

Your shoes slosh with rainwater as you approach the unassuming row house in Crow's Foot. Before you can lift the knocker, the door swings open. A portly man in a tailored suit ushers you down a hallway to a large room with wood furnishings and high-backed plush chairs. He gestures in a bored voice for you to sit, rummaging through a briefcase before he removes several sealed envelopes.

*"My master, the **BENEFACTOR**, wishes for you to feel welcomed in his home. He requests you accept his apology that he cannot greet you in person. He is unfortunately out of town due to a sudden business opportunity that requires his presence in Tycheros. As you can see, your contract contains a time, a place, and a target. Return with the package in one week's time and the substantial payment in the contract will be paid out in full."*

APPROACH & OBSTACLES

APPROACH: The envelopes contain documents concerning a Leviathan Hunter Ship, *The Red Mariner*, including a floor plan with a few rooms labeled and circled. An area of the ship is scratched out and marked **VOID**. An article clipping describes a peculiar spyglass rumored to have been found by sailors in the carcass of a dead Leviathan.

DOCKS & DECK: The ship is quarantined, and is currently guarded by the City Watch.

- ❖ Bluecoats escort a Spirit Warden onto the ship
- ❖ Masked dock workers
- ❖ Stacked bodies on the pier

BLOOD PROCESSING: Blood is filtered into vats, several of which are overturned.

- ❖ A trail of blood leads to the sealed crew barracks
- ❖ Doors have deep scratches
- ❖ A damaged, iron gate

THE CARGO HOLD: Remains of the crew are carefully arranged around the untouched spyglass.

- ❖ An ancient, unfinished ritual
- ❖ A wall of light keeps you out
- ❖ **CAPTAIN WEAVER** (blinded, insane) is chained to a support beam

AREAS: harpoon deck — haunted crew barracks — chain locker — lower deck passage — armory observation deck — captain's quarters — engine room — ship's galley — foul smelling kitchens

SCENES & COMPLICATIONS

The deck is covered in ice, unusual for this time of year. Across the slick ice, two Bluecoats guard a broken doorframe.

- ❖ A Spirit Warden arrives, and continues past the guards into the belly of the ship
- ❖ Frozen wood cracks loudly underfoot
- ❖ Part of the deck collapses under you, and Bluecoats call for reinforcements

Captain Weaver gropes around in the belly of the ship. "I know why you're here," he wails. The bodies of his crew begin to roll toward him, melting into his flesh. "You'll never get it!"

- ❖ Weaver mutates into a **HORROR** (⊙ 4)*
- ❖ You lose control over your body, like your blood is being controlled within your veins
- ❖ Spirit Wardens arrive (⊙ 6)

In the dimly lit galley, ghostly apparitions of the dead crew prepare a meal together. In a blood vat, you can spot pieces of human flesh.

- ❖ The head chef turns to you with empty sockets, and offers you a bowl of blood
- ❖ An eyeless, phantom sailor howls and lunges for your face with a (real) knife
- ❖ Utensils begin to whirl around the room

As you pick up the spyglass, the engine of the ship roars to life. Behind you, doors begin to slide shut. With a jerking motion, the Red Mariner begins to pull away from the dock.

- ❖ Icy water begins to fill the ship (⊙ 4)*
- ❖ **HOLLOWS** emerge from the barracks and crawl towards you
- ❖ The spyglass feels very heavy (1 load)

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