



MURDER ON THE ISLE OF BONE!

CREDITS

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Made via Fiasco-Mustache.

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WELCOME TO THE ISLAND...

The isolated Isle of Bone off the coast of Scotland has inspired many legends in its time. People talk about the strange statues and stone circles found in the woods there, and the structures that predate any known human visitors.

Today, the isle is the home of Penwich manor, and its current owner, Sir Reginald Penwich. Originally built in the Scottish highlands, Sir Reginald had it relocated to the island decades ago, shortly before the death of his wife. Since then, he has lived there, never leaving the island and only seen by the manor's staff. There are no other settlers on the island, nor are there any cell towers or phone lines, the only connection to the mainland is an old HAM radio and a ferry that visits every Monday to bring food. As a result, the manor and Sir Reginald have also become a thing of rumour, with claims he is a cult leader or has been dead for years. Whatever the truth is, several people have received invitations to visit the manor and dine with Sir Reginald himself. What's more, each letter included a threat that if they do not attend Sir Reginald would reveal a troubling secret from their past to the other guests.

Upon arriving at the island, the guests find Sir Reginald dead in the dining hall and the HAM radio missing. With no way to contact the mainland, the strangers are trapped together until the ferry returns after the weekend, but With haunted woods and a killer on the loose, who knows if they can survive until then.

MOVIE NIGHT.

Clue, Knives Out, The Wickerman, The Shining

RELATIONSHIPS ...

1 - ROMANCE

- 1 - Former lovers, unexpectedly reunited.
- 2 - Staff members dating against manor rules.
- 3 - High school sweethearts.
- 4 - Married, for money not for love.
- 5 - Newlyweds
- 6 - Divorced with kids

2 - FAMILY

- 1 - Celebrity / unsuccessful sibling
- 2 - Secret child / unknowing parent.
- 3 - Parent / child or stepchild.
- 4 - Cousins.
- 5 - Uncle or aunt / niece or nephew.
- 6 - Unrelated but close as blood.

3 - MANOR STAFF

- 1 - Long time staff member / new hire.
- 2 - Germaphobe chef / cleaner who phones it in.
- 3 - Supervisor / low ranked worker.
- 4 - Former manor staff member / coworker they abandoned.
- 5 - Rich guest / manor staff member they once had an affair with.
- 6 - Overworked gardener / underworked driver.

4 - WORK

- 1 - Reluctant reverend / believer eager to confess.
- 2 - Former soldiers with different ideas on war.
- 3 - Professors at rival schools.
- 4 - Doctor / hypercondriac.
- 5 - Private dectective / assistant.
- 6 - Business partners each looking to screw over the other.

5 - NOT QUITE STRANGERS

- 1 - Regulars in an anonymous conspiracy theorist chatroom.
- 2 - Shared a friend who died under mysterious circumstances.
- 3 - The first two ex-spouses of a serial monogamist.
- 4 - Identical twins separated at birth.
- 5 - Internet celebrity / obsessive fan.
- 6 - Penpals who have never met in person.

6 - SECRETS

- 1 - Blackmailer / victim.
- 2 - Dirty cop / clean partner
- 3 - Estranged friends with a dark, childhood secret.
- 4 - Recently released prisoner / the person who framed them.
- 5 - Former mob boss / underling who informed on them.
- 6 - Two members of a three-man crew, the last of whom they left for dead.

... ON A MYSTERIOUS ISLAND.

NEEDS ...

1 - TO GET RICH

- 1 - ...even though you don't deserve it.
- 2 - ...because you DO deserve it.
- 3 - ...at whatever cost.
- 4 - ...by taking the inheritance for yourself.
- 5 - ...with a plan that will shock everyone.
- 6 - ...all on your own.

2 - TO GET RESPECT

- 1 - ...from Sir Reginald, wherever he may be.
- 2 - ...from your family and friends.
- 3 - ...by outsmarting everyone.
- 4 - ...even if it kills you.
- 5 - ...so you can finally rest.
- 6 - ...to make up for what you did.

3 - TO GET EVEN

- 1 - ...with the people who wronged you.
- 2 - ...with those who think they're better than you.
- 3 - ...with the late Sir Reginald.
- 4 - ...with people who don't even remember your name.
- 5 - ...with those you owe money to.
- 6 - ...with this house and everyone in it.

4 - TO TELL

- 1 - ...them how you truly feel.
- 2 - ...the truth, for once in your life.
- 3 - ...your family you don't need them anymore.
- 4 - ...a lie everyone will believe.
- 5 - ...Sir Reginald to go to hell.
- 6 - ...them that you're sorry for what you did.

5 - TO GET AWAY

- 1 - ...with murder.
- 2 - ...from your past.
- 3 - ...with as much stuff as you can carry.
- 4 - ...from the other people on this island.
- 5 - ...from anyone who might recognise you.
- 6 - ...from it all and just relax for once.

