



ZOMBIE

CANNIBAL

ASYLUM

**A MURDER MYSTERY AND
SCAVENGER HUNT IN TWO ACTS**

You and your guests are the unfortunate inmates and staff at Penderghast Asylum, a facility for the criminally insane that has been turned over to the tender care of Dr. Abraham Weiler, who is using the inmates as research subjects in his quest to find a cure for the zombie virus that is ravaging the world.



Zombie Cannibal Asylum

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TABLE OF CONTENTS

I. Introductory Materials	5
Welcome!	6
What Is My Role?	8
How Do I Get Started?	9
1. An Overview of the Party	11
2. Character List	14
Human Male Roles	14
Human Female Roles	15
Zombie Male Roles	15
Zombie Female Roles	16
3. Preparations	18
Props	18
Menu	18
Setting the Scene	19
Audio	19
Preparing the Paperwork	20
4. Before the Party	21
Invitations and Assigning Characters	21
Preparing the Scavenger Hunt	23
II. Party Guidebook	25
5. Running the Party	26
Guest Arrival	26
Introduction to the Guests	26
Welcome To The Party Script	26
Act One	28
Dinner Ends Script	28
Intermission!	28
Acto Two	29
ATerrible Discovery! Script	29
The Interrogation!	30
Inmate Interrogation! Script	30
Hunting For Clues	31
Hunting For Clues Script	31
Presentation of Evidence	32
Presentation of Evidence Script	32
Votes	33
Revelation!	33
III. Printed Materials	34
6. Nametags and Character Sheets	35
Nametags	36
Character Sheets	40
Dr. Abraham Weiler	40
Eliza Satchet	42

Delilah Morrison.....	44
Dr. Gerald Featherton	46
Dr. Erica Orville.....	48
Jeremiah Marsh.....	50
Morgan Byers.....	52
Alex Johnson	54
Dr. Mordecai Fern	56
Carolyn Sinclair	59
William Worth	61
Deanna Mason.....	63
Mia Chekhov	65
Alfred Fitzgerald	67
Jeremy Bowman	69
Dylan Manning	71
Nicholas Fuller.....	73
Alison Townsend	75
Sabrina Ingram.....	77
Heather Pittman.....	79
Quentin Montgomery	81
Curtin Buchanan.....	83
Gregory Bates.....	85
Vanessa Copeland.....	87
Cassandra Adkins	89
Lillian Ericson.....	91
Wendy Barnes.....	93
Martin Robertson	95
Isabel Gomez.....	97
Kendra Chapman.....	99
Brady McCormick.....	101
Lucas Bishop.....	103
7. Props and Printouts	105
Invitations	106
The Guest List.....	108
RSVP Card Version 1	109
RSVP Card Version 1	110
Clues	111
Awards	113
Voting Sheet	121
Life After the Zombie Apocalypse Handout	122
Scripts.....	123



I INTRODUCTORY MATERIALS

Section I of this instruction manual contains all of the introductory materials necessary for planning and preparing your party. In this section you will find a basic overview of the plot; a description of each of the characters; tips on preparing your playing area, choosing a menu, and organizing your printouts; and detailed instructions on how to go about inviting players and assigning characters.

Please note: The majority of the contents of this book are intended for the eyes of the Host/Hostess only! The success of your party hinges on a strong element of intrigue and mystery, so be certain not to share this book with the other players. The material that should be provided to your guests is clearly described in this book. Under no circumstances should you allow any of your players access to this book!



WELCOME

Thank you for choosing *Zombie Cannibal Asylum*, another fine product by PWM Press; this package contains everything you need to host a spectacular Murder Mystery Party that your guests will remember for many years to come. Included are materials for hosting a party for anywhere from ten to thirty-two participants (plus yourself).

Mystery Parties are essentially a combination of improvisational acting, storytelling, and creative problem solving. Your guests will each assume the role of a particular character and will play the part of that character throughout the course of the game. Each character has specific personality traits, goals, secrets, and information, all of which are included in the character sheet. A big part of the entertainment value of Mystery Parties is getting into character and trying to achieve your character's individual goals.

