The Game
In *Four Sherlock Holmes and a Vampire*—officially abbreviated *Four Sherlock Holmes and a Vampire*—four players play four Sherlock Holmes who team up to solve mysteries and one-up each other. Secretly, one or more Sherlock Holmes are vampires. Can the four Sherlock Holmes find out who among them is a creature of the night? This game requires paper, pencils, a d6, and a d20.

Getting Started
Everyone describes their Sherlock Holmes. Players can each play a version of Sherlock Holmes (Benedict Cumberbatch, Robert Downey Jr., Basil Rathbone, Peter Cushing, etc.), or they can create their own wry, observant detective. Everyone rolls in secret to determine their Suspicious Quirk.

Setting the Scene
These four Sherlock Holmes join forces to investigate a terrible crime. One player describes the crime scene in as much detail as they like (leaving out the crime) and then rolls on the Scene Details table. Another player chooses which of those two details to incorporate and then rolls on the Scene Details table again. The third player decides which of those two details to incorporate, but does not roll. The fourth player describes the crime itself and fits it into the scene. Each player then describes their arrival at the scene.

Detective Work
The players investigate the scene one clue at a time by each rolling on the Clue Prompts table and describing the results in turn. The primary objective is to make each clue more important than the last. The secondary objective is to try to create situations to test everyone's Suspicious Quirks and determine who is secretly a vampire. Players continue investigating until someone is accused of being a vampire.

Final Scene
When a player thinks they can prove who the vampire is, they accuse them and present their evidence. If that player is not a vampire, they explain why they have their Suspicious Quirk, and then they in turn must accuse someone of being a vampire (and so on). When a vampire is revealed (or when the last non-vampire is accused), that player explains how they have solved the actual crime. Other players chime in with details, and no one mentions vampirism again, at all. Finally, the players describe how their four Sherlock Holmes work together to capture the criminal.

Any player not accused of being a vampire is assumed to simply not have been discovered, this time.

(The next time you play this game, everyone rolls twice for Suspicious Quirks.)

Clue Prompts (d20)
1. A scrap of torn fabric
2. A faded picture
3. A bizarrely shaped stain
4. A single hair
5. Chalk dust
6. Half of a grocery list
7. An old newspaper
8. A perfectly ripe banana
9. A golden figurine
10. A chess set, mid-game
11. A heavy vase, chipped
12. A snubnosed revolver
13. A snubnosed Shih Tzu
14. A jar of pickled herring
15. A broken broadsword
16. A conspiracy board
17. A bust of the queen
18. A half-eaten sandwich
19. A terrible script
20. A VHS of *Frasier*

I hope you enjoy *Four Sherlock Holmes and a Vampire*. It was inspired by a Justin McElroy goof on *The Adventure Zone* podcast. I received excellent feedback and suggestions from Marty McGuire.

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