

Factions of Blades '68

Underworld



The Unseen

Tier VI (S)

A highly organized and powerful group with secret membership. Thought to pull the strings of most of Doskvol.

Turf	A secret base hidden in the dormant volcano of Red Queen Island (HQ). A large stealth airship, rigged to self-destruct if it's compromised.
Notable Assets	A legion of thugs, thieves, and killers on-call to their secret masters. A cadre of utterly loyal supersoldiers. A huge laser cannon.
Allies	Bluecoats, City Council, Ironhook Prison, The Palace, Section 6, Imperial Military, Saltfords Banking Group.
Enemies	The Ankhayat Consortium, Ink Lane Tabloids, Strangford-Michter Financial, and an unknown faction.

Prestige Ability

Synapse Procedure: You can recognize other members of the Unseen on sight, and are immune to their memory-wiping powers. After any interaction with someone, you may cause them to forget it happened with a wave of your hand.

Notes:



SCORPION Syndicate

Tier IV (W)

A massive and sophisticated Severosi drug-smuggling operation, mainly dealing in black lotus.

Turf	The penthouse floor of the Plaza Imperial Hotel (HQ). Rooftop airship docks on various high-rise buildings. More airship docks outside the Bubble. Warehouses at the docks.
Notable Assets	A fleet of airships. Freight autopods and boats with smuggling compartments. A veteran gang of enforcers and killers.
Allies	Strangford-Michter Financial, The Keel Twins, The Limmerfield Gang.
Enemies	Red Torque, Ministry of Stability, Bluecoats, Inspectors, The Fighting Goats, The Lounge Rats, The Golden Hand.

Prestige Ability

Paint the House: If requested, SCORPION will send a couple of autopods full of armed goons (about 12 total, a medium gang) to help you out during a score. The next time you make a Return the Favor roll for this backing faction, add +1d.

Notes:



Strangford-Michter Financial

Tier IV (S)

A powerful investment firm with a habit of backing illegal ventures off the books. Has stakes in a large number of criminal groups and shady scientific projects.

Turf	The business district of Six Towers. Many legitimate businesses, as well as criminal enterprises across the city.
Notable Assets	A massive amount of money. Comber House, a skyscraper in Six Towers built on the ancient foundations and catacombs of one of the original six towers (HQ). Controlling interest in Ironclad Protection, a private security firm.
Allies	Carousel, The Golden Hand, Mirror House, Ironclad Protection, Inspectors, Magistrates, SCORPION Syndicate, The Foundation, Saltfords Banking Group.
Enemies	Silk, Bluecoats, Service Workers, Laborers, The Unseen, The Burn Corps, Burning Orange, The Gallo Family, Xantara Pharm, SICU, The Dirt Barons, The Keel Twins.

Prestige Ability

Seed Funding: At the end of each personal business phase, you earn +3 bank. If you ever fall out with Strangford-Michter, they will want to recoup their investment...

Notes:



Mirror House

Tier III (S)

Rogue scientists dedicated to the discovery and exploitation of metaphysical anomalies.

Turf Fine old manor house, revealing a mind-bending complex of illusionary perspectives, orthogonal gravity, and tessellating staircases on the inside (HQ). Scientists and paranormalists in their service.

Notable Assets A private electropasmic fusion device and resonance entity containment vault. Many resonance entities bound to service. Experimental reality-bending gadgets and weapons.

Allies Carousel, The Kethrys Lodge, Strangford-Michter Financial, The Tomorrow Program, New Dawn.

Enemies Section 6, Gondoliers.

Prestige Ability

Perfect Reflection: The death or possession of your physical body instantly frees your resonance echo. Your spirit steps out of one of the mirrors in Mirror House. Switch to the Ghost/Echo playbook and immediately take a playbook advancement.

Notes:



The Golden Hand

Tier III (S)

A Daggerite syndicate with an army of gold-plated hulls, operated behind a funeral home front. They serve the dead before the living, following the will of vengeful, revenant echoes.

Turf A funeral home and mortuary in Daggertown, with a secret complex below ground (HQ). Several autopod chop shops and gambling dens.

Notable Assets Many gold-plated hulls. Tricked-out autopods. Many echoes.

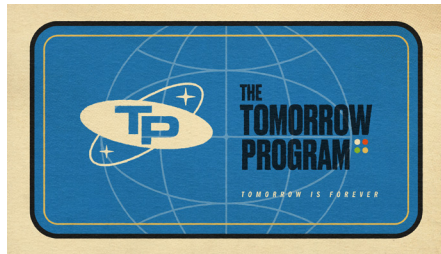
Allies Strangford-Michter Financial, Leatherbacks, Plasmovision Social Club, The Lounge Rats, Deathsteaders, The Gallo Family, Dagger Isles Consulate.

Enemies The Fighting Goats, Saltfords Banking Group, Ministry of Discovery, Ministry of Stability, Bluecoats, The Dirt Barons, SCORPION Syndicate.

Prestige Ability

Golden Ticket: When you die, if your body is brought to the Golden Hand, they'll transfer your resonance echo to one of their hulls immediately. See book for full details.

Notes:



The Tomorrow Program

Tier III (S)

A hedonistic association of notable scientists, writers, artists, and dreamers. Holds lots of parties. Cover for extortion, murder, and reality crimes.

Turf The Enclave—a walled compound in the New Horizon district. A busy hub of artistic expression, intellectual exploration, and wild partying.

Notable Assets Plenty of capital provided by wealthy membership. A large, messy laboratory and workshop. Many cohorts of devoted toadies willing to die for them.

Allies The Keel Twins, Mirror House, The Blackjacks, The Lounge Rats, The Fighting Goats, Burning Orange.

Enemies Ministry of Discovery, Section 6, Bluecoats, Ministry of Stability.

Prestige Ability

Paradigm: You are given your own artifact made of pure alluvium ore, engineered by Dr. Blackburn. When you push yourself, you can also 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.).*

Notes:



The Gallo Family

Tier II (S)

A tight-knit criminal enterprise with deep roots in Silkshore. Gambling, loan sharking, and narcotics trafficking.

Turf	Two modest casinos in Silkshore (the Blue Sunrise and the Morgana) and a restaurant.
Notable Assets	Loyal thugs whose family connections to the Gallo mob go back generations. Casino security teams. A few experienced enforcers.
Allies	The Ankhayat Consortium, The Lounge Rats, The Golden Hand, The Dirt Barons.
Enemies	Bluecoats, Inspectors, Strangford-Michter Financial.

Prestige Ability

High Roller: If you Indulge Vice in one of the Gallo Family's casinos, you may adjust the dice outcome by 1 or 2 (up or down). An ally who joins in your vice may do the same.

Notes:



The Keel Twins

Tier II (S)

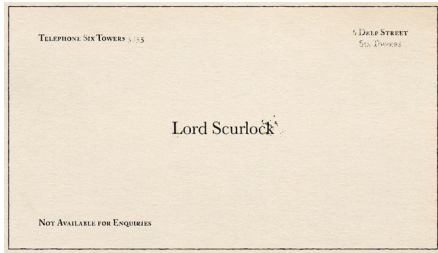
Identical twin sisters, ruthless gangsters, and nightlife celebrities. Many smaller gangs pay up to the Keels.

Turf	They claim all of Crowfoot as their turf. Everyone in the district pays up the chain to them. HQ is "Fort Keel," a ramshackle tower at the center of Crowfoot that contains their nightclub, gambling dens, a fighting ring, and various other illicit activities. The Keels live in the penthouse, looking down across Doskvol.
Notable Assets	A veteran gang of thugs and killers. A number of swift autopods and canal boats. A fortified HQ.
Allies	Ink Lane Tabloids, D-13, SCORPION Syndicate, The Tomorrow Program, The Silver Echoes, Crowfoot Citizens.
Enemies	The Fighting Goats, Strangford-Michter Financial, Inspectors, Imperial Military, City Council, The Limmerfield Gang.

Prestige Ability

A-List: When you make a lifestyle quality fortune roll, add this faction's Tier in addition to each full row of bank (10 stacks) you have.

Notes:



Lord Scurlock

Tier II (S)

An old recluse. Possibly a vampire. Obsessed with paranormal secrets.