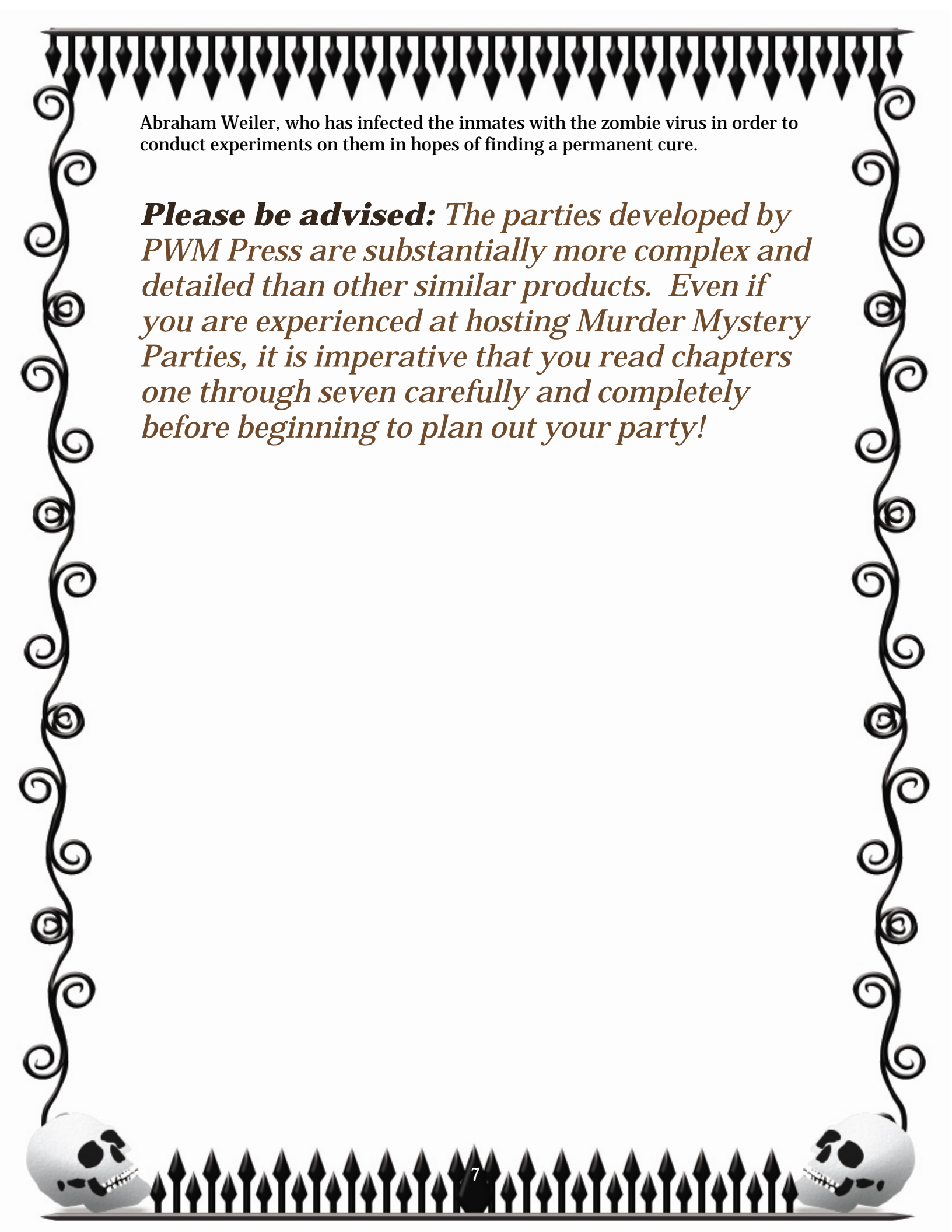
At some point during the party, an Event will occur that will force the players to come together in order to solve a problem or unravel a mystery. Traditionally, the Event in question will be the murder of one of the characters (as played by a guest), but the basic framework of a Mystery Party can accommodate numerous different types of Events.

The guests will need to use the information that their characters know (as well as additional clues that are provided during the game) to solve the mystery or overcome the problem posed by the Event. Typically this culminates in the guests voting on the identity of the murderer, but again, different parties will have different specific goals. The party may also have certain additional subgames built into the framework; for example, many Mystery Parties will have some form of scavenger hunt built into the story.

