

# THE SCORE: SPIRIT WARDEN ESCAPE

*“The hulls are well-maintained, the Wardens are trained for any form of incursion and the eyes and ears of the organization are many. What dark force could possibly pose a threat to our peace?”*

—TUSIL, ADVISOR TO THE LORD GOVERNOR OF DUSKWALL

A terrible magical disease called ‘Leviathan’s Blight’ has swept its way through Doskvol, prompting mass deployment of Spirit Wardens to contain it. This has drawn a majority of them away from Bellweather Crematorium in Chaterhall and a number of factions have their eyes set on this sparkling prize.

The plan has been set in motion, one of you has gone and gotten themselves killed, scooped up by the legendary Spirit Wardens for interrogation and experimentation. You have been backed by a powerful organization. They will help you get your crew member out, for a price.

## HELL BREAKS LOOSE

We begin as the lever is pulled and the juice begins to drain from the ghostly prison your crew member is kept in. As their ghostly moans fill the room you begin to hear it, alarms. Blaring. You’re Blades, you’re prepared for this, but let’s see how many of you make it through the Spirit Wardens net. Don’t die.

## PATRON

*What powerful faction has backed this, who will extract their pound of flesh from you if you do not return with what they need? (Select one and answer the questions that follow)*

- **LORD SCURLOCK – HEAD INQUISITOR OF THE EMPEROR IN DOSKVOL.** *How has Scurlock ensured your cooperation with his dark desire? What ritual has he granted you to aid in your escape?*
- **HARVALE BROGAN – OWNER OF THE CENTURALIA CLUB IN BRIGHTSTONE.** *How does this job assist Brogan’s monopoly on spirit trafficking? What political pressure has he applied to aid in your escape?*
- **ALAYNE - THE QUEEN OF SKOV.** *What promise did you make Alayne to rile up the Skovlan Refugees? How will they cover your escape with brute force?*

## SCORE

*What is it that your patron needs, what is keeping you from it? (Select one and answer the questions that follow)*

- **THE DEMON SETARRA, CONTAINED WITHIN THE LABS.** *What have you brought with you to keep this creature under your control? What happens if she breaks loose?*
- **A PROTOTYPE SPARKWRIGHT INVENTION OF UNTOLD WORTH,** *What terrible power does the invention harness? What catastrophic event would occur if something in its activation went awry?*
- **INFORMATION. A WAY TO REVERSE THE SPIRIT WARDEN’S RITUALS OR SOME OTHER DARK SECRET?** *What secrets does your patron desire most? Who would kill you to keep these secrets locked away?*

## COMPLICATIONS

*What are you immediately facing, what additional danger will be brought upon you if it is not dealt with? (Select one and answer the questions that follow)*

- **A ROVING EXPERIMENT.** *What is the nature of the monstrous creature which hunts you now? Can it be stopped?*
- **A RIVAL GANG LOOKING TO EXPLOIT THE CHAOS.** *What did you do to earn their ire in the past? What do they know about you that cannot get out?*
- **A VINDICTIVE SPIRIT WARDEN.** *What suspicion brought them back to Bellweather? What do they possess that blocks your exit from the Crematorium?*

## QUESTIONS FOR THE GM

*What is the cost if the Blades can’t return with the promised payment? What additional threats do the Blades face once the job is done?*

### BELLWEATHER CREAMTORIUM

	PEOPLE	LOCATIONS	OCCULT
1/2	Corrin Alwyn, a Skovlan smith	Electroplasmic incinerator, thrumming	Wystria, reconciled ghost
3/4	Talatha Slane, city council advisor	Dalmore library of spectrology	A caged vampire, hooded, nameless.
5/6	Levyra, a spirit medium.	Laughter, Song, Music	Hull, under construction.

