

A few days have passed since a terrible **PLAGUE** in Duskvol's trade quarter—Nightmarket—was cured by High Priestess Selene's Soulweave potion. One night, she calls upon you, her most trusted sisters in the **CAT'S TAIL COVEN**, to meet in the coven's apothecary. Amid softly glowing crystals and shelves of dried herbs, the High Priestess stands next to an unconscious man tied to a chair.

*"Earlier today we captured this intruder sabotaging the Soulweave potion. He confessed he's an acolyte in the **CULT OF THE EMPTY VESSEL**. The cult deliberately created the plague to weaken the Ghost Field in Duskvol and open a pathway for a primal evil from before the Cataclysm. We must act quickly to prevent this.*

*The only advantage we have right now is the element of surprise. The cult has constructed a **HULL**—a massive clockwork golem—to serve as the vessel for this horror, right here in Nightmarket, below **THE VEIL** social club."*

APPROACH & OBSTACLES

The Veil is a luxurious social club known for permitting entry to all manner of exotic guests, especially those who dabble in arcane matters of dubious legality.

UPPER FLOOR: Enter from a balcony door on the upper floor of the establishment.

- ❖ Basement rental contract with **LORD HARROW**
- ❖ Private security patrol
- ❖ A blackmail list

ENTRANCE: Bioluminescent plants coil around majestic pillars. A guard stands watch.

- ❖ The guest or members list
- ❖ Nobles are waved in
- ❖ The guard checks you for weapons but not arcane items

STAFF DOOR: The employees of the Veil enter through this unassuming side door.

- ❖ Staff carry a big statue
- ❖ A servant reveals a clue leading to the basement
- ❖ Cut the power to the building

SCENES & COMPLICATIONS

The entrance to the basement is behind a locked door. An acolyte in a porcelain mask guards it.

- ❖ The guard demands identification (a secret handshake, a secret tattoo)
- ❖ The cultists below are alerted
- ❖ The guard calls for reinforcements

The Hull lies motionless in a pentagram decorated with flickering candles. Lord Harrow clutches an amulet pulsing with power as masked acolytes chant around a pentagram.

- ❖ Lord Harrow orders acolytes to subdue you
- ❖ He uses his amulet to siphon your life-force

*The barrier to the **GHOST FIELD** is weakened. The stairs into the basement are shrouded in swirling shadows.*

- ❖ Whispering spirits disorient you
- ❖ The **GHOST** of a friend or rival appears, to help or to confront

Acolytes surround you on all sides. Behind you, an acolyte holding a ritual knife bars the door.

- ❖ An acolyte pierces you with a poisoned blade
- ❖ Lord Harrow uses his amulet to paralyze you
- ❖ Acolytes drag you to the pentagram to sacrifice you to the **DEMON**

WORLDBUILDING QUESTIONS

- ❖ How is the cult powering the ritual? Are the guests of the social club in danger?
- ❖ Do the players stop the ritual? If they don't, can the demon be bargained with?
- ❖ Does Lord Harrow survive if the ritual is completed? Will his deal with the demon backfire?