

Fantasy City Expansion: Violets & Stone

(Fate's Edge v0.2)

A plug-and-play urban module for Fate's Edge campaigns set among bridges, aqueducts, rites, caravans, and crown politics.

*Design Goals

itemize

City as character. Districts and institutions carry tags, strings, and clocks that push back.

Plug into core. Use Position/DV, SB, and clocks; no new dice math.

Street to state. Blend casework, capers, and civic settlements.

Low bookkeeping. Track names and tags; let clocks and strings carry weight.

*Quickstart (2 minutes)

enumerate

Pick a City Kit (§7). Set Mandate 2 / Crisis 2 unless fiction says otherwise.

Choose 4 Factions from the kit; copy their Strings; start Influence [6] / Stability [6–8] / Exposure [6].

Mark 2 volatile stakes on the relationship map.

Draw the Urban Deck (§6.2): one Incident (Spade), one Person (Heart), one Complication (Club) to spark the opening dilemma.

Frame the first Situation Clock [4–8] and at least one Counter-Clock [4–6].

Play scenes. All 1s generate SB; spend city-flavored Social SB (§3.4).

*1) City Sheet (Template)

[CITY NAME]

Mandate (0–6): public legitimacy of the company in this city

Crisis (0–6): ambient pressure (riots, audits, plague, war drums)

Districts (5–8): each with tags & a District Effect

Institutions (3–6): councils, courts, guilds, rites; each has Strings

Factions (4–8): playset; use Influence / Stability / Exposure clocks

Relationship Map: arrows with stakes; mark two volatile

Rites & Laws: 1–2 citywide oaths, bans, or permissions that change Position

Chase Modes: foot • canal • rooftops • alleyways (DV ladders in §5)

Events: festival/omen/weather tables

District Effect (per scene): Acting with a district's tags → Position +1 or DV –1 once/scene.
Acting against a district's tags → Position –1 or GM banks +1 SB.

*2) District Tags & Effects (pick 6–8 common)

itemize

Harbor & Quays — brackish, fog, bribes, cranes

Effect: +1 Position for Smuggle/Survey; –1 Position for Sanctify/Expose.

Hazard: Night-lantern failures; docksiders rumor clock.

Market Ward — hucksters, scales, guild seals

Effect: DV –1 for Broker/Petition with writs; +1 SB on Infiltrate (watchful).

Hazard: Guild watch can “price” entry (concession).

Temple Quarter — bells, incense, oaths

Effect: Shield/Host Rite start Controlled; Bribe starts Desperate.

Hazard: Breaking hospitality ticks Exposure +1.

Scholars’ Quarter — scriptoriums, apprentices, disputes

Effect: Research/Expose DV –1 with proof; Blackmail Position –1 (they lawyer up).

Hazard: Scholastic feud counter-clock.

Underways & Sewers — echo, mildew, sigils, smugglers

Effect: Infiltrate DV –1; on any 1, start Sewer Folk or Wards Stir clock.

Hazard: Flood surge; ward backlash.

Legion/Watch Barracks — drill, pennons, billets

Effect: Petition (order) starts Controlled; Expose starts Desperate.

Hazard: Curfews lower Position by one step.

Bridges & Canals — mossy stone, toll bells

Effect: Chase (boat/rooftop) DV –1; Broker worsens if tolls unpaid.

Hazard: Bridge-lords demand dues (Favor spend or stall).

Patrician Heights — courtyards, old blood

Effect: Petition DV –1 with Standing; otherwise Blackmail gains +1 SB.

Hazard: Duels and scandal escalate quickly.

Foundries & Yards — smoke, sparks, strikes

Effect: Intimidate/Strike-bust Position +1; Host Feast Position –1.

Hazard: Rolling strike counter-clock.

Bazaars & Caravanserais — spices, dialects, caravan law

Effect: Broker (trade) DV –1; Expose Position –1 (outsider loyalties).

Hazard: Caravan feud ignites on SB spends.

*3) City Procedures

*3.1 Scene Framing State the question; pick a Situation Clock; set Position & DV from fiction + district effect; start a Counter-Clock if opposition is active; tag the venue (Audience/Institution).

