

THE SCORE: SCURLOCK MANOR

“Angering Lord Scurlock is inviting suffering to your doorstep. Here are the secrets I know about him. Your doorbell is ringing?”

—MORDIS, NIGHT MARKET MERCHANT

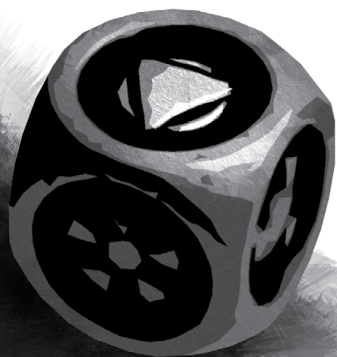
Edlund Scurlock’s interests extend into every arena - the political, the illicit, the occult. The secret of his power is the Lady Satarra, the scaled demon from the ink-black sea. Is she is servant, his co-conspirator, his lover, or his master? None can say for sure.

Deep inside Scurlock manor are pre-cataclysm artifacts, inscrutable arcane weapons, collections of occult artwork. and pristine clockwork creations. Any one of them worth a small fortune to the right buyer.

PEAR SHAPED

On behalf of a patron who offered enough to make it worth your while, you bypassed Scurlock’s external defences, made your way into the manor, and got your hands on the score. That’s when all hell broke loose.

Good luck blades.



PATRON

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

◆ **Bazso Baz**, charming and ruthless leader of the Lampblacks. *This job is out of Bazso’s league and yours. What leverage did he use to make you take the job?*

◆ **Oskar Scurlock**, Young whisper; son and heir to Lord Skurlock.

What vengeance does Oskar seek on his father?

◆ **Brynna Skyrkallan**, resident diplomat of Skovlan. *How does this job advance Brynna’s plan to spark a revolution?*

SCORE

What have you been sent for? Why does your patron need it? (Circle one)

◆ **Satarra’s Anchor** (+1 Coin, one use of a bound demon) *Who else wants it? How will you conceal her leviathan’s call?*

◆ **Clockwork Automaton** (+1 Coin, +1 Heat) *What stories have you heard about this monstrosity? What must you do to contain it?*

◆ **Spirit of Baston Scurlock** (+1 Rep, +1 Heat) *What abjurations did you prepare to conceal this ghost? How have they failed you?*

COMPLICATIONS

Alarms have gone off. What obstacle are you facing? (Circle one)

◆ **Lord Scurlock, vampire.** *How does he outmatch you physically and magically? What do you have to offer him?*

◆ **Magical Enchantment.** *Which of you are in Scurlock’s thrall? What must you obtain to gain your freedom?*

◆ **It’s Alive! The score you captured is fighting back.** *How has the score halted your heist? What additional peril will it summon forth if you don’t stop it?*

QUESTIONS FOR THE GM

What other perils stir in Scurlock Manor? If they escape, what additional challenges will the Blades face?

