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## Example Cases

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Included below are three example cases, all set in Ancaster. They cover a range of difficulty, method, and topic. I hope that they serve both as interesting adventures for your players and as starting points from which to write your own cases.

These cases were written at different points in the development of the system, so their design and formatting differ somewhat; my apologies for that.

*Quotes in blue & italics* are intended to be read to the players when they enter a location. All other information is revealed as the DM sees fit.

Locations often have lists of clues, which may be found with a **Perception** check. A player finds all clues for which their roll equals or exceeds the DC listed. If no DC is listed, the clue is readily visible without a check.

Under many clues are further lists of pieces of information related to the clue. Each will have a DC. An appropriate question and an **Investigate** check meeting or exceeding the DC will reveal this information.

Check with your DM if they plan to use these cases so you do not have them inadvertently spoiled!



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### Case 1: “The Rented Room”

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*The Rented Room* is a rather simple case, of limited scope. It introduces all of the basic aspects of this system and has a real element of mystery, but it is neither complex nor very difficult.



A young nobleman (Edmund Calvert) is killed in the second-floor apartment he rents in Langhaven Market. The door is locked and his key is in his pocket, though a window is smashed. He's known to run with a rough crowd, and the apartment is rented explicitly so he can enjoy the pleasures of the city.

It turns out that his old landlady is a widow, and the gentleman's father drove her husband to suicide decades ago. Her husband was a merchant who was in on a business venture with the noble's father, until he was cut out and left destitute.

She rents a number of rooms in the tall building, and was ecstatic when she found out the man's son was looking at her apartment. She rented him the room extra-cheaply, so as to entice him. After a few months, the third floor tenants left, and so the time was ripe. She used her key to enter his room while he was sleeping, stabbed him in the throat, smashed a window to divert suspicion, and locked the door behind her. The knife is still covered in blood, hidden in her room.

### **The Crime Scene**

The building is in Langhaven Market and is four stories tall. The detectives should arrive around 8am.

Edmund's friends came looking for him in the morning. Upon finding his room locked and getting to response from knocking, they summoned the police. The officers responding, if asked, will mention that the landlady let them in the locked door.

The landlady, Anne Barker, lives on the first floor. The third floor was vacated last week, and the fourth contains a very deaf old man

(John Partridge), who is only occasionally visited by his adult children.

Edmund's two ruffian friends are waiting in the stairwell (See "people", below).

### **Location: Edmund's Chambers**

*"Edmund's apartment is quite nice. It is on the second floor, well furnished, with a large fireplace. A window facing out on the alleyway is broken – the furthest from the bedroom."*

The room was locked from the inside when the police arrived.

### **Perception: Edmund's Chambers**

- (The Window)
  - DC 16, It seems to have been broken from the inside
  - DC 25, The instrument which broke it was wooden, there is some wood on a bit of glass shard
- (The locked door)
  - DC 12, The lock was not forced.
  - DC 19, You are confident the lock wasn't picked either.
- DC 15, The glass shards seem surprisingly undisturbed.
  - DC 14, No one seems to have walked through the glass
  - DC 16, The glass looks as though it fell that way directly, and hasn't been moved since.
- DC 17, The wall outside the window looks very hard to scale, there is a sill but no other hand- or foot-holds.
  - DC 17 If the detectives examine the wall, it shows no traces of skin or leather on the few handholds.
- DC 19, A copy of the lease. The rent is cheaper than one would expect for the area & room size.

### **Location: Edmund's Bedroom**

*"Edmund lies in a pool of his own blood, on his back in bed. A nasty stab wound to his throat suggests an obvious cause of death. He is in a nightshirt, and still under the covers.*

*Edmund is wearing two gold rings, and his intact coin purse is on his desk. There is quite a bit of money within."*

### **Perception: Edmund's Bedroom**

- DC 10, No defensive wounds or signs of a struggle
  - DC 10, He seems to have been soundly asleep.
  - DC 11, The weapon was an ordinary dagger
  - DC 16, He was probably killed at around 1 or 2 AM
- DC 14, In his waistcoat on the chair at his desk are his keys to the front door and to his apartment.

