

# 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, Crowl, 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, Sesareth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timoth, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Violette, 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, Kessarin, Kinclraith, 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.

# 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**

3

NEED  
HELP

2

-1D  
ARMOR

1

LESS  
EFFECT

NOTES \_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_

<b>HEALING</b>	
project clock	
<b>ARMOR USES</b>	
ARMOR	<input type="checkbox"/>
HEAVY	<input type="checkbox"/>
SPECIAL	<input type="checkbox"/>

<b>TEAMWORK</b>	<b>PLANNING &amp; LOAD</b>	<b>GATHER INFORMATION</b>
Assist a teammate	Choose a plan, provide the <b>detail</b> . Choose your <b>load</b> limit for the operation.	◆ How can I hurt them? ◆ Who's most afraid of me? ◆ Who's most dangerous here? ◆ What do they intend to do? ◆ How can I get them to [X]? ◆ Are they telling the truth? ◆ What's really going on here?
Lead a group action	<b>Assault:</b> Point of attack <b>Occult:</b> Arcane power	
Protect a teammate	<b>Deception:</b> Method <b>Social:</b> Connection	
Set up a teammate	<b>Stealth:</b> Entry point <b>Transport:</b> Route	

# CUTTER

A DANGEROUS &  
INTIMIDATING  
FIGHTER

STASH	<input type="checkbox"/>
COIN	<input type="checkbox"/> <input type="checkbox"/>
□ □	<input type="checkbox"/> <input type="checkbox"/>
□ □	<input type="checkbox"/> <input type="checkbox"/>

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.

- **BATTLEBORN:** You may expend your **special armor** to reduce harm from an attack in combat or to **push yourself** during a fight.
- **BODYGUARD:** When you **protect** a teammate, take +1d to your resistance roll. When you **gather info** to anticipate possible threats in the current situation, you get +1 effect.
- **GHOST FIGHTER:** You may imbue your hands, melee weapons, or tools with spirit energy. You gain **potency** in combat vs. the supernatural. You may grapple with spirits to restrain and capture them.
- **LEADER:** When you **Command** a cohort in combat, they continue to fight when they would otherwise **break** (they're not taken out when they suffer level 3 harm). They gain +1 effect and 1 armor.
- **MULE:** Your load limits are higher. Light: 5. Normal: 7. Heavy: 8.
- **NOT TO BE TRIFLED WITH:** You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.*
- **SAVAGE:** When you unleash physical violence, it's especially frightening. When you **Command** a frightened target, take +1d.
- **VIGOROUS:** You recover from harm faster. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- ○ ○ **VETERAN:** Choose a special ability from another source.

## DANGEROUS FRIENDS

- △▽ Marlaine, a pugilist
- △▽ Chael, a vicious thug
- △▽ Mercy, a cold killer
- △▽ Grace, an extortionist
- △▽ Sawtooth, a physicker

## ITEMS

- Fine hand weapon
- Fine heavy weapon
- Scary weapon or tool
- Manacles & chain
- Rage essence vial
- 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 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with violence or coercion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

LOAD ◇ 3 light ◇ 5 normal ◇ 6 heavy

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

## 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

## GATHER INFORMATION

- ◆ How can I hurt them?
- ◆ Who's most afraid of me?
- ◆ Who's most dangerous here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What's really going on here?

# BLADES IN THE DARK

CREW

NAME \_\_\_\_\_

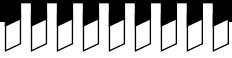
ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

HERITAGE: AKOROS—THE DAGGER ISLES  
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VICE / PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

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

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

NOTES \_\_\_\_\_

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# HOUND

A DEADLY  
SHARPSHOOTER  
AND TRACKER

## SPECIAL ABILITIES

- **SHARPSHOOTER:** You can **push yourself** to do one of the following: *make a ranged attack at extreme distance beyond what's normal for the weapon—unleash a barrage of rapid fire to suppress the enemy.*
- **FOCUSED:** You may expend your **special armor** to resist a consequence of surprise or mental harm (fear, confusion, losing track of someone) or to **push yourself** for ranged combat or tracking.
- ○ **GHOST HUNTER:** Your hunting pet is imbued with spirit energy. It gains **potency** when tracking or fighting the supernatural, and gains an arcane ability: *ghost-form, mind-link, or arrow-swift*. Take this ability again to choose an additional arcane ability for your pet.
- **SCOUT:** When you **gather info** to locate a target, you get **+1 effect**. When you hide in a prepared position or use camouflage, you get **+1d** to rolls to avoid detection.
- **SURVIVOR:** From hard won experience or occult ritual, you are immune to the poisonous miasma of the deathlands and are able to subsist on the strange flora and fauna there. You get **+1 stress box**.
- **TOUGH AS NAILS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- **VENGEFUL:** You gain an additional **xp trigger**: *You got payback against someone who harmed you or someone you care about.* If your crew helped you get payback, also mark crew xp.
- ○ ○ **VETERAN:** Choose a special ability from another source.

## DEADLY FRIENDS

- △▽ Steiner, an assassin
- △▽ Celene, a sentinel
- △▽ Melvir, a physicker
- △▽ Veleris, a spy
- △▽ Casta, a bounty hunter

## ITEMS

- Fine pair of pistols
- Fine long rifle
- Electroplasmic ammunition
- A trained hunting pet
- Spyglass
- Spiritbane charm

## LOAD

◊ 3 light ◊ 5 normal ◊ 6 heavy

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

## 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 tracking or violence.
- ◆ 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     |



## 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.

## GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ Where are they vulnerable?
- ◆ Where did [X] go?
- ◆ How can I find [X]?
- ◆ What's really going on here?

# BLADES IN THE DARK

CREW

NAME \_\_\_\_\_

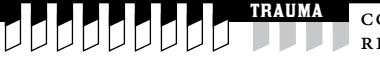
ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

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

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

**ARMOR**   
**HEAVY**   
**SPECIAL**

NOTES \_\_\_\_\_

## ALCHEMICALS

- Bandolier 
- Bandolier 
- When you use a bandolier slot, choose an alchemical:
  - ◆ Alcahest
  - ◆ Binding Oil
  - ◆ Drift Oil
  - ◆ Drown Powder
  - ◆ Eyeblind Poison
  - ◆ Fire Oil
  - ◆ Grenade
  - ◆ Quicksilver
  - ◆ Skullfire Poison
  - ◆ Smoke Bomb
  - ◆ Spark (drug)
  - ◆ Standstill Poison
  - ◆ Trance Powder

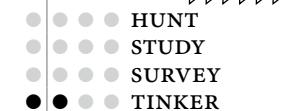
# LEECH

A SABOTEUR AND  
TECHNICIAN



## PLAYBOOK

### INSIGHT



### PROWESSION



### RESOLVE



### BONUS DIE

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

## 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

## LOAD

- |  |  |   |
|--|--|---|
| ◊ 3 light                                | ◊ 5 normal                                   | ◊ 6 heavy   |
| <input type="checkbox"/> A Blade or Two  | <input type="checkbox"/> Throwing Knives     | <input type="checkbox"/> A Pistol <input type="checkbox"/> A 2 <sup>nd</sup> Pistol |
| <input type="checkbox"/> A Large Weapon  | <input type="checkbox"/> An Unusual Weapon   | <input type="checkbox"/> Armor <input type="checkbox"/> +Heavy                      |
| <input type="checkbox"/> Burglary Gear   | <input type="checkbox"/> Climbing Gear       | <input type="checkbox"/> Arcane Implements  |
| <input type="checkbox"/> Documents       | <input type="checkbox"/> Subterfuge Supplies | <input type="checkbox"/> Demolition Tools   |
| <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> Lantern             |   |

## 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

## 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

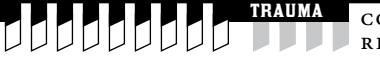
ALIAS

LOOK

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1	LESS EFFECT	HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

NOTES

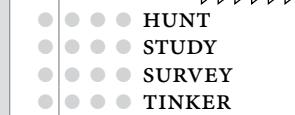
# LURK

A STEALTHY  
INFILTRATOR  
AND BURGLAR



## PLAYBOOK

### INSIGHT



### PROWESS



### RESOLVE



## BONUS DIE

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

- **INFILTRATOR:** You are not affected by **quality** or **Tier** when you bypass security measures.
- **AMBUSH:** When you attack from hiding or spring a trap, you get +1d.
- **DAREDEVIL:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.
- **THE DEVIL'S FOOTSTEPS:** When you **push yourself**, choose one of the following additional benefits: *perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.*
- **EXPERTISE:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- **GHOST VEIL:** You may shift partially into the ghost field, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: *It lasts for a few minutes rather than moments—you are invisible rather than shadowy—you may float through the air like a ghost*
- **REFLEXES:** When there's a question about who acts first, the answer is you (two characters with Reflexes act simultaneously).
- **SHADOW:** You may expend your **special armor** to resist a consequence from detection or security measures, or to **push yourself** for a feat of athletics or stealth.
- ○ ○ **VETERAN:** Choose a special ability from another source.

### SHADY FRIENDS

- △▽ Telda, a beggar
- △▽ Darmot, a bluecoat
- △▽ Frake, a locksmith
- △▽ Roslyn Kellis, a noble
- △▽ Petra, a city clerk

### ITEMS

- Fine lockpicks
- Fine shadow cloak
- Light climbing gear
- Silence potion vial
- Dark-sight goggles
- Spiritbane charm

### 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

### 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 stealth or evasion.
- ◆ 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

### GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What should I look out for?
- ◆ What's the best way in?
- ◆ Where can I hide 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  
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	<input type="checkbox"/>			
1		LESS EFFECT	HEAVY	<input type="checkbox"/>			
			SPECIAL	<input type="checkbox"/>			

NOTES

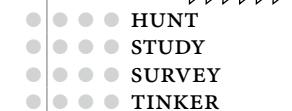
# SLIDE

A SUBTLE  
MANIPULATOR  
AND SPY

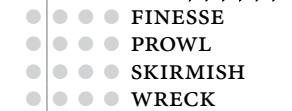


## PLAYBOOK

### INSIGHT



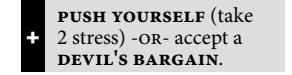
### PROWESS



### RESOLVE



### BONUS DIE



- **ROOK's GAMBIT:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- **CLOAK & DAGGER:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- **HOST VOICE:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain potency when communicating with the supernatural.
- **LIKE LOOKING INTO A MIRROR:** You can always tell when someone is lying to you.
- **A LITTLE SOMETHING ON THE SIDE:** At the end of each downtime phase, you earn +2 stash.
- **MESMERISM:** When you Sway someone, you may cause them to forget that it's happened until they next interact with you.
- **SUBTERFUGE:** You may expend your special armor to resist a consequence from suspicion or persuasion, or to push yourself for subterfuge.
- **TRUST IN ME:** You get +1d vs. a target with whom you have an intimate relationship.
- ○ ○ **VETERAN:** Choose a special ability from another source.

