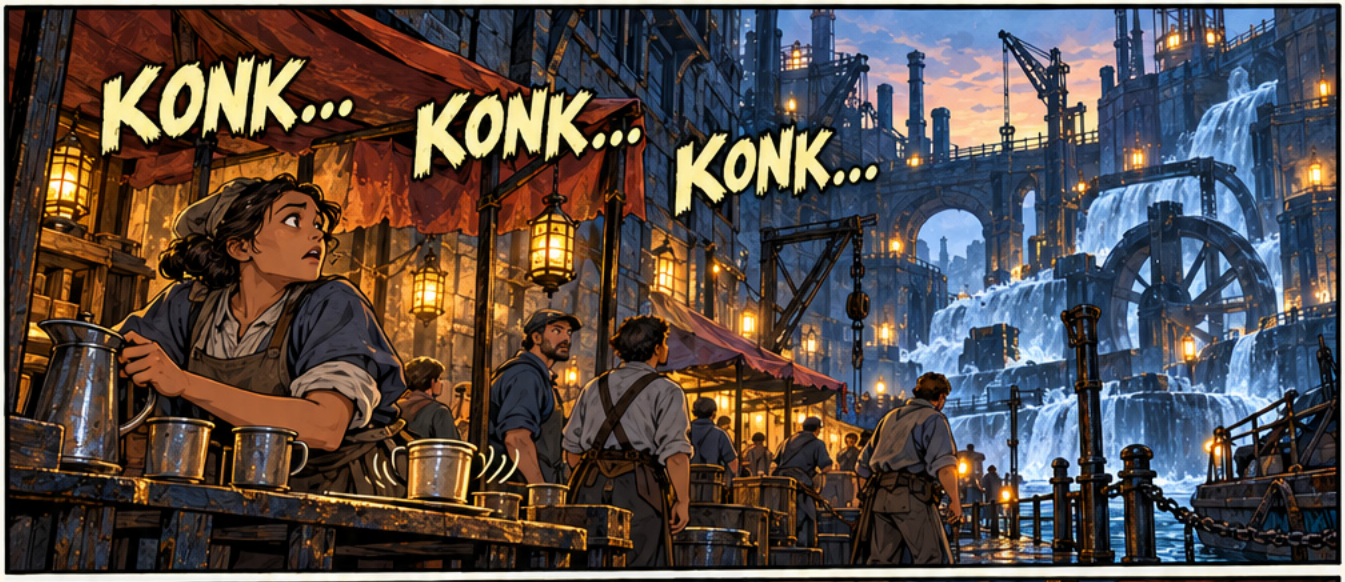

M1SCH1EF COMICS
THE HOLLOW HOARD
04
THE BEAST BENEATH BELL ROW


KONK...
KONK...
KONK...

