

# **A Medieval Murder** **A Host-Party Murder Mystery Game**



## **Game Materials**



# **A Medieval Murder**

**Created By Host-Party.com and Joanne Smedley**

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## **ADDITIONAL MATERIALS**

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Trebuchet note  
Blackmail note  
catapult plans  
Castle plans  
Round 3 shared dialogue  
Round 4 shared dialogue  
Round 2 shared dialogue  
GAME INSTRUCTIONS

These materials are available for download on our site.  
Login at [www.hostparty.com](http://www.hostparty.com) and go to Materials page.

## **Notes From Author**

Thank you for downloading a sample of this game. This is an abbreviated sample of the full game kit available for purchase. This sample should give you a basic understanding of the game and how it is played. If you have any questions, check out our Frequently Asked Questions: [http://www.host-party.com/murdermysterygame\\_faqs.asp](http://www.host-party.com/murdermysterygame_faqs.asp).

## Host Preparation

Here are a few tips to help you prepare yourself and your cast for the murder mystery.

Read the Guide on How to Host a Host-Party Murder Mystery. This guide will give you all the specifics on preparing for and hosting your party. This guide should have been emailed to you upon purchase. It is also available from the Materials menu on the Host-Party website.

## Guest Instructions

To play one of our murder mysteries requires no special acting abilities, just a willingness to have fun. Our site gives you all the details you need to prepare for the party including character descriptions of all guests, internal information about your character (do not reveal this to others), and costume/prop recommendations.

During the party, each of you will be given clues. The clues provide all the information required to unlock the mystery. Each clue is designated as a clue to be concealed or a clue to be revealed. Conceal clues are generally information about your own character that you try to hide (without lying) from the others. Reveal clues are clues that you should share with others in casual conversation.

The mystery game is designed so that you and the others who are playing will mingle around asking questions about each other's character and about clues you have received. As the game progresses, you will gather more and more information and at the end of the allotted time you will need to sift through what you think is fact and fiction to make your choice of who you is the murderer.

The characters can be played to suit the comfort zone of each player. If you like the spotlight or enjoy role playing, immerse yourself in your character's persona and live the night as you think they would. You may even decide to exaggerate your character's personality for even more effect. On the other hand, if you prefer to participate in a less theatrical capacity, you may want to sit on the couch and let people come to you, approach each character off to the side or just listen in on other conversations until you get your feet wet and are feeling a bit more comfortable.

There are only a few simple rules to follow when playing our games.

- 1) Stay in Character. (Costumes are highly recommended)
- 2) Hide/Stretch the truth, but don't lie!
- 3) Interrogate others.

## Round 1 - Introductory Round

### Round Instructions

Cadfail speaks first to introduce the murder, thereafter all the guests introduce themselves in the order given in their clues.

## **Round 1 Clue for Cadfail**

### **The murder unfolds**

**Cadfail should speak the following dialogue to introduce the murder:**

Good evening and welcome. We have all gathered here today to solve a murder. Before we begin perhaps I ought to introduce myself. My name is Cadfail. I come from the monastery down the road – the meddling monk some call me, but I prefer to think of myself as the astute abbot.

At three o'clock this afternoon the Queen's jester, Mr Minute, was found dead in the castle hall, he didn't die laughing – oh no- it is my opinion he was murdered. You could say someone else has had the last laugh.

Jester Minute was a respected member of the castle community. Obviously whoever did this took audience participation a step further. The murderer appeared to slip in and out unnoticed, so we have no eye witnesses, pity.

It is a very black day indeed. You are all under suspicion, but before we get going perhaps you all ought to introduce yourselves. Then we can eat.



**This clue should be revealed to others.**

## Round 1 Clue for Bishop Sfinger Introductory Speech

**Bishop Sfinger speaks first using the following dialogue:**

I'm the Bishop Sfinger and, as a man of the cloth, I think you would agree that I'm above reproach. I've been a loyal subject of our dear Queen for many years, ever since Norway threw me out, in fact.

To be honest, I don't really know why I've been brought here for questioning. I'm sure many of my congregation would vouch for me, a man filled with the spirit, they might say. In fact you could say when I'm not drinking holy water, I'm passing it.

**This clue should be revealed to others.**

## Round 1 Clue for Mystic Margarita Introductory Speech

**Mystic Margarita speaks after Bishop Sfinger using the following dialogue:**

And when you're not passing it, you're passing out. Very transcendent of you.

My name's Mystic Margarita, though most call me Mystic Marge. I specialize in fortune telling, and if the Jester had only come to me and crossed my palm, I would have been able to warn him.