### SLY FRIENDS

- △▽ Bryl, a drug dealer
- △▽ Bazso Baz, a gang leader
- △▽ Klyra, a tavern owner
- △▽ Nyryx, a prostitute
- △▽ Harker, a jail-bird

### ITEMS

- Fine clothes & jewelry
- Fine disguise kit
- Fine loaded dice, trick cards
- Trance powder
- A cane-sword
- Spiritbane charm

### LOAD

- |  |  |   |
|--|--|---|
| ◊ 3 light                                | ◊ 5 normal                                   | ◊ 6 heavy   |
| <input type="checkbox"/> A Blade or Two  | <input type="checkbox"/> Throwing Knives     | <input type="checkbox"/> A Pistol <input type="checkbox"/> A 2 <sup>nd</sup> Pistol |
| <input type="checkbox"/> A Large Weapon  | <input type="checkbox"/> An Unusual Weapon   | <input type="checkbox"/> Armor <input type="checkbox"/> +Heavy                      |
| <input type="checkbox"/> Burglary Gear   | <input type="checkbox"/> Climbing Gear       | <input type="checkbox"/> Arcane Implements  |
| <input type="checkbox"/> Documents       | <input type="checkbox"/> Subterfuge Supplies | <input type="checkbox"/> Demolition Tools   |
| <input type="checkbox"/> Tinkering Tools | <input type="checkbox"/> Lantern             |   |

### 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 deception or influence.
- ◆ 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

### GATHER INFORMATION

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ Are they telling the truth?
- ◆ What are they really feeling?
- ◆ What do they really care about?
- ◆ How can I blend in here?
- ◆ 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  
TRADE—MILITARY—NOBLE—UNDERWORLD

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

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

HARM	NEED HELP	HEALING
3		
2		
1		

**ARMOR USES**

-1D	ARMOR	HEAVY	SPECIAL
			

NOTES

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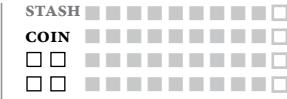
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# SPIDER

A DEVIOUS  
MASTERMIND



## 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.

### SHREWD FRIENDS

- △ Salia, an information broker
- △ Augus, a master architect
- △ Jennah, a servant
- △ Riven, a chemist
- △ Jeren, a bluecoat archivist

### ITEMS

- Fine cover identity
- Fine bottle of whiskey
- Blueprints
- Vial of slumber essence
- Concealed palm pistol
- 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 2 xp if that item occurred multiple times.
- ◆ You addressed a challenge with calculation or conspiracy.
- ◆ 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

### GATHER INFORMATION

- ◆ What do they want most?
- ◆ What should I look out for?
- ◆ Where's the leverage here?
- ◆ How can I discover [X]?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What's really going on here?

# BLADES IN THE DARK

CREW

NAME \_\_\_\_\_

ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

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

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

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

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

NOTES \_\_\_\_\_

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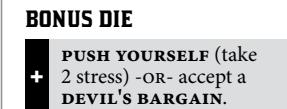
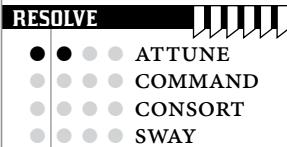
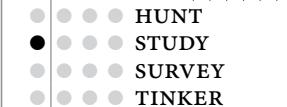
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# WHISPER

AN ARCANE  
ADEPT AND  
CHANNELER



- **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.)*
- **WARDEN:** 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	ITEMS	LOAD
△▽ Nyryx, a possessor ghost	<input type="checkbox"/> Fine lightning hook	◊ 3 light
△▽ Scurlock, a vampire	<input type="checkbox"/> Fine spirit mask	◊ 5 normal
△▽ Setarra, a demon	<input type="checkbox"/> Electroplasm vials	◊ 6 heavy
△▽ Quellyn, a witch	<input type="checkbox"/> Spirit bottles (2)	
△▽ Flint, a spirit trafficker	<input type="checkbox"/> Ghost key	
	<input type="checkbox"/> Demonbane charm	
XP		
<p>◆ Every time you roll a desperate action, mark xp in that action's attribute.</p> <p>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.</p> <p>◆ You addressed a challenge with knowledge or arcane power.</p> <p>◆ You expressed your beliefs, drives, heritage, or background.</p> <p>◆ You struggled with issues from your vice or traumas during the session.</p>		

TEAMWORK	PLANNING & LOAD	GATHER INFORMATION
Assist a teammate	Choose a plan, provide the <b>detail</b> . Choose your <b>load</b> limit for the operation.	
Lead a group action	<b>Assault:</b> Point of attack	◆ What is arcane or weird here?
Protect a teammate	<b>Occult:</b> Arcane power	◆ What echoes in the ghost field?
Set up a teammate	<b>Deception:</b> Method	◆ What is hidden or lost here?
	<b>Social:</b> Connection	◆ What do they intend to do?
	<b>Stealth:</b> Entry point	◆ What drives them to do this?
	<b>Transport:</b> Route	◆ How can I reveal [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	project clock 
2		-1D	<b>ARMOR USES</b>
1		LESS EFFECT	ARMOR <input type="checkbox"/> HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

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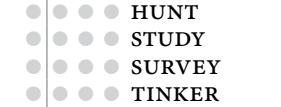
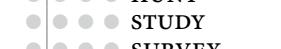
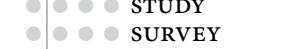
## PLAYBOOK

### SPECIAL ABILITIES

### PLAYBOOK

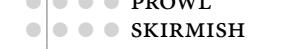


### INSIGHT

-  HUNT
-  STUDY
-  SURVEY
-  TINKER

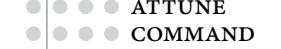
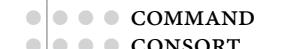
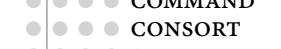
### PROWESS



-  FINESSE
-  PROWL
-  SKIRMISH
-  WRECK

### RESOLVE



-  ATTUNE
-  COMMAND
-  CONSORT
-  SWAY

### BONUS DIE

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

### FRIENDS

- △▽ \_\_\_\_\_
- △▽ \_\_\_\_\_
- △▽ \_\_\_\_\_
- △▽ \_\_\_\_\_
- △▽ \_\_\_\_\_

### ITEMS

- □ \_\_\_\_\_
- □ \_\_\_\_\_
- □ \_\_\_\_\_
- □ \_\_\_\_\_
- □ \_\_\_\_\_

### LOAD

- ◊ 3 light ◊ 5 normal ◊ 6 heavy
- □ \_\_\_\_\_
- □ \_\_\_\_\_
- □ \_\_\_\_\_
- □ \_\_\_\_\_
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### 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.

### 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

### 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 electroplasm, 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 electroplasmic 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.
- ◆ **Iiacille**, 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, Dunsborough.

### LUXURY, PLEASURE

- ◆ **Singer**, bath house, Crow's Foot.
- ◆ **Harvale Brogan**, the Centurialia 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**, **PROWESSION**, **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
<input type="checkbox"/> TRAINING ROOMS +1 scale for your Skulks cohorts	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> FIXER +2 coin for lower-class targets	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> HAGFISH FARM Body disposal, +1d to reduce heat after killing		
<input type="checkbox"/> VICTIM TROPHIES +1 rep per score	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/> TURF	<input type="checkbox"/> COVER OPERATION -2 heat per score		
<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> ENVOY +2 coin for high-class targets	<input type="checkbox"/> COVER IDENTITIES +1d engagement for deception and social plans	<input type="checkbox"/> CITY RECORDS +1d engagement for stealth plans		
<input type="checkbox"/> HEAT	<input type="checkbox"/> WANTED LEVEL	<input type="checkbox"/> COIN	<input type="checkbox"/> VAULTS			
Upon crew advance, each PC gets stash = Tier+2.						

# ASSASSINS

MURDERERS  
FOR HIRE

COHORT GANG EXPERT  
WEAK IMPAIRED BROKEN ARMOR

## 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)

- |                                   |                                     |
|-----------------------------------|-------------------------------------|
| <b>LAIR</b>                       | <b>QUALITY</b>                      |
| <input type="checkbox"/> Carriage | <input type="checkbox"/> Documents  |
| <input type="checkbox"/> Boat     | <input type="checkbox"/> Gear       |
| <input type="checkbox"/> Hidden   | <input type="checkbox"/> Implements |
| <input type="checkbox"/> Quarters | <input type="checkbox"/> Supplies   |
| <input type="checkbox"/> Secure   | <input type="checkbox"/> Tools      |
| <input type="checkbox"/> Vault    | <input type="checkbox"/> Weapons    |
| <input type="checkbox"/> Workshop |                                     |

## HUNTING GROUNDS: ACCIDENT—DISAPPEARANCE—MURDER—RANSOM

- |                                   |                |
|-----------------------------------|----------------|
| <b>TRAINING</b>                   | <b>COHORTS</b> |
| <input type="checkbox"/> Insight  | UPGRADE COSTS  |
| <input type="checkbox"/> Prowess  | New Cohort: 2  |
| <input type="checkbox"/> Resolve  | Add Type: 2    |
| <input type="checkbox"/> Personal |                |
| <input type="checkbox"/> Mastery  |                |

# BLADES IN THE DARK CREW SHEET

NAME	REPUTATION					
LAIR	REP	TURF	HOLD	WEAK	STRONG	TIER
<input type="checkbox"/> BARRACKS +1 scale for your Thug cohorts	<input type="checkbox"/>	<input type="checkbox"/> TURF	<input type="checkbox"/> TERRORIZED CITIZENS +2 coin for battle or extortion	<input type="checkbox"/> INFORMANTS +1d gather info for scores	<input type="checkbox"/> PROTECTION RACKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/>
<input type="checkbox"/> FIGHTING PITS (Tier roll) - Heat = coin in downtime	<input type="checkbox"/>	<input type="checkbox"/> TURF	<input type="checkbox"/> LAIR	<input type="checkbox"/>	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> INFIRMARY +1d to healing rolls	<input type="checkbox"/> BLUECOAT INTIMIDATION -2 heat per score	<input type="checkbox"/> STREET FENCE +2 coin for lower-class targets	<input type="checkbox"/> WAREHOUSES Stockpiles give you +1d to acquire assets	<input type="checkbox"/> BLUECOAT CONFEDERATES +1d engagement for assault plans		
<input type="checkbox"/> HEAT	<input type="checkbox"/> WANTED LEVEL	<input type="checkbox"/> COIN	<input type="checkbox"/> VAULTS			
Upon crew advance, each PC gets stash = Tier+2.						

