

WRETCHED  
& ALONE

# Murder!

*A Wretched & Alone  
Mystery RPG!*





“But if you wanna know who killed Mr. Boddy, I did. In the hall. With the revolver.”

- Mr. Green, *Clue* (1985)

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“A doughnut hole in the doughnut's hole. But we must look a little closer.”

- Benoit Blanc, *Knives Out* (2019)

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Racists, sexists, fascists, homophobes, transphobes,  
or people who subscribe to any other sort of bigotry  
or injustice against minorities: you're not welcome  
here, and we don't want you playing our games.  
#BlackLivesMatter #LGBTQIA+Rights #EleNao

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**W**RETCHED  
&  
**A**LONE

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Rules for drawing all four suits at once were inspired  
by HyveMynd (<https://hyvemynd.itch.io>) and Litza  
(<https://litzabronwyn.itch.io>) from the  
#WretchedJam discussion forums - check their  
games out!

# WHODUNIT?

pg. 1

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A body lies on the floor, and **one of you is a Killer!**

You had long dreamed of receiving an invitation to one of The Manor's famous dinner parties - after all, they've always been the talk of the town, and it was said that **anything could happen behind those walls.**

You just did not expect for that marvelous night with terrific companies to be interrupted by a desperate shriek, announcing that The Host had been murdered!

The Guests despair as the bodies pile up throughout the cold night, one murder after another.

You are all locked inside together, with no means of escaping. It is up to you, **The Detective**, to discover **who The Killer is and why they are killing The Guests**, stopping the murders before there's no one left to tell the story.

Can you solve this mystery as if your life depended on it?

**Because it does...**

# WHAT?

pg. 2

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**Murder!** is a game about attempting to solve a mystery and struggling to maintain sanity as gruesome murders happen all around you. Time works against you, and your own death grows ever nearer!

You play as a Detective with a troubled past, trying to protect your life - and the lives of those around you. You have met your match in the figure of The Killer: someone who'll stop at nothing to achieve their goal - which, yes, involves killing everyone in The Manor in creative and graphic ways.

Play through a game of cat and mouse as you gather clues about the identity and the motives of who's killing the Guests. You will need to analyze crime scenes, create theories and count on luck if you want to survive!

**Murder!** is inspired by murder mysteries such as **Clue** (the board game and the 1985 movie), **Knives Out**, and the entire Agatha Christie body of work - with a tiny pinch of **Hereditary**, **Seven** and **Hannibal** thrown in to keep things interesting!

To play, you will need a standard deck of cards (removing the Jokers), a single 6-sided die, a tumbling block tower, and 4 tokens of some kind - we recommend four things that could be clues to solving a crime, such as pieces of paper with fingerprints or shards of glass, but anything will work. If you can't find a tumbling block tower, it's possible to play without it - but playing with it is better.

You will also need a way to record your game. Since you play as a detective keeping logs of their investigation, we recommend noting your theories and clues down on a journal or notebook of some kind - but writing apps, recorded audio logs or any other option you feel more comfortable with are valid.

The rules were modified to present a greater chance of succeeding - by collecting all four clues and catching The Killer before they're able to escape (or to murder **you**).

Failing is still more likely to happen.

**Murder!** - as its name makes clear - is a game about... Murders. It uses prompts to generate situations of distress, violence and fear. You'll be asked to describe crime scenes and to think about gruesome scenarios - so if that sounds like something you're not comfortable with, it's okay to find a game more fitting to your needs!

Some of the content warnings may include **murder, violence, animal harm, occultism, blood, body harm.**

The prompts should allow you to take the story wherever you feel safer - but if any prompt makes you uncomfortable, you're free to rewrite it, ignore it, move past it or to put the book down and go do something else. While *The Detective* will be in constant danger, the same shouldn't be true for **you** - unless you are playing the game while locked inside a shady manor with some unsavory people, one of which happens to be a serial killer (which is honestly not something we recommend, so please stay safe and avoid real life murderers!)

# STARTING

Set up the block tower like you normally would. Roll your d6, completing that many pulls from the tower. The Tower represents your Rationality. If the tower falls, it means you have failed to solve the case on time - either by breaking down after witnessing so many awful sights, failing to find the clues, or just by not being fast enough to catch The Killer before they escaped.

If you don't have a tumbling tower, The Killer never tries to escape - you will chase each other until one of you is dead.

