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**Scenario Title:** \*Echoes of the Spark\*

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**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 electroplasmic lanterns. The air hums with the residual energy of arcane experiments.

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**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 electroplasmic energy, believed to be a remnant of Kline's own failed experiment.

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**Scenario Outline:****1. The Meeting**

- The crew enters the clandestine chamber, where Mateas Kline waits, seated with his cane, his mask reflecting the flickering electroplasmic 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 electroplasmic 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 electroplasmic 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 electroplasm.

**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.

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### 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.\*

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**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?"\*

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## 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.

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**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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