### **Location: Anne's Room**

A set of apartments of the same layout as Edmund's, but more modestly furnished.

The players should really have a warrant if they want to search here.

#### **Perception: Anne's Room**

- DC 12, The murder weapon, still bloody, in a box under her bed.

### **The Crime Scene: People**

#### **Will Tanner, 19, Friend**

Son of a tanner from Nether Heyford, he is not talkative. Scrawny and otherwise mean-looking, he now seems sad.

#### **John Hugh, 26, "Friend"**

Says that "Eddie" should have been more careful. He's angry but resigned. "He was good for a laugh but didn't hold his tongue. He made a lot of enemies."

They were out drinking last night, and Edmund left at around 11. He probably got home around midnight.

He asks the detectives how Edmund was killed, and if told mentions that it seems odd that someone got the drop on him, since he was such a light sleeper.

If pressed for enemies, he suggests visiting the gambling parlors on Broadwick St. in Harport (See "George Slater").

#### **Anne Barker, 53, Landlady**

Anne Barker walks with a wooden cane, though she does not need it desperately. She mentions that Edmund was such a nice young man, and she wish he hadn't gotten caught up in this bad crowd. He had so much to live for.

When her husband, a decent merchant, died 20 years ago, she took the remaining money and bought this house, and renting it is how

she gets by. She misses him so, and it's been hard on her own.

She says that she didn't hear anything last night.

She confirms that the 3rd floor tenants moved out last week.

She confirms that she opened Edmund's door for the police when they arrived.

She says that she didn't realize the rent was so cheap - that's what she charged the last tenant. But if you can get the deaf old man on the 4th floor to talk, he mentions that he is charged more.

If pressed, especially about her husband and Lord Calvert, she will go quiet and refuse to talk. Not a confession, but very damning.

INSIGHT DC 16 suggests she is hiding something. Insight DC 18 suggests she actually disliked Edmund.

### **ELSEWHERE**

#### **Hall of Records**

The Hall of Records is in Old Ancaster. Searching the documents for appropriate topics may turn up:

- INV 11, shows a Robert Barker, suicide by hanging 20 years ago.
- INV 14, He was in a trading company with Lord Francis Calvert until 20 years ago, when the business was abruptly dissolved. The date is just a week before his suicide.
- INV 16, A second company was formed just by Lord Calvert less than 24 hours after the original one was dissolved. Records show that the new business's assets were almost exactly the same value as the old one's.

#### **Lord Francis Calvert, 54, Edmund's Father, Upper Heyford**

He mentions that his son was fond of drink and the company of those below his station.

He disapproves but remembers his own youth, and had hoped that his son would grow out of it.

He says that he thinks that someone was trying to strike at him through his son. He declines to name any names.

**George Slater, 34, Parlor Owner, Harport**

George is honest when questioned. Edmund liked to run with poor kids, go whoring, and gamble. The guy had a rotten attitude, and he said things that would get other guys a knife in the gut. But nothing brings lowlifes together than bleeding money out of a stupid

rich kid. They are all smart enough to know they should keep this fat pig alive.

Edmund's debts, though substantial, were paid by his father. No enemies surface here.

**EVIDENCE FOR TRIAL**

- 30% - Bringing in Anne Barker
- 40% - The knife in her room
- 20% - Barker's husband was wronged by Edmund's father
- 10% - She has a key to his room

**Total possible: 100%**



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## Case 2: "Unholy Pacts"

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*Unholy Pacts* is a different sort of case. It is not a murder mystery, and it explores more radical possibilities of the system. It deals with specific clues and serious deduction. It requires navigation of the setting and benefits greatly from an understanding of the D&D magic and class systems. The evidence, while sparse, will allow the players to infer quite a bit, eventually allowing them to construct a detailed profile of both criminals.

An appropriate clue to players would be to recommend that they have the PHB on hand for reference during this case.



Warlocks are treasonous under the law, as they ally themselves with a "foreign power." The Elorn wants help locating a warlock that has escaped them. As it turns out, they have actually been tracing two warlocks, a master and apprentice, living in the same room.

