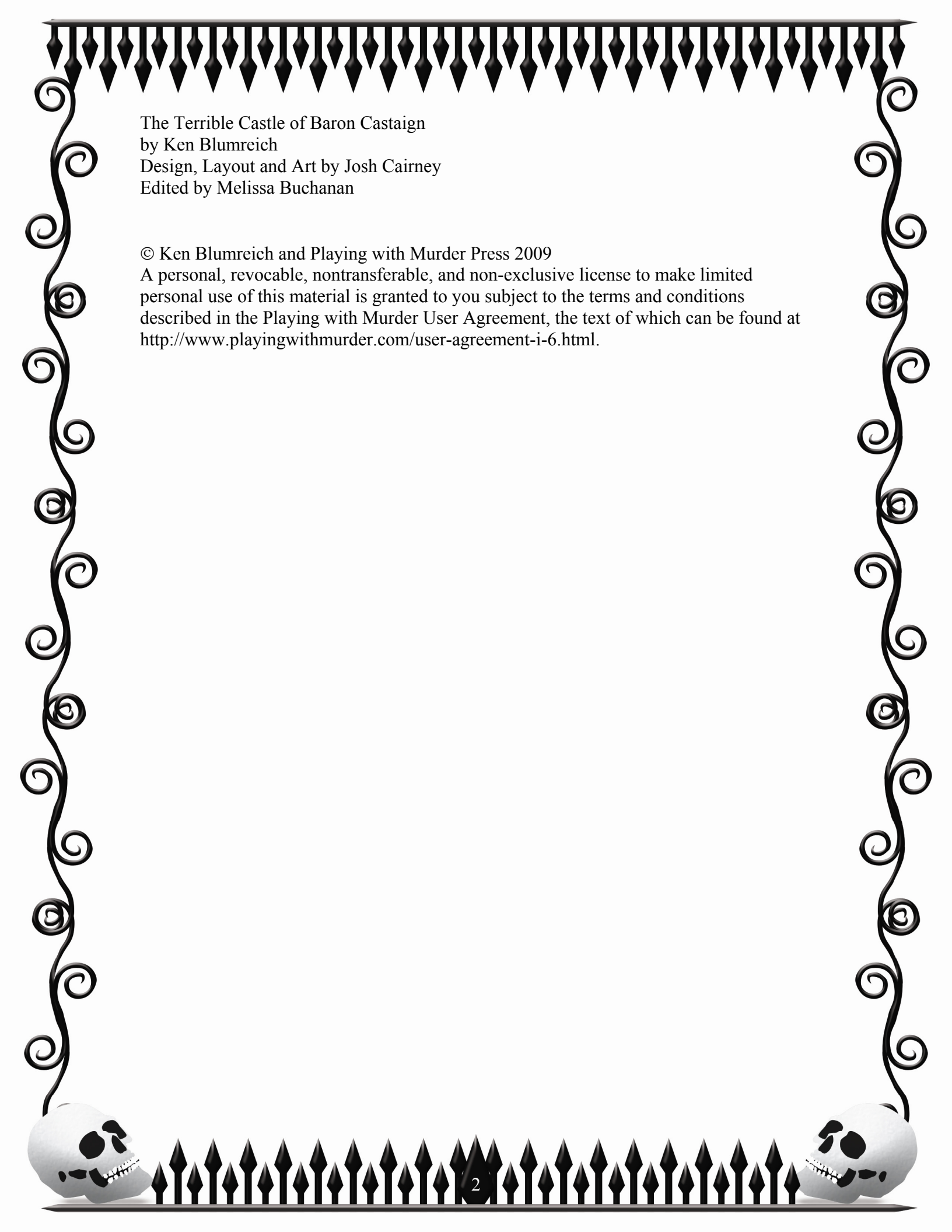




# *the* Terrible Castle *of* Baron Castaign

## A Survival-Horror Mystery and Dinner Party in Two Acts

You are one of the unfortunate dinner guests of Baron Venedict Castaign, lord and protector of Shufflemoore Woods and the surrounding country. You and your companions have been forced by circumstance to prevail upon the Baron's hospitality and accept his grudging invitation to dinner, but as the evening unfolds you find yourselves in deadly peril. A terrible evil stalks the solemn halls of Shufflemoore Manor, and only the most clever and lucky of Baron Castaign's guests are likely to escape with their lives.



