



Midnight *at* Monster Manor

A MURDER MYSTERY PARTY GUIDE

8
characters
inside!

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INTRODUCTION

Once upon a moonlit Halloween night, the dimly lit ballroom of Hawthorn Manor was adorned with cobwebs, flickering candles, and eerie masks. A group of misfit monsters gathered for the annual “Dead Inside” gathering at this sprawling, mysterious mansion.

Because it was Halloween and also a full moon, all the monsters were in their full power, and even werewolves could attend. The party lived up to such a rare and exciting occasion, with plenty of tantalizing food, dangerous drinks, and sinister smiles. It was a monstrous night to die for...

And someone actually did.

As the clock struck midnight, the full moon’s power began in full swing.

Suddenly, the lights dimmed and a blood-curdling scream echoed through the room. Once the lights came back, the guests turned in alarm to find that one of their group had disappeared, leaving only a pool of blood behind. It was young Canagan Farkas, a werewolf. Panic and fear gripped the gathering as they realized this was no ordinary Halloween night.

The host gathered everyone together and revealed the sinister twist: a real murder had occurred within their midst. Each guest was now a suspect, and they were tasked with unravelling the mystery to identify the killer before dawn.

The game was afoot, and the guests delved into the depths of deception, interrogating one another and examining clues scattered throughout the manor on their hunt to unmask the killer and find the missing body. Dark secrets were exposed, alliances formed and shattered, and alibis scrutinized under the pale moonlight.

The night grew darker as the clock ticked away. Suspicions intensified, revealing hidden motives and skeletons in every closet. The tension was palpable as the guests raced against time, desperately seeking the truth and trying to unmask the cunning murderer among them.

Amidst the eerie backdrop of the Hawthorn Manor and the chilling atmosphere of the monstrous night, the guests were drawn deeper into the enthralling mystery. The answers lay within the enigmatic corridors, concealed in the shadows of the night, waiting to be discovered.

As dawn approached, the guests gathered one last time to present their findings and reveal the true murderer. The mystery was solved, and the truth emerged, bringing an end to the hauntingly unforgettable night at the monster manor.

HOST GUIDE

Get ready to embark on a journey of mystery and intrigue as you guide your guests through an unforgettable evening of sleuthing and suspense. Whether you're a seasoned host or new to the world of murder mystery parties, this guide contains everything you need to ensure a memorable and entertaining experience for all. So, gather your friends, set the stage, and prepare for an evening filled with twists, turns, and perhaps even a few surprises along the way!

What is a murder mystery party?

A murder mystery party is a unique and interactive form of entertainment that brings together elements of theater, role-playing, and puzzle-solving. At a murder mystery party, guests take on the roles of characters in a fictional storyline, typically set in a specific time period or theme. As the host, your job is to facilitate the game, guiding guests through the plot while they interact with each other, gather clues, and ultimately solve the mystery of whodunit.

At its core, a murder mystery party is all about immersion and engagement. Guests are encouraged to fully embrace their characters, complete with costumes, accents, and backstories, as they navigate through the twists and turns of the narrative. The outcome of the game is determined by the collective efforts of the players, as they work together to piece together clues, uncover motives, and identify the culprit.

What sets a murder mystery party apart is its interactive nature, allowing guests to become active participants in the unfolding drama. It's a social event unlike any other, where collaboration, deduction, and quick thinking are key to unraveling the mystery. Whether you're hosting an elegant soirée or a simple gathering with friends, a murder mystery party is sure to captivate and entertain your guests, leaving them talking about the experience long after the final clue is revealed.

What is my role as the host?

As the host of a murder mystery party, your role is crucial in ensuring that the event runs smoothly and that all guests have an

enjoyable experience. But that doesn't mean that you can't take part in the fun as well! While there are many responsibilities for you to fill as host, this guide will help you navigate them all with ease so you can enjoy solving the mystery alongside your guests.

Before the party begins, you'll need to assign roles to each guest and provide them with their character bios. You are also responsible for setting the tone and atmosphere for the party, creating a sense of mystery and intrigue from the moment guests arrive. This may involve decorating the venue to match the theme of the mystery, playing appropriate music, serving food that keeps guests' energy up, and creating an immersive environment that draws guests into the fictional world of the game.

