

Score: The Apex

The Church of the Ecstasy of the Flesh has a three day festival, a Bacchanalia of naked passion and gluttony, in its various brothels, drug dens, and bathhouses. At its climax, at [Bleakwood House](#), the Elders announce the new Apex, a virile or nubile youth to draw in new followers, embody the heights of hedonistic delight and be the lusty catalyst of many future ritual orgies.

The Church refers to the the spirit as "The Devil Inside"; you are your body, the spirit a corrupting influence. As a reward, the Apex ceremony cuts the Devil out of them, leaving the Apex free to feast their fill on ecstatic bodily delights and follow the tenets of the Church without the corrupt impulses of the spirit.

You've been given the identity of the initiate who will be announced tomorrow as the next Apex and undergo the hollowing. Your job is disrupt the Apex ceremony.

Patron

Who sent you on this job? Who will you have to answer to if you come back empty handed? (Check one)

- The Heretics:** Heretics of the Church of the Ecstasy of the Flesh, they believe the self resides in the spirit and the greatest purity is the spirit without a body, that true ecstasy is experiencing the world without disruption, standing outside the body. They care for the flesh, but not to honour it like the Church, but because whereas pain, illness or incoordination disrupt true ecstasy, healthy function deepens it. Can provide blueprints of the Church Elders' HQ, Bleakwood House.
- The Lord Scurlock:** An ancient noble, said to be immortal, like the Emperor. Possibly a vampire. Can provide an armoured coach and driver.
- The Circle of the Flame:** A refined secret society of antiquarians and scholars; cover for extortion, graft, vice, and murder. Can provide a **fine** group of thugs.

Patrons not selected may cause trouble during the score. Them or their agents may directly interfere with, espy, or counter the players actions. Agents would be rival crews of thieves, assassins, saboteurs, thugs or well-known experts.

Score

What are you after? Why does your patron need it? (Check at least one)

- Secure the Spirit (+1 Rep, +1 Heat):** Sabotage the ceremony by rewiring the Hollower to kill the body of the Apex, siphon off their spirit and deliver to patron.
- The "Rescue" (+1 Coin, +1 Heat):** Save the future Apex before being hollowed and deliver them whole and unharmed to patron's "safety".
- Steal the Hollower (+1 Coin, extra entanglement after next payoff):** Stop the ceremony by stealing the heavy, cumbersome Hollower and delivering to the patron.

Complications

What do you just know will make this harder? (Check at least one)

- A friend of a crewmate turns up as an initiate of the Church.**
Why are they committed to the Church? What favour do you owe them and why?
- Indulge your every vice and every vice indulged! Abstinence is sin!**
How well can you work after indulging your vice? Why would you resist and how?
- The festival and its revelry is like blood in the water and ghosts are the sharks.**
Where will their frenzy break through Bleakwood's defenses? How will the Church respond?

Along with rogue spirits, zealots, electroplasmic alarmed doors and patrolling sentries.

