

THE LAST RENEWAL AT HOLLOWMERE



Marcus Greymane

THE ALPHA OF BLACKMOOR

Marcus leads the Blackmoor pack of the western woods. For a hundred years he has argued, loudly, that the Truce is rigged against the wolves and that the lake shore should be theirs.

FOR YOUR EYES ONLY

Your Character



Public Biography

Marcus leads the Blackmoor pack of the western woods. For a hundred years he has argued, loudly, that the Truce is rigged against the wolves and that the lake shore should be theirs. He believes every game is rigged and says so about cards, dice, votes and the seating plan. He still insists he won the Landlord's Game on the 1919 hunting trip to Lantern Lake, the one that ended in a shouting match. Tonight he arrived spoiling for a fight with the Keeper.

What Others Don't Know

WHY YOU'RE REALLY HERE:

You came to Hollowmere spoiling for a fight. For three hundred years the Truce has been stacked against the Blackmoor wolves, and for a hundred of those years you've said so loudly. Last week you wrote that you'd have proof before midnight or tear the Ledger in two, and you meant it. You came to catch the Keeper rigging the renewal and to win the lake shore for your pack at last. Instead you found something that has turned your stomach, and an old man who may not have been dozing at all.

YOUR ALIBI:

What you claim: I was on the lake terrace smoking with my pack from half past ten until eleven. I never went near the Ledger Chamber.

What really happened: At 10:40 he borrowed Tom's Ledger Chamber key in the lodge. From 10:45 to 10:55 he searched the Keeper's desk while the Keeper lay slumped and dying in his chair, which Marcus mistook for a doze. He took the decree against Ravensworth and Priya's folded note, locked the door behind him, was seen by Aisha at 10:55, and returned the key to Tom at 10:58.

THINGS ONLY YOU KNOW:

- Just after ten I saw Priya come out of the Ledger Chamber with an empty basket, wiping her eyes.
- At 10:45 I let myself into the Ledger Chamber with Tom's key. The Keeper was slumped in his chair and I thought he was dozing. On the desk lay a decree, signed but not yet sealed, stripping House Ravensworth of its seat and banishing Lord Dev Ravensworth from Truce ground at dawn for selling the eastern shore to the Great Western Railway. I took it, and a folded note with it.
- The full truth of your evening: at twenty to eleven you left your pack on the lake terrace and went to

Tom's lodge. Tom lent you his Ledger Chamber key because you swore you needed proof the renewal was rigged. From 10:45 to 10:55 you searched the Keeper's desk while he sat slumped beside you. You locked the door behind you, stuffed the papers into your waistcoat, and brought the key back to Tom at 10:58. You have told everyone you were on the terrace until eleven. That is a lie.

- When you were in the chamber, a half-drunk glass of cordial stood at the Keeper's elbow and his head was bowed over the open Ledger. He was breathing slowly, or you think he was. You didn't look closely, because you didn't want to wake him and get caught. Now you can't stop wondering whether you could have saved him.

- You never properly read the folded note you grabbed with the decree. It is short, and it is signed 'P.' It begins 'Read our charter at midnight, or the coven will remember.' It sounds like a threat, which is exactly why you haven't shown anyone.

- Last week you wrote to Dev: 'This renewal is rigged against the wolves like every game you lot have ever played. I'll have proof before midnight or I'll tear the Ledger in two.' He kept the letter. He will probably quote it.

- Your wallet holds the score sheet from the 1919 Landlord's Game on the hunting trip to Lantern Lake. It shows you lost to Dev by eleven pounds. You have claimed for six years that you won. You plan to keep claiming it.

- Your place card tonight is at the far end of the table again. Every century, the far end. You will be checking Jess's seating chart.

Background

Alpha of the Blackmoor wolves: broad, blunt, loyal to a fault, and convinced that every game, vote and seating plan ever devised is stacked against him. Voice: a low growl and a finger tapping the table. 'It's rigged. I'm just saying, it's rigged.' He keeps a running tally of every injustice since 1625, and he is still sore about a board game in 1919. Beneath the bluster is a wolf who wants his pack treated fairly and would never strike from the shadows.

