

MURDER MYSTERY DINNER · 6 TO 7 PLAYERS

Witching Hour at Ravenmoor

A murder mystery dinner at haunted Ravenmoor Castle, Halloween 1986



PREVIEW

On Halloween night 1986, the horror show Witching Hour is broadcasting live from Ravenmoor Castle when its host is found dead in the middle of the broadcast. The storm has flooded the only bridge to the mainland — no one can leave the castle anymore. Which of you seven did it?

PLAYERS

6 or 7; the Lord/Lady of
Ravenmoor plays too

DURATION

about 3 hours

AGE

16 and up

DIFFICULTY

medium

WITCHING HOUR AT RAVENMOOR

Backstory

Ravenmoor Castle has stood above Loch Dubh for seven centuries, and on the night of October 31, 1986, the fog hangs so low over the water that you can no longer see the far shore from the Castle Courtyard. It is Halloween, and it is exactly two hundred years since the night the Grey Lady, Isobel Ravenmoor, fell to her death from the window of the North Tower.

Morgan Ravenmoor, the last of the family, has thrown a masked ball for the anniversary — and invited a television crew along to broadcast the night live. "Witching Hour with Desmond Crane" is the country's most successful horror show, and tonight it is broadcasting from the Tower Room, where the Lady died. Desmond Crane doesn't believe in ghosts. He believes in ratings, and shortly after he arrived, he said to Morgan: "At midnight I show the whole nation how your ghost works."

At **10:15 p.m.** the village guests leave, because the rain threatens to flood the only bridge to the mainland. What remains is the television crew and the house itself. Up in the tower, the camera lights are still burning, and Crane is preparing his big reveal.

At **11:50 p.m.** Robin Hale and Dr. Evelyn Shaw open the door to the Tower Room, because no one answers Crane's calls anymore. Crane lies on his back on the floorboards, an old dagger from the castle's collection in his chest. The phone is dead, the bridge is underwater, and until morning no one can cross the water in or out.

At **12:15 a.m.** everyone still at Ravenmoor sits together in the Great Hall, by the last burning candles. No one can help them tonight but themselves.

WITCHING HOUR AT RAVENMOOR

The Characters

Seven people were locked in at Ravenmoor Castle that night. You take on one of these roles.

**Morgan Ravenmoor**

Lord/Lady of Ravenmoor Castle, host of the ball

Morgan Ravenmoor is the last member of a family that has lived at Ravenmoor Castle for seven centuries. Tonight Morgan hosts the great ball, exactly two hundred years to the day after the fall of the Grey Lady, and all of Great Britain is meant to watch on television.

**Jamie Blackwood**

Camera Operator for the show

Jamie Blackwood is the camera for "Witching Hour" — twenty years old, on the team since 1985, and quicker with a cable than most are with a match. Jamie prefers to see the world through the viewfinder.

**Father Callum Doyle**

The village's Catholic priest

Father Callum Doyle has been the priest in the village below Ravenmoor for two years. Desmond Crane invited him to bless the Tower Room before the broadcast, and Father Doyle came because he felt someone here ought to watch over the souls.

**Robin Hale**

Producer, "Witching Hour with Desmond Crane"

Robin Hale has produced "Witching Hour" since 1984 — the show that brings half of Britain to the television on Friday nights. Without Robin, there is no broadcast schedule, no budget, and no coffee in the Broadcast Van.

**Sam Kincaid**

Bestselling Horror Author, Guest of Honor

Sam Kincaid has conquered the bestseller lists with three horror novels and has been called, for years now, the darkest voice in British literature by the press. Morgan invited Sam to Ravenmoor as the guest of honor — for the press, and for the atmosphere of the evening.

**Dr. Evelyn Shaw**

Parapsychologist, scientific advisor to the show

Dr. Evelyn Shaw measures what others only feel: cold spots, humidity, electromagnetic fields. For the past year she has been the scientific advisor to "Witching Hour," and tonight she has set up her equipment at the most famous haunted site in Scotland. She doesn't trust feelings. She trusts logs.

**Madame Lucinda Vane**

Medium and Spiritist

Madame Lucinda Vane has spoken to the dead for thirty years, or so her calling card says. She has been a guest at Ravenmoor for three weeks now, brought in to calm the Grey Lady, and tonight she means to show everyone what she can do.

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What's included

- START HERE and the game master's booklet (no solution), with a prologue and two events to read aloud
- Floor plan of Ravenmoor Castle
- 7 role booklets with an introduction and three rounds
- 7 props with an overview
- If someone is missing: separate sealed materials for 6 players

- Voting slips and a sealed solution
- Digital version: the introduction and each round as a separate file to send out

Content Notes: Death by violence (described factually, not graphically) · The mentioned death of a minor character in the backstory (not depicted)

The complete kit is available at murdernight.store.

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