3.2 Strings (Urban)

Common Strings: Bridge Tolls, Aqueduct Permits, Ferry Passbooks, Oath-Tablet Registry, Harbor Pilots, Festival Licenses, Censor's Seal.

Acting with/through a relevant String: Position +1 or DV -1 once/scene.

Cut/Seize a String with a 4-6 clock; on fill, move the String or strike it.

3.3 City Dials

- **Mandate 0-6 (public legitimacy):** at 4-5, cancel one Social SB in public venues once/session; public offices DV -1. At 6, start public scenes Controlled unless fiction forbids.
- **Crisis 0-6 (pressure/backlash):** at 4-5, first failed public scene ticks party Exposure +1; at 6, start with a crowd Counter-Clock [4].

3.4 Social SB Menu (City-flavored)

Faux pas title/ritual; lose 1 Favor in venue • leverage leak → target/party Exposure +1 • crowd turns (Warm→Skeptical→Hostile) • permit pulled (lose a String access this act) • patrol arrives biased • festival crush • toll chain drops.

3.5 Between-Session Cycle

Update world state → draw events → resolve off-screen orders → recompute dials → prep next Situation (see §6 for events and omens).

*4) Urban Actions (additions)

itemize

Invoke Rite (Wits/Presence + Rite): Claim hospitality, sanctuary, or festival privilege. Hit: protective tag; miss: Exposure +1.

Grease Palms (Wits + Streetwise): Secure permits/tolls. Hit: tag Greased Palms; miss: rumor of bribery (Exposure +1).

Audit Ledger (Wits + Investigation): Catch graft/tithe anomalies. Hit: DV -1 on later Expose.

Call the Watch (Presence + Command): Leverage order. Hit: Watchful Patrols tag; miss: they arrive biased.

Smuggle (Wits + Subterfuge): Move goods/people across wards. Hit: gain Leverage (1) or fill; 1s start Contraband Trail.

Carouse for Rumors (Presence + Performance): Trade coin and stories. Hit: bank 1 Clue (§6.1); miss: SB → Hangover Debts.

*5) Chases in Tight Streets (DV Ladders) Pick a mode; on a hit, advance Pursuit (or Escape) clock by effect.

- **Foot:** DV 2 market • DV 3 alleys • DV 4 rooftops • DV 5 through procession.
- **Boat/Canal:** DV 2 open run • DV 3 under bridges • DV 4 against tide • DV 5 in fog storm.
- **Mount/Cart:** DV 2 quay road • DV 3 wagon traffic • DV 4 stair-streets • DV 5 temple steps.

Complications on 1s: overturned barrow, toll chain drops, lantern goes out, festival throng.

*6) Urban Generators

*6.1 Clues & Casework Grades: A+ (witnessed oath; sealed writ) • A (signed testimony; verified mark) • B (two-source rumor; ledger trail) • C (hearsay; graffiti) • D (single rumor) • F (planted tale; forged writ).

A day without follow-up degrades one step if contested.

Spend: 1 Clue → DV -1 on a related Expose/Petition once.

6.2 Urban Deck (52-card)

Draw: Spade (Incident), Heart (Person), Club (Complication), Diamond (Boons/Resolution).

- **Spades:** ritual misfire • theft of a writ • bridge collapse • missing tax barge • assassin in procession • cursed play • guild strike • seditious broadsheet • shrine desecration • plague rumor • treason trial • flood omen • Ace: cover for a coup.
- **Hearts:** harbormaster • guild factor • inquisitor • bridge-lord • mummer • tribune • ferry pilot • matron • archivist • street saint • exile heir • quartermaster • Ace: a most trusted patron is complicit.
- **Clubs:** curfew • festival crush • foreign immunities • taboo ground • closed shop • informant vanishes • watch obstruction • blackmail • riot brewing • double agent • cursed weather • Ace: solving it ruins someone you love.
- **Diamonds:** sealed archive • tariff exemption • festival license • street mandate • protection writ • house favor • council seat • tithe forgiving • pardon • endowment • patrol command • treasury award • Ace: The Truth, at public cost.

Clock Size by Highest Rank: 2-5 → [4], 6-10 → [6], J/Q/K → [8], A → [10].

