

Introductory paragraph

This quest initiates when the player character lands or teleports to Legion's Dalaran after completing the "Good Suramaritan" achievement. The PC is approached by a distinguished looking Nightborne butler holding a letter for them on a silver platter. Upon picking up the letter, the quest "The Pleasure of your company" begins which takes the PC to a lavish party being thrown at Eau'Lune Manor in Suramar's Artesian District.

Ext: Upon Landing in Legion's Dalaran flight point:

Nightborne: Sebastian	Player
May I request your time for but a moment good sir/madam?	What do you need?
Ah, what indeed! My master is throwing a party in your honor, champion! Your great deeds for Suramar has left you with quite the reputation. My master extends his deepest wishes that you should attend. Take this invitation. I do hope to see you there!	Action: Takes the letter and quest starts

Letter in inventory reads: You are cordially invited to a dinner party to celebrate the liberation of our great city. Honored Guest: Champion of the Horde/Alliance. Eau'Lune Manor and Vineyard. Transportation to be given at Astravar Harbor.

Quest: The Pleasure of Your Company

Quest Objective: Meet Sebastian at Astravar Harbor in Suramar.

Ext. Suramar: West side of Astravar Harbor by the docks.

[Sebastian is standing by a boat at the dock waiting to depart. When the PC turns in the quest and accepts the following quest, "Fashionably Late", a second Nightborne man named Hermcule Merlot appears. There are also several hooded Nightborne standing about with the, "Suspicious Man" NPC name. If the PC interacts with them, they will say nothing. "..."]

Sebastian	Player
Ah, splendid! The master will be most pleased!	Accept
The boat will be here any second now. Come, come! I'm sure everyone at the party is most excited to meet you!	Complete quest

Quest: Fashionably Late

Quest Objective: Travel to Eau'Lune Manor with Sebastian. When you're ready to depart talk to Boatmaster Yvriel in Astravar Harbor to begin.

Ext. Suramar: West side of Astravar Harbor by the docks.

[When the PC interacts with the Boatmaster, Hermcule Merlot appears, walks onto the boat, and sits down opposite the PC and Sebastian. The following conversation takes place as the boat is moving towards the dock at Eau'Lune Manor.]

HERMCULE MERLOT:

Room for one more? I say 'tis a bit cramped. I am not one for travel by water.

SEBASTIAN:

Ah, Hermcule! How are you my good sir? I did not know you would be joining us this evening. I dare say, it makes me a bit nervous!

MERLOT:

Why is it when Merlot is involved everyone assumes it is because of murder? No no no Sebastian. I simply require to stretch my legs a bit. Loosen up the old pins. Merlot does enjoy a good party!

SEBASTIAN:

So, what has Suramar's most famous detective been up to these days?

MERLOT:

Not much, I'm afraid. Our friend here has had quite the impact on crime within the city.

SEBASTIAN:

Isn't that simply marvelous?

MERLOT:

I can't say I'm not the least bit disappointed. Soon I will be out of a job!

Quest: Fashionably Late

Ext. Suramar: Eau'Lune Manor docks

[The boat docks and the NPCs walk off the boat to stand by the docks. The PC can now initiate the start of the quest "Honored Guest."]

Sebastian	Player
We have arrived!	Accept
Do you hear that Champion? The festivities have started! Come, come. We should introduce you to the master before you make your public appearance! He is waiting for you in the drawing room.	1. Who is your master anyway? 2. Accept
(If Option 1 is selected.) Why none other than the esteemed Baron Laldrec Eau'Lune himself! Head of the Eau'Lune Winery Dynasty! Our Wines are of the highest caliber! You would be hard pressed to find such spirits with a fuller body and crisper taste than those crafted at Eau'Lune Vineyards!	Complete Quest

MERLOT:

[Attempts to walk off the dock and through the entrance gate]

GUARD:

Invitation?

MERLOT:

Right right. Here it is. Whether it be a case or a soiree, Merlot always comes prepared!

Quest: Honored Guest

Quest description: Meet Baron Laldrec Eau'Lune in the drawing room before entering the party.

[Laldrec Eau'Lune NPC stands in the middle of the Manor's drawing room where the PC can turn in the quest, "Honored Guest" and initiate the quest, "Well don't mind if I do." Alternatively, the PC can walk around the manor and if they do, they will encounter these barks from various NPCs.]

