

# Harbingers of Twilight by Ben Wright

Harbingers of Twilight is a Forged in the Dark roleplaying game. It is assumed you are familiar with Blades in the Dark before looking at these rules. Otherwise, you can locate rules at <http://www.bladesinthedark.com>

Playtest Kit available:

[https://drive.google.com/file/d/1-67MsjqETpayhM\\_mkUCZTuwHEvi\\_g9RV/view?usp=sharing](https://drive.google.com/file/d/1-67MsjqETpayhM_mkUCZTuwHEvi_g9RV/view?usp=sharing)

## Summary

- You play mages in Shades' Haven, a renaissance-era region. There is strange alchemy, wondrous airships, archaic crystals, and many fantastical creatures.
- You and the other players will create a fledgling arcane society. Then set about improving your status, abilities, and access to goods.
- Game play focuses on the moments of daring action during missions and the rest between when you prepare for your next adventure.

## The Game

Harbingers of Twilight is a game about intrepid mages trying to build influence together in a fantastical city and world. There are mysteries, traps, dangerous bargains, sinister feuds, deceptions, betrayals, victories, and death.

We'll play to find out if this group of mages will thrive among the threats of rival societies, powerful families, vengeful creatures, Wardens, and their own eccentricities.

## Touchstones

- Book Series: The Dresden Files by Jim Butcher, The Kingkiller Chronicle by Patrick Rothfuss, Jonathon Strange & Mr. Norrell by Susanna Clarke, Fullmetal Alchemist by Hiromu Arakawa, The Bas-Lag novels by China Miéville, Doctor Strange Comics by Marvel.
- TV: Jonathan Strange & Mr. Norrell (TV Miniseries) by Peter Harness, Avatar: The Last Airbender / Legend of Korra by Michael Dante DiMartino and Bryan Konietzko, Fullmetal Alchemist: Brotherhood by Sho Aikawa
- Film: Princess Mononoke by Hayao Miyazaki, Pan's Labyrinth by Guillermo Del Toro, Willow by George Lucas/Ron Howard, Big Trouble in Little China by John Carpenter/W.D. Richter, The Dark Crystal by Jim Henson, Return to Oz by Walter Murch
- Music: Over the Falls by Primus, The Scarring Party by Revelator, Evil Night Together by Jill Tracy, Death Blues by The Dead Brothers

# Setting

Centuries ago, the Grand Tower fell. The world was never right again. Powerful Forces wrecked the world ever since. The remaining survivors sought shelter in the rubble of Tower. It still seems to offer protection. Outside of this, Mana Storms envelop and overpower any who aren't prepared - and most that are. Beyond the rubble only exist breeding grounds for all manner of creature. Rebuilding has been a long process and continuous process. Societies exist to study and reason out what transpired those centuries ago. While others exist to prevent such an event happening again. Fear of the unknown has become rank among the populace.

## The Characters

The mages attempt to develop their Circle from a ragtag group of poor independents to a serious mid-level arcane society with an established sanctum. They do this by delving further into the mysteries of the arcane, gathering allies among other societies, undermining rival organizations, finding the Fae who still remember the Old Ways, locating old relics through ruins of the fallen Tower, and staying one step ahead of the gathering superstitious mob.

## The Players

Each player creates a magical character and works with the other players to create a Circle to which their characters belong. Each player strives to bring their PC to life as an interesting, daring, connected fantasy character who reaches boldly beyond their current safety and means. The players decide as a group on the tone and style of the game by making judgment calls about the dice and actions, along with oversight from the GM.

## Playbooks

- Oracle : a dangerous observer and foreteller
- Psychonaut : an explorer and warper of the human psyche
- Elementalist : a meddler in the fabrics of the universe
- Crafter : a builder and experimentalist of arcane wonders
- Knower : a subtle mage who knows the Power of Words
- Illusionist : a manipulator and trickster of the arcane

## Crew Books

- Wizards: Mages, Ritualists, Arcanists
- Viziers: Spies, Saboteurs, Renown Manipulators
- War Mages: The Eye of the Storm, Those that Bump Back.