# BRAVOS

MERCENARIES,  
THUGS &  
KILLERS

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

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

## CREW UPGRADES

- |                                   |                                     |
|-----------------------------------|-------------------------------------|
| <input type="checkbox"/> LAIR     | <input type="checkbox"/> QUALITY    |
| <input type="checkbox"/> Carriage | <input type="checkbox"/> Documents  |
| <input type="checkbox"/> Boat     | <input type="checkbox"/> Gear       |
| <input type="checkbox"/> Hidden   | <input type="checkbox"/> Implements |
| <input type="checkbox"/> Quarters | <input type="checkbox"/> Supplies   |
| <input type="checkbox"/> Secure   | <input type="checkbox"/> Tools      |
| <input type="checkbox"/> Vault    | <input type="checkbox"/> Weapons    |
| <input type="checkbox"/> Workshop |                                     |

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

- |                                   |                                  |
|-----------------------------------|----------------------------------|
| <input type="checkbox"/> TRAINING | <input type="checkbox"/> COHORTS |
| <input type="checkbox"/> Insight  | UPGRADE COSTS                    |
| <input type="checkbox"/> Prowess  | New Cohort: 2                    |
| <input type="checkbox"/> Resolve  | Add Type: 2                      |
| <input type="checkbox"/> Personal |                                  |
| <input type="checkbox"/> Mastery  |                                  |

# BLADES IN THE DARK CREW SHEET

NAME	REPUTATION											
LAIR	CHOOSE 2 FEATURES ALLURING—CRUEL—FEROIOUS—MONSTROUS RADIANT—SINISTER—SERENE—TRANSCENDENT											
DEITY												
REP			TURF	HOLD	WEAK		TIER					
<input type="checkbox"/> CLOISTER +1 scale for your Adept cohorts		<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime		<input type="checkbox"/> OFFERTORY +2 coin for occult operations		<input type="checkbox"/> ANCIENT OBELISK -1 stress cost for all arcane powers and rituals		<input type="checkbox"/> ANCIENT TOWER +1d to Consort w/ arcane entities on site				
<input type="checkbox"/> TURF		<input type="checkbox"/> TURF		<input type="checkbox"/> LAIR		<input type="checkbox"/> TURF		<input type="checkbox"/> TURF				
<input type="checkbox"/> SPIRIT WELL +1d to Attune on site.		<input type="checkbox"/> ANCIENT GATE Safe passage in the Deathlands		<input type="checkbox"/> SANCTUARY +1d to Command and Sway on site		<input type="checkbox"/> SACRED NEXUS +1d to healing rolls		<input type="checkbox"/> ANCIENT ALTAR +1d engagement for occult plans				
				COIN								

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

- |                                   |                                     |
|-----------------------------------|-------------------------------------|
| <b>LAIR</b>                       | <b>QUALITY</b>                      |
| <input type="checkbox"/> Carriage | <input type="checkbox"/> Documents  |
| <input type="checkbox"/> Boat     | <input type="checkbox"/> Gear       |
| <input type="checkbox"/> Hidden   | <input type="checkbox"/> Implements |
| <input type="checkbox"/> Quarters | <input type="checkbox"/> Supplies   |
| <input type="checkbox"/> Secure   | <input type="checkbox"/> Tools      |
| <input type="checkbox"/> Vault    | <input type="checkbox"/> Weapons    |
| <input type="checkbox"/> Workshop |                                     |

- |                                   |                |
|-----------------------------------|----------------|
| <b>TRAINING</b>                   | <b>COHORTS</b> |
| <input type="checkbox"/> Insight  | UPGRADE COSTS  |
| <input type="checkbox"/> Prowess  | New Cohort: 2  |
| <input type="checkbox"/> Resolve  | Add Type: 2    |
| <input type="checkbox"/> Personal |                |
| <input type="checkbox"/> Mastery  |                |

# BLADES IN THE DARK CREW SHEET

NAME	REPUTATION					
LAIR	REP	TURF	HOLD	WEAK	STRONG	TIER
<input type="checkbox"/> TURF	<input type="checkbox"/> PERSONAL CLOTHIER +1d engagement roll for social plans	<input type="checkbox"/> LOCAL GRAFT +2 coin for show of force or socialize	<input type="checkbox"/> LOOKOUTS +1d to Survey or Hunt on your turf	<input type="checkbox"/> INFORMANTS +1d gather info for scores		
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<b>LAIR</b>	<input type="checkbox"/> TURF	<input type="checkbox"/> LUXURY VENUE +1d to Consort and Sway on site		
<input type="checkbox"/> FOREIGN MARKET (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> VICE DEN (Tier roll) - Heat = coin in downtime	<input type="checkbox"/> SURPLUS CACHES +2 coin for product sale or supply	<input type="checkbox"/> COVER OPERATION -2 heat per score	<input type="checkbox"/> COVER IDENTITIES +1d engagement for deception and transport plans		
<b>HEAT</b> 	<b>WANTED LEVEL</b> 	<b>COIN</b> 	<b>VAULTS</b> 			
Upon crew advance, each PC gets stash = Tier+2.						

# HAWKERS

VICE DEALERS

COHORT GANG EXPERT  
WEAK IMPAIRED BROKEN ARMOR

## 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.
- **HOOKED:** 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

- |  |                                     |
|--|-------------------------------------|
| <b>LAIR</b>                                | <b>QUALITY</b>                      |
| <input type="checkbox"/> Carriage          | <input type="checkbox"/> Documents  |
| <input type="checkbox"/> Boat              | <input type="checkbox"/> Gear       |
| <input type="checkbox"/> Hidden            | <input type="checkbox"/> Implements |
| <input type="checkbox"/> Quarters          | <input type="checkbox"/> Supplies   |
| <input checked="" type="checkbox"/> Secure | <input type="checkbox"/> Tools      |
| <input type="checkbox"/> Vault             | <input type="checkbox"/> Weapons    |
| <input type="checkbox"/> Workshop          |                                     |

- |   |                |
|---|----------------|
| <b>TRAINING</b>                             | <b>COHORTS</b> |
| <input type="checkbox"/> Insight            | UPGRADE COSTS  |
| <input type="checkbox"/> Prowess            | New Cohort: 2  |
| <input checked="" type="checkbox"/> Resolve | Add Type: 2    |
| <input type="checkbox"/> Personal           |                |
| <input type="checkbox"/> Mastery            |                |

# BLADES IN THE DARK CREW SHEET

NAME	REPUTATION					
LAIR	REP	TURF	HOLD	WEAK	STRONG	TIER
<b>INTERROGATION CHAMBER</b> +1d to Command and Sway on site	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>DRUG DEN</b> (Tier roll) - Heat = coin in downtime	<input type="checkbox"/>	<input type="checkbox"/>	<b>INFORMANTS</b> +1d gather info for scores	<input type="checkbox"/>	<b>LAIR</b>	<input type="checkbox"/>
<b>HAGFISH FARM</b> Body disposal, +1d to reduce heat after killing	<input type="checkbox"/>	<input type="checkbox"/>	<b>INFIRMARY</b> +1d to healing rolls	<input type="checkbox"/>	<b>COVERT DROPS</b> +2 coin for espionage or sabotage	<input type="checkbox"/>
<b>HEAT</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>WANTED LEVEL</b>	<b>COIN</b>	<b>VAULTS</b>	
Upon crew advance, each PC gets stash = Tier+2.						

# 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
- ▶ Thief Rigging (2 free load of tools or gear)
- ▶ Laroze, a bluecoat
- ▶ Underground maps & passkeys
- ▶ Amancio, a deal broker
- ▶ Elite Rooks
- ▶ Fitz, a collector
- ▶ Elite Skulks
- ▶ Adelaide Phroaig, a noble
- ▶ Steady (+1 stress box)
- ▶ Rigney, a tavern owner

## CREW UPGRADES

- | LAIR                                | QUALITY    |
|-------------------------------------|------------|
| <input type="checkbox"/>            | Carriage   |
| <input type="checkbox"/>            | Boat       |
| <input checked="" type="checkbox"/> | Hidden     |
| <input type="checkbox"/>            | Quarters   |
| <input type="checkbox"/>            | Secure     |
| <input type="checkbox"/>            | Vault      |
| <input type="checkbox"/>            | Workshop   |
| <input type="checkbox"/>            | Documents  |
| <input type="checkbox"/>            | Gear       |
| <input type="checkbox"/>            | Implements |
| <input type="checkbox"/>            | Supplies   |
| <input type="checkbox"/>            | Tools      |
| <input type="checkbox"/>            | Weapons    |

- | TRAINING                            | COHORTS       |
|-------------------------------------|---------------|
| <input type="checkbox"/>            | UPGRADE COSTS |
| <input checked="" type="checkbox"/> | New Cohort: 2 |
| <input type="checkbox"/>            | Add Type: 2   |
| <input type="checkbox"/>            | Personal      |
| <input type="checkbox"/>            | Mastery       |

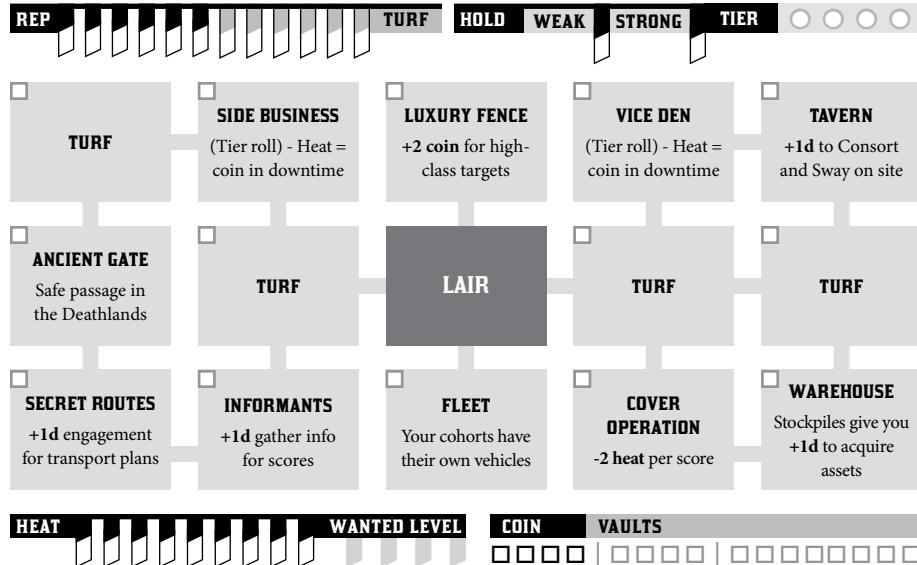
## HUNTING GROUNDS: BURGLARY—ESPIONAGE—ROBBERY—SABOTAGE

# BLADES IN THE DARK CREW SHEET

NAME \_\_\_\_\_

REPUTATION \_\_\_\_\_

LAIR \_\_\_\_\_



## VEHICLE EDGES

**Nimble:** The vehicle handles easily. Consider this an *assist* for tricky maneuvers.

**Simple:** The vehicle is easy to repair. Remove all of its harm during downtime.

**Sturdy:** The vehicle keeps operating even when *broken*.

## VEHICLE FLAWS

**Costly:** The vehicle costs 1 coin per downtime to keep in operation.

**Distinct:** The vehicle has memorable features. Take +1 heat when you use it on a score.

**Finicky:** The vehicle has quirks that only one person understands. When operated without them, the vehicle has -1 quality.

