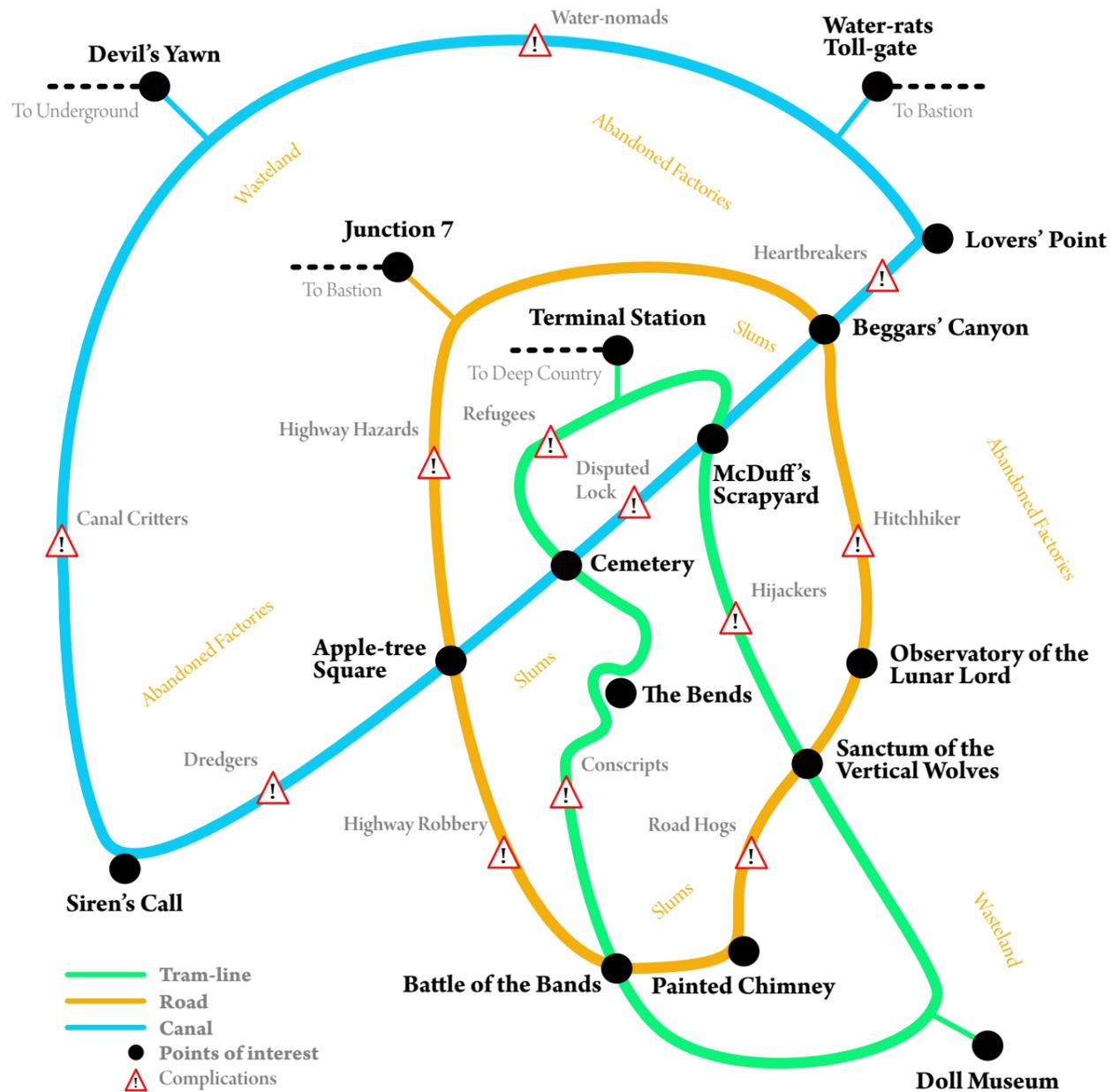


FORGOTTEN FACTORIES

BUTTERMILK BOROUGH



Bastion

Devil's Yawn

- ▶ Entrance to the *Underground*, shaped like a Green Devil's Face with its mouth gaping open, swallowing the canal.
- ▶ Flanking the entrance are the giant metal arms of a Machine called **The Inspector**, inspecting all cargo that passes this way.
- ▶ Only non-organic cargo is permitted to pass through the Devil's Yawn; try to smuggle organic goods and who knows where you'll end up.