How You Speak

a low growl and a finger tapping the table. 'It's rigged. I'm just saying, it's rigged.' He keeps a running tally of every injustice since 1625, and he is still sore about a board game in 1919. Beneath the bluster is a wolf who wants his pack treated fairly and would never strike from the shadows.

Your Secrets



KEEP THESE SECRET UNLESS YOU CHOOSE TO REVEAL THEM

SECRET 1

He let himself into the Ledger Chamber with Tom's key and searched the Keeper's papers while the old man sat slumped beside him. He thought the Keeper was dozing. He found a decree banishing Dev and took it, along with a note he hasn't read properly. He is sick with the thought that he might have saved the Keeper if he had looked closer. Final-round payoff: the Keeper's strongbox gives the eastern shore into the wolves' keeping. The Keeper was on Blackmoor's side all along, and Marcus can hand Priya back her note.

SECRET 2

He keeps the score sheet from the 1919 Landlord's Game folded in his wallet. It shows he lost to Dev by eleven pounds. He will take it to his grave, and he will keep claiming he won.

Your Goals



Work toward these objectives throughout the evening:

PRIMARY GOAL

Set the record straight on the great injustices of your life. You want Lady Jess to admit, out loud, that she rigs the seating plan. You want Leo to repaint his famous portrait of you so it shows you winning the 1919 Landlord's Game. You want Aisha to put it in her chronicles that you won that game. You keep the real score sheet folded in your wallet, and it says you lost to Dev by eleven pounds. Nobody need ever know that. Probably.

SECONDARY GOAL

Keep the envelope in your waistcoat hidden until you choose your moment. It holds the Keeper's unsealed decree against Ravensworth and a folded note you took without reading properly. Shield your cousin Tom, who lent you his key and promised to keep quiet. When the time is right, get that note back to whoever wrote it, and use the decree to make the Court look where it should.

HIDDEN AGENDA

He believes the Keeper rigged the Truce against the wolves for three hundred years and denied them the lake shore. Last week he wrote that he would have proof before midnight or tear the Ledger in two.

Relationships

Your connections to the other characters:

Lady Jess Thistlewood

Jess always seats him at the far end of the table, and he is certain she rigs the place cards. He checks her seating chart first thing at every revel, argues with her about it, and likes her enormously anyway.

Priya Ashgrove

He insists her bread only wins the Ludlow harvest fair because the judging is rigged, then eats three slices while saying so. A warm, bickering friendship.

Lord Dev Ravensworth

Old friends and rivals across the lake. On the 1919 hunting trip to Lantern Lake, Dev lost the carriage keys in the lake, and the Landlord's Game that night ended in a shouting match. Marcus still claims he won.

Hannah Morrow

He is certain her tarot deck is rigged and says so at every reading. She tells him the cards simply don't like him.

Tom Ironside

His cousin and second in the Blackmoor pack. Tom would give him anything, and tonight Marcus asked for something he shouldn't have.

Aisha Vell

Aisha interviewed him about the 1919 Landlord's Game for her chronicles. He insisted three times that he won and wants it on the record.

Leo Larkspur

Leo once painted him from memory, mid-shout over the Landlord's Game board. Marcus keeps asking for it to be repainted with him winning.

Round-by-Round Guide



1 The Keeper Sleeps

Your Tasks

- * Find Lady Jess and her silver-bound book of seating charts. Slap your place card on the table and demand to know why the wolves are at the far end of the table again. Accuse her of rigging it, tap the table, and refuse to let her 'Lovely, now moving on' you. While she is defending herself, steer her onto tonight's other scandal: Dev's lateness, and what time she really put on his invitation.
If questioned: You've had this argument with Jess at every revel since 1625. Nobody would believe you weren't having it tonight.
- * Corner Leo and roll the dice from your pocket on the nearest flat surface. Insist he repaint his portrait of you mid-shout over the Landlord's Game, this time with you winning. When he refuses, ask what the Keeper had him painting tonight instead. Trade him what you saw just after ten: Priya leaving the Ledger Chamber in tears with an empty basket.
If questioned: You've been badgering Leo about that portrait for years, and the dice are loaded, so of course you're showing him.