# SMUGGLERS

SUPPLIERS  
OF ILLICIT  
GOODS

COHORT GANG EXPERT  
WEAK IMPAIRED BROKEN ARMOR

## SPECIAL ABILITIES

- LIKE PART OF THE FAMILY:** Create one of your vehicles as a **cohorts** (use the vehicle edges and flaws, below). Its **quality** is equal to your Tier +1.
- ALL HANDS:** During **downtime**, one of your cohorts may perform a downtime activity for the crew to **acquire an asset**, **reduce heat**, or work on a **long-term project**.
- GHOST PASSAGE:** From harsh experience or occult ritual, all crew members become immune to possession by spirits, but may choose to "carry" a second ghost as a passenger within their body.
- JUST PASSING THROUGH:** During **downtime**, take **-1 heat**. When your heat is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens.
- LEVERAGE:** Your crew supplies contraband for other factions. Your success is good for them. Whenever you gain rep, gain **+1 rep**.
- REAVERS:** When you go into conflict aboard a vehicle, you gain **+1 effect** for vehicle damage and speed. Your vehicle gains **armor**.
- RENEGADES:** Each PC may add **+1 action rating** to **Finesse**, **Prowl**, or **Skirmish** (up to a max rating of 3).
- 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 smuggling or acquire new clients or contraband sources.
- ◆ 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

- ▶ Elynn, a dock worker
- ▶ Rolan, a drug dealer
- ▶ Sera, an arms dealer
- ▶ Nyelle, a spirit trafficker
- ▶ Decker, an anarchist
- ▶ Esme, a tavern owner

## CREW UPGRADES

- Smuggler's rigging (2 items carried are perfectly concealed)
- Camouflage (vehicles are perfectly concealed at rest)
- Elite Rovers
- Barge (+mobility for lair)
- Steady (+1 stress box)

CARGO TYPES: ARCANE/WEIRD—ARMS—CONTRABAND—PASSENGERS

LAIR	QUALITY
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Documents
<input type="checkbox"/> Vehicle	<input type="checkbox"/> Gear
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies
<input type="checkbox"/> Secure	<input type="checkbox"/> Tools
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons
<input type="checkbox"/> Workshop	

TRAINING	COHORTS
<input type="checkbox"/> Insight	UPGRADE COSTS
<input checked="" type="checkbox"/> Prowess	New Cohort: 2
<input type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input checked="" type="checkbox"/> Mastery	

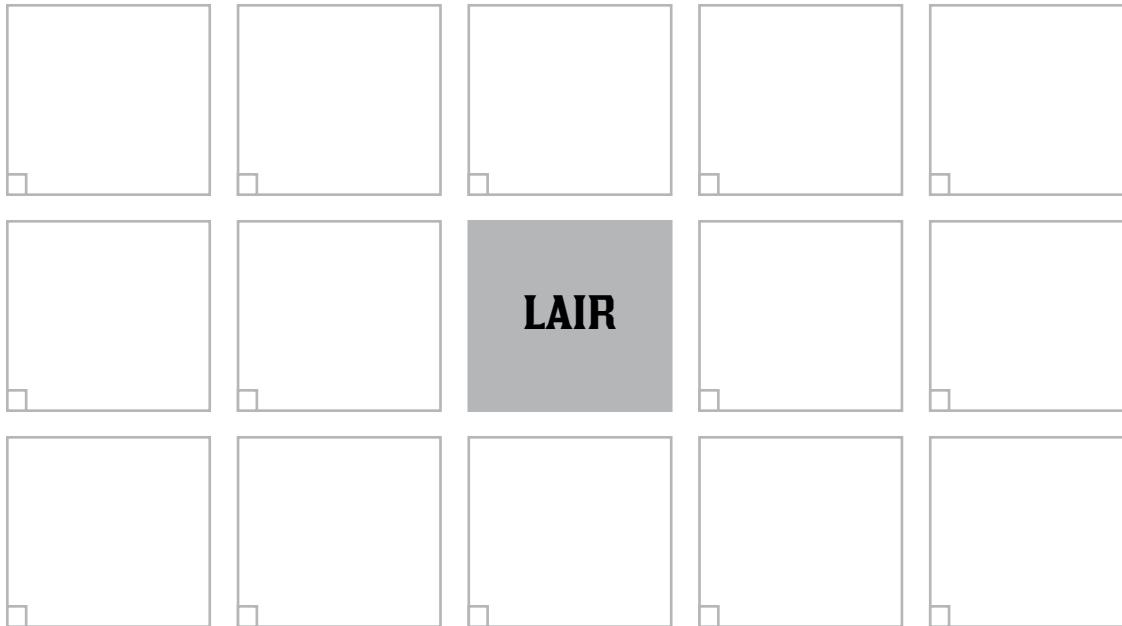
# BLADES IN THE DARK CREW SHEET

NAME	REPUTATION				
LAIR					
REP		TURF	HOLD	WEAK	STRONG
HEAT		WANTED LEVEL	COIN	VAULTS	
Upon crew advance, each PC gets stash = Tier+2.					

SPECIAL ABILITIES	COHORT	GANG	EXPERT		
	WEAK	IMPAIRED	BROKEN	ARMOR	
	WEAK	IMPAIRED	BROKEN	ARMOR	
	WEAK	IMPAIRED	BROKEN	ARMOR	
	WEAK	IMPAIRED	BROKEN	ARMOR	
	WEAK	IMPAIRED	BROKEN	ARMOR	
	WEAK	IMPAIRED	BROKEN	ARMOR	
CREW XP	COHORT	GANG	EXPERT		
	WEAK	IMPAIRED	BROKEN	ARMOR	
At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).					
<ul style="list-style-type: none"> <li>◆ Execute a successful _____ operation.</li> <li>◆ Contend with challenges above your current station.</li> <li>◆ Bolster your crew's reputation or develop a new one.</li> <li>◆ Express the goals, drives, inner conflict, or essential nature of the crew.</li> </ul>					
CONTACTS	CREW UPGRADES				
<input type="checkbox"/> _____ <input checked="" type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____				
LAIR	QUALITY				
<input type="checkbox"/> Carriage	<input type="checkbox"/> Documents				
<input type="checkbox"/> Boat	<input type="checkbox"/> Gear				
<input type="checkbox"/> Hidden	<input type="checkbox"/> Implements				
<input type="checkbox"/> Quarters	<input type="checkbox"/> Supplies				
<input type="checkbox"/> Secure	<input type="checkbox"/> Tools				
<input type="checkbox"/> Vault	<input type="checkbox"/> Weapons				
<input type="checkbox"/> Workshop					
TRAINING	COHORTS				
<input type="checkbox"/> Insight	UPGRADE COSTS				
<input type="checkbox"/> Prowess	New Cohort: 2				
<input type="checkbox"/> Resolve	Add Type: 2				
<input type="checkbox"/> Personal					
<input checked="" type="checkbox"/> Mastery					
HUNTING GROUNDS:					

# BLADES IN THE DARK

CREW:

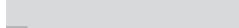


## PRISON CLAIMS

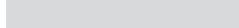
**PAROLE INFLUENCE**  
Your prison terms are one level shorter



**GUARD PAYOFF**  
Take +1d to incarceration rolls



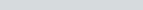
**HARDCASE**  
-2 coin cost to advance Tier



**SMUGGLING**  
+2 load while incarcerated



**PRISON**



**ALLIED CLAIM**  
Take a non-turf claim from a different crew type



**GUARD PAYOFF**  
Take +1d to incarceration rolls



**SMUGGLING**  
+2 load while incarcerated



**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



*Every time a member of your crew goes to prison, you have a chance to gain a prison claim. See Incarceration, page 148.*

### ALLIED CLAIM

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.

### CELL BLOCK CONTROL

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

### GUARD PAYOFF

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

### HARDCASE

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.

### PAROLE INFLUENCE

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.

### SMUGGLING

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 Grindlers	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	

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	
Dunsorgh	I	W	

THE FRINGE			
	TIER	HOLD	
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	

## 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).

# DOSKVOL



## 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 Dunslosh. 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.
- ◆ **WRECK** a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

## RULES REFERENCE 2

### 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.*

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

### 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.

- ◆ **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?**

### CONSEQUENCES

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

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

### EFFECT

*How does the effect manifest?*

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

**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, 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, Sesereth, Sethla, Skannon, Stavrul, Stev, Syra, Talitha, Tesslyn, Thena, Timothy, Tocker, Una, Vaurin, Veleris, Veretta, Vestine, Vey, Violette, 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, Kessarin, Kinclaih, 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

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

### 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.

### EFFECT FACTORS

-	QUALITY / TIER	+
-	SCALE	+
-	POTENCY	+

## 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.

**Elstra Avrathi**, resident diplomat of Iruvia.

**Brynna 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.

**Nryx 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

Dunsloch

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

Razor Hill

### FLASHBACK STRESS COSTS

◦ **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 PROWESSION RESOLVE

Hunt

Finesse

Study

Prowl

Survey

Skirmish

Tinker

Consort

Wreck

Sway

**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 IN THE DARK

## CAMPAIGN TRACKER

SHEET NUMBER \_\_\_\_\_

SCORE TYPE

TARGET

LOCATION

PAYOUT: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

SCORE TYPE

TARGET

LOCATION

PAYOUT: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

SCORE TYPE

TARGET

LOCATION

PAYOUT: COIN / REP

HEAT

ENTANGLEMENTS, FACTION STATUS CHANGES

NOTES, EVENTS, AND CLOCKS ADVANCED

NOTES, EVENTS, AND CLOCKS ADVANCED

NOTES, EVENTS, AND CLOCKS ADVANCED

# BLADES IN THE DARK

CREW

NAME

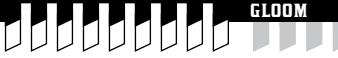
ALIAS

LOOK

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

BACKGROUND: ACADEMIC—LABOR—LAW  
TRADE—MILITARY—NOBLE—UNDERWORLD

You have an intense NEED: life essence. To satisfy this need, possess a living victim and consume their spirit energy (this may be a downtime action). When you do so, clear half your DRAIN (round down).

