

AN INQUISITION OF
VAMPIRES

An Inquisition of Vampires
by Ken Blumreich
Design, Layout, and Art by Tim Welsh
Edited by Melissa Buchanan

With very special thanks to Erik Hofmeister and Chandler Kennedy for inspiration and character design of Archibald Crane and Ashlyn Ember.

© Ken Blumreich and Playing with Murder Press 2010
A personal, revocable, nontransferable, and nonexclusive license to make limited personal use of this material is granted to you subject to the terms and conditions described in the Playing with Murder User Agreement, the text of which can be found at <http://www.playingwithmurder.com/user-agreement-i-6.html>.

TABLE OF CONTENTS

Introduction.....	4
What You Need to Know to Get Started.....	5
What do I Need to Have in Order to Play.....	6
Character List.....	7
Alister Maundrell.....	8
Ashlyn Ember.....	9
Damien Wolfe.....	10
Evelyn Mitternacht.....	11
Calix DeCort.....	12
Ophelia Saint.....	13
Tristan Crow.....	14
Narcissa Nin.....	15
Name Placards.....	17
Introductory Script and Explanation of Rules.....	19
Round One.....	21
The First Clue.....	22
Round Two.....	23
The Second Clue.....	24
Finale Round.....	25
Solution.....	26

INTRODUCTION

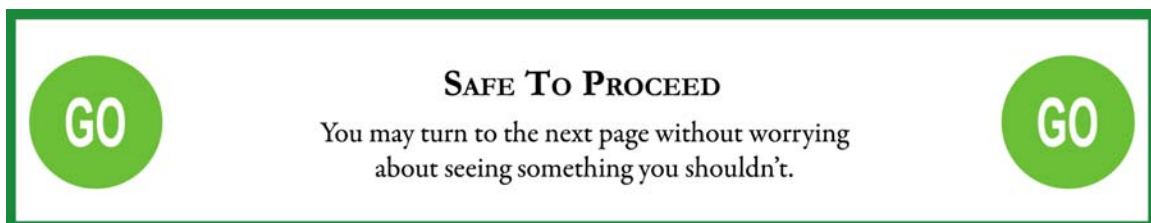
Thank you for choosing *An Inquisition of Vampires* by PWM Press; this package contains everything you need to host a Murder-Mystery Mini that will provide a delightfully entertaining evening for eight players or couples.

Our line of Murder-Mystery Minis is specially designed for fast setup and easy play. All you need to do to get started is print out this booklet, gather together a group of players, hand out character sheets and name tags, and then follow along with the instructions. Best of all, the party facilitator gets to join in the game and solve the mystery along with the other guests!

Of course, that means that you're going to need to be careful when printing out this booklet and handing out the materials to your other players; if you let your eyes wander too much, you might accidentally read something that could spoil the surprise for you. If you want to solve the mystery along with the other players, you'll need to follow the printing and handout instructions included in the next section precisely.

On the other hand, if you would prefer to plan your party more exactly, you can always choose to read through the booklet in advance; while this means that you won't get to play a character or help solve the mystery, it also means that you get to read through all of the character sheets and assign players roles that you think will best match their personality and acting skills. The choice is entirely up to you!

If you do plan to play along with your guests, pay attention to the warnings at the end of each section. If you see a green box like the one at the bottom of this page, it is safe to proceed. If you see a red box labeled "**UPCOMING SPOILER ALERT!**" follow the instructions in the box in order to avoid accidentally viewing any spoilers. If you reach the end of a page and there is no red or green box, that means the section continues on the following page; in this case, it is safe to proceed.



WHAT YOU NEED TO KNOW TO GET STARTED

An Inquisition of Vampires is intended to be played around a table by eight people (or up to eight couples). Each of the players (or each of the couples) will be assigned a character and given a character sheet that explains who or what their character is, what information their character knows, and how their character should respond to events that occur during the game. In this particular Murder-Mystery Mini, the guests will be playing the role of the eight vampiric inhabitants of the city of Grayston, who have come under suspicion of the murder of Archibald Crane, the Elder of the city. The Grand Council has sent the terrifying Inquisitor Dominic to investigate the matter and mete out punishment.

The game will progress in rounds. Round One will start with the party's host or hostess reading a script that explains the nature of the mystery that is afoot. After the introduction is read, each player at the table will share a piece of information from their character sheet, and all the other players will have an opportunity to respond to that piece of information.

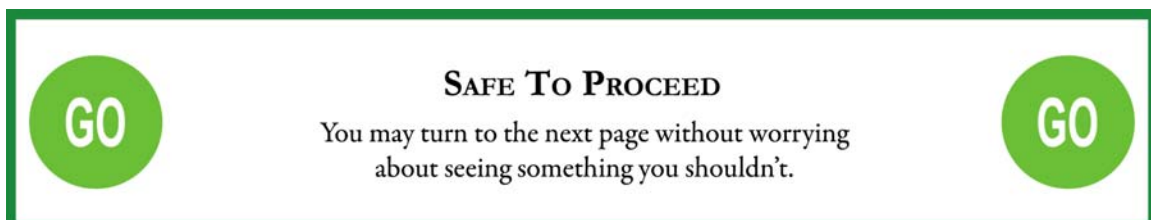
Once everyone has had a chance to share their first piece of information and respond to what other players have shared, the game will proceed to Round Two. Round Two begins with the facilitator sharing a clue that should shed further light on the mystery. After the facilitator has provided the clue, the players will once again go around the table, providing another piece of information and then responding.