Divide your deck of cards into four different decks, one for each suit. Each new deck should contain all 13 cards of its respective suit.

Shuffle your four decks of cards separately and place them face down within easy reach, side by side. You should order them as:

**HEARTS - CLUBS - DIAMONDS - SPADES.**

Place your four tokens next to the decks.

Prepare your first Investigation Report by writing the following text on your journal:

IT HAPPENED TO BE A FUN NIGHT UNTIL THE WORST HAPPENED: OUR HOST, [INSERT HOST NAME HERE] WAS MURDERED IN COLD BLOOD RIGHT THERE ON THE BATHROOM! ALL GUESTS HAVE BEEN MOVED TO THE GUEST BEDROOM AS WE TRY TO DECIDE HOW TO ACT. THE MANOR HAS BEEN LOCKED SHUT, AND THE HORRIFIC MESSAGE LEFT ON THE BODY MADE IT CRYSTAL CLEAR: THE KILLER MEANS TO COME FOR ALL OF US. I NEED TO STAY SHARP IF I AM TO SOLVE THIS BEFORE MORE HARM IS DONE... DEAR GODS, I HOPE I AM ABLE TO.

As you proceed with your Investigation, write new messages detailing your findings and your theories - choose whichever format and style you feel more comfortable with.

From the first crime scene, you were able to gather that The Killer is **methodic**; they are **fond of theatrics**; and they are **trying to send a message**. Try to keep that in mind when describing the following scenes. Whatever else you discover depends entirely on you.

You are ready to begin.

Your investigation is divided into Crime Scenes. Each Crime Scene has three phases: **Analyzing The Scene**, **Theorizing**, and **Searching For Clues**.

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## **Phase One: Analyzing The Scene**

- Draw the top card on each of the four decks.
  - As you turn the cards over, consult **The List of Evidence** to discover what each card means. If The List of Evidence asks you to do a specific thing, do it.
  - Every Scene is built by Four Evidences - one of each suit. Consult The List of Evidence until you've found all four.
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## **Phase Two: Theorizing**

- Take a moment to consider the evidence you've acquired. What scene do they build together? What story do they tell? Everything The Killer does has a **reason** - from the evidence you've gathered, what do you think that reason is? What message are they trying to send?
- Write your theories on your journal, and try to relate them to the victims: **who** would want to kill them that way, through that particular method on that particular location, and **why**? Try to link each new murder to what happened previously.
- When you finish Theorizing, discard all the cards you drew, unless you are told otherwise.

### **Phase Three: Searching For Clues**

- After creating your theories, use them to try and find Vital Clues - if your theories are right, they should point you to the right direction.
- Roll your d6. On a result of 6, you were able to find a Vital Clue - something The Killer failed to hide, something that confirms your suspicions and brings you closer to an answer. Write down what you found and remove a token from the table.
- When you are able to remove all four tokens from the table, you have caught The Killer. Move to **The End** section and read the appropriate entry.

### **EVIDENCE**

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Consult the List of Evidence when you draw a card. They build your Crime Scene. Every scene has a...

- ♥ **Victim** - The Guest who was attacked by The Killer. Every Guest has secrets to hide...
- ♣ **Location** - The room of The Manor in which The Victim was found. If only those walls could speak...
- ♦ **Staging Method** - The way in which The Scene was staged - how the body was arranged and what was done to it...
- ♠ **Weapon** - What was used by The Killer to attack that Guest. Some deaths may be more painful than others...

**A** When you received an invitation to the party, you brought **Your Partner** along. Seeing them hurt is gut wrenching - but they have always been a great detective, and if they were there, they must have been pursuing something before being attacked. **What do you think they had found?**

On this turn, when you Search For Clues, lower the **number required for Finding A Vital Clue** by 1.

**2** **The Entrepreneur** never missed an opportunity to be the center of attention. What business did they run, and who did it hurt for money? **Pull from the tower.**

**3** **The Artist** was a free soul. What was their art? Who were their secret sponsors - and why were they so secret? **Pull from the tower.**

**4** **The Scientist** always avoided social gatherings. Yet, their researches attracted the rich and powerful. What mysterious project were they working on? **Pull from the tower.**

**5** **The Heir** was said to be in line to win a vast fortune, if only they hadn't disgraced their family name. Which powers did they upset - and how? **Pull from the tower.**

**6** **The Military Officer** posed as a pure person - but everybody knew their hands were bloody and dirty. What horrible deeds were they hiding, both professional and personal? **Pull from the tower.**

