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 factions 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 researchers | **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) | *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 | | *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 | *“Help us! Help us please!” The cries of imprisoned Hulls echo through the Laboratory.*  ❖ The Hulls go into 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 his head, curiously. “Why would I join the Unchained? This is my laboratory now. And I intend to use it to return to my true form.” Hulls begin spreading out through the factory, collecting the bodies of dead Sparkwrights.

|  |
| --- |
| ****Characters & Creatures**** |
| |  |  |  | | --- | --- | --- | | **Festus Harlowe.** The  *(Stylish, Ambitious, Connected)* | **Vorel.** The  *(Arrogant, Petulant)* | **Clem Sorano. The** *(Wise, Charismatic, Passionate)* | | **Stalker.** The  *(Stylish, Ambitious, Connected)* | **Prometheus.** The  *(Arrogant, Petulant)* | **Fragment. The** *(Wise, Charismatic, Passionate)* | |