DRAIN  GLOOM  CHAOTIC—DESTRUCTIVE—FURIOUS—  
OBSESSIVE—TERRITORIAL—SAVAGE

HARM

3

2

1

HEALING

project clock 

NEED HELP

-1D

ARMOR

HEAVY

SPECIAL

ARMOR USES

ARMOR

HEAVY

SPECIAL

NOTES

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# GHOST

A spirit without a body  
SPIRIT PLAYBOOK

PLAYBOOK



INSIGHT



- HUNT
- STUDY
- SURVEY
- TINKER

PROWESSION



- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE



- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

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

ITEMS (With you in ghost form)

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○ ○ ○ VETERAN: Choose a special ability from another source.

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 exacted vengeance upon those whom you deem deserving.

◆ You expressed your outrage or anger, or settled scores from your heritage or background.

◆ You struggled with issues from your need or glooms 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

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  
IRUVIA—SEVEROS—SKOVLAN—TYCHEROS

**BACKGROUND:** ACADEMIC—LABOR—LAW  
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
<b>HARM</b>		<b>HEALING</b>	
3		NEED HELP	<input type="checkbox"/>
2		-1D	<input type="checkbox"/>
1		LESS EFFECT	<input type="checkbox"/>
			<b>ARMOR USES</b>
			<input type="checkbox"/> ARMOR
			<input type="checkbox"/> HEAVY
			<input type="checkbox"/> 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

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

## PLAYBOOK



## INSIGHT

<input type="checkbox"/>	HUNT				
<input type="checkbox"/>	STUDY				
<input type="checkbox"/>	SURVEY				
<input type="checkbox"/>	TINKER				

## PROWESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FINESSE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PROWL
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SKIRMISH
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WRECK

## RESOLVE

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ATTUNE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	COMMAND
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CONSORT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SWAY

## BONUS DIE

<input checked="" type="checkbox"/>	PUSH YOURSELF (take 2 drain) -OR- accept a DEVIL'S BARGAIN.
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**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

**Deception:** Method

**Stealth:** Entry point

**Occult:** Arcane power

**Social:** Connection

**Transport:** Route

## 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 \_\_\_\_\_

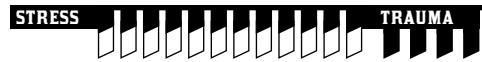
ALIAS \_\_\_\_\_

LOOK \_\_\_\_\_

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

**BACKGROUND:** ACADEMIC—LABOR—LAW  
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?



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

HARM \_\_\_\_\_

3

2

1

NEED  
HELP

-1D

LESS  
EFFECT

HEALING  
project clock



ARMOR USES

ARMOR

HEAVY

SPECIAL

## HOST SPECIAL ABILITIES (FROM ORIGINAL PLAYBOOK)

### STRUCTURES

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



## 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.

### 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.

LOAD ◇ 3 light ◇ 5 normal ◇ 6 heavy

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

### 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

Deception: Method

Stealth: Entry point

Occult: Arcane power

Social: Connection

Transport: Route

### 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?

# DEVILS

## HOST 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

## HOSTLY 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	Wriggling 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	Flayed Being	Shambeling 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  
Ixix  
Kyronax  
Voldranai  
Esketra  
Ardranax  
Kylastra  
Oryxus  
Ahazu  
Tyraxis  
Azarax  
Vaskari

## FORGOTTEN GODS

CULT PRACTICES		Mix and match gods and practices as you see fit
11	The One Within Many	Sacrifice: Fed to specially consecrated beasts / Savaged (eaten?) by frenzied cult mob.
12	The Silver Fire	Sacrifice: Pitted against an anointed champion in death arena.
13	The Rapturous Chord	Sacrifice: Ritually bled upon the sacred altar.
14	The Fallen Star	Sacrifice: Progressively overdosed with mind-expanding drugs.
15	The Lord of the Depths	Sacrifice: Ritually killed and claimed as anointed spirit-champion.
16	The Silent Song	Sacrifice: Slain by arcane means (electrocuted, spirit shattered, death-cursed).
21	The Lady of Thorns	Congregation: An orgy of pleasure (sex, food, dance, music) and/or pain.
22	Our Blood Spilled in Glory	Congregation: Sacred hymns or prayers for days without ceasing.
23	The Drowned Saviour	Congregation: Occupying a sacred nexus point during an astrological confluence.
24	The Empty Vessel	Congregation: A pilgrimage to a sacred place or being in the death lands / at sea.
25	The Closed Eye	Congregation: A group vision / dream-quest via essences, drugs, or meditation.
26	The Hand of Sorrow	Congregation: A reenactment / dumb-show of a sacred event.
31	That Which Hungers	Acquisition: A collection of eyes / hearts / blood from mystics or demons.
32	The Thousand Faces	Acquisition: The shards of a shattered sacred object (jewel, sword, skull, stone).
33	The Web of Pain	Acquisition: The original holy writings of the prophet / master / saint.
34	The Pillars of Night	Acquisition: The severed body parts (heads, hands, tongues) of heretics or apostates.
35	The Burned King	Acquisition: Properties aligned with sacred geometry or attuned by mystical events.
36	The Father of the Abyss	Acquisition: The ghosts of prophets / mystics / founders / enemies of the order.
41	The Forsaken Legion	Destruction: Ritual burning of sacred objects (rune-papers, effigies, flesh, hair).
42	The Unbroken Sun	Destruction: Ritual eradication of a spirit or demon.
43	The Revelation	Destruction: The breaking of the seals which keep the god from this world.
44	The Radiant Word	Destruction: Shattering of ritual objects / altars / temples sacred to an enemy order.
45	The Shrouded Queen	Destruction: Eradication of weapons / objects / sites / rituals which can harm the god.
46	The Reconciler	Destruction: Eradication of social / legal / cultural elements which threaten the order.
51	The Cloud of Woe	Consecration: Purification by bathing in sacred fluid (blood, wine, milk, oil, etc.).
52	The Broken Circle	Consecration: Purification of the gates which give passage to the god into this world.
53	The Conqueror	Consecration: Baptism / blessing of an acolyte or object by immersion in spirit well.
54	She Who Slays in Darkness	Consecration: Purify / bless cult followers with tattoos / scarification / mutilation.
55	The Dream Beyond Death	Consecration: Creation of blessed idols / artwork / ritual spaces / artifacts.
56	The Blood Dimmed Tide	Consecration: Wards / runes / spirits bound to shun enemies of the order.
61	The Guardian of the Gates	Desecration: Debasement or defilement of one sworn to an enemy order.
62	The Maw of the Void	Desecration: Corruption of place / object / ritual / tradition to appropriate its power.
63	The Keeper of the Flame	Desecration: Defilement of place / object / ritual to humiliate another order.
64	The Throne of Judgment	Desecration: Manipulation of authorities / institutions to appropriate their power.
65	The Lost Crown	Desecration: Corruption of acolytes to prepare them for transformation.
66	The Golden Stag	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, Electroplasmic 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

# BUILDINGS

EXTERIOR		Some buildings have multiple exterior elements					
MATERIAL	Gray Brick	Stone & Timbers	Cut Stone Blocks	Wooden Boards	Plaster Board & Timbers	Metal Sheeting	ITEMS
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	Bed, Bureau, Vanity
2	Market	Workshop	Bakery	Butchery	Forge	Tailory	Bunks, Stools, Trunks
3	Work House	Goat Stables	Brewery	Watch Post	Court, Jail	Dock	Basin, Pitcher, Mirror
4	Ruin	Row Houses	Tenements	Apt. Building	Small House	Bath House	Sofa, Divan, Music Box
5	Shrine	Tattooist	Physicker	Fighting Pits	Square, Fountain	Grotto	Couches, Table, Lamps
6	Warehouse	Stockyard	Factory	Refinery	Eelery	Mushroom Garden	Drapery, Pillows, Cushions
USE: RARE		Many buildings have multiple uses					
1	2	3	4	5	6		
1	Market House	Restaurant	Bar, Lounge	Academy	Salon	Cafe	Counter, Sink, Cabinets
2	Floristry	Tobacconist	Book Shop	Jeweler	Clothier	Gallery	Cookfire, Pots, Pans, Utensils
3	Apothecary	Horse Stables	Distillery	Vintner	Master Artisan	Boat House	Dining Table, Chairs, Cutlery
4	Theater	Opera House	Apt. Building	Townhouse	Manor House	Villa	Game Board, Cards, Dice
5	Clinic	Temple	Cistern	Watch Post	Park	Monument	Larder, Spices, Meat Hooks
6	Archive	Spiritualist	Bank	Alchemist	Power Plant	Radiant Energy Garden	Wine, Beer, Whiskey
DETAILS							
1	2	3	4	5	6		
1	Dripping Water	Creaking Floorboards	Roaring Fires	Smoky Lamps	Buzzing Electric Lights	Ticking Clockworks	Pedestal, Statue, Paintings
2	Plants, Flowers	Wall Hangings, Artwork	Shuttered Windows	Heavy Curtains, Thick Carpet	Dust & Detritus	Wear & Damage	Bird Cage, Quill, Diary
3	Threadbare & Tattered	Utilitarian Furnishings	Elegant Finery	Lush & Comfortable	Rough-Spun Simplicity	Spartan Austerity	Bell, Book, Candle
4	Circular Stairs, Ladders	Secret Doors	Catwalks	Skylights	Balcony	Cellar	Fireplace, Rug, Armchair
5	Drafty, Cold	Stout, Quiet	Cozy, Warm	Vaulted, Spacious	Low, Cramped	Rickety, Ramshackle	Curtains, Vases, Flowers
6	Strange Devices	Weird Artifacts	Spirit Wards, Old Runes	Piled Jumble of Curios	Antique Appointments	Shrine, Altar	Instruments, Music Sheets

# PEOPLE

## LOOKS

1, 2: MAN	3, 4: WOMAN	5: AMBIGUOUS, CONCEALED			6: ROLL AGAIN
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: Tytherosi

*Remember, each Tytherosi 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 Doskovl.
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, Electroplasm	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, Brenna, Bricks, Candra, Canter, Carissa, Carro, Casslyn, Cavelle, Clave, Corille, Cross, Crowl, Cyrene, Daphnia, Drav, Edlun, Emeline, Grell, Helles, Hix, Holtz, Kamelin, Kelyr, Kobb, Kristow, 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, Kessarin, Kinclaih, 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 Doskvol. 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 Doskvol are marvels of electroplasmic 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