Clues You Can Share

- > "Just after ten I saw Priya come out of the Ledger Chamber with an empty basket, wiping her eyes."

Information to Seek

- ? Your private word with Leo about repainting the Landlord's Game portrait, dice rolling on the table. (ask Leo Larkspur)
 - ? Your seating-chart confrontation with Jess, when you steer her onto Dev's lateness. (ask Lady Jess Thistlewood)
 - ? Priya offers you pumpkin bread. You eat three slices while telling her the Ludlow harvest fair is rigged, and she gets her own back with gossip. (ask Priya Ashgrove)
-

2 The Water Gate

Your Tasks

- * Pull your cousin Tom aside near his lodge or the front door, out of earshot. Thank him quietly for the key, and agree what you will both say if you're pressed. Ask him straight out why Dev is telling people he came up the cellar stairs with wet boots, and listen to what Tom found at the water gate.

If questioned: Tom is your cousin and your second. The pack talks business whenever it likes.

- * Once the Court knows the poison was in the decanter, stop hiding. Pull the envelope from your waistcoat and confess to the room that you borrowed Tom's key and went into the Ledger Chamber at a quarter to eleven, and that you lied about the terrace. Read out the Keeper's decree against House Ravensworth. Then look Dev in the eye and ask him what he knew about it. Keep the folded note back for now.

If questioned: You're a wolf, not a sneak. You went in looking for proof the renewal was rigged, and you found that someone else had been rigging the shore.

Clues You Can Share

- > You have: The Keeper's Decree and Priya's Note

- > "At 10:45 I let myself into the Ledger Chamber with Tom's key. The Keeper was slumped in his chair and I thought he was dozing. On the desk lay a decree, signed but not yet sealed, stripping House Ravensworth of its seat and banishing Lord Dev Ravensworth from Truce ground at dawn for selling the eastern shore to the Great Western Railway. I took it, and a folded note with it."

Information to Seek

- ? Your private word with Tom by the lodge. (ask Tom Ironside)
- ? Your confession to the room. Hannah speaks up when you admit the Keeper looked like he was dozing. (ask Hannah Morrow)
- ? Your announcement, when you read out the decree and challenge Dev. He deflects by pointing at your cousin. (ask Lord Dev Ravensworth)
- ? After your confession, Priya asks you anxiously whether you took anything else from the desk. (ask Priya Ashgrove)

3 Before Dawn

Your Tasks

- * Find Aisha and her notebook. Insist that she finally put it on the record, in ink, that you won the 1919 Landlord's Game. While she humours you, ask what a vampire chronicler knows about sleeping draughts and which houses still brew them.
If questioned: You've wanted the 1919 result corrected in her chronicles for years. Tonight she has a captive audience.
- * When the strongbox is brought out, stand at Tom's shoulder as Blackmoor's witness while he tries his little iron key. Insist on hearing every document read aloud, so nobody can say it was rigged. Then listen for what the Keeper meant for the wolves.
If questioned: Blackmoor has a right to see the Keeper's last wishes opened honestly, and Tom is pack.
- * After the strongbox is read, take the folded note from your envelope and give it back to Priya in front of everyone. Tell the Court it was a plea, not a threat, and that her charter was approved. Then accept a slice of her bread and say the fair judges are still rigged. If you're feeling magnanimous before the vote, take the 1919 score sheet from your wallet and slide it across to Dev: 'You won that one fair. Only one, mind.'
If questioned: It's her note, and it never should have left the Keeper's desk. You took it, so you give it back.

Clues You Can Share

- > You have: The Keeper's Strongbox
- > You have: The Keeper's Decree and Priya's Note

Information to Seek

- ? Your meeting with Aisha about putting your 1919 'win' on the record. (ask Aisha Vell)
- ? You stand as Blackmoor's witness while Tom opens the strongbox with his little iron key. (ask Tom Ironside)

Costume Notes

Setting: Midsummer Eve, 1925.

A fur-collared overcoat or shaggy scarf, a battered flat cap, and a pocketful of dice you insist are loaded.

Costumes are optional but encouraged! Even small touches like accessories or color choices can help you get into character.

Good luck, Marcus Greymane

May the truth be revealed...