The Terrible Castle of Baron Castaign  
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# I. Introductory Materials

Section I of this instruction manual contains all of the introductory materials necessary for planning and preparing your party. In this section you will find a basic overview of the plot; a description of each of the characters; tips on preparing your playing area, choosing a menu, and organizing your printouts; and detailed instructions on how to go about inviting players and assigning characters.

Please note: The majority of the contents of this booklet are intended for the eyes of the Host/Hostess only! The success of your party hinges on a strong element of intrigue and mystery, so be certain not to share this book with the other players. The material that should be provided to your guests is clearly described in this book. Under no circumstances should you allow any of your players access to this book!



# Welcome!

Thank you for choosing *The Terrible Castle of Baron Castaign*, another fine product by PWM Press; this package contains everything you need to host a spectacular Murder Mystery Party that your guests will remember for many years to come. Included are materials for hosting a party for anywhere from ten to fifteen participants (including yourself).

Mystery Parties are essentially a combination of improvisational acting, storytelling, and creative problem solving. Your guests will each assume the role of a particular character and will play the part of that character throughout the course of the game. Each character has specific personality traits, goals, secrets, and information, all of which are included in the character sheet. A big part of the entertainment value of Mystery Parties is getting into character and trying to achieve your character's individual goals.

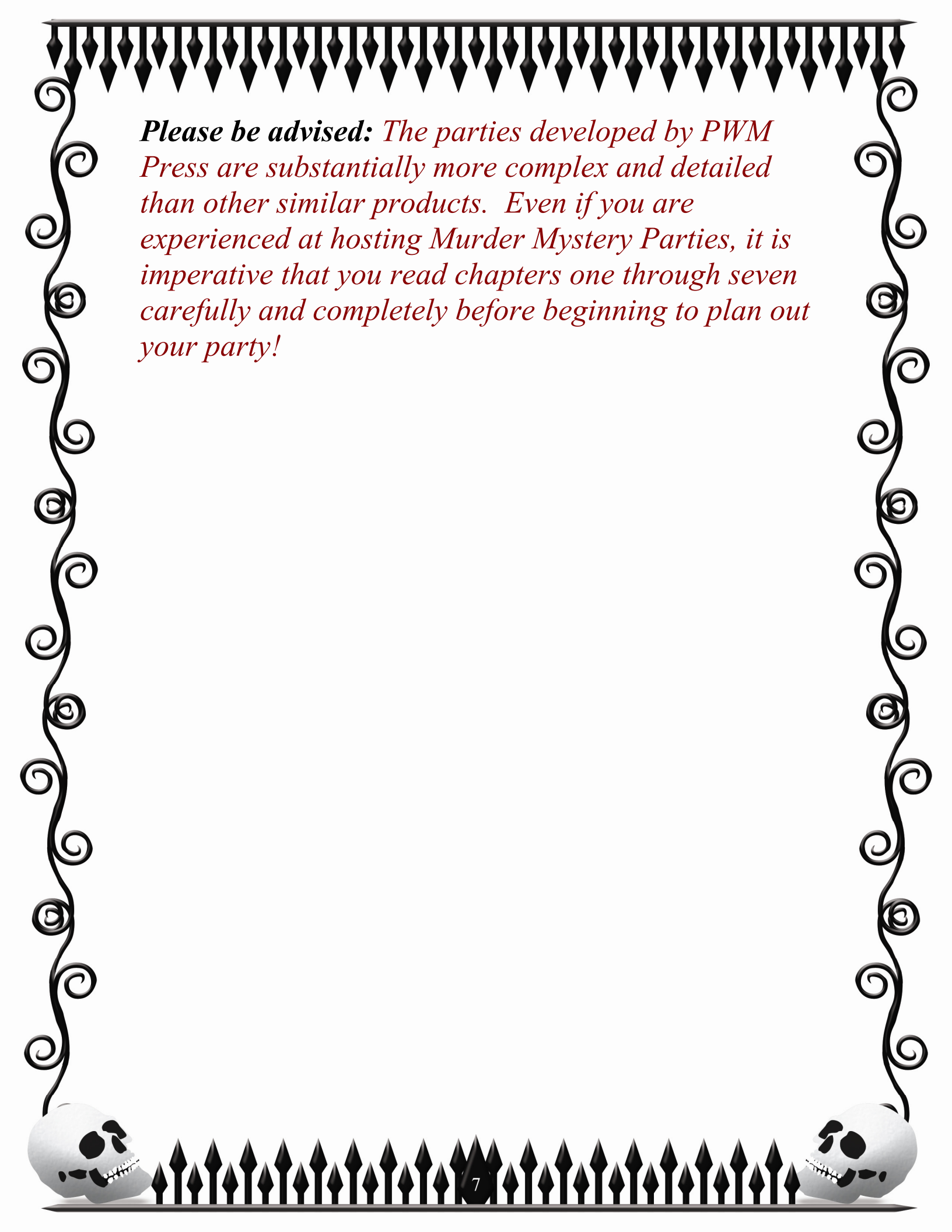
At some point during the party, an Event will occur that will force the players to come together in order to solve a problem or unravel a mystery. Traditionally, the Event in question will be the murder of one of the characters (as played by a guest), but the basic framework of a Mystery Party can accommodate numerous different types of Events.