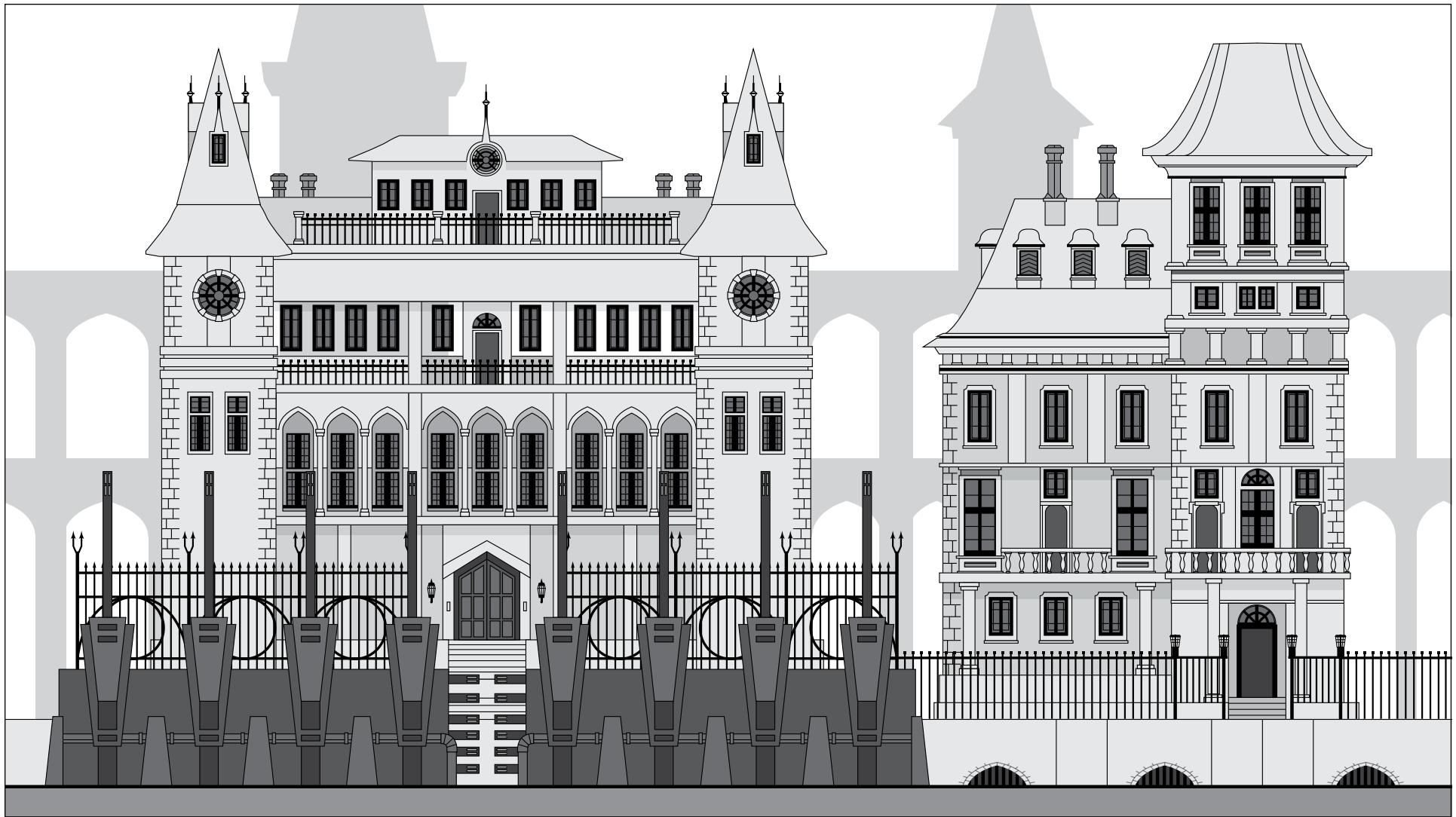
*Brightstone is home to many of the wealthiest and most influential citizens of Doskvol. Its streets are broad and paved, under bright electric lights; its canals are sparkling and clean, with perfumed water; its houses are all of fine, pale marble blocks, rich timbers, and intricate ironworks. There 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 electroplasmic 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

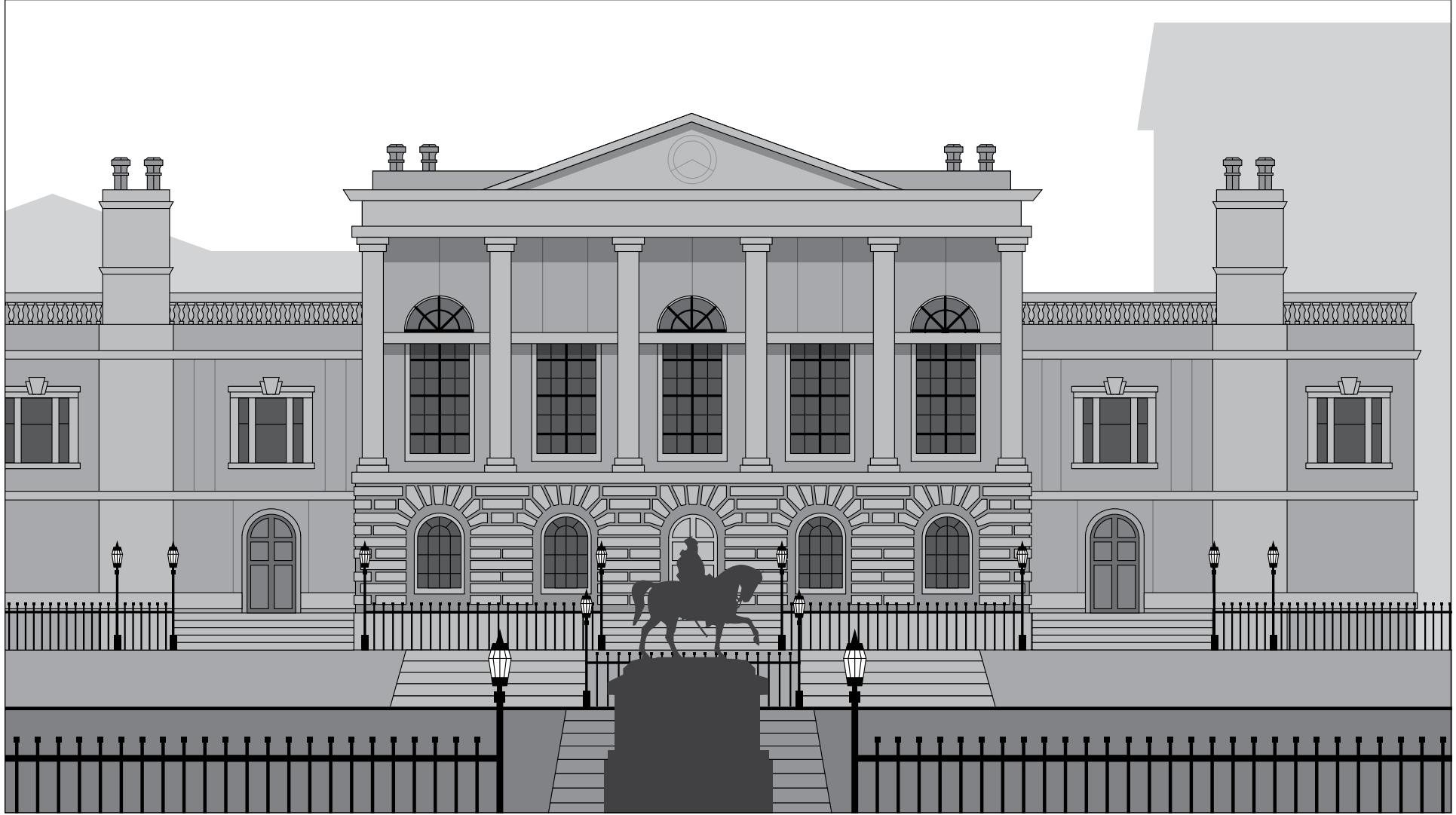
*Charterhall is the site of the first major construction in the city, in the days before the cataclysm. The old wall upon which was built the first lightning barrier in the Empire still stands in partial ruin around the district. The area is now home to the civic offices of the government including the 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

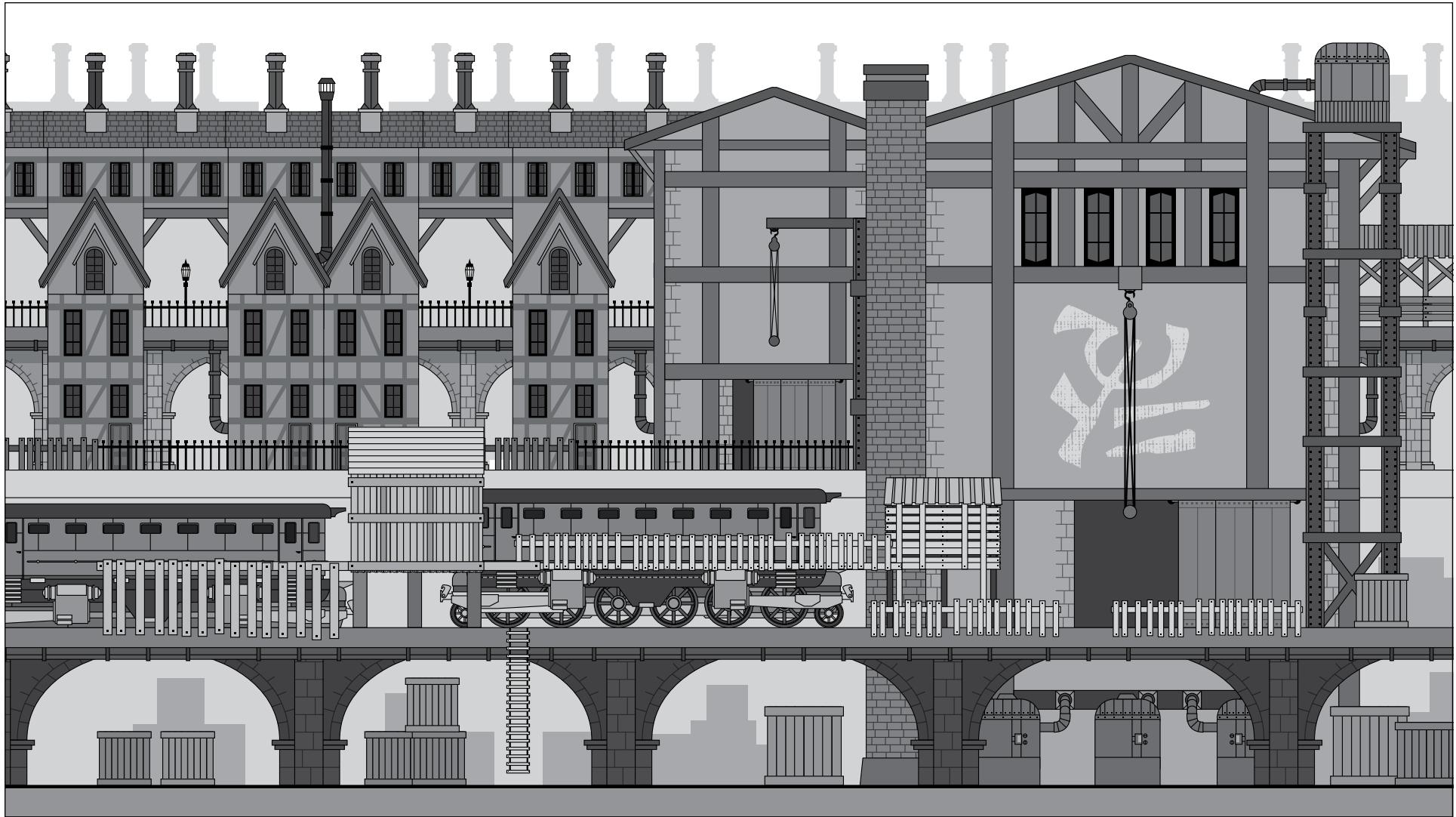
*Coalridge is home to most of the machinists, industrial laborers and factories of the city. It's cramped, soot-choked, and loud—spewing dense clouds of black smoke, showers of sparks and burning cinders. The old elevated train lines that once hauled coal now carry heavy equipment and raw materials to 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 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. Tangletown 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

