

Once again, you've been summoned to the gothic manor house at the edge of Doskvol's Brightstone district. **LORD HARROW**'s (enigmatic, old-fashioned) pale fingers drum rhythmically on a vitrine as you enter his dingy study. Scrolls and exotic artifacts line the study's walls. Embers of dusklight cast long shadows onto Lord Harrow's gaunt face. He steeples his fingers as he addresses you.

*"The catacombs beneath the **SANCTORIUM** are home to many valuable oddities. In the labyrinth of tunnels and crypts is a burial chamber containing a rare amulet of considerable interest to my benefactor. Find the burial chamber and bring me the artifact."*

### WORLDBUILDING QUESTIONS

- ❖ What does the Amulet look like? Does wearing or carrying it grant any abilities?
- ❖ How will you recognize the burial chamber? Is a passphrase or ritual required to enter?
- ❖ Is someone you were close to buried beneath the Sanctarium?

### SCENES & COMPLICATIONS

*Acolytes only grant entry to the Sanctarium to members of the **CHURCH OF ECSTASY**.*

- ❖ An acolyte demands you recite the Oath of Flesh to prove your faith
- ❖ One of the worshipers recognizes you

*You travel deep into the catacombs.*

- ❖ A damaged **HULL** working for the **SPIRIT WARDENS** mistakes you for rogue spirits
- ❖ The **SPECTER** of a sobbing woman materializes in the corridor ahead of you
- ❖ A tunnel collapses behind you

*Winding stairs lead up to a great stone arch. Ahead, you hear chanting voices. **CULTISTS** in dark robes dance around an altar.*

- ❖ An Echo of a violent sacrifice fills the room
- ❖ A cultist performs a possession ritual

*Beneath the Sanctarium, **PRECEPTOR DUNVIL** (obsessive, sadistic) performs strange experiments.*

- ❖ He injects you with a hallucinogenic potion
- ❖ A **HOLLOW** gets loose from its restraints
- ❖ Dunvil tries to stab you with a poisoned blade

*The **BURIAL CHAMBER** is damp and lit by flickering gas lamps. The **AMULET** hangs around a statue's neck.*

- ❖ You recoil as you touch the amulet—it burns!
- ❖ The tomb in the burial chamber opens to reveal a terrifying horror\*

*Outside **LORD HARROW'S STUDY**, bronze-masked Spirit Wardens confront you.*

- ❖ They know when you're lying
- ❖ The Spirit Wardens demand you come with them, and try to take you by force

\* The Summoned Horrors table in the *Blades in the Dark* rulebook (p. 304) contains ideas for Demons and Horrors

Lord Harrow's lips fold back into a sinister smile as you reveal the amulet. His teeth—long and unnaturally pointed—resemble those of a carnivore. He delicately places the amulet in a display case beside a black gemstone and a pair of **SPIRIT WARDEN** masks.

*"My benefactor will be most pleased... I think you'll find your payment quite generous. I do hope you didn't have too much trouble accessing my—the—burial chamber. Now, if you'll excuse me, I have other business to attend to. I'm sure you can show yourselves out."*

Mournful wails echo through a doorway behind Lord Harrow from some unseen place in the depths of the manor. His smile widens as he gestures for you to leave.