

Your weathered canal boat creaks in complaint as you shift your weight and release the mooring. You adjust the large box gingerly, a heavy crate of potent **SPIRIT BALM** to be delivered to a member of the **RECONCILED** at an address in the Lost District. Despite the danger of navigating the canals at night, your crew has never backed down from a job before—especially not one that pays as well as this one.

WORLDBUILDING QUESTIONS

- 1 What act did you perform to gain the trust of your clients—the Reconciled?
- 2 Do you feel apprehensive or confident about traveling to the Deathlands? Why?
- 3 How did you convince a Spirit Warden to look the other way?

JOURNEY & OBSTACLES

THE CANALS & THE LOST DISTRICT: Traveling by boat through the canals is usually the best way to get around the city. But if you're carrying illicit goods that's another story.

CANAL LOCK: Pumps strain to empty the lock and lower your boat to the sea below.

- ❖ Suspicious **GONDOLIERS**
- ❖ Sabotaged floodgates
- ❖ A sea-creature in the lock

BLUECOAT WATCHTOWER: Steel caps a crumbling stone foundation. A flickering spotlight scans the canal.

- ❖ Grappling hook cannon
- ❖ Precinct radio connection

EASTGATE TON: The old town center of the Lost District lies beyond the lightning barrier.

- ❖ **HOLLOWS** stalk the streets
- ❖ A wistful **SPIRIT** beckons
- ❖ An old, decaying courthouse

The smell of trash and rotting waste is strongest in the canals.

SCENES & COMPLICATIONS

*An **INSPECTOR** in a frock coat calls out to you from a Bluecoat skiff. "Oy! I'm going to need your registration papers. Aren't s'posed to be any boats on this part of the canal tonight."*

- ❖ His men search your boat for contraband
- ❖ The watchtower focuses its light on your boat
- ❖ A grappling hook lances your boat's hull

The Lost District's coastal gate is barred from the inside. The wall the Spirit Wardens erected around the old district seems unguarded.

- ❖ Rotting **HOLLOWS** shamle towards you
- ❖ The ground shakes and a massive crustacean begins to unearth near your boat
- ❖ An unnatural fog rolls in, obscuring vision

The canal lock requires documents or a hefty bribe for safe passage. Halfway down, the pumps sputter to a sudden halt.

- ❖ A creature bumps the boat from below
- ❖ The floodgates crack (☹ 6)^{*} and launch your boat out into the open sea
- ❖ A group of **CROWS** descends on ropes

*Up ahead, you can barely make out the courthouse through dim light. A shimmering **SPIRIT** mistakes you for a rival noble family.*

- ❖ The Spirit challenges you to a duel
- ❖ It calls its family (of Hollows) to help (☹ 4)^{*}
- ❖ The rival noble family arrives
- ❖ The commotion attracts **SPIRIT WARDENS**

^{*} Start a progress clock ☹ with four segments. For more information on clocks, check p. 15 of the Core Rulebook

As you step into the old courthouse, the sweet smell of rot and incense fills your nostrils. A cloaked woman in a stovetop hat gestures to several Hollows to accept your delivery. She points out a huge Hull looming by a moss-covered archway at the end of the main hall.

"I appreciate the delivery. Collect your payment from Eduard. Once you're ready, step through the arch and it will take you back to the city. One-way, mind you."