If exploring the manor first:

Nightborne Nobleman	*Standing in front of table with various wines* Now which one should I try next?
Nightborne Noblewoman	Can you believe it? With the chef? Why I would have been mortified!
Nightborne Aristocrat	Now you didn't hear it from me but...I hear Silgryth isn't too pleased with her father's recent business decisions.
Nightborne Musician	Do you have any requests?
Antionette (Head Maid)	Welcome, Champion! Can I get you anything? Some wine perhaps?

Int. Eau'Lune Manor: Drawing Room

Laldrec	Player
Marvelous! The guest of honor has arrived!	Accept
Ith'el kanesh, Champion, I am pleased to see you accepted my invitation. We have much to celebrate tonight! The liberation of our wonderous city and the beginning of a fruitful partnership with Eau'Lune wineries biggest rivals! Ah,	Accept

<p>it brings a tear to my eye thinking that the Jewel of Azeroth is free and will have her streets running with delicious wine! I simply had to have the Champion of the Horde/Alliance be present tonight for such a monumental occasion! You see, Champion, after hearing of the Arcan'dor fruit's healing powers, we flew like the wind to acquire one to use in our recipes! I never would have guessed that it would be none other than Lysandra Beaujoliex, the owner of Beaujoliex Vineyards, who would offer to procure one and share in its bounty! *Ahem* Now then, tonight we shall toast to the future of the Shaldorei and, especially, the future of Eau'Lune wineries!</p>	
<p>Our guests are all dying to meet you!</p>	<p>Accept</p>

Quest: Well don't mind if I do

Quest Description: Meet the partygoers. [Talk to Desdemona, Silgryth, Kirlia, Merlot, and Lysandra.]

[At this point the PC is lead to the mansion's back patio area where the party is taking place. Random Nightborne waiters mill about holding trays with food and drink amidst the fancily dressed elite. The following lines are what the PC encounters from each of the NPCs.]

Desdemona Eau'Lune	Player
<p>*Desdemona appears she has had too much to drink and is fast asleep. Her soft mumbling is ineligible*</p>	<p>Accept</p>

Kirlia Eau'Lune	Player
Ah, Champion. *Kirlia regards you for a few seconds* I hope you do not mind but I took the liberty of telling a few influential people of the closeness of our friendship.	But we just met each other.
Kirlia winks at you I am known to bend the truth and cover it in sugar from time to time. I do love it when I get what I want.	Accept.

Lysandra Beaujoliex	Player
My my, the belle/beau of ball has come to talk to little old me? *You can tell by her tone of voice this was meant in jest*	*Laugh awkwardly*
Lysandra Beaujoliex. Pleasure to make your acquaintance. *Lysandra offers you her hand* But I am sure you've heard a lot about me.	Accept.
Lysandra lifts her wine glass in your direction A toast to new beginnings.	Accept.

Silgryth Eau'Lune	Player
Champion, a pleasure to make your acquaintance. I am Silgryth Eau'Lune, eldest daughter and heiress to the Eau'Lune dynasty. *Silgryth offers you her hand*	*Take her hand and kiss it* *Ignore her hand*
Enjoy!	Accept.

Hermcule Merlot	Player
Champion! How are you taking to being the center of attention? Merlot is quite used to having all eyes on	Accept.

him. It is nice to be in the background for a change. *Merlot approaches you and lowers his voice* Although, Merlot is always aware of the shadows lengthening around him!	
Merlot chuckles	

Quest: Party Crashers

[Once the PC interacts with all the above NPCs the previous quest will end, and an encounter will begin with several masked Nightborne assailants crashing the party.]

Quest Description: Defeat all enemies and defend the partygoers.

The following are barks said by the assailants:

We will have justice!
Meet your end, outsider!
Suramar will rise again!
The Night has Claws!

Death Barks:

Death...comes for you
Elisande...forgive me
This is just the beginning...

A note can be looted off one of the bodies which reads:

Kill all that you can but whatever you do, Do not harm D.

[At the end of the encounter Hermcule comes up to the player.]