6.3 Events, Omens, Weather

Festivals: Boat Blessing • New Charter Day • Founders' Procession • Lantern Vigil • Moon Market.

Omens: blood tide • comet • cracked idol • whisper-plague • augur's scandal.

Weather: fog bank • heat wave • black rain • river in spate • winter of knives.

*7) City Kits (Playsets)

*7.1 Mid Ahkaz — Ykrul Trade Capital of the Violet Steppe/Meadows Vibe: violet grasses in wind-bands, caravan gold, contract law, oasis politics, foreign tongues.

Districts: Violet Bazaar; Steppe Gate; Satrap Gardens; Coin-Weigh House; Under-Arcades; Caravan Rings.

Institutions: Ykrul Coin-Weigh (tariff court); Oasis Compact (water rights council); Steppe Rangers (patrol and feuds).

Factions:

- **Coin-Weigh Tribunal (Tier crown):** Aim—stabilize tariffs; Strings—Tariff Seals, Coin Scales, Audit Teams.
- **Oasis Clans Compact (Tier city):** Aim—protect wells; Strings—Water Shares, Caravan Well Rights, Desert Guides.
- **Foreign Factors' League (Tier guild):** Aim—preferential duties; Strings—Warehousing, Bonded Guards, Letters of Credit.
- **Sand-Road Brotherhood (Tier street→guild):** Aim—own the under-arcades; Strings—Contraband Vaults, Night Porters, False Seals.

Special Rule — Steppe Mandates: In Bazaars/Caravan Rings, Broker DV −1. Exposing fraud without a Coin-Weigh Seal starts Exposure +1.

Adventure Starters: Missing Water Share deeds flood the market • Steppe Rangers feud spills into the Violet Bazaar • A cursed dye caravan seeks sanctuary under the Satrap Gardens.

7.2 Ecktoria — Marble & Fire (Post-Imperial Capital)

Vibe: fallen grandeur, aqueducts, legions remnant, exarch audits.

Districts: Grand Forum; Aqueduct Heights; Legion Quarter; Foundries; Riverside Tenements; Consecrated Courts.

Institutions: Imperial Exarchate (audit/oversight); Merchant Courts; Sun-Temples; Civic Aqueducts Office.

Factions:

- **Exarchate (Tier crown):** Aim—rebalance old grants; Strings—Audit Writs, Tax Ledgers, Censures.
- **Legions Remnant (Tier city):** Aim—restore stipends; Strings—Veteran Rolls, Armory Keys, Drill Grounds.
- **Merchant Courts (Tier guild):** Aim—secure monopolies; Strings—Guild Charters, Bridge Tolls, Import Licenses.
- **Sun-Temple Synod (Tier synod):** Aim—purify rites; Strings—Sanctuary, Procession Routes, Oath Tablets.

Special Rule — Aqueduct Integrity: Any Expose of water theft is public: on hit, Mandate +1; on miss, Exposure +1 (panic).

Adventure Starters: A lost aqueduct patent resurfaces • Legions demand arrears from the treasury

- A relic procession goes off-script into riot.

7.3 Silkstrand — City of Bridges

Vibe: fog, dyes, masks, mummers; everything happens on a bridge.

Districts: Bridges & Canals; Dye Yards; Archivolt; Playhouse Row; Pilots' Quays; Sestiere Courts.

Institutions: Dye Syndicate; Archivolt Curia; Bridge-Lords Council; Riverine Patrol; Playhouse Guild.

Factions:

- **Dye Syndicate (Tier guild):** Aim—maintain pigment monopoly; Strings—Vat Houses, Guild Scales, Apprentice Oaths.
- **Bridge-Lords (Tier city):** Aim—rule crossings; Strings—Toll Chains, Bridge Charters, Night Keys.
- **Riverine Patrol (Tier city):** Aim—curb smuggling; Strings—Patrol Boats, Fog Bells, Harbor Warrants.
- **Playhouse Mummers (Tier street→guild):** Aim—public favor; Strings—Masque Licenses, Satire Broadsheets, Crowd Hooks.

Special Rule — Fog Bells: In fog, Chase (boat/rooftop) DV −1 but Expose Position −1; a hit satire can create Audience tags citywide.