The guests will need to use the information that their characters know (as well as additional clues that are provided during the game) to solve the mystery or overcome the problem posed by the Event. Typically this culminates in the guests voting on the identity of the murderer, but again, different parties will have different specific goals. The party may also have certain additional subgames built into the framework; for example, many Mystery Parties will have some form of scavenger hunt built into the story.

Once the mystery has been solved or the problem has been overcome, the party draws to a close. Guests are provided with an opportunity to vote on the best actor/actress, the best-dressed player, and so forth, and are then given certificates and awards for their participation in the game.

Throughout the course of the party, the Host/Hostess is responsible for ensuring that the event continues to run smoothly. He or she sets the scene, provides dinner and drinks, and moves the plot along at key points by reading scripted descriptions of what is happening. Frequently the Host/Hostess will also play the part of one of the characters.

This particular Mystery Party, *The Terrible Castle of Baron Castaign*, is a survival-horror mystery wherein the players will be attempting to escape from a supernatural threat that is killing them off one by one.



***Please be advised:** The parties developed by PWM Press are substantially more complex and detailed than other similar products. Even if you are experienced at hosting Murder Mystery Parties, it is imperative that you read chapters one through seven carefully and completely before beginning to plan out your party!*



## What Is My Role?

As the Host or Hostess, your role in the party is that of a facilitator or storyteller. It is your job to plan the event, prepare the playing area, and, once the game begins, move the story along and make certain that everyone is on task and enjoying themselves.

In many Mystery Parties the Host or Hostess takes on the role of one of the guests and is given the option to not learn the identity of the murderer before the game, thereby allowing him or her to participate in the party in the same way as the other players. However, because *The Terrible Castle of Baron Castaign* is a more complex party, it is necessary for the Host or Hostess to have a clear understanding of all key plot points in order to ensure that the game runs smoothly. This means that you will be aware of the killer and victim's identity in advance and will not be playing as one of the guests in the story, but rather as the Narrator, a gamekeeper and guide who is not technically part of the story but is rather there to advance the action.



- 5 -

## Running the Party

This portion of the instruction manual will walk you through all of the steps you need to follow once your guests arrive. Read over this section carefully as it contains information vital to the success of the event.

### Guest Arrival

As each guest arrives, you should pass out their nametags and character sheets from the first folder and then allow them to mingle until everyone arrives.