Sister Buckley wants the players' help in locating the warlock; when they find that the hovel is empty, she wants the players' help again.

Ancaster. This happened about three hours after sundown, maybe a little less. The warlock escaped, and the Elorn is at a loss of how to follow up. At 11am, they ask for Penfell Court's assistance.

"It's been a cold day, and the park is covered with fog. Buckley is in a light shirt – no armor, and she carries only a quarterstaff. Two other, more traditionally armored members of the Elorn are with her, though they are across the garden, standing with a man. They do not identify themselves, and she says nothing about them.

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A warlock was surprised by a gardener while doing *something* in a small park in Old

You can see a circle drawn in the grass under the trees a bit of a ways away, with some sort of white stone in the middle."

The other members of the Elorn do not engage or speak unless really harassed.

**Notable People:**

Sister Rowan Buckley, 5th level Paladin/3rd Level Monk

George Heaver, a gardener who interrupted the ritual

**LAYER I: THE PARK**

**The Scene**

The warlock was interrupted in the middle of a park. A circle on the ground under some trees seems to point to some kind of ritual underway.

**George Heaver**

George heard a disturbance while cleaning tools in the nearby shed. He walked out and saw a figure crouching over the circle. When it was startled, the figure muttered some words and George went blind. The figure came and

**Perception: The Park**

- The Circle - traced circle of ash with a block of rough-hewn chalk in the center.
  - DC 16, The ash is of pine, and was magically combusted
  - DC 18, There are some rough, brown fibers on the chalk
- DC 13, a single clear footprint in the mud near the circle.
  - DC 9, It's quite small - probably an adult human, but small feet.
  - DC 12, Wearing some kind of simple leather boot with a heavy tread.
  - DC 14, The sole has clearly been repaired recently, and it's an awful job.
  - DC 17, The nails are not cobbler's nails, but probably small nails for roofing. They're rusty.
  - DC 24, The patch is of leather from a book cover - you can see some of the lettering.
- DC 14, Some chalk was shaved off the left side of the block.
- DC 17, A few vague prints and half-prints.
  - DC 14, The prints seem to be contaminated with a pale soil, not from the immediate area.
  - DC 17, Look how long the stride is when running, despite the small feet! Certainly a young person in good health.
- DC 19, A rough sack, some ways into the trees, to the north. There's something white and dusty all over the outside.
  - DC 14, There's some chalk rubbed all over the outside
  - If they turn it inside out, there's some sort of pattern on the outside:
  - DC 16, Can make out lettering, "MR. BROWNE'S, CONSTR\_\_ AND P\_\_N\_"
- DC 21, The knife that stabbed George. Chalk is on the edge, under the blood.
  - It's more of a shiv, really. It looks like a piece of broken pipe, sharpened, with some cloth tied around one end.
  - DC 12, the cloth is very cheap fabric and smeared with Daub.
- DC 22, There are some short, auburn hairs around the area.
  - DC 17, It's human hair.
- DC 25, A scrap of paper had fallen into the small pond nearby, but it's been recovered.
  - Written in Umbrian, it says: "Two Rutabagas, one pound of butter, two pounds of salt, three hot peppers, and whatever meat you can lay your hands on. Give my thanks to Mrs. Booker." (This is Illusory Script, of course)
- DC 27, There are some dark, short hairs near the circle.
  - DC 15, Looks like an animal's, not a human's
  - DC 19, Looks like a cat's hair
  - DC 22, Probably a cat, but the hairs are stiffer, more wiry than expected.

stabbed him in the belly, though he survived. They dropped the knife, and his vision returned after a minute or so. He survived and was healed.

George was stabbed in the right side, as the attacker was left-handed. The detectives may not notice this if they do not explicitly ask.

Perception DC 15 will notice the hole in his shirt is oddly half-circular, not like a normal knife.

