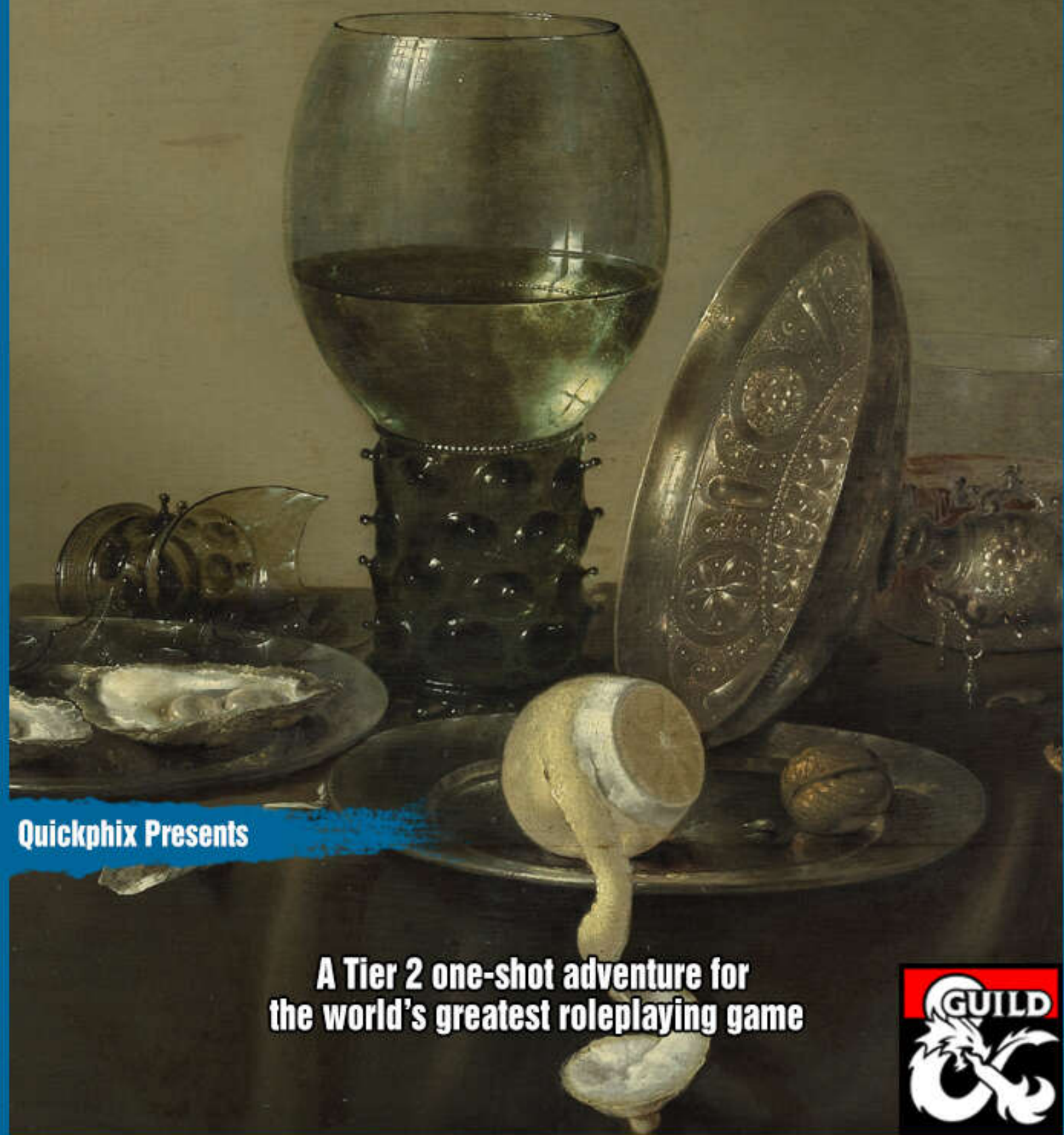


# IN VINO AUGURIUM

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH



Quickphix Presents

A Tier 2 one-shot adventure for  
the world's greatest roleplaying game



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Presented by Quickphix

# In Vino Augurium

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A 5 - 7 Hour Adventure for 8<sup>th</sup> to 9<sup>th</sup> Level Characters

## CREDITS:

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*“There is a power within the succulent grape, that made thee stronger than all human power. It baffles death in its exulting hour and leaves its victim fortune to escape. Thy cheering drops can magically drape atrocious thoughts of doom with bloom and flower, turning to laughing calm care’s torment sour, and flooding dreams with many a gentle shape. Ecstatic hope and resurrection lie in thy consoling beauty, and whene’er Pale mortals sip thee, bringing soothing peace, I see a blue and orange-scented sky, a warm beach blest by the Gods’ untainted air, circling the snowy parapets of Darlier!” – From Camar Hoyt’s after dinner speech.*

