

Did you hear the one...?

A mini LARP for 5 to 6 players and 1 GM.

By Sophie Melchior

With thanks to Bryn Jones and Jacqueline Brasfield

Introduction

In 1910 the Turnbull family were brutally murdered in their home. The reason why was never discovered, but over the years a number of brutal and increasingly outlandish tales have been told. A tradition has also started amongst students and lovers of ghost stories to stay the night in the abandoned “Turnbull House” on the night that the murders happened, Oct 16th.

This is the 100 year anniversary and the group who spend the night here this year will get more than they bargained for.

Did you hear the one...? is a game about ghost stories and their aftermath. In this game a group of players will experience first-hand what happens when lies about events stop the dead from resting.

What’s going on?

100 years ago Fredrick Turnbull invited his business partner, Harold Mercer, for dinner. This wasn’t an unusual event, Mercer often came to the house and was well known to all of the family.

However Mercer was secretly in love with Vera and had been for years. Over time these feelings had turned into an obsession and he had convinced himself that she returned the feelings. He was so sure that he would finally get what he wanted that he had decided that tonight he would arrive early and profess his love for Vera. Arriving early in order to have some time with her alone, he cornered her in the kitchen, professing his love. She was horrified and firmly turned him down, asked him to leave and threatened to tell Fredrick.

Mercer was enraged. His carefully constructed fantasy crashed down around him and he lashed out at the person who he saw as the cause. Grabbing a kitchen knife he brutally stabbed her 10 times.

Her screams brought Stephen running from the library and he found Mercer in the hallway covered in blood. They struggled and Mercer eventually drove him back into the library where he wrestled him to the ground before he slit Stephen’s throat.

Molly was in her bed room and had been sleeping. She awoke to the sound of footsteps and her door being opened. Mercer rushed into the room, pinned Molly to the bed and stabbed her viciously three times.

Looking out of window, by this time utterly covered in blood, he saw Judith down in the vegetable garden. She looked up and saw him, and started to scream. He ran down the stairs and out the kitchen door. Despite her attempts to hide he found her and after a brief struggle slashed her throat, finally silencing her screaming.

With the rest of the family dead, Mercer hid in wait for Fredrick, convinced that he had to kill them all in order to keep himself safe. He went into the study, and took Fredrick’s revolver from the desk. He didn’t have to wait too long and as Fredrick came through the front door he stepped out beside him and shot him in the head.

Leaving the gun and bloody knife next to his body, to make it look like a murder suicide, he cleaned himself up and re dressed in Fredrick’s clothes. He went to the harbour and threw

his bloody clothes into the water. Returning to the house he managed to find a boy to run to the police and tell them that a murder had been discovered.

When they arrived he told them that he had arrived, as expected at 8pm, to find the whole family murdered. The state of the bodies seemed to support his version of events and the case was quickly closed with Fredrick Turnbull being painted as a brutal murderer who massacred his entire family.

It is the Turnbull family's thirst for the truth which drives them to haunt the house and every year on the anniversary of the killings they try to make the truth come out. 10 years ago a medium named Krystal started to hold seances at the house. She was able to hear the Turnbull family's terrible tale, and yet did nothing.

She knew that a real haunted house was more likely to produce clients for her seance business than a pretend one. So she continues to perpetrate the 'official' police version and the other, more fantastical stories that have cropped up since.

On this the 100 year anniversary the ghosts have had enough. They are going to make Krystal pay for her lies and her profiting from their suffering. All the others will be trapped there until they learn the truth or they die.

In order to free themselves and save their lives the group must tell the discover the truth and in doing so release the ghosts from their torment.

Who are the people here tonight?

There are 5 people who have been invited to the Turnbull massacre séance being run by Krystal, a noted mystic and communer of the dead.

They are:

- Bartholomew Tweed – A professional cynic and debunker of ghost myths. Invited by Krystal.
- Gill Lambart – A ghost fanatic, and admin of popular ghost hunting forums Ghosts4real.com. Invited by Krystal.
- Shaun Jenkins – A reporter for the Dominion Post invited here by Gill.
- Eloise “Ellie” Tweed – Playgirl thrill seeker. Invited by Krystal.
- Julia “Duckling” Ricker – Eloise's friend invited along tonight for 'the experience'.