### **EVIDENCE**

To find the location, certain clues in particular will help. Pay attention to which of these the detectives tell the Elorn:

- Either Chapel Cross or simply "A Very Poor Place"
- "MR. BROWNE'S CONSTRUCTION AND PIPELAYING"
- In a place so poor they couldn't get a cobbler
- Dirt roads, pale soil, so it must be outside of the main city
- Can't have been far; or any appropriate deduction from the time of nightfall

### **LAYER II: THE SHACK**

The Elorn will eventually find their way, if given enough information, to a shack in Chapel Cross. It's on the grounds of the abandoned MR. BROWNE'S CONSTRUCTION AND PIPELAYING company, and near a very old, mostly burned-out bookstore. Once there, they will again need the help of the detectives.

#### **The Room**

"The shack is a wreck. You have to stoop to get in – the doorframe is so low. The ceiling is low inside, but you can comfortably stand once you are through the door. The two small windows are grimy and extremely dark, and one of the paladins holds up a torch so that you can see.

There is a single poor bed, a table, two chairs, and a crate with some muddy clothes in it – generic shirts, undershirts, and trousers. Some hard bread and old vegetables are under the table. The table has a fist-sized rock on it, some bits of food, three wooden plates, and two small table knives. "

Dark & grimy windows – (Therefore, one warlock knows Light)

The room is warded with an Alarm spell, which is known because of Pact of the Tome. Detect Magic can find this.

If they look under the mattress they find the jar of powdered iron and silver.

#### **Perception: Outside the Shack**

- DC 8, There's a *very* rudimentary latrine out back.
- DC 10, There's a garbage heap against the back of the shack.
  - DC 15, Scraps of fabric throughout the pile, with dark stains on them
    - DC 13, Blood?
    - DC 19, Menstrual blood (Only DC 15 if they suspect it)
  - DC 19, Deep within the heap, there are some long, auburn hairs.
  - Otherwise, the heap is just waste and food waste
- DC 18, There's a bit of pale substance flecked on the inside top of the doorframe
  - DC 14, Human skin with a tiny bit of blood.
  - DC 16, Maybe there multiple impacts, leaving this trace of skin.
- DC 24, There are some dark, short hairs around the area
  - DC 15, Looks like an animal's, not a human's
  - DC 19, Looks like a cat's hair
  - DC 22, Probably a cat, but the hairs are stiffer, more wiry than expected.

### Perception: Inside the Shack

- There is one heavy coat hung over the back of the bed, quite dirty. (Implying two people, and one is missing their coat)
- DC 9, There's a dull, small knife by a mirror and a bucket in the corner
  - DC 12, It's a low-quality razor.
  - DC 14, Some gray hair-dust can be found in the bucket.
  - DC 17, Thorough searching finds no evidence of anyone but the gray-hair shaving.
- DC 15, There's a brass brazier, a few small roofing nails, and some torn-up books on history under the bed.
- DC 17, There are some dark, short hairs, mostly under the table.
  - DC 15, Looks like an animal's, not a human's
  - DC 19, Looks like a cat's hair
  - DC 22, Probably a cat, but the hairs are stiffer, more wiry than expected.
- DC 18, There are some short, auburn hairs around the floor
  - DC 17, Human hair
- DC 20, There's a loose floorboard, under which there is a collection of oils and incense
  - DC 16, Probably spell components
  - DC 23, These are about 200GP worth of the components for *Hallow*
- DC 23, There are some long, silver hairs around the floor
  - DC 17, Human hair
- DC 25 (or looking under the mattress), A jar with a powdered mixture of silver and iron
- DC 28, There is a firefly on the table next to the rock. (A spell component for *Light*, with the rock being the focus)

### EVIDENCE

In this case, the evidence gives the Elorn a chance to catch each Warlock. They may catch either, both, or neither, depending on the chances the detectives give them and the fall of the dice. The key deduction you want to see is that there must be two of them.

Some general bonuses should be included:

- + 10% if they can tell there are two people
- + 5% if they know one is missing their coat

There should be penalties if they get something conspicuously *wrong*.

**Warlock 1** is a woman, young, Pact of the Chain and bound to a Fiend. Third level. She has short auburn hair. She has a black cat familiar. She is left-handed.

