

BLADES IN THE DARK

SIMPLE RULES OVERVIEW

ACTION ROLLS

When a player character does something challenging, we make an **action roll** to see how it turns out. An action is challenging if there's an obstacle to the PC's goal that's dangerous or troublesome in some way.

The player rolls a number of d6 equal to their character's **action rating** (from 1 to 4). The action rating they use depends on what their character is doing. If they're fighting, it's Skirmish, if they're using magic, it's Attune, etc. See the list of actions at right.

For each roll, we set the **position** and **effect level**. Position tells us how dangerous it is for the PC. A **controlled** position isn't very dangerous. A **risky** position is pretty dangerous. A **desperate** position is very dangerous. The effect level tells us how much impact this roll will have on the situation. **Great** effect means a big impact, enough to overcome a tough obstacle. **Standard** effect means decent impact—enough to overcome a standard obstacle. **Limited** effect means poor impact, requiring multiple rolls to overcome an obstacle.

The outcome of the roll is determined by the **single highest die result**. **If the highest die is a 6, it's a full success:** the PC's action is effective and there are no complications. **If the highest die is a 4 or 5, it's a partial success:** the PC's action is effective, but there's a complication. **If the highest die is a 1-3, it's a failure:** the PC's action is not effective, and there's a complication, too.

Basically, when someone makes an action roll, we all look for that 6. If they don't get a 6, some kind of complication or bad consequence will happen, based on the PC's position. **If a player rolls more than one 6, that's a critical success**—they get an extra benefit of some kind.

FORTUNE ROLLS

A fortune roll tells us “how much” something manifests. There's no position or effect level, just a pool of d6 representing a trait. For example, the GM might make a fortune roll for the bad guys' morale to see if they can stay and fight. If they're brave, the GM might roll 3d6 and see how well they do. On a 6, they definitely stay and fight. On a 4/5, maybe a few of them run off. On a 1-3, they all break and flee.

RESISTANCE ROLLS

A PC can make a resistance roll to block or avoid a bad consequence that the GM inflicts. For example, if the GM says, “You do it, but Neela shoots you as you climb over. You take level 2 harm,” the player can say, “Nope! I want to resist that.” **When a PC resists a consequence, it's always effective**—the consequence will be reduced to something less severe or avoided entirely (depending on the situation).

The resistance roll tells us **how much stress** the PC takes (6 stress minus the highest die result).

ATTUNE
COMMAND
CONSORT
FINESSE
HUNT
PROWL
SKIRMISH
STUDY
SURVEY
SWAY
TINKER
WRECK

PROCEDURES

ACTION ROLL

1. The player states their **goal** for the action.
2. The player chooses the **action rating** that matches what their character is doing in the fiction.
3. The GM sets the **position** for the roll.
4. The GM sets the **effect level** for the action.
5. Add **bonus dice**.
6. **The player rolls the dice** and we judge the result.

BONUS DICE

- ♦ +1d from teammate (they take 1 stress)
- ♦ +1d if you push yourself or take a devil's bargain

FORTUNE ROLL

1. The GM determines the dice pool (generally 1 to 4 dice) based on the fictional trait that applies to the situation (morale, toughness, quality, etc.).
2. Roll the dice and read the highest single result to determine how strongly that trait manifests in the situation at hand.

RESISTANCE ROLL

1. The player chooses to resist a consequence.
2. The GM determines if the consequence will be reduced or negated by the resistance roll, depending on the details of the situation.
3. The GM determines which attribute applies to the consequence at hand (Insight, Prowess, or Resolve).
4. The player rolls the dice for that attribute.
5. The PC takes stress equal to 6 minus the highest dice result, and the consequence is negated or reduced.

FLASHBACKS

1. The player announces that they'd like a flashback to an action they performed in the past which will impact the current situation.
2. The GM briefly describes the scene for the flashback. The Player describes what their character does.
3. The GM sets a **stress cost** for the flashback action:
 - ♦ **0 STRESS:** An ordinary action for which you had easy opportunity.
 - ♦ **1 STRESS:** A complex action or unlikely opportunity.
 - ♦ **2 (OR MORE) STRESS:** An elaborate action that involved special opportunities or contingencies.
4. The PC takes the stress and attempts the flashback action.

CHARACTER CREATION

1 Choose a playbook. Your playbook represents your character's reputation in the underworld, their special abilities, and how they advance.

2 Choose a heritage. Detail your choice with a note about your family life. *For example, Skovlan: Ore miners, now war refugees in Duskwall.*

3 Choose a background. Detail your choice with your specific history. *For example, Labor: Leviathan hunter, mutineer.*

4 Assign four action dots. No action may begin with a rating higher than 2 during character creation. *(After creation, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance actions up to rating 4.)*

5 Choose a special ability. They're in the gray column in the middle of the character sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

6 Choose a close friend and a rival. Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

7 Choose your vice. Pick your preferred type of vice, detail it with a short description and indicate the name and location of your vice purveyor.

8 Record your name, alias, and look. Choose a name, an alias (if you use one), and jot down a few words to describe your look. Examples are provided at right.

LOADOUT

You have access to all of the **items** on your character sheet. For each operation, decide what your character's **load** will be. During the operation, you may say that your character has an item on hand by checking the box for the item you want to use—up to a number of items equal to your chosen load. Your load also determines your movement speed and conspicuousness:

- ◆ **1-3 LOAD: Light.** *You're faster, less conspicuous; you blend in with citizens.*
- ◆ **4/5 LOAD: Normal.** *You look like a scoundrel, ready for trouble.*
- ◆ **6 LOAD: Heavy.** *You're slower. You look like an operative on a mission.*
- ◆ **7-9 LOAD: Encumbered.** *You're overburdened and can't do anything except move very slowly.*

Some special abilities (like the Cutter's **MULE** ability or a Demon's incredible strength) increase the load limits.

Some items count as two items for load (they have two connected boxes). *Items in italics don't count toward your load.*

You don't need to select specific items now. Review your personal items and the standard item descriptions provided in this PDF.

VICES

- **FAITH:** You're dedicated to an unseen power, forgotten god, ancestor, etc.
- **GAMBLING:** You crave games of chance, betting on sporting events, etc.
- **LUXURY:** Expensive and/or ostentatious displays of opulence.
- **OBLIGATION:** You're devoted to a family, a cause, a charity, etc.
- **PLEASURE:** Gratification from lovers, food, drink, drugs, art, theater, etc.
- **STUPOR:** You seek oblivion in the abuse of drugs, drink to excess, getting beaten to a pulp in the fighting pits, etc.
- **WEIRD:** You experiment with strange essences, consort with rogue spirits, observe bizarre rituals or taboos, etc.

NAMES

Adric, Aldo, Amosen, Andrel, Arden, Arlyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crawl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grine, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseareth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

LOOKS

Man, Woman, Ambiguous, Concealed.

Affable, Athletic, Bony, Bright, Brooding, Calm, Chiseled, Cold, Dark, Delicate, Fair, Fierce, Grimy, Handsome, Huge, Hunched, Languid, Lovely, Open, Plump, Rough, Sad, Scarred, Slim, Soft, Squat, Stern, Stout, Striking, Twitchy, Weathered, Wiry, Worn.

Collared Shirt	Heavy Jacket	Knit Sweater	Rags & Tatters	Slim Jacket	Tricorn Hat
Eel-skin Bodysuit	Hide & Furs	Leathers	Rough Tunic	Soft Boots	Vest or Waistcoat
Fitted Dress	Hood & Veil	Long Coat	Scavenged Uniform	Suit & Tie	Waxed Coat
Fitted Leggings	Hooded Cape	Long Scarf	Sharp Trousers	Suspenders	Wide Belt
Half-Cape	Hooded Coat	Loose Silks	Short Cloak	Tall Boots	Work Boots
Heavy Cloak	Knit Cap	Mask & Robes	Skirt & Blouse	Thick Greatcoat	Work Trousers

FAMILY NAMES

Ankhayat, Arran, Athanoch, Basran, Boden, Booker, Bowman, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessarín, Kinclaith, Lomond, Maroden, Michter, Morriston, Penderyn, Prichard, Rowan, Sevoy, Skelkallan, Skora, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Walund, Welker.

ALIASES

Bell, Birch, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Gunner, Hammer, Hook, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick-Tock, Twelves, Vixen, Whip, Wicker.

- + PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**

BLADES IN THE DARK

CREW

NAME ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD

VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING
3	NEED HELP project clock
2	-1D ARMOR USES
1	LESS EFFECT HEAVY SPECIAL

NOTES

ALCHEMICALS

Bandolier

Bandolier

When you use a bandolier slot, choose an alchemical:

◆ Alcahest

◆ Binding Oil

◆ Drift Oil

◆ Drown Powder

◆ Eyebblind Poison

◆ Fire Oil

◆ Grenade

◆ Quicksilver

◆ Skullfire Poison

◆ Smoke Bomb

◆ Spark (drug)

◆ Standstill Poison

◆ Trance Powder

LEECH

A SABOTEUR AND TECHNICIAN

SPECIAL ABILITIES

- ALCHEMIST: When you **invent** or **craft** a creation with *alchemical* features, take +1 **result level** to your roll. You begin with one special formula already known.
- ANALYST: During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- ARTIFICER: When you **invent** or **craft** a creation with *spark-craft* features, take +1 **result level** to your roll. You begin with one special design already known.
- FORTITUDE: You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling alchemicals.
- GHOST WARD: You know how to **Wreck** an area with arcane substances and methods so it is either anathema or enticing to spirits (your choice).
- PHYSICKER: You can **Tinker** with bones, blood, and bodily humours to treat wounds or stabilize the dying. You may **study** a malady or corpse. Everyone in your crew gets +1d to their healing treatment rolls.
- SABOTEUR: When you **Wreck**, the work is much quieter than it should be and the damage is hidden from casual inspection.
- VENOMOUS: Choose a drug or poison (from your bandolier stock) to which you have become immune. You can **push yourself** to secrete it through your skin or saliva or exhale it as a vapor.
- VETERAN: Choose a special ability from another source.

CLEVER FRIENDS

- △▽ Stazia, an apothecary
- △▽ Veldren, a psychonaut
- △▽ Eckerd, a corpse thief
- △▽ Jul, a blood dealer
- △▽ Malista, a priestess

ITEMS

- ☐ Fine tinkering tools
- ☐ Fine wrecking tools
- ☐ Blowgun & darts, syringes
- ☐ Bandolier (3 uses)
- ☐ Bandolier (3 uses)
- ☐ Gadgets

XP

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with technical skill or mayhem.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your **load** limit for the operation.

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

STASH COIN

PLAYBOOK

INSIGHT

- ☐ HUNT
- ☐ STUDY
- ☐ SURVEY
- ☒ TINKER

PROWESS

- ☐ FINESSE
- ☐ PROWL
- ☐ SKIRMISH
- ☒ WRECK

RESOLVE

- ☐ ATTUNE
- ☐ COMMAND
- ☐ CONSORT
- ☐ SWAY

BONUS DIE

PUSH YOURSELF (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.

LOAD

3 light

5 normal

6 heavy

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2nd Pistol
- ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ Armor ☐ +Heavy
- ☐ Burglary Gear
- ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What can I tinker with here?
- ◆ What might happen if I [X]?
- ◆ How can I find [X]?
- ◆ What's really going on here?

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

BACKGROUND: ACADEMIC—LABOR—LAW
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VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS

TRAUMA

COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM	HEALING
3	NEED HELP <i>project clock</i>
2	-1D ARMOR <input type="checkbox"/>
1	LESS EFFECT HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

WHISPER

AN ARCANIC
ADEPT AND
CHANNELER

SPECIAL ABILITIES

- **COMPEL:** You can **Attune** to the ghost field to force a nearby ghost to appear and obey a command you give it. You are not supernaturally terrified by a ghost you summon or compel (though your allies may be).
- **GHOST MIND:** You're always aware of supernatural entities in your presence. Take +1d when you **gather info** about the supernatural.
- **IRON WILL:** You're immune to the terror that some supernatural entities inflict on sight. Take +1d to resistance rolls with **Resolve**.
- **OCCULTIST:** You know the secret ways to **Consort** with ancient powers, forgotten gods or demons. Once you've consorted with one, you get +1d to **command** cultists who worship it.
- **RITUAL:** You can **Study** an occult ritual (or create a new one) to summon a supernatural effect or being. You know the arcane methods to perform ritual sorcery. You begin with one ritual already learned.
- **STRANGE METHODS:** When you invent or craft a creation with *arcane* features, take +1 **result level** to your roll. You begin with one arcane design already known.
- **TEMPEST:** You can **push yourself** to do one of the following: *unleash a stroke of lightning as a weapon—summon a storm in your immediate vicinity (torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*
- **WARDED:** You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** when you deal with arcane forces.
- ○ ○ **VETERAN:** Choose a special ability from another source.

STRANGE FRIENDS

- △▽ Nyryx, a possessor ghost
- △▽ Scurlock, a vampire
- △▽ Setarra, a demon
- △▽ Quellyn, a witch
- △▽ Flint, a spirit trafficker

ITEMS

- ☐ ☐ Fine lightning hook
- ☐ Fine spirit mask
- ☐ *Electroplasm vials*
- ☐ Spirit bottles (2)
- ☐ *Ghost key*
- ☐ *Demonbane charm*

XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ◆ *You addressed a challenge with knowledge or arcane power.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

TEAMWORK

Assist a teammate

Lead a **group action**

Protect a teammate

Set up a teammate

PLANNING & LOAD

Choose a plan, provide the *detail*. Choose your **load** limit for the operation.

Assault: *Point of attack*

Occult: *Arcane power*

Deception: *Method*

Social: *Connection*

Stealth: *Entry point*

Transport: *Route*

STASH

COIN

PLAYBOOK

INSIGHT

- ● ● ● HUNT
- ● ● ● STUDY
- ● ● ● SURVEY
- ● ● ● TINKER

PROWESS

- ● ● ● FINESSE
- ● ● ● PROWL
- ● ● ● SKIRMISH
- ● ● ● WRECK

RESOLVE

- ● ● ● ATTUNE
- ● ● ● COMMAND
- ● ● ● CONSORT
- ● ● ● SWAY

BONUS DIE

PUSH YOURSELF (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**.

LOAD 3 light 5 normal 6 heavy

- ☐ A Blade or Two
- ☐ Throwing Knives
- ☐ A Pistol ☐ A 2nd Pistol
- ☐ ☐ A Large Weapon
- ☐ An Unusual Weapon
- ☐ ☐ Armor ☐ ☐ ☐ +Heavy
- ☐ Burglary Gear
- ☐ ☐ Climbing Gear
- ☐ Arcane Implements
- ☐ Documents
- ☐ Subterfuge Supplies
- ☐ ☐ Demolition Tools
- ☐ Tinkering Tools
- ☐ Lantern

GATHER INFORMATION

- ◆ *What is arcane or weird here?*
- ◆ *What echoes in the ghost field?*
- ◆ *What is hidden or lost here?*
- ◆ *What do they intend to do?*
- ◆ *What drives them to do this?*
- ◆ *How can I reveal [X]?*
- ◆ *What's really going on here?*

BLADES IN THE DARK

CREW

NAME _____

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES IRUVIA—SEVEROS—SKOVLAN—TYCHEROS	BACKGROUND: ACADEMIC—LABOR—LAW TRADE—MILITARY—NOBLE—UNDERWORLD
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VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS  **TRAUMA** 

COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM			HEALING	
3		NEED HELP	project clock	
2		-1D	ARMOR USES	
			ARMOR	<input type="checkbox"/>
1		LESS EFFECT	HEAVY	<input type="checkbox"/>
			SPECIAL	<input type="checkbox"/>

NOTES

PLAYBOOK

SPECIAL ABILITIES

[illegible]

3 light 5 normal 6 heavy

[illegible]

XP

- ◆ *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times.

- ◆ *You addressed a challenge with _____*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

Occult: *Arcane power*

Social: Connection

Transport: *Route*

STASH

COIN

☐ ☐

☐ ☐



Age Group	Percentage
18-24	10%
25-34	35%
35-44	25%
45-54	15%
55-64	10%
65-74	5%
75-84	2%
85+	1%

● ● ● ● HUNT
● ● ● ● STUDY
● ● ● ● SURVEY
● ● ● ● TINKER



● ● ● ● FINESSE
● ● ● ● PROWL
● ● ● ● SKIRMISH
● ● ● ● WRECK



● ● ● ● ATTUNE
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● ● ● ● CONSORT
● ● ● ● SWAY

BONUS DIE

+ PUSH YOURSELF (take 2 stress) -OR- accept a **DEVIL'S BARGAIN.**

3 light 5 normal 6 heavy

[illegible]

GATHER INFORMATION

- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*
- ◆ *What are they really feeling?*
- ◆ *What should I lookout for?*
- ◆ *Where's the weakness here?*
- ◆ *How can I find [X]?*
- ◆ *What's really going on here?*

STANDARD ITEMS

A Blade or Two: Perhaps you carry a simple fighting knife. Or two curved swords. Or a rapier and stiletto. Or a heavy butcher's cleaver. [1 LOAD]

Your choice of blade might reflect your heritage:

In the North (Akoros and Skovlan) blades tend to be broad, heavy, and single-edged.

In Severos, the horse-lords favor spears in battle, but for personal combat they carry distinctive double-edged daggers with very wide blades, often intricately inscribed with family histories.

In the Dagger Isles, the corsairs often use narrow, light blades made for quick thrusts—such as the rapier and stiletto.

In Iruvia, curved blades are common; sharpened on the outer edge like a saber, or sharpened on the inner edge, like a sickle.

Throwing Knives: Six small, light blades. [1 LOAD]

A Pistol: A heavy, single-shot, breech-loading firearm. Devastating at 20 paces, slow to reload. [1 LOAD]

A Large Weapon: A weapon meant for two hands. A battle-axe, greatsword, warhammer, or pole-arm. A hunting rifle. A blunderbuss. A bow or crossbow. [2 LOAD]

An Unusual Weapon: A curiosity or tool turned into a weapon. A whip, a flail, a hatchet, a shovel, a length of chain, a razor-edged fan, steel-toed boots. [1 LOAD]

Armor: A thick leather tunic plus reinforced gloves and boots. [2 LOAD]

+Heavy: The addition of chain mail, metal plates, a metal helm. [3 LOAD] *The load for heavy armor is in addition to normal armor—5 load total.*

Burglary Gear: A set of lockpicks. A small pry-bar. Vials of oil to silence squeaky hinges. A coil of wire and fishing hooks. A small pouch of fine sand. [1 LOAD]

Climbing Gear: A large coil of rope. A small coil of rope. Grappling hooks. A small pouch of chalk dust. A climbing harness with loops and metal rings. A set of iron pitons and a small mallet. [2 LOAD]

Documents: A collection of slim volumes on a variety of topics, including a registry of the nobility, City Watch commanders, and other notable citizens. Blank pages, a vial of ink, a pen. A number of interesting maps. [1 LOAD]

Arcane Implements: A vial of quicksilver. A pouch of black salt. A spirit anchor in the form of a small stone. A spirit bottle. A vial of electropasm, designed to break and splatter on impact. [1 LOAD]

Subterfuge supplies: A theatrical make-up kit. A selection of blank documents, ready for the forger's hand. Costume jewelry. A reversible cloak and distinctive hat. A forged badge of office. [1 LOAD]

Demolition tools: A sledgehammer and iron spikes. Heavy drill. Crowbar. [2 LOAD]

Tinkering Tools: An assortment for detailed mechanist work: jeweler's loupe, tweezers, a small hammer, pliers, screwdriver, etc. [1 LOAD]

Lantern: A simple oil lantern, a fancy electropasmic lamp, or other light source. [1 LOAD]

Spiritbane Charm: A small arcane trinket that ghosts prefer to avoid. [0 LOAD]

DUSKWALL: VICE PURVEYORS

FAITH

- ◆ **Mother Narya**, House of the Weeping Lady, Six Towers.
- ◆ **Ilacille**, the ruins of the Temple to forgotten gods, Coalridge.
- ◆ **Nelisanne**, The Church of the Ecstasy of the Flesh, Brightstone.
- ◆ **Lord Penderyn**, the Archive of Echoes, Charterhall.

GAMBLING

- ◆ **Spogg's** dice game, Crow's Foot.
- ◆ **Grist**, boxing, the Docks.
- ◆ **Helene**, Silver Stag casino, Silkshore.
- ◆ **Master Vreen**, hound racing, Nightmarket.
- ◆ **Lady Dusk**, the Dusk Manor Club, Whitecrown.
- ◆ **Sergeant Velk**, the fighting pits, Dunsloough.

LUXURY, PLEASURE

- ◆ **Singer**, bath house, Crow's Foot.
- ◆ **Harvale Brogan**, the Centuralia Club, Brightstone.
- ◆ **Traven's** smoke shop, Coalridge.
- ◆ **Dunridge & Sons** fine fabrics and tailoring, Nightmarket.
- ◆ **Chef Roselle**, the Golden Plum restaurant, Six Towers.
- ◆ **Maestro Helleren**, Spiregarden theater, Whitecrown.

OBLIGATION

- ◆ **Family members** (heritage) or **former co-workers** (background).
- ◆ **Hutton**, Skovlander Refugees/ Revolutionaries, Charhollow.
- ◆ **The Circle of Flame**, a secret society.