Turf	A secret lair outside the Bubble. A dilapidated manor house in Six Towers, dwarfed by surrounding office buildings. An array of business holdings, collected for some united purpose known only to Scurlock.
Notable Assets	An impressive collection of occult and paranormal curios, books, and ephemera. An ancient demonic temple. A handful of estranged children, each with their own colorful background and unusual set of skills.
Allies	Bluecoats, City Council, Leatherbacks, Inspectors, Plasmovision Social Club, The Youth Action Movement.
Enemies	The Strelai, Section 6.

Prestige Ability

Extensive Library: When you gather information on the arcane or paranormal, or perform a paranormal experiment, take bonus dice equal to Lord Scurlock's Tier.

Notes:



Silk

Tier II (S)

A mysterious and legendary cat burglar, or possibly many of them. Every heist more ambitious than the last. Enjoys stealing the score from lesser thieves at the last moment.

Turf	Brightstone and Nightmarket are their primary hunting grounds. They'll steal anything valuable—the more difficult it is to steal, the better.
Notable Assets	Encyclopedic knowledge of every secret path, rooftop walkway, canal route, and underground tunnel in Dostvol. A luxury airship (HQ). All manner of burglary gear.
Allies	Ink Lane Tabloids, Cabbies.
Enemies	Bluecoats, Inspectors, Strangford-Michter Financial, Brightstone Citizens.

Prestige Ability

Silk III: Bell can help out during heists; take the **Dead Drop** ability (Operative playbook; if you already have it, pick something else appropriate). If you haven't made your entrance to a score yet, you can nominate any minor NPC and reveal that they're actually you, in disguise.

Notes:



The Blackjacks

Tier II (W)

The remnants of the former Rail Jacks union, who turned to crime when their services were replaced by robotic hulls. Paranormal specialists and underworld muscle for hire.

Turf	HQ in an abandoned train station. The network of rail lines, many forgotten, that run above and below the city.
Notable Assets	Vintage line bull equipment—coveralls, breather masks, goggles, magnetic boots, safety lines and clamps, lightning hooks, lighting batons, spirit traps, etc. A stockpile of electroplasm. An old train.
Allies	Gondoliers, Red Torque, The Tomorrow Program, The Burn Corps, SICU.
Enemies	The Kethrys Lodge, Ministry of Stability, Section 6.

Prestige Ability

Suit Up: Add an *encounter suit with electro-field* (2 load), *lightning hook* (1 load), *spirit bottle* (1 load), and *breather mask* (0 load) to your playbook items.

Notes:



The Burn Corps

Tier II (W)

The radical militant arm of Burning Orange, a Severosi collective. The Burn Corps is dedicated to armed self-defense, particularly against Bluecoat brutality.

Turf	Several city blocks and apartment buildings in Charhollow.
Notable Assets	A large number of dedicated members, every one of them well-armed, well-read, and disciplined. A cache of ex-military weaponry.
Allies	Burning Orange, Severosi Consulate, The Blackjacks, D-13, Blackthorn Park, SICU, The Dirt Barons.
Enemies	City Council, Strangford-Michter Financial, Bluecoats.

Prestige Ability

Deadly Weapon: Add *fine martial art technique* (0 load) to your playbook items. What Severosi fighting style do you master?

Notes:



The Limmerfield Gang

Tier II (W)

A tough gang with a reputation for brutality and strangeness.

Turf	The Flensing Yard, a damp old ruin (HQ). A hagfish farm for body disposal. Animal fighting pits and drug dens. Several terrified businesses, which they extort.
Notable Assets	A large gang of violent killers. Unmarked white autopod vans. Damp underground holding cells.
Allies	Bluecoats, SCORPION Syndicate.
Enemies	The Fighting Goats, Crowfoot Citizens, Charhollow Citizens, Xantara Pharm, The Keel Twins.

Prestige Ability

Terrifying Reputation: When you **Command** a frightened target, take **+1d**. When you deal with a group or faction, the GM will tell you who among them are afraid of the Limmerfield Gang (one, a few, many, or all).

Notes:



The Lounge Rats

Tier II (W)

A seedy group of lounge lizards and nightclub owners. Extortion rackets, drug dealing, and illegal gambling.

Turf	The Diamond Palace nightclub (HQ). Various hunting grounds for pushing product (the Sapphire Lounge, Midnight Sun, and Groove Factory nightclubs, as well as the Sky High airship casino and the Iruvian Sands casino).
Notable Assets	Former thugs and killers working as bouncers. Many loyal sycophants.
Allies	Carousel, New Dawn, The Tomorrow Program, Ink Lane Tabloids, The Golden Hand, Nightmarket Citizens, Silkshore Citizens, The Gallo Family, The Dirt Barons.
Enemies	SCORPION Syndicate, Bluecoats, The Ankhayat Consortium, The Church.

Prestige Ability

Encore: If you die and your body is taken to the Lounge Rats, they might be able to bring you back to life—as a vampire. See the book for full details.

Notes:



Red Torque

Tier II (W)

A tight-knit gang of elite racing drivers who use their skills for criminal ends. Ambitious, angry, and fast.

Turf	Hidden underground garage and workshop. The Vreen Autodrome.
Notable Assets	A collection of high-spec autopods—fast, customized, all red. A favor owed to them by the Palace.
Allies	The Blackjacks, Cabbies, The Palace.
Enemies	SCORPION Syndicate, Leatherbacks, Bluecoats, Inspectors.

Prestige Ability

Afterburner: Bring a vehicle to their secret chop shop (ahead of time or in a flashback) and they'll outfit it with one of their custom Red Torque afterburners. Activate it once per score for a temporary burst of explosive acceleration.

Notes:



D-13

Tier I (S)

Ex-soldiers with no future, forced to pursue criminal opportunities.

Turf A few flophouses and a half-sunken grotto.

Notable Assets A stockpile of military equipment including artillery, explosives, and heavy weaponry.

Allies Ink Lane Tabloids, Dockers, The Keel Twins, The Burn Corps, SICU.

Enemies Imperial Military, Bluecoats, Saltfords Banking Group.

Prestige Ability

Comrades: Call D-13 for help (by radio or flashback) and either Kobb will help out with sniper support, or the rest of the gang can deliver a truckload of high-powered explosives. The next time you make a Return the Favor roll for this backing faction, add +1d.

Notes:



The Dirt Barons

Tier I (S)

Freelance operators who acquire and trade dirt on other factions. Known for being honest brokers, they avoid crooked deals or double-crossing.

Turf Offices hidden in the winding corridors of the Velvet Veil casino.

Notable Assets Top-of-the-line surveillance and recording equipment, both at their base and built into Delta-968's frame. A custom racing autopod ("Salvation"). Safe locations at various casinos for information handoff, from discreet private rooms to busy casino floors.

Allies The Gallo Family, The Lounge Rats, The Burn Corps.

Enemies Strangford-Michter Financial, Bluecoats, The Golden Hand.

Prestige Ability

Pay Dirt: When you use "share relevant intel with you" faction help, the Dirt Barons add +2 to their Tier for the gather information roll. Additionally, every score has an additional Called Shot just for your PC—acquire dirt. The GM will outline what the target intel is for a given score. If you get it, pocket **+2 stacks** as your cut of the Dirt Barons' deal (this payout is for your PC, not the whole crew).

Notes:



Leatherbacks

Tier I (W)

Rough and rowdy autocycle racers. A youth subculture as much as a gang. Named for their ubiquitous colorful leather jackets.

Turf Street corners, diners, bars, and game halls in all rougher districts of Doskvol.

Notable Assets Many young and fearless daredevils, and just as many autocycles tricked out for speed and style.

Allies The Golden Hand, Lord Scurlock.

Enemies Red Torque, Bluecoats, Ministry of Stability, The Church, Ironhook Prison.

Prestige Ability

Killer Ride: Add *fine autocycle* (0 load) to your playbook items; one big plasmic turbine engine on two wheels. Incredibly fast, incredibly dangerous.

Notes:



Paxton

Tier I (S)

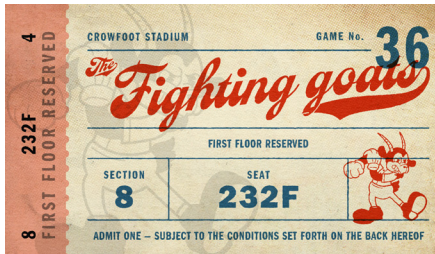
A champion bare-knuckle boxer and a larger-than-life personality. Has spent more time inside Ironhook than out. Just got out on parole for the seventh time.