- 10% Pact of the Chain
- 10% Bound to a Fiend
- 10% Left-handed
- 10% Has a black cat familiar
- 5% Woman
- 5% Young
- 5% Short Hair
- 5% Auburn Hair
- 5% Hair used to be long
- 5% Short

**Total:** 65%  
**With bonuses:** 80%

**Warlock 2** is older, male, Pact of the Tome, and also Fiend. Tenth level. He knows Alarm, Light, and Vicious Mockery.

- 10% Pact of the Tome
- 10% Bound to a Fiend
- 5% Man
- 5% Older
- 5% Long Hair
- 5% Gray Hair
- 5% Knows *Light*
- 5% Knows *Alarm*
- 5% Knows Umbrian
- 5% Tall
- 5% No Beard

**Total:** 60%  
**With bonuses:** 75%

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## Case 3: “The Bruiser”

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*The Bruiser* is a standard murder mystery. It covers a good deal of Ancaster, gives players an introduction to many aspects of the setting, and provides a decent challenge.

The sky's the limit when it comes to complexity in this system, and *The Bruiser* is not terribly complex. It serves instead as an example of what an “average” case might look like.



An Umbrian Merchant employs a tough half-orc young woman as part of his security. Unfortunately, she learns he has been smuggling Alchemist's Fire into the country, which is a crime; the substance is illegal. She then blackmails him for quite a bit of money. He does not trust her to keep quiet even while paying her, so he poisons her and stabs her body post-mortem, staging the killing as a break-in. This points the detectives towards his competitors, and her enemies.

5 weeks ago, Volen discovered the Fire.

3 weeks ago, she confronted Gian and demanded 100 GP/week for her silence.

A half-orc guard at an Umbrian Merchant's (Gian da Montone) warehouse in Porthcawl was murdered in the night. There was heavy rain last night, which started at around 10pm and continued for hours. The detectives are roused from their beds when the body is found at the guard change at 3 AM, and they reach the scene at 5 AM, just as the rain begins to taper off.

### Notable People:

Volen Mog, the victim

Gian da Montone, her employer

Wim Cooper, who found the body

John Walcott, Head of Security

### Perception: The Body

- Her Mouth
  - DC 23, The smell and color of poison.
  - DC 26, The poison is Assassin's Blood.
- Her State
  - DC 14, She was in the rain for a while.
  - DC 24, If looking at the relative dampness and cleanliness of her clothes and wounds, you can tell she has been dead for several hours, and was not moved.
- DC 11, Seven shallow stab wounds in her torso, and her tongue cut out.
  - DC 8, Clearly a normal dagger.
  - DC 16, You could maybe ID the dagger if you found it, based on the design.
  - DC 23, The wounds were with a minimal amount of resistance.
  - DC 26, The wounds are all at the *exact* same angle.
  - DC 28, The wounds are shortly post-mortem.
- DC 16, The wounds don't really pierce her armor, they are either through the gaps or along the side.
- DC 22, There are a few shards of green glass between some of the cobblestones.
  - DC 15, Clearly glass.
  - DC 19, Probably from a wine bottle.
  - DC 29, Likely Umbrian.
- DC 28, You see some footprints in the mud on the cobblestones. One looks more recent, and the other looks older.
  - DC 23, Matches Wim Cooper, who found her.
  - DC 26, Gian's Fine Boots, the older prints.



Burz Ugnath, her former full-orc partner

Giulio Terno, Gian's Competitor in Umbrian Specialty goods & old family rival

Emily Woodward, Gian's Competitor, sells domestic wines

### **LAYER I: HOW DID SHE DIE?**

#### **The Body**

Volen Mog, 21, lies dead on her back in the street. She is wearing leather armor and has a broken keyring with a few keys present, and a small purse of 15 GP on her. Her longsword is at her belt, fully sheathed.

The door near her body, into the warehouse, is open.

*Detect Poison* on her body will detect huge amounts of Assassin's Blood in her veins;

clearly multiple doses. The players may not know this, but this is an ingested poison, and quite weak. Feel free to reveal this information if they follow up on it.

If the body is sent to the Coroner, he will note that the stab wounds are oddly clean, precise, and all at the same angle. He doesn't think to see if they are post-mortem, but can confirm if asked. He can confirm poison but won't look for it unless asked to.