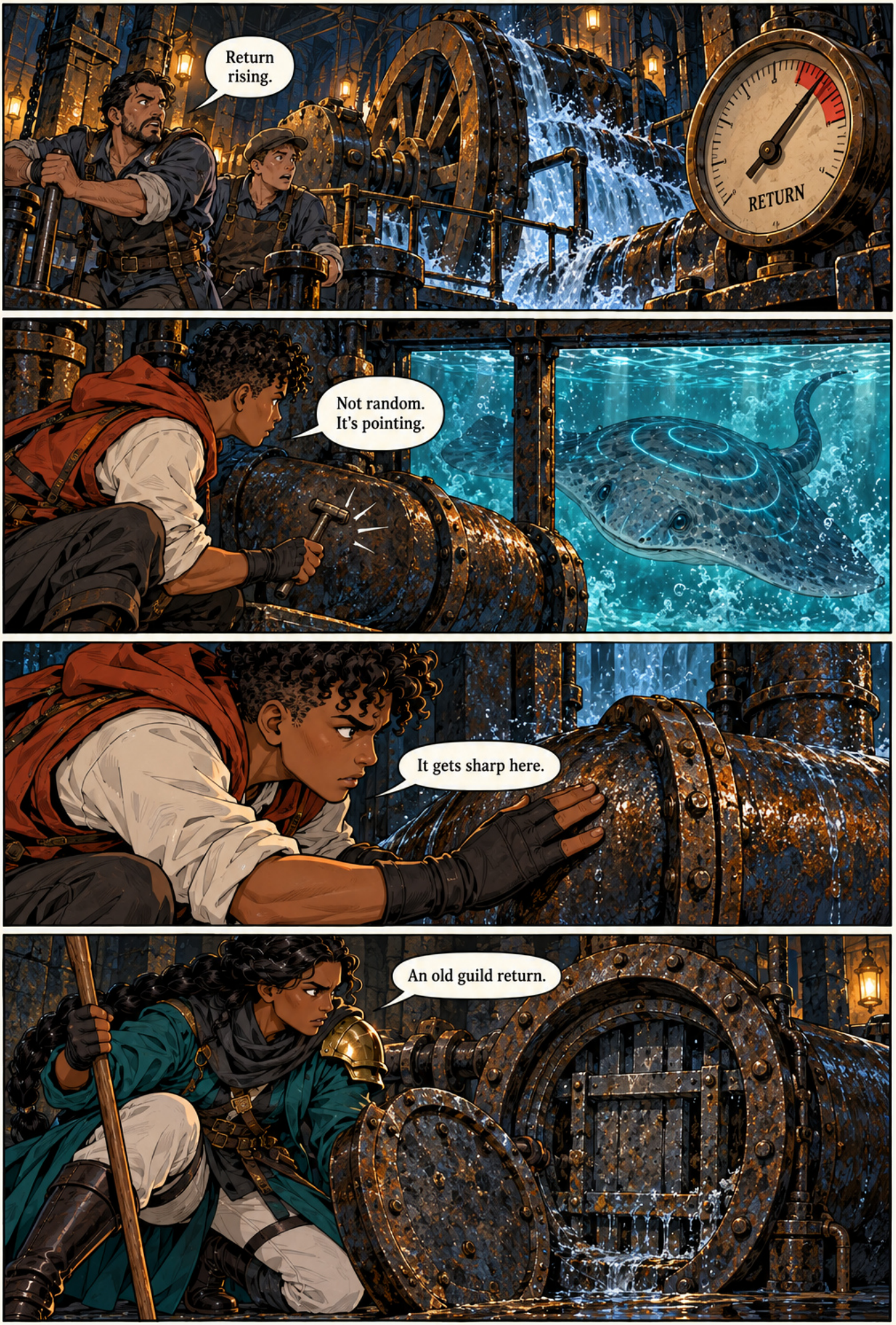

Away from the edge.


This is where they sent number three.
PUMP STATION THREE


Then we're late.


Keep the ray level.
003
It's calling.
Foreman Dorn?
It finds obstructions. New pump does the pushing.
How long has it been working?
Since midday.


The same system nearly killed another creature.
This is a delivery record. I need a fault I can test.
Then watch the return pressure.
Call every rise.


Return rising.
RETURN
Not random. It's pointing.
It gets sharp here.
An old guild return.

