## **CLUES** outside of the house

- Anyone returning into the house will track mud onto the floor and leave puddles from their wet cloaks.
- There are no tracks or imprints beneath the window, but the rain would have washed them away.
- The grass and flowers under the balcony haven't been trampled.
- The grappling hook rope is too short to reach the ground. It's possible to jump down from that height, but someone couldn't jump up to grab the rope.
- The rope itself isn't strong enough to hold a full-grown man's weight. It appears to be the rope used for beds. DC 12 to notice the ends have been cut, they're not torn or broken.
- The knot tying the rope to the grappling hook is iffy. DC 5 Use Rope or DC 10 to spot.
- There is a double-edge dagger (Winston's) under the window, half-buried in the mud.

## CLUES in Winston's room

- Armoire contains book with information about the Nobility and Royalty in the area. He's
  got personal information scrawled in the margins--what foods someone likes, how they
  like their bed prepared, or the names and ages of children.
- Old paper with a small map of the house and estate. Contains notations about the names
  of servants and what the buildings are for. It's pretty old and some names were crossed
  out and rewritten, it has several names the PCs are not familiar with marked on the
  different bedrooms, Gregory & Margaret, Mindy, Mary, and Gary.
- Top of armoire has a scabbard for a dagger. The dagger is in the mud under the window.
- Top of armoire has the missing pages from the journal, they contain just columns of numbers but some are circled and a "W" is written next to some of them.
- A shoe with a blood on the sole is hidden inside the chest in his room.

## CLUES in Doris' room

- Several herbs and flowers and such are in a little basket.
- One of the plants in the basket is hemp, but nothing that's poisonous.
- A few pages of herbal "recipes" on some parchment are tucked in the basket.
- A mortar and pestle with some residue; smells like perfume.
- A small clay jug of water.

## CLUES in Otto's room

- Otto himself has a fresh cut on the heel of his right hand.
- A shirt is thrown on the floor of his room, it has wine stains.
- A vest is thrown on the floor of his room, it has wine and blood stains.
- There is a dark red stain on the sole of one of his shoes. It is poison.
- A metal flask is hidden amongst the clothes in the chest, it contains strong wine.