

**YOU ARE CORDIALLY INVITED TO  
ATTEND A MURDER MYSTERY  
PARTY...**



**HOSTED BY:**

**YOU WILL PLAY THE ROLE OF:**

**DATE:**




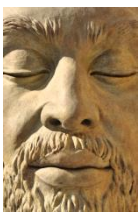


**TIME:**

**SCENE OF THE CRIME:**

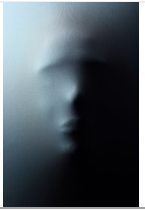
**RSVP BY:**

**TO:**

# LIST OF SUSPECTS

SUSPECT NAME & OCCUPATION	SUSPECT BIO	SUGGESTED ATTIRE
 <p><b>BAILEY BURNOS</b> <i>Hotel Owner</i></p>	<p>Bailey Burnos purchased the old Bateman Hotel a few years ago and poured blood, sweat and tears into the restoration. The one-year anniversary of the reopen is quickly approaching. An insatiable art fanatic, Bailey is socially awkward and often stares into space. Eccentricities aside, s/he is quite business savvy, nevertheless. A dedicated workaholic, Bailey lives in the hotel on the 15<sup>th</sup> penthouse floor.</p>	<p><i>Semi-formal party attire.</i></p>
 <p><b>DEVIN DRACOVIA</b> <i>Hotel Manager</i></p>	<p>Devin Dracovia is the mean-spirited manager of the Bateman Hotel. The staff of the hotel will do whatever they can to avoid Devin, but s/he always gets the job done—no matter what it takes. However, Devin’s nose has poked around corners it doesn’t belong lately and many people are not happy about it. Devin lives in the hotel on the 2<sup>nd</sup> floor.</p>	<p><i>Semi-formal party attire. White gloves as an optional prop.</i></p>
 <p><b>HARLEY GRANGE</b> <i>Resident of the Hotel</i></p>	<p>Harley Grange is the school teacher with a dark, hidden past. Harley recently signed a lease to become a permanent resident of the Bateman Hotel and even requested to live in one of the most haunted rooms in the establishment—room #614. Rumor has it that Harley steals from the hotel because s/he doesn’t have money.</p>	<p><i>Gothic-inspired semi-formal party attire or a ‘tourist’ t-shirt that you’ve stolen from the gift shop.</i></p>
 <p><b>TRISTAN BLADE</b> <i>Art Dealer &amp; Hotel Guest</i></p>	<p>Tristan Blade is the hipster art dealer who acquires and sells the most lifelike bronze sculptures you’ve ever seen. There are rumors that Tristan’s pieces have auras – some good, some mischievous, and some downright evil. Bailey has recently acquired one of Tristan’s sculptures and in return, has given Tristan a free night’s stay at the hotel. Tristan was the previous owner, as his/her family built the Bateman Hotel back in 1864.</p>	<p><i>Hipster-inspired party attire.</i></p>
 <p><b>MORGAN MEEPMAN</b> <i>Hotel Chef, Phantom Steakhouse</i></p>	<p>Morgan Meepman was released from prison recently after doing a stretch behind bars for performing illegal human subject research with a group of underground biochemists. The cousin of the hotel’s new owner, Morgan was hired as the head chef of the hotel’s critically-acclaimed restaurant – Phantom Steakhouse. Morgan lives in the hotel on the 6<sup>th</sup> floor.</p>	<p><i>Chef’s costume. Optional to have a stethoscope as a prop.</i></p>
 <p><b>RYAN ASHLORE</b> <i>Hotel Housekeeper</i></p>	<p>Ryan Ashlore is the nosy head housekeeper of the Bateman Hotel. On the surface, Ryan appears to do a great job, as the hotel is well-maintained. However, many sources say that Ryan has a malicious quality that s/he keeps veiled. It’s probably best to stay on Ryan’s good side, nevertheless.</p>	<p><i>Housekeeping uniform. Feather duster &amp;/or binoculars as optional props.</i></p>

