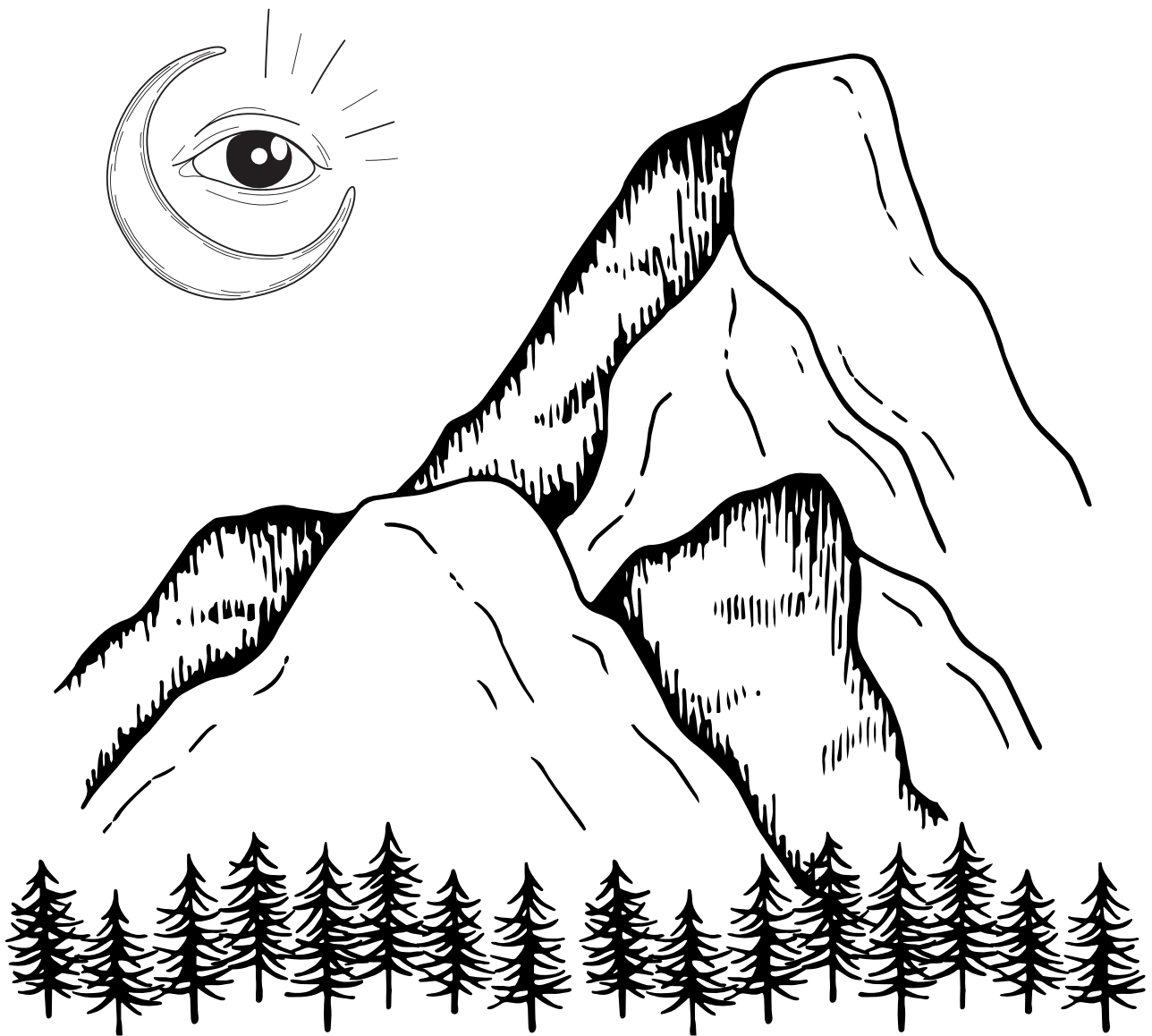


# WHO KILLED STEFAN DALE?

A MURDER MYSTERY GAME BASED ON THE BOOK THE WITCHES OF  
HOGSBACK BY SALLY PARTRIDGE



# DEAR HOST

A murder has occurred. You know who did it, but where is the fun in that? Let's give the suspects a chance to clear their names before you call the police.