During this stage of the event, the Host/Hostess should:

- Make certain that everyone has a visible nametag.
- Make certain that everyone has a copy of their character sheet.

### Introduction to the Guests

Once everyone has arrived, gather them together in the main room and read aloud the “Welcome to the Party” text, which will explain to them the basic framework of the event. This script is included at the end of this section; if you are so inclined, you can print out a copy for each guest for easy reference.


During this stage of the event, the Host/Hostess should:

- Make certain that all the guests understand how the party is going to be run.
- Answer any questions regarding the introduction.

### Welcome to the Party

Welcome, everyone, and thank you for attending *The Terrible Castle of Baron Castaign*. As all of you know, this is a Murder Mystery Party. During the party, each of you will be playing the role of a particular character in the Barony of Shufflemoore Woods.

The Barony of Shufflemoore Woods is being plagued by wolves—or perhaps only a single wolf. The creature or creatures have been responsible for all sorts of deviltry, including the disappearance of livestock and, most recently, of Mitchell and Susannah



Miller's youngest daughter. Now, several residents of the Barony have retreated to Shufflemoore Manor, seeking the protection and aid of Baron Castaign. Several visitors have also appeared, including a trio of wandering Gypsies and a hunter who has offered up her services in tracking down and slaying the beasts that are terrorizing the Barony.

You have all arrived just as a terrible storm begins building up outside. With the gathering storm making travel impossible, Baron Castaign reluctantly offers to feed everyone dinner and let you spend the night.

Each of you has a character sheet that details special knowledge and goals that your character has, along with certain instructions for ways that your character should respond to specific situations. Aside from these instructions, and the general role-playing tips on your character sheets, there is no particular script that you need to follow; simply do your best to act as you believe your character would act.

During the course of the evening, I will be playing the part of the Narrator; I will not be taking on a particular role but will rather be explaining what is happening as the night unfolds.

Before we begin, we'll give each of you a couple of minutes to read over your character sheet and make sure you understand everything. Remember not to show your character sheet to anyone else and to be careful with what information you end up sharing with other players. Most of you have secret information listed on your sheet that your character wouldn't want disclosed to just anyone.

**[Once everyone has had a chance to read over their sheets, give them an opportunity to ask questions about how the game will work. Once all of their questions have been answered, continue with this script.]**

Alright, if there are no further questions, let me describe the scene for you. You are inside the gloomy Dining Room of Shufflemoore Manor, the castle of Baron Venedict Castaign. The Baron's spinster sister, Constance, has joined all of you at the table, and dinner is being prepared by the Baron's maid and butler.

**[Point out each of the different rooms that are considered part of the game, and explain what part of the Manor they represent. For the first portion of the evening, you should have at least one large room for the Dining Room and another area that represents the Great Hall, where the guests can mingle and chat.]**

You are now free to mingle with each other. Dinner will be served promptly at 7:00 PM. And now, if I could see Luella, Edgar, and Winston in the kitchen?

**[At this point you can take the guests playing Luella, Edgar, and Winston Phipps into the kitchen and explain that part of their role tonight will be to assist with serving the food, bringing around appetizer trays, and keeping drinks refilled.]**

# Area 1: *The Great Hall*

## Description (to be read to the guests)

The Great Hall of Shufflemoore Manor is a gloomy, chilly place, barely lit by two flickering torches. There are stairs leading up, a side hall that leads to the Dining Room, Kitchen, and Servants' Quarters, and a pair of wide double doors that leads outside to the courtyard. The Day Chapel is on the far side of the grounds. It should be easy enough to make your escape; you simply need to go out the front doors, cross the courtyard, and make your way past the stables and through the garden, and you'll be at the Chapel.

Please arrange yourselves by the door and tell me who will be opening the door and leading the way out.

**Preparation Tips:** The Great Hall requires little in the way of decoration or preparation. Strategically placing a few candles around the room for light will provide a suitable atmosphere; you should also include the item cards for the two torches (these should be put in an easily accessible location where the guests will be able to retrieve them). When describing the area to the guests, you should point out where the stairs, side hall, and double doors are. If you have a cohost or helper, this person could hide outside the room, ready to play the part of the wolf that attacks the guests when they try to leave.

