

**ACTOR INFORMATION &
MURDER MYSTERY AUDITION FORM**

Name: _____ **Phone:** _____ **Text? Y N**

Age if under 18 years old _____ **Phone:** _____

Address: _____ **Gender?** _____

Email: print clearly! _____

Age range for acting: (ex: 20-35) _____

What show are you auditioning for and which character(s)?

Show _____

Character(s) _____

Dates you are NOT available between today and the date of the show. (August 23)

Days and times you are generally available. Please circle the days that work for you.

Evenings: (generally starting at 6 or 6:30) **Mon** **Tues** **Wed** **Thu** **Fri**

Weekends: **Sat Mornings** **Sat Afternoons** **Sunday Afternoons**

A short list of theatre experience:

Would you be interested in helping with any other aspects of any of our performances? (ex: script writing, sound, lights, stage crew, costumes, ushering, prompting, etc.)

Have you participated in or attended a murder mystery? Y N Where? When?

Have you attended the MCP Intro Murder Mystery Workshop? Y N

For more information about Murder Mystery@Magic Circle, please contact:

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The Last Harvest Festival: Descent into Ancient Dread

AKA: The Root of All Evil

Here is your audition material. Please read and decide which character(s) you'd like to audition for and study the character description(s). Be prepared to present your character in audition, hopefully without notes. The script lines will be made available at the audition.

Auditions are August 1 and 3 from 6-8PM both at Magic Circle Theater. Please also complete the Info Sheet attached prior to auditions. Anyone can audition – no need to have attended a murder mystery workshop or have any theater experience.

Request: The City of Montrose has requested a murder mystery on October 9, 2025 at the Montrose Botanical Gardens. Their original request was something creepy, scary along the lines of Halloween. Event will start at 5PM. Sun will set at 6:40PM with event ending at 8ish.

Summary: Guests are invited to what appears to be a traditional, joyful harvest festival, celebrating the bounty of the season at the beautiful Montrose Botanical Gardens. However, as the evening progresses, the "festival" reveals its true, unsettling nature. It's not just a celebration of the harvest, but a commemoration of its "last" yield, hinting at a grim ritual or a terrible prophecy about the land itself. The beautiful gardens transform into an ancient, foreboding grove where old folk traditions turn sinister, and the spirit of the earth demands a chilling final offering. The murder isn't just a crime; it's a dark fulfillment of the festival's true purpose, blurring the lines between human malice and supernatural intervention.

Setting: Welcome to Mother Earth Gardens. These gardens are rather unusual. Dirty secrets, lies and murder. A large empty garden seem to echo of some ancient energy, people fighting to be the leader, secrets of years past come to the surface, matching clothes. The air hangs heavy with the cloying scent and damp earth. Twisted branches adorned with skeletal corn husk effigies cast long, dancing shadows in the flickering lantern light. Cult doesn't use cellphones/technology, except for Bluebell who uses it on the side.

Costumes: Everyone dressed in hooded robes (much like the grim reaper) in various dark colors. White face make-up; perhaps blackened eyes. Colors reflect standing in the cult (red for leader; purple, black, brown, etc.) Black or dark colored gloves; shoes of actors' choice. This costume allows actors to wear whatever they need to underneath the robe.

Characters:

Leader- (Male 30-50) Present during the mingle but dead at the beginning of the scenes. 'Leader' used to be a 'suit and tie' kind of guy and then he almost died from a cat bite. His near-death experience from a seemingly innocuous cat bite wasn't a sudden spiritual awakening, but a revelation of vulnerability that he masterfully twisted into his calling: becoming a conman- a cult leader. He preaches kindness to Mother Earth, a doctrine that can range from gentle admonitions to advocating for terrifying "botanical terrorism" against those who defy nature's (and his) will.

Leader is exceptionally charismatic, capable of making anyone feel heard, understood, and deeply valued. He possesses an uncanny ability to extract secrets, listening to everyone's confessions – and he uses every bit of that information. He has a chilling understanding of how much he can bend the law without breaking it, giving him an almost untouchable aura. He never truly sleeps, often wandering the gardens at night, claiming to commune with the "Ancient One," but often just watching his flock.

He established a system of "Harvest Offerings" – a mandatory tax on all of his people in the cult. If people can't pay their 'subscription' he asks for heavy secrets.

Bluebell – AKA: Frankie (Male 40-50s) he's a private investigator looking to find his target/Flower. He's old and grizzled, he's a little rough around the edges in costume and in personality. He should be smoking the whole time, and be fidgeting with something. Frankie has closed many cases but this will be the biggest payout in *years*. He thought this would be an easy solve but pulling out his (target/Flower) from this cult is harder than he thought. He's been part of this cult for a little over a year trying to pull Flower out). He's at his wits end with all these "welcome to the garden. We've been waiting."

Firefly: (Female 30-40's) she's been part of the commune for the longest and she used to work on a farm. She used to be in finance and now she's here, having given up the corporate world. When she was growing up she lived on a farm and she uses that to help make money for the commune. She tries to be sneaky about 'outside' purchases but she's not as sneaky as she thinks she is.

Flower: (Female, age 18-30) has been on the commune for about 3-5 years, she's very naive and goes with the flow. She joined the commune after running away from a strict, wealthy family. The real world has too many rules. At the commune she gets to enjoy flowers and nature and do things on her terms. Flower is very in tune with nature and the life cycle of the 'Harvest'. Flower is a devout follower of Leader and is excited for next steps of becoming Mother Earth.

Whisperwind: (Male 20-50s) has recently joined the commune (within the last year). He joined after being kicked out of his last cult for being too weird/trying to take over the cult. He's quiet, very intelligent and he also seems to have a connection to the grounds themselves. Whisperwind should present as "religion first, relationships/suspensions second" meaning he has a good baseline of friendship with everyone.

Sunshine: (Male 30-50s) In the past, Sunshine committed a crime and was able to escape the law for years. He's been hired to be security for Leader. He doesn't believe in this religion, he's just there to keep a low profile and protect the cult from outside people. He's been Leader's security for about 2 years. Although dressed as the others, he has visible, nasty tats on his face and arms (if exposed) Drunk? - that's how he accidentally admits he's a runaway convict.