PLEASURE, STUPOR

- ◆ **Mardin Gull**, the Leaky Bucket, tavern, Crow's Foot.
- ◆ **Pux Bolin**, the Harping Monkey, tavern, Nightmarket.
- ◆ **Helene**, Silver Stag casino, Silkshore.
- ◆ **Lady Freyla**, the Emperor's Cask, bar, Whitecrown.
- ◆ **Avrick**, powder dealer, Barrowcleft.
- ◆ **Rolan Volaris**, the Veil, social club, Nightmarket.
- ◆ **Madame Tesslyn**, the Red Lamp, brothel, Silkshore.
- ◆ **Traven's** smoke shop, Coalridge.
- ◆ **Eldrin Prichard**, the Silver Swan pleasure barge, Brightstone canals.
- ◆ **Jewel, Bird, and Shine**, Catcrawl Alley, the Docks.

WEIRD

- ◆ **The hooded proprietor** of a half-flooded grotto tavern near the docks. Strange passageways lead to stranger chambers beyond.
- ◆ **Father Yoren**, House of the Weeping Lady, Six Towers.
- ◆ **"Salia,"** a spirit of the Reconciled, which moves from body to body at their whim.
- ◆ **Sister Thorn**, deathlands scavenger gang, Gaddoc Station.
- ◆ **Ojak**, Tycherosi rooftop market vendor, Silkshore.
- ◆ **Aranna the Blessed**, cultist of a forgotten god, barge moored in Nightmarket.

CREW CREATION

1 Choose a crew type. The crew type determines the group's purpose, their special abilities, and how they advance.

You begin at **Tier 0**, with **strong hold** and **0 REP**. You start with **2 COIN**.

2 Choose an initial reputation and lair. Choose how other underworld factions see you: *Ambitious—Brutal—Daring—Honorable—Professional—Savvy—Subtle—Strange*. Look at the map and pick a district in which to place your lair. Describe the lair.

3 Establish your hunting grounds. Look at the map and pick a district in which to place your hunting grounds. Decide how to deal with the faction that claims that area.

- ♦ Pay them **1 COIN**.
- ♦ Pay them **2 COIN**. Get **+1 status**.
- ♦ Pay nothing. Get **-1 status**.

4 Choose a special ability. They're in the gray column in the middle of the crew sheet. If you can't decide, choose the first ability on the list. It's placed there as a good first option.

5 Assign crew upgrades. Your crew has two upgrades pre-selected. Choose two more. If your crew has a cohort, follow the procedure to create it. Record the faction status changes due to your upgrades:

- ♦ One faction helped you get an upgrade. Take **+1 status** with them. Or spend **1 COIN** for **+2 status** instead.
- ♦ One faction was harmed when you got an upgrade. Take **-2 status** with them. Or spend **1 COIN** for **-1 status** instead.

6 Choose a favorite contact. Mark the one who is a close friend, long-time ally, or partner in crime. Record the faction status changes related to your contact:

- ♦ One faction is friendly with your contact. Take **+1 status** with them.
- ♦ One faction is unfriendly with your contact. Take **-1 status** with them.

At your option, increase the intensity of the factions' relationship with your contact and take **+2** and **-2 status**, instead.

CREW UPGRADES

♦ **BOAT HOUSE:** You have a boat, a dock on a waterway, and a small shack to store boating supplies. A second upgrade improves the boat with armor and more cargo capacity.

♦ **CARRIAGE HOUSE:** You have a carriage, two goats to pull it, and a stable. A second upgrade improves the carriage with armor and larger, swifter goats. *Horses are very rare in Doskvol—most carriages in the city use the large Akorosian goat as their draft animal.*

♦ **COHORT:** A cohort is a gang or a single expert NPC who works for your crew. For all the details on cohorts, see page 96.

♦ **HIDDEN LAIR:** Your lair has a secret location and is disguised to hide it from view. If your lair is discovered, use two downtime activities and pay **COIN** equal to your Tier to relocate it and hide it once again.

♦ **MASTERY:** Your crew has access to master level training. You may advance your PCs' action ratings to 4 (until you unlock this upgrade, PC action ratings are capped at 3). This costs four upgrade boxes to unlock.

♦ **QUALITY:** Each upgrade improves the **quality rating** of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of **Documents**, **Gear** (covers Burglary Gear and Climbing Gear), **Arcane Implements**, **Subterfuge Supplies**, **Tools** (covers Demolitions Tools and Tinkering Tools), and **Weapons**.

So, if you are Tier 0, with fine lockpicks (+1) and the Quality upgrade for gear (+1), you could contend equally with a Tier II quality lock.

♦ **QUARTERS:** Your lair includes living quarters for the crew. Without this upgrade, each PC sleeps elsewhere, and is vulnerable when they do so.

♦ **SECURE LAIR:** Your lair has locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against spirits. *You might roll your crew's Tier if these measures are ever put to the test, to see how well they thwart an intruder.*

♦ **TRAINING:** If you have a Training upgrade, you earn 2 xp (instead of 1) when you train a given xp track during downtime (**INSIGHT**, **PROWESS**, **RESOLVE**, or Playbook xp). This upgrade essentially helps you advance more quickly. See **Advancement**, page 48.

*If you have **Insight Training**, when you train **INSIGHT** during downtime, you mark 2 xp on the **INSIGHT** track (instead of just 1). If you have **Playbook Training**, you mark 2 xp on your playbook xp track when you train.*

♦ **VAULT:** Your lair has a secure vault, increasing your storage capacity for **COIN** to 8. A second upgrade increases your capacity to 16. A separate part of your vault can be used as a holding cell.

♦ **WORKSHOP:** Your lair has a workshop appointed with tools for tinkering and alchemy, as well as a small library of books, documents, and maps. You may accomplish long-term projects with these assets without leaving your lair.

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of abilities: TRAINING ROOMS, VICE DEN, FIXER, INFORMANTS, HAGFISH FARM, VICTIM TROPHIES, LAIR, TURF, COVER OPERATION, PROTECTION RACKET, INFIRMARY, ENVOY, COVER IDENTITIES, CITY RECORDS.

HEAT WANTED LEVEL COIN VAULTS

Empty lines for notes or additional information.

ASSASSINS

MURDERERS FOR HIRE

SPECIAL ABILITIES

- DEADLY: Each PC may add +1 action rating to Hunt, Prowl, or Skirmish (up to a max rating of 3).
- CROW'S VEIL: Due to hard-won experience or occult ritual, your activities are hidden from the notice of the death-seeker crows. You don't take extra heat when killing is involved on a score.
- EMBERDEATH: Due to hard-won experience or occult ritual, you know the arcane method to destroy a living victim's spirit at the moment you kill them. Take 3 stress to channel electroplasmic energy from the ghost field to disintegrate the spirit and dead body in a shower of sparking embers.
- NO TRACES: When you keep an operation quiet or make it look like an accident, you get half the rep value of the target (round up) instead of zero. When you end downtime with zero heat, take +1 rep.
- PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- PREDATORS: When you use stealth or subterfuge to commit murder, take +1d to the engagement roll.
- VIPERS: When you acquire or craft poisons, you get +1 result level to your roll. When you employ a poison, you are specially prepared to be immune to its effects.
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful accident, disappearance, murder, or ransom operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Trev, a gang boss
- Lydra, a deal broker
- Irimina, a vicious noble
- Karlos, a bounty hunter
- Exeter, a spirit warden
- Sevoy, a merchant lord

CREW UPGRADES

- Assassin rigging (2 free load of weapons or gear)
- Ironhook Contacts (+1 Tier in prison)
- Elite Skulks
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY: Carriage, Boat, Hidden, Quarters, Secure, Vault, Workshop, Documents, Gear, Implements, Supplies, Tools, Weapons.

TRAINING COHORTS: Insight, Prowess, Resolve, Personal, Mastery, Upgrade Costs, New Cohort: 2, Add Type: 2.

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of abilities: BARRACKS, TURF, TERRORIZED CITIZENS, INFORMANTS, PROTECTION RACKET, FIGHTING PITS, LAIR, TURF, TURF, TURF, INFIRMARY, BLUECOAT INTIMIDATION, STREET FENCE, WAREHOUSES, BLUECOAT CONFEDERATES

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

BRAVOS

MERCENARIES, THUGS & KILLERS

SPECIAL ABILITIES

- DANGEROUS: Each PC may add +1 action rating to Hunt, Skirmish, or Wreck (up to a max rating of 3).
- BLOOD BROTHERS: When you fight alongside your cohorts in combat, they get +1d for teamwork rolls (setup and group actions). All of your cohorts get the Thugs type for free (if they're already Thugs, add another type).
- DOOR KICKERS: When you execute an assault plan, take +1d to the engagement roll.
- FIENDS: Fear is as good as respect. You may count each wanted level as if it was turf.
- FORGED IN THE FIRE: Each PC has been toughened by cruel experience. You get +1d to resistance rolls.
- PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- WAR DOGS: When you're at war (-3 faction status), your crew does not suffer -1 hold and PCs still get two downtime activities, instead of just one.
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful battle, extortion, sabotage, or smash & grab operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Meg, a pit-fighter
- Conway, a bluecoat
- Keller, a blacksmith
- Tomas, a physicker
- Walker, a ward boss
- Lutes, a tavern owner

CREW UPGRADES

- Bravos rigging (2 free load of weapons or armor)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rovers
- Elite Thugs
- Hardened (+1 trauma box)

HUNTING GROUNDS: BATTLE—EXTORTION—SABOTAGE—SMASH & GRAB

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

Thugs

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY: Carriage, Boat, Hidden, Quarters, Secure, Vault, Workshop, Documents, Gear, Implements, Supplies, Tools, Weapons

TRAINING COHORTS: Insight, Prowess, Resolve, Personal, Mastery, Upgrade Costs, New Cohort: 2, Add Type: 2

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

CHOOSE 2 FEATURES
ALLURING—CRUEL—FEROCIOUS—MONSTROUS
RADIANT—SINISTER—SERENE—TRANSCENDENT

DEITY

REP TURF HOLD WEAK STRONG TIER

Grid of features: CLOISTER, VICE DEN, OFFERTORY, ANCIENT OBELISK, ANCIENT TOWER, TURF, LAIR, SPIRIT WELL, ANCIENT GATE, SANCTUARY, SACRED NEXUS, ANCIENT ALTAR.

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

CULT

ACOLYTES OF A DEITY

SPECIAL ABILITIES

- CHOSEN: Each PC may add +1 action rating to Attune, Study, or Sway (up to a max rating of 3).
- ANOINTED: You get +1d to resistance rolls against supernatural threats. You get +1d to healing rolls when you have supernatural harm.
- BOUND IN DARKNESS: You may use teamwork with any cult member, regardless of the distance separating you. By taking 1 stress, your whispered message is heard by every cultist.
- CONVICTION: Each PC gains an additional Vice: Worship. When you indulge this vice and bring a pleasing sacrifice, you don't overindulge if you clear excess stress. In addition, your deity will assist any one action roll you make—from now until you indulge this vice again.
- GLORY INCARNATE: Your deity sometimes manifests in the physical world. This can be a great boon, but the priorities and values of a god are not those of mortals. You have been warned.
- SEALED IN BLOOD: Each human sacrifice yields -3 stress cost for any ritual you perform.
- ZEALOTRY: Your cohorts have abandoned their reason to devote themselves to the cult. They will undertake any service, no matter how dangerous or strange. They gain +1d to rolls against enemies of the faith.
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Advance the agenda of your deity or embody its precepts in action.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Gagan, an academic
- Adikin, an occultist
- Hutchins, an antiquarian
- Moriya, a spirit trafficker
- Mateas Kline, a noble
- Bennett, an astronomer

CREW UPGRADES

- Cult rigging (2 free load of documents or implements)
- Ritual sanctum in lair
- Elite Adepts
- Elite Thugs
- Ordained (+1 trauma box)

SACRED SITES: ACQUISITION—AUGURY—CONSECRATION—SACRIFICE

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

Adepts

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY
Carriage Documents
Boat Gear
Hidden Implements
Quarters Supplies
Secure Tools
Vault Weapons
Workshop

TRAINING COHORTS
Insight UPGRADE COSTS
Prowess New Cohort: 2
Resolve Add Type: 2
Personal
Mastery

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of abilities: TURF, PERSONAL CLOTHIER, LOCAL GRAFT, LOOKOUTS, INFORMANTS, FOREIGN MARKET, VICE DEN, SURPLUS CACHES, COVER OPERATION, LOVER IDENTITIES, LUXURY VENUE.

HEAT WANTED LEVEL COIN VAULTS

Blank lines for notes and additional information.

HAWKERS

VICE DEALERS

SPECIAL ABILITIES

- SILVER TONGUES: Each PC may add +1 action rating to Command, Consort, or Sway (up to a max rating of 3).
- ACCORD: Sometimes friends are as good as territory. You may count up to three +3 faction statuses you hold as if they are turf.
- THE GOOD STUFF: Your merchandise is exquisite. The product quality is equal to your Tier+2. When you deal with a crew or faction, the GM will tell you who among them is hooked on your product (one, a few, many, or all).
- GHOST MARKET: Through arcane ritual or hard-won experience, you have discovered how to prepare your product for sale to ghosts and/or demons. They do not pay in coin. What do they pay with?
- HIGH SOCIETY: It's all about who you know. Take -1 heat during downtime and +1d to gather info about the city's elite.
- HOOKEED: Your gang members use your product. Add the savage, unreliable, or wild flaw to your gangs to give them +1 quality.
- PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Acquire product supply, execute clandestine/covert sales, or secure new territory.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Rolan Wott, a magistrate
- Laroze, a bluecoat
- Lydra, a deal broker
- Hoxley, a smuggler
- Anya, a dillettante
- Marlo, a gang boss

CREW UPGRADES

- Hawker's rigging (1 carried item is concealed and has no load)
- Ironhook Contacts (+1 Tier in prison)
- Elite Rooks
- Elite Thugs
- Composed (+1 stress box)

SALES TERRITORY: SALE—SUPPLY—SHOW OF FORCE—SOCIALIZE

Blank lines for notes and additional information.

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT

WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY: Carriage, Boat, Hidden, Quarters, Secure, Vault, Workshop, Documents, Gear, Implements, Supplies, Tools, Weapons.

TRAINING COHORTS: Insight, Prowess, Resolve, Personal, Mastery, Upgrade Costs, New Cohort, Add Type.

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

INTERROGATION CHAMBER, TURF, LOYAL FENCE, GAMBLING DEN, TAVERN, DRUG DEN, INFORMANTS, LAIR, LOOKOUTS, HAGFISH FARM, INFIRMARY, COVERT DROPS, SECRET PATHWAYS

HEAT WANTED LEVEL COIN VAULTS

Notes area for the crew sheet.

SHADOWS

THIEVES, SPIES, AND SABOTEURS

SPECIAL ABILITIES

- EVERYONE STEALS: Each PC may add +1 action rating to Prowl, Finesse, or Tinker (up to a max rating of 3).
- GHOST ECHOES: From weird experience or occult ritual, all crew members gain the ability to see and interact with the ghostly structures, streets, and objects within the echo of Doskvol that exists in the ghost field.
- PACK RATS: Your lair is a jumble of stolen items. When you roll to acquire an asset, take +1d.
- PATRON: When you advance your Tier, it costs half the coin it normally would. Who is your patron? Why do they help you?
- SECOND STORY: When you execute a clandestine infiltration, you get +1d to the engagement roll.
- SLIPPERY: When you roll entanglements, roll twice and keep the one you want. When you reduce heat on the crew, take +1d.
- SYNCHRONIZED: When you perform a group action, you may count multiple 6s from different rolls as a critical success.
- VETERAN: Choose a special ability from another crew.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful espionage, sabotage, or theft operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

- Dowler, an explorer
- Laroze, a bluecoat
- Amancio, a deal broker
- Fitz, a collector
- Adelaide Phroaig, a noble
- Rigney, a tavern owner

CREW UPGRADES

- Thief Rigging (2 free load of tools or gear)
- Underground maps & passkeys
- Elite Rooks
- Elite Skulks
- Steady (+1 stress box)

HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY: Carriage, Boat, Hidden, Quarters, Secure, Vault, Workshop, Documents, Gear, Implements, Supplies, Tools, Weapons

TRAINING COHORTS: Insight, Prowess, Resolve, Personal, Mastery, Upgrade Costs, New Cohort, Add Type

TRAINING
☐ Insight
☒ Prowess
☐ Resolve
☐ Personal
☐ ☐ ☐ ☐ Mastery

BLADES IN THE DARK CREW SHEET

NAME REPUTATION

LAIR

REP TURF HOLD WEAK STRONG TIER

Grid of 15 squares for map layout. One square in the middle row, third column is labeled 'LAIR'.

HEAT WANTED LEVEL COIN VAULTS

Upon crew advance, each PC gets stash = Tier+2.

Horizontal lines for notes or additional information.

SPECIAL ABILITIES

Horizontal lines for special abilities.

CREW XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).

- Execute a successful operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one.
- Express the goals, drives, inner conflict, or essential nature of the crew.

CONTACTS

Vertical list of contact names with checkboxes.

CREW UPGRADES

Vertical list of crew upgrade items with checkboxes.

HUNTING GROUNDS:

Horizontal lines for hunting grounds.

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

COHORT GANG EXPERT WEAK IMPAIRED BROKEN ARMOR

LAIR QUALITY: Carriage, Boat, Hidden, Quarters, Secure, Vault, Workshop, Documents, Gear, Implements, Supplies, Tools, Weapons.

TRAINING COHORTS: Insight, Prowess, Resolve, Personal, Mastery, Upgrade Costs, New Cohort, Add Type.

BLADES IN THE DARK **CREW:**

CREW:

A 3x5 grid of squares. The center square (row 2, column 3) is shaded gray and contains the text "LAIR" in bold black capital letters. All other squares are white and have a small gray square in the bottom-left corner.

PRISON CLAIMS

PAROLE INFLUENCE
Your prison terms are one level shorter

GUARD PAYOFF
Take +1d to incarceration rolls

HARDCASE
-2 coin cost to advance
Tier

SMUGGLING
+2 load while incarcerated

PRISON

SMUGGLING
+2 load while
incarcerated

ALLIED CLAIM

Take a non-turf claim from a different crew type

GUARD PAYOFF
Take +1d to incarceration rolls

ALLIED CLAIM

Take a non-turf claim from a different crew type

CELL BLOCK CONTROL
You don't take trauma
from incarceration

ALLIED CLAIM

Take a non-turf claim from a different crew type

ALLIED CLAIM

Take a non-turf claim from a different crew type

One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

You arrange smuggling channels inside. You have **+2 load** while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.

Factions of Doskvol

Underworld	Tier	Hold	Status
The Unseen	IV	S	
The Hive	IV	S	
The Circle of Flame	III	S	
The Silver Nails	III	S	
Lord Scurlock	III	S	
The Crows	II	W	
The Lampblacks	II	W	
The Red Sashes	II	W	
The Dimmer Sisters	II	S	
The Grinders	II	W	
The Billhooks	II	W	
The Wraiths	II	W	
The Gray Cloaks	II	S	
Ulf Ironborn	I	S	
The Fog Hounds	I	W	
The Lost	I	W	

Institutions	Tier	Hold	Status
Imperial Military	VI	S	
City Council	V	S	
Ministry of Preservation	V	S	
Leviathan Hunters	V	S	
Ironhook Prison	IV	S	
Sparkwrights	IV	S	
Spirit Wardens	IV	S	
Bluecoats	III	S	
Inspectors	III	S	
Iruvian Consulate	III	S	
Skovlan Consulate	III	W	
The Brigade	II	S	
Severosi Consulate	I	S	
Dagger Isles Consulate	I	S	

Labor & Trade	Tier	Hold	Status
The Foundation	IV	S	
Dockers	III	S	
Gondoliers	III	S	
Sailors	III	W	
Laborers	III	W	
Cabbies	II	W	
Cyphers	II	S	
Ink Rakes	II	W	
Rail Jacks	II	W	
Servants	II	W	

The Fringe	Tier	Hold	Status
The Church of Ecstasy	IV	S	
The Horde	III	S	
The Path of Echoes	III	S	
The Forgotten Gods	III	W	
The Reconciled	III	S	
Skovlander Refugees	III	W	
The Weeping Lady	II	S	
Deathlands Scavengers	II	W	

Citizenry	Tier	Hold	Status
Whitecrown	V	S	
Brightstone	IV	S	
Charterhall	IV	S	
Six Towers	III	W	
Silkshore	II	S	
Nightmarket	II	S	
Crow's Foot	II	S	
The Docks	II	S	
Barrowcleft	II	S	
Coalridge	II	W	
Charhollow	I	S	
Dunslough	I	W	

WAR

When you're at war with any number of factions (status -3), the following penalties apply:

- ◆ Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier.
- ◆ PCs get only one free downtime action instead of two.
- ◆ Take +1 heat from each score.
- ◆ Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).



LANDMARKS

1 THE VOID SEA. During the cataclysm, the oceans turned to black ink. Tiny points of light, arrayed like constellations of stars, can be seen far below the surface. Only the bravest or most desperate of captains dare to sail beyond sight of land, into a sea as black and dark as the sky above. The vengeful ghosts which plague the land tend to shun the open ocean, but there are more terrible things prowling the deeps.

2 THE LOST DISTRICT. A once wealthy area, ravaged by plague then abandoned to the Death Lands when the second lightning barrier was built. Contains many lost treasures for the foolhardy to seek out.

3 IRONHOOK PRISON. A towering metal fortress, where the worst (or most unlucky) criminals are incarcerated. Many are forced into labor in the Southern fields and pit-mines of Dunsloough. The condemned are sent to scavenge in the Death Lands.

4 GADDOC RAIL STATION. Electro-rail trains from across the Imperium arrive here daily with goods and passengers.

5 EELERIES & FARMS. About half of Doskvol's food needs are met by imports; the other half is gathered locally from eel farms, mushroom caverns, and crops nurtured by wondrous radiant energy lamps.

