

SCOOBY DOO AND THE MYSTERY OF THE MESMERISING MANSION

Background

Scooby and the Gang find themselves stranded at the isolated Mansion that used to belong to the world's greatest Hypnotist Magnificent Marvin Mesmero. Mesmero had disappeared 80 years before with no heirs. The house had since been opened as a museum to the art of Hypnotism and was run by the Grand Order of Hypnotists. Rumours existed that told of a book hidden somewhere in the house that contained all of Mesmero's tricks and that this was guarded the ghost of Marvin Mesmero himself.

Setup

This Scenario takes the form of a Dungeon Crawler rather than the open play described in the core rules. The board is set up on a 20 inch by 20 inch play area as shown in the setup diagram