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.”

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| 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 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 building’s power | |

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| Scenes & Complications |
| |  |  | | --- | --- | | *The entrance to the basement is behind a door. An acolyte in a porcelain mask stands guard.*  ❖ The guard demands identification (a secret handshake, a secret tattoo)  ❖ The cultists below are alerted  ❖ The guard calls for reinforcements | *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 | | *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 | *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** | |

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| 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? |