Hermcule	Player
By the Nightwell, Champion, are you okay? That was most unexpected. I cannot seem to go anywhere nowadays without mayhem following suit! Did you catch what one of them yelled before the attack? "The Night has claws!" Curious...	I found this. *Show Merlot the Note*

Merlot strokes his impressive moustache It appears we have foiled someone's plans for the evening. I bet they were not counting on you, nor I, being here.	What do you think that means?
Now now, Champion, patience is a virtue. I need a moment to collect myself.	Complete quest.

After the player closes this quest box an on-screen text box appears.

Silgryth Eau'Lune
Screaming Come quickly! Something has happened to Father!

Quest: Murder they wrote

Quest description: Follow the scream to find out what is going on.

[The Player Character is then directed back to the drawing room they were in earlier. The body of Laldrec Eau'Lune lies motionless on the ground. Silgryth stands crying over her father's body. Various items around the room have been strewn about.]

[Hercule Merlot enters the room and is the quest turn in. The PC can then accept the next quest, "A Salt and Pepper."]

Quest: A Salt and Pepper

Quest Description: Search the room for three clues about what happened.

Hercule Merlot	Player
It's clear the attack at the party was meant as a diversion. The real target was Laldrec himself. Champion, help me look around the room. Nothing sings the melody of truth more than the murder scene.	Accept.

[There are three point around the room where the PC can inspect for clues.]

CLUE 1: An owl statue lays shattered on the ground. The magic that once held it up is now gone.

CLUE 2: A close look at the window reveals that it is locked from the inside and there is no sign of forced entry or exit.

CLUE 3: Shards around Laldrec's body appear to have originated from some sort of jewelry.

Hercule Merlot	Player
Very good, Champion, now the real work can begin.	Complete quest

MERLOT:

I think it is time we ask the victim.

[Hercule bends down next to the body of Laldrec Eau'Lune to inspect it.]

MERLOT:

The placement of the knife should not have been fatal. There are other elements at play.

Quest: To Catch A Killer

Quest Description: Search Eau'Lune manor for more clues

Hercule Merlot	Player
Do you see this Champion? The placement of the blade wouldn't have slain poor Laldrec on its own. *Merlot gestures to the broken shards strewn about Laldrec's corpse * Me thinks foul magic is also at play here. Do you see these shards? They are a type popular among the Suramar elite for protection wards. You wear it around your neck to ward off would be	Accept.

assassins. It seems whoever wanted Laldrec dead knew about it and thought to dispel it first. Notice how the magic in the rest of the room is gone? I suspect the blast from the dispel is what actually killed him.	
It is high time we seek out the culprit. As you mentioned the windows in here haven't been tampered with which says to me that the killer is still in the house. They couldn't have gotten far. Let's spilt up. We can cover more ground that way.	Accept.

[The quest marker first takes the PC over to the kitchen were a marker on can be interacted with that says, "There appears to be a knife missing."]

[The quest marker then takes the PC out to the garden where they can interact with a Gardener standing near some flowery manicured hedges. They say, "No, I haven't seen anything suspicious! It's been an uneventful night besides the occasional guest coming out to smell the flowers."]

[The quest marker updates directing the PC to the upstairs master bedroom. The PC can interact with the fireplace in the room. "There is a shiny silver locket with intricate etchings on it wrapped around a note. The picture inside is too damaged to be able to tell what it once was. The note reads, "Dee, my love, wait just a bit longer. We will be together soon, I promise." - Pierre." It appears someone tried to burn both items.]

[MINI BOSS FIGHT: A hooded figure then leaps out and attacks the Player Character. Before the PC can kill them, they stun you and run away.]

Int. In the Drawing room

Hermcule Merlot	Player
Did you find anything?	Complete quest

Quest: Among Us

Quest Description: Find out who Pierre is.

Hermcule Merlot	Player
<p>*Merlot listens intently as you describe to him what just happened* The Killer is getting desperate then. The fact that they didn't immediately escape the manor but tried instead to burn this locket and note tells us that we should pay close attention. It looks like we first need to figure out who this "Pierre" fellow is. It is time to interrogate some people.</p>	<p>Accept.</p>

Int. In the Drawing Room

Silgryth Eau'Lune	Player
<p>Thank you for all your help Champion. I can't believe Father is gone. You know, being the heiress to the Eau'Lune dynasty wasn't always easy. My father did work me to the bone to make sure I was cut out for the job. He was always so kindhearted though.</p> <p>*Silgryth wipes at her eyes* Who would do such a thing?</p>	<p>Do you know who Pierre is?</p>
<p>Pierre? No, I can't say that I do. I don't concern myself in getting to know the help or the low born.</p>	<p>Thank you for your time.</p>

Int. Main Party Room

[The Player Character is lead back down to the where the party once was. A few Nobles still mill about but the crowd

has thinned out considerably. Lysandra and Kirlia are still here.]