6 OLD NORTH PORT. Before the deluge of the second century, the Dosk River delta was only a shallow bog surrounding a coal mining settlement. Ships used the Old North Port to dock and re-supply before crossing the open sea to Skovlan. The obsolete port was abandoned to the Death Lands when the second lightning barrier was built.

7 THE DEATH LANDS. Beyond the lightning barrier, the world is a barren wasteland of petrified trees, ash, and choking clouds of black miasma. Legions of restless ghosts ceaselessly search for the faintest spark of life essence upon which to prey.

DISTRICTS

WHITECROWN. The sprawling estates of the Lord Governor, Hunter Commander, Master Warden, and Doskvol Academy.

BRIGHTSTONE. The grand mansions and luxury shops of the wealthy elite.

CHARTERHALL. The city's civic offices and the hub for shops, artisans, and commerce.

SIX TOWERS. A formerly rich district, now worn down and dilapidated.

SILKSHORE. The "red lamp district" and artist community.

NIGHTMARKET. The trade center for exotic goods imported by rail. Many vendors also trade in illicit goods.

CROW'S FOOT. A cramped neighborhood of multi-level streets, ruled by gangs.

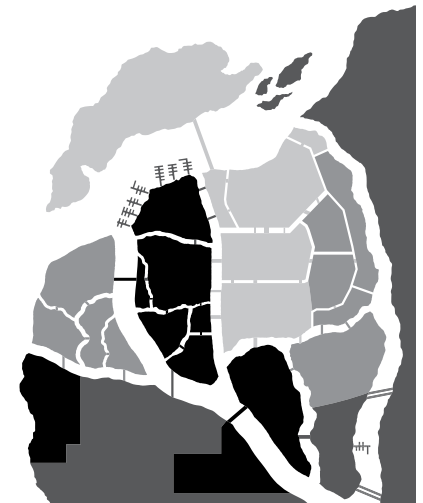
THE DOCKS. Rough taverns, tattoo parlors, fighting pits, and warehouses.

BARROWCLEFT. Residences and markets for the farmers who work the fields and eeleries.

COALRIDGE. The remnants of Doskvol's original hilltop mining settlement, now home to laborers and industrial factories.

CHARHOLLOW. A maze of tenements and squalid row houses.

DUNSLOUGH. A labor camp served by convicts and a ghetto for the destitute poor.



WEALTH High Medium Low

DOSKVOL

ALSO KNOWN AS DUSKWALL, NORTH HOOK

Imperial Province Of Akoros
Circa 847 AC





THE SHATTERED ISLES

AKOROS

A land of dark, petrified forests and rocky hills. The rich coastal cities get their wealth from leviathan hunting and from mining colonies deep inland. The Akorosi are sometimes called “Imperials” since the Imperium began there. They are generally fair-skinned and dark haired.

SEVEROS

A land of windswept plains, covered in dark scrub and thorny growths. Outside the Imperial cities on the coast, some native Serverosi still live in free tribes, scavenging the death-lands on their ghost-hunting horses. They are generally dark-skinned and dark haired.

IRUVIA

A land of black deserts, obsidian mountains, and raging volcanoes. Some say that positions of power are openly held by demons in Iruvia. The people are generally dark-skinned and dark haired.

THE DAGGER ISLES

A tropical archipelago covered in dense jungle growth; now turned dark and twisted from the strange magic of the cataclysm. Some say that the people there live without lightning barriers. How do they manage that? Native islanders are generally copper-skinned and dark haired.

SKOVLAN

A ragged land of cold mountains and rough tundra. Skovlan was the last holdout against Imperial control. They are generally pale-skinned and fair haired or red haired.

TYCHEROS

A far off land, disconnected from the Empire. People say the Tycherosi (rudely called “Strangers”) have demon blood in their lineage.

A NOTE ABOUT THE WORLD

The shattered isles have wildly different climates due to magical forces left over from the cataclysm. The “water” of the Void Sea seems to be composed of opaque black ink, but it’s possible to see constellations of shimmering stars far below the surface. The sun is a dim ember, providing only meager twilight at dawn and dusk; leaving the world in darkness otherwise.

This was once a storybook fantasy world of magic and wonders, which was destroyed and an industrial civilization was built on top of the ruins.

Don't expect scientific realism here.



RULES REFERENCE 1

ACTION ROLL

1d for each **ACTION** rating dot.

+1d if you have **ASSISTANCE**.

+1d if you **PUSH** yourself -OR- you accept a **DEVIL'S BARGAIN**.

CONTROLLED

You act on your terms. You exploit a dominant advantage.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head to head. You act under fire. You take a chance.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE

You overreach your capabilities. You're in serious trouble.

CRITICAL: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there's a consequence: you suffer **severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You suffer **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

Each time you roll a desperate action, mark a tick of **xp** for that attribute.

The GM sets the **consequences** according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to **avoid or reduce a consequence with a resistance roll**.

RESISTANCE ROLL

1d for each **ATTRIBUTE** dot.

You reduce or avoid the consequence and take **6 STRESS minus your highest die result**. When you roll a **critical** on resistance, **clear 1 stress**.

TEAMWORK

ASSIST

Take 1 stress to give another player +1d. You might also suffer consequences from the roll. Only one person may assist a roll.

LEAD A GROUP

Lead a **group action**. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled.

PROTECT

Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

SET UP

Set up another character with your action. If you achieve it, any team members who follow up get +1 **effect** or **improved position**.

ACTIONS

- ◆ **ATTUNE** to spirits and the ghost field; channel electroplasmic energy; perceive and communicate with ghosts; understand spectrology.
- ◆ **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's **GANGS**.
- ◆ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ◆ **FINESSE** an item from someone's pocket; employ subtle misdirection or sleight-of-hand; handle a vehicle or a mount.
- ◆ **HUNT** a target; gather information about its location and movements; attack with precision shooting from a distance.
- ◆ **PROWL** about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence—a backstab, throat cutting, black-jack, etc.
- ◆ **SKIRMISH** with an opponent in close combat; assault or hold a position; brawl and wrestle.
- ◆ **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- ◆ **SURVEY** a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.
- ◆ **SWAY** someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.
- ◆ **TINKER** with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use the ubiquitous clockwork and electroplasmic devices around the city to your advantage.
- ◆ **WRECK** a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

RULES REFERENCE 2

After the score, resolve Payoff, Heat, Entanglements, then Downtime—in that order

1. PAYOFF

The crew earns 2 **REP** per score by default. If the target of the score is higher Tier, take +1 **REP** per Tier higher. If the target of the score is lower Tier, you get -1 **REP** per Tier lower (minimum zero). *(If you keep the job completely quiet you earn zero rep instead).*

You also earn a **COIN** reward based on the nature of the operation (see list at right).

3. ENTANGLEMENTS

After the payoff, roll dice equal to your **WANTED LEVEL**, and read the result according to your **HEAT**.

HEAT 0-3		HEAT 4/5		HEAT 6+	
1-3	Gang Trouble or The Usual Suspects	1-3	Gang Trouble or Questioning	1-3	Flipped or Interrogation
4/5	Rivals or Unquiet Dead	4/5	Reprisals or Unquiet Dead	4/5	Demonic Notice or Show of Force
6	Cooperation	6	Show of Force	6	Arrest

ARREST. An Inspector presents a case file of evidence to a magistrate, to begin prosecution of your crew. The Bluecoats send a detail to arrest you. Pay them off with **COIN** (Wanted Level +3), hand someone over for arrest (this clears your heat), or try to evade capture.

COOPERATION. A +3 status faction asks you for a favor. Agree to do it or forfeit 1 **REP** per **TIER** of the friendly faction or lose 1 status with them. If you don't have a +3 faction status, you avoid entanglements right now.

DEMONIC NOTICE. A demon approaches the crew with a dark offer. Accept, hide until it loses interest (forfeit 3 **REP**), or deal with it another way.

FLIPPED. One of your contacts, patrons, clients, or a group of your customers switches allegiances due to the heat on you. They're loyal to another faction now.

GANG TROUBLE. One of your gangs (or other cohorts) causes trouble due to their flaw(s). Lose face (forfeit **REP** equal to your **TIER**+1), make an example of one of the gang members, or face reprisals from the wronged party. If you lack a gang or other cohort with a flaw, there's no entanglement.

INTERROGATION. The Bluecoats round up one of the PCs to question them about the crew's crimes. *How did they manage to capture you?* Pay them off with 3 **COIN**, or they beat you up (**level 2 harm**) and you tell them what they want to know (+3 **HEAT**). You can **resist** each of those consequences separately.

- ◆ **2 COIN:** Minor job; several full purses.
- ◆ **4 COIN:** Small job; a strongbox.
- ◆ **6 COIN:** Standard score; decent loot.
- ◆ **8 COIN:** Big score; serious loot.
- ◆ **10+ COIN:** Major score; impressive loot.

Subtract coin equal to your Tier+1 if you pay a tithe to a ward boss or larger organization.

QUESTIONING. The Bluecoats grab an NPC member of your crew or one of the crew's contacts, to question them about your crimes. *Who do the Bluecoats think is most vulnerable?* Make a **fortune roll** to see how much they talk (1-3: +2 **HEAT**, 4/5: +1 **HEAT**), or pay the Bluecoats off with 2 **COIN**.

REPRISALS. An enemy faction makes a move against you (or a friend, contact, or vice purveyor). Pay them (1 **REP** and 1 **COIN**) per **TIER** of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

RIVALS. A neutral faction throws their weight around. They threaten you, a friend or contact, or one of your vice purveyors. Forfeit (1 **REP** or 1 **COIN**) per **TIER** of the rival, or stand up to them and lose 1 **STATUS** with them.

SHOW OF FORCE. A faction with whom you have a negative status makes a play against your holdings. Give them 1 **CLAIM** or go to war (drop to -3 status). If you have no claims, **lose 1 hold** instead.

UNQUIET DEAD. A rogue spirit is drawn to you (perhaps it's a past victim?). Acquire the services of a Whisper or Rail Jack to attempt to destroy or banish it, or deal with it yourself.

THE USUAL SUSPECTS. The Bluecoats grab someone in the periphery of your crew. One player volunteers a friend or vice purveyor as the person most likely to be taken. Make a **fortune roll** to find out if they resist questioning (1-3: +2 **HEAT**, 4/5: **level 2 harm**), or pay the Bluecoats off with 1 **COIN**.

2. HEAT

After a score or conflict with an opponent, the crew takes **HEAT**. Add +1 **HEAT** for a high-profile or well-connected target. Add +1 **HEAT** if the situation happened on hostile turf. Add +1 **HEAT** if you're at war. Add +2 **HEAT** if killing was involved.

- ◆ **0 HEAT:** Smooth & quiet; low exposure.
- ◆ **2 HEAT:** Contained; standard exposure.
- ◆ **4 HEAT:** Loud & chaotic; high exposure.
- ◆ **6 HEAT:** Wild; devastating exposure.

Plus any additional heat from complications or devil's bargains during the session.

4. DOWNTIME

When you're at liberty between scores and find some respite from peril, **you may pursue two downtime activities** from the list below. You also recover all of your **armor** uses. During downtime, you may perform **additional activities** from the list by spending 1 **COIN** or 1 **REP** for each.

For any downtime roll, add +1d to the roll if you get help from a **friend** or **contact**. After the roll, you may **increase the result level** by one for each **COIN** spent, by hiring assistance, paying a bribe, etc. (so, a 1-3 result becomes a 4/5, 4/5 becomes 6, 6 becomes **CRITICAL**).

ACQUIRE ASSET

Acquire temporary use of an **asset**. Roll the crew's **TIER**. The result indicates the **quality** of the asset (1-3: Inferior (Tier -1), 4/5: Standard (Tier), 6: Fine (Tier +1), **CRIT**: Exceptional (Tier +2). *You may spend coin to bump this result beyond exceptional, to reach higher quality Tiers, but it costs 2 coin per level to do so.*

LONG TERM PROJECT

Work on a **Long Term Project**, if you have the means. Roll a trait and mark 1 segment on the project clock per level (1-3: one, 4/5: two, 6: three, **CRIT**: five).

RECOVER

Get **treatment** to tick your **healing clock** (like a long-term project). *When you fill a clock, each harm is reduced by one level.*

REDUCE HEAT

Say how you reduce **Heat** on the crew and roll your **ACTION**. Reduce heat according to the result level (1-3: one, 4/5: two, 6: three, **CRIT**: five).

TRAIN

Mark 1 **XP** for an attribute or your playbook (+1 **XP** if you have the appropriate crew training upgrade). *You can train a given xp track only once per downtime.*

INDULGE VICE

Visit a purveyor of your vice and roll dice equal to your **lowest attribute**. Clear stress equal to your highest die result. If you clear more stress levels than you had marked, you **overindulge** (see below). *If you do not or cannot indulge your vice during downtime, you take stress equal to your TRAUMA.*

OVERINDULGE.

You make a bad call because of your vice—in acquiring it or while under its influence. What did you do?

- ◆ **ATTRACT TROUBLE:** Select or roll an additional **entanglement**.
- ◆ **BRAG** bout your exploits. +2 **HEAT**.
- ◆ **LOST:** Play a different character until this one returns from their bender.
- ◆ **TAPPED.** Your current purveyor cuts you off. Find a new source for your vice.

GM REFERENCE

GM GOALS

Play to find out what happens.
Bring Doskvol to Life.
Convey the world honestly.

GM PRINCIPLES

Be a fan of the PCs.
Let everything flow from the fiction.
Hold on lightly.
Address the characters.
Address the players.
Paint the world w/ a haunted brush.
Surround them w/ industrial sprawl.
Consider the risk.

GM ACTIONS

When things are getting started:

- ♦ **What's your goal?**
- ♦ **What plan did you make?** (and what's the detail?)

And when things are underway:

- ♦ **How do you do that?** (which action do you use?)
- ♦ **What's your goal?** (what's the effect?)

Cut to the moment of crisis.
Telegraph trouble before it strikes.
Tell them the consequences and ask.
Offer a devil's bargain.
Make a progress clock or tick one.
Ask the players.
Actions ripple through the network.
Think off-screen.

What do you do?

NAMES: Adric, Aldo, Amison, Andrel, Arcy, Arden, Arilyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Canter, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crawl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grell, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Seseereth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timothy, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira.

FAMILY NAMES: Arran, Athanoch, Basran, Boden, Booker. Ankhayat, Bowmore, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Edrad, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessarín, Kinclaith, Lomond, Maroden, Michter, Morriston, Penderyn, Prichard, Rowan, Salkara, Sevoy, Skelkallan, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Vedat, Walund.

ALIASES: Bell, Birch, Bird, Bliss, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Hook, Ink, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick Tock, Trick, Vixen, Whip, Wicker.

LOOKS

Man, Woman, Ambiguous, Concealed.

Affable	Athletic	Plump
Brooding	Stout	Squat
Bright	Scarred	Weathered
Dark	Rough	Cold
Fair	Striking	Sad
Worn	Lovely	Stern
Lean	Handsome	Open
Wiry	Slim	Languid
Huge	Delicate	Calm
Chiseled	Bony	Fierce

<i>Tricorn Hat</i>	<i>Fitted Dress</i>
<i>Long Coat</i>	<i>Heavy Cloak</i>
<i>Hood & Veil</i>	<i>Thick Greatcoat</i>
<i>Short Cloak</i>	<i>Soft Boots</i>
<i>Knit Cap</i>	<i>Loose Silks</i>
<i>Slim Jacket</i>	<i>Sharp Trousers</i>
<i>Hooded Coat</i>	<i>Waxed Coat</i>
<i>Tall Boots</i>	<i>Long Scarf</i>
<i>Work Boots</i>	<i>Leathers</i>
<i>Mask & Robes</i>	<i>Eel-skin Bodysuit</i>
<i>Suit & Vest</i>	<i>Hide & Furs</i>
<i>Collared Shirt</i>	<i>Scavenged Uniform</i>
<i>Suspenders</i>	<i>Threadbare Tatters</i>
<i>Skirt & Blouse</i>	<i>Fitted Leggings</i>

CITY DESCRIPTORS

soot-choked, cobblestones, dim, ink-dark, cooking-smells, oily puddles, silver moonlight, fog-shrouded, damp, chill, wind-swept, shadowy, brick walls, echoes, chimneys, gas-lights, electro-lights, carriages, clocktowers, lanterns, pipe-smoke, canals, gondolas, rain-slick, gargoyles, ruins, steeples, bridges, walkways, scaffolds, alleys, cisterns, sewers, clanking machinery, ironwork.

DOSKVOL NOTABLES

Lyssa, a crime boss. Cold and calculating. Killed her former boss, **Roric**.

The Dimmer Sisters. People say they're witches who bathe in fresh blood. Never seen outside their home.

Ulf Ironborn, a brutal Skovlander; craves power.

Mylera Klev, leader of the *Red Sash* gang. Art collector.

Baszo Baz, leader of the *Lampblacks*. Loves whisky.

Merrul Brime, secrets broker; owns the Hooded Fox.

Lady Drake, a magistrate on the payroll of criminals.

The Tower, anonymous leader of *The Unseen*. **The Star**, chief lieutenant. **Grull**, a mid-level thug with ambitions.

Mordis, a merchant of the night market. A fence. Hides his true appearance under a robe and hood.

Taffer, a merchant of the night market. A cultist.

Jira, a merchant of the night market. A smuggler.

Elstera Avrathi, resident diplomat of Iruvia.

Bryinna Skyrkallan, resident diplomat of Skovlan.

Tyrsin Nol, resident diplomat of Severos.

Andris, a spy and informant with flexible loyalties.

Krop, a constable of the watch. Refuses bribes.

Lewit, Jol, Cinda, Reyf, bluecoats of the watch.

Alon Helker, a judge-inspector. Rooting out corruption.

Casslyn Mora, a judge with family ties to criminals.

Belindra, a jailor of Ironhook Prison.

Ereth Skane, an advocate with unseemly vices.

Denkirk Sol, an advocate with surprising scruples.

Polix, attache to the Lord Governor of Doskvol. A secret spiritualist and rune-binder.

Nyryx and Hoxan, rogue spirits possessing the bodies of streetwalkers, looking for a whisper to serve.

Levyra, a spirit medium.

Kember, a distiller of essences and potions, proprietor of the Devil's Tooth.

Raffello, a master painter obsessed w/ the unnatural.

Lannic, an expert art forger.

DISTRICTS (richest to poorest)

Whitecrown	Coalridge
Brightstone	The Docks
Six Towers	Crow's Foot
Charterhall	Dunslough
Nightmarket	Barrowcleft
Silkshore	Charhollow

LOCATIONS

Undercross	The Hooded Fox
Echo Gardens	The Hook & Line
The Night Market	The Leaky Bucket
The Canals	The Devil's Tooth
Chalk Street Bridge	The Black Tree
Candle Street Bridge	The Cat & Candle
Gaddoc Rail Station	The Broken Anchor
Heartbreak Square	The Red Lamp
The Anvilworks	The Nail & Bottle
The Black Circle	The Six Arms
Bellweather	The Old Rasp
Crematorium	The Moon's Daughter
Ironhook Prison	The Sexton
The Blood Pits	Hazlewood
The Lost Ward	Quinn's
Razor Hill	

FLASHBACK STRESS COSTS

0 STRESS for a normal action for which you had easy opportunity.

1 STRESS for a complex action or unlikely opportunity.

2+ STRESS for an elaborate action which involved several special opportunities or contingencies.

INSIGHT

Hunt
Study
Survey
Tinker

PROWESS

Finesse
Prowl
Skirmish
Wreck

RESOLVE

Attune
Command
Consort
Sway

CONSEQUENCES

Complication (Tick a clock, 1-3 segments. Or a new **obstacle** or **threat** appears.)

You have **reduced effect**.

You suffer **harm** (1-3).

You **lose your opportunity**.

You end up in a **worse position**.

EFFECT

How does the effect manifest?

If there's a clock for your obstacle, tick segments equal to the effect level.

- LIMITED:** *How is the effect diminished? What significant obstacle remains?*
- STANDARD:** *How does the expected effect manifest? What's left to do, if anything?*
- GREAT:** *How is the effect increased? What extra benefit manifests?*

EFFECT FACTORS

-	QUALITY / TIER	+
-	SCALE	+
-	POTENCY	+

ENGAGEMENT ROLL

- ♦ **Start with 1d** for sheer luck.

- ♦ Is this operation particularly bold or daring? Take **+1d**. Is this operation overly complex or contingent on many factors? Take **-1d**.

- ♦ Does the **plan's detail** expose a vulnerability of the target or hit them where they're weakest? Take **+1d**. Is the target strongest against this approach, or do they have particular defenses or special preparations? Take **-1d**.

- ♦ Can any of your **friends or contacts** provide aid or insight for this operation? Take **+1d**. Are any **enemies or rivals** interfering in the operation? Take **-1d**.

- ♦ Are there any **other elements** that you want to consider? Tier, location, etc.

CRIT: *You've already overcome the first obstacle and you're in a controlled position.*

6: *You're in a controlled position when the action starts.*

4/5: *You're in a risky position when the action starts.*

1-3: *You're in a desperate position when the action starts.*

BLADES THE DARK

CAMPAIGN TRACKER

SHEET NUMBER ____

SCORE TYPE

TARGET

LOCATION

PAYOFF: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

SCORE TYPE

TARGET

LOCATION

PAYOFF: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

SCORE TYPE

TARGET

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PAYOFF: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

BLADES IN THE DARK

CREW

NAME ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD

MY FUNCTIONS ARE: TO GUARD—TO DESTROY—TO DISCOVER—TO ACQUIRE—TO LABOR AT ...that which my master commands.