Turf	Paxton is holding court from the Slippery Eel, a shady tavern astride a canal. If people upset him, he knocks them out and throws them in the water.
Notable Assets	Beer on tap at the Slippery Eel, and an old bag of loot left buried... somewhere.
Allies	Inklane Tabloids, Charhollow Citizens. Almost nobody else.
Enemies	Almost everybody.

Prestige Ability

Big Night Out: If you Indulge Vice drinking with Paxton, add 4 to the dice outcome to determine how much Stress you clear. An ally who joins in your vice may do the same. If you overindulge, pick two consequences instead of one, and the crew marks 2 Rep.

Notes:



The Fighting Goats

Tier I (W)

A failed ragskulla team turned struggling criminal gang.

Turf	The dusty back rooms of a derelict ragskulla stadium. A few gambling dens and street corners.
Notable Assets	Battered ragskulla uniforms, face paint, and leather-wrapped batons. A cache of weaponry inherited from the Nightcrawlers. A large pet goat.
Allies	The Tomorrow Program.
Enemies	The Golden Hand, The Keel Twins, SCORPION Syndicate, The Limmerfield Gang, Bluecoats.

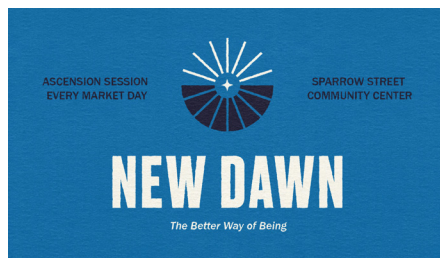
Prestige Ability

Pinch Hitters: Put in a call and the Fighting Goats will show up to help; five keen scoundrels ready to go to bat. The next time you make a Return the Favor roll for this backing faction, add +1d.

Notes:

Factions of Blades '68

Fringe



New Dawn

Tier IV (W)

A fast-growing health and wellness cult, with various circles of membership. The commitments and rituals become ever more esoteric as you advance closer to the inner circle.

Turf	The New Dawn Center in Six Towers (HQ). A temple in Radiance. Local congregations based out of community centers in most districts.
Notable Assets	A large amount of money from donations. Many zealous followers, including some in positions of great power and influence.
Allies	The Lounge Rats, Ministry of Discovery, Ministry of Stability, Mirror House.
Enemies	Carousel, The Church, The Strelai, Old North Port Preservation Society, Section 6.

Prestige Ability

The Closing of the Eye: You no longer suffer terror from the paranormal, and can choose to take only 1 Stress when you resist mental, electroplasmic, or spiritual harm, regardless of the result of your roll.

Notes:



Carousel

Tier III (S)

A private research institute dedicated to finding the secret to eternal life.

Turf	Carousel Labs, a large and secure complex in Coalridge (HQ). Array D, a facility outside the Bubble where Carousel's most secret experiments take place.
Notable Assets	Plenty of funding and high-tech equipment. A handful of test subjects with powerful paranormal abilities. A squad of Chasers in powered armor, tasked with tracking down Runners (escaped test subjects).
Allies	Strangford-Michter Financial, City Council, Mirror House, Whitecrown Citizens, The Lounge Rats, Ministry of Discovery.
Enemies	New Dawn, Section 6, Xantara Pharm.

Prestige Ability

Choose either:

- **Chaser Training:** Take +1 to **Prowl**, and armor is **2 load** for you instead of 3.
- **Volunteer Test Subject:** You return from Array D with either telekinesis, telepathy, pyrokinesis or some other paranormal power. When you **push yourself**, you can evoke this power; the larger the magnitude you want to have, the more desperate the associated action will be. Deadlock one key immediately, as a side effect of the experiments. When you have deadlocked four keys, your character dies (rather than retiring).

Notes:



The Kethrys Lodge

Tier III (W)

A society for those with a special interest in the paranormal. Conducts seances, experiments, and weird rituals.

Turf	The Lodge Temple (HQ). The manor houses of their many wealthy and notable members. A few resonance anomaly sites that they've discovered and kept secret for themselves.
Notable Assets	Plenty of money thanks to their wealthy membership. A few genuine paranormal experts. Several resonance entities they can call on (although truthfully, the Lodge are considered little better than useful idiots to these entities).
Allies	Deathsteaders, Mirror House, Xantara Pharm, Old North Port Preservation Society.
Enemies	Section 6, The Church, The Strelai, The Blackjacks.

Prestige Ability

Bound to the Demon: Having bound yourself by arcane ritual to Azarax, when you indulge its dark desire, you receive permission to command it and it may not refuse you. When the demon's desire is not well-satisfied, it receives permission to work in secret toward your destruction to be free of its binding.

Notes:

The Silver Echoes

Tier III (W)

The most popular band in Doskvol. Detractors claim their horde of fans have been brainwashed by some combination of their electroplastic instruments, the resonance field radios their music is broadcast over, and/or subliminal messages in their lyrics.

Prestige Ability

Headliner: When you push yourself, you can also: *make an entrance that dazzles everyone in the room—deliver a performance that sways a whole crowd.*



Old North Port Preservation Society

Tier II (W)

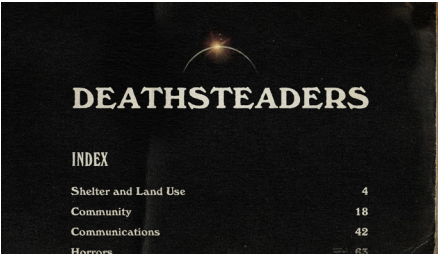
A sect of neo-traditionalists who have reclaimed Old North Port, beyond the safety of the Bubble. They believe that lost rituals and old runes keep them safe. Traditional robes, flower-gathering, effigy-burning.

Turf	Old North Port (the ruins of an ancient Skov settlement).
Notable Assets	Loyal followers. Ancient artifacts and the power of the forgotten runes. Extensive herb gardens and flower beds. A spirit well, tapped for their use.
Allies	Deathstaders, The Kethrys Lodge, Xantara Pharm, The Youth Action Movement.
Enemies	New Dawn, Section 6, The Strelai.

Prestige Ability

Glory to the Harvest: When you make a human sacrifice as part of a paranormal experiment, its magnitude is boosted by one level, and it costs 3 less Stress.

Notes:



Deathstaders

Tier I (S)

Fugitives and eccentric free-thinkers that have left the safety of the Bubble to live in the Deathlands, led by Daggerites accustomed to the eternal night.

Turf	A few compounds in the deathlands, secured against paranormal intrusion. Hunting grounds to feed on the strange animals that survive outside the Bubble.
Notable Assets	Generators, resonance gauges, gas masks, and other essentials of deathlands survival. Traditional (and forbidden) Daggerite ritual gear.
Allies	Gondoliers, Old North Port Preservation Society, The Kethrys Lodge, Ministry of Discovery, The Golden Hand.
Enemies	Ironhook Prison, Ministry of Stability, Section 6.

Prestige Ability

Moonlit Path: Add *lunar chalk* to your playbook items (0 load). You can bridge locations together through the ghost field. Take **2 Stress** to momentarily open a portal between locations marked with your lunar chalk. You can freely travel or see through the portal. Take **1 Stress** for each additional feature: *bring another person with you—send an object through on its own—leave the portal open for several minutes rather than moments.*

Notes:

Gondoliers

Tier I (S)

Most boats are now automated, but a handful of old gondoliers still work the canals. Said to know forgotten secrets of the dark.

Prestige Ability

Compel: You can Attune to the ghost field (“resonance field”) to force a nearby ghost (“resonance entity”) 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).

Plasmovision Social Club

Tier I (W)

Many homes now have plasmovision sets, beaming in the latest news and entertainment via the resonance field. Enthusiasts meet to discuss the latest shows and compare the mind-warping truths they see in the static between programs.

Prestige Ability

And Now a Word from Our Sponsor: Once per personal business phase, you can gather info by watching plasmovision for a few hours. It’s possible to divine truths this way that you couldn’t possibly learn otherwise; take +1d and increased effect.

Notes:

Factions of Blades '68

Institutions

Imperial Military

Tier VI (S)

Although the Age of Consensus is a “time of peace,” the Imperium is always at war. Garrisons are posted at Gaddoc Monorail Station, aboard the naval destroyer Nightcastle, and at the Premier’s stronghold (about 1000 troops in total). The military also runs a training camp east of Doskvol for fresh conscripts, along with a prison for draft-dodgers and deserters.

Prestige Ability

Air Support: You can spend 2 Stress to call in a military airship for support. They can: drop you in by parachute—do a pick-up with winch and cables—expose targets with a searchlight from above. They won’t use their weaponry inside the city limits.