Each of these characters also knows a basic amount about the history, a version of the story and a few hints about what they think about the situation. They also have connections to most of the others in the room.

The host for the evening is Krystal, mystic and communer of the otherworldly. This is a character that can be played one of two ways. Either the GM plays her or she is played by another person as an NPC, freeing the GM to act as a ghost. It is up to you how this is done but by leaving Krystal as an NPC it will free you up to increase the creepiness level and more directly deal with the players. For more info on Krystal please see the Appendix.

Krystal is extremely important as she not only is the reason that the ghosts are so angry, but she also holds the original police report which mentions Mercer by name for the first time and acts as a major clue for the players.

If you do decide to play Krystal you are there to help with the delivery of information, just like in a table top game. It is important that you do not insert yourself too fully into the action and the fiction, after all this is about the players learning the truth and in so doing freeing the ghosts from their torment.

Each of the characters, including Krystal, will be possessed by one of the ghosts as follows:

- Mr Fredrick Turnbull possesses Krystal
- Mrs Vera Turnbull possesses Shaun
- Molly Turnbull possesses Julia
- Judith Turnbull possesses Eloise
- Stephen Turnbull possesses Gill
- Harold Mercer possesses Bartholomew

In order to help prove that Fredrick didn't kill any of his family, and to get revenge on Krystal for withholding the truth the ghosts intend to kill her. But to help with this they are going to possess Bartholomew with the knowledge of what Mercer did to them.

Starting with Krystal's death Bartholomew will, in reverse order, see himself kill the other four members of the family, at the same time each family member will be given visions of one of the murders. However more than just see the murder take place, they also experience it. They too will die if they are unable to placate the ghosts in time.

Timeline:

The game is designed to be played in a 3 hour slot. The following times are a guideline for the GM for pacing.

First half hour	Game brief and set up, handing out of characters.
	The group sits around telling their version of the tale and generally getting comfortable and settling into character.
	Lights go out.
	Krystal's first tarot reading.
	Players all receive their feeling of possession which starts the "something creepy is going on" vibe.
Second half hour	Second tarot reading.
	Players all receive their "past" memory which is a memory of just before the murder.
Third half hour	Krystal starts to display symptoms of the murders. The players can't see any evidence of these, but Krystal will insist that it is happening.
	Time for general freaking out and roleplay.
Forth half hour	Third tarot reading.
	Players all receive their "present" memory which will be of the feelings the actual family had as they were being murdered.
Fifth half hour	Time for general freaking out and roleplay.
	Krystal dies.
Sixth half hour	The players are told of their symptoms and that they're dying.

The Mechanics:

There aren't really any mechanics in the game, just the delivery of information through tarot cards or as whispered by the GM into the player's ears. How you do this exactly is up to you, however some suggestions are:

1. During the tarot readings, get the players to close their eyes and slip notes into their hands.
2. If you have another person playing Krystal as an NPC stand behind the player and whisper the information into their ear.

There are four points of delivery which are meant to convey the act of possession, the past, the present and the future. Each of the players will receive a unique memory which is giving them small clues to what happened to the Turnbull family.

Possession – these are sensations that the characters feel as they go through an act of possession.

The actions are:

- There is a pressure behind your eyes, making them feel itchy and irritated. When you blink it's like you are looking through dark glass. It will slowly fade.
- In the next few minutes you will feel a presence move into you. It sits with in you and makes you feel as though the temperature in the room has suddenly dropped.
- You feel a shiver, as if a ghost has just walked through you. You want to hide, anywhere you can get to. The feeling will last until someone speaks to you.
- Your skin is starting to itch. Over the next while it is going to get worse and worse. It will keep going, increasing in intensity, until someone touches you.
- Your lips and throat are suddenly parched and dry, causing a slight raspy cough. After a few coughs someone will speak the words “The truth will free us” using your voice. Then you will return to normal.