Once the mystery has been solved or the problem has been overcome, the party draws to a close. Guests are provided with an opportunity to vote on the best actor/actress, the best-dressed player, and so forth, and are then given certificates and awards for their participation in the game.

Throughout the course of the party, the Host/Hostess is responsible for ensuring that the event continues to run smoothly. He or she sets the scene, provides dinner and drinks, and moves the plot along at key points by reading scripted descriptions of what is happening. Frequently the Host/Hostess will also play the part of one of the characters.

This particular Mystery Party, *Zombie Cannibal Asylum*, is a murder mystery wherein each party guest will be playing the role of an inmate or staff member at Penderghast Asylum. Penderghast was originally a facility for the criminally insane, but since the rise of the undead, the asylum has been taken over by Dr.



Abraham Weiler, who has infected the inmates with the zombie virus in order to conduct experiments on them in hopes of finding a permanent cure.

Please be advised: *The parties developed by PWM Press are substantially more complex and detailed than other similar products. Even if you are experienced at hosting Murder Mystery Parties, it is imperative that you read chapters one through seven carefully and completely before beginning to plan out your party!*



WHAT IS MY ROLE?

As the Host or Hostess, your role in the party is that of a facilitator or storyteller. It is your job to plan the event, prepare the playing area, and, once the game begins, move the story along and make certain that everyone is on task and enjoying themselves.

In many Mystery Parties the Host or Hostess takes on the role of one of the guests and is given the option to not learn the identity of the murderer before the game, thereby allowing him or her to participate in the party in the same way as the other players. However, because *Zombie Cannibal Asylum* is a more complex party, it is necessary for the Host or Hostess to have a clear understanding of all key plot points in order to ensure that the game runs smoothly. This means that you will be aware of the killer and victim's identity in advance and will not be playing one of the characters in the story; rather, you will be the Narrator, a guide who is not technically part of the story but is rather there to advance the action.

5

RUNNING THE PARTY

This portion of the instruction manual will walk you through all of the steps you need to follow once your guests arrive. Read over this section carefully as it contains information vital to the success of the event.

GUEST ARRIVAL

As each guest arrives, you should pass out their nametag and character sheet (if needed) from the first folder and then allow them to mingle until everyone arrives.

During this stage of the event, the Host/Hostess should:

- Make certain that everyone has a visible nametag.
- Make certain that everyone has a copy of their character sheet.