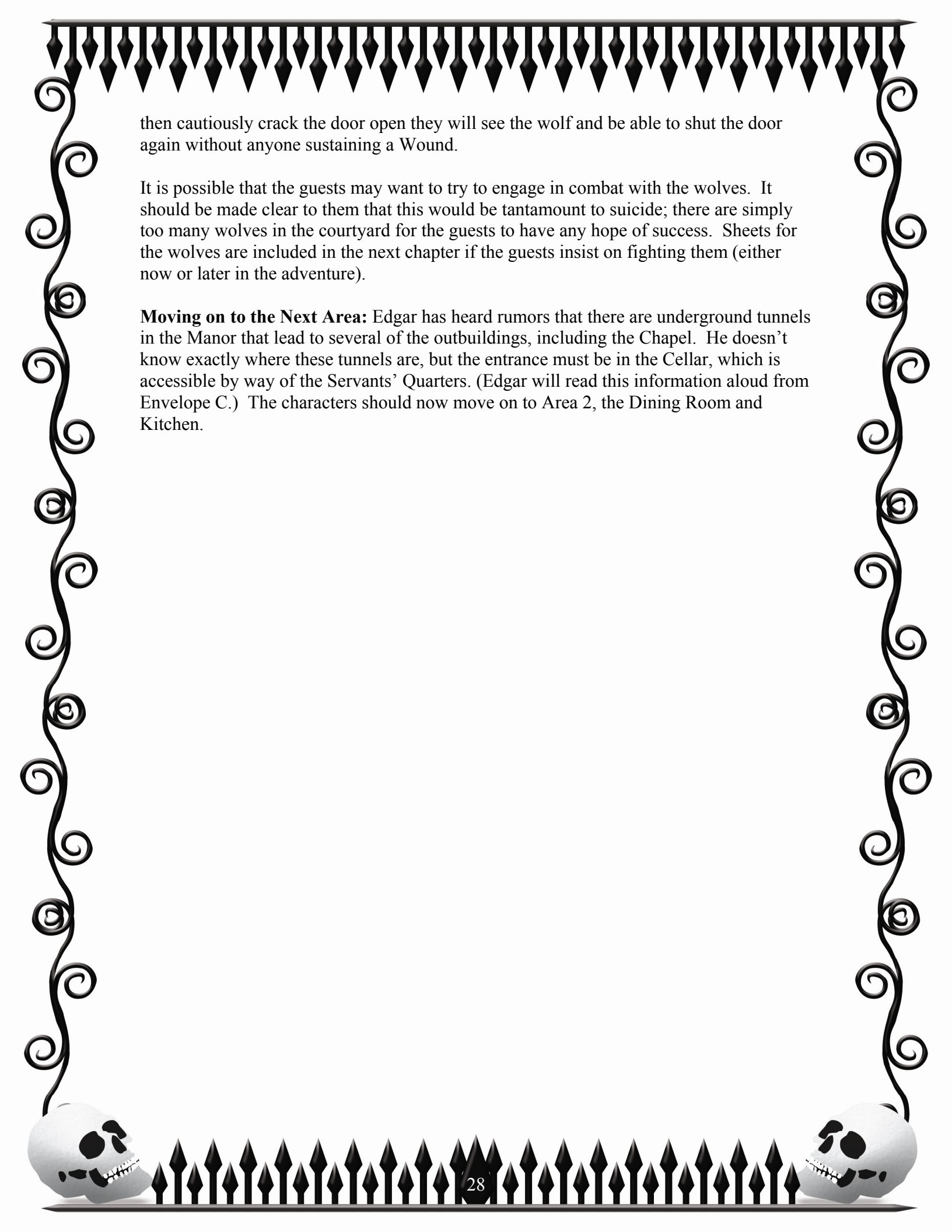
**Narrator's Notes:** The guests will probably make their way directly to the double doors leading to the grounds. However, as soon as a guest opens the door, the Narrator should inform them that there is a frantic growling and snapping as a giant, slaving timber wolf tries to force its way in; beyond it the guests can see that the courtyard is filled with nearly a dozen wolves. Tell the guest who opened the door that he or she has sustained a Wound, and should mark off a health box on his or her character sheet. The guests force the door shut, but it is obvious from the panting and growling on the opposite side that there is no way to make it across the courtyard.