Your clockwork body runs on ELECTROPLASM. Recharge your capacitors by connecting to an industrial-grade generator (downtime action). When you do this, clear 5 drain.

DRAIN WEAR CLANKING—LEAKING—FIXATED—SMOKING—SPARKING—UNSTABLE

HARM	HEALING
3	NEED HELP project clock
2	-1D ARMOR USES
1	LESS EFFECT HEAVY SPECIAL

GHOST SPECIAL ABILITIES (TRANSFERRED FROM ORIGINAL PLAYBOOK) FRAME FEATURES

- LEVITATION
 - REFLEXES
 - LIFE-LIKE APPEARANCE
 - SPIDER CLIMB
 - INTERIOR CHAMBER
 - PLATING
 - PHONOGRAPH
 - SENSORS
 - SMOKE PROJECTORS
 - SPRING-LEAP PISTONS
- You may swap out your features with a downtime activity.

HULL

A spirit animating a clockwork frame SPIRIT PLAYBOOK

HULL TRAITS

- AUTOMATON:** You are a spirit animating a clockwork body. You have human-like strength and senses, by default. Your hull has natural **armor** (this doesn't count for your **load**). Your former human feelings, interests, and connections are only dim memories. You now exist to fulfill your **functions**. Choose three (at left). You may be rebuilt if damaged or destroyed. If your soul vessel is shattered, you are freed from servitude and become a Ghost. *Whenever you would take stress, take drain instead.*
- OVERCHARGE:** Take 1 **drain** to perform a feat of extreme strength or speed (run faster than a horse, rend metal with bare hands, etc.). *This factors into effect.*
- COMPARTMENTS:** Your **items** are built-in to your frame and may recess beneath panels out of sight. Your frame can now carry +2 load.
- ELECTROPLASMIC PROJECTORS:** You may release some of your plasmic energy as an electrical shock around you or as a directed beam. You may also use this ability to create a lightning barrier to repel or trap a spirit. Take 1 **drain** for each level of **magnitude**.
- INTERFACE:** You may **attune** to the local electroplasmic power field to control it or something connected to it (including another hull).
- SECONDARY HULL:** Choose an additional frame and its starting feature. You may transfer your consciousness between your frames at will.
- FRAME UPGRADE:** Choose an additional frame *feature*.

FRAME & ITEMS Choose your frame & look (or create one). Choose a starting feature. LOAD 3 small 5 medium 7 heavy

- SMALL** (cat size, -1 scale): A metal orb, a mechanical doll, a clockwork spider. *Levitation—Reflexes*
- MEDIUM** (human size): A metal mannequin, a clockwork animal. *Life-Like Appearance—Spider Climb*
- HEAVY** (wagon size, +1 scale): A hulking metal giant, a self-driving vehicle. *Interior Chamber—Plating (special armor)*

Feature options for any frame: *Phonograph (Record & Playback)—Sensors—Smoke Projectors—Spring-Leap Pistons*

XP

- Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times.
- You fulfilled your functions despite difficulty or danger.
- You suppressed or ignored your former human beliefs, drives, heritage, or background.
- You struggled with issues from your wear during the session.

TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LOAD

Choose a plan, provide the detail. Choose your load limit for the operation.

Assault: Point of attack

Occult: Arcane power

Deception: Method

Social: Connection

Stealth: Entry point

Transport: Route

A hull has no COIN or STASH of their own, but might be granted access to the resources of their master.

PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

PUSH YOURSELF (take 2 drain) -OR- accept a DEVIL'S BARGAIN.

- A Blade or Two
- Throwing Knives
- A Pistol A 2nd Pistol
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Burglary Gear
- Climbing Gear
- Arcane Implements
- Documents
- Subterfuge Supplies
- Demolition Tools
- Tinkering Tools
- Lantern

GATHER INFORMATION

- What do they intend to do?
- How can I get them to [X]?
- What are they really feeling?
- What should I lookout for?
- Where's the weakness here?
- How can I find [X]?
- What's really going on here?

BLADES IN THE DARK

CREW

NAME ALIAS

LOOK

HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD

Your VICE is life essence, consumed from a living human. Use 1 downtime activity to hunt prey and indulge your vice. Also, when you feed, erase all level 1 harm and mark 4 ticks on your healing clock. This is the only way you can heal. How do you feed? What telltale sign do you leave on your victims?

STRESS TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RUTHLESS—SECRETIVE—UNSTABLE—VICIOUS

HARM	HEALING
3	NEED HELP project clock
2	-1D ARMOR
1	LESS EFFECT HEAVY SPECIAL

GHOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

STRICTURES When you gain a new vampire trait (except veteran), add a stricture.

SLUMBER: In downtime, you must spend one activity resting in a dark, silent place (or else suffer 3 stress).

FORBIDDEN: You cannot enter a private residence without permission from the owner.

REPELLED: Spiritbane charms can hold you at bay. (Take 2 stress to resist the repulsion.)

BESTIAL: When you suffer physical harm or overindulge your vice, your body twists into a horrific bestial form until you next feed without overindulging.

BOUND: Your spirit must remain in this body, or be destroyed.

VAMPIRE

A spirit animating an undead body SPIRIT PLAYBOOK

VAMPIRE TRAITS

- UNDEAD: You are a spirit which animates an undead body. Your trauma is maxed out. Choose four trauma conditions which reflect your vampiric nature. Arcane attacks are potent against you. If you suffer fatal harm or trauma, your undead spirit is overwhelmed. You take level 3 harm: "Incapacitated" until you feed enough to recover. If you suffer arcane harm while in this state, you are destroyed utterly. Your XP tracks are longer (you now advance more slowly). You have more stress boxes.
- TERRIBLE POWER: Take 1 stress to perform a feat of superhuman strength or speed (run faster than a carriage, break stone with bare hands, leap onto the roof of a building, etc.). This factors into effect.
- ARCANE SIGHT: Take 1 stress to sense beyond human limits. "Hear" a subject's true thoughts or feelings, see in pitch darkness, sense the presence of invisible things, intuit the location of a hidden object, etc.
- A VOID IN THE ECHO: You are invisible to spirits and may not be harmed by them. Take 2 stress to cause living things to avert their gaze and fail to observe you for a few moments.
- DARK TALENT: Choose Insight, Prowess, or Resolve. Your max rating for actions under that attribute becomes 5. When you take this ability, add +1 dot to the resistance rating of the attribute you've chosen.
- SINISTER GUILF: During downtime, choose one: Get a free additional downtime activity, or take +1d to all downtime activity rolls.
- VETERAN: Choose a special ability from another source.

DARK SERVANTS (You start with two)

- Rutherford, a butler.
- Lylandra, a consort.
- Kira, a bodyguard.
- Otto, a coachman.
- Edrik, an envoy.

ITEMS

- Fine clothes and accoutrements
- Fine personal weapon
- Fine shadow cloak
- Demonbane charm
- Spiritbane charm

XP

- Every time you roll a desperate action, mark xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2xp if that item occurred multiple times.
- You displayed your dominance or slayed without mercy.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice, traumas, or strictures during the session.

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Set up a teammate

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Choose a plan, provide the detail. Choose your load limit for the operation.

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STASH COIN

PLAYBOOK

INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

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PUSH YOURSELF (take 2 stress) -OR- accept a DEVIL'S BARGAIN.

LOAD 3 light 5 normal 6 heavy

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- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
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DEVILS

GHOST TRAITS

Row: Roll 1d per year of ghostly existence, take highest

	1	2	3	4	5	6
1	Jealous	Desperate	Violent	Hysterical	Skittish	Fleeting
2	Curious	Deceptive	Clever	Probing	Knowledgeable	Charming
3	Prophetic	Insightful	True	Revelatory	Guiding	Instructive
4	Reactive	Territorial	Dominant	Insistent	Bold	Demanding
5	Angry	Volatile	Aggressive	Wild	Savage	Vengeful
6	Mad	Chaotic	Bizarre	Destructive	Insane	Vile

GHOSTLY SECONDARY EFFECTS

	1	2	3	4	5	6
1-3	Frost, Chill	Cold wind	Faint visions of the local past	Electrical Discharge	Weird shadows	Faint echoes
4, 5	Mist, Fog	Rushing wind	Intense visual echoes	Intense magnetism	Disturbing shadows	Thunderous sounds
6	Freezing fog	Storm winds	Pitch darkness	Lightning	Clutching shadows	Voices in your head

DEMON TYPES

	1	2	3	4	5	6
AFFINITY	Sea, Water	Darkness	Earth, Metal	Fire, Smoke	Sky, Stars	Storm, Wind
ASPECT	Humanoid w/ Bestial or Elemental Features			Animal	Monstrous	Amorphous

DEMON DESIRES

Some demons have more than one desire

	1	2	3	4	5	6
1, 2	Mayhem	Murder	Justice	Corruption	Power	Control
3, 4	Knowledge	Pleasure	Suffering	War	Revenge	Chaos
5, 6	Freedom	Savagery	Manipulation	Deception	Fear	Achievement

SUMMONED HORRORS

	1	2	3	4	5	6
1	Reeking Tar	Writhing Mass	Radiant Being	Crystalline Shards	Creeping Growth	Animated Stone
2	Cloud of Burning Ash	Shadow Being	Swarm of Insects	Toxic Cloud	Fiery Being	Liquid Being
3	Played Being	Shambling Rags	Freezing Fire	Impossible Geometry	Monstrous Animal	Shimmering Spheres
4	Twisting Machinery	Psychic Mist	Throbbing Viscera	Metallic Being	Coil of Thorns	Hypnotic Lights
5	Oozing Slug	Tremulous Vibrations	Lashing Hooks	Skeleton of Black Glass	Flowing Quicksilver	Clutching Darkness
6	Floating Octopoid	Cloying Vapors	Swirling Mucosa	Serpent Being	Insectoid Being	Consuming Orb

DEMON NAMES

Korvaeth
Sevraxis
Argaz
Zalvroxos
Kethtera
Arkeveron
Ixion
Kyronax
Voldranai
Esketra
Ardranax
Kylastra
Oryxus
Ahazu
Tyraxis
Azarax
Vaskari

DEMON FEATURES

Black shark eyes

Scales (*onyx, iridescent, crystalline, metallic, etc.*)

Razor-sharp claws
Bony protrusions

Multiple eyes
Lashing tail

Leathery wings
Spines

Dripping ichor
Glowing eyes or markings

Hair or fur
(*drifting as if underwater, burning with a cool fire, etc.*)

Feathers
Multiple arms

Tentacles
Hard shell, metallic plates

Lights dim or flare

Plants wither or grow wildly

Mechanisms grind to a stop

Liquid freezes, boils, turns to blood or ashes

FORGOTTEN GODS

11 The One Within Many

12 The Silver Fire

13 The Rapturous Chord

14 The Fallen Star

15 The Lord of the Depths

16 The Silent Song

21 The Lady of Thorns

22 Our Blood Spilled in Glory

23 The Drowned Saviour

24 The Empty Vessel

25 The Closed Eye

26 The Hand of Sorrow

31 That Which Hungers

32 The Thousand Faces

33 The Web of Pain

34 The Pillars of Night

35 The Burned King

36 The Father of the Abyss

41 The Forsaken Legion

42 The Unbroken Sun

43 The Revelation

44 The Radiant Word

45 The Shrouded Queen

46 The Reconciler

51 The Cloud of Woe

52 The Broken Circle

53 The Conqueror

54 She Who Slays in Darkness

55 The Dream Beyond Death

56 The Blood Dimmed Tide

61 The Guardian of the Gates

62 The Maw of the Void

63 The Keeper of the Flame

64 The Throne of Judgment

65 The Lost Crown

66 The Golden Stag

CULT PRACTICES

Mix and match gods and practices as you see fit

Sacrifice: Fed to specially consecrated beasts / Savaged (eaten?) by frenzied cult mob.

Sacrifice: Pitted against an annointed champion in death arena.

Sacrifice: Ritually bled upon the sacred altar.

Sacrifice: Progressively overdosed with mind-expanding drugs.

Sacrifice: Ritually killed and claimed as annointed spirit-champion.

Sacrifice: Slain by arcane means (electrocuted, spirit shattered, death-cursed).

Congregation: An orgy of pleasure (sex, food, dance, music) and/or pain.

Congregation: Sacred hymns or prayers for days without ceasing.

Congregation: Occupying a sacred nexus point during an astrological confluence.

Congregation: A pilgrimage to a sacred place or being in the death lands / at sea.

Congregation: A group vision / dream-quest via essences, drugs, or meditation.

Congregation: A reenactment / dumb-show of a sacred event.

Acquisition: A collection of eyes / hearts / blood from mystics or demons.

Acquisition: The shards of a shattered sacred object (jewel, sword, skull, stone).

Acquisition: The original holy writings of the prophet / master / saint.

Acquisition: The severed body parts (heads, hands, tongues) of heretics or apostates.

Acquisition: Properties aligned with sacred geometry or attuned by mystical events.

Acquisition: The ghosts of prophets / mystics / founders / enemies of the order.

Destruction: Ritual burning of sacred objects (rune-papers, effigies, flesh, hair).

Destruction: Ritual eradication of a spirit or demon.

Destruction: The breaking of the seals which keep the god from this world.

Destruction: Shattering of ritual objects / altars / temples sacred to an enemy order.

Destruction: Eradication of weapons / objects / sites / rituals which can harm the god.

Destruction: Eradication of social / legal / cultural elements which threaten the order.

Consecration: Purification by bathing in sacred fluid (blood, wine, milk, oil, etc.).

Consecration: Purification of the gates which give passage to the god into this world.

Consecration: Baptism / blessing of an acolyte or object by immersion in spirit well.

Consecration: Purify / bless cult followers with tattoos / scarification / mutilation.

Consecration: Creation of blessed idols / artwork / ritual spaces / artifacts.

Consecration: Wards / runes / spirits bound to shun enemies of the order.

Desecration: Debasement or defilement of one sworn to an enemy order.

Desecration: Corruption of place / object / ritual / tradition to appropriate its power.

Desecration: Defilement of place / object / ritual to humiliate another order.

Desecration: Manipulation of authorities / institutions to appropriate their power.

Desecration: Corruption of acolytes to prepare them for transformation.

Desecration: Mindless, pointless chaos; sewing the seeds of anarchy.

STREETS

MOOD

1	Dark or Cold
2	Bright or Lively
3	Quiet or Refined
4	Abandoned or Decrepit
5	Cramped or Noisy
6	Cozy or Warm

IMPRESSIONS

Typical of Doskvol

	SIGHTS	SOUNDS	SMELLS
1	Rain Slick, Oil Slick	Machinery, Workers	Cook Fires, Furnaces
2	Dancing Shadows, Flickering Lights	Fluttering Cloth, Howling Wind	Damp Wood, Decay, Refuse
3	Mist, Fog, Frost	Laughter, Song, Music	Animals, Hides, Blood
4	Fleeting Shapes, Echoes in the Ghost Field	Whispers, Echoes, Strange Voices	Chemicals, Distillates, Fumes
5	Soot, Ash Clouds, Grime	Thunder, Driving Rain	Rain Water, Ocean
6	Crackling Electricity, Wires, Mechanisms	Bells, Clock Chimes, Harbor Horns	Ozone, Electrolasmic Discharges

USE

Many streets have multiple uses

	1	2	3	4	5	6
1-3	Residential	Crafts	Labor	Shops	Trade	Hospitality
4, 5	Law, Govt.	Public Space	Power	Manufacture	Transportation	Leisure
6	Vice	Entertainment	Storage	Cultivation	Academic	Artists

TYPE

	1	2	3	4	5	6
1-3	Narrow Lane	Tight Alley	Twisting Street	Rough Road	Bridge	Waterway
4, 5	Closed Court	Open Plaza	Paved Avenue	Tunnel	Wide Boulevard	Roundabout
6	Elevated	Flooded	Suspended	Subterranean	Floating	Private, Gated

DETAILS

	1	2	3	4	5	6
1	Metal Supports	Ironwork Gates, Fences	Belching Chimneys	Metal Grates, Hatches, Doors	Clockwork Mechanisms	Rigging, Cables
2	Stairs, Ramps, Terraces	Wooden Scaffolds	Skyways	Rooftop Spaces	Rails, Train Cars	Hidden Passages
3	Banners, Pennants	Festival Decorations	Crowd, Parade, Riot	Street Performers	Makeshift Stalls, Shelters	Crisscrossing Routes
4	Gang Markings	Patrol Posts	Lookouts	Stocks, Public Punishment	Street Crier, Visionary	News Stand, Public Notices
5	Stray Animals	Landscaping	Muck & Mire	Construction, Demolition	Foul Runoff, Fumes, Smoke	Orphans, Beggars
6	Ancient Ruin	Leering Gargoyles	Spirit Chimes, Wards	Eerie Emptiness	Quarantine, Lockdown	Shrine Offerings

PROPS

Nets, Ropes
Crates, Boxes
Cables, Chains
Drain Pipes
Water Pump
Oil Drums

Brick Pile
Iron Bars
Wooden Boards
Cut Stones
Loose Rocks
Cement Buckets

Sewer Grate
Rotting Refuse
Mud Puddles
Discarded Junk
Carrion & Crows
Sodden Trash

Carriages
Push Carts
Moored Boats
Cargo Barge
Gondolas
Wagons

Crane & Pulleys
Cargo Bales
Metal Ingots
Industrial Forge
Coal / Fuel
Waste Bins

Street Lamps
Electric Wires
Junction Boxes
Spotlight Tower
Clock Tower
Messenger Post

Withered Trees
Monument
Fountain
Mossy Ruin
Collapsed Bldg.
Flimsy Hovel

Barricade
Gate
Checkpoint
Piled Rubble
Canal Lock
Lightshift Barrier

Food Stall
Vendor Stall
Barrels, Casks
Makeshift Shrine
News Stand
Stockade

BUILDINGS

EXTERIOR

Some buildings have multiple exterior elements

	1	2	3	4	5	6
MATERIAL	Gray Brick	Stone & Timbers	Cut Stone Blocks	Wooden Boards	Plaster Board & Timbers	Metal Sheeting
DETAILS	Tile Work	Iron Work	Glass Work	Stone Work	Wood Work	Landscaping

USE: COMMON

Many buildings have multiple uses

	1	2	3	4	5	6
1	Bunk House	Inn	Tavern	Gambling Hall	Drug Den	Brothel
2	Market	Workshop	Bakery	Butchery	Forge	Tailory
3	Work House	Goat Stables	Brewery	Watch Post	Court, Jail	Dock
4	Ruin	Row Houses	Tenements	Apt. Building	Small House	Bath House
5	Shrine	Tattooist	Physicker	Fighting Pits	Square, Fountain	Grotto
6	Warehouse	Stockyard	Factory	Refinery	Eelery	Mushroom Garden

USE: RARE

Many buildings have multiple uses

	1	2	3	4	5	6
1	Market House	Restaurant	Bar, Lounge	Academy	Salon	Cafe
2	Floristry	Tobacconist	Book Shop	Jeweler	Clothier	Gallery
3	Apothecary	Horse Stables	Distillery	Vintner	Master Artisan	Boat House
4	Theater	Opera House	Apt. Building	Townhouse	Manor House	Villa
5	Clinic	Temple	Cistern	Watch Post	Park	Monument
6	Archive	Spiritualist	Bank	Alchemist	Power Plant	Radiant Energy Garden

DETAILS

	1	2	3	4	5	6
1	Dripping Water	Creaking Floorboards	Roaring Fires	Smoky Lamps	Buzzing Electric Lights	Ticking Clockworks
2	Plants, Flowers	Wall Hangings, Artwork	Shuttered Windows	Heavy Curtains, Thick Carpet	Dust & Detritus	Wear & Damage
3	Threadbare & Tattered	Utilitarian Furnishings	Elegant Finery	Lush & Comfortable	Rough-Spun Simplicity	Spartan Austerity
4	Circular Stairs, Ladders	Secret Doors	Catwalks	Skylights	Balcony	Cellar
5	Drafty, Cold	Stout, Quiet	Cozy, Warm	Vaulted, Spacious	Low, Cramped	Rickety, Ramshackle

6	Strange Devices	Weird Artifacts	Spirit Wards, Old Runes	Piled Jumble of Curios	Antique Appointments	Shrine, Altar
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ITEMS

Chalkboard,
Desks, Papers
Maps, Charts,
Diagrams
Books, Scrolls,
Bookcases

Lamp, Inkwell,
Writing Desk
Clock, Cabinet,
Shelves
Table, Chairs,
Notebooks

Bed, Bureau,
Vanity
Bunks, Stools,
Trunks
Basin, Pitcher,
Mirror
Sofa, Divan,
Music Box
Couches,
Table, Lamps
Drapery, Pillows,
Cushions

Counter, Sink,
Cabinets
Cookfire, Pots,
Pans, Utensils
Dining Table,
Chairs, Cutlery
Game Board,
Cards, Dice
Larder, Spices,
Meat Hooks
Wine, Beer,
Whiskey

Pedestal, Statue,
Paintings
Bird Cage,
Quill, Diary
Bell, Book,
Candle
Fireplace, Rug,
Armchair
Curtains,
Vases, Flowers

Instruments,
Music Sheets

Exam Chair,
Medical Tools
Burner, Vials,
Beakers
Workbench,
Tools, Rags
Weapons,
Ammunition

PEOPLE

LOOKS

1, 2: MAN	3, 4: WOMAN	5: AMBIGUOUS, CONCEALED	6: ROLL AGAIN
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	1	2	3	4	5	6
1	Large	Lovely	Weathered	Chiseled	Handsome	Athletic
2	Slim	Dark	Fair	Stout	Delicate	Scarred
3	Bony	Worn	Rough	Plump	Wiry	Striking
4	Short	Tall	Sexy	Wild	Elegant	Stooped
5	Cute	Plain	Old	Young	Stylish	Strange
6	Disfigured, Maimed	Glasses, Monocle	Prosthetic, Crippled	Long Hair, Beard, Wig	Shorn, Bald	Tattooed

GOALS

	1	2	3	4	5	6
1, 2	Wealth	Power	Authority	Prestige, Fame	Control	Knowledge
3, 4	Pleasure	Revenge	Freedom	Achievement	Happiness	Infamy, Fear
5, 6	Respect	Love	Change	Chaos, Destruction	Justice	Cooperation

PREFERRED METHODS

	1	2	3	4	5	6
1, 2	Violence	Threats	Negotiation	Study	Manipulation	Strategy
3, 4	Theft	Arcane	Commerce	Hard Work	Law, Politics	Sabotage
5, 6	Subterfuge	Alchemy	Blackmail	Teamwork	Espionage	Chaos

PROFESSIONS: COMMON

	1	2	3	4	5	6
1	Baker	Barber	Blacksmith	Brewer	Butcher	Carpenter
2	Cartwright	Chandler	Clerk	Cobbler	Cooper	Cultivator
3	Driver	Dyer	Embroiderer	Fishmonger	Gondolier	Guard
4	Leatherworker	Mason	Merchant	Roofer	Ropemaker	Rug Maker
5	Servant	Shipwright	Criminal	Tailor	Tanner	Tinker
6	Vendor	Weaver	Woodworker	Goat Herd	Messenger	Sailor

PROFESSIONS: RARE

	1	2	3	4	5	6
1	Advocate	Architect	Artist	Author	Bailiff	Apiarist
2	Banker	Bounty Hunter	Clock Maker	Courtesan	Furrier	Glass Blower
3	Diplomat	Jailer	Jeweler	Leech	Locksmith	Magistrate
4	Musician	Physicker	Plumber	Printer	Scholar	Scribe
5	Sparkwright	Tax Collector	Treasurer	Whisper	Composer	Steward
6	Captain	Spirit Warden	Journalist	Explorer	Rail Jack	Soldier

HERITAGE

1-3: Akorosi
4-6: Foreigner

FOREIGNERS

1,2: Skovlander
3: Iruvian
4: Dagger Islander
5: Severosi
6: Tycherosi

Remember, each Tycherosi has a demonic trait: cat's eyes, claws, feathers instead of hair, etc.

