

The air in the **LAMPBLACK** warehouse is thick with the stench of coal dust and death. The gang's formidable lieutenant—**HENNER** (loyal, stout)—squeezes her broad frame through a doorway. Behind her, Lampblack enforcers pile shrouded bodies onto stretchers.

*“The Red Sashes sent their best fighters after us and we just barely survived. Baz is leading a counterattack tomorrow night with our remaining cutters. While he draws their attention, you’re going to hit them where it hurts—their drug production.”*

*“We have reports of Sash couriers making deliveries to a warehouse in the **DOCKS** district, but the Lampblacks we sent to investigate a week ago have yet to return. Your mission is to infiltrate, sabotage their facility, and if possible, extract our men.”*

#### APPROACH & OBSTACLES

**APPROACH:** The Red Sashes warehouse at the edge of the Docks district looks very ordinary at first glance. Exposed timber beams jut out over a narrow alley, framing the dingy off-white plaster walls.

**WAREHOUSE INTERIOR:**  
Disguised Red Sashes patrol this area and prevent access.

- ❖ Couriers bring deliveries
- ❖ Unassuming crates
- ❖ Hidden trapdoor hides a staircase to a lab below

**DRUG LABORATORY:** Hulls carry flasks of viscous liquid between vats of Iruvian salt.

- ❖ The blind **HULLS** have excellent hearing
- ❖ Racks of empty Hollows
- ❖ Volatile mixtures

**FERMENTATION CHAMBER:** In metal barrels, liquified human bodies feed into a machine.

- ❖ The chamber door is sealed
- ❖ Sash **ZEALOTS** stand guard
- ❖ Activities in this room have created a **SPIRIT WELL**

*“Lots of people have been going missing from the Docks lately. Wonder if that’s related.”*

#### SCENES & COMPLICATIONS

*Bloody footprints lead to a hidden trapdoor. A Red Sash thug confronts you. “This area is off limits. Leave, if you know what’s good for you.”*

- ❖ A courier arrives with a satchel of Iruvian salt
- ❖ A thug stabs you with a syringe, injecting you with a large dose of **DROWN POWDER**
- ❖ A ghostly presence lingers in the footprints

*The **GHOST FIELD** is weakest in the Fermentation Chamber. The machine fills vials with a thick, foul-smelling goo. Two masked Red Sash Zealots guard a single Lampblack prisoner.*

- ❖ A Zealot slashes at you with a curved sword
- ❖ A ribbon billows out at you, slicing your arm
- ❖ A barrel tips and spills onto the floor

*The blind Hulls in the laboratory don’t detect you if you don’t make noise. **RILLIAN**, the foreman, picks his teeth near a sealed door.*

- ❖ Rillian hurls a silver dagger at you
- ❖ Hulls sense your presence and lunge for you
- ❖ A flask of liquid drops into a vat, setting off a chain reaction throughout the room

*The machine quivers as a fuzzy tear of light appears in the air. Through the tear climb several confused and angry **GHOSTS**.*

- ❖ The Ghosts mistake you for Red Sashes
- ❖ A Ghost tries to possess its liquid remains—creating an enraged ameoba-like monster
- ❖ More Zealots enter the chamber

Henner’s clenched fists shake as you recall your encounter in the Warehouse. She takes a deep breath before handing you a coin pouch. She addresses you with a trembling voice.

*“I—I can’t believe this. This is no longer just a war for turf. The Red Sashes must be utterly destroyed. Send word to our allies in the Fog Hounds. It’s time we paid a visit to Ironhook Prison—the Furies are about to make an early bail.”*