage and become a cannibal, joining in the grisly feast and become lost to humanity forever.