Water-rats Toll-gate

- ▶ Home of the nomads that claim the canals of this borough. They sail their barges around, trading, hijacking, smuggling and raiding.
- ▶ The tribe have lashed together several barges with a narrow gap that is just large enough for a barge to punt through.
- ▶ A heavy toll is demanded of anyone not part (or friends) of the tribe: in pounds or cargo, they're not fussed.

Lovers' Point

- ▶ A jagged cliff, call it a hill, rising above the borough with a great view of the city. Has picnic tables and a white picket fence. Hot spot for lovers.
- ▶ A **Clamour of Rooks** live in the straggly trees, cawing loudly if no one is kissing and cuddling. They are eerily quiet if there is sweet loving.
- ▶ Living in an old ice-cream van is an **Urchin Pack** selling narcotics. They are terrified of the cawing rooks and won't come out unless they're quiet.

Siren's Call

- ▶ Situated on the bank of the canal, the **Water-rats** steer clear of this old pub, stuffing their ears with cloth as they pass.
- ▶ Beautiful, enticing music plays on the wind, drawing patrons to the pub, famed for its delightful eel-pies and stout ales.
- ▶ Rumoured to be a place of ill-repute, where a person can lose themselves for a time in euphoric bliss.

Beggars' Canyon

- ▶ Stepped locks leading down to *Lovers' Point*, forming a narrow canyon.
- ▶ The site of a pitched battle between two Lock-keepers. The scorched locks survived, the keepers did not.
- ▶ One current Lock-keeper is **Annie Two-Teeth**, a woman with a talent for getting into trouble with the locals; often needs help sorting it out.

Apple-tree Square

- ▶ A dilapidated council estate encircling the tram-line bridge that crosses over the canal. Squatters have taken up residence here, rent-free.
- ▶ An old apple tree grows from the concrete island between tram-lines, an island that has become a makeshift platform for the squatters.
- ▶ The squatters look out for each other in a remarkable display of community, but are naturally wary of strangers.
- ▶ **Note:** this is where the Player Characters call home, sharing a flat or as neighbours, living rent-free while they get their lives sorted out.

Terminal Station

- ▶ Where the tram-line ends and the railway into the *Deep Country* begins.
- ▶ A railway station with a few bored, poorly paid officials desperate for excitement.
- ▶ Every morning the old steam train chugs in with refugees fleeing from the **Cider War**; every evening it chugs out with conscripts and treasure-hunters.

Junction 7

- ▶ Road to other boroughs, if you can pass the toll-gate; pay a few pounds or turn back around and block the oncoming traffic, annoying everyone.
- ▶ Multi-storey carpark crowded with rusting vehicles of all those who couldn't pay the toll. A community of trapped travellers has sprung up here.
- ▶ A gang of desperate revolutionaries, the **Seven Blakes**, are holed up here, wanting to get to the Federated Unions borough to ferment a revolt.

Observatory of the Lunar Lord

- ▶ A towering chimney rising from the rubble of a former toilet factory. The chimney has been repurposed as an observatory for the **Lunar Lord**.
- ▶ Under moonlight a sign is revealed, advertising fortunes told. The Alien **Lunar Lord** is more accurate when the moon is waxing or full.
- ▶ When the moon is full, a pack of **Vertical Wolves** pay tribute to the **Lunar Lord** by howling at the base of the chimney. He finds this to be distasteful and wants them to stop.

Sanctum of the Vertical Wolves

- ▶ A repurposed chimney of an empty biscuit factory, now home to a pack of **Vertical Wolves** that came here to worship the nearby **Lunar Lord**.
- ▶ The factory is a haven for homeless refugees fleeing the **Cider War**, who sacrifice the infirm to the wolves in exchange for living there.
- ▶ Worshippers of the pack have erected a makeshift church at the base of the chimney, and its worshippers dress up as wolves in old fake fur.