## Summary

Of all the delicacies in the world, the Darlier Brandy must be one of the most exquisite there are. People call it the “Liquid Crown” – because even a small cask of a good vintage year can be worth more than double its weight in gold. The secret of its unmatched taste lies in the soil, the seeds and the technique used by the Hoyt family. For generations, they’ve studied and enriched the soil of their large estate with alchemical infusions. If the rumours of other winemakers can be trusted, the Hoyt family also uses very unorthodox fermentation, distillation, and maturation processes. Apparently, this is the reason why no bottle younger than fifteen years ever shows up on the market: the process to create a Darlier Brandy just takes this long. Currently, the growing enterprise is owned by the family’s seventeenth head, Camar Hoyt. He was able to increase the family’s political standing as well as its business, despite being a man of small stature and a gentle demeanour. He did this by sponsoring various local campaigns to build up the Darlier countryside and by hosting elaborate feasts, where the elite of the country would gather to mingle. Most famous of all: Camar Hoyt’s autumn equinox celebration in the park. An event drawing in the rich and powerful alike - along with the close attention of every criminal and spy in the country.

In this 5- to 7-hour campaign, a party of 8<sup>th</sup> to 9<sup>th</sup> level characters get invited to Camar Hoyt’s dangerous feast. Through magical means, they’ll learn of a plot to kill an important guest during Camar Hoyt’s final speech. Are

they able to foil the plan or will Darlier be plunged into a civil war? The answer – surprisingly – can be found within the Darlier Brandy itself, or how Camar would put it: “In Vino Augurium”.

## Premise – A Mysterious Mugging

While traveling through the Darlier countryside, the party happens upon a mugging in process. A nobleman and his servant are being attacked by a party of figures in brown hooded cloaks and cloth masks. Their small, covered cart has been toppled over and the ox pulling it has stormed off. Four of the muggers are busy beating up their victims, while a fifth is waiting further up the road on a horse –watching over the procedures. The nobleman is Camar Hoyt, calling for help as soon as he sees the party. Roll for initiative.

### Mugger (Human Male / Female)

This group of cloaked assailants are clearly after something specific and weren’t looking for a fight. One of the attackers will try to use his turn stealing something from Camar Hoyt (without success). They’ll try to flee as soon as they realize the fight can’t be settled quickly.

### Ability Scores

AC: 14 / HP 90 / Speed 30

STR: 9 (-1) / DEX: 15 (+2) / CON: 11 (+0)

### In your Campaign:

This campaign may not be ideally suited for RPGs that allow powerful divination, premonition or speak with dead spells. Spells such as detect thoughts or detect poison will also make this a much easier campaign. It also requires a lot of preparation from the GM to not make the mystery too confusing or too easy.

INT: 13 (+1) / WIS: 11 (+0) / CHA: 13 (+1)

### Traits

**Locals.** These muggers clearly have planned this attack in advance and know how to use the terrain effectively. They can move through local difficult terrain without being slowed down.

**Coordinated.** They're clearly used to working with each other. If they can see their comrades, they can't be flanked.

**Cunning Action.** Due to their high agility and cunning, the muggers can use a bonus action to take a Dash, Disengage or Hide action.

### Actions

**Multiattack:** The muggers make two melee attacks or two ranged attacks.

**Dagger.** Melee Weapon Attack +4 to hit, thrown range 20/60ft., one target. Hit: 4 (1d4+2) piercing damage.

**Light Crossbow.** Ranged Weapon Attack +4 to hit, range 80/320ft, one target. Hit: 6 (1d8+2) piercing damage.

### Camar's Thanks

After routing the attackers, the party can tend to the badly bruised Camar Hoyt and his servant, Elwyn Manne. Camar is amazed with the party's skills and promises them a proper reward, if they would escort him and his cargo back to the estate. This is the amount of information the party can currently extract from Camar:

- The name, status and profession of him and his servant.
- The contents of the wagon: alchemically infused soil samples
- The reason for their trip – they were picking up a sample at the Hoyt family's trusted alchemist.
- Camar doesn't know the attackers, but suspects they were after something he carries (which he won't reveal just yet).

- Today is the day of Camar's famous autumn equinox celebration.

Elwyn won't say much. The human man, dressed in subtle finery and wearing ridiculously large white bow-tie, is nursing his wounds and seems to be sulking.