I used to make my millions forecasting in Camelot you know, but for all her attempts, poor Guinevere never scored six balls in row. Though to be honest I'm not sure she would have handled it, those round table knights were a bit strong you know.

**This clue should be revealed to others.**

## **Round 1 Clue for Sir Prancealot Introductory Speech**

**Sir Prancealot speaks after Mystic Margarita using the following dialogue:**

Really? You must remind me to ask you all about them one day.

My name's Sir Prancealot. I arrived second on the scene, and what a ghastly scene that was. All the blood, it really spoiled the décor, and it didn't go with the upholstery, not one bit.

I was hoping the inspector would have cleared it all up by now, instead of leaving the poor man sprawled across the floor. Perhaps I could do the flower arrangements? I do so like flowers.

**This clue should be revealed to others.**

## **Round 1 Clue for Joan of Carp Introductory Speech**

**Joan of Carp speaks after Sir Prancealot using the following dialogue:**

That would be lovely. Your arrangements are beautiful, lilies would be perfect. With his jingly hat and boots it would be all bells and smells.

My name is Joan of Carp. I'm responsible for overseeing the castle moat. Jester Minute was my fiancé. Well, he hadn't actually popped the question yet, but I could tell he was going to. It would have been any day, and now he's gone. (sob, sob)

**This clue should be revealed to others.**

## Character Information

The information below will provide you with the basic information for each character. If you have assigned guests to the characters, these pages will include the guest name and login information. THESE PAGES MAY INCLUDE DETAILS RELATED TO SOLVING THE MYSTERY! You may want to avoid these pages if you intend to try to solve the mystery. This sample kit will only show the first two characters.

### Bishop Sfinger (A Scandinavian clergyman who is filled with the spirit – it all depends on which one.) played by mark

**Description:** Bishop Sfinger is a Scandinavian bishop whose accent makes it difficult to understand him some of the time – or is that just the slurring?

**Motive:** You tend to overdo the communion wine, blessing too much before the Holy Sacrament and then, unfortunately, having to drink the remainder as per the rules. There has been talk of switching the communion wine to something less potent, but you can't see why anyone has a problem with the Port you use.

You obey the bible, most of the time, but have a few issues with the Ten Commandments. They seem a bit restrictive.



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## **Suggestions from Other Hosts**

Suggestions from other hosts are provided in the purchased game kit.

## **Suggested Recipes**

Recipes are provided in the purchased game kit.

## Other Games From Host-Party.com

Below is a list of other games available from Host-Party.com.

### A Rockin' Hot Tub Murder

A classic style murder mystery game for 8 to 12 players set in the present. Ideal for playing around a hot tub or pool or for a summer barbecue. It's electrifyin'.

### A Broken Heart Murder on Valentine's Day

"A Broken Heart Murder" is a simple to use murder mystery for 8-14 people. It's a great way to move a party, have lots of fun and entertain your guests. How exciting to celebrate with the trivia and dancing that is included, and of course a murder! Everyone is a suspect, so come join the fun!

### A Devilish Masquerade

A non-murder mystery game for at least 5 teens. A great choice as a Halloween party for teens, can be expanded to include an unlimited number of characters. A brief appearance by an adult hostess is built into the game to help set the scene.

### A Holiday Murder

This holiday murder mystery game for 8-14 party guests is a great way to move a party, have lots of fun and entertain your guests! Set in the era of the 70s & 80s, it includes trivia, dancing and of course, a murder! Come join the fun!

### A Knight's Quest

King Arthur is dying. The Knight's of the Round Table have been called together. They are to be sent on 4 quests with the final goal of finding the Holy Grail, a magic cup that will heal the King. However, Mordred and his band of evil knights will be doing everything they can to stop the Knights of the Round Table from helping the King.

### A Lethal Luau

This simple to use adult murder mystery for 10-15+ people is a great way to have lots of fun with your guests! So don your colorful Island attire and prepare for an exciting evening that spikes up a murder!

### A Licence To Murder

The party is being held at Funnymunny's Health Spa to celebrate the wedding of top secret agent James Bland, and you are invited to attend. A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

### A License To Murder

A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

### A Medieval Murder

This is a simple to use, entertaining and innuendo packed murder mystery appropriate for both first timers and regular players. The scripted dialogue enhances the rounds, and the mystery combines the fun of a medieval night with a murder most horrid!

### A Mediterranean Murder

A Mediterranean Murder is a simple to use, entertaining Murder Mystery appropriate for both first timers and regular players. Ideal for Murder Mystery fanatics who want just that little bit more complexity in their game.