STYLE

Tricorn Hat
Long Coat
Hood & Veil
Short Cloak
Knit Cap
Slim Jacket
Hooded Coat
Tall Boots
Work Boots
Mask & Robes
Suit & Vest
Collared Shirt
Suspenders
Rough Tunic
Skirt & Blouse
Wide Belt
Fitted Dress
Heavy Cloak
Thick Greatcoat
Soft Boots
Loose Silks
Sharp Trousers
Waxed Coat
Long Scarf
Leathers
Eelskin Bodysuit
Hide & Furs
Uniform
Tatters
Fitted Leggings
Apron
Heavy Gloves
Face Mask
Tool Belt
Crutches
Cane
Wheelchair

TRAITS	INTERESTS	QUIRKS
11 Charming	Fine whiskey, wine, beer.	Superstitious. Believes in signs, magic numbers.
12 Cold	Fine food, restaurants	Devoted to their family.
13 Cavalier	Fine clothes, jewelry, furs.	Married into important / powerful family.
14 Brash	Fine arts, opera, theater	Holds their position to spy for another faction.
15 Suspicious	Painting, drawing, sculpture	Reclusive. Prefers to interact via messengers.
16 Obsessive	History, legends	Massive debts (to banks / criminals / family)
21 Shrewd	Architecture, furnishings	Blind to flaws in friends, allies, family, etc.
22 Quiet	Poetry, novels, writing	Once hollowed, then restored. Immune to spirits.
23 Moody	Pit-fighting, duels	Has chronic illness which requires frequent care.
24 Fierce	Forgotten Gods	Secretly (openly?) controlled by possessing spirit.
25 Careless	Ecstasy of the Flesh	Serves a demon's agenda (knowingly or not).
26 Secretive	Path of Echoes	Proud of heritage, traditions, native language.
31 Ruthless	Weeping Lady, charity	Concerned with appearances, gossip, peers.
32 Calculating	Antiques, artifacts, curios	Drug/alcohol abuser. Often impaired by their vice.
33 Defiant	Horses, riding	Holds their position due to blackmail.
34 Gracious	Gadgets, new technology	Relies on council to make decisions.
35 Insightful	Weapons collector	Involved with war crimes from the Unity War.
36 Dishonest	Music, instruments, dance	Leads a double life using cover identity.
41 Patient	Hunting, shooting	Black sheep / outcast from family or organization.
42 Vicious	Cooking, gardening	In prison or under noble's house arrest.
43 Sophisticated	Gambling, cards, dice	Well-traveled. Connections outside Doskvol.
44 Paranoid	Natural philosophy	Revolutionary. Plots against the Imperium.
45 Enthusiastic	Drugs, essences, tobacco	Inherited their position. May not deserve or want it.
46 Elitist	Lovers, romance, trysts	Minor celebrity. Popularized in print / song / theater.
51 Savage	Parties, social events	Scandalous reputation (deserved or not).
52 Cooperative	Exploration, adventure	Surrounded by sycophants, supplicants, toadies.
53 Arrogant	Pets (birds, dogs, cats)	Spotless reputation. Highly regarded.
54 Confident	Craft (leatherwork, etc.)	Bigoted against culture / belief / social class.
55 Vain	Ships, boating	Visionary. Holds radical views for future.
56 Daring	Politics, journalism	Cursed, haunted, harassed by spirits or demon.
61 Volatile	Arcane books, rituals	Intense, unreasonable phobia or loathing.
62 Candid	Spectrology, Electrolasm	Extensive education on every scholarly subject.
63 Subtle	Alchemy, medicine	Keeps detailed journals, notes, records, ledgers.
64 Melancholy	Essences, alchemy	Is blindly faithful to an ideal, group, or tradition.
65 Enigmatic	Demon lore, legends	Deeply traditional. Opposed to new ideas, methods.
66 Calm	Pre-cataclysm legends	A fraud. Some important aspect is fabricated.

NAMES

Adric, Aldo, Amison, Andrel, Arcy, Arden, Arilyn, Arquo, Arvus, Ashlyn, Branon, Brace, Brance, Brena, Bricks, Candra, Canter, Carrissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grell, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristov, Laudius, Lauria, Lenia, Lizete, Lorette, Lucella, Lynthia, Mara, Milos, Morlan, Myre, Narcus, Naria, Noggs, Odrienne, Orlan, Phin, Polonia, Quess, Remira, Ring, Roethe, Sesareth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Volette, Vond, Weaver, Wester, Zamira, Zara.

Arran, Athanoch, Basran, Boden, Booker, Ankhayat, Bowman, Breakiron, Brogan, Clelland, Clermont, Coleburn, Comber, Daava, Dalmore, Danfield, Dunvil, Edrad, Farros, Grine, Haig, Helker, Helles, Hellyers, Jayan, Jeduin, Kardera, Karstas, Keel, Kessarín, Kinclaiht, Lomond, Maroden, Michter, Morriston, Penderyn, Prichard, Rowan, Salkara, Sevoy, Skelkallan, Slane, Strangford, Strathmill, Templeton, Tyrconnell, Vale, Vedat, Walund

Bell, Birch, Bird, Bliss, Bricks, Bug, Chime, Coil, Cricket, Cross, Crow, Echo, Flint, Frog, Frost, Grip, Hook, Ink, Junker, Mist, Moon, Nail, Needle, Ogre, Pool, Ring, Ruby, Silver, Skinner, Song, Spur, Tackle, Thistle, Thorn, Tick Tock, Trick, Vixen, Whip, Wicker.



BARROWCLEFT

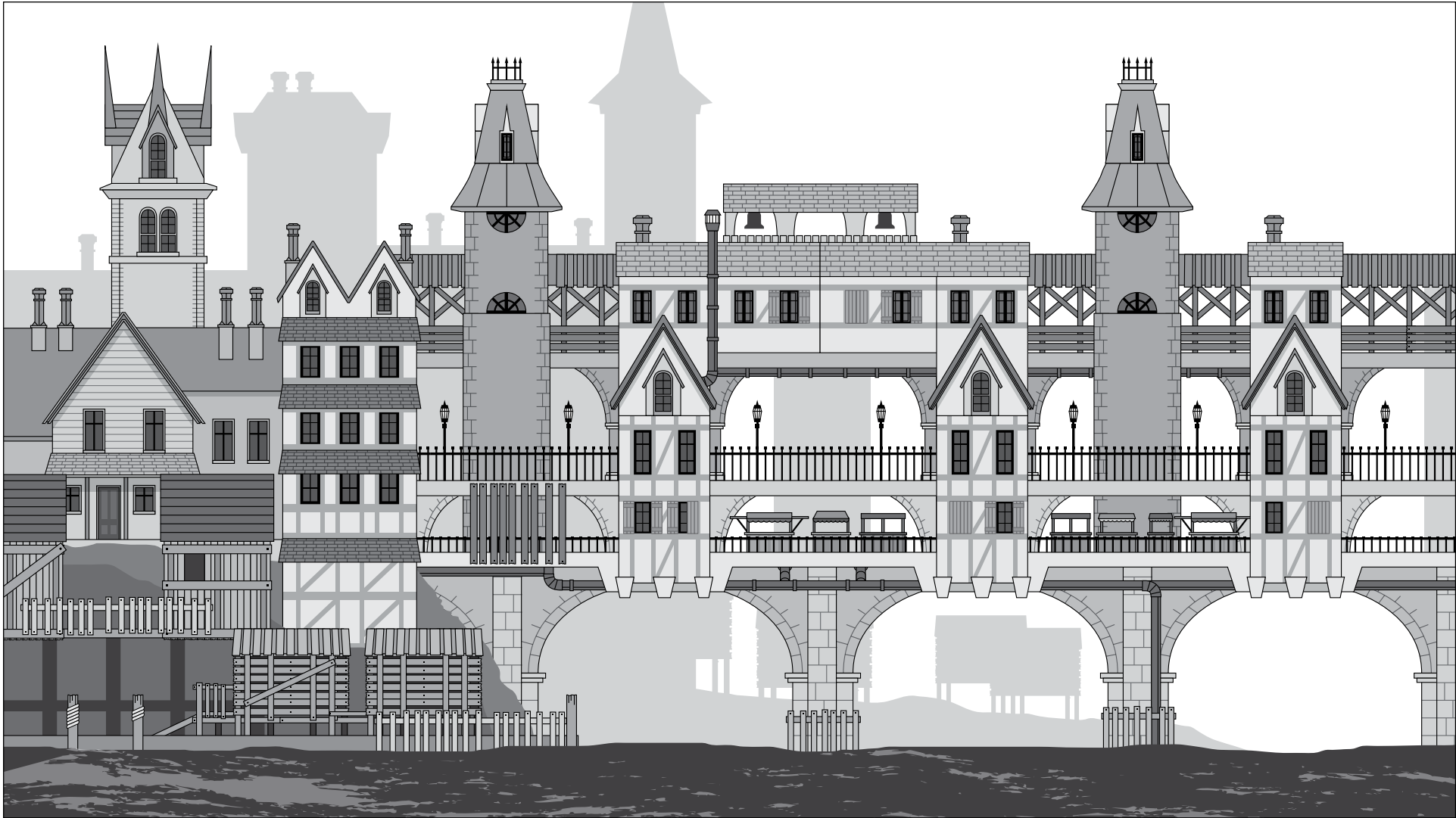
Barrowcleft is the home to the laborers and Overseers of the Ministry of Provisions who attend the radiant energy farms of Duskvol. It is a dusty, rural district, with simple wooden buildings of only one or two stories and wide dirt roads to accommodate large cargo wagons. The farmers of Barrowcleft are organized into tight-knit family-based clans that are proud of their vital role in the city's welfare and hold themselves apart from the 'city folk' across the river. Outsiders are welcome here for honest trade, but are met with a cold suspicion otherwise.

1 BARROW BRIDGE. One of several residential bridges in the city. The bridge is lined with homes, shops, and merchant stalls. Families of river-fishers work from ramshackle wooden huts along the banks on either side. They hunt the large and dangerous wild river eels that gather to feed on refuse near the channel to the sea.

2 LIGHTNING TOWER. The lightning towers of Duskvol are marvels of electropasmic engineering, requiring constant attention from the powerful Sparkwrights guild. The largest towers are over 400-feet tall and include their own internal generators to provide power to the lightning barrier which keeps the ravenous spirits of the deathlands out of the city.

3 BARROWCLEFT MARKET. This open-air marketplace provides a place for the farms to sell fresh produce and goods made from their crops. Other related vendors have also sprung up here, including brewers and distillers, weavers, dyers, and goat breeders. The tough and close-knit people of Barrowcleft have managed to keep criminal influence out of their market and it's famous as a rare place for fair trade in the city.

4 RADIANT ENERGY FARM. The wondrous power of radiant energy allows crops to grow in the darkness of Duskwall. Life in the city depends upon these farms, so their delicate radiant lamps and irrigation systems are watched constantly by specially appointed deputies of the Watch and Overseers of the Ministry of Provisions.



BARROWCLEFT

SCENE: Farmers walking to and from field work. Tradespeople crafting simple goods. Merchants selling their wares. Heavy-laden cargo wagons transporting food into the city. Vigilant deputies surveying the fields from their watchtowers.

STREETS: Smooth dirt roads, drainage ditches, central stone road for heavy carts. *Black Hill Road, Mill Street, Porter Street.*

BUILDINGS: Low, wide wooden structures. Barns. Animal pens. Stone mills. Hilltop manors for the Overseers. Crowded apartments, towers, and market stalls along Barrow Bridge.

NOTABLES

CHIEF PRICHARD. The head Overseer of the Ministry of Provisions in Duskwall. Manages the workers and food allotments for the city districts. (*Calculating, Confident, Calm*)

HESTER VALE. Matriarch of the oldest farm family. The living embodiment of “tough but fair.” (*Proud, Fierce, Suspicious*)

MARA KEEL. A former smuggler who’s gone into hiding among the farm laborers of Barrowcleft. (*Quiet, Secretive, Patient*)

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

Barrowcleft market is one of the best marketplaces in the city, but criminal types draw lots of unwanted attention. You can take +1d to acquire an asset here, but also accrue +2 heat.

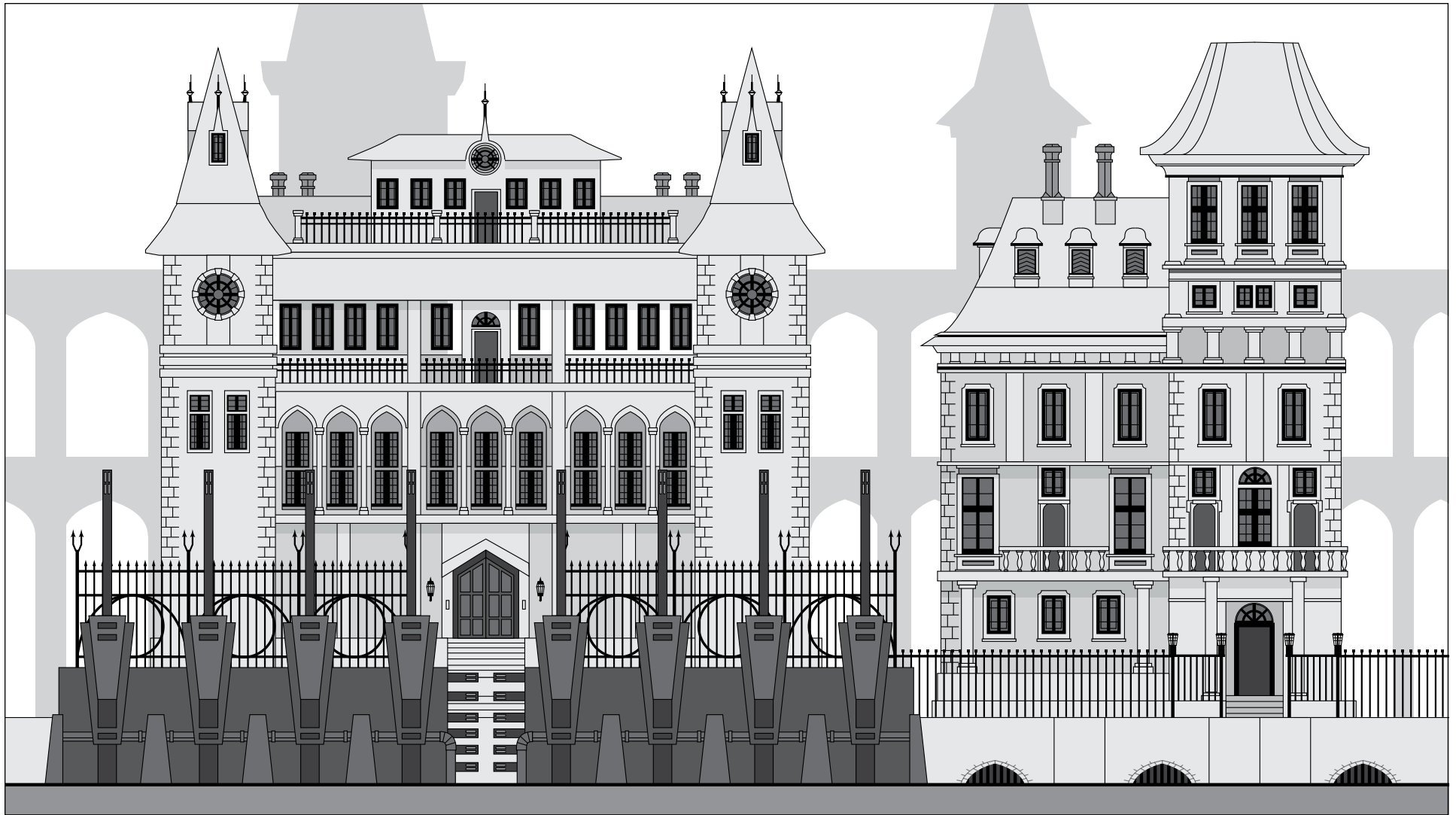


BRIGHTSTONE

Brightstone is home to many of the wealthiest and most influential citizens of Doskvol. Its streets are broad and paved, under bright electric lights; its canals are sparkling and clean, with perfumed water; its houses are all of fine, pale marble blocks, rich timbers, and intricate ironworks. There are cultivated parks fed by radiant-energy; lavish restaurants and cafes; jewelers, tailors, and other luxury shops. Street-side vendors are forbidden here, resulting in a serene, spacious atmosphere, punctuated by the occasional carriage or marching Bluecoat patrol.

- 1 UNITY PARK.** A grand park, fountain, and roundabout featuring an enormous monument commemorating Imperial victory in the Unity War (or the War for Skovlan Independence, depending on who you talk to).
- 2 SILVER MARKET.** A curated open-air emporium overlooking the North Hook channel. Named for its original use as the primary marketplace for silver traders, it's now host to luxury goods vendors of all sorts, including rare Iruvian silks, spices from the Dagger Isles, horse-traders, carriage upholsterers, and rare alchemical distillations (including some illegal spirit essences—to which the City Watch turns a blind eye).

- 3 THE SANCTORIUM.** The chief cathedral dedicated to the Church of the Ecstasy of the Flesh. It's a towering edifice of buttresses and spires, originally commissioned by the Emperor during his last visit to Doskvol nearly 500 years ago. Devotees gather weekly to purify themselves in baptismal rites and through the ritual destruction of rogue spirits in electroplasm. The catacombs beneath contain the cremated ash of many famous and affluent citizens.
- 4 BOWMORE BRIDGE.** This massive structure of bright white stone and shimmering metal-work is said to be the largest bridge in the Imperium. Luxury apartments and shops perch all along its length from Brightstone to Whitecrown.



BRIGHTSTONE

SCENE: Elite Bluecoat patrols, arrayed in fine armor and gleaming gun-pikes. Wealthy citizens strolling through manicured parks, attended by servants. Horse-drawn coaches and the occasional electropasmic carriage rumbling along the avenues.

STREETS: Broad, clean, well-lit. *Silvermark Avenue, Goldcrest Avenue, Ruby Street, Sapphire Street.*

BUILDINGS: Pale stone mansions with lightning barriers, grand manor houses, lavish townhouses, opulent theaters and restaurants, luxury shops.