Adventure Starters: A satire names names • The Night Keys list leaks • A foreign pigment line undercuts the vats.

7.4 Thepyrgos — Synod & Collegium

Vibe: law and rites braided; harbor guilds and a scholastic war.

Districts: Synod Hill; Collegium of Keys; Harbor Quarter; Law Courts; Pilgrims' Steps; Scriptorium Lanes.

Institutions: Archons' Synod; Collegium of Keys; Harbor Guild; Ember-Temple.

Factions:

- **Archons' Synod (Tier crown):** Aim—codify chapterhouse votes; Strings—Writs of Law, Censure, Clerks.
- **Collegium (Tier synod):** Aim—protect privileges; Strings—Oath Registry, Sealed Stacks, Licentiae.
- **Harbor Guild (Tier guild):** Aim—tariffs/pilots; Strings—Pilot Licenses, Quay Masters, Lantern-Law.
- **Ember-Temple (Tier synod):** Aim—zeal/charity; Strings—Processions, Sanctuary, Inquisitors.

Special Rule — Ritual Hospitality: Begin with rites: Broker starts Controlled; breaking rites adds Exposure +1.

Adventure Starters: Charter revision threatens the Collegium • Temple schism spills into streets • A curse knits into tithe ledgers.

7.5 Zakov — Iron River, Ash Lanterns

Vibe: river-forge sprawl; ash-snow, union strikes, black markets.

Districts: Ironworks; Ash-Lantern Rows; Smugglers' Cut; Old Citadel; Copper Market; Blackwater Quays.

Institutions: Ironmasters' Collegium; Union Brotherhoods; Lantern Wardens; Smugglers' Syndicate.

Factions:

- **Ironmasters (Tier guild):** Aim—secure raw ore/export tithes; Strings—Foundry Licenses, Ore Contracts, Bonded Guards.
- **Union Brotherhoods (Tier street→guild):** Aim—wage/safety; Strings—Strike Votes, Shop Stewards, Picket Lines.
- **Lantern Wardens (Tier city):** Aim—curfews/safety; Strings—Ash-Lantern Lines, Curfew Bells, Inspection Seals.
- **Blackwater Syndicate (Tier street):** Aim—own night routes; Strings—Hidden Cut, Silent Boats, Night Watchers.

Special Rule — Ash Curfew: At curfew, public scenes start one Position lower unless you display an Inspection Seal.

Adventure Starters: Ironmasters import scab labor • A lantern line fails; fires roll downwind • The Syndicate seizes the Hidden Cut.

*8) Player-Facing Options (light)Urban Talents: Streetwise, Ledger-Eye, Bridge-Runner, Rite-Speaker, Patrol-Friend, Crowd-Reader.

Background Hooks: Guild-taught, Pilot's Kin, Temple Page, Festival Barker, Caravan Clerk, Exarchate Apprentice.

Temptations (optional): Replace vice with Ambition / Comfort / Fury / Pride. Track a 4-segment Temptation Clock that the GM can press in districts tagged with that flavor; spend Boons to resist or clear.

*9) GM ToolkitPrep: City, dials, factions (4), volatile stakes (2), districts (6–8), first draw (Spade/Heart/Club), Situation/Counter clocks.

SB Spends: faux pas • leverage leak • crowd turns • permit pulled • patrol biased • festival crush • toll chain drops.

Default Ripple: Success → ally Influence +1 (or +2 if on Aim); enemy Exposure +1; clean win reduces ally Exposure −1. Failure → enemy Influence +1 (or +2 on Aim); ally Exposure +1; internal failure also Stability +1.

DV Cheats: Petition 2–4 (temple/court), Broker 3–4 (neutral ground helps), Expose 3–5 (proof lowers), Infiltrate 3–5 (wards raise).

*10) Printable AidsCity Sheet • District Cards (tags/effects) • Factions & Strings minis • Urban Deck prompts • Chase Ladders sidecard • Events & Omens mini-table.

*Changelov0.2 — Expanded City Kits (added Steppe/Meadows detail for Mid Ahkaz); refined district effects; added adventure starters; clarified city dials; consolidated generators and chase ladders.