City Council

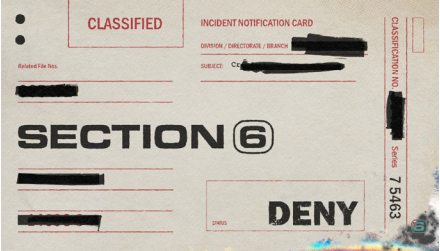
Tier V (S)

The elected rulers of the city government. Mostly aristocrats and nobles.

Turf	The City Council chambers are in Charterhall, along with the attendant government offices and impregnable city treasury vaults.
Notable Assets	A massive treasury in gold, cash, and investments. Many officials, barristers, clerks, and functionaries. The infrastructure of the city. Bodyguard hulls assigned to each councilor.
Allies	Bluecoats, Blackthorn Park, Carousel, The Church, Lord Scurlock, The Foundation, The Unseen, Ministry of Discovery, Ministry of Stability.
Enemies	The Palace, Inspectors, Imperial Military, The Keel Twins, Anixis Field Unit, The Burn Corps, Burning Orange, SICU, The Youth Action Movement.

Prestige Ability

Traffic Routing: Once per score, you can request help (via phone, radio, or flashback). The City Council will use their powers to slow or stop a target in the streets (through roadworks, traffic jams, closed canals, public parades, etc.), and/or open a route to you.



Section 6

Tier V (S)

Responsible for the disposal of the dead, as well as enforcing Reality Constancy Law (investigating anomalies and unlicensed paranormal experimentation).

Turf	The Bellweather Electropasmic Fusion Station (Bubble generator), operated alongside the Ministry of Stability. The Old Crematorium, now converted to offices, dormitories, and armory (HQ). The Master Warden’s estate in Whitecrown.
Notable Assets	The Death Radar, which detects whenever someone dies in the city and sounds a klaxon. Teams of “mourners,” hollows in unmarked cars who follow a resonance counter to find the body and then alert Section 6 Central to its precise location. The most advanced paranormal and sparktech equipment, including a fleet of armored autopod hearses and a dozen echo-hunter hulls.
Allies	Imperial Military, Ministry of Stability, The Unseen, Ministry of Discovery.
Enemies	Blackthorn Park, The Palace, Carousel, The Kethrys Lodge, Xantara Pharm, Lord Scurlock, Mirror House, The Blackjacks, The Tomorrow Program, New Dawn, Old North Port Preservation Society, Deathsteaders, Red Torque.

Prestige Ability

Warden Training: Gain the **Medium** ability (Paranormalist playbook; if you already have, it pick something else appropriate), and add a *fine Warden mask* (0 load) to your playbook items.

Notes:



The Palace

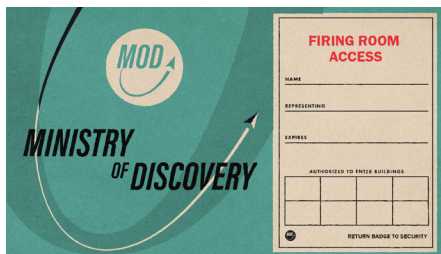
Tier V (S)

The Imperial Intelligence Agency. Spends as much time neutralizing internal threats to its own power as it does clashing with Blackthorn Park.

Turf	Cairn House (Doskvol I.I.A. headquarters). Various temporary, clandestine field offices and interrogation rooms. A black site outside the Bubble.
Notable Assets	Advanced sparktech espionage equipment. Many disposable assets and moles, scattered throughout the city.
Allies	Imperial Military, The Church, The Unseen, Red Torque, Anixis Field Unit.
Enemies	Blackthorn Park, City Council, Section 6, Iruvian Consulate, Dagger Isles Consulate, Inspectors, Burning Orange, SICU.

Prestige Ability

Advanced Chronometer: Add a *Palace wristwatch* (0 load) to your playbook items. The bezel spins, acting like a small circular saw. It also contains a powerful electropasmic field generator that can deflect bullets; once per score, you can use the field to reduce or avoid physical harm, instead of rolling to resist.



Ministry of Discovery

Tier IV (S)

The governmental body responsible for the research and acquisition of new technologies in service to the Imperium.

Turf	A large research complex near Charterhall University (HQ). A secret launch facility hidden underground.
Notable Assets	The B.L.U.E. Array (the Bethan-Lusk Union Experiment). Blueraker 5, an experimental rocket ship. Many scientists, engineers, and sparktech equipment.
Allies	Explorers, Section 6, Tottle Orlov Arran, Carousel, New Dawn, City Council, Deathsteaders.
Enemies	Blackthorn Park, The Golden Hand, The Church, Section 6, Ink Lane Tabloids, The Tomorrow Program.

Prestige Ability

Rocket Pack: Add a *rocket pack* (2 load) to your playbook items; an experimental device that can be hidden in a briefcase. Strap it on and you can fly, at least until the fuel runs out.

Notes:



Ministry of Stability

Tier IV (S)

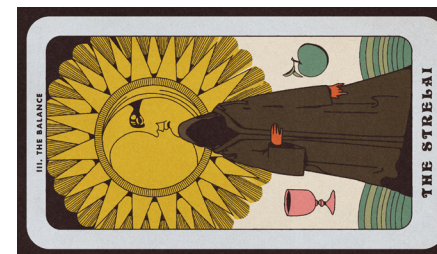
The governmental body of the Imperium that oversees border security, transportation between cities, and the disbursement of food and other vital resources.

Turf	The rail lines of the Imperium. The Nutriwafer Processing Facility in Bowmore Fields, as well as several large farms there.
Notable Assets	The Bellweather Electroplasmic Fusion Station (the Bubble generator), operated with Section 6. A fleet of cargo sea vessels and airships and their armed escorts. Rail hulls who patrol the monorail lines. Private security details.
Allies	Xantara Pharm, New Dawn, City Council, Imperial Military, Tottle Orlov Arran, Section 6.
Enemies	Blackthorn Park, Bluecoats, SCORPION Syndicate, Explorers, The Golden Hand, Leatherbacks, The Blackjacks, Ink Lane Tabloids, The Tomorrow Program, Anixis Field Unit, SICU, Deathsteaders.

Prestige Ability

High Security Clearance: You have an open license to leave the Bubble, and can take free first-class passage (with guests) by rail to anywhere else in the Imperium.

Notes:



The Strelai

Tier IV (S)

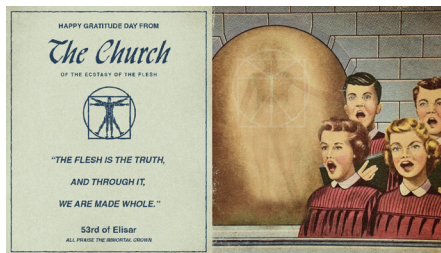
A secret sect of mystics with mysterious motives and affiliation.

Turf	A secure, hidden sanctuary outside the Bubble.
Notable Assets	Advanced sparktech and paranormal espionage equipment. A library of ancient books and paranormal artifacts. A fast and stealthy airship.
Allies	None (very few people have even heard of the Strelai).
Enemies	Lord Scurlock, The Church, The Kethrys Lodge, New Dawn, Old North Port Preservation Society.

Prestige Ability

Secrets of the Balance: You know secret rituals by which you may attempt to summon, command, or bind Class VI Metadimensional Entities. In your hands, meteoric metal blazes with paranormal energy and can cut through anything.

Notes:



The Church

Tier IV (W)

The Church of the Ecstasy of the Flesh. They honor the life of the body and deem the transcendent or otherworldly to be heretical. The Church promotes worship of the Immortal Crown (and the state).

Turf	The Sanctorium grand cathedral in Brightstone. Many other smaller temples.
Notable Assets	A large treasury of tithes from citizens. Many cohorts of acolytes who enforce the will of the Church's leadership. The Rowan Tree, huge and miraculous with vibrant green leaves, growing at the heart of the the Sanctorium.
Allies	City Council, The Palace, Tottle Orlov Arran, Bluecoats.
Enemies	The Kethrys Lodge, Leatherbacks, Ministry of Discovery, The Lounge Rats, Ink Lane Tabloids, The Silver Echoes, The Strelai, New Dawn, Burning Orange.

Prestige Ability

Mark of Authority: The back of your hand is branded with the symbol of the Church. Gain potency when you **Sway** or **Consort** with members of the faithful. When you deal with a group or faction, the GM will tell you who among them are Church members (one, a few, many, or all).

