

**THE MAN IN THE STOVETOP HAT** moves haltingly. His gestures are intentional but at all the wrong angles, as if he's learning to use his body for the first time. He speaks blankly, staring into the distance.

*"Pleased to meet you, friends. I am a humble servant of this great city. Duskvol. Or is it Duskwall? I represent a... group of people... who have a vested interest in the wellbeing of this city. As for your task, there is a **SCHOLAR**... err, a deranged cult-tist? He is disturbing the natural order within the Vaults beneath the South Bridge. Please, eliminate him. Or, I suppose you could simply stop his meddling with our... err, the South Bridge **SPIRIT WELL**."*

A mottled hand swings out, swaying like a puppet's limb before carefully dropping a scroll into your hands. The man bows low—unnaturally low—and departs, shuffling away down a foggy side street.

### APPROACH & OBSTACLES

**APPROACH:** The Vaults are a labyrinth of hundreds of stone rooms within the South Bridge in Six Towers. The rooms range in size from broom closets to cavernous halls. Originally designed to house taverns and tradesmen, the Vaults fell into disrepair and turned into slum housing, rife with crime.

Each area of the Vaults contains possible challenges and opportunities.

**MOONGLOW INN:** A poorly disguised, illegal distillery. The recipe is closely guarded.

- ❖ Hired muscle stands watch
- ❖ Body parts soak in barrels
- ❖ A secret passage

**SPIRIT WELL:** Robert Knox performs a ritual around a rift pulsing with violet light.

- ❖ A chalk summoning circle
- ❖ An ancient tome channels arcane energy

**THE PIT ROOM:** A rickety walkway leads across the deep chasm of this domed chamber.

- ❖ Rats hiss from the darkness
- ❖ The sound of rushing water echoes far below

**AREAS:** gambling taverns — bodysnatcher storage — homeless encampment — abandoned coven black market exchange — wraith hideout — weathered shrine — smuggler's dock — hawker's den

### SCENES & COMPLICATIONS

**BURKE** (*sadistic, greedy, tall*) the proprietor of the Inn, demands a favor to enter: One of your hands for safe passage through his territory.

- ❖ "On second thought, I'll have the rest, too!" Gesturing to his men, he swings a broadsword
- ❖ Burke flings a vial of **SLUMBER ESSENCE**
- ❖ Burke's men grab you and hold you in place

Knox cries out, "You're not here to help! You're with them!" He twists a lever, and rats spill from crevices, gnashing sharp, tiny teeth.

- ❖ Robert Knox slashes at you with a scythe
- ❖ Rats pile onto you. You stumble and fall to the floor under their weight
- ❖ A rat explodes, releasing a sickening odor

**ROBERT KNOX** (*twitchy, academic*) chants as he leafs through a leather-bound book. The Spirit Well before him looks weak and diminished.

- ❖ Knox notices you, and quickly hides the book beneath his robes. "What are you doing here?"
- ❖ He lets a summoned horror through as his incantation seals the Spirit Well

As you cross the rickety walkway across the pit, a **GHOST** echoes: "Let me in. Let me in!" It scratches at your consciousness.

- ❖ You lose your balance, falling into the pit
- ❖ The Ghost tears at your mental defenses, trying to inject its memories into your own
- ❖ It hurls pieces of rubble at you from below

You find the man in the stovetop hat standing on South Bridge. He nods curtly before handing you a pouch of coin. Then, he very carefully, very slowly climbs the railing of the bridge and walks over the edge. You hear a sharp crack, followed by a splash. Then nothing.