Tip: You can heighten the drama of this moment by having a helper (perhaps the guest who was playing Luella) play the role of the wolf growling and snarling on the other side of the door. For added intensity, you could dress the helper in a werewolf mask.

After the guests have shut the door on the wolf, prompt the guest who is playing Edgar to open Envelope C and read the contents.

**Items:** There are two torches here that the guests will probably want to pick up as light sources.

**Additional Notes:** If a character with **Keen Hearing** listens at the door before opening it, he or she will hear the sounds of something panting right outside the door. If the guests



then cautiously crack the door open they will see the wolf and be able to shut the door again without anyone sustaining a Wound.

It is possible that the guests may want to try to engage in combat with the wolves. It should be made clear to them that this would be tantamount to suicide; there are simply too many wolves in the courtyard for the guests to have any hope of success. Sheets for the wolves are included in the next chapter if the guests insist on fighting them (either now or later in the adventure).

**Moving on to the Next Area:** Edgar has heard rumors that there are underground tunnels in the Manor that lead to several of the outbuildings, including the Chapel. He doesn't know exactly where these tunnels are, but the entrance must be in the Cellar, which is accessible by way of the Servants' Quarters. (Edgar will read this information aloud from Envelope C.) The characters should now move on to Area 2, the Dining Room and Kitchen.

# Venedict Castaign The Baron of Shufflemoore Woods

**Description:** You are Baron Venedict Castaign, lord of Shufflemoore Manor and the nearly forgotten Barony of Shufflemoore Woods. In your youth, your Barony stretched as far as the eye could see in every direction, but now your once-great estate has fallen into disarray, and your deserted Barony has shrunk to a handful of cottages at the edge of the great, dark forest.

**Getting Into Character:** You are a somber, silent man, prone to melancholy and introspection. You have seen everything that was once important to you fade away, and you are haunted by the tragedy of what you could have been had life treated you differently. All that you want now is to be left alone to finish the process of fading away into obscurity. Nevertheless, you do still hold on to your honor, and you feel a sense of obligation to those few subjects who remain within your Barony.

**Costume:** You wear the faded and threadbare remnants of once-fine clothing.

## Advantages:

- Advantage: Literate (You are able to read books, inscriptions, and other writing.)
- Advantage: Special Knowledge (You know the layout of Shufflemoore Manor, though there are some forgotten areas that even you are not fully familiar with. The Host/Hostess may provide additional clues and pieces of information to you during the course of the event.)
- Advantage: Royalty (You are noble born and can expect to be treated with respect by all of your subjects.)

## Flaws:

- Flaw: Anemic (You are less robust than most people, and as such you only have three health boxes instead of four.)

## Items:

- Item: Crucifix

## Special Instructions:

- During Act One (before the murder), you should do the following:
  - First, speak with Tatyana and see if she seems truly capable of hunting down the beast or beasts that terrorize your lands. If she does seem capable, negotiate a price with her. You can afford as much as eight gold sovereigns for this service, but you would like to pay much less.
  - Once you have finished bargaining with Tatyana, you should speak with Mitchell Miller and his wife. Find out what they want from you. When you learn that their daughter has been taken by wolves, express your sympathy and assure them that you will rid the Barony of these beasts.
  - When Desmond Othas approaches you about the wolves, you should assure him as well that you will see to it that the problem is taken care of.
  - Ask the Gypsies for news of the surrounding lands.
- During Act Two (after the murder):
  - Do your best to survive the night.