INTRODUCTION TO THE GUESTS

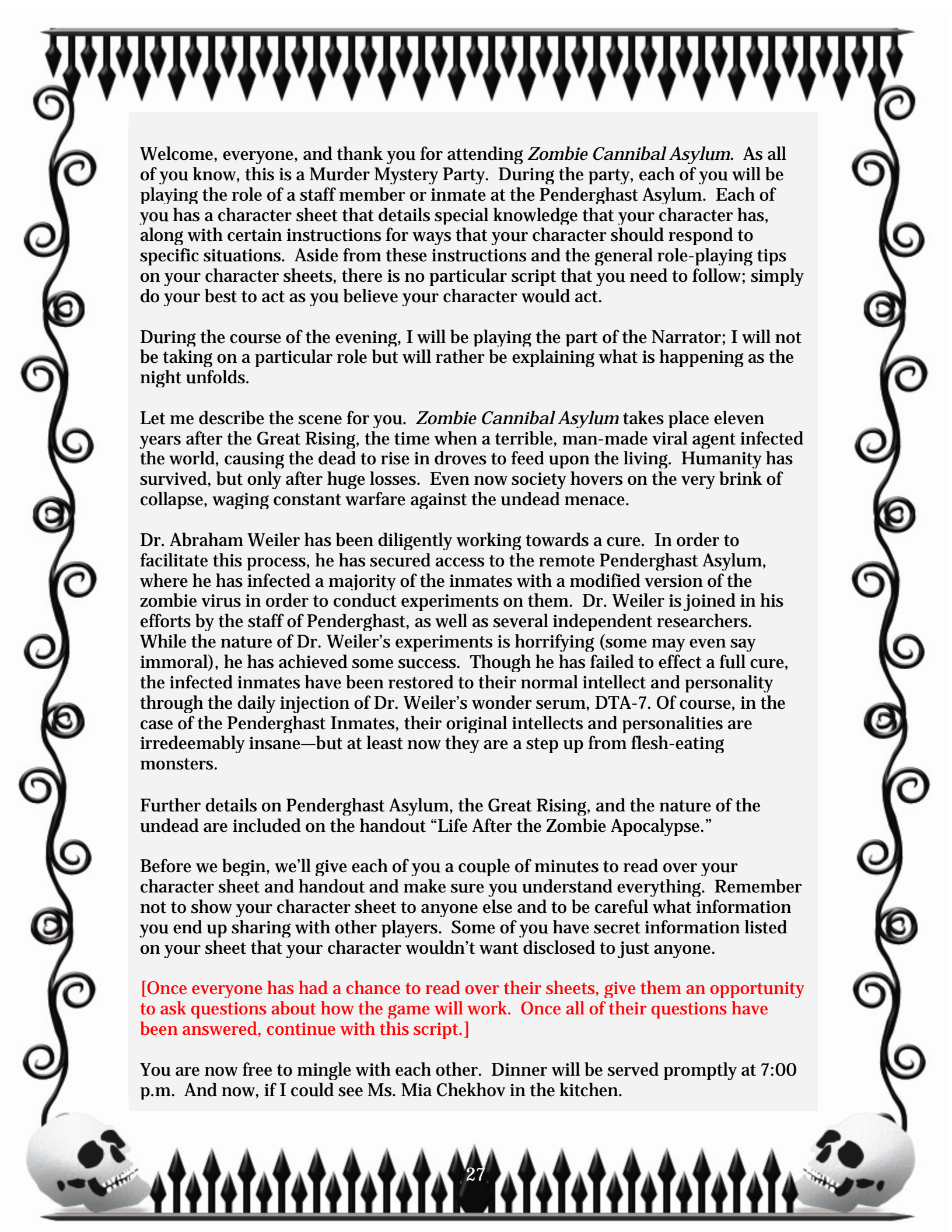
Once everyone has arrived, gather them together in the main room and read aloud the “Welcome to the Party” text, which will explain to them the basic framework of the event. This text is provided below and is also included in Section III of this handbook as a printout; if you are so inclined, you can print out a copy for each guest for easy reference.

During this stage of the event, the Host/Hostess should:

- Make certain that all the guests understand how the party is going to be run.
- Answer any questions regarding the introduction.

WELCOME TO THE PARTY

SCRIPT 1 TO BE READ BY THE HOST OR HOSTESS AFTER ALL OF THE GUESTS HAVE ARRIVED BUT BEFORE THE EVENT OFFICIALLY BEGINS



Welcome, everyone, and thank you for attending *Zombie Cannibal Asylum*. As all of you know, this is a Murder Mystery Party. During the party, each of you will be playing the role of a staff member or inmate at the Penderghast Asylum. Each of you has a character sheet that details special knowledge that your character has, along with certain instructions for ways that your character should respond to specific situations. Aside from these instructions and the general role-playing tips on your character sheets, there is no particular script that you need to follow; simply do your best to act as you believe your character would act.

During the course of the evening, I will be playing the part of the Narrator; I will not be taking on a particular role but will rather be explaining what is happening as the night unfolds.

Let me describe the scene for you. *Zombie Cannibal Asylum* takes place eleven years after the Great Rising, the time when a terrible, man-made viral agent infected the world, causing the dead to rise in droves to feed upon the living. Humanity has survived, but only after huge losses. Even now society hovers on the very brink of collapse, waging constant warfare against the undead menace.

Dr. Abraham Weiler has been diligently working towards a cure. In order to facilitate this process, he has secured access to the remote Penderghast Asylum, where he has infected a majority of the inmates with a modified version of the zombie virus in order to conduct experiments on them. Dr. Weiler is joined in his efforts by the staff of Penderghast, as well as several independent researchers. While the nature of Dr. Weiler's experiments is horrifying (some may even say immoral), he has achieved some success. Though he has failed to effect a full cure, the infected inmates have been restored to their normal intellect and personality through the daily injection of Dr. Weiler's wonder serum, DTA-7. Of course, in the case of the Penderghast Inmates, their original intellects and personalities are irredeemably insane—but at least now they are a step up from flesh-eating monsters.

Further details on Penderghast Asylum, the Great Rising, and the nature of the undead are included on the handout "Life After the Zombie Apocalypse."