### The Hoyt Estate

They arrive safely at the huge Hoyt Estate, which exudes an aura of wealth and tradition. The main house has been expanded and renovated several times over the years – but it still somehow manages to look like a cohesive whole. Hoyt invites the party into the great courtyard (see Appendix I) and leaves them in the care of several servants, while he changes clothes and makes himself presentable. There's a general hustle and bustle all over the estate, with people preparing for the autumn equinox feast. Several well-armed guards are patrolling the estate while cooks and maids continue carrying out the largest collection of culinary delicacies the party has ever seen. Elwyn Manne is wearily watching over the party. He seems to be a bit embarrassed to be seen in such uncouth company. There are already some guests present, who've arrived a day early. The guests are all wearing colourful masks and expensive finery, while the servants are dressed in black liveries with white smiling masks obscuring their faces.

### Preparing for the party

A young servant approaches the party and informs them, that Camar will require a few minutes to return. However, he expressed the wish for his saviours to attend the party. Elwyn is supposed to help them feel more comfortable – which means offering them baths, storing away their bulky belongings in the weapon locker (see Appendix I) and providing them with fitting finery and masks. After the players have been stripped from the belongings they were willing to spare and dressed up as regal as possible, they are led back into the yard.

Just as the servants started putting the finishing touches on a large stage on top of the fountain, Camar Hoyt returns in clean clothes, carrying a small box.

## Vintage Zero

Camar returns in a fantastic mood. He informs the party that he wishes to reward them in hard coin after the feast and maybe even offer them a job. However, for the moment, he would like them to enjoy the occasion as well as joining him for a special additional treat. To the astonishment of Elwyn, Camar produces an unmarked bottle and several tiny goblets from the box he was carrying. "I suspect this is what these miscreants you chased off were after", he explains with a smirk. He then starts filling a tiny goblet for each member of the party. Elwyn protests, genuinely shocked, proclaiming no outsiders should be granted the privilege to taste a "Vintage Zero". However, Camar just dismisses his servant – insisting that someone risking their life for his could surely be considered family.

A little history check will reveal the magnitude of Camar's offer. A normal bottle of "Liquid Crown" is worth about a good year's wages. A good vintage year is worth about as much as a small estate. However, nobody outside the Hoyt family's closest circle of confidants had ever tasted a "Vintage Zero" – the unmaturing, pure version of the "Liquid Crown". Collectors from all over the world have tried to acquire only a single drop of this beverage – as its unfiltered, strong taste could give hints to the particulars of its production.

Camar Hoyt explains: "I was just travelling back from our house's alchemist with this bottle before we were attacked. You see, it is the first of a completely new blend. Our alchemist was testing it against our usual set of quality standards. He said it exceeded all his expectations. Since I wouldn't be able to enjoy this fruit of the past twenty years of our labour if it weren't for you, I'd like to share this new drink with you."

It is important that the GM gets at least one party-member to drink together with Hoyt – otherwise there won't be an adventure. So the GM should be careful not to present Camar as untrustworthy.

## Visions from the Wine

Camar instructs the party on how to properly enjoy Darlier Brandy: Take a big sip and then roll it over your tongue until you feel the taste of the liquid changing. The party clinks their glasses together with Camar and then empties the small amount of "Vintage Zero" in one sip. The GM hands out the following note to any player who took the drink.

*The garden around you starts to glow. As you try to focus your eyes, you suddenly find yourself in the middle of a large masked crowd. You're still in the same garden, standing at the exact same spot in the Hoyt Estate. However, it is clearly already nightfall and time seems to flow at a slower pace. It takes you a while to realize, that you can't move at all. You see Camar Hoyt, who was next to you just a second ago, up on a stage, speaking in slow motion. The celebration seems to be in full swing. Suddenly, as you focus on his face, it slowly distorts into a horrified grimace. Now you see it too – all around you guests start collapsing, their drinks and masked faces hitting the soft grass at the same time. You see some of them scream for help, but there are no guards in sight. You notice some slight movements on the roofs around you and discover about a dozen people in cloth masks and brown cloaks pointing loaded crossbows at the crowd. Panicked, you follow their line of sight to a man still standing in the middle of the yard. The masked nobleman is trying to hold up his unconscious lady friend. He's wearing a grey suit with a slightly frowning, black mask. His unconscious partner is wearing a revealing red dress and smiling red mask. He doesn't seem to realize the danger he's in. You try to say something, but you don't seem to possess a voice. You hear the prolonged snaps of the crossbows and watch the bolts traveling agonizingly slow towards their target. Suddenly, they are stopped by an invisible wall just inches above the man's head. Looking around, you realize Camar must've cast some sort of spell. However, your relieve is short lived, as one of the masked servants sprints forth with (what must have been) blinding speed and decapitates the nobleman in one quick strike of a silvery axe. With this, the scene rapidly starts to*

*fade. The last thing you see is the fountain of blood shooting into the night sky with eerie slowness.*

After a while the players come to their senses and realize, that they've all shared a similar vision (albeit from slightly different perspectives, as they were standing in different spots). Camar is as shocked as the players and invites them into his private study to discuss the matter. He is convinced to have seen a vision of the near future – brought on by the many magical infusions in the unfiltered “Vintage Zero”. The man they all saw getting decapitated was none other than Deston Gamaront – the so called “Merchant King” of Darlier. While not a man of nobility, his considerable wealth has allowed him to participate in this party as the guest of Duchess Masard. There are rumours, that he dabbles in politics and is backing several noble families with his fortune. His death would not only ruin the Hoyt family business forever but could also launch the region into a bitter civil war. Hoyt asks the party for help, both to catch the assassins and stop them from achieving their goals. He reckons, they have about 7 hours to stop the future from happening.

