

There's something comforting about the soft *putt-putt-putt* of Crow's Foot steamboats passing by **TANGELTOWN**—a partly submerged leviathan hunter ship and historic neutral ground for the district's many gangs. At her invitation, you meet with **BELL** (wiry, loyal) second-in-command to the **CROWS**.

*"Since my mistress seized the Crows from Roric, there's been trouble in the orga-nization. Shipments are intercepted, our warehouses are set ablaze, and our enforcers are beaten in the streets. Our rival, the Hive, knows exactly where we're gonna be at every turn. Clearly, there's a mole working to discredit **LYSSA** and bring us down."*

She passes you an envelope containing a map of connected warehouses, marked with addresses in the Docks district. She points out a glyphic symbol of a bee in the corner of the paper.

*"One of these warehouses belongs to the Hive. Our numbers are spread too thin in Crow's Foot to deal with this ourselves. Instead, we'll pay you to break into the warehouse and retrieve any records the Hive may have of meetings with the traitors."*

### APPROACH & OBSTACLES

**THE HIVE WAREHOUSE:** This unassuming, plaster building with thick beams might be just another warehouse on the Docks, but upon closer scrutiny it seems too well guarded for a simple storeroom.

#### SHIPPING CONTAINERS:

Huge locked metal crates line the way to the loading dock.

- ❖ A locked gate of thick iron
- ❖ Patrolling Hive enforcers
- ❖ Tripwires at the perimeter set off a siren if activated

#### WAREHOUSE FLOOR:

Narrow aisles between tall stacks of boxes and crates.

- ❖ Caged, silvery animals
- ❖ Indentured **HULL** workers
- ❖ A conveyor belt runs the length of the room

**ADMINISTRATION:** Up a steel staircase, this room overlooks the floor from above.

- ❖ A wide, one-way mirror
- ❖ Overseer **HOPKINS** stamps papers and delivery documents
- ❖ An old-fashioned wall-safe

*"Careful using magic around the Hive, they'll go on high alert if they notice anything... arcane."*

### SCENES & COMPLICATIONS

*A Hive enforcer approaches you. "You there! Leave at once!" He unbuckles a revolver from a strap around his chest.*

- ❖ He shoots the pistol at you, point blank
- ❖ A chemical grenade billows toxic fumes
- ❖ More Hive enforcers arrive, blades drawn

*A loud crack rings out from above. Hopkins fires again through a slot in his office window.*

- ❖ His stray shot ignites a flammable compound on the warehouse floor ( ☉ 4 )\*
- ❖ The shot punctures two members of your crew, knocking you to the ground

*A Hull notices you as you cross the floor. Its joints whir and click as it turns to face you.*

- ❖ Boxes pile up on the conveyor belt, gaining attention from Overseer Hopkins ( ☉ 4 )\*
- ❖ It alerts the other workers to your presence
- ❖ A Hull rumbles out a loud greeting to you

*A small spark-dome sputters sparks near the Administration stairwell. As you approach, it crackles to life and arcs lightning toward you.*

- ❖ The arc bounces from you to your crew, harming everyone near you
- ❖ It malfunctions, triggering a blackout

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

Bell's brow furrows as she studies the document. Her hands shake a bit as she repeatedly creases the paper before folding it and placing it in a deep pocket of her coat. She retrieves a drawstring pouch.

*"This... is unexpected. I must inform Lyssa at once. Here's your payment, in full."*