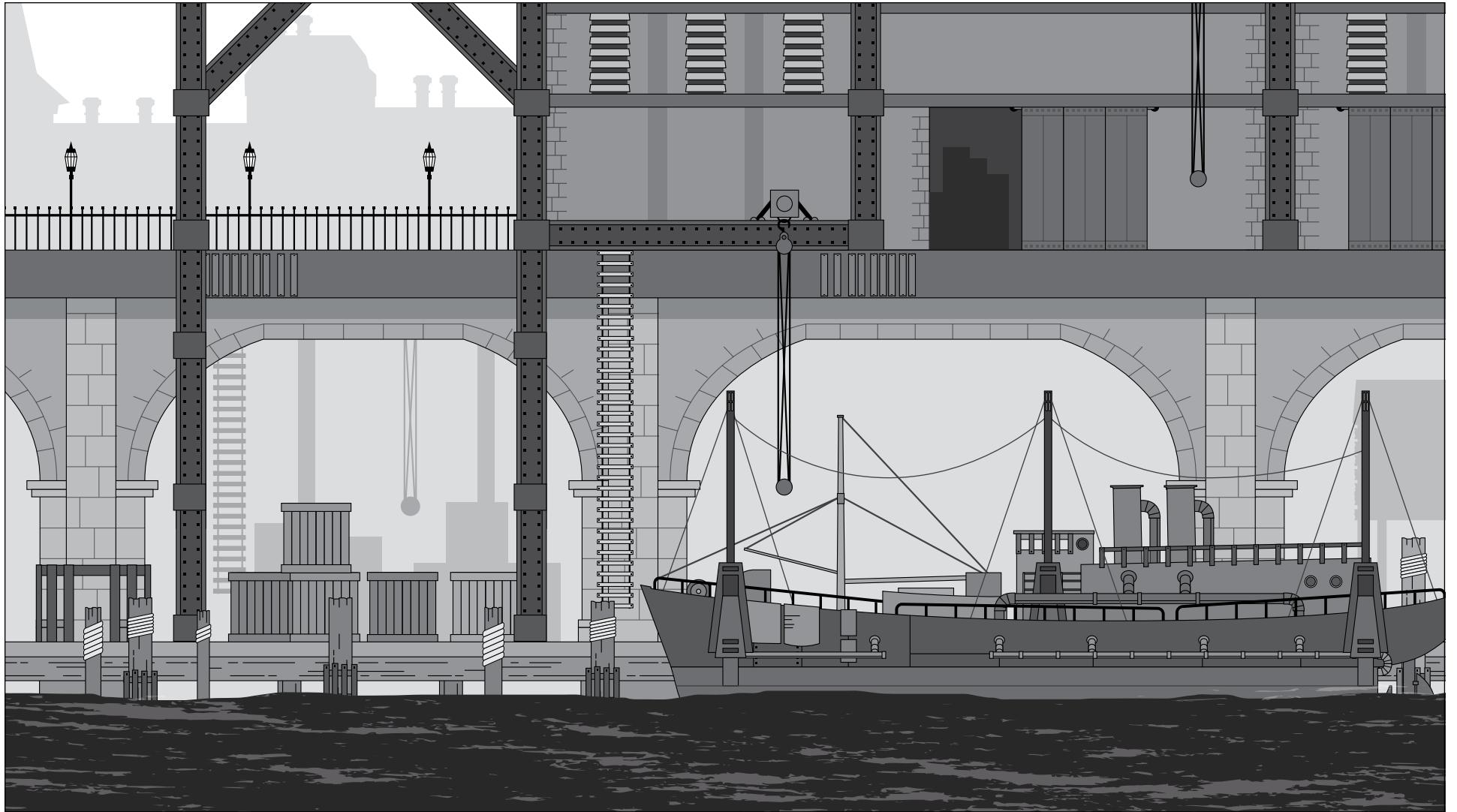
The docks of Doskvol are ancient, going back to the days before the cataclysm, when the area was just a small settlement where they could trade with the Skov kingdom without crossing the harsh North Sea. Today, some commerce has shifted to the new electro-rail lines of the Imperium, but the docks are 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 SALTFORD'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, Salford Street, Ink Lane.*

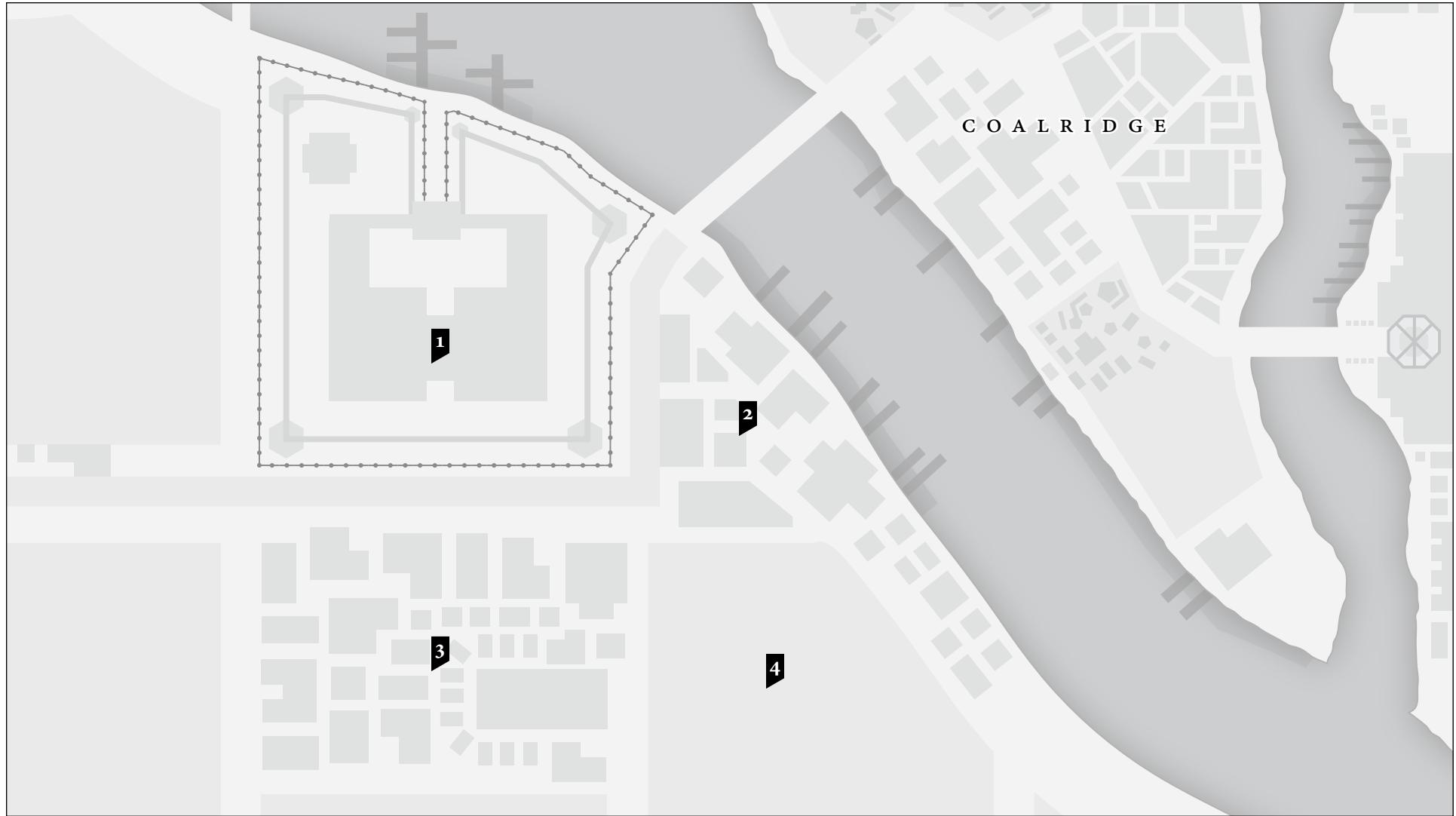
**BUILDINGS:** Massive cargo warehouses. Squat taverns, brothels, and tattoo parlors. Crowded overnight bunkhouses for sailors.