NOTABLES

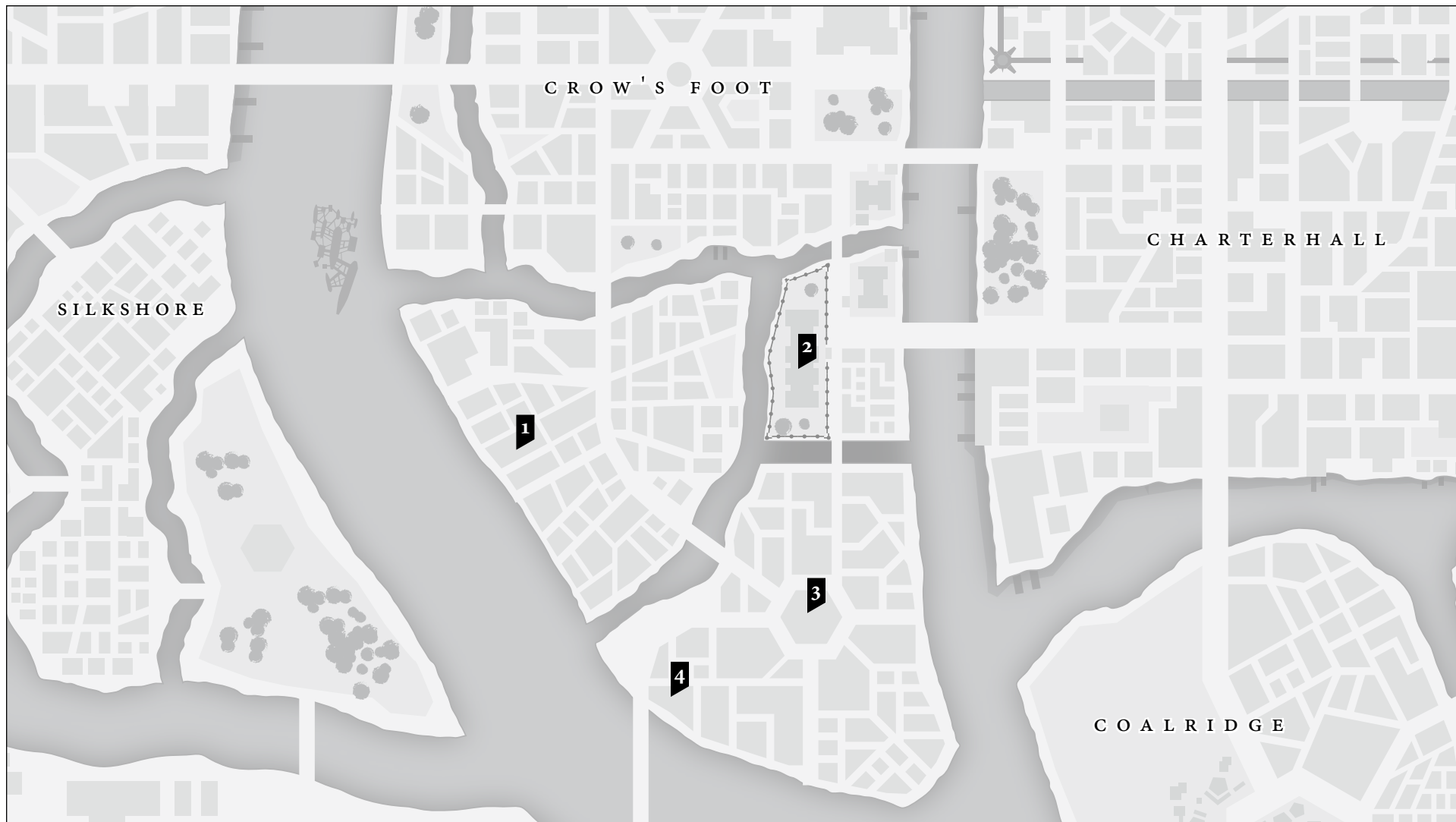
LORD STRANGFORD. Operates one of the largest leviathan hunter fleets, serves on the City Council and is a high-ranking member of the secret order within the Church of Ecstasy. (*Secretive, Calculating, Arrogant*)

COMMANDER BOWMORE. Chief Officer of the Watch in Brightstone. Bowmore's family financed Bowmore Bridge centuries ago and now holds many positions of power. (*Proud, Principled, Connected*)

ROLAN WOTT. An influential magistrate who handles property, endowments, and financial cases. Famous for his extravagant parties. (*Stylish, Elitist, Shrewd*)

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

Most engagement rolls suffer -1d due to heavy Bluecoat patrols. Operations against the nobility in Brightstone are considered on "hostile turf" for the purpose of generating heat.



CHARHOLLOW

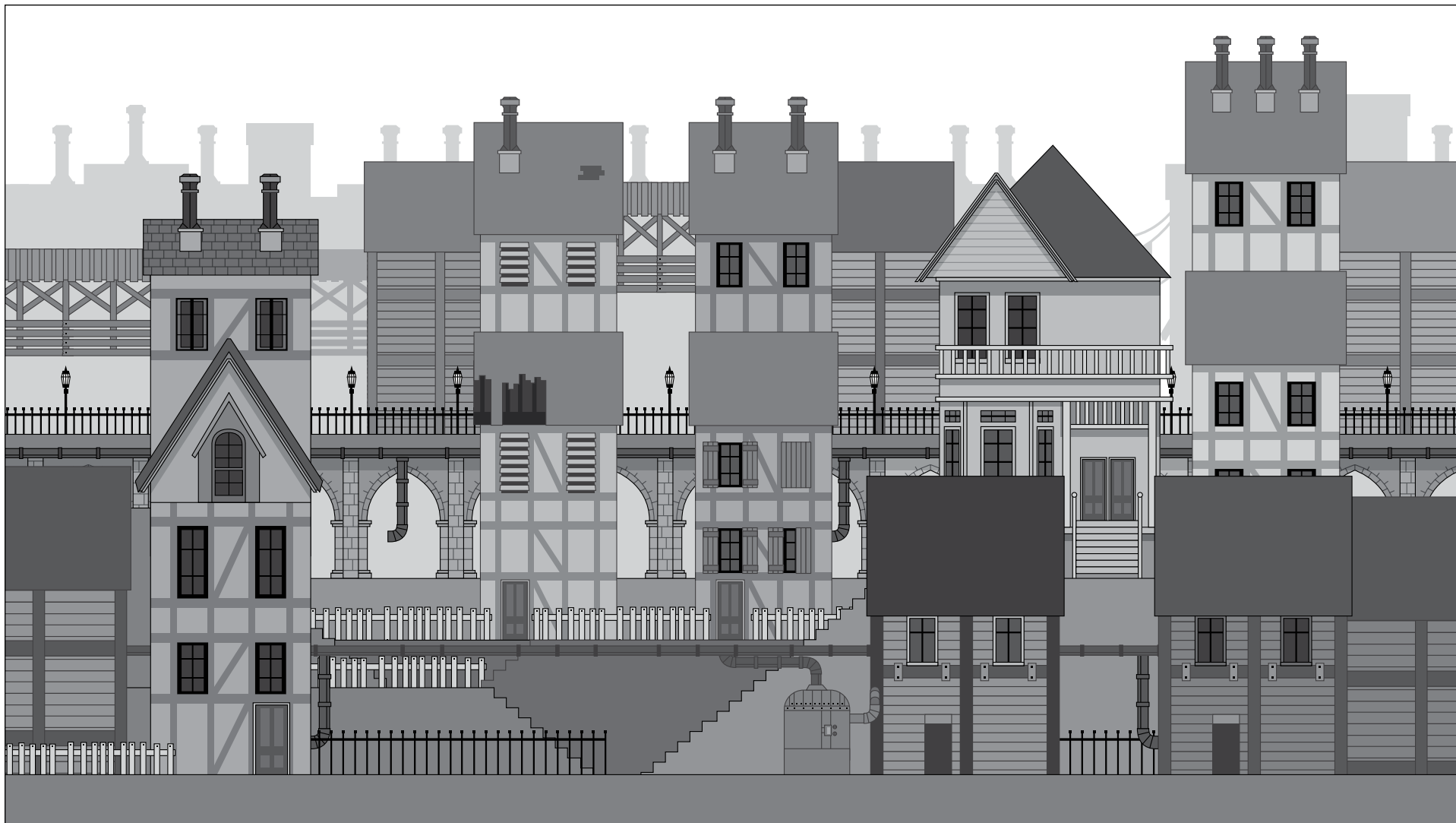
This crowded district is home to the bulk of the workforce of the city—servants, dockers, sailors, stockyard and eelery workers, cabbies, and so on. It's cheap, noisy, cramped, and sweltering from cookfires and hissing steam-pipes, but there's a familial camaraderie among its residents that you won't find anywhere else. The people of Charhollow are a true community, brought together by circumstance, but bound by ties of mutual support and care in stark contrast to the cutthroat ruthlessness that constitutes business as usual in the rest of the city.

1 THE SHEETS. Washers, tailors, and seamstresses congregate in this neighborhood, filling the alleyways between the buildings with the billowing fabrics of their trade. A secret association of anarchists among the working class meets here to plot their schemes for revolution.

2 STRANGFORD HOUSE. The grand, fenced estate of the powerful Strangford family perches on the hill of a private island overlooking Charhollow. Many who live in the district toil in Strangford's factories and workhouses, and few miss the chance to throw the evil eye in their direction when they catch glimpse of their house on the hill.

3 CHARHOLLOW MARKET. A public market fills the open square here, offering fair prices and decent goods to the local community.

4 KELLEN'S. One of the oldest pubs in the city, with a dizzying selection of Skovlander ales and whiskeys. Rich and poor alike rub elbows here to enjoy the traditional food and music with their drinks, though recently, the pub has become the target of masked anti-Skovlander bigots, who've vandalized the property and assaulted some patrons, shouting "No Skovs!" and "Skovs go home!"



CHARHOLLOW

SCENE: Laborers returning from work shout greetings to friends and families. Groups of people cook and eat together at communal cook-fires. Children run wild, playing at hunt-and-peek and catch-the-ghost.

STREETS: Steep inclines cut with crude stone stairs, twisting alleyways, dirt and cobblestones. *Bridge Road, Canal Street, Hill Street.*

BUILDINGS: Stacked one- or two-room homes, cheap tenements, ramshackle apartment, well-worn taverns and public houses.

NOTABLES

HUTTON. A Skovlander refugee and former soldier, now the leader of an anarchist revolutionary movement, bent on forcing the government to acknowledge Skovlander rights in the Empire. (*Brave, Compassionate, Wise*)

BRIGGS. The owner of a merchant stall at Charhollow market, cover for a network of gossips, spies, and code-smiths among the working class people of the district, selling their services to those who need them. (*Secretive, Sneaky, Cautious*)

CORBEN. An ex-military Skovlander on the lam for crimes against the empire. (*Tough, Reckless*)

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

*Operations against the citizenry in Charhollow are considered on "hostile turf" for the purpose of generating **HEAT**.*



CHARTERHALL

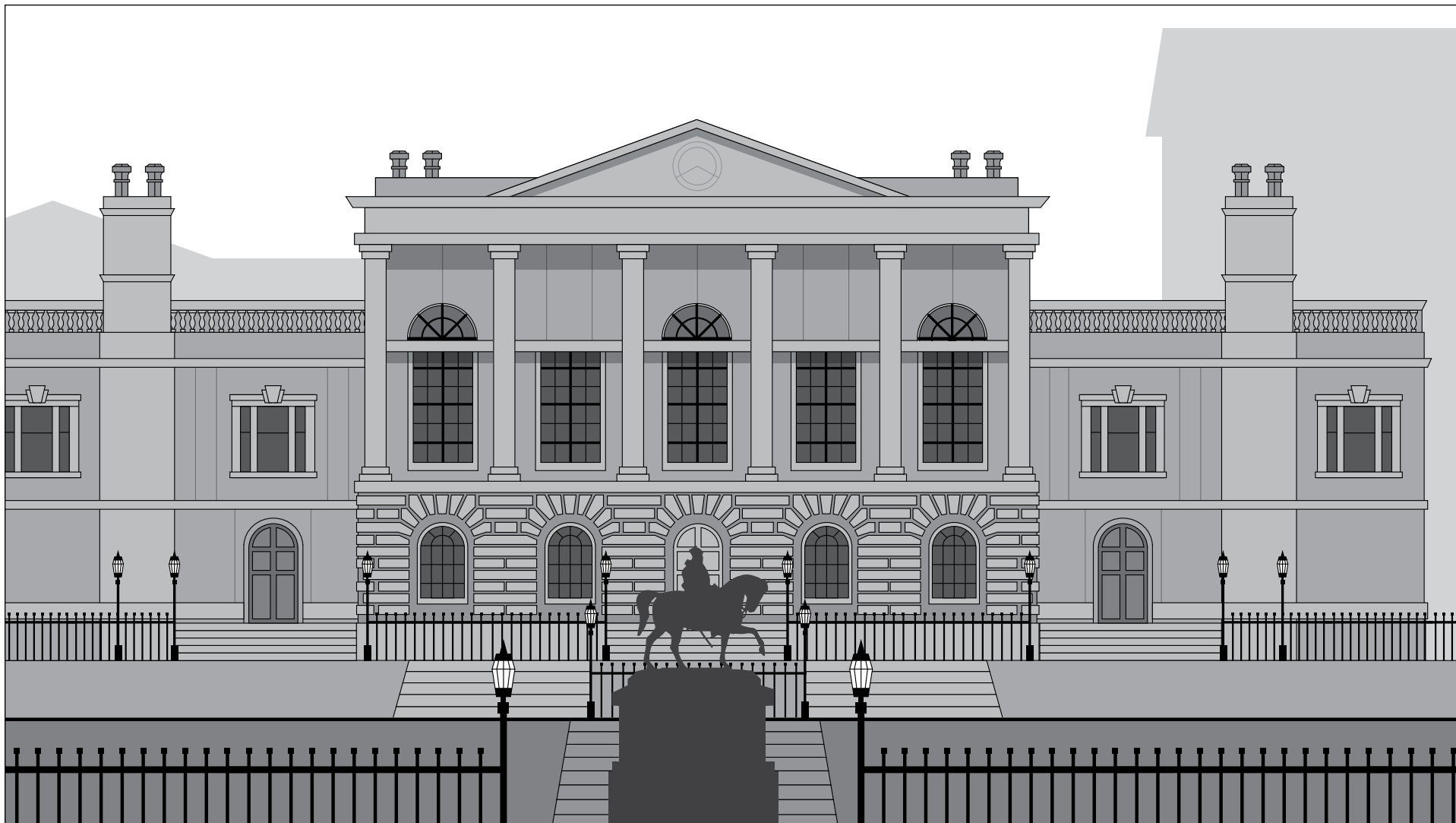
Charterhall is the site of the first major construction in the city, in the days before the cataclysm. The old wall upon which was built the first lightning barrier in the Empire still stands in partial ruin around the district. The area is now home to the civic offices of the government including the courts, licensing and taxation offices, banks, and records archives. City officials and students at Charterhall University live here, along with the captains of Imperial industry who prefer to reside within sight of their fortunes.

1 CHARTER WALL. Along the ruins of the old walls are a sprawl of artist colonies. Bohemian lovers of music and sculpture, these students are typically patronized by a single individual or family who expect their charges to master their craft and make art for their edification. These romantic souls are often consumed by the wellspring of vices offered in Doskvol.

2 CLERK STREET. The main avenue of the district is lined with imposing governmental structures of all sorts, all tucked behind high iron fences, patrolled by a mix of Bluecoats on the sidewalks and mounted Imperial cavalry on the grounds, largely ceremonial guards appointed to the holdings claimed by the Crown.

3 JAYAN PARK. The great alchemist for whom this park is named contrived to formulate soil and seeds that could produce real, growing trees, without sunlight or radiant energy. They are horrifically toxic to all living things and must not be touched, but they still grow beautifully here, over 100 years later.

4 CHARTERHALL UNIVERSITY. A dozen buildings have been converted into classrooms and dormitories for the students of this modest-seeming but nevertheless prestigious institution. The school's massive Sparkwright Tower, where experts of spark-craft are trained, looms huge over the district, often belching fire and smoke from the more vigorous lessons.



CHARTERHALL

SCENE: Clerks and government workers rush to and fro, official papers bulging from their valises. Wealthy bankers trundle past in heavy carriages with private bodyguards arrayed in clanking armor. Students gather at street-corner cafes to discuss Iruvian politics, the tribal lineages of the Dagger Isles, and other esoteric matters.

STREETS: Broad, clean, well-lit. *Clerk Street, Jayan Way, Dalmore Avenue, Imperial Avenue.*

BUILDINGS: Imposing stone buildings with officious columns and classical sculptural motifs.

NOTABLES

LADY DRAKE. A magistrate who is “reasonable” when it comes to street crime, so long as the offender’s purse is sufficient. (*Flexible, Shrewd*)

LORD PENDERYN. Chief Scholar of the Archive of Echoes, authorized by the Emperor to keep a collection of ancient ghosts trapped in spirit bottles, to be consulted in cases where knowledge from the distant past would benefit the operation of the Imperial government. Lord Penderyn also consults the spirits on his own volition, forming the rebellious Path of Echoes society for other elites and nobles who seek communion with the spectral realm. (*Reckless, Strange*)

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

The records in Charterhall can be of particular interest to criminal sorts. Take a Devil’s Bargain for +1d to gather info here in exchange for 1 HEAT (the Bluecoats are always watching for scoundrels like you).



COALRIDGE

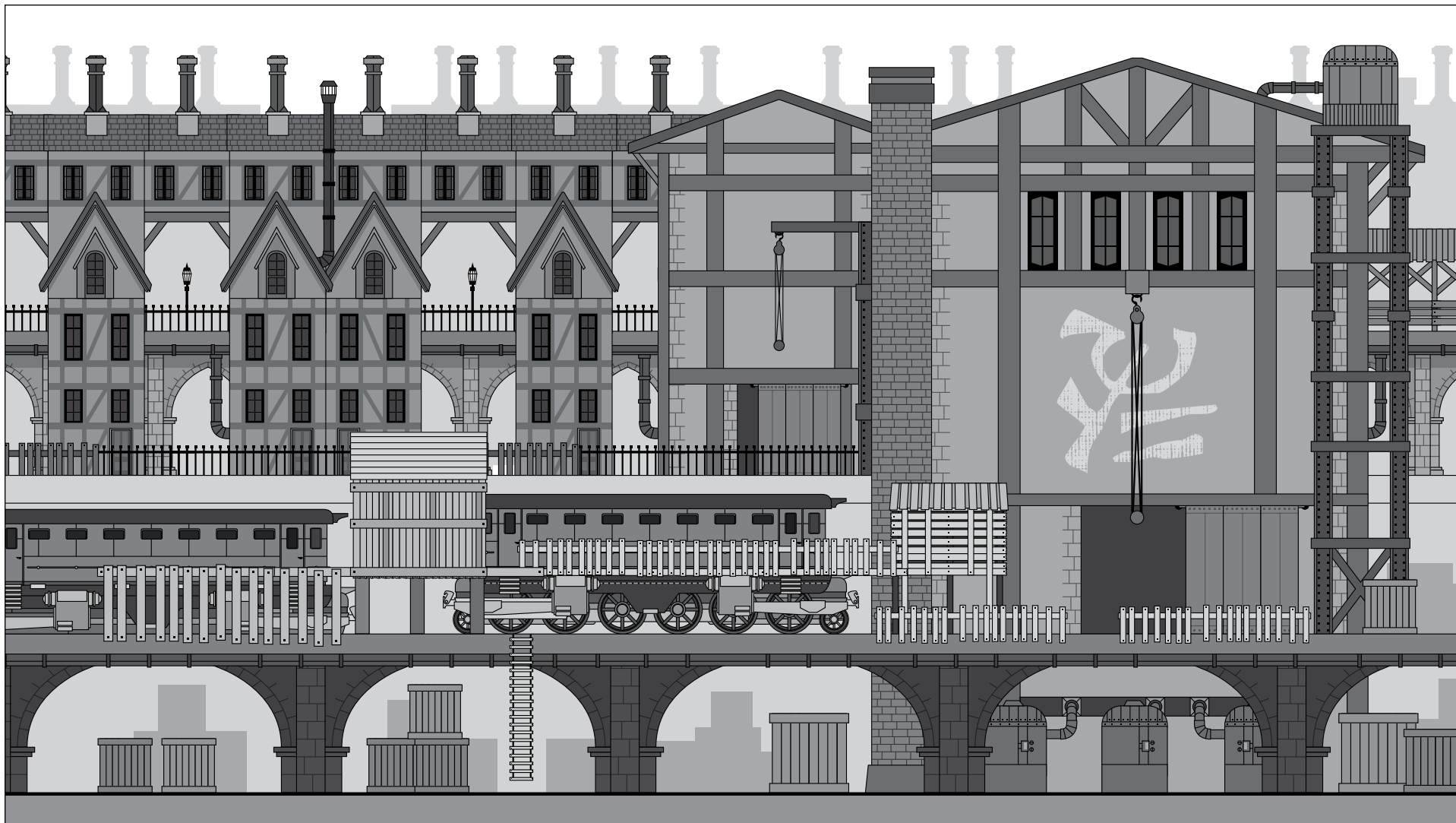
Coalridge is home to most of the machinists, industrial laborers and factories of the city. It's cramped, soot-choked, and loud—spewing dense clouds of black smoke, showers of sparks and burning cinders. The old elevated train lines that once hauled coal now carry heavy equipment and raw materials to and from Gaddoc Station, though many of the ancient tracks and cars have been abandoned to squatters who've converted them into makeshift homes.

1 COALRIDGE MINE. The site of the first permanent settlement at the river delta, the mine was originally built by the ancient Skov kingdom, who called it *Doskovol*—literally, "The Skov's Coal." The mine still operates over 1000 years later, though demand for coal has dropped sharply as the Imperium adopts electroplasmic power more and more widely.

2 THE OLD RAIL YARD. Before Gaddoc Station was built, this industrial rail yard was a center for commerce in the city. The Old Yard now serves only a couple heavy cargo trains daily, with many of its old rail cars rusted in place where they were abandoned.

3 THE IRONWORKS. The Ironworks is a sprawling collection of massive industrial workhouses. Cruel foremen drive indentured laborers around the clock to keep up with the massive production demands to replace and refit Leviathan Hunting ships as well as the need for goods transported out to the Imperium at large.