Notes:

Ironhook Prison

Tier IV (W)

A rusting relic of centuries past, where many scoundrels spend the bulk of their lives. In danger of being replaced by the Lusk Reform Technique.

Prestige Ability

Jailbird: When sentenced and incarcerated, your wanted level counts as 1 less, your Tier as 1 more, and you gain +1 faction status with a faction you help on the inside (in addition to your incarceration roll).



Blackthorn Park

Tier III (S)

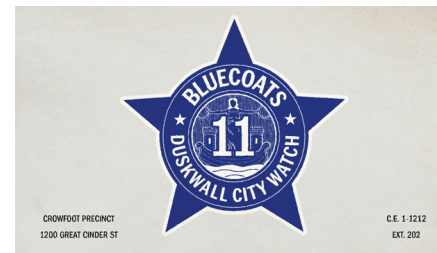
The foreign intelligence service of the United Skov Covenant.

Turf	Abandoned warehouse (HQ). Secret safe houses in every district.
Notable Assets	Cutting-edge equipment. Weapon caches in hidden safe houses. A large spy ring of informers planted at all levels of Imperial institutions.
Allies	Iruvian Consulate, Skov Citizens, City Council, Anixis Field Unit, The Burn Corps, Burning Orange.
Enemies	The Palace, Imperial Military, Ministry of Stability, Section 6, Ministry of Discovery.

Prestige Ability

Covenant Training: If your character slips away to Skovlan for a few weeks to attend a training camp, they come back with the **Echo Fighter** special ability (Veteran playbook; if you already have, it pick something else appropriate).

Notes:



Bluecoats

Tier III (S)

The City Watch of Duskwall. Rebranded as friendly local constables, but they are still just as corrupt, violent, and cruel as ever.

Turf	The Bluecoats claim the whole city as their turf. Riotcoats dominate the poorer areas, and the wealthy areas are increasingly the domain of patrol hulls.
Notable Assets	Smiling thugs in uniform. High-speed <i>instigator</i> autopods. Canal patrol boats. Riotcoats in heavy armor and weaponry. Patrol hulls (law enforcement automatons with built-in crowd control weaponry).
Allies	City Council, Ironhook Prison, Lord Scurlock, The Unseen, The Limmerfield Gang, Imperial Military, The Church.
Enemies	Ministry of Stability, SICU, many criminal organizations.

Prestige Ability

Snitch: Your crew takes **-2 Heat** every downtime. Deadlock a key immediately.

Inspectors

Tier III (S)

The criminal investigators of the City Watch. They have a reputation for ethics and integrity (no one likes them). They present evidence for prosecutions to the city magistrates.

Prestige Ability

Mandate: Add *Inspector's badge* (0 load) to your playbook items. When you interpret evidence, it's especially compelling. When you wield evidence against a target, take +1d.

Lusk Reform Clinic

Tier III (S)

A small but well-funded facility near Ironhook Prison. Pioneers of the Lusk Reform Technique; they can turn the most violent criminal into one of the Reformed (vacant-eyed hollows) and also produce a brand-new hull to serve the city.

Prestige Ability

Voluntary Reform: When you die, if your body is brought to the Lusk Reform Clinic, they'll transfer your resonance echo to one of their hulls immediately. Switch to the Hull playbook, keeping your previous action ratings. Immediately take one Hull playbook ability, and fill one memory clock for every playbook action you previous had (keep the same abilities instead of rolling randomly), up to a maximum of four. You retain all your human memories, keys, and deadlocks. Your owning faction is the Lusk Reform Clinic, and they'll expect you to work shifts for them forever.

Notes:



Anixis Field Unit

Tier II (S)

Iruvia has entered an isolationist period. Their intelligence agency maintains a small field unit in Doskvol to monitor the other spy agencies and advance Iruvian interests.

Turf	Backrooms at the Iruvian consulate. A few shops, tearooms, and bars run by trusted Iruvian nationals.
Notable Assets	The best high-tech equipment from Iruvia. A large, state-of-the-art Sualim hull, in case of emergency. A small number of informants in well-placed positions.
Allies	Iruvian Consulate, The Ankhayat Consortium, Blackthorn Park, The Palace.
Enemies	Imperial Military, Ministry of Stability, City Council.

Prestige Ability

Synchronized Watches: Add an *Anixis wristwatch* (0 load) to your playbook items; a state-of-the-art timepiece that includes a small laser cutter, grappling hook launcher, and remote detonator.

Notes:

USC Consulate

Tier II (W)

Dagger Isles Consulate

Tier I (S)

Iruvian Consulate

Tier I (S)

Severosi Consulate

Tier I (S)

Notes:

Factions of Blades '68

Corporate & Community

The Foundation

Tier IV (S)

A powerful consortium of property developers, architects, and builders. Many of their enemies have disappeared behind the brick and mortar of the city.

Prestige Ability

Due Diligence: Add *fine blueprints* (0 load) to your playbook items. When you execute a clandestine infiltration, you get +1d to the engagement roll.

Saltfords Banking Group

Tier IV (S)

After a wave of consolidations and acquisitions, Saltfords has survived as the largest and most powerful bank in Doskvol.

Prestige Ability

Executive Account: When you withdraw from your bank, take 1 stack of cash for every 1 stack removed (instead of 1 stack for every 2 stacks as usual).

Notes:



Xantara Pharm

Tier IV (S)

A profiteering pharmaceutical company that churns out pills of every kind and flavor—Dizzy Drops, Smiletime, Go-Go Pills, you name it.

Turf A towering office block in Six Towers (HQ), crowned by a whole Skov castle that Yugo Xantara had lifted in by airship. Multiple manufactories in Coalridge. Dispensaries throughout the city. A high-security warehouse at the Docks. A top-secret facility in the Void Sea.

Notable Assets Extensive private security forces. An elite unit of mercenaries enhanced with experimental pills and sparktech prosthetics. Yugo Xantara's private collection of occult artifacts. Pill vending machines throughout the city.

Allies Ministry of Stability, The Kethrys Lodge, Old North Port Preservation Society.

Enemies Carousel, Charterhall University, Section 6, Ink Lane Tabloids, Strangford-Michter Financial, SICU, The Limmerfield Gang.

Prestige Ability

Hyper Serum: Add a *hyper serum pill* (0 load) to your playbook items. When you take the pill, you gain superhuman strength and speed; you can run faster than an autopod, rend metal with your hands, etc. Your memory and mental acuity are also turbocharged. This lasts for one scene, after which you take the level 3 harm "Hyper Exhaustion" (can be resisted).

Notes:



The Ankhayat Consortium

Tier IV (W)

A powerful association of businesses, all owned by an old-money family of exiled Iruvian nobility.

Turf The Iruvian Sands casino. Ankhayat Park. The Ankhayat Autodrome.

Notable Assets A deep treasury and many investments. The Iruvian Sands casino and its income. Private security teams. Two large warships disguised as luxury superyachts. A luxury private airship with hidden weaponry.

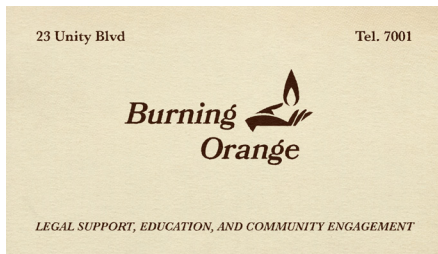
Allies Iruvian Consulate, Anixis Field Unit, The Gallo Family, Saltfords Banking Group.

Enemies The Lounge Rats, The Unseen.

Prestige Ability

The Spire of Khayat: A secret passage within the Iruvian Sands leads to a chamber directly beneath the towering obelisk of black glass that the casino is famous for. When you Indulge Vice here, you may choose to clear 5 Stress instead of rolling as normal. If you do, you receive a vision from Khayat.

Notes:



Burning Orange

Tier III (W)

A collective of indigenous activists from Severos, with a focus on social and environmental issues.

Turf	Deep roots in Charhollow, with a strong presence in Charterhall. The Severosi consulate building (HQ).
Notable Assets	Well-connected sympathizers and a few wealthy benefactors. Legislative expertise, and a finger on the pulse of public opinion. A recent win granted official government recognition to two Severosi tribes (granting them aid and special tax status).
Allies	The Burn Corps, Severosi Consulate, The Tomorrow Program, Blackthorn Park, Inspectors.
Enemies	City Council, The Church, Strangford-Michter Financial, The Palace.