## A Plan of Attack

Hoyt shares his knowledge and impressions of the vision with the party. The following points are raised:

- The celebration must not be cancelled, as it would both ruin Camar and destroy the chance of learning the assassins' identities.
- No harm must come to the guests. The party may only use magic on the guests in case of an emergency.
- Camar personally wrote every invite to his equinox party to people he considers honourable. However, each guest can bring a plus one to introduce them to the high society. The participation of these plus ones must be announced to Camar first. He's the only one who knows the entire list of participants and will be greeting every one of them in person upon arrival. The masks serve to hide the identity of these plus ones to the other guests, so they

can choose who to reveal themselves to (and need to be introduced to other guests). Gamaront is such a plus one.

- The assassination will happen about 7 hours from now, at Camar's famous after-dinner speech.
- Although he isn't sure, Camar thinks the collapsing guests were drugged with some sort of sleeping poison. A sleeping spell would've knocked out the weakest guests in a smaller circle instead of a lot of different folk all across the yard. Also, a poison potent enough to kill these people instantly would've been too difficult to conceal within the drinks or food.
- Camar has hired about 30 armed guards loyal to him and the duke. At least 6 of them should've been in the garden with them.
- It was weird, that no additional guards appeared during the commotion in the yard. Even weirder is, that no one stopped the assassin's from climbing onto the roof.
- The masked servants all belong to Camar's household and have been with the family for years. He would trust each one of them with his life. Therefore, the assassin with the axe must've stolen the outfit from one of the servants.
- There are still about five sips left in the “Vintage Zero” bottle. Maybe it can be used to see the vision again – this time from another room or angle?

## Autumn Equinox Mysteries

From here on out, the party can investigate this assassination however they see fit. It requires the GM to have a good grasp of what happens and when. The party can use the remaining five sips of the “Vintage Zero” to trigger additional visions of the future. However, the “Vintage Zero” is slowly losing its powers of prediction. Each subsequent sip will produce a hazier vision which takes place a bit earlier (meaning before the assassination). This serves both to give the GM more flexibility and to make the mystery a bit harder. The vision is

always only experienced by the drinker and only from his current position within the house. For example, if a player were to drink the “Vintage Zero” on the stage in the yard, he’d see the scene play out from that point of view.

The party won’t be able to identify or stop the masked assassin – but the more mysteries they solve, the easier the final battle with him will be. Answering the following questions will allow the players to change the future:

1. Why were the six guards who were supposed to be stationed in the yard absent? Where were they? Answering this question will allow the players to stop them from disappearing – meaning they’ll be present at the final scene.
2. Why did no guards from outside rush to the guests’ help after hearing their screams for help? Why didn’t they see or stop the cross-bowmen getting onto the roof? Answering this question will allow the players to decide how to use the guards in the final scene.
3. Why did so many guests fall unconscious? Answering this question will allow the players to minimize the dishonour brought to Camar’s family and lower the general chaos of the situation.

## An Assassination in Acts

In the following is the future as written, if the party doesn’t interfere at all. The people involved will be discussed in more detail in the following paragraphs. The green events shouldn’t be changed. The yellow ones could be stopped, the red ones have a good chance to be stopped.

### Timetable for Murder (chronological order)

| Time  | Event   |
|-------|---|
| 13.00 | After being unable to steal tonight’s guest list from Camar, Elwyn tries to break into his master’s suite, to find out how he can identify Deston Gamaront. |

