

A HALLOWEEN MURDER MYSTERY FOR 6 TO 14 GUESTS



The Séance at Crowmere

HOST GUIDE

*The spirits promised to name a thief at midnight.
Somebody could not wait that long, and it was no ghost.*

MURDER BEFORE DESSERT

You can host and play. The solution stays in a sealed pack until
the reveal.



Colonel Barnaby Thorne

Who you are

You are Colonel Barnaby Thorne, Cordelia's neighbor for thirty years. You are gallant, stubborn and proud, and you have asked her to marry you three times.

What everyone knows

You come to every Crowmere séance and have never believed a word of one. You play chess badly and give advice on it freely.

Your evening begins

8:00. You stood at the fireplace for Cordelia's welcome and raised your glass first.

8:30. You sat on her left at the séance table and kept your eyes open in the dark.

The rest of your evening is in your booklet. So is the paper you hoped she had forgotten.

THE SÉANCE AT CROWMERE

A Halloween séance at Crowmere Hall

My dear _____,

Every Halloween I put out the lamps, sit my friends around a table and ask my ancestor, Captain Josiah Crowmere, whether he has anything to say. For seventy years he has been a perfect gentleman and said nothing at all. This year I have hired him some professional help, and I should like you to be there when he finds his voice.

Come in good time. There is one road to Crowmere, across the marsh, and the tide does not wait for late guests.

There will be punch, candlelight and a supper at midnight. I have also planned a small surprise for the stroke of twelve, and I would not have you miss it for the world.

Mortimer, my raven, sends his regards. He says very little, and all of it at the wrong moment.

WHEN

_____, _____

WHERE

_____. For one night, Crowmere Hall.

YOU ARE INVITED AS

Rosalind Crowmere

DRESS

Black, velvet, lace and candlelight: 1920s evening dress or anything gothic from the back of your closet.

Until Halloween. Keep your hands where the Captain can see them.

Gordelia Crowmere

TIP This is a murder mystery dinner hosted by _____. You will play Rosalind Crowmere for the evening. You need no acting experience and nothing to prepare: your booklet tells you what to say. It is candlelit and playful, never horror. Allow about two hours of play, three with dinner.

Please reply to _____ within three days. Every guest plays a part, so the evening depends on knowing who is coming.