### 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

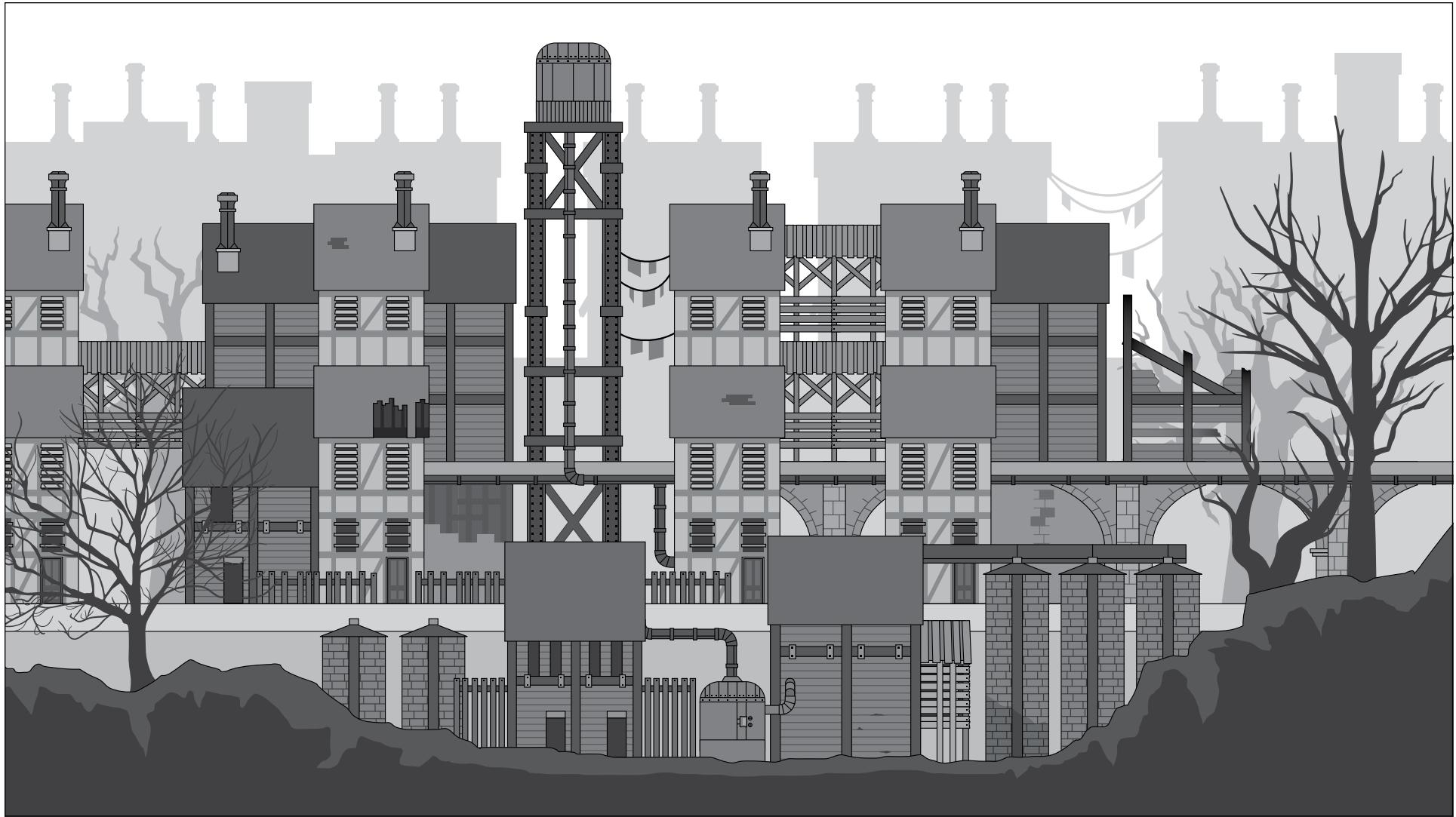
Dunsborough is a ghetto for the destitute poor of the city, as well as the site of Ironhook Prison and its labor camp. Originally, the ghetto was a neighborhood for families of prisoners, but over the years, extreme poverty and neglect have worn it down into a sodden ruin. A vicious cycle plays out here: crime driven by desperation, then arrest, incarceration, and release back to Dunsborough—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 Dunsborough, 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 Barrowcleft 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 Dunsough, 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 DUNDREDGE & 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 Doskvol'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.*

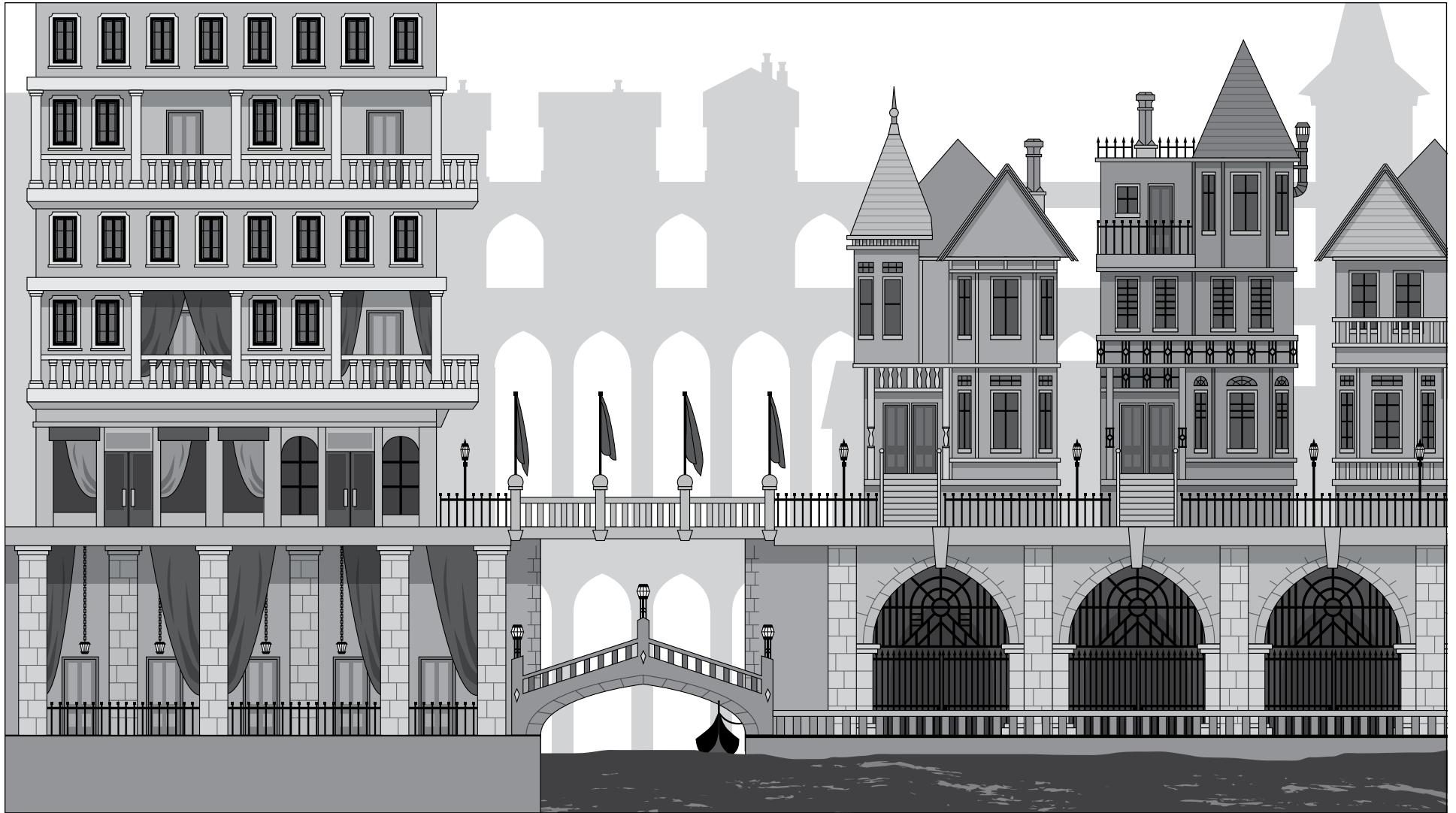


## SILKSHORE

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 indecency, 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

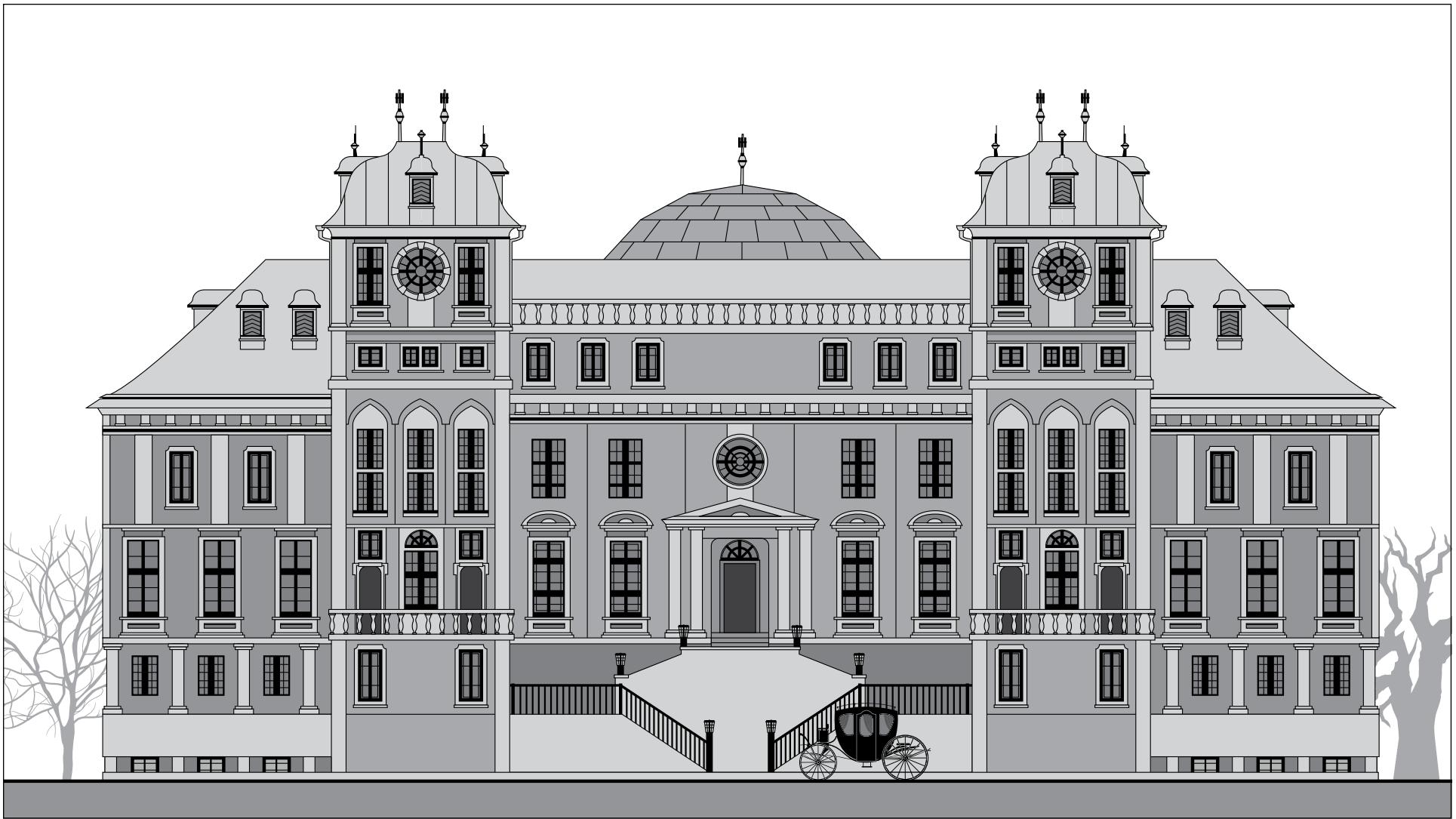
*Whitecrown sits atop a grand peak on the island across North Hook channel from the city proper. From this lofty height, the Lord Governor's stronghold oversees all, flanked by the grand estates of the most powerful nobility and the extravagantly appointed campus of Doskvول Academy. Whitecrown is a rich 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 electroplasmic 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.*