**Stolen Arcana**

**The Unchained** want to steal arcane research from **The Sparkwrights**. **The Spirit Wardens**’ motivation for being involved is to prevent dangerous technology from falling into the wrong hands.

* **The Unchained**: Seeking tools for self-improvement and liberation.
* **The Sparkwrights**: Protecting their intellectual property.
* **The Spirit Wardens**: Ensuring stability in the city.

**Sabotaging the Hunters**

**Ironworks Labor** wants to sabotage **Strangford House**’s leviathan hunting ships to disrupt their operations. **The Dockers**’ motivation for being involved is to weaken their oppressive employers.

* **Ironworks Labor**: Striking back against exploitation.
* **Strangford House**: Maintaining their supremacy in leviathan hunting.
* **The Dockers**: Seizing the opportunity to rebel.

**A Rift in the Void**

**Void Divers** want to sabotage a Void Gate controlled by **The Imperial Military** to explore its arcane secrets. **The Reconciled**’s motivation for being involved is to recover lost spiritual knowledge.

* **Void Divers**: Delving into forbidden realms.
* **Imperial Military**: Defending their critical infrastructure.
* **The Reconciled**: Safeguarding arcane wisdom.

**Secrets of the Flame**

**The Path of Echoes** wants to steal spirit-binding techniques from **The Dimmer Sisters**. **The Gondoliers**’ motivation for being involved is to prevent further spiritual exploitation.

* **Path of Echoes**: Expanding their knowledge of ghostly powers.
* **Dimmer Sisters**: Defending their occult rituals.
* **Gondoliers**: Protecting the spirit world’s balance.

**The Great Leviathan Heist**

**The Crows** want to steal valuable leviathan blood from **The Ministry of Preservation**. **The Fog Hounds**’ motivation for being involved is to profit from smuggling the stolen goods.

* **The Crows**: Looking to fund their operations.
* **Ministry of Preservation**: Guarding their rare resources.
* **Fog Hounds**: Seeking wealth from the underworld trade.

**Breaking the Circuit**

**Sparkrunners** want to sabotage an electroplasmic refinery run by **The Sparkwrights**. **The Unseen**’s motivation for being involved is to weaken both factions for their benefit.

* **Sparkrunners**: Crippling industrial power to aid the people.
* **Sparkwrights**: Protecting their technological advances.
* **Unseen**: Manipulating rivals to maintain dominance.

**The Ghost’s Treasure**

**The Ink Rakes** want to steal classified reports about spirit activity from **The Inspectors**. **The Path of Echoes**’ motivation for being involved is to suppress damaging information.

* **Ink Rakes**: Publishing shocking revelations for fame.
* **Inspectors**: Keeping sensitive information secure.
* **Path of Echoes**: Preserving their spiritual interests.

**Tools of War**

**The Grinders** want to sabotage **The Imperial Military**’s weapons shipments. **Skovlander Refugees**’ motivation for being involved is to aid the rebellion against Imperial oppression.

* **The Grinders**: Undermining military power.
* **Imperial Military**: Protecting their supply lines.
* **Skovlander Refugees**: Fighting for freedom and survival.

**Stolen Cargo**

**The Dockers** want to steal high-value goods from **Rowan House**’s private shipment. **The Sailors**’ motivation for being involved is to disrupt Rowan dominance in trade.

* **The Dockers**: Seeking financial leverage.
* **Rowan House**: Defending their wealth and influence.
* **Sailors**: Striving for equality in maritime commerce.

**The Leviathan Sabotage**

**The Ironworks Labor** wants to sabotage **Leviathan Hunters**’ machinery to halt blood extractions. **The Gondoliers**’ motivation for being involved is to stop environmental damage.

* **Ironworks Labor**: Fighting exploitation of workers and resources.
* **Leviathan Hunters**: Preserving their livelihood.
* **Gondoliers**: Protecting the waterways and spirit balance.

**The Great Train Robbery**

**The Rail Jacks** want to steal an experimental locomotive from **The Ministry of Preservation**. **The Unchained**’s motivation for being involved is to reverse-engineer its tech.

* **Rail Jacks**: Securing transportation innovations.
* **Ministry of Preservation**: Defending their assets.
* **Unchained**: Seeking technological freedom.

**Sabotage in the Sky**

**The Covenant** wants to sabotage a rival airship owned by **The Imperial Military**. **The Inspectors**’ motivation for being involved is to prevent escalating violence in Doskvol.

* **The Covenant**: Ensuring their dominance in the skies.
* **Imperial Military**: Protecting their strategic aerial assets.
* **Inspectors**: Maintaining law and order amidst chaos.

**The Spirit Heist**

**The Dimmer Sisters** want to steal a powerful ghost trapped by **The Spirit Wardens**. **The Path of Echoes**’ motivation for being involved is to free the ghost for their spiritual purposes.

* **Dimmer Sisters**: Harnessing supernatural power.
* **Spirit Wardens**: Preventing dangerous spiritual incidents.
* **Path of Echoes**: Advocating for spectral freedom.

**Arcane Equipment Raid**

**The Sparkrunners** want to steal an arcane prototype from **The Sparkwrights**. **The Leviathan Hunters**’ motivation for being involved is to weaponize the device.

* **Sparkrunners**: Distributing tech to the masses.
* **Sparkwrights**: Protecting their intellectual property.
* **Leviathan Hunters**: Exploiting the technology for profit.

**Union Sabotage**

**The Bluecoats** want to sabotage **Ironworks Labor**’s strike by inciting violence. **The Dockers**’ motivation for being involved is to protect the strikers and their cause.

* **Bluecoats**: Breaking up labor unrest.
* **Ironworks Labor**: Standing firm for workers’ rights.
* **Dockers**: Fighting for solidarity.

**A Tale of Two Heists**

**The Ink Rakes** want to steal incriminating documents from **The Unseen**. **The Inspectors**’ motivation for being involved is to shut down the Unseen’s operations.

* **Ink Rakes**: Seeking evidence for a groundbreaking exposé.
* **Unseen**: Keeping their activities in the shadows.
* **Inspectors**: Enforcing Imperial law.

**Rift Sabotage**

**The Void Divers** want to sabotage a fracture experiment by **The Spirit Wardens**. **The Gondoliers**’ motivation for being involved is to prevent disruptions to the ghost field.

* **Void Divers**: Exploring dangerous anomalies.
* **Spirit Wardens**: Guarding their research efforts.
* **Gondoliers**: Protecting spiritual equilibrium.

**The Council’s Secrets**

**The Unity Commission** wants to sabotage **The City Council**’s records to consolidate power. **The Ink Rakes**’ motivation for being involved is to uncover hidden corruption.

* **Unity Commission**: Eliminating political rivals.
* **City Council**: Protecting their administrative authority.
* **Ink Rakes**: Exposing the truth to the public.

**The Artifact Chase**

**The Path of Echoes** wants to steal a lost artifact from **The Dimmer Sisters**. **The Spirit Wardens**’ motivation for being involved is to prevent its misuse.

* **Path of Echoes**: Expanding their spiritual knowledge.
* **Dimmer Sisters**: Safeguarding their occult relics.
* **Spirit Wardens**: Protecting the city from dangerous magic.

**The Trainyard Explosion**

**The Grinders** want to sabotage **The Ministry of Preservation**’s rail operations. **The Rail Jacks**’ motivation for being involved is to protect their livelihoods.

* **Grinders**: Undermining the Ministry’s authority.
* **Ministry of Preservation**: Maintaining vital rail services.
* **Rail Jacks**: Defending their jobs and safety.