## **Step 1:**

Assemble your guests.

## **Step 2:**

Describe the setting so they can visualise the scene.

You find yourself in Hogsback, a picturesque mountain town in the Eastern Cape, with a cliff overlooking a scenic valley. The town is known for its mystical atmosphere, its magic shop and its famous forests. If you listen carefully, you can hear the call of a Samango monkey in the trees.

## **Step 3:**

Describe the background of how you all found yourselves here.

I have called you all here for some upsetting news. Local teenager, Stefan Dale, fell off a cliff. Some of you knew him well, others, like our visitors from Cape Town who are here on a hiking trip, arrived the same day that the tragedy occurred.

## **Step 4:**

Instruct your guests to introduce themselves based on their character sheets.

## **Step 5:**

Once everyone has introduced themselves, explain that Stefan Dale's death was in fact, a murder! Everyone assembled had a motive.

There are 5 clues to find. Let the suspects hunt for clues and question each other, to see if they can figure it out. Encourage everyone to improvise and have fun! Clues are meant to be shared. If you see someone trying to keep one to themselves, remind suspects that the game can't continue unless everyone has had a chance to study the clues.

## **Step 6:**

Once all the clues have been found, instruct your suspects to compare notes. They only need to reveal what they've learned to each other if they want to. Remember, it is a game.

## **Step 7:**

It's time for the round of accusations. Everyone has a chance to reveal who they think the killer is.

## **Step 8:**

Reveal the solution in true detective style. (See the last page of the PDF.)

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## YOU ARE MEGAN

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You are a member of the Hogsback Coven. You like to hang out in the forests at night with fellow-witches, Marius and Etienne, and scare the pants off the locals.

You're probably dressed all in black, and studying your nails, because you really don't care and you find all this incredibly boring.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Everyone always blames the outcasts when bad things happen.

### ALIBI

Shrug. You don't remember. Or care.

### SOMETHING ABOUT YOU

You and Stefan used to date. Gasp!

### YOUR JUICY PIECE OF INFORMATION

You know a little something about Bennie. He only befriends people he wants to use or get something from.

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## YOU ARE MARIUS

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

Leader of the Hogsback Coven. You like to hang out in the forests at night with fellow-witches, Megan and Etienne, and scare the pants off the locals.

You're probably dressed all in black, and grinning mischievously, because you find all this hilarious.

Oh and, you are totally crushing on Zelda, the wannabe-detective from Cape Town.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Stefan abandoned the coven. You feel betrayed by this.

### ALIBI

You were probably in the forest with Megan and Etienne.

### SOMETHING ABOUT YOU

You and Bennie hate each other.

### YOUR JUICY PIECE OF INFORMATION

You've known Bennie since you were kids and you know his goody-two-shoes origin story isn't true.

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## YOU ARE BENNIE

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're a friendly local who knew Stefan really well. In fact you were best friends ever since Stefan ran away from Bathhurst.

Oh and, you are totally crushing on Zelda, the wannabe-detective from Cape Town.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

You were seen snooping around the scene of the crime.

### ALIBI

You were at home on your parent's horse farm.

### SOMETHING ABOUT YOU

Everybody in Hogsback knows Bennie!

### YOUR JUICY PIECE OF INFORMATION

Stefan used to deal drugs at the forest lodge. Possibly for the magic store too.

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## YOU ARE ZELDA

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're here with your school's hiking group. You talked yourself in, just for a change of scenery. You have no actual intention of hiking. You're more interested in finding out the good stories.

Everyone at school back in Cape Town calls you a Detective because you can't stand it when people get away with bad things.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Perhaps to cement your reputation as a detective, you needed a murder to solve. How convenient that one just occurred.

### ALIBI

You were looking around the strange hotel your group is staying at.

### SOMETHING ABOUT YOU

You don't give up easily.

### YOUR JUICY PIECE OF INFORMATION

You were told that Stefan did odd jobs for the magic store as well as mysterious "home deliveries"

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## YOU ARE ROSE

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're co-owner of the local magic shop. Stefan used to work for you and your husband, but you loved him like a son.

You're elderly and friendly, and love inspecting the lines in people's palms.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Perhaps Stefan stole from you and your husband.