4 BRICKSTON. The mostly densely packed residential area in Duskwall. Brickston is a cramped jumble of multi-story brick row houses, stacked one atop the other. Many of the toughest scoundrels of the underworld hail from here, learning the harsh lessons of survival and gang life within its dark maze.



COALRIDGE

SCENE: Soot-covered workers hacking up black bile as they trudge home from the factories. Heavy rail cargo being unloaded by crane. Street-tough waifs running wild. A factory boss lashing a worker for an infraction. Squatters cooking a meal in the coal engine of an abandoned train car.

STREETS: Multi-level, crowded with crates and discarded junk. Elevated rail lines. *Dunvil Way, Black Rock Road, Wright Street, Crane Street, Forge Street.*

BUILDINGS: Tall and narrow brick row houses with belching chimneys, metal-clad factories and warehouses, train cars converted into dwellings.

NOTABLES

MASTER SLANE. A notorious factory foreman known for excessive and cruel punishments for the smallest infractions. Many attempts have been made on his life, but all have failed. Some say he's a devil. (*Cold, Cruel, Sadistic*)

BELLE BROGAN. A Skovlander factory worker who's been gaining popularity as a potential union organizer. It's only a matter of time before a factory boss tries to make an example of her. (*Charming, Confident, Bold*)

HOPPER. A drug addict, whisper, and all-around weirdo who perches on rooftops in the district. Hopper claims to see "ghost rails" and "spirit trains" originating deep beneath Coalridge, stretching beyond the horizon.

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

Because the factories of Coalridge operate around the clock, there's no ideal time for clandestine crime here, but foremen are happy to be bribed to 'take a break' or look the other way.



CROW'S FOOT

Crow's Foot is a crossroads, merging many qualities of its neighboring districts: the illicit vices of Silkshore, the labor and trade of the Docks, the poverty of Charhollow, and the classic architecture of Charterhall. The district is a patchwork, both held together and threatened to be torn apart by the menagerie of competing street gangs and Bluecoat squads which claim every avenue and corner as territory in an endless turf war.

1 CROW'S NEST. An ancient tower from before the cataclysm that has been a ritual sanctum, an astronomer's laboratory, and a Bluecoat watch post—before its current role as the headquarters of the district's chief gang, The Crows.

2 TANGLETOWN. Hundreds of years ago, one of the massive Leviathan Hunter ships was partially sunk in the river. Since then, it's collected an attendant flotilla of tiny watercraft, all lashed together into a floating neighborhood. Tangle town is considered neutral ground among the street gangs of Crow's Foot, and no violence is allowed there.

3 STRATHMILL HOUSE. The lost children and unwanted orphans of Crow's Foot inevitably pass through the halls of Strathmill House. Some are cared for and trained for jobs at the docks or the workhouses of Coalridge. Others are quietly instructed in the arts of the lookouts and runners used by the gangs of the district—all for a small fee to Strathmill House, of course.

4 RED SASH SWORD ACADEMY. This large mansion has been converted into a training school for the Falling Star style of Iruvian sword play. The Red Sashes, an Iruvian gang who run several luxury drug dens in the district, claim it as their HQ and cover operation for their illicit operations.



CROW'S FOOT

SCENE: Dockers filing to and from work. Minks plying their trade on the corners. A squad of Bluecoats shaking down a shopkeep for a bribe. Rival gangs calling challenges to each other across the rooftops. A fine coach carrying a noble seeking illicit wares.

STREETS: Multi-level, cramped, dark, foggy. *Ash Way, Cinder Street, Rye Street, Candle Street, Hulliver Lane.*

BUILDINGS: Flophouses, inns, old manors chopped into apartments, traditional stone houses. Smiths, taverns, brothels, butchers.

NOTABLES

SERGEANT LOCHLAN. The senior Bluecoat squad leader in the district, reporting to Captain Dunvil. Lochlan is flexible and reasonable, taking bribes and payoffs when she can; enforcing the law and making examples when necessary. (*Shrewd, Tough, Commanding*)

LEWIT, JOL, MYRA, REYF. Bluecoat constables; run an extortion racket.

MARDIN GULL. Owner and operator of the Leaky Bucket public house. Mardin was the leader of the Crows many years ago (before Roric and Lyssa) and now enjoys a comfortable retirement out of the scoundrel life. (*Charming, Experienced, Respected*)

Wealth ● ● ● ●

Security & Safety ● ● ● ●

Criminal Influence ● ● ● ●

Occult Influence ● ● ● ●

Years of murder have made this the most haunted district. Angry ghosts crave bloodshed here. You may take a devil's bargain for +1d for violent action, but the ghost will lash out, too.



THE DOCKS

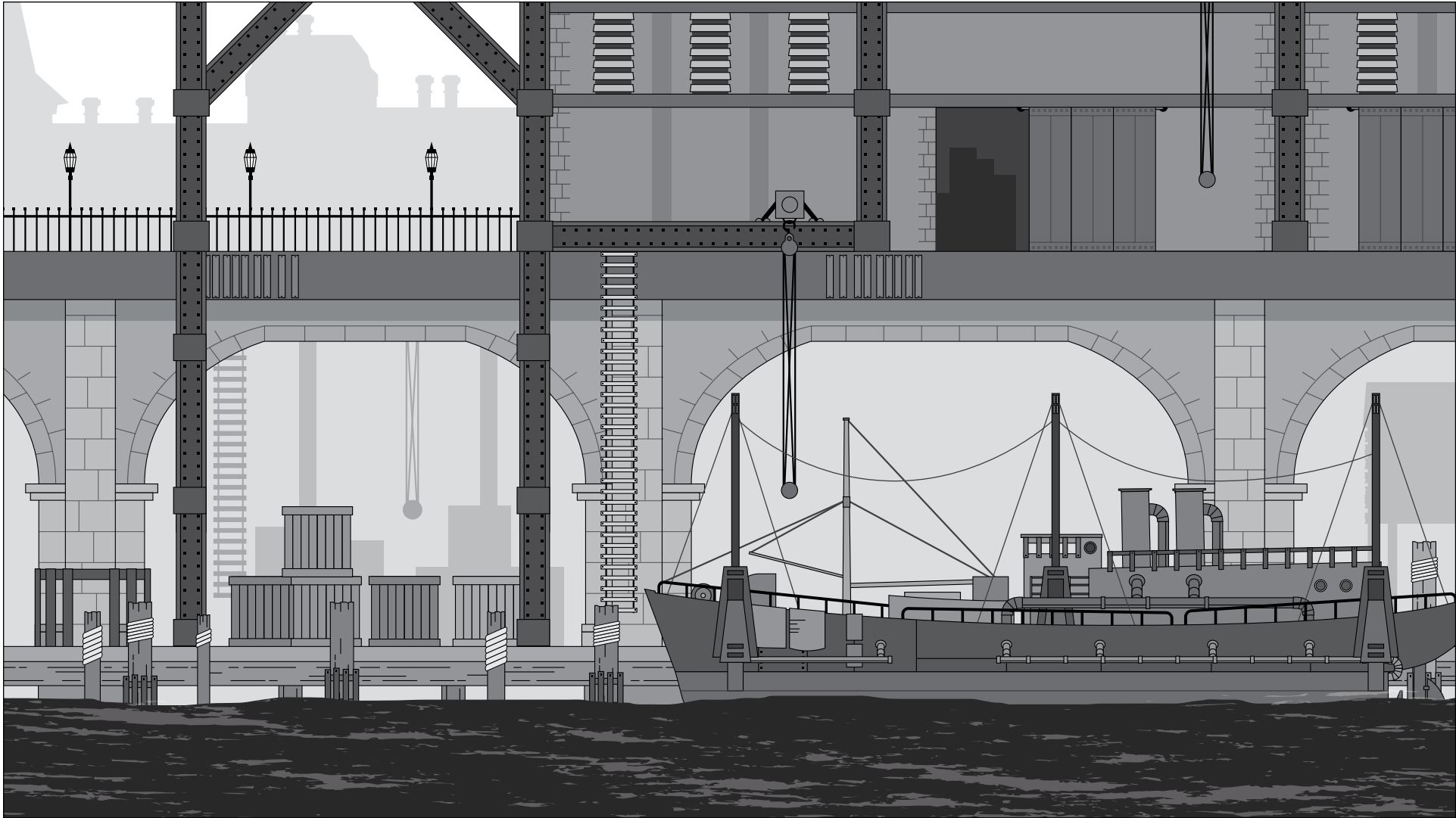
The docks of Duskvol are ancient, going back to the days before the cataclysm, when the area was just a small settlement where they could trade with the Skov kingdom without crossing the harsh North Sea. Today, some commerce has shifted to the new electro-rail lines of the Imperium, but the docks are still bustling with cargo haulers, fishing boats, and the prestigious Leviathan Hunter ships which provide the raw material that keeps the city running.

1 THE NORTH HOOK COMPANY. This grand, old-fashioned estate house is headquarters for the oldest surviving shipping and naval exploration enterprise in the Imperium. The North Hook Company has a massive fleet of trade ships and is considered by many to be merely a private front for the Ministry of Transport, which has official claim only over the commerce of the electro-rails. No one knows for sure, since enemies and rivals of the company (not to mention overly curious journalists) tend to disappear.

2 INK LANE. This twisting back-street is home to many of the city's tattooists as well as several newspapers—who all share the cost of their inks in bulk. A fine place for gossip and rumors of all kinds.

3 SALT FORD'S. A squat stone building which houses one of the more notorious private banks in Duskwall. Being so close to the docks, Saltford's has faced many gangs of whiskey'd sailors that decided to turn to robbery as a new line of work, and defeated them all—sometimes even hanging the corpses from their lamp-posts as discouragement to the next pack of drunken fools.

4 THE MENAGERIE. A fenced off muddy field, dotted with rusting animal pens, water tanks, and gaudy signage. Sailors traditionally drop off any curious creatures they pick up in their travels, which Captain Rye, the strange proprietor, incorporates into his makeshift zoological displays.



THE DOCKS

SCENE: Small and medium steamships docked close, dwarfed by the titanic Leviathan Hunter ships further out. Throngs of sailors and dockers, doing their work, singing work-songs. Heavy cargo rumbling away on wagons. Shouts and breaking glass from a brawl spilling out of a tavern.

STREETS: Raised streets perched over the docks themselves, rigged with cranes and winches. *North Hook Way, Carter Street, Plume Street, Saltford Street, Ink Lane.*

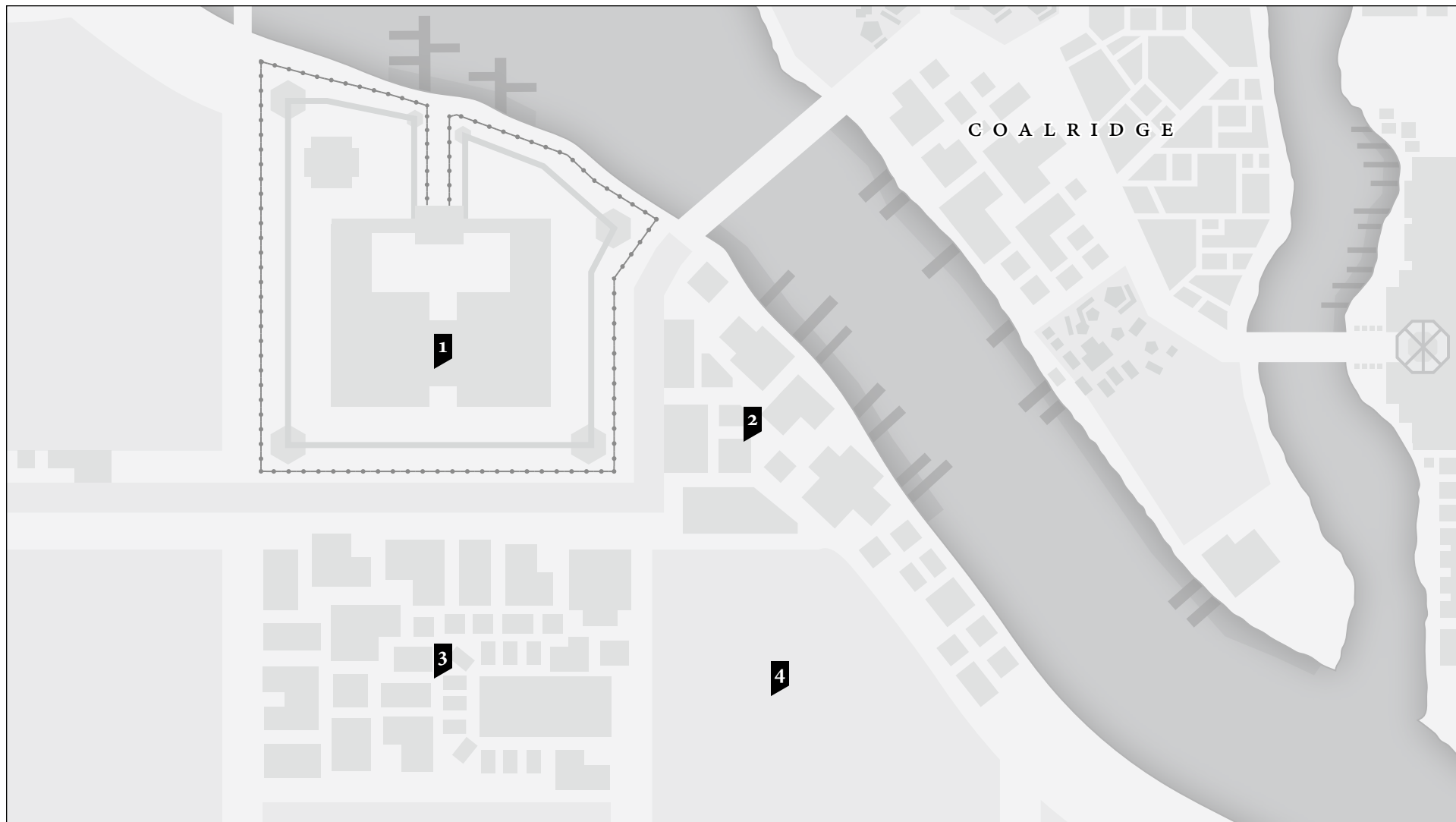
BUILDINGS: Massive cargo warehouses. Squat taverns, brothels, and tatoo parlors. Crowded overnight bunkhouses for sailors.

NOTABLES

CHIEF HELKER. One of the most influential senior Dockers. Helker has a lot of sway at the docks, and if you cross him, you might find your cargo tossed into the drink—and possibly you along with it. (*Cautious, Greedy*)

TRIS. A legendary tattooist who only inks those that have looked upon a leviathan and lived to tell the tale. Getting a tattoo from Tris is a rite of passage for everyone who hunts the demons of the void sea. (*Artistic, Popular, Insightful*)

Wealth	● ● ● ●
Security & Safety	● ● ● ●
Criminal Influence	● ● ● ●
Occult Influence	● ● ● ●



DUNSLOUGH

DunsloUGH is a ghetto for the destitute poor of the city, as well as the site of Ironhook Prison and its labor camp. Originally, the ghetto was a neighborhood for families of prisoners, but over the years, extreme poverty and neglect have worn it down into a sodden ruin. A vicious cycle plays out here: crime driven by desperation, then arrest, incarceration, and release back to DunsloUGH—giving Ironhook an endless supply of laborers to exploit.

1 IRONHOOK PRISON. A towering metal fortress, where the worst (or most unlucky) criminals are incarcerated. The poorest are forced to work at Dunvil Labor Camp. The most well-connected prisoners manage a comfortable stay, and may even continue to run their criminal enterprises from behind bars.

2 DUNVIL LABOR CAMP. Poor prisoners who can't afford to bribe the staff at Ironhook spend most of their days toiling at Dunvil Labor Camp, loading precious ores onto barges for the rail station and breaking the larger rocks hauled from the Mire.

3 DUNSLOUGH GHETTO The most destitute of the city end up in DunsloUGH, working the Mire for a pittance just to buy their daily bread. The city counts the space as "runoff" for the prison grounds, and does nothing to maintain it.

4 THE MIRE. A massive mud-quarry pit, The Mire is the site of the impact of some ancient celestial body, which left behind a variety of precious ores and jewels embedded in the earth.



DUNSLOUGH

SCENE: Mud-covered laborers returning from the Mire. Destitute families scrounging for scraps along the roadway to the Barrowleft farms. Bored Ironhook guards, rifles slung on their backs, watching a taskmaster lash a labor camp prisoner.

STREETS: Cramped, multi-level—some of stone but many of dirt, sodden into thick black mud. No street names to be found.

BUILDINGS: Decrepit wooden row houses, many abandoned from fire damage or fallen-in from age. Stone silos, clanking steam machinery, and metal sheds for dredging equipment.

NOTABLES

MASTER KROCKET. An unsavory, greasy-haired, scarecrow of a man who runs the snarling pack of vicious dogs used by Ironhook to track down escapees and sniff out contraband and tunnels. His dog-handlers can be found around the labor camp and all about Dunsloough, using their status with the prison for favors and bribes.

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●



NIGHTMARKET

Nightmarket is a district dominated by commerce. Situated near Gaddoc Rail Station, Nightmarket receives the bulk of saleable goods from the cargo trains that travel across the Imperium, bringing the exotic and rare to Duskwall. The citizens that call Nightmarket home constitute a new class of "elites"—wealthy people who are not of noble descent but nevertheless claim land, status, and power without titles. The district has been taken over by new construction, introducing lavish private townhouses with all of the modern advances for the elites that can afford them.

1 THE VEIL. A luxurious social club known for its confidentiality and permissive policies regarding guests of arcane or unusual origins. Rolan Volaris, the proprietor and host, is a Tycherosi with an extremely unusual manifestation of his demonic blood: rather than legs, he has the body of a serpent from the waist down... or so people say. Volaris is rarely seen in person.

2 DUNDRIDGE & SONS. Considered by many to be the foremost tailor in Duskwall. The Dundridge family has provided the finest clothes and sartorial accoutrements to discerning citizens for over 300 years. Despite their legendary reputation, Dundridge's prices are very reasonable.

3 VREEN'S HOUND RACES. The racing of specially bred hounds is currently in vogue among Duskvol's upper crust. A con man from the Dagger Isles calling himself "Master Vreen" swindled a small fortune from gullible investors to create 'the premier hound racing track in the Imperium'. The investors have yet to see any returns, but Vreen assures them that a great windfall is due any day now.

4 THE DEVIL'S TOOTH. A tavern known for its "secret" menu of alchemical concoctions. Adventurous psychonauts may experiment with all manner of mind-altering (or spirit-altering) substances in the relative safety of Mistress Kember's comfortable establishment.



NIGHTMARKET

SCENE: Electric lights in a riot of colors advertise the market stalls of the vendors. Several devout acolytes bow in silent prayer at the statues of the Night Queen, the district's adopted forgotten god. The city's elite, hidden behind masks, slip into the underground to partake of strange pleasures in the private clubs.

STREETS: Multi-level wooden platforms and boardwalks. Landscaped parks of petrified trees from the deathlands. High-class subterranean avenues. *Song Street, String Street, Paper Street, Bell Street.*

BUILDINGS: Open air wooden market stalls. Underground stone shops and clubs. Newly constructed private townhouses for the Nightmarket elites.

NOTABLES

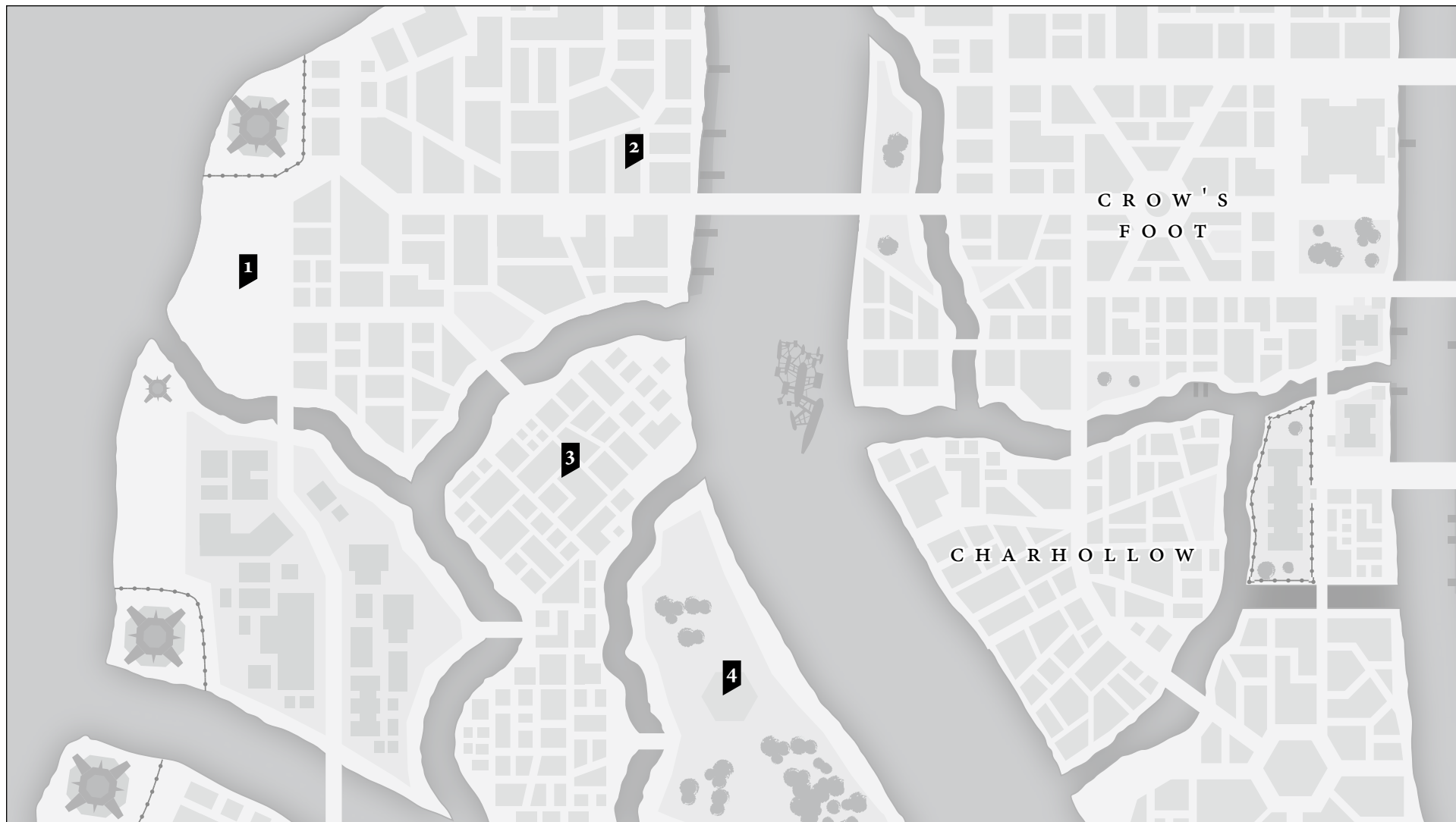
JIRA. A dealer of fine weapons from the Dagger Isles. Greatly respected by many street toughs in The Dusk—a "jira blade" is a status symbol that many aspire to. (*Bold, Tough*)

LECLURE. A purveyor of personal luxuries (soaps, hair oils, perfume, fine silks) who dabbles in fortune telling. Some say that her drowned lover is a ghost that whispers secrets in her ear. (*Shrewd, Tough, Commanding*)

MORDIS. A strange merchant which hides its true appearance beneath many layers of robes and hoods. Also fences occult and arcane stolen goods, no questions asked. (*Secretive, Insightful, Arcane*)

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

Nightmarket is the best place to trade illicit and arcane goods in the city, but the darker corners are full of strange horrors. You can take +1d to acquire an asset here, at the cost of 2 stress.



