



You are about to enter a haunted house. Something terrible happened here. You can sense it lingering just beyond your peripheral vision as you step inside the decrepit domicile. It weights the air. It clings to the walls like the sound of a far away scream. You know what it is. Pain. Deep, unjust, long unresolved pain.

Invited to Investigate

You have been summoned to this place for a series of seances with several other highly sensitive personages — a famous medium, an exotic visitor from the Far East, a beautiful gypsy, a famous detective, an inquisitive journalist, and an officer of the law. You’ve come in order to do a good deed, to divine the circumstances of the murder of a former inhabitant of this home.

The victim’s spirit floats among you even now, mum, but desperate to communicate. They know who killed them, where in the mansion it was done, and how. If your team of investigators can, with the help of this ghost, finally speak the name of the culprit, the ghost can find peace. Time is of the essence, however. The anniversary of the crime approaches and it is only during this *one week* each year that contact with the ghost is possible.

Haunted Dreams

Police records about the crime are spotty but they suggest a number of possibilities. You study the clues but get nowhere and decide to retire for the night and reconvene tomorrow. Sleeping in this creepy place is difficult but somehow you manage to quiet your mind. The next morning, over breakfast you remember the strangest dream and share it with the other investigators. They are startled and confess that they too were visited with unusual dreams. It must be the spirit attempting to communicate!

After discussing the imagery in your dreams, you realize that the ghost is communicating a unique message to each of you. All of your dreams point to people. A different person for each of you. Why? The police *had* suspected the murder was a plot. Perhaps some cosmic affinity tunes each of you to a different conspirator. Whatever the case may be, you each take your best guess at which suspect the ghost is pointing you toward. You place your markers on those suspects’ pictures, join hands and call on the spirit. The temperature in the room suddenly drops, the lights flicker and before your eyes the markers start to vibrate. Some of them fly off the table! The ghost has spoken. Those guesses were wrong.

A Series of Seances

What a breakthrough! Your team has contacted the other side! More importantly, you now have a methodology to solve this crime and release this tortured soul. Over the next several nights you receive more dreams and chip away at the mystery — first locating the conspirators, then the rooms they planned to commit the murder in, and finally the murder weapons they planned to use. But which of these was the actual killer? Into which room did the unlucky victim wander and meet their fate?

The night after all conspirators, rooms and weapons have been identified, everyone reports having the *same* dream! It is a dream in three parts that seem to point toward the person, the place and the thing. Which part is which is unclear, but now your group can attempt to identify which of the three plans culminated in murder...