You are the primary facilitator of the game, responsible for guiding guests through the storyline, distributing clues, and keeping the game on track. Whether you are playing as a character yourself or not, it's up to you to steer the party along the timeline and ensure that everyone stays engaged.

Throughout the party, you may encounter unexpected situations or challenges that require quick thinking and problem-solving skills. Whether it's resolving disputes between guests, managing the flow of the game, or improvising in response to unforeseen circumstances, your ability to adapt and think on your feet will be essential.

Above all, your role is to be a gracious and welcoming host, ensuring that all guests feel comfortable, included, and entertained throughout the evening. Your enthusiasm and energy will set the tone for the party and help create a memorable experience for everyone involved.

By embracing your role as host and embracing the spirit of the murder mystery party, you'll help create an unforgettable event that your guests will be talking about for years to come. So, get ready to don your detective hat, gather your suspects, and prepare for a night of mystery, mayhem, and murder!

Toffee Apples: Crisp apples dipped in rich, buttery toffee and rolled in crushed nuts or colorful sprinkles, served on wooden sticks for easy eating.

Rice Krispie Brains: Brain-shaped crunchy and gooey rice krispie treats dyed a reddish-pink to look like a zombie's favorite snack.

Pumpkin Pie: A classic pumpkin pie made with a flaky buttery crust and a silky smooth pumpkin filling, seasoned with autumn spices like cinnamon, ginger, and nutmeg, served with a dollop of whipped cream.

You may also want to create a themed drink bar with options to suit all tastes. Consider serving hot chocolate with various toppings, warm apple cider, or even a signature mocktail or cocktail with a spooky theme—witch's brew or vampire's kiss punch, for example.

And don't forget to pay attention to presentation! Try using themed serving platters, labels, and decorations to enhance the overall atmosphere of your party.

Remember, the goal is to create an enjoyable and immersive experience for your guests, so don't be afraid to get creative and have fun with your food and drink choices. With a little planning and preparation, your murder mystery party is sure to be a hit!

AT THE PARTY

Now that the stage is set and your guests have arrived, it's time to dive into the heart of the mystery and ensure that everyone has a thrilling and unforgettable experience. In this chapter, we'll cover a range of hosting duties as well as gameplay and clue distribution to help you navigate through the twists and turns of the evening.

Greeting Guests and Setting the Atmosphere

As guests begin to arrive at your murder mystery party, it's important to greet them warmly and set the tone for the evening.

If guests are coming in costume, take a moment to admire their outfits and acknowledge their efforts. Encourage guests to fully embrace their characters and engage in role-playing from the moment they arrive.

You may also want to have some drinks and refreshments ready to enjoy while you mingle and wait for the remaining guests to arrive. Consider serving themed cocktails or mocktails to enhance the atmosphere of the party.

Providing Character Sheets to Guests

Once all your guests have arrived and are ready to dive into the mystery, it's time to provide them with their character sheets. We recommend holding off on distributing character sheets until the

party is officially underway. This adds an element of anticipation and excitement as guests eagerly await their assigned roles.

You can, of course, alternatively share the character sheets with your guests before the evening of the party. This allows your guests to really get to know their characters ahead of time, but you'll need to make sure that they don't share details with other guests before the party.

To provide character sheets to your guests, you have a couple of options. You can either make photocopies of the last pages of this book, which contain the character profiles, or you can take photos of the pages and send them digitally to each individual guest.

Remind your guests to keep their character information confidential and not to share it with anyone else until the mystery has concluded. This helps preserve the element of surprise and ensures that everyone has an equal opportunity to uncover clues and solve the mystery.

When distributing the character sheets, take a moment to explain to your guests what they should expect to find on the sheet: their character background, their dark side, how they know the victim, what you know about the other characters, and the secrets they should only reveal if someone asks them about it. Suggest that they read through their character profiles carefully and begin thinking about how they will interact with other characters throughout the party.

APPENDIX

In the appendix you will find all the information for each character in the mystery, templates to use for invitations and voting slips, and—on the last page—the solution to the mystery (DON'T PEEK).

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PENTAS MOON

Your Background

You are a witch who grew up in Salem around the time of the famous witch trials. You come from a very prestigious line of witches, but you were never really like them. You were much more rebellious, and you have been experimenting with potions and spells. You became very skilled with spells, using your words to curse people and concoct transformations. Your family has been trying to encourage you to spend less time experimenting and inventing new spells and learn existing ones instead.