Lysandra Beaujoliex	Player
<p>What a disaster this whole endeavor has turned out to be. As you have already heard, this was supposed to celebrate a new partnership between Beaujoliex Vineyards and Eau'Lune Wineries. We were going to split the cost of the Arcan'dor upkeep and share in its harvest. With Laldrec gone that means Silgryth will take over and I am less enthusiastic about working with her than I did her father.</p>	<p>Do you know who Pierre is?</p>
<p>No? Why would I know anyone by that name? I'm sorry Champion. Business calls and this is a mess I need to tend to immediately.</p>	<p>Thank you for your time.</p>

Kirlia Eau'Lune	Player
<p>Ah there you are. I was looking for you. Some of my friends in high places were beginning to doubt that I knew the Champion of Horde/Alliance.</p>	<p>Aren't you the least bit concerned about your father being murdered?</p>
<p>Oh yes, that. You see it was bound to happen eventually. Being the figurehead of such an esteemed noble house does paint a rather large target on your back. *Kirlia looks annoyed for a moment and rolls her eyes* I was so looking forward to tonight's festivities.</p>	<p>Have you heard of anyone named Pierre?</p>
<p>*Kirlia glances around to make sure no one is listening* Follow me. Let us</p>	<p>Accept.</p>

talk in a more private place.	
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[The Player Character then follows Kirlia out of the main party room, down the hall, and into the vacant library.]

Kirlia Eau'Lune	Player
There that's better. Now we can talk in peace.	Can you tell me who Pierre is now?
I suppose I should start from the beginning. Pierre DeChamp was the name of the Head Chef who used to work in our kitchen. He, like many other servants before him, thought to get ahead of himself. He began a secret courtship with my mother. *Kirlia makes a face of disgust* I don't know what possessed her into doing such a thing and with the chef? Why if that were me, I would be too embarrassed to show my face in high society ever again!	Focus Kirlia, what happened next?
Well Father was beside himself in rage when he found out. Caught them in the kitchen once in the middle of the night on his way to get a drink of water. Shame really. Father fired him on the spot and cast him out. The last I heard; Pierre was having a hard time finding work. That does make sense I suppose. Why would anyone hire a chef who's known to stuff things other than the food?	Thank you for your help.

Int. Drawing Room

[The Player can now turn in the quest, "Among Us", and pick up the following quest, "The Plight of Desdemona."]

Hermcule Merlot	Player
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There is much to discuss, Champion.	Complete Quest.
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Quest: The Plight of Desdemona

Quest Description: Confront Desdemona Eau'Lune about her relationship with Pierre DeChamp.

Hermcule Merlot	Player
This Pierre fellow just turned into our prime suspect. You know what must be done. We must confront the Madame herself. We have peeled yet another layer of the, how you say, onion.	Accept.

Int. Eau'Lune Manor basement

[The quest marker takes the Player down into the basement where a confrontation occurs with Desdemona Eau'Lune.]

DESDEMONA:

No! I will not let you catch him!

[After her HP drops to 30%.]

DESDEMONA:

Stay thy hand, Champion! I...I give up!

[The Player can now interact with Desdemona, who is kneeling on the ground.]

Desdemona Eau'Lune	Player
I just wanted love and to be loved. I never wanted any of this to happen.	So, you resort to murder?
No that's not true! I am not so vengeful that I would resort to killing my own husband. Pierre wrote to me that we would be together soon. I am a fool. I should have guessed he would try something like this. He ran into the teleporter in the other room. If you hurry,	

you can catch him. I...I grow tired of all of this.	
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[Hermcule Merlot is now in the basement and the Player can turn in the quest, "The Plight of Desdemona", and pick up the quest, "Baking and Entering."]

Quest: Baking and Entering

Quest Description: Take the teleporter in the other room to find Pierre DeChamp.

Int. Eau'Lune Manor Basement in the second room.