McDuff's Scrapyard

- ▶ Heaps of scrap, piles of junk, mounds of rusting machinery; *McDuff's Scrapyard* has it all. Everything here has been broken, but useful, sort of.
- ▶ **McDuff** will buy any old rubbish, but insists on selling something in return. Take it or never be welcomed in his yard again.
- ▶ There is always someone you know at the yard, be it friend or foe, regardless of when you visit it or whether they're alive or dead.

Cemetery

- ▶ A derelict cemetery noted for its bronze statues of **Sobbing Devils**; overgrown, rather bleak, rusty iron railings surrounding the twisting graveyard.
- ▶ Home to the **Anti-Metal League**, fanatics who really hate Machines and seek the liberation of People trapped in the *Underground*.
- ▶ Has a rusting **Land-tank** stuck in the middle, a source of pride to the league who claim to have '*brought it down*', whatever that means.

The Bends

- ▶ A series of sharp bends of the tram-lines, where the trams are forced to slow down. Market stalls line the sides, hawking goods to passengers.
- ▶ The stalls come and go, never the same ones the following day, selling a variety of goods, mostly useless or second-hand junk.
- ▶ **Tram-skaters** ride their skateboards over the roofs of the trams, leaping over to the next carriage in dazzling acrobatic displays.

Battle of the Bands

- ▶ An arena where bands battle like gladiators, the winner going on to signing a record deal with a local music producer.
- ▶ The producer, **Wokeman**, hosts the fights every month and the winners are never seen again, although their record is around for months.
- ▶ Any band that can play and hold a tune is welcome to fight, regardless how well they can play or sing.

Painted Chimney

- ▶ Rainbow coloured and festooned with neon signs, this chimney is advertising outdated goods, defunct services, and banned products.
- ▶ Living beneath its neon-shadows are **Brillig and the Slithy Toves**, a gang of unemployed factory workers-turned-hired thugs.
- ▶ The chimney acts as a warehouse for withdrawn and banned goods, and broken equipment. The supply is finite and sold one per customer.

Doll Museum

- ▶ Abandoned museum full of **Mocking Dolls**.
- ▶ Tourists sometime come to visit, breaking in through the supposedly locked doors. Few return.
- ▶ Valuable antiques are said to be locked away inside the museum, there for the taking.

! COMPLICATIONS !

Highway Hazards

- ▶ The busiest stretch of road lies between *Junction 7* and the slums, where traffic is heavy, prone to accidents, and the roads are poorly maintained.
- ▶ A common hazard is the riot of traffic cones that often appear overnight, without anyone claiming to put them there. They slow traffic right down.
- ▶ Pot-holes and puddles cause just as many accidents as the roaming giant lizards infamous for their love of wheels.

Highway Robbery

- ▶ Along the roads bordering the slums desperate people try to make a living by robbing passengers risking travel.
- ▶ One of the most notorious highway gangs are the **Road-runners**, known for their quick hit'n'run tactics.
- ▶ Best time to travel is at dawn, when the highway bandits are asleep.

Disputed Lock

- ▶ Between *McDuff's Scrapyard* and the *Cemetery* is a canal lock, the keeping of which is disputed between two Lock-keepers: **Tommy Flintlock**, a yokel from the *Deep Country*, and **Morris Minor**, a child who claims it as his inheritance after his **Water-rat** family were blown-up by another Lock-keeper who has since gone into hiding.
- ▶ Getting through the lock either means siding with one or the other, or sneaking through while the two Lock-keepers are busy fighting.
- ▶ The **Water-rats** side with **Morris**, the **Anti-Metal League** with **Tommy**.

Hijackers

- ▶ Trams along this rail are often hijacked by refugees, conscripts or both.
- ▶ The hijackers demand a ransom before they let passengers off, and it has become so common that people using it just think of it as a toll for travel.
- ▶ If both refugees and conscripts hijack the same tram, a miniature version of the **Cider War** breaks out as the conscripts believe the refugees to be spies for the enemy, and the refugees see the conscripts as the people who destroyed their villages and farms.

Water-nomads

- ▶ The tribe of the **Water-rats** run the canals and demand that anyone travelling the water-ways pay them respect; which usually costs.
- ▶ Scoundrels posing as Water-rats roam the canals.
- ▶ A flood of refugees have taken to the canals, nomads with their own barges: wrecks they patched together or boats they stole.

