

Echoes of the Spark

[Go back to Cultists in the Dark](#)

Setting:

The scene takes place deep within the submerged tunnels and abandoned dockyards of Doskvol's eastern waterfront, where the sea and shadows intertwine. A secret meeting is arranged in a hidden chamber beneath a dilapidated warehouse, illuminated faintly by flickering electropasmic lanterns. The air hums with the residual energy of arcane experiments.

Background:

Mateas Kline, injured and masked, has summoned the crew—members of the Circle of the Void, a cult devoted to the worship of the sea and the primal forces of the Void Sea. They've been approached to undertake a delicate task: retrieve a lost relic from the ruins of a sunken vessel that supposedly contains a fragment of electropasmic energy, believed to be a remnant of Kline's own failed experiment.

Scenario Outline:

1. The Meeting

- The crew enters the clandestine chamber, where Mateas Kline waits, seated with his cane, his mask reflecting the flickering electropasmic glow. His prosthetic exoskeletons hum softly with arcane power. - He greets them cautiously, acknowledging their reputation and emphasizing the importance of the relic—not just for his research, but for the broader struggle against the encroaching darkness of the Void.

2. The Offer

- Kline explains that the relic is located in the wreckage of *The Siren's Embrace*, a sunken merchant vessel lost in a storm decades ago, now haunted by deep-sea spirits and corrosive electropasmic currents. - He offers a substantial payment—arcane artifacts, knowledge, or favor—depending on the crew's inclinations. But he warns that the ruins are dangerous, and the spirits are restless.

3. The Stakes

- As the crew prepares, Kline reveals that the relic is a fragment of a larger electropasmic core, potentially capable of amplifying or destabilizing arcane energies. Its loss or misuse could threaten the city. - He hints at his own obsession: if the crew succeeds, they'll be aiding both his research and perhaps gaining insights into his own injuries and the secrets behind electropasm.

4. The Approach

- The crew must navigate underwater tunnels, avoid or confront deep-sea spirits, and contend with

environmental hazards—corrosive currents, collapsing debris, and the haunting echoes of the ship's past. - Kline's knowledge may provide advantages—if the crew can decipher his cryptic clues about electroplasm or manipulate arcane devices embedded in the wreck.

5. The Climax

- At the wreck, the crew faces a guardian spirit—perhaps a deep-sea leviathan or a vengeful electroplasmic entity guarding the relic. - Kline's presence could influence the encounter—his mask and prosthetics might be keys to calming or manipulating the spirit, or perhaps his injuries are linked to the spirit's curse.

6. The Aftermath

- Returning with the relic, the crew and Kline might forge a fragile alliance, or their relationship could turn tense if Kline's ambitions or secrets are threatened. - The relic's power could be a boon or a curse, setting the stage for future conflicts involving their cults and the wider city.

Key Themes & Hooks:

- **Mystery & Science:** The blend of arcane technology and deep-sea mysticism. - **Personal Stakes:** Kline's injuries, secrets, and obsession with electroplasm. - **Sea & Shadow:** Underwater hazards, spirits, and the haunted wreck. - **Potential Betrayals:** Kline's true motives, the relic's dangerous power, and the crew's loyalties.

Mateas Kline's Exposition Dialogue:

The flickering electroplasmic lanterns cast shifting shadows across the chamber. Kline leans forward slightly, his voice low and measured, each word weighted with significance.

Kline: *"Ah, you've come. Good. I've been expecting you."*

He pauses, examining the crew with sharp eyes behind his mask.

*"There's a wreck beneath the waves—*The Siren's Embrace*. A merchant vessel lost to a storm decades past. But it's not just ruins and wreckage down there. No, something remains—something powerful enough to catch the attention of spirits and arcane seekers alike."*

He gestures subtly toward a faint glow in the shadows—perhaps an arcane device or a fragment of electroplasmic energy.

Kline: *"Within that sunken vessel lies a relic—a fragment of a much larger core of electroplasm. A piece of raw, unstable energy that I believe can be harnessed, or at least studied. It's been calling to me, haunting my thoughts... a fragment of what went wrong during my own experiments."*

His voice grows a touch colder, more intense.

Kline: *"Your task is to recover this relic. But be warned—this isn't just salvaging old metal and wood. The ship is haunted by deep-sea spirits—guardians, perhaps, or echoes of the storm and the electroplasm's fury. They will defend what's theirs."*

He leans back, adjusting his mask slightly, voice tinged with a mixture of admiration and warning.