### ALIBI

You were at the magic shop with your husband.

### SOMETHING ABOUT YOU

You've lived in Hogsback your whole life and know all the locals.

### YOUR JUICY PIECE OF INFORMATION

Stefan made some bad friends recently who he may have been in trouble with.

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## YOU ARE LUKAS

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're a pretty chilled dude who's lived in Hogsback for a long time. You do part-time painting jobs mostly. Most recently at the forest lodge.

You knew Stefan well. He was also a part-time odd-jobber.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

There isn't a lot of part-time work around. Maybe two odd-jobbers was one too many.

### ALIBI

You were at the forest lodge, chilling around the boma.

### SOMETHING ABOUT YOU

You're a good guy, and don't like to poke your nose in other people's business.

### YOUR JUICY PIECE OF INFORMATION

Stefan's home deliveries for the magic shop were actually tea readings.



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## YOU ARE TUMI

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're part of the Sea Shepherd High Hiking Club from Cape Town. You're here to hike, unlike Zelda who just wants to cause trouble wherever she goes.

Yes, you're waving your finger as you talk. You're stating facts and you don't care who knows it.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Maybe it was a case of wrong place, wrong time and Stefan got on the wrong girl's nerves.

### ALIBI

You were at the weird hotel, chilling in your room.

### SOMETHING ABOUT YOU

I'm not afraid of anything.

### YOUR JUICY PIECE OF INFORMATION

This wouldn't be the first time that Zelda has accused someone of something they didn't do.

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## YOU ARE SONG

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're a member of the Sea Shepherd High Hiking Club from Cape Town. You're rooming with Zelda, who keeps sneaking out at night! One of these days you're going to follow her to see what she gets up to.

You're a hugger.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Maybe you're hiding the truth for someone else.

### ALIBI

You were at the weird hotel where you are all staying, maybe. You can't really remember.

### SOMETHING ABOUT YOU

I draw what I see in the notebook I always carry around with me.

### YOUR JUICY PIECE OF INFORMATION

Marius was here at our hotel to meet Zelda. It was like they knew each other.

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## YOU ARE GARETH

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

You're part of the Sea Shepherd High Hiking Club from Cape Town. You could say you're sort of the leader. You're a fun guy, and extremely loyal. You don't want to see any of your friends get into trouble.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

Maybe you're protecting someone else.

### ALIBI

You were at the weird hotel where you are all staying.

### SOMETHING ABOUT YOU

I will do anything to protect those I care about.

### YOUR JUICY PIECE OF INFORMATION

I saw Zelda and Song cleaning creepy eye graffiti off the walls in their room. Those girls are up to something.

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## YOU ARE ETIENNE

### TIP

When you talk to any of the others, you can ask them what their motive was, where they were at the time of the murder, something well known about them as well as their juicy piece of information.

Don't just ask directly! Work your question into a conversation and try not to ask all three at once. Improvise!

For example:

I heard you and Stefan were close. Did you see him on the day he was killed?

Just keep in mind that sometimes what people say can be misleading. Study the clues carefully.

## YOU CAN USE THIS TO INTRODUCE YOURSELF.

Member of the Hogsback Coven. You like to hang out in the forests at night with fellow-witches, Marius and Megan, and scare the pants off the locals.

You and Megan are dating.

## FOR QUESTION AND ANSWER TIME:

### MOTIVE

You were jealous of Megan's relationship with Stefan.

### ALIBI

You were in the forest with Megan.