Before we begin, we'll give each of you a couple of minutes to read over your character sheet and handout and make sure you understand everything. Remember not to show your character sheet to anyone else and to be careful what information you end up sharing with other players. Some of you have secret information listed on your sheet that your character wouldn't want disclosed to just anyone.

[Once everyone has had a chance to read over their sheets, give them an opportunity to ask questions about how the game will work. Once all of their questions have been answered, continue with this script.]

You are now free to mingle with each other. Dinner will be served promptly at 7:00 p.m. And now, if I could see Ms. Mia Chekhov in the kitchen.

DR. MORDECAI FERN

**CHIEF
PSYCHIATRIST**



CAROLYN SINCLAIR

INTERN



**WILLIAM
WORTH
GROUNDS
KEEPER**



**DEANNA MASON
MAINTENANCE**



**MIA CHEKHOV
CHEF**



**LUCAS BISHOP
UNDEAD
INMATE**



**ALFRED
FITZGERALD
UNDEAD INMATE**



**JEREMY BOWMAN
UNDEAD INMATE**



DR. ABRAHAM WEILER

SCIENTIST

HUMAN



WHO YOU ARE

You are Dr. Abraham Weiler, a biologist, psychologist, and mad scientist. You are responsible for infecting the Penderghast inmates with the zombie virus, and you are also responsible for the invention of the DTA-7 serum, which has restored the inmates to a semblance of self-control.

You have been at Penderghast Asylum for nearly a decade, but it is only in the last year that you have made significant breakthroughs in understanding and controlling the zombie virus. Your work is now nearly concluded: you are very close to synthesizing an actual cure!

You are assisted in your efforts by Dr. Erica Orville and Dr. Gerald Featherton, but to be honest, neither of them are half the scientist you are; their utility to you is largely limited to data entry, manual labor, and cleanup.

APPEARANCE AND BEHAVIOR

You are brilliant, egotistical, and largely amoral in your pursuit of science. You have little time for people who don't understand the bigger picture: yes, it may appear unethical to conduct scientific experiments on unwilling inmates, but you are doing it for the good of humanity, damn it! You never waste time with small talk, and you don't bother to hide your disdain for the inferior intellect of the other staff members.

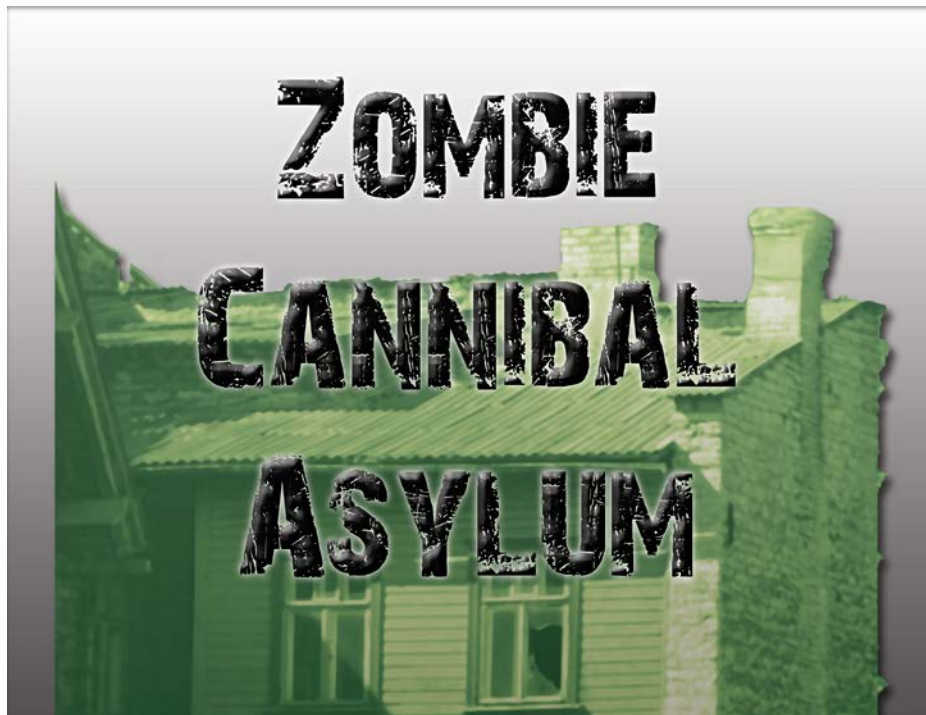
You pay little attention to your appearance and are usually dressed in a blood-stained lab coat. You rarely bother to comb your hair, and your clothing is frequently misbuttoned or in disarray.