Heartbreakers

- ▶ The canal between *Beggars' Canyon* and *Lovers' Point* is dangerous territory: **Jilted Lovers** who were left high-and-dry on the lovers hill prey on travellers, sniping at them from afar, wanting everyone to feel that same pain they do.
- ▶ **Nomadic Hospital Ships**, licensed barges that pay a hefty fee to the **Water-rats**, ply their medicinal trade along this stretch, patching up the wounded and offering therapy to jilted lovers both sad and murderous.
- ▶ Refugees on makeshift rafts offer match-making services to anyone wanting to venture to *Lovers' Point*, for a modest fee.

Road Hogs

- ▶ Electro-pedal gangs race along this stretch of road.
- ▶ The most infamous gangs are the **Vipers** and **Scorpions**, bitter rivals who race against each other on a daily basis, often with deadly results.
- ▶ **Cy-boars** roam here, porcine cyborgs escaped from a defunct factory off the main road

Hitchhiker

- ▶ A favourite stretch of hitchhikers of all kinds: refugees, conscripts and travellers left adrift after an encounter with bandits.
- ▶ Also known as the **Murder Mile**, as loner hitchhikers turn out to be murderers, as the abandoned vehicles littering the road attest to.
- ▶ It is considered lucky to pick up a hitchhiker, so long as its not a murderous one.

Refugees

- ▶ The platforms on the approach to *Terminal Station* are full of refugees seeking passage to somewhere better.
- ▶ Refugees are normally just desperate for food, water and shelter; but there are those that are angry that they've been forced to flee their homes, and lash out at anyone *'from the city'*, believing them to be part of the problem.
- ▶ There are spies amongst the refugees, agents of the opposition in the **Cider War**. They are to be rooted out and eliminated.

Conscripts

- ▶ Trams full of drafted youngsters and retired soldiers wanting to reclaim their glory days.
- ▶ Over-eager youngsters can be a powder-keg for impromptu fights.
- ▶ Some conscripts don't want to go to war and beg passengers to help them out; others beg for money to *'buy a better gun'* or to send *'a letter to my mum'*. They are liars and likely just beggars in disguise.

Canal Critters

- ▶ Water-monsters are found along this stretch of the canal, known locally as **Nessies**; serpent-like fish with a taste for flesh.
- ▶ **Rainbow Fish** are a delicacy in this borough, caught by nomads fishing along this length of the canal. The fish fetch a few pounds at market.
- ▶ There's a rumour going around that a **Kraken** lives in the canal, although no one you know has ever seen it.

Dredgers

- ▶ A common name for nomadic salvagers who dredge the canals for lost objects and drowned corpses.
- ▶ A less common name for the bloated corpses that don't quite know they are dead and can wade out onto land looking for brains to eat.
- ▶ A rare name for a **Merman** said to live here, a seer who can see anything within the waters.

Rumours and gossip say that, despite all the abandoned factories, slums, refugees and conscripts heading off to war, there are plenty of valuables to be found in the borough.

- ▶ **McDuff** has had his eye on the old steam-engine that rusts as a centrepiece of the *Terminal Station*. He's willing to pay £1,000 for it.
- ▶ **McDuff** also has his greedy eyes on the various bronze statues in the *Cemetery*, and will pay £500 for each one delivered.
- ▶ Local music producer and band-promoter **Wokeman** used to visit the *Doll Museum* in his youth and always enjoyed gazing upon the beautiful **Porcelain Monk** that sat all-but forgotten in a dusty wing of the museum, surrounded by equally forgotten dolls and puppets. Now that the museum is no longer open to the public, he wants it for his own collection, and will pay £1,000 or more for the doll; more if it is intact, less if it comes back damaged.
- ▶ The **Water-rats** and **Anti-Metal League** are looking for escorts to protect a cargo. They'll pay £500 a trip, and the barge carrying the goods has to make it safely through the *Devil's Yawn*, cargo untouched.

HIRED HELP

Sometimes you need a little help, the right person for the right job; sometimes the wrong person for any job; you can't always be picky.