Past – these notes contain memories of the day of the murders, not long before they happened.

The memories are:

- You're in a kitchen. A man, who you considered a friend, is yelling at you. His face contorted in rage.
- You are in this very room, but it is full of books, rather than empty. From elsewhere in the house you hear a woman, who sounds like your mother, scream.
- You are outside, in what seems to be a vegetable garden. A man, you know to be a friend of your father's, is covered in blood and appears in a window.
- You are in your bed, the sound of footsteps stopping outside your door has just woken you. Then you hear the sound of the door open.
- You see your hand, on a door handle. You know this front door, but you've never seen it before.

Present – these notes contain an impression or flash of memory of how the victim felt in the moments before they were killed.

- You are angry and confused; this suddenly turns to terror as the person in the room with you picks up a knife.
- You feel an overwhelming sense of fear, as if someone in the room is trying to kill you.
- You want to hide, anywhere you can get to. The feeling will last until someone speaks to you.
- Uncontrollable terror freezes you in place. You have a sudden, blinding insight that nothing you do will save you.
- You are filled with a cold, deadly anger. Everyone here has wronged you, it is all their fault and they will pay. The feeling will fade with time.

Future – these cards are cards which inform the characters that they will soon start to experience symptoms like those inflicted upon the family members by Mercer, except for the Cynic character. Instead they are going to see themselves murdering 5 innocent people.

Each player will be handed one of these with the instruction “Read if anyone in the room dies.”

The symptoms are:

- You feel a searing pain in your hands and the feeling of blood pouring from an invisible wound. You then feel ten other sharp pains across your body. You are dying.
- You feel a searing pain in your hands and the feeling of blood pouring from an invisible wound, followed by a sharp pain across your throat and the feeling of your mouth filling with blood. You are dying.
- You feel a sharp pain in your chest that feels like you’ve been stabbed. This pain will repeat two more times. You are dying.
- You feel a sharp pain across your throat and the feeling of blood pouring down your throat. Any attempt to talk will make you choke. You are dying.
- You are in the downstairs hallway, hiding as a man walks through a door. You shoot him in the head, and his body falls where Krystal lies. You then see yourself stab four other people. The first in the outside in a vegetable garden, the second in a bed room, the third in the library and the fourth in the kitchen.

If you are able to act as the ghosts then for Bartholomew’s final visions it is best to string them out. As the ghosts you can whisper each of the following in his ear when he gets near the appropriately possessed person:

- You are in the downstairs hallway, hiding as a man walks through a door. You shoot him in the head, his body falls where Krystal lays.
- You see yourself stab a young woman outside, in a vegetable garden.
- You see yourself stab a young woman in a bed room.
- You see yourself stab a young man in the library
- You see yourself stab a woman in the kitchen.

There is a bonus note for the event of any of the players trying to leave the room, in character. At the start of the game place a piece of paper entitled “Open if you try to leave the room” on the door, which will read:

You feel a presence in front of you, blocking your path. No matter how hard you push you can't move them. A voice in your head screams; “The truth will be known!”

Or if you are the ghosts you can physically stop them from leaving and push them back. This creates a certain level of physicality which some people might not like. As this is a horror game, some people may get freaked out and want to leave the room for a time out. Obviously if this happens you should just let them go.

The End:

The game can end in one of two ways. Either the characters are able to piece together the memories they've been given and tell the truth, or they all die.

If they manage to free the ghosts the door will fly open, and all the characters will be told that the symptoms killing them have passed.

If they don't then they die.

As GM it is up to you how you decide to parcel out the information and how much you give. However this game is not intended to be a foregone conclusion. If the players don't work it out then Bartholomew will literally be the last man standing, unable to save the others or himself.