INSTRUCTIONS FOR ACT ONE

You recently had to reprimand Nurse Eliza Satchet for feeding the inmates human body parts from medical cadavers; apparently she felt sorry for the inmates and thought that providing them with some "special treats" would be good for them. Hopefully the matter is settled now, but be sure to remind Nurse Satchet that she had better toe the line from here on out, if she wants to keep her job—and her humanity.



YOU ARE CORDIALLY INVITED TO



A MURDER MYSTERY PARTY

DATE _____

TIME _____

LOCATION _____

DETAILS ENCLOSED

PLEASE RSVP NO LATER THAN





WHAT IS A MURDER MYSTERY PARTY?

YOU ARE A STAFF MEMBER OR INMATE at Penderghast Asylum, which was converted to a research facility after the zombie apocalypse. Now the insane inmates have been deliberately infected with the zombie virus so that Dr. Weiler and his fellow researchers can attempt to isolate a cure or vaccine.

ZOMBIE CANNIBAL ASYLUM is a Murder Mystery Party wherein the guests will take on the roles of doctors, inmates, and staff at the asylum and play as those characters throughout the course of the event. At some point during the evening, one of the guests will be “killed” by one of the other participants, and the remainder of the evening will be spent piecing together clues in an attempt to determine who the murderer is. Food and drink will be provided.

INCLUDED WITH THIS INVITATION are an RSVP card and a brief description of the characters. Please return the RSVP card as soon as possible!

THE GUEST LIST

HUMAN MALE ROLES

- **Dr. Abraham Weiler:** A renowned biologist and psychologist, Dr. Weiler is actually something of a mad scientist.
- **Dr. Gerald Featherton:** Dr. Featherton is Dr. Weiler's research assistant.
- **Dr. Mordecai Fern:** Dr. Fern is one of the founding staff members of the asylum, originally hired by Dr. Penderghast years ago.
- **Jeremiah Marsh:** Jeremiah is one of the orderlies, responsible for maintaining security and keeping the patients and staff safe from themselves and each other.
- **William Worth:** William Worth ("Old Willy" to most of the staff) is the groundskeeper and janitor of the asylum.
- **Morgan Byers:** Morgan is another orderly, generally tasked with escorting inmates to and from Dr. Weiler's lab.
- **Alex Johnson:** Alex is the third orderly. He is a large, quiet man whose soft voice and easy smile belie his scarred and fierce exterior.

HUMAN FEMALE ROLES

- **Dr. Erica Orville:** Dr. Orville is Dr. Weiler's second research assistant.
- **Delilah Morrison:** Head Nurse Morrison is responsible for overseeing the day-to-day maintenance of the ward.
- **Eliza Satchet:** Nurse Satchet is one of several original staff members who continue to work under Dr. Weiler.
- **Mia Chekov:** Mia is the Penderghast cook, a position that has become particularly unenviable given the rather bizarre new dietary requirements of the inmates.
- **Deanna Mason:** Deanna assists Old Willy in the upkeep of the Asylum.
- **Carolyn Sinclair:** Carolyn is an intern from a prestigious medical school on the inland.

ZOMBIE MALE ROLES

- **Alfred Fitzgerald:** Diagnosed with Schizophrenia with Delusions of Persecution.
- **Curtis Buchanan:** Diagnosed with Kleptomania and Antisocial Personality Disorder.
- **Dylan Manning:** Diagnosed with Schizophrenia and Cotard Delusion.
- **Gregory Bates:** Diagnosed with Suicidal Depression.
- **Jeremy Bowman:** Diagnosed with Agoraphobia.
- **Martin Robertson:** Diagnosed with Schizophrenia with Delusions of Guilt.
- **Nicholas Fuller:** Diagnosed with Antisocial Personality Disorder and Pyromania.
- **Quentin Montgomery:** Diagnosed with Schizophrenia with Grandiose Delusions.
- **Brady McCormick:** Diagnosed with Schizophrenia with Grandiose Delusions.
- **Lucas Bishop:** Diagnosed with Schizophrenia with Delusions of Control.

