

BLADES IN THE DARK

SIMPLE RULES OVERVIEW

ACTION ROLLS

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

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

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

Standard effect means decent impact—enough to overcome a standard obstacle. **Limited** effect means poor impact, requiring multiple rolls to overcome an obstacle.

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

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

FORTUNE ROLLS

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

RESISTANCE ROLLS

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

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

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

PROCEDURES

ACTION ROLL

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

BONUS DICE

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

FORTUNE ROLL

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

RESISTANCE ROLL

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

FLASHBACKS

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

CHARACTER CREATION

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

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

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

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

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

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

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

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

LOADOUT

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

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

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

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

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

VICES

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

NAMES

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

LOOKS

Man, Woman, Ambiguous, Concealed.

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

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

CREW CREATION

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

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

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

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

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

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

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

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

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

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

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

CREW UPGRADES

- ◆ **BOAT HOUSE:** You have a boat, a dock on a waterway, and a small shack to store boating supplies. A second upgrade improves the boat with armor and more cargo capacity.
- ◆ **CARRIAGE HOUSE:** You have a carriage, two goats to pull it, and a stable. A second upgrade improves the carriage with armor and larger, swifter goats. *Horses are very rare in Doskvol—most carriages in the city use the large Akorosian goat as their draft animal.*
- ◆ **COHORT:** A cohort is a gang or a single expert NPC who works for your crew. For all the details on cohorts, see page 96.
- ◆ **HIDDEN LAIR:** Your lair has a secret location and is disguised to hide it from view. If your lair is discovered, use two downtime activities and pay **COIN** equal to your Tier to relocate it and hide it once again.
- ◆ **MASTERY:** Your crew has access to master level training. You may advance your PCs' action ratings to 4 (until you unlock this upgrade, PC action ratings are capped at 3). This costs four upgrade boxes to unlock.
- ◆ **QUALITY:** Each upgrade improves the **quality rating** of all the PCs' items of that type, beyond the quality established by the crew's Tier and fine items. You can improve the quality of **Documents**, **Gear** (covers Burglary Gear and Climbing Gear), **Arcane Implements**, **Subterfuge Supplies**, **Tools** (covers Demolitions Tools and Tinkering Tools), and **Weapons**.

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

- ◆ **QUARTERS:** Your lair includes living quarters for the crew. Without this upgrade, each PC sleeps elsewhere, and is vulnerable when they do so.
- ◆ **SECURE LAIR:** Your lair has locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against spirits. *You might roll your crew's Tier if these measures are ever put to the test, to see how well they thwart an intruder.*
- ◆ **TRAINING:** If you have a Training upgrade, you earn 2 xp (instead of 1) when you train a given xp track during downtime (**INSIGHT**, **PROWESS**, **RESOLVE**, or Playbook xp). This upgrade essentially helps you advance more quickly. See **Advancement**, page 48.

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

- ◆ **VAULT:** Your lair has a secure vault, increasing your storage capacity for **COIN** to 8. A second upgrade increases your capacity to 16. A separate part of your vault can be used as a holding cell.
- ◆ **WORKSHOP:** Your lair has a workshop appointed with tools for tinkering and alchemy, as well as a small library of books, documents, and maps. You may accomplish long-term projects with these assets without leaving your lair.

RULES REFERENCE 1

ACTION ROLL

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

◆ **+1d** if you have **ASSISTANCE**.

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

CONTROLLED

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

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

6: You do it.

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

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

RISKY

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

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

6: You do it.

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

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

DESPERATE

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

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

6: You do it.

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

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

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

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

RESISTANCE ROLL

◆ **1d** for each **ATTRIBUTE** dot.

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

TEAMWORK

ASSIST

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

LEAD A GROUP

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

PROTECT

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

SET UP

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

ACTIONS

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

RULES REFERENCE 2

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

1. PAYOFF

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

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

3. ENTANGLEMENTS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

2. HEAT

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

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

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

4. DOWNTIME

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

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

ACQUIRE ASSET

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

LONG TERM PROJECT

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

RECOVER

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

REDUCE HEAT

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

TRAIN

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

INDULGE VICE

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

OVERINDULGE.

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

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

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 Dunsloough. The condemned are sent to scavenge in the Death Lands.

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

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

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

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

DISTRICTS

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

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

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

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

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

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

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

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

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

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

CHARHOLLOW. A maze of tenements and squalid row houses.

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

WEALTH High Medium Low

