

# Blades in the Dark EHP0030

## Role Playing Game

**ISBN** 978-1-61317-132-5

**MSRP** \$30.00

**Format** 6"x9" black & white hardcover, 336 pages

**Product#** EHP0030

**Release** 16 May 2017

### The Ten-Second Pitch

*Blades in the Dark* is a stand-alone RPG about a crew of daring scoundrels in an industrial-fantasy city.



### Target Market

- Fans of stories with criminal heroes like *Peaky Blinders*, *John Wick*, and the books of Steven Brust
- Fans of games designed by John Harper such as *Agon*, *Ghost Lines*, and the award-winning *Lady Blackbird*
- Fans of heist and caper RPGs like *Fiasco*, *Shadowrun*, and *Leverage*
- Fans of dark, fully realized industrial fantasy settings
- Evil Hat fans looking for a non-Fate game

### Up-Sells & Cross-Sells

- Other heist and caper RPGs like *Fiasco*, *Shadowrun*, and *Leverage*
- Other stand-alone Evil Hat games like *Monster of the Week* [EHP0009], *Atomic Robo RPG* [EHP0006], and *War of Ashes: Fate of Agaptus* [EHP0014]
- Urban fantasy and crime caper books, comics, and games like *Leverage* and the *Vlad Taltos* series by Steven Brust

### Selling Points

- A unique system that puts the emphasis on teamwork and allows for the growth of the crew or faction as well as the individual characters
- Enough variety in one book to fuel multiple unique long-term campaigns
- A fully developed setting complete with maps, factions, NPCs, and story hooks to facilitate easy gameplay
- Game design that minimizes the typically long planning phase of a heist game and puts the emphasis on the action
- Easily customizable for one-shot games or a long-term campaign
- A beautiful, evocative book with high production quality and good shelf presence
- An active fan base developed via early access beta versions, an active Google+ group, and multiple ongoing actual play livestreams
- Strong online community support with over 15,000 newsletter subscribers for Evil Hat and approximately 10,000 members in the Blades G+ group

*Blades in the Dark* is a tabletop role-playing game about a crew of daring scoundrels seeking their fortunes on the haunted streets of an industrial-fantasy city. There are heists, chases, occult mysteries, dangerous bargains, bloody skirmishes, and, above all, riches to be had — if you're bold enough to seize them.

You and your fledgling crew must thrive amidst the threats of rival gangs, powerful noble families, vengeful ghosts, the Bluecoats of the city watch, and the siren song of your scoundrel's own vices. Will you rise to power in the criminal underworld? What are you willing to do to get to the top?

In this stand-alone game, you'll find:

- Rules to create your scoundrel using the following character archetypes: the Cutter, the Hound, the Leech, the Lurk, the Slide, the Spider, or the Whisper.
- Rules to create your crew, built from types like Assassins, Breakers, a Cult, Hawkers, Smugglers, or Shadows.
- A robust core mechanic which puts the fiction first—the strength of a character's position (desperate, risky, or controlled) matters just as much as the character's ability scores.
- A lightning-fast mechanic for planning criminal operations to cut through the usual slog of planning at the game table.
- Rules for alchemical experiments, gadget tinkering, and weird occult powers—including rules for playing Ghosts and other strange beings.
- A setting guide to the haunted city of Doskvol, with all the maps, factions, NPCs, schemes, and opportunities you need to run an exciting sandbox game.

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