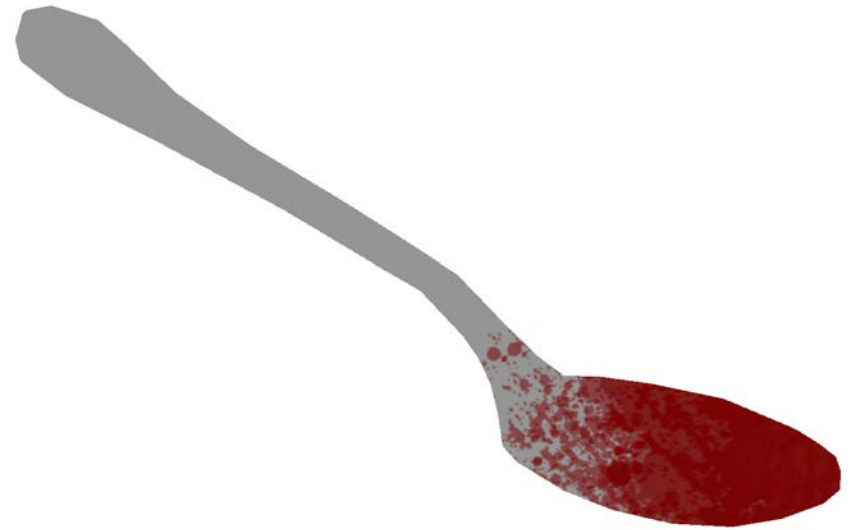
ZOMBIE FEMALE ROLES

- **Kendra Chapman:** Diagnosed with Obsessive Compulsive Disorder coupled with Bibliomania.
- **Alison Townsend:** Diagnosed with Obsessive Compulsive Personality Disorder.
- **Cassandra Adkins:** Diagnosed with total Amnesia.
- **Heather Pittman:** Diagnosed with Narcissistic Personality Disorder.
- **Isabel Gomez:** Diagnosed with Antisocial Personality Disorder.
- **Lillian Ericson:** Diagnosed with Schizophrenia with Parasitic Delusions.
- **Sabrina Ingram:** Diagnosed with Schizophrenia with Paranoia.
- **Vanessa Copeland:** Diagnosed with Schizophrenia with Grandiose Religious Delusions.
- **Wendy Barnes:** Diagnosed with Schizophrenia with Delusions of Persecution.



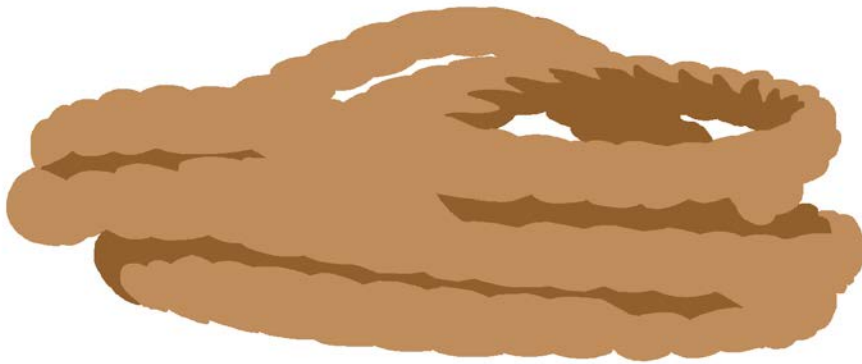
BLOODY REFLEX HAMMER

Under the desk is a discarded reflex hammer. There are bits of flesh and bone still clinging to it, and it is covered in fresh blood.



BLOODY SPOON

In the sink is a bloody spoon, only partially rinsed off.



LENGTH OF ROPE

On the floor is a three-foot length of thin rope.



MISSING JOURNAL

Dr. Weiler's research journal is missing.

Craziest Inmate Award

For receiving the most votes for best acting as a zombie player,

is hereby awarded the Craziest Inmate Award.

Great job, and thanks for playing

Zombie Cannibal Asylum!

Awarded on _____



ZOMBIE
CANNIBAL
ASYLUM