SILKSHORE

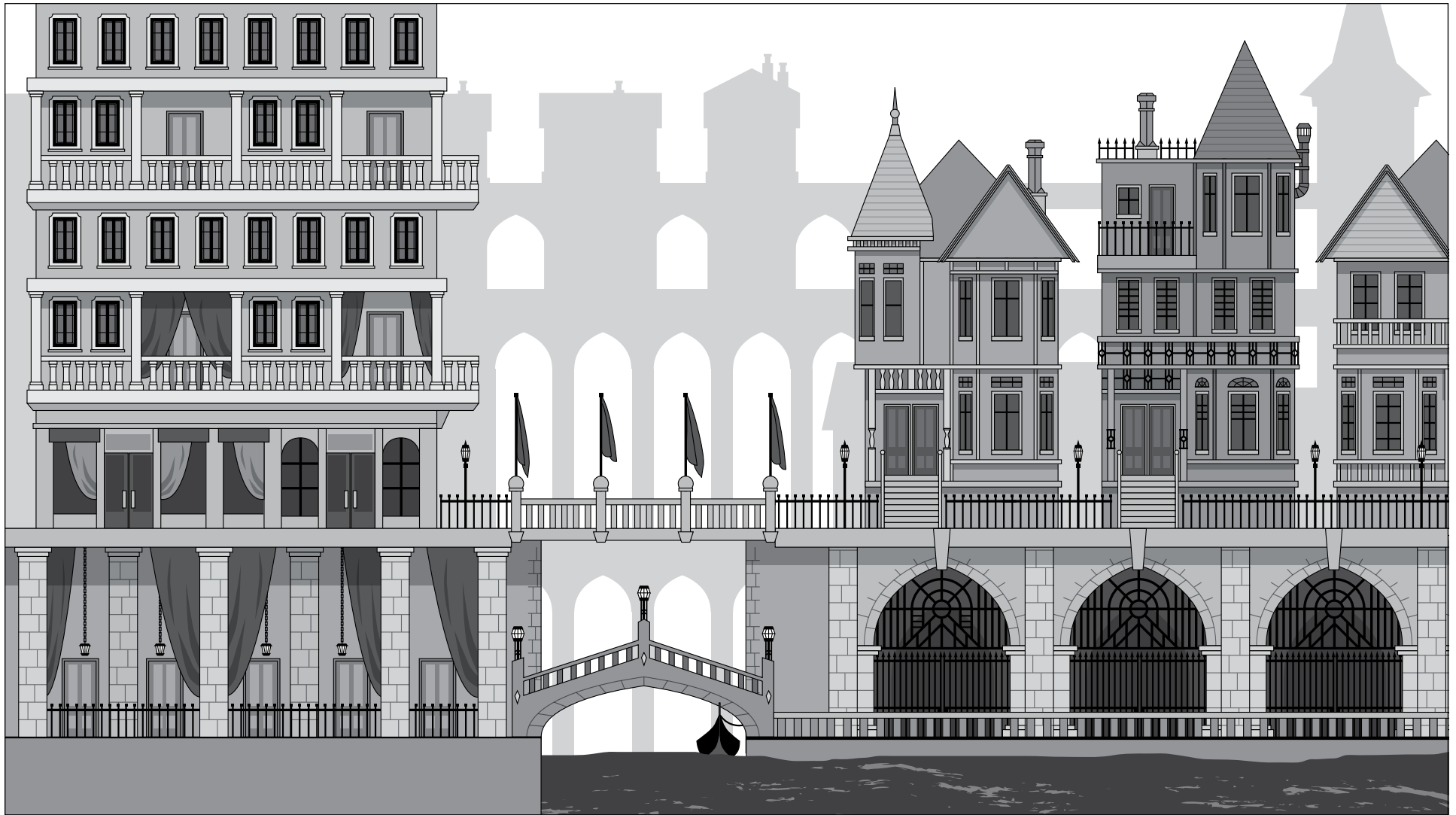
Criss-crossed by dozens of narrow canals, Silkshore is a district best navigated by gondola, as most visitors to this “red lamp district” do. The brothels, vice dens, food stalls, and exotic shops all perch at the waterside, ready to satisfy the appetites of their clientele, no questions asked. Silkshore is a place of public indulgence and private indelicacy, catering to every pleasure imaginable—as well as some that strain the bounds of fantasy.

1 THE SPARK GROUNDS. Beneath the crackling flares of a lightning tower, this open field draws crowds to watch the death-defying stunts of acrobats and circus performers, including the notorious “spark flyers” who soar in manned kites adorned with bits of metal to attract arcs of electricity from the barrier in a pyrotechnic display.

2 THE EASE. The north part of the district is more easily navigated by gondola than by coach, and the dozens of entryways into the canals are flanked by shops and brothels advertising their wares with colored electric lights and flying banners.

3 FOGCREST. A high, peaked hilltop crowded with rowhouses jammed within the maze of narrow stairways that constitute its “streets.” A bohemian community of artists, free-thinkers, psychedelic explorers, and philosophers.

4 ANKHAYAT PARK. This extravagantly landscaped space is the largest open area in the city, hosting many public festivals and events throughout the year. The Iruvian noble for whom the park is named keeps a falcon aviary and stable of fine horses at the park and sometimes organizes gamehawking for the nobility.



SILKSHORE

SCENE: Hundreds of gondolas gliding to and fro in the spiderweb of canals, carrying eager patrons to the bounty of pleasure-houses and vice dens. Artists and philosophers arguing epistemology over Iruvian tea at the cafes on Fogcrest hill.

STREETS: The few remaining surface streets are interrupted at every turn by a bridge over a tiny canal. Colored lights and patterned silks hang roof to roof, signaling various indulgences in a complex code for the initiated. *Greenwater, Highwater, Chimewater, Ringwater, Sweetwater.*

BUILDINGS: Tall, narrow rowhouses of wood and stone. Low canal-side shacks and stalls. Cramped old stone houses and converted offices on Fogcrest hill.

NOTABLES

LEVYRA. A medium who invites clients to bring ghosts in bottles to possess her so they can share a few final words before the ghost is “freed” (Levyra hands it off to the waiting Spirit Wardens nearby).

HELENE. The elegant and mysterious proprietor of the Silver Stag Casino. People say she would have been a queen of Severos had she lived in the old days before the Empire.

MADAME TESSLYN. Operates the Red Lamp brothel, the oldest and most respected institution of its sort in the city.

Wealth	● ● ● ●
Security & Safety	● ● ● ●
Criminal Influence	● ● ● ●
Occult Influence	● ● ● ●

Should you overindulge your vice while in Silkshore, you'll get a taste for it. Take +1d to your roll the next time you indulge your vice here.



SIX TOWERS

This formerly prestigious district has faded over the centuries into a pale shadow of what it once was. The eponymous six towers were originally the grand residences of Doskvol's first noble families. All but two (Bowmore House and Rowan House) have been sold off and converted into cheap apartments or fallen into ruin and abandoned. The district has an empty, haunted feel, with many sprawling old buildings dark without power, broad stone streets cracked and buckled, and the fires of squatters crackling from overgrown lots.

1 ROWAN HOUSE. One of the last of the original six towers, this antique building resembles an ancient castle from history books, complete with moat, draw-bridge, and arrow-slit windows. The powerful Rowan family rules their holdings from within the fortress, rarely venturing beyond the security of its thick stone walls.

2 MISTSHORE PARK. This dark and overgrown space overlooks the eastern branch of the river Dosk and the deathlands beyond. In old folk ballads, young lovers who could not be together would commit suicide in this park. Whatever the truth of it, the park is certainly haunted now.

3 SCURLOCK MANOR. The Scurlock family came to Duskwall centuries ago and was once a great force in the city, before some curse or calamity befell their line. This tumble-down manor house and tangle of vines is all that remains of their fortune. It's said that a young nephew or cousin still resides there, but Lord Scurlock himself has moved on to finer abodes.

4 ARMS OF THE WEeping LADY. This grand building, formerly an opera house, is now a soup-kitchen and bunkhouse for the destitute, run by the charity of the Weeping Lady. Locals use this landmark as the demarcation between the districts of Charterhall and Six Towers.



SIX TOWERS

SCENE: Bits of trash, blown by a cold wind, skitter across empty streets, illuminated only by a few still-working street lamps and the campfires of squatters. The shutters and doors of abandoned buildings moan, creak, and bang in a haunted chorus. Residents hustle by, heads down, clutching spiritbane charms close to their breasts.

STREETS: Broad stone avenues, cracked and broken, dark without power; overgrown and neglected. *Comber Way, Bowmore Way, Rowan Way, Coleburn Avenue.*

BUILDINGS: Palatial estates, tumbled into disrepair. Grand manors, remodeled into cramped and cheap apartments.

NOTABLES

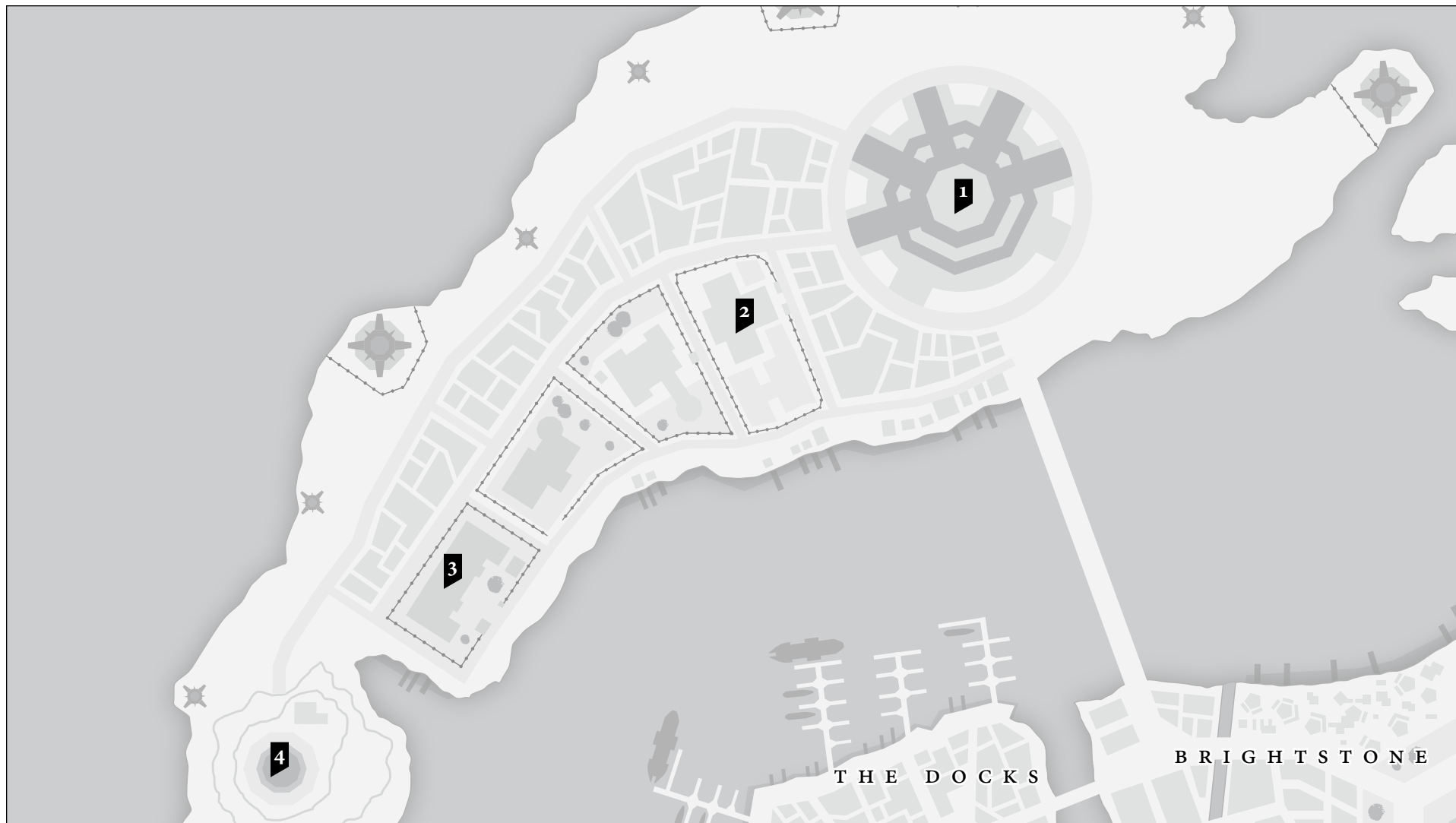
MOTHER NARYA. Runs the Arms of the Weeping Lady charity house. (*Kind, Patient*)

CHEF ROSELLE. One of the best cooks in the city, still operating the legendary Golden Plum restaurant—worth the trip into the haunted streets of Six Towers. (*Creative, Insightful, Friendly*)

FLINT. A spirit trafficker who trades out of a condemned manor house. (*Weird, Calculating, Suspicious*)

Wealth	● ● ● ●
Security & Safety	● ● ● ●
Criminal Influence	● ● ● ●
Occult Influence	● ● ● ●

The many empty buildings and abandoned properties make this district a perfect location for a hidden scoundrel's lair.



WHITECROWN

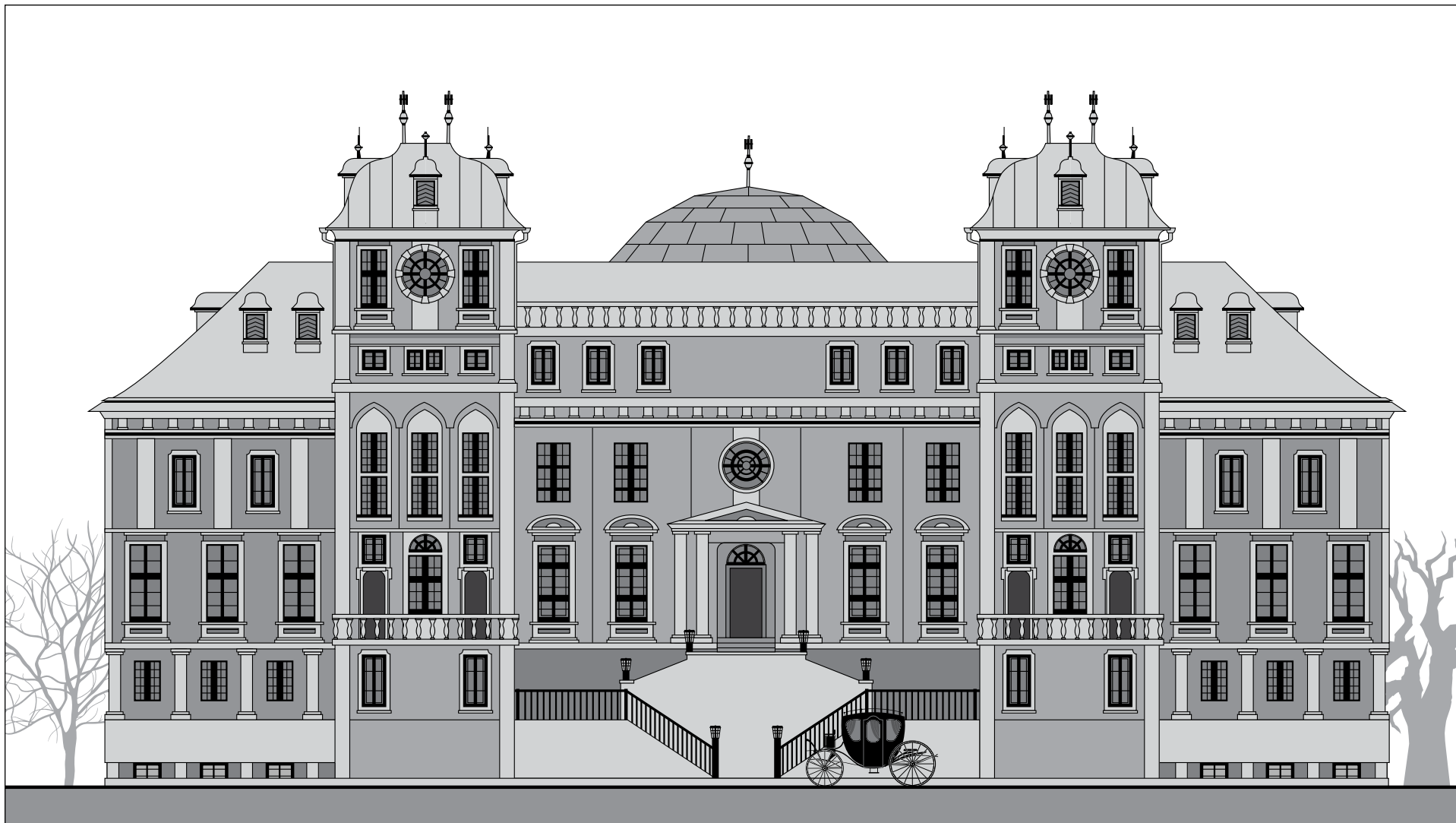
Whitecrown sits atop a grand peak on the island across North Hook channel from the city proper. From this lofty height, the Lord Governor's stronghold oversees all, flanked by the grand estates of the most powerful nobility and the extravagantly appointed campus of Doskvol Academy. Whitecrown is a rich and rarefied world unto itself—most citizens live out their entire lives in the city without ever once crossing the bridge to the glittering spires of wealth and power there.

1 LORD GOVERNOR'S STRONGHOLD. The Emperor originally commissioned this stronghold as a garrison for the Imperial Military stationed at North Hook prior to the invasion of Skovlan. It now houses the Lord Governor, their family, and governmental aides as well.

2 DOSKVOL ACADEMY. Hailed as one of the finer institutions of learning in the Empire, the school is most well-known as the instructional facility for the leviathan hunter captains and their senior officers. Training cruises for new recruits are conducted year round to replace the poor souls lost in the hunts.

3 MASTER WARDEN'S ESTATE. This gigantic, fortified manor is home to the Commander of the Spirit Wardens and is their primary training facility. It's said that some spirits are not destroyed at Bellweather—but are brought here instead for some unknown purpose.

4 NORTH HOOK LIGHTHOUSE. This ancient structure has been converted into an electro-plasmic apparatus capable of providing a navigation beacon for hundreds of miles into the darkness of the void sea around Duskwall.



WHITECROWN

SCENE: Imperial soldiers parade outside the stronghold, astride their armored steeds, gleaming lances held high. Trainee crews run drills on a leviathan hunter ship docked for refitting. The lavish carriages and electropasmic coaches of the fabulously wealthy glide by, carrying their privileged passengers to luxurious destinations.

STREETS: Broad, polished stone, brightly lit to near daylight by a riot of warm electric lights. *Whitecrown Boulevard, Swancrest Avenue.*

BUILDINGS: Grand, elegant facades; landscaped terraces, balconies, and elevated walkways connecting bright marble buildings with inlaid platinum and gold details.

NOTABLES

MAESTRO HELLEREN. Senior composer and conductor of the Spiregarden Theater, premiere performance venue for the elite of the city. (*Sincere, Dramatic*)

LADY FREYLA. Regarded by some as the finest sommelier in the Empire. She serves only the most deserving at the Emperor's Cask. (*Erudite, Cultured, Charming*)

Wealth	● ● ● ● ●
Security & Safety	● ● ● ● ●
Criminal Influence	● ● ● ● ●
Occult Influence	● ● ● ● ●

Most engagement rolls suffer -2d due to heavy Bluecoat patrols. Operations against the nobility in Whitecrown are considered on "hostile turf" for the purpose of generating HEAT.