|       |   |
|-------|---|
| 14.00 | Brin Austa hides with his assassins near the Hoyt estate and signals to Elwyn that he’s in position.  |
| 14.30 | Elwyn sneaks Brin into the estate through the service entrance by the stable. He provides him with the black livery and white mask of the servants. There’s now one servant too many.   |
| 15.00 | While Camar takes position at the entrance to start greeting his guests and checking their invitation, Brin is stationed in the foyer, playing the coat attendant, trying to identify Deston based on the list Elwyn stole from his master’s suite.   |
| 15.30 | Elwyn is in the kitchen “polishing” the Crystal goblets, which will be carried out into the yard. There they’ll be arranged into an artful pyramid and later handed out to the guests for the final toast. Elwyn is coating them with a fast-acting sleeping powder.  |
| 16.00 | Elwyn and Brin meet up in the storage room to exchange information about Deston’s outfit.   |
| 16.15 | Elwyn is caught by one of the servants (in the storage room) opening a cask of Darlier Brandy and putting sleeping powder in it. He knocks the unfortunate soul out, switches clothes with him (including the bowtie) and decapitates him. Without the head, he reasons, they’ll confuse the corpse for his own. He throws the body in cold storage and hides the head in another cask. |
| 16.40 | Brin sends a message from the library window via mirror signals to his band of assassin’s in the nearby vineyard.   |
| 17.15 | Four of the assassins kill four of the guards on patrol outside the estate and steal their uniforms. They take their place in the patrol order.   |
| 17.45 | Elwyn rolls the cask of spiked brandy into the servants’ retreat and places several mugs atop of it.  |



|       |   |
|-------|---|
| 18.00 | Brin and the assassins in their guard uniform spread the word that each of the guards has been awarded with a mug of "Liquid Crown" for their hard work (to be collected by themselves in the servants' retreat). |
| 18.15 | Brin signals the rest of his assassins to move closer and get ready to attack.  |
| 18.30 | The four assassins in guards' uniforms kill the six groggy guardsmen (who were supposed to guard the yard itself) in the servants' retreat.   |
| 18.35 | All around the estate, the poisoned and groggy guards are disposed of by the rest of the assassins hiding in the vineyard.  |
| 18.36 | Elwyn and Brin close all the estate's exits, except the one in the stables.   |
| 18.50 | 12 assassins approach in groups of four, each scaling one of the three sides of the building.   |
| 18.51 | One of the guests who snuck off with one of the poisoned goblets collapses near the entrance to the library – making a huge racket.   |
| 18.53 | Two servants stumble into the servants' retreat, finding the assassins in guard uniforms still disposing of the bodies. A short battle ensues.  |
| 19.00 | Some of the guests collapse. In the following panic, the crossbowmen try to kill Deston but are stopped by Camar's spell. Elwyn sprints forth and decapitates the captain.  |

### Elwyn Manne (male human)

This blond and blue-eyed man of middle age has been working for Camar for nearly twenty years. He's the bastard son of a local duke whose family has fallen from grace. Nevertheless, Elwyn has tried his entire life to make his father proud and to be accepted as the legitimate heir of his title. It was his father who came up with the plan to assassinate Deston Gamaront. He and a couple of other nobles who owe Gamaront large sums have

pooled the last of their resources and invested them into a competing venture and a small band of assassins. They promised Elwyn to give the title of duke to his children, should he succeed.

### Ability Scores

AC: 12 / HP 110 / Speed 30

STR: 16 (+3) / DEX: 15 (+2) / CON: 11 (+0)

INT: 13 (+1) / WIS: 11 (+0) / CHA: 13 (+1)

### Traits

**Local.** Elwyn knows the terrain and the Hoyt estate inside and out. He has advantage on stealth checks in the area and can move through (natural) difficult terrain without being slowed down.

**Cunning Action.** Due to his high agility and cunning he can use a bonus action to take a Dash, Disengage or Hide action.

**Brutal Axe.** Years of using it as a tool have made Elwyn deadly with an axe. He has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit. When he scores a critical hit with his axe, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

### Actions

**Multiattack:** Elwyn make three melee attacks with his axe

**Axe.** Melee Weapon Attack +6 to hit, thrown range 20/60ft., one target. Hit: 8 (1d10+3) slashing damage.

**Smoke bomb (x2).** The bomb emits a thick 15ft radius cloud from the point of impact. Creatures inside the cloud have partial cover. Seeing through the cloud requires a DC 14 perception check.

### Brin Austa (Male Half-Elf)

A wiry man with pale skin and dark eyes. After being expelled from his apprenticeship as an alchemist for gross moral misconduct, he decided to use his talents

in a field that appreciates them. He and his band of assassins have been working for some years now, eliminating exclusively high value targets like Deston Gamaront without leaving much of a trace. His modus operandi involves using fast acting poisons and other alchemical weapons

### Ability Scores

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AC: 16 / HP 78 / Speed 30

STR: 14 (+1) / DEX: 18 (+4) / CON: 11 (+0)

INT: 13 (+1) / WIS: 11 (+0) / CHA: 15 (+2)

### Traits

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**Cunning Action.** Due to his high agility and cunning he can use a bonus action to take a Dash, Disengage or Hide action.

**Assassinate.** Brin has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

**Master Poisoner.** All of Brin's weapons are coated in poison. After each successful attack, his target must pass a DC 12 Constitution saving throw or become poisoned for 1d4 hours. Brin himself has resistance against poison damage and advantage on saving throws involving poison.

