



Additional roles for The Curse of the Green Lady

This game is designed for up to 8 players. Would you like to invite more guests? No problem: use the following 2 additional roles. Of course, you can also think up characters yourself and introduce them into the game along the same lines.

Polly Bluebird

You are the maid and help Hudson the butler with the housekeeping chores in the Castle. Being a servant does not mean that you do not have opinions of your own.

George Armstrong

You are the gardener at Castle Darkmore. A loner who does not care for the company of other people. You like whisky and believe in ghosts.

Important: The additional roles are not suspects. To avoid confusion, all players should know this. The additional roles are not listed on the invitations and do not have a complete booklet like the other roles.

Tip: Assign the additional roles to particularly communicative and creative players. Quieter players, on the other hand, feel more comfortable with one of the eight standard roles.

How to proceed:

Upon invitation, the additional players will receive the information relevant to them on page 2 or 3, together with an invitation card (available as a PDF download on our website).

On the evening of the game, these players receive the relevant document on page 4 or 5. While the other guests read the rules of the game in their booklets at the beginning of the game and learn their dark secret, the additional roles can study their document.

The additional characters can freely improvise their contribution to the game. During the round of introductions, they should introduce themselves in their own words once the other guests have done so according to their booklets.

As the host, make sure that the additional characters do not invent any "facts". Of course, the additional figures can guess whodunit and investigate to their heart's content.

Polly Bluebird: Invitation

Mörderische Dinnerparty

The Curse of the Green Lady

Castle Darkmore is the perfect location to shoot a horror film. Within its crumbling walls, there's plenty of rusty armour, creaking doors - and, above all, a genuine ghost.

In the 16th century, the unfortunate Lady Darkmore fell to her death here, treacherously murdered by her unfaithful husband. As she lay dying, Lady Darkmore cursed the house, and threatened all adulterers within its walls with certain death.

One stormy winter's night in 1953, a film crew staying at the ancient castle to shoot a movie come upon a terrible sight: Oscar Wilder, the despotic film director and notorious ladies' man, has been brutally stabbed to death. In his room are clear signs that just before his death, he had a female visitor - and it wasn't his wife.

Intriguingly, his bedroom door is bolted from the inside. And on the brocade gown robe of the ghostly Green Lady, which is on display in the castle tower, there are traces of fresh blood...

Who murdered Oscar Wilder? Was it the phantom Lady? Or was it a flesh-and-blood killer?

You play the role of

Polly Bluebird

You are the maid and help Hudson the butler with the housekeeping chores in the Castle. Being a servant does not mean that you do not have opinions of your own.

Suggested costume: maid clothing

Important: You have an alibi for the time of the crime and are therefore not suspected. However, you can add a special touch to the game with your creativity and wit. Improvise and shape your role as you like it. You discuss and investigate together with the other guests.

More information will be provided on game night.

George Armstrong: Invitation

Mörderische Dinnerparty

The Curse of the Green Lady

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Intriguingly, his bedroom door is bolted from the inside. And on the brocade gown robe of the ghostly Green Lady, which is on display in the castle tower, there are traces of fresh blood...

Who murdered Oscar Wilder? Was it the phantom Lady? Or was it a flesh-and-blood killer?

You play the role of

George Armstrong

You are the gardener at Castle Darkmore. A loner who does not care for the company of other people. You like whisky and believe in ghosts.

Suggested costume: chequered shirt, cardigan, corduroy trousers, gardening apron, straw hat.

Important: You have an alibi for the time of the crime and are therefore not suspected. However, you can add a special touch to the game with your creativity and wit. Improvise and shape your role as you like it. You discuss and investigate together with the other guests.

More information will be provided on game night.

Polly Bluebird: On the evening of the game

Mörderische Dinnerparty

The Curse of the Green Lady

Rules of the Game

Polly,

As will be shown shortly, you have become involved in a murder investigation. You yourself are rightly not suspected. However, you can freely express your opinion on the investigation and of course ask questions as the investigation progresses. And at the end of the investigation, you should let the group know who you think committed the crime, how it happened, and why.

There is no booklet for your role. You are allowed to improvise freely in your performance, design and expand your role. Get involved in the gameplay. A few pointers to the role can be found here on this page.

The game then begins with a round of introductions, where you introduce yourself in your own words. Your turn comes after the guests with the booklets, the suspects, have all introduced themselves.

Your Role

Polly Bluebird, the maid

On the night of the murder, you were in the kitchen with Hudson doing the dishes until 10:30 p.m. Then you went home. You only heard about what had happened in the morning when you came to prepare breakfast. You are therefore ruled out as a suspect – but you can use your common sense to find the murderer.

Your task: You're worried that Castle Darkmore may be closed and you'll lose your job. It is therefore in your own interest that the case be cleared up.

However, your attitude towards the illustrious guests is ambiguous: on the one hand you admire them, on the other hand you think that they lead too easy a life. Explain to them how hard a maid's job is.

And now: Enjoy the hunt for the murderer!

George Armstrong: On the evening of the game

Mörderische Dinnerparty

The Curse of the Green Lady

Rules of the Game

Mr Armstrong,

As will be shown shortly, you have become involved in a murder investigation. You yourself are rightly not suspected. However, you can freely express your opinion on the investigation and of course ask questions as the investigation progresses. And at the end of the investigation, you should let the group know who you think committed the crime, how it happened, and why.

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Your Role

George Armstrong, the gardener

You are a gardener and prefer to spend your time outdoors. You've been employed here since you were young and know every plant around the house. Lady Darkmore doesn't usually want you to come into contact with the guests. Which is fine for you.

On the evening of the murder you were in your gardener's cottage and didn't notice the events. Therefore, you are ruled out as a suspect.

Your task: You are very interested in ghosts and like to tell everybody that you talk to the dead. You claim that you see the Green Lady at least once a week. Sometimes when you had whisky before. But it has nothing to do with each other, otherwise she would be there every day.

And now: Enjoy the hunt for the murderer!