A Grim Request

**TITLE:** a Grimm murder **CLIENT:** Duchess Glynda Goodwitch  
 **LOCATION:** Duchy of Peak  
 **DAYS:** 3 days  
 **REWARD:** 50 Hunter Merits

**DESCRIPTION** A remote location just outside of the protected walls of the Duchy has recently been the cite of a gruesome murde. A locked-room murder. You, Penny and Gemma have been dispatched to uncover the truth.

**[QUEST START]** You arrive at the forest where a hunters camp lay-half wasted clearly the group had been ambushed or at least attacked from what you could see of the camp by a few Grimm nothing dangerous like a gargantuan but definitely a least one of the Grimm who travelled in pack. At the outskirts of the camp you find three other hunters looking at the centre of the camp where the body of their dead comrade is lying on the ground. Your job find out if it was ‘just a pack of Grimm’ or as Goodwitch thinks an inside job.

**[STEP 1]** **Investigate the crime scene and interrogate the suspects**

discoveries you can make while investigating the crime scene

* Bruising Pattern on the Victim’s Neck and Torso: The bruises aren’t random like one would think they are precisely targeted at areas where hunters due to their rather practiced combat styles are most vulnerable. Whoever did this had to have had at least some knowledge of CQC.
  + Insight: Whoever did this had knowledge of their opponents fighting style and the basics of hunter training as there was no sloppiness to be detected every strike seems targeted and deliberate. Grimm typically don’t attack like this.
* Jagged Claw Marks on the Victim's Armor: Despite the precise strikes the victim does have some claw marks on their outer armor plates. Analysis confirms they match claw morphology consistent with mid-sized Beowolves. Which is consistent with the camps destructive patterns as Beowolves could have easily done the damage to the camp, but how did plain beowolves kill an experienced hunter?
  + Insight: Beowolves are brutal, andd the camp's destruction lines up with it being Grimm but how come an experienced hunter team lost to a pack of beowolves? Further the claw marks are oddly placed and almost staged.
* A series of Shallow, Parallel Cuts: Closer inspection reveals rather clean cuts on the victim’s limbs and hands almost as if the killer knew which spots to strike to cause the most pain. Grimm aren’t this masochistic and their claws are meant for deadly lunges and strikes yet these cuts suggest no attempt to cause fatal injury just massive pain..
  + Insight*:* These cuts indicate a struggle perhaps an attempt to disarm or disable not kill outright. Whoever did this wanted the victim to suffer.
* Recovered Weapon: Discarded Throwaway Dagger, This was found near a mud-puddle behind the camp, camouflaged, with dried up blood on the blade (matching the victim). However when an attempt is made to find fingerprints none are found. The killer got rid of the weapon as soon as they could and was clearly experienced. The weapon itself doesn’t look to be made by someone, it's part of a mass-produced street-market model used by a lot of criminals..
  + Insight:The killer knows how to remove or prevent DNA from being found on the weapon. The killer didn’t want it traced back. It suggests planning, not instinct.

discoveries you can make by interrogation

You are allowed to interrogate two of the remaining three squad members. Depending on who you choose, you can uncover:

* Alric
  + If pressured, he reveals he saw “something” with a humanoid shape during the first night but won’t elaborate.
  + His gloves are missing. He claims he lost them in the scuffle..
* Kaelen
  + Seems genuinely disturbed by the deaths but obsessed with recording them. Her journal contains sketches of all manner of Grimm including the one she theorised attacked them.
  + Her blade count is off by one, though she insists she lost one on patrol.
* Vance  
  + Becomes aggressive under questioning refuses to indulge the idea that he killed his teammate and becomes offended at the notion.
  + Says Alric once went into the forest alone at night and came back... different.

Outcome of step 1

Regardless of whom you interrogate, the information only deepens the mystery. Two truths become evident:

1. **The killer is calculating, precise, and trained.**
2. **You don’t quite know what to make of the situation or the team that lost its member all of them could’ve done it.**

You go back to your camp not much further from the camp of the extermination squad to go to sleep.

