

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. You will retrieve it for me. The item I seek is a gemstone called the **SABLE EYE**. 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: Stone columns and sparkling chandeliers show off the bank's wealth.

- ❖ 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 vault's corridor
- ❖ 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 is locked behind you
- ❖ Which box has the stone? How do you know?
- ❖ 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 trips a silent alarm, calling on a detachment of Bluecoats to surround the bank
- ❖ He goes to inspect the vault

*A **CULT** infiltrated the bank before you arrived. Are they after the stone, too?*

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

Lord Harrow pays handsomely. Whispering softly to himself, he carries the small stone 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 did 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.