[Passed a magical doorway there is a second room that has a few teleporter portals, leylines, and leyline crystals all set up in an intricate design. Once the Player enters the room Merlot enters and remarks that they seem to have been moved.]

MERLOT:

It appears the Madame was telling the truth. It looks like this teleporter was recently use. And what is more, the ley line crystals have been recently rearranged as well.

[The Player then steps onto the teleporter. Instead of teleporting you somewhere outside it takes you to a secret chamber deep underground where the Arcan'dor seed is being held except the seed is nowhere to be found. The body of Pierre DeChamp lies mangled and dead on the ground. There is a large Suramar Shield Guard and two Guardian Constructs that immediately turn hostile and yell, "You are not permitted here!"]

BOSS FIGHT: Arcan'dor Room Gaurdians

[After the fight, Desdemona and Hermcule teleport into the room. Desdemona runs over to the body of Pierre and weeps standing over it.]

Hermcule Merlot	Player
Poor champ. *Merlot takes off his hat* He most likely did not realize the teleporter had been rearranged and hadn't meant	Complete quest

to end up in here. We should go, Champion. Let us give the Madame some privacy to grieve.	
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Quest: The Hour of Twilight

Quest Description: Meet Merlot in the Manor Library to discuss the events that took place.

Int. Eau'Lune Manor Library

Hermcule Merlot	Player
I have been thinking, Champion. I'm trying to cross all my Ts and dot all my Is but something's not quite right!	How so?
Remember the state of the room that Laldrec was killed in? There was a massive mana explosion. A mere chef wouldn't have the arcane strength to dispel such a powerful protection ward.	That's true. He wouldn't.
Also, Silgryth pretended to not have known who Pierre was and yet she thought to mention that she didn't know the servants. Why assume that Pierre was a servant and a low born based solely on the name?	It's all very strange.
Weird indeed my budding Sleuth friend. Did you also notice the Arcan'dor seed was missing from its chamber?	Yes I did!
Why I would say someone orchestrated this whole operation! The attack from the Duskwatch Loyalists, Laldrec's murder, the dispelling of the mana ward, Pierre's untimely demise, and now this...the true goal	Accept.

of the evening... Come, Champion, We must stop Silgryth before she gets away. The hour of Twilight comes, and she comes for us all!	
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Quest: The Hour of Twilight

Quest Description: Confront Silgryth Eau'Lune.

[The quest takes the player back out to the docks where Silgryth is boarding a boat along with several of her underlings. The Arcan'dor seed can be seen being transported.]

Ext. Eau'Lune Manor docks.

MERLOT:

Stop! Thief!

SILGRYTH:

You dare accuse me of thievery in my own home?

MERLOT:

Give it up, Silgryth, we know it was you who orchestrated this entire thing. And for what? Money? Power? You already have it all.

SILGRYTH:

Bah! Guards take care of these fools!

[The Player must defeat several Eau'Lune Manor Guards.]

SILGRYTH:

It seems when you want a job done correctly you must do it yourself.

[Silgryth is an elite Arcanist mini boss with two mana sabers named "Purrcy" and "Paws" who aid her in the fight.]

[When the encounter starts Silgryth will say the following barks.]

Silgryth Eau'Lune
I'll make you regret the day you heard of the name of Eau'Lune!
Feel the night's wraith! (When casting)
Pathetic lowborns! (When attacking)
No! Impossible! I...I still have much to accomplish! (Near Death)

[Silgryth will concede when she drops to 10% health.]

SILGRYTH:

Enough! Enough!

MERLOT:

Before you are taken away. Humor me. Why did you do it.

SILGRYTH:

My father is a kindhearted fool! His weakness is why we haven't been able to dominate Suramar's wine industry yet. Agreeing to work with our biggest rivals would have been a terrible mistake. I thought...I thought if I took it over, I could make it happen.

[Silgryth is lead away by Duskwatch guards.]

MERLOT:

Shaking his head Shame really. Such promise going to waste. Champion, many thanks for helping to pop the cap on this case. Let it be known to all of Suramar's criminal underbelly that they have only two things to fear. Their God and Hermcule Merlot!

[The Hour of Twilight can now be turned in. Quest reward is a Murloc pet named, "Murlot" with an impressive handlebar moustache, monocle, and bowtie.]

Quest Chain End.