

*“The Lord Governor is fond of his lackeys, and **FELIX HARCOURT** is no exception. A brilliant mind to be sure, but also a cruel one. Calls himself the “Mechanist”. He’s trying to sell his clockwork automatons—Sentinels—to any and all buyers. Last week, the **BLUECOATS** struck a deal with him and put in an order for forty of the bloody things.”*

CAPTAIN LANNOCK swirls the last drops of foul liquid in his glass before setting it on the table between you. It’s late and the bar has emptied out. Nevertheless, he lowers his voice to a hush.

*“A private, mechanical army controlled by one man can under no circumstances be allowed to usurp law enforcement in the city... but the **MINISTRY OF PRESERVATION** doesn’t make moves in Whitecrown, at least not officially. That’s where you come in.”*

“Find a way to end Harcourt’s venture. Once you’re done, I will find you and pay you. But if you don’t succeed—this meeting never happened and I don’t know anything.”

APPROACH & OBSTACLES

APPROACH: Harcourt has arranged his base of operations in the **NORTH HOOK LIGHTHOUSE**, lavishly funded by the Lord Governor to pursue the development of a mechanical army.

SENTINEL FACTORY: The bottom floors of the tower are choked with acrid smoke.

- ❖ Overworked laborers build blade-armed automatons
- ❖ Poor visibility from smoke
- ❖ Gets sealed at high tide

FUEL TANKS: Upper floors house the fuel tanks that power both the factory and the lighthouse **LANTERN**.

- ❖ Metal tanks of volatile **ELECTROPLASM**
- ❖ **SENTINEL** patrols

HARCOURT’S CHAMBERS: The top-most floors are reserved for Harcourt’s elegant private study.

- ❖ Shelves of folded blueprints
- ❖ Harcourt keeps watch using mirrors and telescopes
- ❖ The lantern is mounted above

“One more thing—if that lantern turns off it’ll disrupt trade-lines up and down this side of Akoros!”

WORLDBUILDING QUESTIONS

1 Have you encountered a Sentinel before? What happened?

2 Is Felix Harcourt known for any other inventions? Have you heard any rumors?

3 An escape will be tricky. Do you know a place in Whitecrown you could lie low?

SCENES & COMPLICATIONS

A number of half-finished Sentinels spring to life and start attacking the workers.

- ❖ A frantic worker pushes you toward an automaton’s outstretched blade
- ❖ Automatic doors and shutters begin to close
- ❖ A barrel of industrial components topples, covering the floor in tiny gears and slippery oil

Harcourt expected you. “I knew they’d eventually try to stop me.” He activates three Sentinels and climbs a ladder to the roof.

- ❖ A Sentinel emits an arcane energy pulse
- ❖ You’re hurled toward an open window

*The air on the staircase feels cold. A **SPIRIT** of a young woman speaks to you. “Have you come to punish him? For what he did to us?”*

- ❖ The spirit causes a ruckus, alerting a patrolling Sentinel. It approaches to investigate
- ❖ She possesses you to enact her vengeance
- ❖ Sparks ignite one of the fuel tanks (☹ 8)*

Holding a grenade to the lantern, Harcourt desperately demands your surrender.

- ❖ Thunder roars as lightning strikes the tower
- ❖ Far below, a crowd of spectators gathers
- ❖ Harcourt pulls the pin on the grenade

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