**7** **The Doctor** was seen as a force for good - at least while nobody was watching. What shady practices were hidden by the hospital? **Pull from the tower.**

**8** **The Scholar** was praised for knowing all about their subject of interest - including its darkness. What did they really study and why was it a secret? **Pull from the tower.**

**9** **The Housekeeper** was responsible for cleaning up dirt. Whose secrets were they protecting, and from what? **Pull from the tower.**

**10** **The Journalist** had always dug where they weren't supposed to. Which powers did they upset recently, and what did they expose? **Pull from the tower.**

**J** The Killer had not been working alone - the body you found belonged to **The Killer's Partner!** Why would The Killer dispose of the person who was helping them?!

**Q** You knew all the Guests who were at the party - but that **Mysterious Person** whose body you just found should not have been invited... Their face is deformed beyond recognition - except... You believe you have seen that disturbing sight before? Who are they, and what are they doing there? Why did that faceless face haunt your nightmares? **Pull from the tower.**

**K** You found the body of one of the Guests - but, upon inspection, discovered their identity had been changed through the use of a disguise kit! That was not their true face, and although those clothes fit, trained eyes could see they do not belong to the victim! If The Killer has masks and clothes of all the other guests - including you - nobody is safe and nobody can be trusted! The Killer could be even closer than you think!

**Do not discard this card.** Place it where you can see it. If this is the fourth King you have drawn, read "The Four K's" entry on the "The End" page.

**A** The Victim was found right at **The Entrance** of The Manor! But there was something The Killer did not expect: The Entrance had a hidden camera for security reasons! By watching the security footage, you acquired vital information for the investigation! **What did the cameras record?**

On this turn, when you Search For Clues, lower the **number required for Finding A Vital Clue** by 1.

**2** **The Hall** was the first place anyone saw when entering The Manor - and as such, it was designed to cause an impact. Could The Killer be denouncing The Victim's public image? **Pull from the tower.**

**3** **The Dining Room** was the place where the high society gathered. Perhaps by storing The Victim there, The Killer meant to send a message about the company they kept? **Pull from the tower.**

**4** **The Library** housed a vast collection, comprehending all sorts of subjects. Could The Victim have been stored there because they knew something they shouldn't? **Pull from the tower.**

**5** **The Main Bedroom** was a comfortable place - perhaps too inviting for its own good. Maybe The Killer used it to insinuate The Victim engaged on extra marital affairs? **Pull from the tower.**

**6** **The Lounge** was a place of relaxation - and where many meetings between important powers took place. Was the body stored there to denounce The Victim's guilty conscience? **Pull from the tower.**

**7** **The Kitchen** was where all meals were made - and from where people entered when they didn't want to be seen. Was the body placed there due to any of those reasons? **Pull from the tower.**

**8** **The Ballroom** was the scenery for most of The Manor's happiest times - and where most of its transgressions happened. Could The Killer be trying to condemn one of those? **Pull from the tower.**

**9** **The Observatory** was a nice little place, with a view of the entire city. Perhaps by storing the body there, The Killer meant to accuse The Victim of feeling above everyone else? **Pull from the tower.**

**10** **The Cellar** housed all sorts of items - mostly things out of use, which were put there to be forgotten. By storing the body there, could The Killer be trying to hide something? **Pull from the tower.**

**J** Before being attacked, The Victim was able to run to **The Manor Grounds!** What happened to them was terrible, but maybe they were seen or heard by someone outside?! Could help be on the way?!

**Q** You heard screaming but there was no body... Until you finally managed to find the **Hidden Room** - a place which was not present on the blueprints and required some odd way of entering, its door passing as a wall. Realizing the purpose of that room was more unsettling than the crime itself. What disturbing images and profane symbols were in that unholy Shrine? **Pull from the tower.**

**K** This attack happened on the same location as the previous attack - which should not be possible, since you were covering its only entrance... Unless there was another way to get inside? Under further inspection, you found a secret passageway - hidden tunnels below and through The Manor. Surely that was how The Killer was moving quietly and unseen - but now you know where to find them.

**Do not discard this card.** Place it where you can see it. If this is the fourth King you have drawn, read "The Four K's" entry on the "The End" page.