Prestige Ability

Dedicated: As an insider, you can donate **1 stack** to Burning Orange to earn **1 Rep** for your crew and put **one tick** on one of Burning Orange's faction clocks. You can also work on Burning Orange's faction clocks with your own Long-Term Project downtime activity.

Notes:



Shattered Isles Congress of Unions (SICU)

Tier III (W)

An international labor organization that fights for better working conditions, higher wages, social reforms, and the right to unionize.

Turf	Local headquarters in Barrowcleft. Workers' halls across the city.
Notable Assets	Many proud members across several industries—factory workers, service workers, cabbies, dockers, and more.
Allies	The Blackjacks, The Burn Corps, D-13, The Youth Action Movement, Charhollow Citizens, Coalridge Citizens, Cabbies, Dockers, Laborers, Service Workers.
Enemies	Strangford-Michter Financial, Xantara Pharm, Ministry of Stability, Bluecoats, The Palace, City Council.

Prestige Ability

Union Strong: Gain +1d and potency when you Consort with fellow union members. In any scene, the GM will tell you who among any workers present are union members (one, a few, many, or all).

Notes:

Ink Lane Tabloids

Tier II (S)

The notorious tabloids of Doskvol: the *Daily Scandal*, the *Evening Whisper*, the *Doskvol Lurker*, *News of the Void*, and more. Buried amidst the weird and lurid trash are some surprisingly illuminating investigations.

Prestige Ability

Ink Rake: You can publish an exposé on a faction. This requires a long-term project, sized relative to the target faction's Tier. Once complete, if they have strong hold they drop to weak, or if they have weak hold they drop one Tier.

Laborers

Tier II (S)

Notes:

Tottle Orlov Arran

Tier II (S)

Advertising agency. Won the contract to create all the posters, plasomovision adverts, and radio content for the official Doskvol Citizens Advice Bureau (a Ministry of Stability propaganda effort). Very well-connected.

Prestige Ability

Unique Selling Proposition: You always know what someone really yearns for, deep down. When you pitch an idea, take +1d and increased effect.

Notes:



The Youth Action Movement

Tier II (S)

A large countercultural protest group that started amongst the students of Charterhall University. The “yammies” stage theatrical protests and sit-ins that involve performance art and spectacle, aimed at disrupting the Consensus in any way possible.

Turf Charterhall University. Several underground meeting spaces.

Notable Assets Many dedicated members willing to show up to demonstrations, protests, and sit-ins. A printing press. The Yammy Wagon (a colorful bus). Some sympathetic lawyers willing to work pro-bono.

Allies Old North Port Preservation Society, Lord Scurlock, SICU, The Silver Echoes, Students of Charterhall University.

Enemies Ink Lane Tabloids, Bluecoats, City Council, Administration of Charterhall University.

Prestige Ability

Spontaneous Demonstration: Having organized it with a free flashback, once per score, you can have a large protest erupt where and when you need it.

Notes:

Cabbies

Tier II (W)

Autopod taxi drivers. An impressive gossip network.

Prestige Ability

Where to? Whenever you need a taxi, there's one right outside (any flashback to arrange this is free). When you gather information by talking to other cabbies, take increased effect.

Notes:

Captain Laudius Blanchet

Tier I (S)

Former naval officer turned celebrity Void Sea explorer, filmmaker, and author. Runs the controversial (and dangerous) Void Sea Aquarium and Research Facility.

Prestige Ability

Ochre Submarine: Need a submarine? No problem. This might help with engagement rolls, or during the score, or for a quick exit, or all of the above. Blanchet's submarines are a little temperamental, but it should be fine.

Also, you hear the song of the leviathans in your sleep.

Notes:

Barrowcleft



What remains of Barrowcleft is now dominated by canneries, bottling plants, and processed food factories. Raw produce comes from Bowmore Fields to be turned into branded consumer goods. A burgeoning middle class collects a steady paycheck from these factories, and the old wide roads of Barrowcleft now bustle with a steady stream of autopod traffic.

LANDMARKS

Goffin's Fantastic Fireworks. Doslvol's premiere fireworks factory. Goffin's pyrotechnic entertainments are enjoyed by rich and poor alike, and the mascot (a jolly skeleton child) is seen on billboards across the city. This factory has a terrible health and safety record, but hasn't burned down for more than 11 months now.

Vale Farm. Whether eagerly or with reluctance, the proud old families of Barrowcleft have sold their land. Only one now remains—the Vale farm. This archaic radiant energy farm, hemmed in by apartment blocks and factories, struggles to compete with the new farms of Bowmore Fields. The Vales have been around a long time, though, and they hold a lot of sway in Barrowcleft.

Barrowcleft Drag. The primary commercial strip in Barrowcleft. The old open-air markets have been replaced by an assortment of foodmarts, milkbars, autopod garages, diners, department stores, and gambling-machine halls. Commerce is booming, and this wealth has yet to be fully exploited by criminal elements.

The junkyards and chop shops in Barrowcleft are the best place in the city for parts and modifications. Take **+1d** to acquire an asset or work on a long-term project related to vehicles, but take **+1 Heat** (the Bluecoats keep an eye on these operations).

Bowmore Fields



The farms of Bowmore Fields bring in a lot of money, and boast state-of-the-art equipment and high-tech security systems. Contract workers live in eerie little towns that are isolated from the bustle of the city proper. Radiant farming is a thing of the past; experimental new plants are grown here that thrive on just their daily allotment of blutime.

LANDMARKS

Nutriwafer Processing Facility. The Ministry of Stability manufactures this complete nutritional meal, in one dry mouthful, freely available to the needy. This facility is one of the most heavily guarded buildings in Doslvol; tall iron walls bristle with sensors and automated security. Section 6 vans roll in, distribution trucks roll out.

Dawncrest Heavy Equipment Control Center. Squads of laborer hulls, a product of the Lusk Reform Technique, work across the district. Their grimy, battered frames are stored in this large industrial lot. Here they are repaired, assigned to jobs, and eventually decommissioned when they wear out.

Renasant Forest. This district was part of the deathlands until recently, a wild and haunted landscape. Most of that wilderness was cleared for farmland when the Bubble was created, but some of the old forests remain. Nobody is sure why—was the reason well-meant nature conservation, or something more sinister? Whatever the case, the depths of these woods are dark, foreboding, and best avoided.

This is a big, sparsely populated, isolated district—only take **+1 Heat** if killing was involved in a score here (rather than +2 as usual). Operations against the Ministry of Stability in Bowmore Fields are considered on “hostile turf” for the purpose of generating Heat.

Brightstone



Doslvol's epicenter of wealth and power. Brightstone's streets are broad and well-lit, and its canals are sparkling and clean. Polite conformity is the order of the day, and anything out of the ordinary is met with a twitched curtain and a call to the Bluecoats. Private autopods are common on the wide roads, and the sky is busy with airships. High walls and expensive security systems.

LANDMARKS

Penderyn Air Terminal. A bold, streamlined tower built some 50 years ago as a mooring station for the growing number of luxury passenger airships. Only the wealthiest can afford tickets. The Ministry of Stability uses a much lighter touch than at Gaddoc Station, so it's relatively easy for the rich to bring small amounts of contraband in and out.

Silver Market. A curated open-air emporium overlooking the North Hook channel. Silver Market is strictly administrated and very expensive. The latest trends from elsewhere in the Imperium are repackaged and resold here at a significant premium. Avant-garde fashion, luxury autopods, the latest music, rare distillations, and many other vices of the wealthy (to which the City Watch turns a blind eye).

The Sanctorium. The chief cathedral of the Church. A towering edifice of buttresses and spires, at least 600 years old. In a courtyard at its heart grows a rowan tree, huge and miraculous with vibrant green leaves.

Most **engagement** rolls suffer **-1d** due to heavy Bluecoat patrols. Operations against the wealthy in Brightstone are considered on “hostile turf” for the purpose of generating Heat.

Charhollow



Wealth ●●●●●
Security & Safety ●●●●●

Criminal Influence ●●●●●
Paranormal Activity ●●●●●

A crowded residential district home to factory workers, dockers, sailors, laborers, construction workers, and custodians. Modern concrete housing blocks, functional and utilitarian. Considered little more than a dangerous slum by outsiders, the local community is nevertheless close-knit, protective, and proud of where they come from.