6 - TO FIND

- 1 - ...true love.
- 2 - ...a way to live with yourself after everything you've done.
- 3 - ...your true family.
- 4 - ...the secret treasure hidden in the grounds.
- 5 - ...the killer, before they find you.
- 6 - ...God.

... ON A MYSTERIOUS ISLAND.

LOCATIONS ...

1 - THE MANOR: MAIN FLOOR

- 1 - The kitchen.
- 2 - The conservatory.
- 3 - The library.
- 4 - The dining room.
- 5 - The ballroom.
- 6 - The lounge.

2 - THE MANOR: OFF-LIMITS

- 1 - Sir Reginald's bedroom.
- 2 - The attic.
- 3 - The forbidden wing.
- 4 - Sir Reginald's study.
- 5 - The strange room full of taxidermied animals.
- 6 - The boarded-up bedroom only accessible by dumb waiter.

3 - THE MANOR: GROUNDS

- 1 - The tennis court.
- 2 - The hedge maze.
- 3 - The dock.
- 4 - The greenhouses.
- 5 - The final resting place of Sir Reginald's late wife.
- 6 - The gardener's shack.

4 - THE MANOR: SUB-LEVEL

- 1 - The wine cellar.
- 2 - The staff quarters.
- 3 - The catacombs that were here before the manor.
- 4 - The garage.
- 5 - The hidden panic room stocked with food.
- 6 - The empty room with no discernable use.

5 - THE WOODS

- 1 - The stone well that seems impossibly deep.
- 2 - The old church to a forgotten god.
- 3 - The circle of standing stones.
- 4 - The clearing with a giant statue of an owl in it.
- 5 - The crystal clear pond with a skeleton at the bottom.
- 6 - The secret graveyard with several empty graves.

6 - THE MAINLAND.

- 1 - The ferry to the island.
- 2 - The nearest pub to the port.
- 3 - The seedy hotel barely better than the streets.
- 4 - The village church.
- 5 - The abandoned car by the side of the road.
- 6 - An internet chat room.

... ON A MYSTERIOUS ISLAND.

OBJECTS ...

1 - WEAPONS

- 1 - A length of rope, tied into a noose.
- 2 - A revolver with one bullet missing.
- 3 - A book with a knife hidden in it.
- 4 - A lead pipe, bent from a sudden impact.
- 5 - A wrench.
- 6 - A candlestick.

2 - WRITINGS

- 1 - A map of the house, detailing secret passages.
- 2 - Two different versions of Sir Reginald's will.
- 3 - A letter containing a secret of a guest who never arrived.
- 4 - A written confession for the murder of someone who is still alive.
- 5 - Mad scribbles in a leather notebook.
- 6 - The deed to the manor.

3 - PROTECTION

- 1 - A bulletproof vest.
- 2 - A letter warning you of what will happen here.
- 3 - A large safe with an unknown combination.
- 4 - A waterproof coat, stained with blood.
- 5 - The antidote to a deadly poison.
- 6 - A full set of plate armour.

4 - ILLEGAL

- 1 - A deadly poison.
- 2 - Several crates of smuggled goods.
- 3 - A large brick of ultra-pure cocaine.
- 4 - Blackmail evidence on a guest.
- 5 - A real human skeleton.
- 6 - An excellent forgery of a great work of art.

5 - VALUABLES

- 1 - A gold bar.
- 2 - The combination to a safe.
- 3 - The entire Penwich fortune in the form of £1 coins.
- 4 - A guitar signed by a famous musician.
- 5 - Sir Reginald's diamond encrusted wedding ring.
- 6 - Excalibur.

6 - UNUSUAL

- 1 - An exotic taxidermied bird.
- 2 - A medallion of unearthly design.
- 3 - A human skull with an extra eye socket.
- 4 - A sacrificial dagger.
- 5 - An oil painting of Sir Reginald with eyes that follow you around the room.
- 6 - A strange cloth doll with the name of a guest written on it.

... ON A MYSTERIOUS ISLAND.

INSTA-SETUP

RELATIONSHIPS

FOR 3 PLAYERS ...

Romance - Married, for money not for love.
Secrets - Estranged friends with a dark, childhood secret.
Manor staff - Germaphobe chef / cleaner who phones it in.

FOR 4 PLAYERS, ADD ...

Family - Secret child / unknowing parent.

FOR 5 PLAYERS, ADD ...

Family - Uncle or aunt / niece or nephew.

NEEDS

FOR 3 PLAYERS ...

To get away - ...with as much stuff as you can carry.

FOR 4 OR 5 PLAYERS, ADD ...

To get rich - ...even though you don't deserve it.

LOCATIONS

FOR 3 OR 4 PLAYERS ...

The manor: sub-level - The empty room with no discernable use.

FOR 5 PLAYERS, ADD ...

The manor: main floor - The conservatory.

OBJECTS

FOR ANY NUMBER OF PLAYERS ...

Writings - A map of the house, detailing secret passages.

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