### Actions

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**Multiattack.** Elwyn makes four melee attacks with his daggers.

**Glas Dagger.** Melee Weapon Attack +8 to hit, thrown range 20/60ft., one target. Hit: 7 (1d6+4) piercing damage.

**Smoke bomb (x2).** The bomb emits a thick 15ft radius cloud from the point of impact. Creatures inside the cloud have partial cover. Seeing through the cloud requires a DC 14 perception check.

### Deston Gamaront (Male Human)

A hot-blooded and charming man. A known womanizer and ruthless businessman. Friends and enemies alike

tell of the time he stole both the company and wife of one of his rivals. He made his fortune through creative and daring sales ventures, which always seem to pan out in his favour. A lot of his enemies predict, that without his special talents, his company would collapse within a year.

### Ability Scores

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AC: 10 / HP 24 / Speed 30

STR: 8 (-1) / DEX: 10 (+0) / CON: 10 (+0)

INT: 15 (+2) / WIS: 12 (+1) / CHA: 20 (+5)

### Traits

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**Immunities:** charmed

**Spellcaster:** Deston can cast the following spells through his arcane focus. Spell save DC: 17 / Spell Attack Modifier: +9

- Cantrips: Thaumaturgy, Message, Minor Illusion
- Level 1 (4): Charm Person, Illusory Script, Identify
- Level 2 (3): Detect Thoughts, Suggestion
- Level 3 (3): Nondetection, Tongues
- Level 4 (2): Compulsion

### Actions

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**Sword cane.** Melee Weapon Attack +3 to hit, one target. Hit: 3 (1d6) slashing damage.

### Camar Hoyt (Male Gnome)

A small and cheerful man, always trying to bring out the best in the people around him. His faith tells him to be humble, but he often can't resist slightly bragging with his many achievements and gifts. He despises conflict of any kind – most of all physical altercations. Being a single child of busy parents, he's always regarded his staff more as family than employees.

### Ability Scores

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AC: 15 / HP: 38 / Speed 25 /

STR: 10 (+0) | DEX: 15 (+2) | CON: 10 (+0) |

INT: 13 (+1) | WIS: 19 (+4) | CHA: 13 (+1) |

## Traits

**Alchemist & Winemaker.** Camar knows almost everything there is to know about his trade. He automatically passes any knowledge checks directly related to his brandy, estate, or alchemical secrets.

**Faithful.** Camar is a devout follower of the God of Commerce and the God of Harvests. He has advantage on religion checks.

**Spellcaster:** Deston can cast the following spells through his arcane focus. Spell save DC: 16 / Spell Attack Modifier: +8

- Cantrips: Mending, Light, Thaumaturgy, Guidance
- Level 1 (4): Purify Food and Drink, Shield of Faith, Tenser's Floating Disk
- Level 2 (3): Enhance Ability, Locate Object
- Level 3 (3): Beacon of Hope, Daylight
- Level 4 (2): Control Water

## Actions

**Sword cane.** Melee Weapon Attack +5 to hit, one target. Hit: 5 (1d6+2) piercing damage.

## Tips on how to run this Mystery

This campaign is especially tough on the GM, as he or she must work hard to keep up the suspense while simultaneously feeding the players enough information to keep them investigating. Generally, it is best to let the players approach the situation however they see fit – but some structure must still be provided. Some possible measures are discussed in the following paragraphs.

## Fixed Events

Some events should happen regardless of what the players do. They don't have to happen exactly as detailed in the table but they should have the same effect.

1. The party will not be cancelled.

2. No additional guards can be stationed at the estate in such short notice.
3. Brin Austa infiltrates the Hoyt Estate.
4. Elwynn Manne fakes his death by killing a servant and taking his place.
5. Brin will signal his assassins to attack.
6. Elwynn Manne will try to decapitate Deston, even if every other plan has failed.

## Red Herrings

A good mystery always needs something to invite its readers into making false conclusions. Here are some ideas on how to fool your players:

- **Pick your poison.** It won't take the players long to arrive at the conclusion, that something at the party must've been poisoned. Therefore, the GM should provide something to take the focus of the poisoned goblets. Maybe there's a suspicious casket of brandy that was only brought out in the last minute – or some of the hors d'oeuvres were donated by one of the guests after the party has already started.
- **The servant's corpse.** At some point the party should stumble across the decapitated corpse dressed up like Elwyn. Drinking the "Vintage Zero" to see the murder in question will only reveal a slightly misleading scene (e.g. a person with unusually large feet).
- **Rude guests.** Some of the guests that arrived early are suspicious. Use Appendix II to have one of the guests be rude to the party or crop up in visions at inopportune times, to make the party suspect him or her.
- **Interested guests.** The rumour will have spread fast, that the party is here on a last-minute invitation of Camar. This will inevitably draw in interested guests, who'd want to talk to them. This is an opportunity for the GM to waste the players' time and spread rumours.
- **The old wine cellar.** The estate once had another cellar to store casks. It has been buried

and abandoned – but maybe it could be used for the assassins to gain entry?