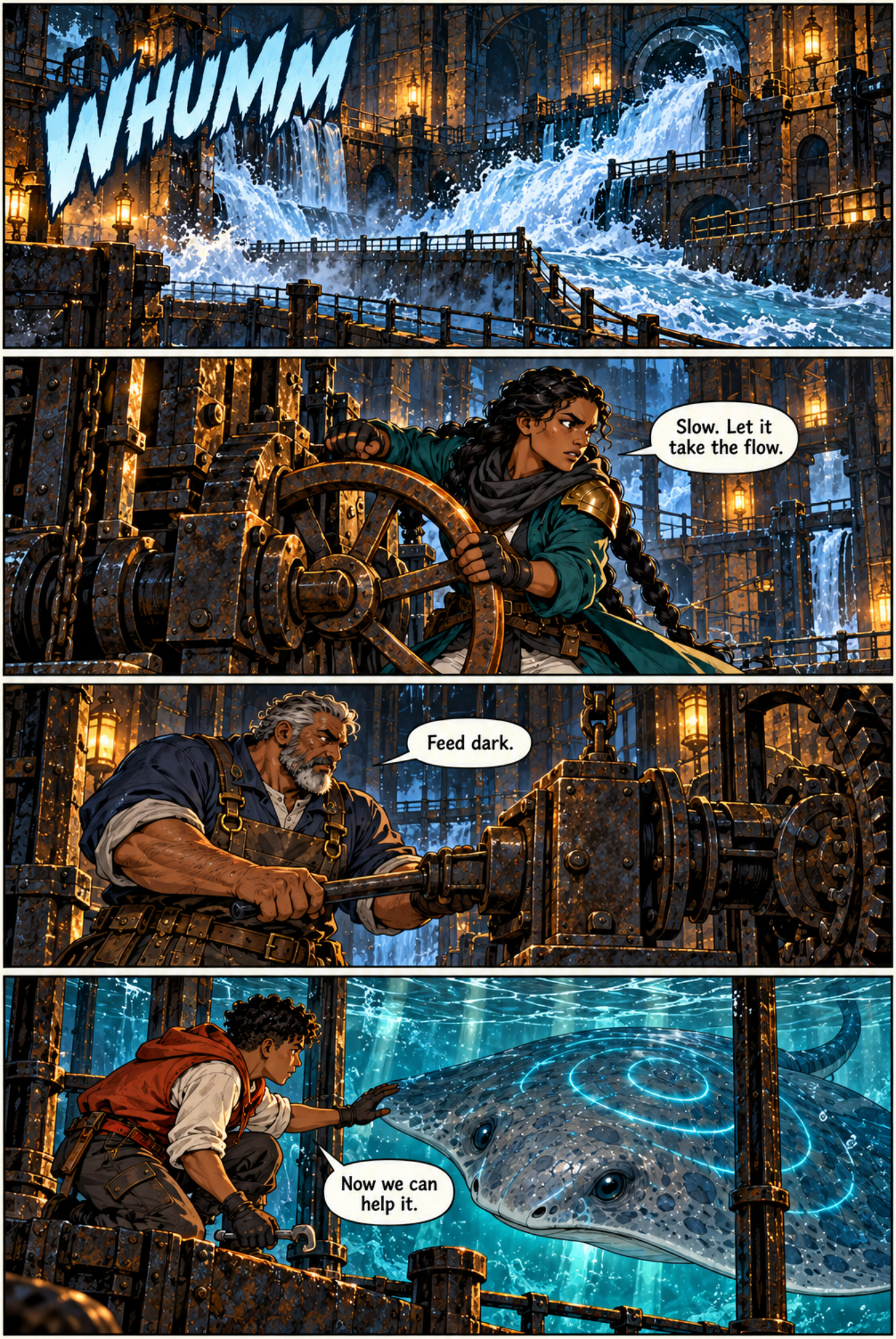

That return should open before the stroke.
We were told the old line wasn't safe.
Sealing it traps the discharge.
KONK


The Curator promised a working pump.
Then we should make sure it works.
Touch that and you own the flood.
KRRK


I'll clear the quay and follow the knock.
I can reach that gate.
I stop the powered stroke on your signal.
Return first. Pump off. Then the restraint.


CREAK
Tamsin!
Keep them moving!
No one touches the drive.


Here. The cap's holding pressure.
Not until the gate moves.
GRRNN
Stop the stroke. Now.
0
50
100
150
200


WHUMM
Slow. Let it take the flow.
Feed dark.
Now we can help it.


I thought we were protecting the quay.
You still can.
Take a copy. If they ask, I gave it to you.
BELL ROW
TIDAL EXCHANGE
GUILD DWG. No. 7743-B
The archive should have this.


Marr. You used to escort the museum wagons.
You knew these people?
Yes.
Before we go anywhere else, tell me.
NEXT: THE PRICE OF A NAME.