

You meet **THE BROKER** in a dingy smoke room in Charhollow. Beneath her headscarf, you recognize sharp Tycherosi features. Setting aside her slender smoking pipe, she gestures for you to join her.

“Now that the Billhook’s gang leader Turvan is growing gray in Ironhook, his two kids Coran and Erin are running the show. They’re a lot less cautious than their father, so my contact wishes to neutralize a piece of leverage the Billhooks hold.”

*“Specifically, a ledger of financial transactions of... dubious legality. Bring it to me. I’ll pay you once you retrieve the ledger from the **SLAUGHTERHOUSE** in Coalridge.”*

APPROACH & OBSTACLES

APPROACH: The slaughterhouse is a gray stone building with an outer courtyard surrounded by an iron fence. Gang members patrol the perimeter and chimneys belch foul-smelling fumes into the air.

Each area of the slaughterhouse contains possible challenges and opportunities.

COURTYARD: Eel and sea-cattle blood runs together out from the main entrance.

- ❖ Delivery area
- ❖ Manned floodlights
- ❖ Guarded main door

PROCESSING FLOORS: The copper smell of blood is strongest here.

- ❖ Zip-line to the courtyard for meat transport
- ❖ Butchering stations

FOREMAN’S OFFICE: The windowed foreman’s office overlooks the processing floors.

- ❖ **CORAN’S** private quarters
- ❖ Interrogation room
- ❖ Facility loudspeaker broadcast

“I don’t need to tell you to avoid capture. They’re called butchers for a reason.”

SCENES & COMPLICATIONS

On the Processing Floor, a Billhook spots you and charges at you, weapon drawn.

- ❖ His attack catches you unawares and you topple backwards over a conveyor belt
- ❖ A pipe bursts, creating a blinding steam cloud
- ❖ You get caught on a meathook hanging from a belt, and are carried to the upper level

A shipping crate of sea-cattle arrives. A gang member is knocked over and the creatures get loose. The yard doors begin to close (⌚ 4).*

- ❖ A confused animal barrels towards you
- ❖ A Billhook recognizes you and points you out
- ❖ A dangerous creature was hiding among the sea-cattle. It lunges from the shipping crate

In the Foreman’s office, you find the ledger. Behind you, you hear footsteps. Moments later, Coran’s hulking frame fills the doorway.

- ❖ He offers a bargain: Flip on the Broker and give her a decoy ledger
- ❖ He fires at you with a concealed pistol
- ❖ Coran calls for backup

*You overhear a hushed voices. From the shadows, you spot **ERIN** discussing plans with a Bluecoat officer.*

- ❖ They spot you and raise the alarm
- ❖ The Billhooks and the Bluecoats strengthen their relationship
- ❖ Erin swings a rapier at you

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

From the look on the Broker’s shrouded face, this transaction is entirely impersonal, it’s business as usual for her. She holds out a pale hand for the ledger, and places a pouch of coins within your reach.

“And so, our business is done. I’ll make good use of this. In the meantime, the Billhooks are out for blood, so you and your crew should stay low for a while.”