## Visions

The visions the players can get from drinking the “Vintage Zero” are the most powerful tool the GM can use to guide or distract the party. It is recommended to show at least one clue as well as one red herring per vision. To create more tension, the GM could take the player drinking “Vintage Zero” aside and discuss the vision only with him or her. These situations of asymmetric information create great opportunities for roleplay or division between the players.

## The After-Dinner Speech

Enwyn or Brin will try to attack Deston during Camar's speech – regardless of how many other steps of the plan the party has already foiled. The party's priorities (according to Camar) should be:

1. Save Deston's life (as unspectacularly as possible)
2. Reduce harm to the guests
3. Learn the identity of the assassins
4. Apprehend some or all of the assassins
5. Reduce harm to the estate (watch where you fling those fireballs)
6. Reduce harm to Camar's honour

The final battle takes place in the courtyard. Should the 12 crossbowmen appear on the roof, they'll only target Deston (or repel attackers). Brin and his company will fight until the odds of fulfilling their contract are truly hopeless. Elwyn will fight until confronted by Camar. Camar will cast beacon of hope but will otherwise stay out of the fight – unless he learns of Enwyn's role in this scheme early and can identify him.

## Reward

Camar's reward will be adjusted depending on how well the party has followed his six priorities (see above).

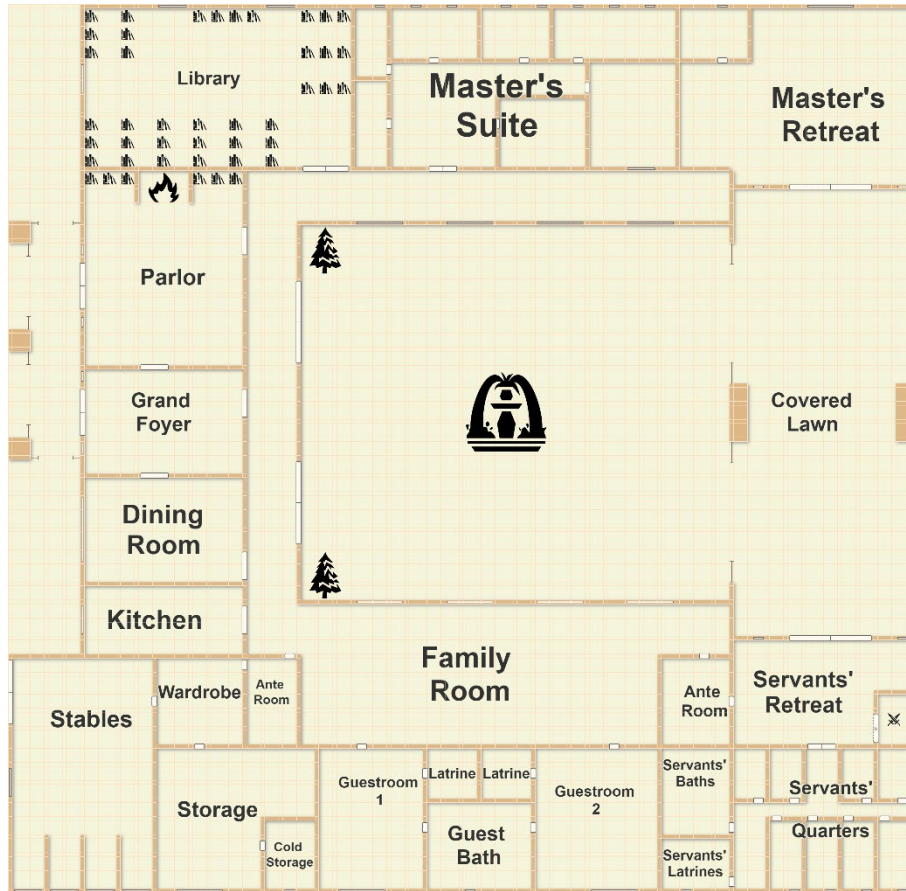
Loss of life (except for guards or assassins) will result in no award being paid out. Severe harm to the guests or the estate will result in a lower payment of gold. In any other scenario, Camar will reward the party dearly with gold and a small barrel of “Liquid Crown”. However, he'll insist on them handing back whatever is left of the “Vintage Zero”.