#### **The Warehouse, Room 1**

The room which was opened from the murder scene. Connects to the warehouse office, and the second, larger warehouse room.

Gian, Wim, & John are here if required.

The Crates around the room are filled with perfume, fine leather, and quality Umbrian glassware.

#### **Perception: Warehouse, Room 1**

- DC 8, Several sets of muddy footprints around the room.
  - DC 15, At least four, maybe more.
  - DC 17, 5 obvious sets, possibly others.
  - DC 23, Clearly JUST 5 sets.
    - DC 14, John Walcott (If they've met him)
    - DC 16, Wim Cooper (If they've met him)
    - DC 19, All (3) uniformed police officers present
    - Note: No other footprints, aside from those of the detectives!

#### **The Warehouse, Room 2**

The second, larger part of the warehouse, mostly filled with crates of wine and olive oil.

If the **crates specifically** are searched (with a successful investigate check, DC 24), one of them has alchemist's fire – a controlled substance – instead of wine. Hiding this is, of course, the motive. The players may not immediately be able to tell that this is Alchemist's Fire, but that check will help them notice something off about this "wine".

The Fire is in a Salviano Nispero crate, which is from the **Lago di Corbara** region, the same as that Turlo label (see below). If the players can find this commonality, they may be in

luck. Otherwise, this room is unremarkable.

#### **The Warehouse Office**

Gian was working here until about 9:30-10pm, when he left to go "home". The office is locked normally – neither Volen nor the other guards had this key, though Gian does. He is happy to let them search this room.

The room is a desk, and a lot of containers of paperwork. There are maps on the walls. Most of the writing is in Umbrian, but it's all about shipping wine and other goods.

Detect Poison will note the presence of a drop of Assassin's Blood under the desk.

## Perception: The Office

- The Lock
  - DC 14, Neither forced nor picked recently.
- The Papers
  - DC 16, Will give a list of wines in stock, too many to list.
  - DC 17, Will mention there is a ship departing back to Umbria at 8AM on day three (the third day of the case).
  - DC 23, Will get a region for any given wine.
- DC 29, A drop of a dark oily substance just under the desk.
  - DC 24, It's Assassin's Blood.

## People

### **Wim Cooper, 19**

Wim is quite young, but tall and broad-shouldered, looking like a bit of an athlete. He's uneducated but carries himself well.

He says that he was watching the main warehouse room from 9PM-3AM. Around 9:30 or 10 Gian left by the main doors, saying goodbye to him.

**IF ASKED**, he can confirm that Gian had a green wine bottle when he left.

When he went to change the outside post, he found Volen dead. No one else was there, she was on her back, and the door was open. He went back in to fetch John Walcott, and they raised the alarm and then guarded the scene until the police arrived.

He didn't know Volen well, but he'll say that she carried herself well, and he's surprised she could be killed like that. Whoever did her in must have been a right bastard.

Other than that, he's hesitant to say anything. He will defer to his boss on most counts.

### **John Walcott, 28**

Walcott is Head of Security for Signore da Montone.

He was in the small guard's office off of warehouse room 1. He arrived at 8pm and didn't see anything in particular until Wim came and told him about the body. He sent Wim to the police while standing watch over

the scene. He hired an urchin to rouse Signore da Montone, and eventually all parties arrived.

He does not offer freely, but he will give this information if asked:

☐ Volen was a good guard, kept to herself – until about three or four weeks ago, when she started showing up late or not at all. He wanted to fire her, but da Montone brushed him off whenever asked – "I don't want to change anything, she is fine. It's too much work to find a new guard" he said.

☐ The only friend he knows she had was an orc she was "carrying on with" who visited while she was on duty once. A large, ugly creature, by his words. He never knew the name.

### **Gian da Montone, 41 but spry**

Gian seems very anxious. He wears a mustache – the rest of his face is stubbly and unshaven. He wears a coat but no vest, and looks as though he was recently woken. This is in contrast to the normal fastidiousness of rich Umbrians – the players will know this.