Appendix:

1. Memory cards
2. Character sheets
 - The Cynic
 - The Ghost fanatic
 - The Reporter
 - The Thrill seeker
 - The Tag along
3. Notes for Krystal Riversong - Medium
4. Police Report

Memory Cards:

Cynic's memory cards:

Possession	Your lips and throat are suddenly parched and dry, causing a slight raspy cough. After a few coughs someone will speak the words "The truth will free us" using your voice. Then you will return to normal.
Past	You see your hand, on a door handle. You know this front door, but you've never seen it before.
Present	You are filled with a cold, deadly anger. Everyone here has wronged you, it is all their fault and they will pay. The feeling will fade with time.
Future	You are in the downstairs hallway, hiding as a man walks through a door. You shoot him in the head, and his body falls where Krystal lies. You then see yourself stab four other people. The first in the outside in a vegetable garden, the second in a bed room, the third in the library and the fourth in the kitchen.

True believer's memory cards:

Possession	You feel a shiver, as if a ghost has just walked through you. You want to hide, anywhere you can get to. The feeling will last until someone speaks to you.
Past	You are in this very room, but it is full of books, rather than empty. From elsewhere in the house you hear a woman, who sounds like your mother, scream.
Present	You want to hide, anywhere you can get to. The feeling will last until someone speaks to you.
Future	You feel a sharp pain across your throat and the feeling of blood pouring down your throat. Any attempt to talk will make you choke.

Reporter's memory cards:

Possession	There is a pressure behind your eyes, making them feel itchy and irritated. When you blink it's like you are looking through dark glass. It will slowly fade.
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Past	You're in a kitchen. A man, who you considered a friend, is yelling at you. His face contorted in rage.
Present	You are angry and confused; this suddenly turns to terror as the person in the room with you picks up a knife.
Future	You feel a searing pain in your hands and the feeling of blood pouring from an invisible wound. You then feel ten other sharp pains across your body. You are dying.

Thrill seeker's memory cards:

Possession	In the next few minutes you will feel a presence move into you. It sits with in you and makes you feel as though the temperature in the room has suddenly dropped.
Past	You are in your bed, the sound of footsteps stopping outside your door has just woken you. Then you hear the sound of the door open.
Present	You feel an overwhelming sense of fear, as if someone in the room is trying to kill you.
Future	You feel a sharp pain in your chest that feels like you've been stabbed. This pain will repeat two more times.

Tag along's memory cards:

Possession	Your skin is starting to itch. Over the next while it is going to get worse and worse. It will keep going, increasing in intensity, until someone touches you.
Past	You are outside, in what seems to be a vegetable garden. A man, you know to be a friend of your father's, is covered in blood and appears in a window.
Present	Uncontrollable terror freezes you in place. You have a sudden, blinding insight that nothing you do will save you.
Future	You see the downstairs hallway and a figure step out. There is a sharp, intense pain in your head. Your eyes will be filled with blood making everything in the room look red.

Dr. Bartholomew Tweed - The Cynic

Who are you?

You have a doctorate in psychology and have used it as the basis for your work in disproving ghost, supernatural and “otherworldly” phenomena New Zealand wide.

You were very surprised to be contacted by this Krystal woman inviting you to this event to commemorate the Turnbull murders. You've heard the basics about it, but hardly concern yourself with murders that happened 100 years ago. What concerns you is that this Krystal is obviously profiting off the gullibility of others and you won't stand by and let that happen!

In order to make sure that there is another unbiased view of what happens here, you have invited Dr. Rebecca Donnelly along. She is an extremely intelligent woman who has written extensively on the anthropology of belief myths. You have sent her an extensive body of evidence showing the obvious falseness of ghosts, but haven't heard from her in a while. No doubt you'll have plenty of opportunity for debate tonight.

What you know:

In 1910 the Turnbull family were brutally murdered in their home. The reason why was never discovered, but over the years a number of brutal and increasingly outlandish tales have been told. A tradition has started amongst lovers of ghost stories to stay the night in the abandoned “Turnbull House” on the night that the murders happened, Oct 16th.

The story you've heard about the murders:

The two sisters were twins and were part of a cult that demanded blood sacrifices. They stabbed the rest of the family in their sleep before killing each other as the final part of the ritual. Obvious nonsense but it might appeal to the more bloody minded of the group.