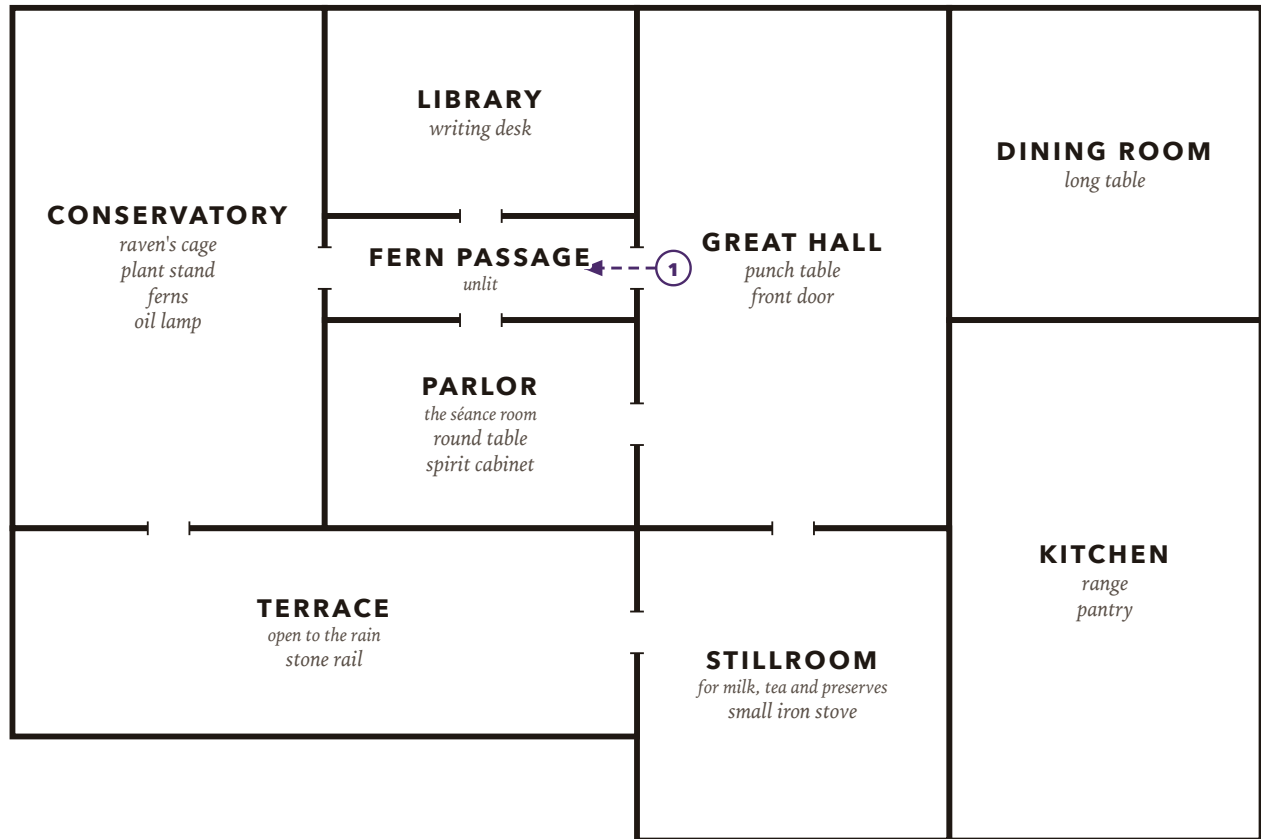
Case board

One sheet for the whole table. Write in what you learn: where each suspect says they were, who vouches for them, and their motive.

SUSPECT	WHERE WERE THEY?	WHO VOUCHES?	MOTIVE	NOTES
Rosalind Crowmere THE NIECE				
Professor Augustus Finch THE SKEPTIC				
Winifred Marsh THE COMPANION				
Madame Zenobia Lark THE MEDIUM				
Colonel Barnaby Thorne THE NEIGHBOR				
Lucian Pike THE LAWYER				

CROWMERE HALL, HALLOWEEN NIGHT 1926, CUT OFF BY A STORM

Floor plan



- ① From the chess table you can see down the fern passage through the arch.

CONSERVATORY garden door to the terrace; it latches only from the inside.

LIBRARY thin wall shared with the conservatory: you hear through it, you cannot see through it.

FERN PASSAGE small table; three doors: library on the north side, parlor on the south side, conservatory at the west end.

PARLOR two doors: one to the fern passage, one to the great hall.

GREAT HALL chess table by the fire; grandfather clock that strikes the quarters; main staircase to the bedrooms; service door to the stillroom.

KITCHEN no window onto the terrace.

STILLROOM table with the milk jug; service corridor on the east side: on to the kitchen, and up the back stairs to the bedrooms; garden door to the terrace.

TERRACE runs along the house from the conservatory to the stillroom; reached from the front of the house by walking around outside.

READ ALOUD THE HOLDER READS THIS TO THE TABLE

8:35. Three raps under the table. Madame Lark: "The Captain is with us. He raps the alphabet. One rap for A, two for B." 8:41. The Captain's hand bell rings. No hand near it.

8:48. Raps, letter by letter: A THIEF SITS AT THIS TABLE. 8:52. Aunt C: "Name the thief, Captain." Raps: MIDNIGHT.

8:55. Two clean slates locked in the spirit cabinet. Aunt C set the four dials herself. 8:58. "And the numbers, Captain?" Raps too quick to spell. Counted on page 2. 9:00. Lamps lit. Circle broken. Prof. Finch last to leave the table.

Séance at Crowmere, October 31, 1926. Kept by R. Crowmere.

8:30. Circle formed in the parlor. One candle. Madame Lark at the head.

8:35. Three raps under the table. Madame Lark: "The Captain is with us. He raps the alphabet. One rap for A, two for B."

8:41. The Captain's hand bell rings. No hand near it.

8:48. Raps, letter by letter: A THIEF SITS AT THIS TABLE.

8:52. Aunt C: "Name the thief, Captain." Raps: MIDNIGHT.

8:55. Two clean slates shown, tied with black ribbon, sealed with Aunt C's ring, locked in the spirit cabinet. Aunt C set the four dials herself.

8:58. Aunt C: "And the numbers, Captain?" Raps too quick to spell. Counted on page 2.

9:00. Lamps lit. Circle broken. Prof. Finch last to leave the table.

TIP Page 1 of 2. Handed to Inspector Wick by Miss Rosalind Crowmere.