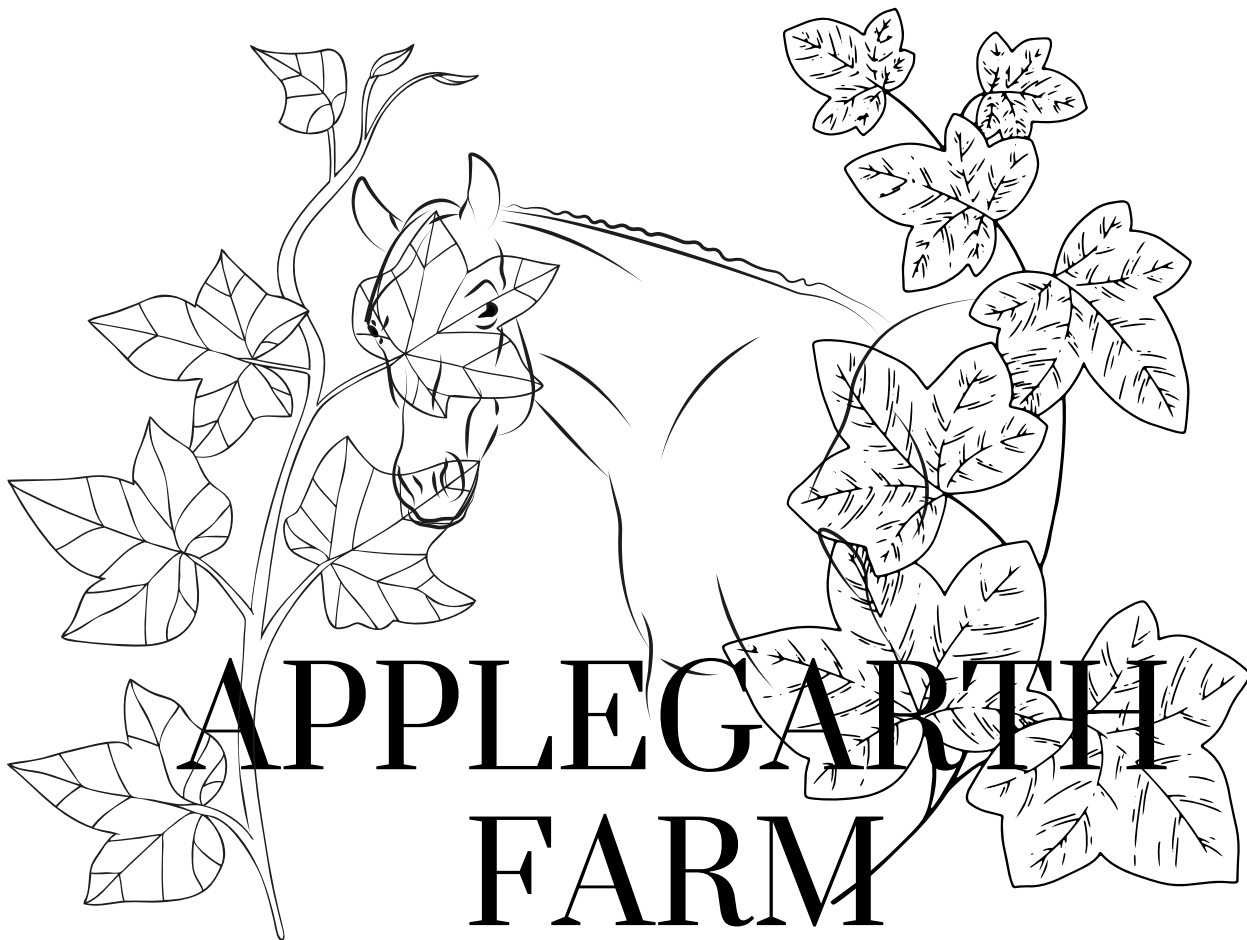
### SOMETHING ABOUT YOU

I don't say much, but I notice a lot.

### YOUR JUICY PIECE OF INFORMATION

Not many people know that the eyes drawn all over the forest, and that girl Zelda's room, was Stefan's mark. Only the coven members know. Whoever wanted to scare her off the case didn't know Stefan at all.

# YOU FOUND A CLUE!



**YOU'VE FOUND A TORN OUT PAGE FROM A BURNT  
NOTEBOOK. THERE IS A DRAWING STILL VISIBLE.**

# YOU FOUND A CLUE!

## TRAGIC ACCIDENT ROCKS HOGSBACK

On Thursday morning, residents of the sleepy mountain town awoke to the unfamiliar sound of sirens blaring down Main Road. The cause was the tragic death of Hogsback youth Stefan Dale, who, at just seventeen years old, had fallen to his death from one of the mountain trails. His body was spotted on a dirt road by a local adventure group. Stefan was known to locals as a friendly and enterprising spirit, always looking for opportunities to help others.