Your connection to the others:

Gill Lambart – Gill is a crackpot who runs that ridiculous forum, Ghosts4real.com. You have very little time for him, except of course when you're debunking his theories, ripping his idea to shreds on the forums and generally showing the world how illogical he is.

Shaun Jenkins – Shaun is an old university friend of yours and now writes for the Dominion Post. You don't know why Krystal invited him along to this 'Signature Event' but it's great to have another unbiased observer on hand to show that ghosts truly don't exist. He also mentioned something about being asked to cover the history of these Turnbull murders.

Eloise Tweed – Your sister. She's utterly irresponsible and you have no idea why she's here, except that she will take any opportunity to do something unusual.

Julia Ricker – Duckling (as she's always been known to you) is an old friend of Eloise's. She's sweet, but never seemed to be that into anything too extreme. You have no idea how Eloise convinced her to come tonight.

Dr. Rebecca Donnelly – Author, anthropologist and intellectual. A perfect match for you and a kindred spirit. Deciding to invite her along tonight was an easy. You hope this is the first of many discourses between the two of you.

Eloise Tweed - The Thrill Seeker

Who are you?

Your parents, may they rest in peace, left you two things. A ridiculous name and a stupid amount of money. So you feel it's only right to make the most of your extensive trust fund doing everything and anything you can.

The thing you love most though is feeling scared, it makes you feel alive! So when you got an invite from that trippy Krystal lady you jumped at the chance. Spend the night in a haunted house, 100 years after a whole family was brutally murdered? Yes please! You've been trying to mend the rift between you and Duckling as well, so you convinced her to come along as well.

You were surprised when your brother mentioned he would also be here, though he'll never pass up an opportunity to disprove something, especially if it's related to ghosts.

What you know:

In 1910 the Turnbull family were brutally murdered in their home. The reason why was never discovered, but over the years a number of brutal and increasingly outlandish tales have been told. A tradition has started amongst lovers of ghost stories to stay the night in the abandoned "Turnbull House" on the night that the murders happened, Oct 16th.

The story you've heard about the murders:

Stephen Turnbull went on a murderous rampage as a result of a paranoid delusion that his father and sister, Molly, were having an affair. He cut them down with an axe, along with his mother and other sister before shooting himself.

Your connection to the others:

Bartholomew Tweed – Your big, stick in the mud brother. Ever since your parents died he's been even more obsessed with debunking paranormal stuff.

Gill Lambart – This is the guy that Duckling was all over a few years back. He's... not quite what you expected. In fact you had a look at his forums and he's a bit of a nut job.

Shaun Jenkins – A friend of your brother's and some sort of reporter for the Dom Post.

Julia Ricker – Duckling! You know she kind of hates the nickname, but you still haven't really forgiven her for that time she walked out in Prague. She should know you didn't really mean that she was pathetic, you just wanted to try and goad her into doing something about Gill. She's always been your best friend, hopefully this night of fun and excitement will help heal the rift.

Dr. Rebecca Donnelly – Some author from the university your brother asked out. No doubt it'll end in a fizzle like every date he's ever had.

Gill Lambart - The True believer

Who are you?

You are a ghost hunter, occultist and paranormal expert. You have investigated paranormal activity from here to Copenhagen (those Danish have done an amazing level of research) and are very proud to be the co (and currently only active) founder and head admin to the internationally renowned paranormal forums, Ghosts4real.com.

Getting an invite to the Turnbull séance is a dream come true. Krystal is an amazing practitioner and you have been trying, without success, to talk to her one on one for some time now. This will also finally give you a chance to uncover what really happened here. The paranormal activity has always been too extreme to have just been a murder suicide.

What you know:

In 1910 the Turnbull family were brutally murdered in their home. The reason why was never discovered, but over the years a number of brutal and increasingly outlandish tales have been told. A tradition has started amongst lovers of ghost stories to stay the night in the abandoned "Turnbull House" on the night that the murders happened, Oct 16th.

The story you've heard about the murders:

Judith Turnbull shot her father over dinner, as Fredrick had been sexually abusing her for years. She then turned the gun on the other members of the family for not protecting her, and finally on herself as well.