LANDMARKS

Danger-Fist Academy. A training hall run by Daxon Danger, an underworld hand-for-hire and expert in five different ancient martial disciplines. Many wayward youths of Charhollow have found purpose and self-worth here.

The Program. A community-run cooperative that provides free food and social services to the citizens of Charhollow. The authorities give the Program a hard time, accusing it of being secretly funded by the United Skov Covenant as a front to recruit spies and informants.

Lock Road Books. An eccentric little bookstore that also functions as a kaff house and bar where avant-garde poets recite their latest work. Many of the city's most prominent intellectuals can be found in a shadowy corner here during an evening's performance.

Operations against the citizenry in Charhollow are considered on "hostile turf" for the purpose of generating Heat.

Charterhall



Wealth ●●●●●
Security & Safety ●●●●●

Criminal Influence ●●●●●
Paranormal Activity ●●●●●

Charterhall houses the corridors of power. The historic buildings, weathered monuments, and dreary streets play host to a hidden world of espionage and deadly games of cat-and-mouse. Charterhall is shrouded in an atmosphere of secrecy and betrayal; backroom deals happen in dimly lit pubs, smoky clubs, or quiet meeting places.

LANDMARKS

Cairn House. The Imperial Intelligence Agency headquarters in Doskvol. Most of the Palace's real work happens in the field; Cairn House itself is a quiet and austere place, where office workers push trolleys of paperwork and senior directors smoke cigarettes in large boardrooms.

Bellweather Electroplasmic Fusion Station. The Fusion Station generates the Bubble; a huge energy field that keeps the quantum uncertainty of the deathlands at bay, providing a life of stability and safety for those inside. The station also provides enough power for all the conveniences of modern life, from street lights to plasmovision. Jointly operated by Section 6 and the Ministry of Stability.

The B.L.U.E. Array. A striking apparatus of curving steel that towers overhead. It "tunes" the frequency of the Bubble, creating several hours of hyper-real blue skies and daylight (bluetime) above Doskvol every day. The exact nature of "the blue" is still being investigated.

The records in Charterhall can be of particular interest to criminal sorts. Take a Devil's Bargain for **+1d** to **gather info** here, and the GM will tick a clock (the spy agencies watch everyone here, and keep files on anyone who might be useful to them in the future).

Coalridge



Wealth ●●●●●
Security & Safety ●●●●●

Criminal Influence ●●●●●
Paranormal Activity ●●●●●

Coalridge is an economic powerhouse, full of factories and industrial plants that work around the clock. The residential areas are used as test labs, with a dozen pilot programs for various pharmaceutical and technological interventions. Tightly controlled and highly productive, Coalridge is a chilling vision of one potential future for Doskvol.

LANDMARKS

Coalridge Deep Excavation. Formerly a coal mine. The ancient history of pre-cataclysm habitation here has left a strong impression in the resonance field, which makes these extensive underground tunnels the perfect place for paranormal testing. Strange experiments are performed, and stranger things discovered.

Xantara Pharm Complex. Behind a high chainlink fence, lit by blinding floodlights, this sprawling manufacturing plant churns out pills for the many Xantara Pharm dispensaries and vending machines scattered across the city.

New Brickston. Once one of the roughest neighborhoods in the city, before it was torn down and rebuilt as dedicated worker housing. Now a testing ground for a new model workforce; everything from the Lusk Reform Technique to Xantara Pharm's "productivity enhancing" pill regimen to New Dawn's wellness program is trialed here, under a panopticon-like system of surveillance and control.

Take **+1d** when you work on **long-term projects** with **Attune** in Coalridge Deep Excavation. The GM will tick a clock.

Crowfoot



Wealth ● ● ● ● ●
Security & Safety ● ● ● ● ●

Criminal Influence ● ● ● ● ●
Paranormal Activity ● ● ● ● ●

Sitting at the heart of Doskvol, Crowfoot has traditionally combined many qualities from neighboring districts. Recent years have also seen an influx of wealthier residents and businesses, bringing an increase in property values and rents. This displacement of the original population has led to many conflicts over resources and territory.

LANDMARKS

The Warehouse. The hottest nightclub in Crowfoot, with an infamously selective admission policy. To gain entry is a status symbol, and it is rumored people have died trying to sneak in through the vents. The theatrical interior dazzles with glitter and mirrored tiles. Wild parties, celebrity clientele, and abundant party pills.

Fort Keel. A ramshackle tower from before the cataclysm that serves as headquarters for the district's criminal kingpins, the Keel Twins. A warren of lounge bars, gambling dens, fighting rings, and even more illicit activities. Bluecoats won't dare enter.

Apple Lane. A vibrant hub of youth culture and creative expression, with numerous fashion boutiques, record stores, and music clubs lining the narrow street. Not just a commercial destination, but the ultimate place to be seen.

Anomalies are commonplace in Crowfoot. You can always take a Devil's Bargain for **+1d** for a **daring stunt**, but the GM will introduce a new anomaly of time or space to the scene (gravity distortion, temporal hiccup, etc.).

The Docks



Wealth ● ● ● ● ●
Security & Safety ● ● ● ● ●

Criminal Influence ● ● ● ● ●
Paranormal Activity ● ● ● ● ●

The docks are a shadow of their former glory; the last leviathans disappeared long ago, and most cargo goes by rail or air these days. The hustle and bustle has been replaced by dark alleys, abandoned warehouses, and rusting ships. Fishing boats still ply their trade, however, and a few eccentrics find other ways to make a living from the Void Sea.

LANDMARKS

The Nightbreaker. One of the last leviathan hunter ships, abandoned at port and left to decay where she was berthed. The rusting carcass is a titanic maze of echoing darkness. Some desperate squatters and criminal gangs inhabit the wreck, and there are rumors of lost treasure deep within the hold.

The Void Sea Aquarium and Research Facility. A sprawling complex with faded attractions, cracked portholes, and a few shabby submersibles. Dusty display cases house aged fossils and forgotten artifacts, while grimy glass tanks hold murky shapes moving in dark water. Many say the place is a disaster waiting to happen, and the Void Sea is not something that should be explored or experimented with.

Ink Lane. A narrow backstreet, home to some legendary tattoo parlors as well as the city's tabloids. Loathed by the establishment, these newspapers churn out conspiracy theories, populist rhetoric, and news of the weird and unbelievable. Buried in the sensationalist trash is some of the most provocative and revealing investigation work printed anywhere.

The many empty buildings and abandoned warehouses make this district a perfect location for a criminal lair.

Dunsloough



Wealth ● ● ● ● ●
Security & Safety ● ● ● ● ●

Criminal Influence ● ● ● ● ●
Paranormal Activity ● ● ● ● ●

For those born into the destitute poverty of the Dunsloough Housing Estate, there are two likely fates: incarceration in Ironhook Prison, or signing their life away to the North Hook Military Camp next door. Dunsloough is where the iron fist of the state is flexed openly; the citizens are regarded as no more than a raw commodity, to be used up and tossed aside.

LANDMARKS

Lusk Reform Clinic. A small but well-funded facility, gleaming white and sterile. Home of the experimental "Lusk Reform Technique." Subjects emerge as the quiet and pliable Reformed, with their resonance echo stripped away to power a new hull.

Dunsloough Incident Site. The massive pit here has long been stripped of its precious ores and gems by prison labor, but around a decade ago, a top secret anomaly was discovered deep within the quarry. Tall concrete walls were quickly erected bristling with security sensors and razor wire, behind which scientists in full protective gear continue to explore the confidential "incident" to this day.

North Hook Military Camp. Tucked away at the edge of the Bubble is a sprawling reminder that this supposed era of peace is not so peaceful after all. A full military base, including training camp, ordnance depot, and military airship field.

A lot of military equipment finds its way into the black market here. You can take **+2d** to acquire an asset of **military origin** in Dunsloough, but you accrue **+4 Heat**.

New Horizon



Wealth ●●●●● Criminal Influence ●●●●●
Security & Safety ●●●●● Paranormal Activity ●●●●●

A place of faded grandeur, full of towering stone buildings festooned with gargoyles and grotesques. The district is treated with widespread superstition and distrust, and the only people who live here are those too poor to live anywhere else. Many Skovs have been forced to make the slums of New Horizon their home, either by official policy or economic necessity.

LANDMARKS

The Blue Baths. An ancient bathing and leisure complex. Steaming water is delivered by stone aqueducts to a variety of pools and baths. Although New Horizon is typically shunned, clientele come from all over Doskvol to enjoy these famous healing waters. More specialized leisure pursuits are available to VIP members behind closed doors.

