

In the back room of a high end Crow's Foot drug den, **MYLERA KLEV** (shrewd, ruthless) studies you for what seems like an eternity before lazily inspecting her immaculately groomed nails and addressing you.

"Generally, I do not deal with thieves—I find your kind distasteful. There is a piece of art I desire that the seller is reluctant to part with. I told him in very clear terms that everything has its price, but he refuses to see reason. The price, in this case, is a fraction of my honor. Retrieve the painting for me, and you will be handsomely rewarded."

With a flick of her wrist, Mylera tosses you a roll of parchment. On it, is a rough sketch of a portrait, and an address in Six Towers. The address belongs to **GRIGGS**—Chief Whisper of the **GONDOLIERS**.

APPROACH & OBSTACLES

APPROACH: Griggs' personal gondola — adjacent rooftop — street-side entrance — tunnel canal overlook — climb the garden wall — servant credentials — spirit disposal — courier delivery

Each area of Griggs' house contains possible challenges and opportunities.

MAP ROOM: A wide hall containing a scale model of Duskwall's canal system.

- ❖ Griggs giving a lecture
- ❖ **SPIRIT WELLS** marked
- ❖ Paintings of the districts

PERSONAL STUDY: Arcane artifacts in glass cases and a wooden desk fill the room.

- ❖ Landscape paintings
- ❖ Code to the Spirit Chamber
- ❖ A **HULL** writes tirelessly

SPIRIT CHAMBER: The walls are lined with spirit flasks. In an alcove hangs a framed portrait.

- ❖ A spirit lock prevents entry
- ❖ Stairs lead underground
- ❖ Adepts guard the area

"Remember, I only care about the portrait. No need to bring me the frame."

SCENES & COMPLICATIONS

Griggs lectures a group of adepts about Hollows that have washed up in the canals.

- ❖ An absent-minded adept takes notice of you
- ❖ Griggs finishes the lecture and asks the scribes to join him in the Spirit Chamber
- ❖ A Hull arrives with a delivery of spirit flasks

The Spirit Chamber's floor is made of metal, polished to reflect light like a mirror.

- ❖ The adept on duty confronts you
- ❖ A spirit tries to possess you or the adept
- ❖ A clockwork guard with bladed arms—a **SENTINEL**— springs to life and attacks!

*An adept announces that Griggs is a heretic and reveals herself as a **SPIRIT WARDEN**. Violence ensues as adepts clash in bloody combat.*

- ❖ What side do you take? Decide quickly.
- ❖ A Gondolier lands a crushing blow with a club
- ❖ Griggs flees the room and escapes to the canal

As you remove the painting from the wall, the image in the painting moves. A spirit is trapped inside, eager to get out.

- ❖ The spirit demands a vessel to possess
- ❖ An alarm is set off, attracting guards
- ❖ Someone turns off the lights

Mylera gestures to one of her Red Sashes to pay you as you hand over the painting to an attendant.

"Perfect. Be a dear and hang this somewhere near the entrance hall. Oh, and make sure it gets a new frame. I want those Gondoliers to hear about this painting's new owner. This will show the city that there are consequences to allying with the Lampblacks... As for you, good work. Perhaps you'll hear from me again."