

Documentation

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The City Burns

Episode 7 of Shadows of the Unnamed - A City-wide Crisis for 3-6 Investigators (Levels 4-6)

“When darkness claims the streets, who will light the way?” - Captain Marina

Introduction

The city fractures as void tears rend reality. Armed with Hayes’s knowledge and racing against time, investigators must coordinate a desperate evacuation while the noble houses complete their city-wide ritual. In the chaos of burning streets and spreading darkness, choices will determine who survives the night.

Part I: Streets of Chaos

Market District Mayhem Panic spreads faster than flame.

Initial Scene: - Market square in chaos - Multiple void tears hovering - Citizens fleeing in all directions - Guard posts overwhelmed

Captain Marina’s Briefing: *“We’ve got boats at the docks, safe houses in the warehouse district, and not enough time. Make every second count.”*

Emergency Response Time-critical decisions shape survival.

Priority Actions: - Establish evacuation routes - Identify safe zones - Coordinate guard responses - Counter cultist interference

Part II: Noble Betrayal

Manor House Horrors Each noble estate hosts a ritual node.

Manor Features: - Corrupted gardens - Void-touched guards - Reality distortions - Ritual circles

Lady Ravenscrest's Proclamation: *"The old powers return. Our birthright demands sacrifice. The city burns so darkness may rise."*

Breaking the Circle Each disrupted ritual weakens the whole.

Tactical Elements: - Multiple entry points - Guard patrols - Ritual components - Power sources

Part III: Race Against Time

Evacuation Challenges Critical Locations: 1. St. Mercy's Hospital - Immobile patients - Limited staff
- Void corruption approaching

2. Blackbrook Academy
 - Trapped children
 - Panicked teachers
 - Surrounding fires
3. Market Square
 - Mass panic
 - Collapsing structures
 - Cultist infiltrators

Time Management: - Sequential rescues - Resource allocation - Priority decisions - Consequence tracking

Part IV: The Last Stand

Dockside Defense Final escape route must hold.

Battle Environment: - Warehouse corridors - Ship gangplanks - Water hazards - Void tears

Captain Marina's Leadership: *"Every ship we fill is another hundred saved. Hold the line!"*

Running the Adventure

Chaos Management Timeline Tracking: 1. **First Hour** - Initial responses - Route establishment - Priority assessment

2. **Middle Hours**
 - Ongoing evacuation
 - Ritual disruption
 - Resource management
3. **Final Hour**
 - Last rescues
 - Noble confrontation
 - Escape coverage

Key NPCs

Captain Marina

- Dock master turned hero
- Emergency coordinator
- Last hope leader
- Unwavering resolve

Lady Ravenscrest *"Our ancestors knew the price of power. The city pays it now."* - Noble cult leader - Void-empowered - Ancient knowledge - Final adversary

Combat Encounters

Void Beasts (CR 4)

- HP: 65 | AC: 15
- Reality warping attacks
- Pack tactics
- Environmental adaptation

Noble Cultists (CR 5)

- HP: 70 | AC: 16
- Void magic
- Combat training
- Tactical coordination

Ravencrest Elite (CR 6)

- HP: 85 | AC: 17
- Noble combat arts
- Void enhancement
- Tactical mastery

Critical Decisions

Evacuation Priorities Each choice saves some, dooms others.

Resource Management Limited guards, medics, and transport.

Ritual Response Which nodes to target first.

City Districts

Market Quarter

- Dense crowds
- Narrow streets
- Multiple fires
- Escape routes

Noble District

- Defended estates
- Ritual nodes
- Guard patrols
- Power points

Dockside

- Escape ships
- Warehouse refuges
- Defense points
- Water routes

Resolution Paths

Maximum Rescue

- Focus on civilians
- Accept ritual progress
- Defensive strategy
- Higher survivors

Ritual Disruption

- Target nobles
- Accept casualties
- Offensive strategy
- Weaker void tears

Campaign Impact

Immediate Effects

- Saved populations
- Lost districts
- Power balance
- Next threats

Future Consequences

- Survivor dynamics
- Noble power
- City changes
- Final preparation

Closing Notes

“The city burns, but its people endure. Tomorrow’s battle may decide everything, but tonight we save who we can.”

Leads directly into Episode 8: “When Darkness Falls”



Figure 1: Detailed city map showing three major districts (Market, Noble Quarter, Docks) with evacuation routes, ritual nodes, and void tear locations. Include burning buildings, safe zones, and emergency response points. Highlight noble estates, dock areas, and critical locations (hospital, school, market square). Style: Classical D&D city map with disaster elements, void corruption markers, evacuation path indicators, and defensive positions. Include compass rose and legend.



Figure 2: A Victorian cityscape at night, buildings ablaze, with multiple void tears hovering in the sky. Panicked citizens flee through the streets while void-corrupted beasts emerge from the tears. In the foreground, Captain Marina directs evacuation efforts. Style: Dark urban fantasy, dramatic lighting from fires, void energy effects, crowd dynamics.



Figure 3: Lady Ravenscrest stands in her manor's ritual chamber, void-touched and elegant in noble attire, channeling dark energy through a massive ritual circle. Behind her, void-corrupted guards stand ready while reality warps around the edges of the room. Style: Gothic horror, aristocratic elements, void corruption, magical effects.