

THE SCORE: DOSKVOL RIOTS OF 847

"A person is reasonable, servile. People are irrational, bloodthirsty. The mob must be put down, captain. Use any means at your disposal."

—POLIX, ATTACHE TO THE LORD GOVERNOR.

Doskvol is constantly on the brink of explosion. Prisoners forced to mine the Mire, Deathlands scavenger facing horrors of all kinds, unions in Coalridge broken up by factory foremen and their brutes. Nobles enjoying every excess on the backs of citizens.

It was only a matter of time before the match struck oil and ignited the city, and now the riots are upon us. *Will you profit from the chaos or be consumed by it?*

LAST NIGHT

You were woken by shouting in the street, torches lit, and the crack of a gun shot. Whatever was stirring under the surface has erupted...and your crew is right in the middle of it.

POWDER KEG

Who is rioting and what do they want? (Select one. Then tell the GM how your crew is connected)

- **PRESS-GANGED LEVIATHAN HUNTERS**, forced to sail the void sea on Lord Strangford's Nightbreaker. Lead by Kolin (scarred sailor, *unafraid of death, connected, lotus addict*) demanding the end of conscription. *Which of you served with Kolin? Do you owe him your life or the other way around?*
- **COALRIDGE WORKERS**, inspired by Belle Brogan (*charming, confident, bold*) who spits in the eye of the foreman Master Slane (*cold, cruel, sadistic*). She's formed the first labor union in Doskvol and their wage strike ignited into open war against their employers and the Bluecoats. *Slane and you have history. You've done a job for him in the past. How did it end?*
- **SKOVLAN REFUGEES**, long the underdogs of Doskvol, they now follow Ulf Ironborn (*ruthless, savage, bold*) who has been seizing turf in the Docks and Crow's Foot and entrusting it to any Skov that will fight beside him. *One of you fought in the Unity War? Which side were you on? How did that work out?*

THE SPARK

The rioting was set off by a single event. What happened? (Select one. Then tell the GM how your crew was involved.)

- **WITCH BURNING**, the first in over a hundred years. The Spirit Wardens declared a member of the disenfranchised a witch and burned them in front of The Sanctorium in Brightstone. *What do you and the "witch" have in common?*
- **POLITICAL PRISONER**, a student of Charterhall University and political advocate was pulled from her home by the Bluecoats to silence her protests. It was supposed to be quiet, but word got out. *Did you leak the information or try to suppress it?*
- **THE FIRE**, many rumors circulate about who started it, but everyone saw The Brigade in front of the flames, sitting on their void water reserves and doing nothing to put it out. *What building burned down? Did you light the match?*

THE FLAME

What opportunity does the rioting provide your crew? What complications have the riots created? (Select one and answer the questions that follow)

- **A SMOKE SCREEN**. The GM will tell you three factions that are weakened or distracted by the riots. Pick one as the target of your score, and tell the GM your plan. *What are you after? How do the riots endanger you crew?*
- **CREATING CHANGE**. You believe in the cause. *Who do you care about and how have they suffered? Who needs to go down for things to change? What will you do to them? Ask the GM how they are prepared for you.*
- **SUPPLYING ONE SIDE**. You'll profit by selling to one side or the other. Maybe both? *What do you have to offer? What are you putting at risk? Ask the GM who is watching or blocking you, and pick a plan for how you'll get past them.*

QUESTIONS FOR THE GM

Who is putting down the riots? Who else seeks to gain from them? Some NPCs to choose from:

Corro Younghusband, Hive boss (*vindictive, opportunistic, vain*). He may be supplying one side or the other, hiding evidence, or turning the mob against his enemies, the wealthy and occult Circle of the Flame.

Hutton, leader of the Grinders. A Skovlander refugee and former soldier. Ready to step in once he sees a moment may be successful (*brave, compassionate, wise*)

Commander Clelland (chief commissioner, *corrupt, cruel, arrogant*), looking for a trophy to bring the City Council and expecting recompense for the work of his Bluecoats.

Griggs, chief Whisper of the Gondoliers (*strange, ruthless, haunted*). She stands to turn the tide for anyone seeking spectral aid or passage to hidden places in the city.

Warden Bakoros, the only named Spirit Warden (and they still may be many different people) sent to quell any supernatural threat to the city. Armed with a retinue of soldiers, armored hulls, and powerful rituals.

Dyso, a carpenter of Barrows Lane, with gout and a mortgage.

