

MURDER MYSTERY DINNER · 6 TO 10 PLAYERS

The Last Sleigh Ride

A murder mystery dinner in the Christmas village at the North Pole



SAMPLE

Christmas Eve at the North Pole: the sleigh is due to leave at midnight, but Santa Claus sits in his armchair and never wakes up. By the oldest law of the village, no sleigh flies while a wrong goes unanswered. You'll work out who did it at the table.

PLAYERS

6 to 10, the host plays along

AGE

12 and up

DURATION

about 3 hours

DIFFICULTY

tricky



THE LAST SLEIGH RIDE

What it's about

For three hundred winters the sleigh has set off at midnight on Christmas Eve. The Christmas village at the North Pole smells of gingerbread, the last sacks are being packed in the workshop, and the reindeer stand ready in the stable. At the feast Santa raises his cup and announces that after tonight, a few things in the village are going to change. Then he withdraws to the map room.

When it is time to hitch the reindeer to the sleigh, he does not come. Margaret, his wife, finds him in the map room in front of the big world map. He no longer stirs.

Outside the sleigh is waiting; inside sit ten who have known the Old Man for decades: the sleigh smith, the Keeper of the List, the elves from the workshop, the kitchen and the post office. Everyone saw something that evening, and everyone is keeping quiet about something. Without an answer no sleigh takes off, and there is not much time left before midnight.

THE LAST SLEIGH RIDE

How the evening runs

- 1 Beforehand Each player gets their intro and reads up on the role.
- 2 Prologue The host reads aloud how Christmas Eve in the Christmas village comes to an end.
- 3 Rounds 1 to 3 Each round brings new memories and documents. You question one another.
- 4 Two events The old healer of the village brings new findings.
- 5 Accusation Everyone writes down who they think is guilty.
- 6 Solution The sealed solution is opened and read aloud.

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The Characters

Ten people and elves were in the village that evening. One of these roles will be yours.

**Margaret Claus**

Santa's wife, mistress of the house

Margaret runs Santa's house, tends the Christmas roses in the winter garden and cooks salves and drops for people and animals in her herb room. In the village everyone calls her Mother Claus. Tonight she is hosting the Christmas Eve feast.

**Brunhild Anvil**

sleigh smith

Brunhild has reshod Santa's sleigh three times already and riveted every harness in the stable with her own hands. Tonight she is helping with the loading in the workshop.



Ambrosius Quill

Keeper of the List, archivist

Ambrosius keeps the Great Book, which records who was nice and who was not, and makes the fair copy in stardust ink. Together with the reindeer master he carries one of the two keys to the Star Room.



Tannwig Nimble

head elf, master of the toy workshop

Tannwig runs the workshop and knows when every single toy was built and for whom. Tonight the sleigh gets loaded, and Tannwig counts every parcel twice.



Jule Bellchime

bell-ringer and keeper of the seal

Jule rings the village bells and every year seals the finished List with green fir wax. No sleigh takes off without Jule's midnight bells, and wherever Jule goes, the brass bells on the jacket hem jingle along.



Sigrun Hornlund

reindeer master

Sigrun grew up in the reindeer stable and knows every animal by name, above all the old lead stag Northstar. Tonight she harnesses the reindeer to the sleigh, and whoever gets in her way hears about it.



Ruprecht Rimefrost

Knecht Ruprecht, Santa's companion

Ruprecht came to the village from the south twenty years ago and rides with Santa every year, carrying the sack and the switch. He speaks little and chops wood when something is weighing on him.



Flocke Silversnow

post elf, brings the wish letters

Flocke fetches the world's wish letters from the Northern Lights Post Office and sorts them for the archive. Letters arrive until the last minute, and Flocke carries each one into the house.



Ilvi Starwatch

star reader, navigation

Ilvi reads from the stars and the northern lights which way the sleigh must go, and gives every course exact to the quarter point. Tonight Ilvi is watching the sky through the glass roof of the winter garden.



Krümel Sugarglaze

head kitchen elf, gingerbread bakery

Krümel bakes the village's gingerbread and every year cooks the cocoa the Old Man drinks before the flight. Without Krümel's kitchen there would be no feast, and Krümel likes hearing that.

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What the materials look like

Three sample pages from the digital version. The round texts stay secret until the evening, so the round is blurred.



Intro, title page



Floor plan



Round 1 (blurred)

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What's included

- START HERE and host guide (no solution inside), with prologue and two events to read aloud
- Floor plan of the house and sleigh yard
- 10 role booklets with intro and three rounds
- 3 props with an overview
- Accusation sheets and sealed solution
- Sealed instructions for 6 to 9 players
- Digital version: the intro and each round as a separate file to send

Content notes: Death by poison (only hinted at) · Theft and family secrets

The complete kit is available at krimiabend24.de.