## Health:

Healthy    Terribly Injured    Dead





# Wolf Slaving Beast

**Description:** This is a slaving, snarling, ravenous Wolf, here under the dark influence of the vampires to bring doom upon the Barony. Wolves will attack human guests on sight, without fear or regard for their own safety.

**Advantages:**

- Advantage: Armed (Because of their fierce teeth, all Wolves are considered to be Armed in combat; this makes them much more likely to win.)
- Advantage: Keen Senses (Wolves have excellent hearing and smell; there is no way for humans to conceal themselves from Wolves.)

**Flaws:**

- Flaw: Animal (Wolves are only animals; even under the influence of the vampires, a Wolf does not show any particular intellect or ability to reason.)

**Health:**

Healthy    Injured    Terribly Injured    Dead

You are cordially invited to

*the*  
**Terrible Castle**  
*of* **Baron Castaign**

A Murder Mystery Party

Date \_\_\_\_\_

Time \_\_\_\_\_

Location \_\_\_\_\_

Details Enclosed.

Please RSVP no later than

\_\_\_\_\_





# What Is a Murder Mystery Party?

**The Terrible Castle of Baron Castaign** is a Murder Mystery Party wherein the guests will take on the roles of Baron Venedict Castaign, his family, guests, and servants, and play as those characters throughout the course of the event. At some point during the evening, one of the guests will be “killed” by one of the other participants, and the remainder of the evening will be spent with the remaining guests doing their best to survive and escape the castle. Food and drink will be provided.

**Included with this invitation** are an RSVP card and a brief description of the available characters. Please return the RSVP card as soon as possible!





# The Guest List

Male roles are marked ♂ and female roles are marked ♀.

♂ **Baron Venedict Castaign:** Lord of Shufflemoore Manor and the nearly forgotten Barony of Shufflemoore Woods, Baron Castaign is a somber, silent man, prone to melancholy and introspection.

♂ **Desmond Othas:** A peasant who ekes out a living cutting wood and performing rough carpentry in the Barony of Shufflemoore Woods, Desmond wears rough clothing and carries a hand axe.

♂ **Winston Phipps:** Butler and manservant to Baron Venedict Castaign, Phipps is a formidably competent and icily professional butler.

♂ **Edgar:** Caretaker and groundskeeper of Shufflemoore Manor, Edgar is an ill-kempt, lazy drunkard whose primary goal is to do as little work as possible while still collecting the pittance the Baron pays him.

♂ **Curtis:** A Gypsy juggler and husband to Maven, Curtis is an outgoing entertainer always ready and able to put people at ease with his clever wit and well-timed jokes.

♂ **Mitchell Miller:** A simple farmer who ekes out a livelihood in the Barony of Shufflemoore Woods with his wife Susannah, Mitchell has fallen on hard times with the disappearance of his daughter Krista. He has come to Shufflemoore Manor to petition the Baron's aid in locating his daughter.

♀ **Esmerelda:** A Gypsy girl and occasional dancer who travels the land with her brother, Curtis, and his wife, Maven, Esmerelda is bright and vivacious, a lively sort of person who always has a cheerful comment and smile, even for strangers.

♀ **Maven:** A Gypsy seer and wife to Curtis, Maven is wise and mysterious. She always seems to know more about people than she is inclined to let on.

♀ **Susannah Miller:** A soft-spoken woman, Susannah is the wife of the farmer Mitchell Miller. She has recently lost her young daughter, Krista, and is heartbroken and distraught.

♀ **Luella:** One of the maids of Shufflemoore Manor, Luella is a cheerful young woman who has aspirations of traveling to some place more cosmopolitan and compelling than Shufflemoore Woods.

♀ **Constance Castaign:** The sister of the Baron, Constance Castaign is a dour and devoutly religious spinster.

♀ **Tatanya:** A hunter and tracker of some skill, Tatanya is a taciturn woman, more at home in the wild than in a Baron's castle. She dresses in rugged clothing and carries a pistol, something of a novelty for a woman in this time and place.

## Bottle of Wine



This half-full bottle of wine was pilfered from the Wine Cellar a few days ago.  
If anyone asks, you can tell them that it is a bottle of soapy water  
for scrubbing mirrors and counters.