## What's next?

Not just Camar, but also every person of honour in Darlier have seen the party's skills (or lack thereof) first hand. This celebrity status will also affect how the common folk view them. New offers for investigations or dirty work are bound to be coming their way. Maybe they even have some sips of the “Vintage Zero” left to aid them on their future quests?



## Appendix I – Map of the Hoyt Estate



### Additional Information

The estate is surrounded by vineyards on all sides. The main entrance, where the guests are greeted, is located at the grand foyer. The house is U-Shaped – meaning the yard in the middle is below open sky. The covered lawn is located below an arbour overgrown with decorative vines. The covered lawn is cut off by a steep incline down, covered in thick shrub hedges.

The Master's Suite (containing several sleeping chambers, its own bath and a study) are closed off. Same goes for the Master's Retreat, which contains a comfy game-room.

The stage will be constructed on the (turned off) fountain, facing the covered lawn. All the food and drink not served out by the servants is lined up on tables along the wall of the family room. The family room contains several seats, bookshelves, and other distractions.

The stables currently house several of the guests' expensive horses. A lot of carriages are parked in front of the estate.

The weapon locker (bottom right, in the servant's retreat) contains extra uniforms, some polearms and crossbows.

The house is about 20ft high – 25ft on the highest point of the roof. There are no obvious means to climb onto the roof from the yard.



## Appendix II – List of notable Guests (nobility sorted alphabetically)

| Guest Name (gender)  | Station / Profession   | Mask              | Plus One             | Station / Profession    | Mask                |
|----------------------|------------------------|-------------------|----------------------|-------------------------|---------------------|
| Ferro Adenard (m)    | Marquess of Darlier    | Green Wolf        | Hedy Adenard (f)     | Marchioness of Darlier  | Red Fox             |
| Dominique Benard (m) | Marquess of Chavelier  | Pink Bird         | Corinne Reynard (f)  | Athlete                 | Pink Bird           |
| Jean Dessda (m)      | Duke of Retira         | Green Lizard      | Nara Dessda (f)      | Duchess of Retira       | White Swan          |
| Howard Emberlain (m) | Prince of Staton       | Green Male Dryad  | Sara Emberlain (f)   | Princess of Staton      | Green Female Dryad  |
| Lucas Fairwhite (m)  | Ambassador of Gamaron  | Red Rose          | Tallis Keveron (m)   | Bodyguard               | Black Cat           |
| Catherine Holm (f)   | Duchess of Lizare      | Brown Bear        | Sean Holm (m)        | Bodyguard               | White Bird          |
| Tristane Holm (m)    | Duke of Lizare         | Red Lizard        | Michele Vaughn (f)   | Artist                  | Yellow Star         |
| Sarto Lomba (m)      | Ambassador of Iverness | White bearded man | Lenny Lomba (m)      | Son of Sarto            | White Soldier       |
| Alexander Masard (m) | Duke of Darlier        | White bearded man | Justine Leclercq (f) | Playwright              | Black, laughing man |
| Madeline Masard (f)  | Duchess of Darlier     | Red happy face    | Deston Gamaront (m)  | Merchant                | Black, frowning man |
| Justinian Merron (m) | Marquess of Fontaine   | Orange Fool       | Patrice Merron (f)   | Marchioness of Fontaine | Yellow Fool         |
| Tergo Nerrida (m)    | Marquess of Horaire    | Green Hunter      | Amar Nerrida (f)     | Marchioness of Horaire  | Brown Doe           |
| Mara Perrida (f)     | Marchioness of Retira  | Grey old woman    | Ava Sentiri (f)      | Ship's Captain (Trader) | Blue Fish           |
| Samar Romari (m)     | Ambassador of Kalke    | Black blank mask  | Ava Romari (f)       | Samar's Wife            | Black blank mask    |
| René Renard (m)      | Marquess of Lizare     | Brown Horse       | Giacomo Caroli (m)   | Merchant                | White smiling man   |
| Sara Renard (f)      | Marchioness of Lizare  | Brown Horse       | Reto Putrino (m)     | Merchant                | Green Lizard        |
| Arnon Silchan (m)    | Duke of Horaire        | Black Devil       | Kim Silchan (f)      | Duchess of Horaire      | Golden Angel        |
| Ragnar Tark (m)      | Ambassador of Merrow   | Blue Seahorse     | Sira Tark (f)        | Ragnar's Wife           | Blue Seahorse       |
| Li Wei Wa (m)        | Prince of Simar        | Black Warrior     | Ying Yue Wa (f)      | Princess of Simar       | Red Young Woman     |
| Hedy Yverdon (f)     | Duchess of Fontaine    | Black Donkey      | Jean Danard (m)      | Merchant                | Orange Smiling Sun  |
| Morwen Zephyra (m)   | General of the Merrows | White Fool        | Jagar Zephyra (m)    | Morwen's Husband        | White Fool          |