Free Haven. A guild hall in centuries past. Now a collective of artists are squatting in the vast and crumbling edifice, where they experiment with radical new ways of living and radical new forms of art.

Altar Street Market. A cluttered open-air market specializing in second-hand goods, antique curios, rare books, and other treasures salvaged from the catacombs below New Horizon and the deathlands beyond the Bubble.

New Horizon does not have a ward boss yet, so crews based here do not have to pay a tithe. It is a chaotic place, however, so all local trouble rolls take -1d; expect more local trouble than usual.

Nightmarket



Wealth ●●●●● Criminal Influence ●●●●●
Security & Safety ●●●●● Paranormal Activity ●●●●●

Nightmarket is the glittering, beating heart of commerce in Doskvol. Boulevards hum with autopod traffic, advertisements for the latest fads cover every surface, and crowds pour through the many department stores. Nightmarket is the promise of the Age of Consensus made manifest—peace, prosperity, and vibrant consumerism.

LANDMARKS

Dundridges. The oldest and most distinguished of the “big three” department stores in Nightmarket. Several stories tall, with several more stories underground. Houses a diverse range of departments, with many surprising goods available in its obscure depths; the Ancient Artifacts department is particularly infamous.

Vreen Autodrome. The largest legal autopod racing stadium in Doskvol, offering bright lights, roaring engines, and spectacular crashes. Hums at all hours with racing vehicles, although it's the night races that draw crowds of thousands.

Hours of Wine and Ash. A smokey underground music lounge named for the early hours of the morning. Harlow Baz runs the bar, a towering woman with a whisper-quiet voice. Harlow is no-nonsense and quick to deal with troublemakers, but endlessly patient with lonely drunks looking for a sympathetic ear.

The goods in Nightmarket are mostly mass-produced and overpriced, but the retail experience is second to none. When you acquire an asset here, take -1d but also **clear 2 Stress**.

Radiance



Wealth ●●●●● Criminal Influence ●●●●●
Security & Safety ●●●●● Paranormal Activity ●●●●●

A radical blueprint for a new way of living; symmetrical and standardized, all flowing from the totalitarian genius of a single architect. Radiance consists of a series of cruciform concrete megablocks laid out on a strict grid with multi-lane autopod corridors flowing between open plazas, all built on a vast and inhuman scale.

LANDMARKS

The Underpass. Most of those who can afford to live in Radiance work office jobs in Six Towers, and this subterranean autopod bypass was built to facilitate express commuting between the two districts. The project was not without controversy, for it plowed through countless historic layers of Doskvol's subterranean depths.

Megablock 1. The prototype model for all the megablocks that followed. 60 stories of modern and rational design, radiating light and stability along two spines of “teeth.” There are so many identical apartment units that it's almost impossible to navigate for outsiders, and some who have wandered lost through its hallways have reported stumbling into strange and disturbing anomalies.

Consensus Plaza. Radiance features a number of open plazas, intended as gathering spaces to encourage social interaction and a sense of community. In practice, the expansive and unobstructed spaces, fields of concrete and grass with towering skyscrapers all around, induce a sense of vertigo and alienation in most people. Residents and visitors alike shun them as eerie, windswept wastelands.

The Underpass allows rapid cross-city transit between Six Towers and Radiance. Be warned that many catacombs and crypts were tunneled through during the construction, and you are advised not to stop or leave your vehicle.

Silkshore



Wealth ●●●●
Security & Safety ●●●●

Criminal Influence ●●●●
Paranormal Activity ●●●●

Known for high-stakes gambling, fabulous excess, and pure indulgence. A dozen landmark hotels and casinos compete to have the biggest stars, the most spectacular shows, and the most luxurious accommodation. Underworld factions are heavily invested in the casinos, and they use them as a base for money laundering, smuggling, and violent criminal activities.

LANDMARKS

The Iruvian Sands. The most famous of the Silkshore casinos, operated by the Ankhayat Consortium. An elaborate facade of waterfalls and palm trees is dominated by a single towering obelisk of black glass.

The Velvet Veil. An ever-shifting casino, where countless labyrinthine passages lead to hidden gaming rooms and

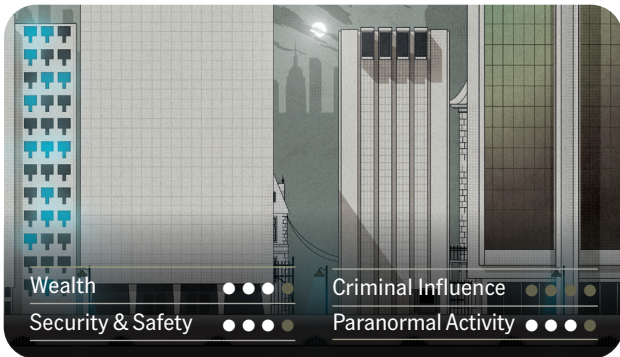
lounges. There are rumours of secret tables where patrons can wager not only currency but also secrets, memories, and dreams.

Spark Graveyard. A former fairground, long abandoned. Now a resting place for elaborate neon signage of the many failed casinos and hotels that come and go in Silkshore. Forgotten animatronics rot beneath the towering skeletons of weathered metal signs.

Fogcrest. A high, peaked hilltop crisscrossed by a maze of narrow stairways and tall rowhouses. Home to the most exclusive designer boutiques and luxury fashion houses, as well as the studios of the most famous of modern artists.

Take **+1d** when you **Indulge Vice** in Silkshore, but if you overindulge, take level 2 harm (in addition to any other consequences). The underworld heavies that run the district do not treat troublemakers gently.

Six Towers



Wealth ●●●●
Security & Safety ●●●●

Criminal Influence ●●●●
Paranormal Activity ●●●●

A gloomy district, shrouded in seemingly perpetual rain and fog. Six Towers is the business center of the city, dominated by imposing office blocks and skyscrapers where hives of white-collar workers earn their salaries. These new commercial towers are built on haunted foundations, with leering gargoyles, gothic stonework, and an ineffable sense of unease.

LANDMARKS

Saltfords Central. A raw, Brutalist fist of concrete punching up into the sky, headquarters of the most profitable bank in Doskvol. It's rumored that there's a vast gold reserve kept in the depths beneath the building. The security measures are second to none.

The New Dawn Center. Home of the popular but esoteric health and wellness cult. The two wings of the building extend out to embrace you from both sides. There are no windows, and the activities within are shrouded in mystery. Visitors are welcome.

Dimmer House. A humble, squat office building occupying prime real estate. No one is ever seen entering or leaving. The paperwork indicates that it's owned by "Dimmer Enterprises," but that's all anybody knows.

You may invest **up to 4 stacks** in the stock market in Six Towers. **Invested stacks** may only be withdrawn like bank (2 for 1). Each downtime, roll **1d per stack invested**. On a 1-3, lose 1 invested stack. On a 4/5, you break even. On a 6, pocket 1 stack as dividends (on a critical, pocket 2 stacks).

Whitecrown



Wealth ●●●●
Security & Safety ●●●●

Criminal Influence ●●●●
Paranormal Activity ●●●●

Whitecrown is perched upon the high cliffs of an island, across North Hook channel. Sprawling estates contain the mansions of the wealthy; some traditional marble and stone, others the swooping curves of steel and glass of modern architecture. The district is a world unto itself, the home of true power and absolute privilege. Most citizens will never even set foot here.

LANDMARKS

Premier House. The residence of the Premier, their family, and governmental aides. The Premier is appointed by the Crown as the official representative of central government in the city. They host many galas and banquets, as well as top secret meetings with officials from the military and spy agencies.

Doskvol Academy. Hailed as one of the finer institutions of learning in the Imperium, where young scions learn to wield various levers of power. A picturesque campus of expansive lawns, tree-lined walkways, and stately brick buildings covered in climbing vines. The Palace aggressively recruits new agents here.

Greenbird Mansion. Greenbird is a "self-made" millionaire, and to the distress of their old-money neighbors they enjoy nothing more than hosting extravagant social gatherings. The mansion is famous for its avant-garde design and the wild but highly exclusive pool parties held here.

Scores in Whitecrown suffer **-2d** to the engagement roll and **+1 Heat** due to state-of-the-art security systems and heavy Bluecoat patrols. However, the **payout** will always include **+3 stacks** compared to a usual score of that magnitude.