

MAUNE MYSTERIES VI: THE LOCAL OPTION

A one-shot mystery RPG for 2-5 in the RPG Detective v2.1 System, by Peter Hurford

Requirements

- Game Master familiar with this sheet
- 2-5 people who have never played this one shot before
- Time estimate: ~2hrs

Setting

- The time is 1903 in Toronto

Theatrical Description

- *"The time is 1903 in Toronto. Much buzz has been made about passing a "local option" to ban the sale of alcohol in several of Toronto's higher crime and seedier neighborhoods. Rumor has it that the City Council has come close to a vote several times, but remained deadlocked... until a notable holdout councilman was found dead instead. Was he murdered for political gain? Only Toronto's finest constabulary can take the case!"*

Exposition

- Constables called in to investigate the death of Councilman Bertrand, found dead in his home. Died during the night.
- The Junction is a neighborhood in Toronto with a high degree of crime and public drunkenness. Many in the city want to ban alcohol in the neighborhood - some as part of the broader Temperance Movement and some as just a form of local cutting down on crime.
- This "Local Option" has been put up to a vote in city council, but continues to fail by a vote of 5-4. Councilman Bertrand was the highest profile councilmen voting against the bill.
- There was going to be another vote tomorrow.

Characters

- Councilman Liam Bertrand, lawyer and councilman, deceased
- Carrie Bertrand, wife
- Mr. Jacob Saulson, bartender
- Mr. Jenkins Buck, agitator
- Mr. Leopold Riley, agitator
- Mr. Jim Jeffries, head of the 34th Chapter of the United Temperance League

Solution

- Mr. Saulson is opening up a bar right outside The Junction that would become the new “go to” spot.
- Mr. Saulson poisoned Councilman Bertrand via his bottle at the bar to swing the vote.

Red Herring: A search of Bertrand’s body reveals a note that says “You know what to do... or else”.

Indiscriminate Clue: No injuries to his body are fatal.

Indiscriminate Clue: Toxicology report reveals that Bertrand died of cyanide poisoning.

Indiscriminate Clue: Wife says Bertrand came home drunk last night and looked like he had been in a fight.

Indiscriminate Clue: Bertrand frequently comes home drunk and he always goes to the same bar.

Indiscriminate Clue: At the bar, when Bertrand arrived, Mr. Saulson had already prepared his drink from a special bottle of whiskey that he keeps behind the bar. No one else should’ve had access to it.

Indiscriminate Clue: A fight broke out at the bar between Mr. Buck and Mr. Riley nearly instantly after Mr. Bertrand arrived. One of them punched Mr. Bertrand.

Indiscriminate Clue: When Bertrand arrived, he had taken one sip of his drink and then made a distinct face, right before getting punched and then leaving.

Indiscriminate Clue: A canvas of the other bars shows that Mr. Bertrand didn’t go anywhere else after. His wife also reports that he came home right after, earlier than usual.

Indiscriminate Clue: The vodka bottle for Councilman Bertrand has been stolen.

Red Herring: Councilman Bertrand and Mr. Jeffries have fought before, even once in a personal brawl that was broken up by the police.

Red Herring: Mr. Buck and Mr. Riley are paid by Mr. Jeffries to go to bars and stage fights, in order to get public support for The Local Option.

- Known by Mr. Saulson.

Pointed Clue: Mr. Saulson knew of the fight in advance.

Red Herring: The whiskey bottle is found in Mr. Buck's room.

Indiscriminate clue: The whiskey bottle tests positive for cyanide.

Pointed Clue: Mr. Buck will claim that Mr. Saulson paid him \$20 to steal the bottle. Didn't know anything about a poisoning!

Pointed Clue: If the Local Option passes, someone could stand to gain a lot by opening up a bar right outside The Junction. *(Try to be stingy in giving out this clue.)*

- Clue could be given indirectly by Mr. Jeffries, as an argument for widespread prohibition.
- Clue could also be given by a search of city records.

Very Pointed Clue: Mr. Saulson is opening up a bar right outside The Junction. *(Try to be stingy in giving out this clue.)*