**A** When you arrived at the scene, you disturbed the staging because of something incredibly unexpected - **The Victim was still alive!** Well, for a few seconds at least. As you tried to administer help, they used their dying breaths to whisper something critical in your ear - **what did they say?**

On this turn, when you Search For Clues, lower the **number required for Finding A Vital Clue by 1.**

**2** The Victim was found with something horrible done to their **Throat** - perhaps meaning that they were being silenced before they could say something. **Pull from the tower.**

**3** The Victim was found with something horrible done to their **Hands**. Could it be in retaliation for something they had done - and if so, then what could it be? **Pull from the tower.**

**4** The Victim had something awful done to their **Eyes** - possibly indicating they saw something they shouldn't have (or pretended not to see something they should've denounced). **Pull from the tower.**

**5** The Victim's body was found **Hanging** from somewhere high. Could it mean they had tried to ascend to a place where they could never belong - or was The Killer staging a suicide? **Pull from the tower.**

**6** The Victim was **Buried** by whatever the location had the most of. Could that indicate they were killed for trying to bury information related to that place? **Pull from the tower.**

**7** The Victim's body was found next to a **Riddle Written In Blood**. What did the disturbing message say, and how did it taunt you? **Pull from the tower.**

**8** The Victim was found with their **Body Posed For A Scene**. What position were they in, what props were involved, and what were they acting out? What could that mean? **Pull from the tower.**

**9** The Victim was found with **Drawings On Their Body**. What do the drawings show, and what messages do they reveal? How do you think the drawings were made? **Pull from the tower.**

**10** The Victim was found surrounded by - and interacting with **Animal Parts**. Which animals were used, how were they staged and what could that comparison mean? **Pull from the tower.**

**J** The Victim was just found laying peacefully on the floor..? You're thankful there were no gruesome sights this time around. Maybe they were just in the wrong place at the wrong time.

**Q** You were not expecting to find The Victim staged as a disturbing **Ritualistic Scene** - The Killer sure took their time to prepare that sight. What were the things they did to unsettle you? What were the items, the sounds and the smells that made it all so hard to digest? What could that ritual mean? **Pull from the tower.**

**K** Something happened to make The Killer hurry away before staging the scene, leaving behind a folder containing sensitive documents... The first documents were proof of your darkest secrets, so you burned the entire thing before anyone else could see them. What is it you're hiding? It seems like The Killer knows all of you very well, and is staging the deaths according to each of your pasts...

**Do not discard this card.** Place it where you can see it. If this is the fourth King you have drawn, read "The Four K's" entry on the "The End" page.

**A** The Killer attacked this Victim **With Their Own Hands!** Yes, it's a brutal and personal way to kill - but also a way that gives you a lot of information: what size is their hand? Are they right or left handed? Can you estimate their height? Did they leave any fingerprints?

On this turn, when you Search For Clues, lower the **number required for Finding A Vital Clue by 1.**

**2** The Victim was attacked with an old **Revolver.** The number of shots and where they were aimed can tell many different stories... Were they shot from a distance or from up close? **Pull from the tower.**

**3** The Victim was attacked with a **Rope.** Which of their body parts were tied up, and in which manner? A slow and painful way to die. **Pull from the tower.**

**4** The Victim was attacked with a **Wrench** - a tool made to fix things, but also to break things. How was The Victim broken? **Pull from the tower.**

**5** The Victim was attacked with a **Pipe** - something that can be used to bludgeon or to puncture if employed creatively. Where was the pipe removed from? **Pull from the tower.**

**6** The Victim was attacked with a **Candlestick.** There is something ironic about taking an object supposed to bring light and using it to make someone see eternal darkness... **Pull from the tower.**

**7** The Victim was attacked with a **Dagger.** Its sharp blade could be used to bring a quick and silent death, or to bleed its victim out, slowly and painfully. Which one was it? **Pull from the tower.**

**8** The Victim was attacked with **Poison** - a slow method, leading to much suffering and leaving a contorted body in its wake. When and how was the poison administered? **Pull from the tower.**

**9** The Victim was set on **Fire.** You will never forget those terrible screams - nor the terrible sight of The Guest running aflame. Why would The Killer make someone suffer so much? **Pull from the tower.**

**10** The Victim was **Drowned.** - a method which requires getting close to the subject and holding them down for a long time. How could The Killer approach The Victim to do so? **Pull from the tower.**

**J** The Victim was attacked with a high dose of **Chloroform,** falling into a deep slumber with no chances of waking up soon. They were subject to horrific circumstances but at least they're alive... For now.