You have a younger sister, Rose, who keeps following you around all the time. She is a typical, slightly annoying younger sibling, so one day you decided to try a spell on her. But it went wrong. Oh soooo wrong... You tried to turn her temporarily into a frog, but you mispronounced a word and ended up turning her permanently into a dog. A dog who keeps following you around even more than your sister did before. You panic and tell your family, but they can't find the way to reverse the spell, so Rose stays fluffy... For now, at least.

Your parents knew that witches were going to be found out, and soon. They knew you would have to learn to fend for yourself, and possibly for your sister, too. So they did their absolute best to teach you everything they knew and everything that you might need to know in the future. They were respected sorcerers, and your whole coven looked up to them. When the Salem witch trials started, your family tried to protect the coven, but as time went on, they knew they had to save you, their children, first. They taught you the spell to time travel, but you overshot—like, a lot. That's how you ended up in this time period.

You happily saw that nowadays witchcraft is much more common—cooking and medicine, just to name a few. You learned from the library that your parents escaped Salem just in time, and they worked hard to keep the arcane traditions alive. Your Shakespearean English has been unusual in these modern times, but at least you have your sister.

You also found an old hag who took you in and taught you everything she knew. Now, as a flourishing young witch with the

right amount of skills and knowledge, you are trying to find the way to reunite with your family and turn your little sister back. You do enjoy her not talking much, but still... she is your sister. In these times, you've made friendships with other monsters and creatures. That's one of the reasons you are at this gathering right now—you were invited by Canagan.

Your Dark Side (try to keep it hidden as long you can)

Your time spent at the old hag's house and in the library researching—with positive results. You've finally found a way to turn your sister back and the exact time and place to reunite with your family. But just like every hard spell, this one requires more than just herbs and words. You are skilled with your words, but there are spells words can't undo. To achieve both of your goals, you will need the blood of a transformed werewolf over full moon at Halloween night. It's very tricky to find a werewolf in general—they blend into society so well—but it is much harder to find one transformed on such a special day.

After lots of searching, you finally found a young and gullible werewolf in your town—Canagan. In the beginning, you weren't even sure if he knew himself that he was a werewolf, but you knew it. Thanks to your skill with words, you bewitched him. You befriended him and put a spell on him to make sure he would do whatever you asked. You made sure that he invited you to this party so when the day came he would transform, and you could finally make your way home.

But as you've got to know Canagan better, you started caring about him and felt bad about what you were doing. But no matter how bad you felt, you convinced yourself that this was all for a greater good. It was for your family, and he would do the same if the tables were turned. After all, both of you are odd ducks and outcasts. And you don't really need a full sacrifice, just some of his blood at midnight.

What You Know

- ▶ You know Sylas and his current life. You're pretty sure that he has got into some kind of trouble again, and you're pretty sure he's the one that killed Canagan. You don't have proof, but you are pretty sure that the murderer is either him or someone working with him, like Eureka, who you recognize from an illegal gathering of monster hunters.
- ▶ You know that Edgar killed his wife. You were the police officer on duty when it happened, and you collected all the evidence. It doesn't seem like Stella knows about it, but she should.

Your Secret (only share if challenged)

Never in a million years did you think you would see that beat-up old Barbie doll again, but for some reason she is here at the party. You're not sure whether she's recognized you, but she looks a

bit unhinged—well, more than usual, considering you broke all her regular doll joints ages ago—so you have been trying to avoid her. If she figures out who you are, there's no telling what she might do.

You did mingle with the crowd because you saw some familiar faces, like the ghost couple. And you did talk with Eureka because you recognized her and wanted to make sure that she was just here for fun, not business. You've had to get Sylas out of trouble so many times that at this point it comes naturally to make sure that there isn't trouble brewing around. You wish you had your gun with you; it would make you feel a lot better about the situation, but it's gone missing.

You talked with Canagan because he seemed troubled. You wanted to get him through this night without any issues. He told you that it had been a very emotional night for him, and he thought he shouldn't stay for dinner because he felt like something was wrong. His natural instincts kicked in and he wanted to flee.

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