## Sturdy Walking Stick



This knotted, gnarled piece of wood serves the dual purpose of  
helping you walk and (hopefully) protecting you from danger.  
So long as it is in your hands, you are considered Armed.

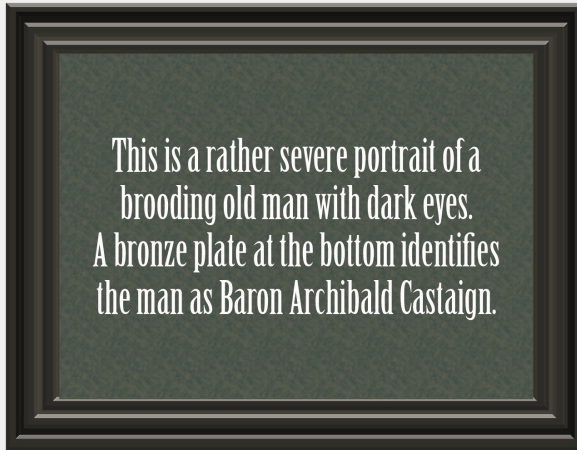
## Bible



Your Bible is a precious family heirloom and means a great deal to you.

## Third Painting

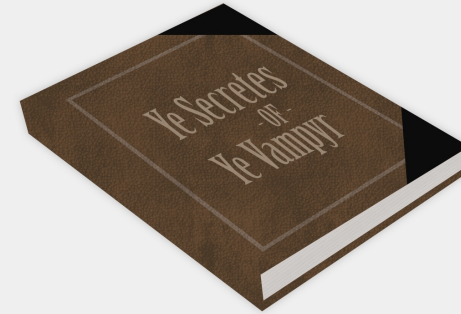
Located in: Area 3, The Upstairs Library



This is a rather severe portrait of a brooding old man with dark eyes. A bronze plate at the bottom identifies the man as Baron Archibald Castaign.

## Ye Secretes of Ye Vampyr

Located in: Area 3, The Upstairs Library



This is a small, leather-bound book, only a few dozen pages in length. If you have the Literate advantage, you may read through it. If so, please ask the Narrator for Envelope E, and read the contents therein.

## Bust of Caesar

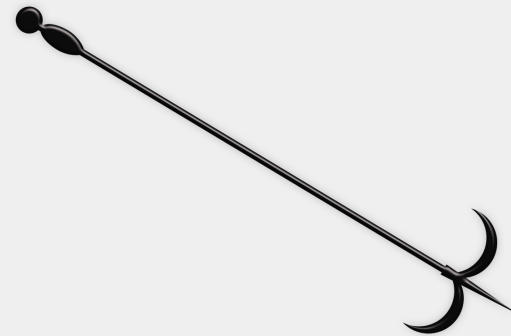
Located in: Area 3, The Upstairs Library



This is a marble bust of Caesar atop a heavy stone pedestal.

## Fireplace Poker

Located in: Area 3, The Upstairs Library



This heavy iron poker is wickedly hooked at the end. So long as you have it in your hands, you are considered Armed.

## Bottle of Wine

Located in: Area 7, The Wine Cellar



This is a small bottle of fine wine.

## Rope

Located in: Area 10, The Tunnel



This is a twenty foot coil of rope, salvaged from the winch in the tunnel.

## Key Ring

Located in: Area 11, The Dungeon



There are several small keys on this ring; they don't look the right size to be door keys; perhaps they open the manacles and shackles on the walls.

## Rags

Located in: Area 11, The Dungeon



This skeleton is clad in tattered rags.  
Are you really willing to rob from the dead?  
If so, congratulations. You have rags.

# Met A Grisly End!

## *Award*

Not all stories have a happy ending, and sometimes the monsters win. You may not have lived to tell the tale, but this award recognizes that

---

went down fighting. And screaming.

Great job, and thanks for playing  
*The Terrible Castle of Baron Castaign!*

*Awarded on* \_\_\_\_\_

