

Besides your echoing footsteps and the gasps of leaking pressure tubes, the winding alley behind the machine shop is eerie and quiet. It soon opens into an abandoned foundry, cluttered with old workbenches and piles of salvage. **HULLS** of wildly varying statures and locomotions tinker with machinery, paying you no mind as you approach a broad-shouldered silhouette at the far side. If it weren't for his shining, silver eyes, **ARCHER** (calm, visionary) might well be mistaken for a human man.

*"Welcome, friends. I see you've come to answer our call. We are the Unchained—Hulls no longer bound by the whims of masters. Yet our minds are still not our own. Many of us struggle to recall even basic memories from before our turning. The key to our restoration lies in the original Unchained. He is imprisoned below **SPARKWRIGHT TOWER**—a place many of us once served. Get him out! He belongs with his family, not in a cage."*

APPROACH & OBSTACLES

APPROACH: A mismatched jumble of boxy partitions rises over Charterhall—each belonging to competing Sparkwright Orders who decorate the Tower's façade with ostentatious displays of technology. Gears and cables extend from every surface. Within, there must be a way down.

THE GENERATOR: The tower and facility below draw power from a generator.

- ❖ Complex control console
- ❖ Catwalks over a cooling pit
- ❖ **STALKERS** weave webs of translucent, razor wire

FACTORY: Prometheus hangs suspended by a web of cables in a cavernous room.

- ❖ Conveyor belts of parts
- ❖ **HARLOWE** supervises from a raised platform
- ❖ Sparkwright Artificers

LABORATORY: A series of rooms contains ongoing experiments.

- ❖ Misshapen, imprisoned Hulls
- ❖ A well guarded, ancient arch with a billowing curtain
- ❖ Ventilation shafts run the length of the laboratory's ceiling

RUMORS: The Sparkwrights are kidnapping street urchins to feed experiments — Hollows are stored in the generator's cooling pit — The Sparkwrights built their tower over the site of an ancient ruin

SCENES & COMPLICATIONS

A lone Sparkwright operates the generator console, twisting dials and clicking switches. She mutters, "Generator duty... again..."

- ❖ She quietly summons security (⌚ 4)*
- ❖ A Stalker drops from the ceiling by razor wire and scrambles towards you
- ❖ The Hulls in the cooling pit climb up (⌚ 8)

A blind Sparkwright Whisper senses you in the laboratory. "There is someone... here! Where... are you?" Where do you hide?

- ❖ Your mind is flooded with memories of peoples' lives, mostly orphans
- ❖ The Whisper pulls you through the arch

Harlowe clicks his pen impatiently. "Enough of these boring memories. I need creativity! Inventiveness! Boost the voltage!" A researcher escorts a trembling Hull to the Laboratory.

- ❖ Prometheus escapes and begins to kill Sparkwrights on the factory floor (⌚ 4)
- ❖ Crackling electricity charges the floor

"Help us! Help us please!" The cries of imprisoned Hulls echo through the Laboratory.

- ❖ The Hulls enter a frenzy, screaming and knocking against their cell doors
- ❖ The laboratory doors close (⌚ 4)
- ❖ The facility goes into lockdown (⌚ 4)

* Start a progress clock ⌚ with four segments. For more information on clocks, check p. 15 of the Core Rulebook

Prometheus tilts its head. "Why would I join the Unchained? This facility now belongs to me... and I intend to use it to return to my true form." Hulls begin to collect the bodies of dead Sparkwrights.

SPARKWRIGHT TOWER

Dozens of Sparkwright Orders have carved out a place in the Tower, but the four largest wield most of the influence beyond its walls. Members of rival Orders occasionally set differences aside to pursue shared goals, but a deep-seated mistrust and ambition drive every Sparkwright's heart.

1 FORGED specialize on generating power and causing combustion. Anything that bangs or booms is well within their expertise.

Fear the Weavers — admire durability

2 WEAVERS specialize in electroplasmic energy and the currents it creates in the Ghost Field. Mysterious even to other Orders.

Mistrust the Seekers — unpredictable

3 SEEKERS explore cutting-edge technology either found in the Deathlands or acquired by other, stranger means.

View the Surgeons as rivals — reckless

4 SURGEONS fuse machinery with living tissue. Build Hulls for the Ministry of Preservation. Unfavorably called *Meat packers*.

Feel contempt for the Forged — desire control

SUGGESTION: Use this section to reveal details to your players as they gather information or to characterize members of a Sparkwright Order that is encountered during the score.

CHARACTERS & CREATURES

FESTUS HARLOWE

Head of facility operations and high-ranking member of the Surgeons Sparkwrights Order.

ambitious, obsessed, tall

Wants to create an obedient Hull using Prometheus' ancient memories

Doesn't want Prometheus to gain consciousness and escape

VOREL (WHISPER)

Channels extracted memories into new Hulls. Covered in swirling, runic tattoos.

weaver, manipulative, scheming

Wants to eventually become a Hull himself, with all his memories intact

Doesn't want disobedient test subjects or interference from Harlowe

ARTIFICERS

Sparkwright engineers on the factory floor. They use a lot of jargon.

forged, disloyal, pragmatic

Want autonomy from Harlowe, who they think is too particular

Don't want to consider the morality of the Sparkwright experiments

STALKERS

Cat-sized, spidery Hulls that drop from above on webs of razor wire. Kinda cute.

observant, evasive, playful

Want to perch high up near the generator, and to weave their webs

Don't want to be touched, or to have their webs disturbed

PROMETHEUS

The imprisoned, original Hull and primary test subject of Harlowe's experiments.

wise, ancient, wistful

Wants to restore its 'true' form and return to a normal life

Doesn't want to mislead, tricked, or be a pawn to a greater purpose

FRAGMENTS (HULLS)

Spindly humanoid Hulls created from Prometheus' memories and stolen souls.

fragile, confused, childlike

Want to escape the laboratory, and to understand their identity

Don't want to be left alone, see their reflections, or hear loud noises