He says he left at around 10pm last night, to go home, though he sometimes works later. He was alerted about the same time the police were, and came right away.

He will strongly suggest that this was about him. He says he has competitors and enemies. Giulio Terno might wish him dead, and either Giulio or Emily Woodward would want to

cripple his business, perhaps even ambush one of his ships.

Actively Perceiving Gian (DC 18) will show that he has a small cut on his hand. He says it's from making dinner last night; he nicked himself cutting garlic.

**GIAN WILL LEAVE AT 8 AM ON DAY 3 IF HE CAN.** This is a routine trip back to his home country, and happens to be an opportunity to escape if necessary. He won't bring it up but may confirm if asked casually.

### **FOLLOWUP A : VOLEN'S PATH**

Following up on Volen can be done by talking to anyone at the scene who knew her, who will send them to her "current address" in Chapel Cross.

#### **"Current Address"**

Her old landlady will rudely inform the cops that she no longer rents the room at this address, leaving abruptly about three weeks

ago. She will allow the detectives to go up – The room is empty except for some wine bottles; 3 bottles of Sagrantino Sangiovese, and 1 Gros Muscadet.

She can tell them the name of Volen's (former) "friend", Burz Ugnath, who lives in Orctown.

The landlady mentions that Volen now lives in Harport. Investigate DC 14 in Harport (finding half-orcs is easy) will lead to her new address.

#### **New Address**

Volen's new landlord is a man named Alan Rowe, who is in his early 30s. He lives on the first floor of the same residence, a quite decent building in east Harport. He says that he was hesitant to rent to a Half-Orc, but she offered a bag of gold on the spot. He says she's been a good tenant except for the occasional drunken noise. The house has only two floors.

Her room is quite spacious, and the furnishings are high quality.

#### **Perception: Volen's New Address**

- DC 9, Several (8) wine bottles, all empty.
  - 3 Montefalco Rosso, 4 Orvieto Classico, and one Gros Muscadet.
  - DC 12, All of these are relatively expensive wines.
- DC 14, A torn-off label for a wine, "Turlo Umbria", on her small side table. There is no accompanying bottle in the room.
- DC 15, A safe under her bed. The key was on her body, if they thought to take it.
  - DEX DC 17, the lock is high quality, and the safe contains two fine leather purses of 100GP each, and a third empty purse.
    - The purses all have a mark on them, but not one you could identify.
    - DC 16, The purses are of Umbrian Leather

Speaking with Gian, Walcott, or returning to the office with a DC 16 investigate will confirm that the Montefalco, Orvieto, Sagrantino, and Turlo were all carried by Gian. The Muscadet is a domestic wine.

The Montefalco is in the warehouse this week, and an investigate DC 14 will confirm three are missing. Six crates. Red.

The Orvieto came in on a ship about two weeks ago, and sat in the warehouse for about a week. Twenty Crates. White, very dry.

The Turlo came in four weeks ago, and was a small batch, only one crate. Red, fruity. (Of course, this "Turlo" was really disguised Alchemist's Fire, which Volen first discovered, but the records will not show that!)

The Sagrantino was almost eight weeks ago, and came in as a couple rounds off of several ships. Red, mixed grapes.

## FOLLOWUP B : GIAN'S PATH

Samnian Hills in Langhaven Market.

Gian's apartment can be quite illuminating. The detectives will probably need a warrant unless they illegally enter.

He's at home for as long as he can be on Day 1, but Day 2 he will only be there from 10pm-6am to sleep. Day 3, of course, he rises early to leave the country, at 8AM.

The house is quite large and very well furnished – he is rather well off.

There is a display case of weapons on his wall, but they won't be able to match any to the wounds – he threw the murder weapon in the harbor.

Gian will clean up after himself. Clues in **blue** will disappear if he goes home at all, and clues in **red** will disappear by **8 PM** on Day 1, if he's been home at least two hours.

Investigate DC 13 can find his housekeeper, who can corroborate some of this, if they think of it.