Your connection to the others:

Bartholomew Tweed – An insufferable non-believer. He torments you on your forums, publicly denounces you and generally makes himself a pain in your arse. How he got an invite to Krystal's 'signature event' is a mystery. Her spirit guides must be having a laugh.

Shaun Jenkins – He's a reporter for the Dom Post and you've been a source of his for many years. You've sent him a number of truly remarkable leads on supernatural events, but strangely none of them have ever been published. Must be his editor. You invited him along tonight to make sure he got a really good eye witness experience.

Eloise Tweed – Bartholomew's sister and your typical spoilt rich girl. The only time you have for her is that she's a friend of Julia's.

Julia Ricker – Julia Ricker... she is the one that got away. The girl you never had the guts to approach. The spirit guides must be giving you a sign if they arranged for her to be here tonight.

Shaun Jenkins - The Reporter

Who are you?

You are a struggling reporter for the Dominion Post. You've always had a vague interest in the paranormal, so when the assignment to cover the 100 anniversary of the brutal Turnbull murders came up you asked for it. Your editor seemed somewhat amused to give it to you, but it's been an interesting investigative piece.

You've covered the official story and police investigation. Interestingly the official police report has gone missing or been destroyed so it's hard to piece things together.

When you got the invitation from Gill to the event tonight you didn't know what to think, but with your editor breathing down your neck for a story this might just be the thing. It will be good to take notes on some of the traditions that have sprung up around the anniversary of the murders, and it's always good to have a 'slice of life' story.

What you know:

In 1910 the Turnbull family were brutally murdered in their home. The reason why was never discovered, but over the years a number of brutal and increasingly outlandish tales have been told. A tradition has started amongst lovers of ghost stories to stay the night in the abandoned "Turnbull House" on the night that the murders happened, Oct 16th.

The story you've heard about the murders:

Fredrick Turnbull discovered his wife, Vera, was having an affair with his business partner. In a fit of rage he strangled her and then murdered the rest of his family in their sleep before hanging himself.

Your connection to the others:

Bartholomew Tweed – You and Tweedy went to university together. You aren't exactly great friends, but you've kept in touch over the years. You know he has a bit of an obsession with disproving all this ghost stuff.

Gill Lambart – He is a source of yours, though he's a bit out there. He runs some sort of forum on ghost hunting.

Eloise Tweed – You don't really know Tweedy's younger sister. She seems nice enough, though a bit of a live wire.

Julia Ricker – You think she might be a friend of Eloise's.

Julia “Duckling” Ricker - The Tag Along

Who are you?

You're a property lawyer for Turnbull, Mercer & Sons. Everyone at the firm knows about how the one of the founders was murdered, or a murderer, you've never been able to get the same story about what happened out of anyone. Eloise invited you along tonight, and while you're not usually into all this ghost stuff she seemed keen.

You're super glad you did though, because it seems that Gill is here tonight. You still hold a pretty strong flame for him, but know it won't happen.

Krystal, the medium, is pretty out there. You checked out her website and it looks like she really believes in all this. Who knows, you might even get contacted by a ghost tonight!

What you know:

In 1910 the Turnbull family were brutally murdered in their home. The reason why was never discovered, but over the years a number of brutal and increasingly outlandish tales have been told. A tradition has started amongst lovers of ghost stories to stay the night in the abandoned “Turnbull House” on the night that the murders happened, Oct 16th.

The story you’ve heard about the murders:

Vera Turnbull, after a life time of being unappreciated and downtrodden, snaps and poisons the whole family (including herself) with rat poison in the soup.

Your connection to the others:

Bartholomew Tweed – Elly's brother. You've never liked him much, he's a bit of a blow hard.

Gill Lambart – Gill Lampart. Wow, what you wouldn't do to have him be as interested in you as he is in a bunch of dead people. But his first love is the occult, so you'll just love him from afar.

Shaun Jenkins – He's some sort of reporter. You've never met before tonight.