Experts

- £100 daily
- ▶ *McDuff's Scrapyard* is the place to go to get things fixed, recycled, or even built from scratch (albeit from junk). **McDuff** himself is an expert on engineering, and his employees are pretty knowledgeable too.
- ▶ Despite their hatred of all Machines and anything mechanical, members of the **Anti-Metal League** are actually experts on their enemies, believing that knowing how the Machines work allows them to locate their weaknesses and destroy them. Their headquarters are based in the *Cemetery*.
- ▶ The Alien **Lunar Lord** is an expert on fortunes, past and future. For £10 a reading, he will tell your fortune, either making sense of something from your past, or predicting your future. His readings are said to be spookily accurate.

Common Thugs

- £500 daily (rabble)
- ▶ If you are looking for a cheaper, but efficient, alternative to trained mercenaries, you can track down **Brillig and the Slithy Toves**, who operate out of the *Painted Chimney*. They are quite picky and won't just take any old job though.
- ▶ All along the tram-lines are the slum-dwelling, unemployed, thrill-seeking **Tram-skaters**, who are always happy to get involved in something dangerous and exciting. They can be found at any tram-stop, but *The Bends* and *Terminal Station* are ideal places to find them. You'll need to arm them if you want thugs carrying more than a bat or knife.
- ▶ Although it might seem that these beasts are nothing more than feral, wild animals, the **Vertical Wolves** are as intelligent as anyone and have needs; they often hire themselves out as bodyguards and general deterrents. You pay them in supplies rather than pounds, so are often a better option if you are low on funds. Be warned though, they are indeed wild, feral animals despite their intelligence, and can revert in times of stress or if they are cornered. You can find them at their *Sanctum*.

TREASURE TRAILS

- ▶ **Jesaleen**, a squatter living in *Appletree Square*, needs help finding her sister. She was last seen heading into the *Siren's Call* pub, but no one has seen her since then. **Jesaleen** can't pay in pounds, but she does have a secret to share that will more than pay for their help.
- ▶ Rumour has it that a Calculating Engine of superior intelligence lies in the hands of the revolutionaries called the **Seven Blakes**. The **Anti-Metal League** will pay £1000 for its retrieval, so that they can destroy the abomination.
- ▶ The **Anti-Metal League** would pay dearly (£1000 at least) for one of the Dancers, just so that they can take it apart, violently.
- ▶ During the night of the full moon, the **Lunar Lord** collects moonlight in a barrel of oily water atop his observatory. This **Moon Shine** is coveted by the **Vertical Wolves**, who would pay £1000 a barrel, so long as it is delivered within three days of its collection.
- ▶ Off the beaten-track is a forgotten entrance to the sewers, a gateway to the *Underground*, wherein **Old Crag-Face Clint** hid his ill-gotten gains from his golden years as a tram-highway man. He can't make the journey there himself, but he can point the way, for a 50/50 split.

Mercenaries

- £1,000 daily (gang)
- ▶ The **Anti-metal League** are always in need of money to fund their anti-Machine revolutions, and will hire members out to those who can pay. Easiest place to find them is the borough's old *Cemetery*.
- ▶ **Conscripts** that are still waiting to be shipped out, or have returned from the war are willing to use their expertise at killing things. They can be found hanging around *Terminal Station* waiting for a tram or a train.
- ▶ The canal-ruling **Water-rats** can be hired for jobs, so long as it does not oppose their own interests. The younger nomads are usually happy to be hired, as it makes a nice change of pace. They can be found around the locks of the canal, or hanging out around *Beggars' Canyon* and *Lovers' Point*.

Desperate Folk

- £10 daily (lackey)
- ▶ **Squatters** from *Appletree Square* are always looking for a job. They may not need to rent a place to sleep, but they still need to eat and, more importantly, drink. They are poorly equipped, but eager.
- ▶ **Trapped Commuters** camping out at *Junction 7* need money to pay the toll to get to work or home, and will happily work for it. Most are just stuck workers, so they won't come armed to the teeth, but may have a few tools in the back of their cars (which they can also bring to the job).
- ▶ **Bored Tram-drivers** and **Railway Officials**, found primarily at *Terminal Station*, waiting between shifts, are often in need of a little extra cash. They won't do anything too dangerous, but you don't need to tell them all the details until it's too late.