### **Perception: Gian's House**

- DC 9, His bed is made and undisturbed – he didn't sleep there last night.
- DC 12, Leather boots in his closet, still muddy
  - DC 14, Match footprints (if any were found)
  - DC 17, Mud matches the area of the murder
  - DC 19, Blood spots on the boots.
- DC 19, A note about "special shipments" from **Lago di Corbara**, in Umbrian, of course
- DC 21, Trousers with **VERY** bloody hems & knees.
- DC 26, Two empty leather purses at the bottom of a chest, with a strange mark on them.
  - The purses all have a mark on them, but not one you could identify.
  - DC 16, The purses are of Umbrian Leather

## FOLLOWUP C : GIAN'S COMPETITORS

Giulio Terno can always be found at his home in the Samnian Hills, in Langhaven.

Emily Woodward is at her shipping headquarters in Porthcawl during the day and will not admit the detectives when at home.

### **Giulio Terno, a Competitor in Umbrian Specialty goods & old family rival**

Giulio is an affable older gentleman with a beard. He has a bit of a twinkle in his eye, and if you were not an authority figure, you might feel nervous in his presence. A gentleman rogue, in a way.

The Terno family trades in Umbrian glassware, perfumes & oils, and leather, so their competition with Gian is quite direct, though they do not import wine.

Giulio makes no attempt to hide his disdain for Gian. The da Montone family are "scoundrels" he says – Gian has made a face of

respectability in Ancaster, but back in Umbria they have a long history of disrepute.

The da Montones killed a Terno three generations back, and he would certainly say he has no love for them. But, he says, if he wanted to destroy Gian, the man would be dead. A Terno takes no half-measures.

He will have a lot to say about poison, if it is mentioned. It's an expensive way to kill someone, and it is very clumsy to use multiple doses of a weaker poison. Assassin's blood is so common, it makes it seem like a rushed job. He says the killer must have been desperate.

He is cooperative if the detectives want to search his home or warehouses – "do you even know what you're looking for?" he laughs.

### **Emily Woodward, a Competitor in domestic wines**

Woodward is a refined old-family merchant in

her mid-thirties. She's a native and specializes in the trade of domestic wines. She points out that domestic wines are every bit as good as Umbrian wines, and much less expensive. She hopes to cut into the Umbrian market.

She says that she does not like da Montone, but she is equally in competition with all Umbrian importers. Her business is flourishing and she does not need to stoop to such tricks to deal with the competition. If she did, she would go after a bigger, wine-specialty importer. Da Montone is small potatoes.

She tells the police that they will need a warrant if they want to search any of her offices or warehouses.

### LOOSE ENDS

#### Central Records

- DC 16, Looking up **Lago di Corbara** will note that it is a common source of alchemical products, and illegal alchemical goods often enter Ancaster from there.
- DC 18, A check of this DC will reveal the region for any given wine.

#### Burz Ugnath

Burz can be found in Orctown, if a detective passes a DC 17 investigate check, possibly along with some bribes or violence.

He's a full orc with a limited grasp of Common. He says that he was with Volen for

about a year, and about three weeks ago she said she didn't need him any more, and kicked him to the curb. He's hesitant to say any more to the police, and knows little of relevance to the case, but can confirm limited details – e.g., she loved wine.

The players could easily get a false confession out of Burz if they press him too hard.

### TRIAL

As mentioned in the entry for Gian's house, clues in **blue** disappeared if he went home, and clues in **red** disappeared by **8 PM** on Day 1, if he had been home at least two hours. Therefore, some of these pieces of evidence may not be available.

**20%** - Bringing in the right guy, Gian da Montone

**30%** - Confirming Blackmail; hopefully by finding the purse mark in Gian's apartment.

**20%** - **The bed wasn't slept in – no Alibi**

**10%** - Somehow linking Volen to the Alchemist's fire

**10%** - The cause of death was *ingested* poison; it suggests weakness, not overpowering

**10%** - **Blood on the boots**

**10%** - **Blood on the trousers**

**5%** - Gian's footprint at the scene

**5%** - **Matching mud on the boot**

The players can of course get an arrest for the illegal imports, if they find them, but he might be able to get extradited for this offence. Their job is to secure a conviction for the murderer!