**Q** The Victim was attacked with **A Horrific Object,** built with shapes evoking disturbing and forbidden imagery. Describe that object. What could its purpose have been? What sort of profane powers was it used to invoke? What nefarious things do you imagine it was used to do before, and how many other lives could it have taken? **Pull from the tower.**

**K** The Killer was sloppy, leaving behind a **Briefcase** containing various weapons - many of which seemed to be used on this attack. Which weapons were there?

The Briefcase contains some sort of identification: what is it? Maybe The Killer marked it with initials, an insignia, or was careless enough to leave some fingerprints behind.

**Do not discard this card.** Place it where you can see it. If this is the fourth King you have drawn, read "The Four K's" entry on the "The End" page.

There are many ways this case could end. Which ending did you find?

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## Knocking The Tower Down

- This case was unlike anything you've ever seen. The Killer was always a few steps ahead of you, and even though you tried your best, you just couldn't match their evil genius. What's even worse, those gruesome sights will remain with you, tormenting you forever. They actually remind you of the most disturbing case you ever faced - or, at least, what used to be the most disturbing case before this one. If The Tower falls, you were left broken by the case and by your inability to catch The Killer - especially if your suspicions are right, and they are a ghost from your past, returning to haunt you again.
- Write a final entry on your journal, detailing how you feel about failing and not being good enough. Lament all the blood that is now in your hands, and try to make sense of the terrible things that happened that night. Can you find a silver lining and a reason to go on, or will those terrible murders mark you for life?

## Drawing “The Four K’s”

- When you draw your Fourth King, you have moved too close to The Killer, figuring out much of their Modus Operandi. As much as they enjoyed playing with you, the time has come to make their move before you’re able to foil their plans. **You are the next Victim. Make a number of pulls equal to the number of discarded cards so far.** If The Tower still stands, you were able to survive your encounter with The Killer, and the game goes on as normal. Write an Investigation Report about that encounter, about how they tried to kill you and how you managed to survive - so far.
- If The Tower falls, The Killer succeeded in killing you. You will never find out the true meaning behind all the murders. **Draw a Spade, a Diamond and a Club** to discover the circumstances of your death. Write an Investigation Report detailing your final moments - maybe the next Detective who investigates The Killer can use your findings to finally bring that nefarious being to justice. That is, if The Killer does not dispose of your journal first...

## Finishing The Deck


- If you finish The Deck without solving the case, The Killer finishes killing all the Guests, escaping and leaving you as the only survivor. How does that make you feel? Why did The Killer choose those particular Victims? What was the connection between them? What were the murders trying to tell you? Now that you think of it, isn't it unsettling that you are the only survivor in a house that saw so many killings... Surely that doesn't mean anything... Does it?
- Write a final entry on your journal, trying to prove to the authorities that you were not involved in the murders in any way, and that being the only person left alive was probably just luck on your part. Try to forget all the things that happened on that night so you're able to move on - just as you have forgotten many other nights before...

## Finding 4 Critical Clues

- After you were able to roll well enough to recover 4 Critical Clues, you manage to solve the case and stop The Killer. Look at the Guests who are still alive. To whom do your findings lead - or did they work together to kill the others? Use everything you have uncovered so far to explain your answer: what were The Killer's motives, and how did they prepare their plan?
- Write a final entry on your journal, explaining how you solved the case and what the answer was. You did it. You are saved. That person should not kill anyone anymore. It's true things could've gone better if some of the killings were prevented - but you did the best you could. It's all over now... Unless those clues were left there on purpose..? The Killer had been so thorough up to that point, why would they suddenly make that many obvious mistakes? Is there any chance The Killer is still playing with you, or is that just your paranoia taking its toll after a troublesome day..? It doesn't matter. You can now return home and get a good night's sleep... Right...?

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You can always come back to try your hand at cracking the case again... Maybe this time, things will work better for you...



The Party at The Manor was supposed to be a fun night for all involved - and it was, until **The Host was brutally murdered!**

All the Guests are locked inside, and there is a Killer on the loose. Each hour brings a new gruesome murder - and only you, The Detective, can solve the case before it's too late!

**Murder!** is a solo RPG about trying to solve a mystery while struggling to stay alive - knowing fully well that death hides in every corner, nobody is safe, and everybody has secrets to hide.

You are likely to die, and unlikely to be remembered.



*Catscratcher*  
*Studio*

