

LORD HARROW's study in **BRIGHTSTONE** is cold and spacious, lit by buzzing electric lights. Leather-bound books on antique shelves sit alongside Tycherosi artifacts and jars of shimmering liquids. He has made a name for himself as a collector of oddities, both magical and mundane.

*"I have summoned each of you here today because you come highly recommended. Within the vault of **CHARTERHALL BANK** is an item I require—a gemstone called the Sable Eye. You will retrieve it for me. I was able to acquire the bank's layout, let's go over it together."*

APPROACH & OBSTACLES

APPROACH: through the front door — rooftop door — balcony entrance —from the sewer — disguises distraction on the street — delivery bluff — VIP impersonation — sleeping gas — bribe an employee

Each area of the bank contains possible challenges and opportunities.

LOBBY: Ornate columns and glittering chandeliers—a place for the wealthy.

- ❖ Attentive staff
- ❖ Suspicious guards
- ❖ Protocol for guests

SECURITY ROOM: From here, guards monitor doors and trigger alarms.

- ❖ Disable vault security
- ❖ Lock or unlock doors
- ❖ Sabotage the sentinels

VAULT: A massive steel door blocks the way in, unless you know the code.

- ❖ A sentinel patrols the corridor that leads to the vault
- ❖ Arcane barrier

"I'll wait for you in a coach on the street, unless you have a better idea."

SCENES & COMPLICATIONS

*The bank is guarded by blade-armed clockwork automatons called **SENTINELS**.*

- ❖ An alarm goes off, alerting the automatons
- ❖ A Sentinel grapples you, disabling your movement until you wriggle free
- ❖ One of your limbs gets sliced off

Inside the domed bank vault, countless safety deposit boxes line the walls and rows of heavy gold bars sit on several metal carts.

- ❖ The vault locks behind you
- ❖ How do you know which box has the stone?
- ❖ The Sable Eye whispers to you and a **FORGOTTEN GOD** offers you a bargain

*In the marble-floored lobby, the bank manager, **LAUDIUS COLE** (perceptive, shrewd) runs a tight ship.*

- ❖ Laudius activates a silent alarm, calling on a detachment of Bluecoats to surround the bank
- ❖ He goes to inspect the vault
- ❖ Laudius commands a Sentinel to arrest you

*A **CULT** infiltrated the bank before you arrived. What are they after?*

- ❖ Customers, including you, are tied up
- ❖ Cultists begin to sacrifice the bank's staff
- ❖ The cultists summon a spirit. Does it follow their orders?
- ❖ The cultists get in a fight with Sentinels

Lord Harrow pays you handsomely. Whispering softly to himself, he carries the small gemstone to a glass vitrine at the far end of his study. He hesitates and turns it over in his hands.

"A bargain? That does sound interesting. What do you have in mind?"

You don't hear a reply, but Harrow nods vigorously. It might be wise to leave before you find out the terms of his bargain.