Eloise Tweed – Your best friend. Or she used to be. A few years ago she convinced you to take a ridiculous trip to Prague. While you were there she was really mean to you about your crush on Gill, so you walked out. You've caught up a bit since then, but your friendship just wasn't the same. You were really surprised when she invited you along tonight, but you miss her so said yes.

Notes for Krystal Riversong – Medium

Who are you?

You are a medium and psychic. You have been doing séances in Turnbull House on the anniversary of the murders for the last 10 years. You know that this event generally drums up enough business to keep you busy for the rest of the year.

You have always had an affinity with spirits but more often than not your 'visitations' are just some fast talking and mumbo jumbo. You're a pro though and the punters lap it up.

You often use mystical symbols and words to explain situations and more often than not ensure that there are a 'safe' number of people to make up the group. Generally you go for odd numbers, 5 or 7 are the best. Though of course 3 is also a classic, but hardly profitable.

What you know:

The first time you entered Turnbull House you were bombarded with the voices of the family. They told you everything, about the murders about Mercer. The lights flickered, the door shook. You know that they want peace and freedom, but quite simply you need them. They are a gold mine and a woman needs to make a living, right?

What you know about the people here tonight:

Bartholomew Tweed – You invited him for two reasons. One he's rich. Very very rich. He's also a well known cynic and if you can get him to admit that you're good the people will come flocking.

Gill Lambart – You invited Gill because of his connections. He runs a very popular ghost website called Ghosts4Real.com and has a very wide readership. It's all about giving the people what they want.

Shaun Jenkins – A reporter friend of Gill's. Hopefully he'll do a nice write up in the Dom Post for you.

Eloise Tweed – Bartholomew's sister and equally wealthy. She's also a well-known play girl and is said to throw very interesting parties. Just the sort of patron you need.

Julia Ricker – Eloise's friend who she invited. Got to take the dull with the fabulous.

Dr. Rebecca Donnelly – A Dr. friend of Bartholomew's. She's really here to make up numbers.

Wellington Central Police
Tinakori Road Station

Sunday 16th October 1910

Responded to incident at the TURNBULL house approximately eight thirty pm.

Was met by a Geoffrey MERCER, business man. His manner was calm and he was able to inform me in short order of what he had found.

Was informed that MERCER had arrived for dinner with the TURNBULL family at approximately eight pm.

MERCER entered house when he found door ajar.

Found bodies of Fredrick TURNBULL, Vera TURNBULL, Stephen TURNBULL, Molly TURNBULL, Judith TURNBULL - all deceased.

Discovered body of Fredrick TURNBULL, shot dead in hall way. One bullet wound to the head counted. Appears to be cause of death.

Discovered body of Vera TURNBULL, in kitchen. A total of ten stab wounds counted over various parts of her body. Evidence of wounds on her hands, possibly from a defensive posture.

Discovered body of Stephen TURNBULL, in library. The deceased was found curled up in a corner. Extensive defensive wounds to the arms and hands. Cause of death appears to be a single slash to the throat.

Discovered body of Molly TURNBULL, in a bedroom. Deceased was laying on the bed, three stab wounds counted. All to chest. Stab wound to the heart appears to be cause of death.

Discovered body of Judith TURNBULL, found in vegetable garden. Single slash to the throat appears to be cause of death, though other shallow stabs also found on her body.

A blood covered knife was found laying next to Fredrick TURNBULL and a revolver, with one bullet fired, in his right hand.

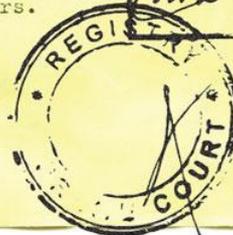
Questioned MERCER on whereabouts prior to arriving at the TURNBULL house. Was told that he had walked from his own house in Brooklyn, leaving home some two hours before he was due for dinner.

From initial investigation of the scene it appears that this is a case of multiple murder followed by suicide. Further investigation to be conducted.

Interview with Mrs Alice MOLESWORTH, neighbour from the adjacent property to follow.

Report conducted by Constable James Winters.

A Certified true copy
of the original
for the Registrar



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