

# Blades in the Dark Deep Cuts

## EHP0074

### Role Playing Supplement

**ISBN** 978-1-61317-214-8

**MSRP** \$25.00

**Format** 6"x9" black & white  
hardcover, 128 pp

**SKU** EHP0074

**Release** January 13, 2026

### The Ten-Second Pitch

*Deep Cuts* adds additional factions, lore, and new modular rules systems to add into *Blades in the Dark* as you see fit.

### Target Market

- Fans of *Blades of the Dark*, especially those looking for additional lore on the haunted city of Duskvol or new rules to customize their game.
- Fans of other industrial fantasy stories like the *Vlad Taltos* books by Steven Brust or *The Lies of Locke Lamora* by Scott Lynch
- Fans of movies & TV where criminals are the protagonists: *Peaky Blinders*, *The Wire*, *Gangs of New York*, *Ronin*.
- Fans of video games such as *Thief: The Dark Project* or *Dishonored*.
- Players of other Forged in the Dark games, such as *Slugblaster*, *Band of Blades*, *Scum & Villainy*, *Beam Saber*, *Brinkwood: Blood of Tyrants*, *alstate Second Edition*, or *CBR+PNK*

### Up-Sells & Cross-Sells

- *Blades in the Dark* [EHP0030]
- *Scum & Villainy* [EHP0040]
- *Band of Blades* [EHP0048]
- *Girl By Moonlight* [EHP0062]
- Urban/industrial fantasy and sci-fi books, comics, and video games

### Selling Points

- 27 factions, providing new lore and crew opportunities
- Over 100 heritage and background packages to flesh out the characters and the setting even more
- 13 new innovations in technology to reflect ongoing industrial-age advances, including new rare and restricted technology for nefarious Scoundrels to get their hands on
- More flexible and impactful Harm & Trauma rules
- A modified Advancement system to customize the rate at which characters progress
- Diceless Downtime, with modified Vice, Healing, Crew Development, and other systems, as well as a system for Debt
- A new Action system, which overhauls and streamlines the action resolution mechanics to empower players even more and speed up the process of play

### YOUR GAME: REFORGED!

The lore goes deeper, your crew cuts harder in this exciting expansion for *Blades in the Dark*!

Inside *Deep Cuts* you'll find new details about the scheming city of Duskvol, including:

- 27 factions, providing new lore and crew opportunities
- Over 100 heritage and background packages to flesh out the characters and the setting even more
- 13 new innovations in technology to reflect ongoing industrial-age advances, including new rare and restricted technology for nefarious Scoundrels to get their hands on
- Plus "catalysts"—world-shaking events that expand and alter the setting of the game, providing new avenues for intrigue and adventure!

*Deep Cuts* also includes modular new rules to tailor your game as your group sees fit:

- More flexible and impactful Harm & Trauma rules
- A modified Advancement system to customize the rate at which characters progress
- A new diceless Downtime system helps you manage Vice, Healing, Crew Development, Debt, and more!
- A modified approach to Load keeps things streamlined while still tied to the fiction
- An alternative Action system empowers players even more and speeds up play.

Packed with tons of lore, gameable details, plug-and-play systems, GM tools, crew opportunities, and new artwork, *Deep Cuts* takes your game to the next level.

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