After the second time around the table, the game will proceed to the Final Round. The Final Round begins with the facilitator sharing another clue. The players then go around the table a final time, sharing their last piece of information and responding to each other.

By this point, the players should have learned enough information to be able to piece together a theory about who was responsible for the murder. Each player (or couple) will write down the name of the person who they think is responsible. The facilitator will then read the final page of the mystery aloud, revealing the culprit. Any player or couple who correctly guessed the identity of the killer is declared a winner.

From start to finish, the entire game should generally only require half an hour to complete.

Note: As the host or hostess, there are certain times when you will be called upon to read aloud passages from this booklet. Passages that are meant to be read aloud will be clearly labeled and contained in a gray box.

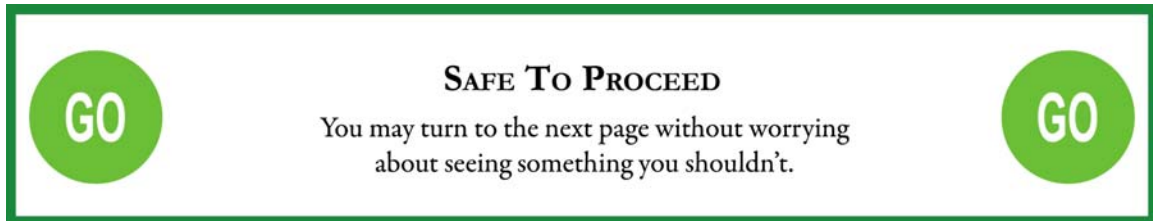


WHAT DO I NEED TO HAVE IN ORDER TO PLAY

Our Murder-Mystery Minis are specifically designed to not require very much in the way of supplies. All you really need is a table to sit around (or a large playing area where the guests can sit in a circle), a group of players (the minimum is eight; if you have more than eight, multiple guests can work together to play the same character), a printed copy of this booklet, a pair of scissors (to cut out name placards for each character), and pencils or pens for each player. You may also wish to provide scratch paper (for players to take notes on) and folders (to help players conceal their character sheets).

If you wish to do so, you may also choose to provide prizes for the winner or winners (any players who accurately identify the culprit). Some suggested prizes might include candy, bath and body products, homemade treats, or any other small, inexpensive gift item; remember that it is possible for multiple players to win, so if you choose to offer prizes, make sure you have enough on hand!

The next section of this booklet provides a list of the available characters as well as explanations on how to assign characters. There are no spoilers in the next section, so you can read it even if you plan to play a character and help solve the mystery.



CHARACTER LIST

In *An Inquisition of Vampires*, each of the players will be playing the role of the eight vampiric inhabitants of the city of Grayston, who have come under suspicion of the murder of Archibald Crane, the Elder of the city. The Grand Council has sent the terrifying Inquisitor Dominic to investigate the matter and mete out punishment. These are the available characters:

- **Alistair Maundrell, the Rebel:** Well-known among vampires as a rebel who refuses to feed on living humans, Alistair is the youngest vampire in the city. (Page 8)
- **Ashlyn Ember, the Occultist:** Mysterious, melancholy and withdrawn, Ashlyn seems to carry a great sadness with her; she is rarely seen by the rest of the vampires, preferring to remain secluded in occult study. (Page 9)
- **Damien Wolfe, the Master of Beasts:** Wild and dangerous, Damien Wolfe is a hotheaded vampire whose ability to control animals is respected and feared by the other vampires. (Page 10)
- **Evelyn Mitternacht, the New Arrival:** Little is known about the mysterious Evelyn, as she only recently arrived in the city; rumor has it that she is on the run from hunters. (Page 11)
- **Calix DeCort, the Outcast:** Known for his occasional ability to see into the future and speak with the dead, Calix DeCort is too unpredictable and strange to be welcomed into vampire culture. (Page 12)
- **Ophelia Saint, the Artist:** A noted painter and sculptor, Ophelia imbues her artwork with an otherworldly quality that impresses her patrons and silences critics. (Page 13)
- **Tristan Crow, the Businessman:** A powerful and well-respected vampire, Mr. Crow has used the experience and knowledge derived from his decades of undeath to forge an impressive business empire. (Page 14)
- **Narcissa Nin, the Club Girl:** One of the city's premier socialites, the beautiful Narcissa Nin can usually be found enjoying the local nightlife, using her supernatural charms to draw the attention and devotion of the other club-goers. (Page 15)

As party facilitator, you have several choices when it comes to assigning characters:

- If you do not wish to take an active role in playing a character and solving the mystery, you may read through each of the character sheets and decide which player or couple would be best suited to a particular character.
- Alternatively, you could read the list of available characters to your guests and let people choose which character they would like to play. If multiple players are interested in the same character, you can flip a coin or play rock-paper-scissors to see who gets their first choice.
- Finally, you could shuffle the character sheets together and hand them out randomly to your players.

The next eight pages of this booklet are the character sheets.



UPCOMING SPOILER ALERT!

Warning! If you plan to play *An Inquisition of Vampires* along with your guests, you should not read the character sheets! Separate the next eight pages and set them aside! You may then proceed to page 16.

