A HATCHET JOB *by* *Barnacle_Lankey*

Savouring fine whiskey and Sucking on a fat cigar, **BAZSO BAZ** *(charming, cunning, ruthless)* the leader of the Lampblacks, seems curiously relaxed and introspective for a brawny, heavily tattooed crime boss fighting a turf war on many fronts in Crow's Foot.

> *"The Billhooks are proving a nuisance, nipping at our heels like whelps while we deal with other more pressing irritations. One of their Lieutenants, an unpleasant fellow called 'Bloody' Billy Quinn, has a particularly notable blade, a butcher's scimitar with a carved wooden handle covered with nicks for each victim. He preserves it for 'punishments'. I want you to steal that blade and plant it in some crushers skull in Crows Foot, where he will be found. The Bluecoats should bring those dogs to heel in Crow's Foot and you get paid".*

APPROACH & OBSTACLES

Billy lives and operates out of a top floor in a Coalridge pub which is near to one of their gambling dens. He patrols the gang's business concerns, usually with two other enforcers. Off duty he usually can often be found drunk as a skunk in the pub or visiting a corner-shop Molly (a local prostitute). Only very popular or corrupt bluecoats have the nerve to wander the streets of Crow's Foot alone..

THE DOG & SHOVEL: A rowdy 'spit & sawdust' pub. Fights are frequent but deaths are rare.

- ❖ Drunken Patrons
- ❖ Irate gamblers
- ❖ Pestering Prostitutes
- ❖ Petty Thieves

GAMBLING DEN: Music, cheap booze & many cheap gambling tables.

- ❖ Security
- ❖ Watchful Staff
- ❖ Tempting cashbox
- ❖ Occasional patrol.

WHARF: Movable Ad hoc location of illegal dog fights on the riverside. Several lookouts and street thugs

- ❖ Crowds to get lost in.
- ❖ Dogs break loose.
- ❖ spectre's drawn by blood.

SCENES & POSSIBLE COMPLICATIONS

A Lampblack traitor has tipped one of the concerned parties either to Bazso's plan or Billhook criminal enterprises.

- ❖ Billy is ready and eager for a fight.
- ❖ Billhook reinforcements.
- ❖ A Bluecoat inspection / raid.
- ❖ The blade is on his person or locked up.

You just happen to pick on the wrong Bluecoat to mess with.. It's the enigmatic Private Grayson !!! and he is..

- ❖ Remarkably competent and skilled.
- ❖ Remarkably popular locally (hue & Cry).
- ❖ About to take a bribe from a streetgang.
- ❖ A vigilante with a secret identity.
- ❖ A Grey Cloak 'badged' member.

Bronze masked, Black cloaked Spirit Wardens arrive at the murder scene much faster than expected to claim the bell-ringing ghost of the bluecoat (drawn by the haunted blade).

- ❖ DeathSeeker Crow's attack.
- ❖ Spirithook weapons.
- ❖ Spectral armour.
- ❖ +3 Heat
- ❖ Spectral Bloodhounds.

The blade of Billy Quinn has more darkness than blood on it.

- ❖ Spectral Victims drawn to it.
- ❖ Spectral Possession or haunting.
- ❖ Flashbacks to episodes of the blade's past.

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