"Stefan was a huge support to my husband and me," said Rose Johnson, 53, who owns and runs The Magic Box magic store in Hogsback. "Whether it was gardening, doing deliveries or sweeping, Stefan was always happy to do it. I know my husband saw him more as a son than an employee."

Stefan is survived by his parents, who reside in Port Elizabeth. They were not available for comment. Stefan had reportedly moved on his own to Hogsback a few years ago. His reasons for leaving home at such a young age are not known.

A memorial service will be held at the hilltop chapel in Hogsback.

Anyone with information about the case is asked to contact Detective Sergeant Dirk Frost of the Queenstown Crime Intelligence Unit.

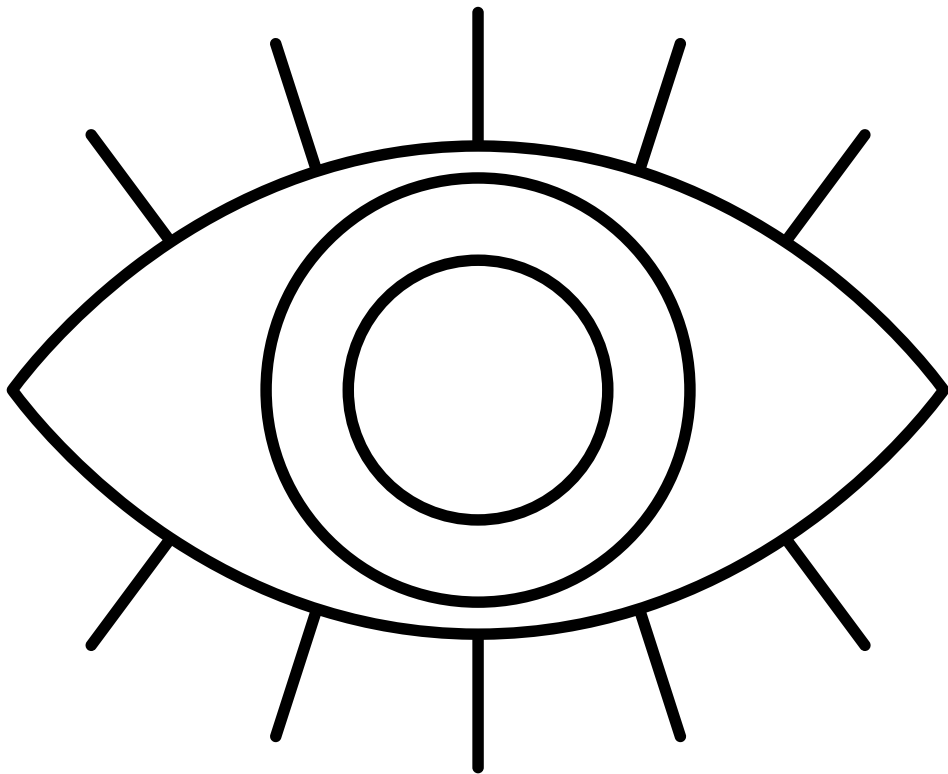
**YOU'VE FOUND A PAGE FROM THE LOCAL PAPER.**

# YOU FOUND A CLUE!



**IT'S A CUP OF TEA.**

# YOU FOUND A CLUE!



**IT'S AN EYE, JUST LIKE THE ONE DRAWN IN  
ZELDA AND SONG'S ROOM TO SCARE THEM. THEY  
ARE ALSO ALL OVER THE FOREST.**



# YOU FOUND A CLUE!



**IT'S SOMEONE DRESSED IN BLACK, BUT YOU  
CAN'T SEE THEIR FACE.**

# AND THE KILLER IS

---

Dun dun dun.....

The real killer is.... (dramatic pause)

Bennie.

In his introduction, he said he was Stefan's best friend, but he told us Stefan ran away from Bathurst. We know from the newspaper clipping that Stefan ran away from Port Elizabeth. Whoever was trying to scare Zelda off the case by drawing creepy eyes everywhere clearly didn't know Stefan well at all. Marius hates Bennie because he lured Stefan away from the Coven. We know that Bennie only wants to use people, and we know from Rose that Stefan made some bad friends recently. Lastly, Song's notebook was burnt. She must have discovered the horse farm where Bennie said he lived overgrown with ivy, proving he was lying.