

# Pre-Mystery Setup Checklist

Complete inventory of items needed before the mystery begins

## Additional Items

### ■ Batteries (Qty: 60)

*AAA Batteries for flashlights (backup supply)*

### ■ Fog Machine

*Fog machine for Alice's vision*

### ■ Audio Equipment

*Sound system for ambient sounds or music (if needed)*

## Botanical Specimens - Dried Herbs

### ■ Damiana Specimen (Qty: 1)

*Bottle containing dried damiana leaves and flower fragments (Tropical Yellow Flower Specimen)*

### ■ Valerian Specimen (Qty: 1)

*Jar containing dried earthen root powder (Valerian Root)*

### ■ Preserved Plant Samples Collection (Qty: 1)

*Collection of multiple glass jars containing dried plant materials (leaves, roots, flowers, seeds)*

## Botanical Specimens - Jars

### ■ Alcohol Jar (Qty: 1)

*Jar containing clear high-proof spirit (Grain Alcohol, 95%)*

### ■ Calcium Jar (Qty: 1)

*Jar containing fine white powder (Calcium Lactate)*

### ■ Iron Jar (Qty: 1)

*Jar containing reddish-brown powder (Iron Citrate)*

### ■ Potassium Jar (Qty: 1)

*Jar containing white crystalline powder (Potassium Bromide)*

### ■ Rose Otto Jar (Qty: 1)

*Small bottle of precious floral essential oil (Rose Otto)*

■ **Vanilla Jar** (Qty: 1)

*Jar containing amber-colored vanilla syrup*

## Cards

■ **Character Cards** (Qty: 20) *(Some character cards need keys attached for rumor treasure chests)*

*Character cards for players - each with QR code*

■ **Vision Cards Cordelia** (Qty: 15)

*Vision cards for Cordelia Montrose ghost visions*

■ **Vision Cards Sebastian** (Qty: 13)

*Vision cards for Sebastian Crane ghost visions*

■ **Vision Cards Alice** (Qty: 13)

*Vision cards for Alice Whitmore ghost visions*

■ **Rumor Cards Act I** (Qty: 18)

*Rumor cards for Act I (Setting)*

■ **Rumor Cards Act II** (Qty: 30)

*Rumor cards for Act II (Mystery Emerges)*

■ **Rumor Cards Act III** (Qty: 9)

*Rumor cards for Act III (Investigation)*

■ **Rumor Cards Act IV** (Qty: 4)

*Rumor cards for Act IV (Revelation)*

■ **Character Quest Cards** (Qty: 20)

*Character quest cards - individual side quests for each character*

## Costumes

■ **Ghost Of Cordelia Montrose** (Qty: 1)

*Costume for Cordelia Montrose (The Heartbroken Ghost) - 1920s period-appropriate dress*

■ **Ghost Of Sebastian Crane** (Qty: 1)

*Costume for Sebastian Crane (The Alchemist) - 1920s period-appropriate attire*

■ **Ghost Of Alice Whitmore** (Qty: 1)

*Costume for Alice Whitmore - 1920s period-appropriate attire*

■ **Hostess** (Qty: 1)

*Costume for hostess/G.G. character - appropriate for 1920s setting or modern facilitator*

■ **Forensic Examiner** (Qty: 1)

*Costume for forensic examiner character - appropriate for role (lab coat, professional attire, or period-appropriate)*

## Document Templates

### ■ Autopsy Report (Qty: 3)

*Autopsy report templates (Cordelia, Sebastian, Alice)*

### ■ Death Certificate (Qty: 3)

*Death certificate templates (Alice, Cordelia, Sebastian)*

### ■ Bank Statement (Qty: 2)

*Bank statement templates (Fragments, Thaddeus Crane)*

### ■ Payment Ledger (Qty: 2)

*Payment ledger templates (Payment Records, Estate Payments)*

### ■ Shipping Records (Qty: 2)

*Shipping records templates (Manifests, Shipping Records)*

### ■ Pharmacy Orders (Qty: 1)

*Pharmacy orders template*

### ■ Name Change (Qty: 1)

*Name change documentation template*

### ■ Title Research (Qty: 1)

*Title research letter template*

### ■ Boat Registration (Qty: 1)

*Boat registration template*

### ■ Marriage Certificate (Qty: 1)

*Marriage certificate template*

### ■ Forensic Analysis (Qty: 1)

*Forensic analysis report template*

### ■ Newspaper Pages (Qty: 5)

*Newspaper pages for game documents*

## Mystical Objects

### ■ Crystal Ball (Qty: 1)

*Crystal ball (scrying sphere) for mystical/psychic interactions - key clue for Alice's vision*

### ■ Golden Pocket Watch (Qty: 1)

*Golden pocket watch - engraved with Jupiter-Venus conjunction, period-appropriate timepiece*

■ **Wedding Dress 1920S** (Qty: 1)

*1920s style wedding dress - period-appropriate costume piece*

■ **Wedding Dress Fragment** (Qty: 1)

*Wedding dress fragment - physical clue item for Act I quest*

■ **Venetian Glass Bottle** (Qty: 1)

*Venetian glass bottle - physical clue item for Act I quest*

■ **Silver Candle Holder** (Qty: 1)

*Silver candle holder - murder weapon prop (period-appropriate)*

## Plants

■ **Foxglove** (Qty: 1)

*Foxglove plant specimen*

■ **Ginseng Root** (Qty: 1)

*Ginseng root - physical clue item for Act I quest*

## Props

■ **Treasure Chests** (Qty: 12)

*Physical treasure chests for rumor cards - locked containers hidden around mansion*

■ **Keys For Treasure Chests** (Qty: 4)

*Keys attached to character cards for players with rumor skill*

■ **Bell** (Qty: 1)

*Bell for gathering players back to dining room (Act I and other acts)*

■ **Treasure Chest For Treasure** (Qty: 1)

*Treasure chest for the Romano treasure*

■ **Chocolates** (Qty: 20)

*Chocolate coins to go inside the treasure chest*

## Qr Codes

■ **Clue Qr Codes**

*QR codes for clue locations throughout the mansion*

## Supplies

■ **Notebooks** (Qty: 20)

*Notebooks for players to take notes*

■ **Pens** (Qty: 20)

*Pens for writing notes*

■ **Flashlights** (Qty: 20)

*Flashlights for exploring dark areas*

■ **Tack** (Qty: 50)

*Tacks for mounting/attaching items*

■ **Tape** (Qty: 1)

*Tape for mounting/attaching items*