Clue Checklist: Scenario 1

Atmosphere

Use any of these to create atmosphere early in the story.

- ❏ The PCs see a flicker of movement at the end of a dark hallway or at a window. It disappears before they can catch a good glimpse.
- ❏ A door quietly swings open or closed, with no human hand touching it
- ❏ An object is suddenly knocked out of place, or rolls out of a dark hallway or room
- ❏ The PCs suddenly feel a chill. Is it a draft, or something darker?

Starter Clues

Use 2-3 of these to point players in useful starting directions.

- ❏ **Clue 02:** The Doctor's notes
- ❏ **Clue 03:** Peter's letter to Amanda
- ❏ **Clue 04:** Chesterton's note to Peter
- ❏ Amanda reported seeing a woman in black sitting at her bedside
- ❏ Brutus becomes aggressive if forcibly separated from Amanda. He has already bitten three people.
- ❏ The servants report catching glimpses of a woman in black wandering the halls. When they look, she's gone.

Investigation Clues. Reward players for investigation with some of these clues or incidents

Incriminating the Mother's Ghost

- ❏ The servants report a strange draft or chill in the Music Room or Library (Places relevant to Grace)
- ❏ The first movement of Beethoven's Piano Sonata No. 14, *Moonlight Sonata*, Grace's favorite song, echoes through the halls, but no one in the house can play the piano. (This will likely draw PCs to the Music Room.)
- ❏ The piano in the Music Room is strangely dust free, even though servants do not currently clean that room.
- ❏ Grace's private biography (the Husband and the Cook know it, will share it reluctantly)
- ❏ **Clue 05:** Grace's last letter to Peter.
- ❏ **Clue 07:** A ghost hunter's manual discussing audible female spirits
- ❏ **Clue 08:** A spell to come back as a ghost, with Grace's bloody fingerprint on it. (The fingerprint matches those on the pianoforte, if anyone thinks to look.) **This clue explains how to defeat the ghost, and should be one of the last clues that the PCs find.**
- ❏ **Clue 09:** The architectural blueprints for Dresden Manor, showing where the rat host hides. **This clue guides the PCs to the Endgame, and should be one of the last clues that the PCs find.**

Incriminating the Mischievous Puppy

- ❏ Brutus always seems to get underfoot. (Brutus knows all of the loose boards and mouse holes in the house.)
- ❏ Brutus somehow always finds a way into Amanda's bedroom. (He knows about *at least* two loose boards that give access to adjoining rooms.)
- ❏ The PCs find something chewed. (Brutus is a puppy!)
- ❏ The PCs find a tuft of white fur where a suspicious incident occurred. (Brutus has been investigating, too.)
- ❏ The PCs hear a low growl from the darkness before a threat. (Brutus is trying to warn them and scare off the ghost at the same time!)
- ❏ Brutus barks at the PCs from a distant spot (the top of the stairs, the end of the hall) right after a threat, then flees before he can be caught. (Brutus thinks he scared off the ghost and rushes back to Amanda. Good boy!)
- ❏ **Clue 06:** The PCs find a book of fairy tales with the story of the shapechanging trickster in it. (. This is a red herring; Brutus is really just a dog.)
- ❏ Someone or something has been digging small holes in the mortar of the brick walls in the Basement. (Brutus knows that the rat is beyond the wall, and is trying to get to it.)

Threats: Weaken PCs and create atmosphere

- ❏ *We're not alone.* The PCs hear a tearing sound. If they investigate, they see parallel rips in the wallpaper, as if sharp human nails or claws had dragged against it.
- ❏ *We're being watched.* A PC catches a glimpse of a shadowy figure staring back at them from the darkness. The figure immediately vanishes.
- ❏ *A Tragic Accident*. An object "accidentally" trips a PC, falls on a PC, or otherwise threatens them.
- ❏ *A Deathly Chill.* The room gets *cold*. PCs can see their breath and frost grows on every surface.
- ❏ *Worse Than His Bite.* Brutus suddenly appears, barking madly and surprising listeners.

Running the Mystery Tips

The Endgame for this scenario involves chasing the ghost's rat host to the blocked off catacombs, cornering it there, and burning it.The ghost will fight to prevent that.

- ❖ **Avoid unnecessary humor.** Choose spooky instead.
- ❖ **Use the Countdown to keep the investigation moving**. On a failed roll, give players a clue and decrement the countdown instead.
- ❖ **Don't overthink clue delivery.** Choose fun over logic!
- ❖ **Players don't need every clue.** If they're making sense of the mystery, great! Head toward the Endgame!
- ❖ **Start the Endgame at the 75% Countdown mark**!
- ❖ **Speed up the Countdown in the Endgame**.