
M1SCH1EF
COMICS
THE
HOLLOW HOARD
06
THE EMPTY VAULT


DAY THREE.
LOW-WATER ACCESS.
That's a long way under the town.
Keep to the marked ledge.
The records got the shape right.
TIK


Weight one at a time.
If we lose the drawings, we turn back.
I know.
Your turn, little hinge.


No cages.
They lived here. Worked here.
Someone built this to fit them.
And someone came looking for parts.
THE HOARD


Spring water for heat.
Tide for motion.
No one had to drain them.
Take the marks. We'll need more than a story.


There's your missing wheel.
Fresh saw marks.
They could reach it without flooding the room.
Then we keep the proof.
VAULT A
GOVERNOR PIN
D3


That pin keeps the wheel from running away.
We test it here. Not at full tide.
DRIVE TEST
FULL TIDE
LOW LOAD TEST
ISOLATE
Soft metal won't hold.
Hard steel. This diameter.


What have I missed?
We don't stand below that arm.
Right.
One short test. Then stop.


GRRROON
It's moving.
LOAD
TEST
OPERATING
Enough.
Shut it.
Still a test.
Not a working pump.


We can replace the pin. We can't reach that socket properly.
That's what this one does.
003
004
005
006
Another prisoner.
Then we need the right help.


Pin. Intake.
Prime the exchange.
And people
at both ends.
No tearing
the cages open first.
Now you're
looking at the room.


I wanted a bench. Didn't think I'd get a whole harbor.
Start with a pin.
You do know how to encourage people.
I got you back up the stairs.


They're moving the rest.
005
Our repair crew.
We go in with the workers.
CROWN ENGINE DEMONSTRATION
TOMORROW AT HIGH WATER
NEXT: BREAK THE COLLECTION.