	<p><b>QUINN BLOOM</b>  <i>Antique Doll Collector &amp; Hotel Guest</i></p>	<p>Quinn Bloom was invited to the hotel by Bailey Burnos for a private showing of Quinn’s rare dolls. Quinn deals with unusual, hard to find dolls – some rumored to be linked with malevolent cultural traditions that should not be dealt with by civilized people. Nonetheless, Bailey is an art collector – of all forms - and will not be outdone...by anyone.</p>	<p><i>Gothic-inspired semi-formal party attire. Creepy baby dolls as optional props.</i></p>
	<p><b>JUSTICE JAMES</b>  <i>Hotel Bartender, Black Raven Lounge</i></p>	<p>Justice James is the charming bartender at the Black Raven Lounge of the Bateman Hotel. Justice is friendly, accommodating and will do anything to make customers happy. However, Justice behaves as though s/he has a secret agenda, an ulterior motive. The question is...what is it? Justice is good friends with Morgan Meepman and lives on the 12<sup>th</sup> floor of the hotel.</p>	<p><i>Bartending costume.</i></p>
	<p><b>DREW EVERMORE</b>  <i>Hotel Jazz Singer, Black Raven Lounge</i></p>	<p>Drew Evermore is the enchanting jazz singer for the Black Raven Lounge of the Bateman Hotel. Drew’s voice is captivating and easy to get lost in—a number of guests have reportedly <i>lost hours</i> after listening to one of Drew’s sets. Drew is an old soul—an avid historian—and knows a lot about the history of the old hotel.</p>	<p><i>Glamorous attire – tux for a male, evening gown for a female.</i></p>
	<p><b>RIVER AUGUST</b>  <i>Hotel Concierge</i></p>	<p>River August is the prim and proper hotel concierge at the Bateman Hotel. River will do whatever s/he can for well-to-do guests, but tends to be unavailable to the customers who might not have money for big tips.</p>	<p><i>Tux / formal black suit and white gloves.</i></p>
	<p><b>OCEAN WHITE</b>  <i>Server, Phantom Steakhouse</i></p>	<p>Ocean White is the tenacious server at the Phantom Steakhouse of the Bateman Hotel. Ocean is a new employee and has no idea what s/he is in for by taking this new job at a hotel that is apparently seething with supernatural activity.</p>	<p><i>Server attire such as a white button-up shirt, black pants, black vest/tie.</i></p>
	<p><b>ANDROM SOLEI</b>  <i>Front Desk Representative</i></p>	<p>Androm Solei has run the front desk of the Bateman Hotel since it’s reopen one year ago. Androm doesn’t like to take orders from anybody and often has personal conflicts with management and other staff members. Androm won’t stop until s/he gets his/her way – even if that means throwing a tantrum. Androm is a ticking time bomb.</p>	<p><i>White button up shirt, black vest and gold nametag as an optional prop.</i></p>
	<p><b>SYLVEN CANE</b>  <i>Bellboy</i></p>	<p>Sylven Cane is the childlike bellboy of the Bateman Hotel. Sylven has worked for the Bateman for about six months and has shown to be a dedicated worker. Sylven will do anything to please the staff and guests of the hotel and usually gets big tips for his/her innocent demeanor.</p>	<p><i>Bellboy uniform. White gloves as an optional prop.</i></p>
	<p><b>FLORIAN PILBY</b>  <i>Laundry Attendant</i></p>	<p>Florian Pilby is the devious laundry attendant for the Bateman Hotel. On occasion, Florian has been under investigation for pilfering things from the guests’ rooms. Strangely enough, everybody who has made an accusation has disappeared before they could report the incident to authorities outside of the hotel? Be careful around this plunderer.</p>	<p><i>Housekeeping costume. Laundry bag as an optional prop.</i></p>



**XANDER  
SKYE**  
*Ghost Hunter*

The host of the hit television show *Ghost Hunt 101* has come to Wraith's Cove to investigate the paranormal activity in the Bateman Hotel. Xander is staying in room #613 – next to one of the most haunted rooms in the hotel. Xander also wants to take a look at Quinn Bloom's dolls, as they have somewhat of a *reputation*.

*Gothic attire with optional 'gadgets' to pass off as ghost-hunting equipment.*

For more information about your game, head over to  
<http://yourmysteryparty.com/batemanmurder>