**[STEP 2]  
The silence breaks**

**Time: Early Morning, the next day**

A bloodcurdling scream rips through the sky. You and your team rush out as fast as you can towards the source which comes from the camp of the extermination squad. Where you find the third squad member, the one you didn’t get a chance to interrogate, dead.

discoveries you can make while investigating the crime scene

* Laid out ritualistically: arms spread, eyes open and frozen in terror. Almost as a warning you can see the fear the squad member had before their life was snuffed out.
  + insight: The positioning is too deliberate to be an accident or the result of a Grimm feeding frenzy. This wasn’t a kil it was a display. The victim clearly knew what was killing them but couldn’t understand the reasoning.
* Claw marks: Same as last time but this time no precise cuts but there is a message carved into the victim’s chest “Leave!” it sends shivers down anyone’s spine.
  + Insight: This can’t be a Grimm or at least not one that humanity and Grimm experts have knowledge of. Whether it's a new Grimm or a human using Grimm tactics it wants you gone and it's very clear about that.
* A second throw-away dagger is embedded in the soil nearby. Same model as before. No fingerprints.
  + The weapon is identical to the one found near the previous victim once agai a standard criminal weapon, with no fingerprints left behind this time more visually so the killer wants you to know he isn't’ scared. The question remains is this a grimm or a human with gloves both are very disturbing.

Environmental change

Due to the increased tensions between the teammates as they lash-out accusing one another of the murder and the fear of being the one t go next Grimm start approaching rapidly as the Grimm arrive its time for a fight, the two team members fight the back while you three take the front.

**[STEP 3]**  **Fight off the Grimm**

The Grimm start pouring in easily breaching the camp. They roar and start coming at you. At this point you have to fight three waves of beowolves.

**[QUEST COMPLETE]**You barely hold the line. Your team suffers some injuries. ThenEither Kaelen, Vance or Arlec (depending on whose alive) dies torn to shreds during one of the hordes that attacked you.

You return to Peak with the rest of the squad and report to Goodwitch about what you’ve experienced. You get her patented pat on the back and slap on the wrist. You fill out the mission document as follows :

mission status: inconclusive.

Cause of death: Unknown.

Perpetrator: unknown, possibly Grimm.

Case status: Classified.

Reward: 50 Hunter Merits.

Whoever survived decides to at least temporarily take a break to mourn their teammates. It's unsolved but you can’t help but feel a creeping suspicion, a feeling ... .This is only the beginning, something new is coming.

**attempt to put it in the terms of a github draft on the github draft:**

**define side\_quest002\_grimm\_murder = SideQuest("A Grimm Murder", "qst/img006\_grimm\_murder.png", "Duchess Glynda Goodwitch", "Duchy of Peak", "50 Hunter Merits", "side\_quest002\_desc", -1)**

**#DEFINING TRIGGER VARIABLES FOR DESCRIPTION UPDATES**

**default side\_quest002\_step1 = False**

**default side\_quest002\_step2 = False**

**default side\_quest002\_step3 = False**

**#SCREEN THAT CONTAINS THE QUEST'S DESCRIPTION**

**screen side\_quest002\_desc():**

**text """A remote location just outside of the protected walls of the Duchy has recently been the site of a gruesome murder. A locked-room murder. You, Penny and Gemma have been dispatched to uncover the truth.""" justify True**

**if side\_quest002\_step1:**

**text "You arrive at the forest where a hunters' camp lies half-wasted. Clearly, the group had been ambushed or at least attacked by a few Grimm nothing dangerous like a Gargantuan, but definitely at least one of the Grimm who travel in packs. At the outskirts of the camp, you find three other hunters looking at the centre where the body of their dead comrade lies. Your job: find out if it was ‘just a pack of Grimm’ or as Goodwitch suspects—an inside job." justify True**

**if side\_quest002\_step2:**

**text "Early the next morning, a bloodcurdling scream rips through the air. You rush to the extermination squad’s camp. The squad member you didn't interrogate is now dead laid out ritualistically, arms spread, eyes frozen in terror. The word 'Leave!' is clawed into their chest. Another throwaway dagger lies nearby, identical to the one found before. Whoever—or whatever—is behind this, it’s escalating." justify True**

**if side\_quest002\_step3:**

**text "The fear and tension have drawn Grimm. Waves of Beowolves assault both camps. You and your team hold the line, while the two surviving squad members defend the rear. During the chaos, another of them falls—leaving only one survivor. You return to Peak to report: mission inconclusive. Cause of death: Unknown. Perpetrator: Unknown, possibly Grimm. Case status: Classified. Reward: 50 Hunter Merits. But a dark suspicion lingers... this is only the beginning." justify True**