Kline: *"I can provide you with some knowledge—arcane insights, tools, perhaps even a way to calm or manipulate the spirits. But the storm and the currents are unforgiving, and the wreck is a trap for the unwary. You'll need courage, skill, and a bit of luck."*

He pauses, eyes narrowing behind his mask.

Kline: *"And if you succeed, you'll not only earn coin or favor—you'll be helping me inch closer to understanding what happened to my body... and perhaps, find a way to heal the scars of both flesh and spirit."*

He leans forward again, voice softer but urgent.

Kline: *"Fail, and the spirits may claim you as they did the vessel. Or worse—my research, my secrets, lost forever in the depths. So I ask—are you prepared to face the abyss for a chance at discovery?"*

Challenges & Threats for "Echoes of the Spark"

1. Environmental Hazards (Major Threat) Description: Underwater currents, collapsing debris, and corrosive electropasmic currents threaten the crew's progress.

Clocks & Resolution: - Current & Debris Navigation (Long Clock, 4-6 segments):

- Trigger:* Crew attempts to navigate through underwater tunnels and debris fields.
- Resolution:* Successful navigation allows safe passage; failure results in delays, injuries, or being pushed off course.
- Complication:* Time running out due to oxygen limits or rising currents.

- Corrosive Currents (Moderate Clock, 3 segments):

- Trigger:* Crew must disable or bypass electropasmic flows damaging their gear or themselves.
- Resolution:* Cutting power or rerouting currents, risking equipment or attracting spirits.

2. Supernatural Guardians (Major Threat) Description: Deep-sea spirits or guardian entities that defend the wreck, potentially hostile or vengeful.

Clocks & Resolution: - Spirit Encounter (Long Clock, 4-6 segments):

- Trigger:* When close to the relic, spirits awaken or become hostile.
- Resolution:* Use arcane knowledge, stealth, or negotiation to calm or distract spirits; failure may lead to combat or spiritual afflictions.

- Spirit's Wrath (Trigger during confrontation or neglect, 3-4 segments):

- Trigger:* If the crew mishandles the spirits—such as disturbing their resting place or failing to appease them—they may unleash their wrath, attacking the crew or causing environmental hazards.

3. Damaged Equipment & Arcane Devices (Moderate Challenge) Description: Electroplasmic devices or arcane mechanisms in the wreck are unstable or malfunctioning.

Clocks & Resolution: - Device Stabilization (Medium Clock, 3-4 segments):

- Trigger:* The crew needs to disable or repair a device to access the relic safely.
 - Resolution:* Successful repair grants safe access; failure risks explosion, attracting spirits, or damaging the relic.
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4. Reclaiming the Relic (Major Challenge) Description: The relic is protected by a spiritual or arcane lock, requiring specific actions or knowledge to retrieve.

Clocks & Resolution: - Unlocking the Relic (Long Clock, 4-6 segments):

- Trigger:* The crew must decipher arcane runes or manipulate devices to unlock the relic.
 - Resolution:* Success results in retrieval; failure may cause the relic to trigger a trap or release a burst of unstable electroplasm.
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5. Kline's Secrets & Internal Tension (Narrative Challenge) Description: During the mission, Kline's presence and past may influence events—either as a helpful ally or as a potential source of betrayal.

Clocks & Resolution: - Trust & Secrets (Medium Clock, 3 segments):

- Trigger:* Crew members discover hints about Kline's injury or motives, risking secrets leaking or alliances shifting.
 - Resolution:* Successful roleplay or investigation can deepen trust; failure may lead to distrust or Kline's manipulative interference.
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Additional Threats & Challenges

- Oxygen or Air Supply Limits:

- Time pressure clock—crew must complete key objectives within a set number of segments before suffocation or exposure.

- Booby Traps or Arcane Locks:

- Triggering traps could cause injuries, alert spirits, or damage equipment.

- Hostile Underwater Creatures or Rivals:

- Other treasure hunters or cult agents pursuing the relic could arrive, leading to conflict.
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Summary of Clocks:

Challenge / Threat	Size / Segments	Trigger / Resolution
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Navigating currents & debris	Long (4-6)	Success: safe passage; fail: delays or injuries
Corrosive currents	Moderate (3)	Success: bypass; fail: damage or attract spirits
Spirit Guardians	Long (4-6)	Success: calm/distract spirits; fail: combat/curse
Device malfunction	Moderate (3-4)	Success: repair; fail: explosion or detection
Unlocking the relic	Long (4-6)	Success: retrieve relic; fail: trap or release energy
Kline’s secrets / trust	Moderate (3)	Success: trust deepens; fail: betrayal or suspicion

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