# Magic, Setting, and Effect

As you play mages in Shades' Haven, having an understanding of what kinds of magic is possible is important to know. There are generally two ways in which magical effects can come into play. Either you spend Oddity towards a special ability your character has, or you spend Raw Mana to increase the effect of an action past a normal human's reach. The use of items (especially from the Crafter), can bypass this on occasion.

While most people in Shades' Haven, and the world at large, are aware of Magic and its uses - they do not directly interact with it. Most magic is subtle, non-visible, and takes time to do -- this can be seen through the Downtime Actions of Long-term Project and Rituals. Quick, spur of the moment magic is not often seen by mundane citizens, and will probably cause them to flee in panic (inciting Woe to the group). However, it is a common tactic of the Military and Fae.

Due to the Fall, there are many Places of Power leftover from the Grand Tower that are used by other groups to further their agendas. These Places make it easier to perform Rituals and research new endeavors. These places are highly competitive and fiercely protected. Other sources of power exist however, making deals with Fae or Demon is not unheard of. Nor is finding artifacts long forgotten being refound among the Wastes.

Tier still plays a role in the Quality of magic's effect. This can be shown through protective measures of runes, or deftness in knowing these forms of magic. It is very difficult to assist others in their magical efforts, however set-ups are much more common.

Finding the presence of, or discerning what kinds of Magic have occurred around an area or object is well within the possibility of the Characters - especially when they tie it into their Traditions. Roll an appropriate action however to fully figure out if its what the character really thinks it is. For more in depth understandings, gathering information on certain properties is probably a good bet.

Tinkering with, altering, and subverting currently working spells or spell effects is possible, but is not something that can be done on a whim - there must be some form of narrative positioning to explain how this works. Tier/Quality/Scale can be used to factor in effect.

Magnitude and scale of abilities is very limited to begin with, through deals, bargains, extra Mana, and/or Oddity can be used to improve this -- along with getting greater effect from Crits.

## Supernatural Entities

You do not equate to any of these in comparison. Not even close. Those who engage and interact with these creatures do so at their own risk and peril. To enter their world is to enter their

struggles and machinations. To be caught in their webs is a big deal, and should be taken seriously. Most good folk know well enough to leave alone. However, these creatures defy time and know a great many secrets, techniques, and rituals and care not about the taboo, Woe, or Strata that others do. Nothing is ever free though.

## The Fae

The Fae and their kin profited greatly from The Fall. Two major Courts exist and are used to scare children to remember their place. The Court of Sand is said to be far to the South across the Wastes. The occasional traveler claims to have visited, but no one takes them seriously. Its tacitly acknowledged that there are a number of Fae present in Shades' Haven, but decent society does not discuss such matters. The Court of the Oasis is far less known.

Fae work through deals, they never work in anything else. All deals are binding and this is how the Fae develop their power. While they claim that all deals are made fairly and balanced, there are many tales extolling the harms in offering "innocuous prices" to the Fae.

## The Demonic

Entities from a different realm, they manifest and exist to further certain Natures of the world. Sometimes tied to elements, sometimes not. They will offer bargains and trades just like the Fae, but do not care or try to present fair trades. They all thirst and hunger for something and will not stop too see this through.

## The Elemental

Much lesser known than the other two, A few mages who know how to listen and are observant enough have found and can interact with representations of Elements. The Wastes after the fall have wreaked havoc and most of the world, so some elements are harder to find than others and many have lost any form of sanity - even as foreign as they were before the fall. The grief over their loss is still strong and should not be trivialized.

# Playing the Game

## Cycle of Play

### 1. Downtime

The crew can spend MANA, SUPPLY, or INTEL to perform any downtime actions they wish. Once it is decided that Downtime is over, each PC gets Raw mana equal to the level of their Nascent Mana. (Total Nascent Mana divided by 10).

2. Determine Engagement
3. Venture
4. Determine Payoff
5. Determine Woe
6. Determine Entanglement
7. Freeplay

## Oddity, Eccentricity, and Mana

### Oddity

Player characters have a special reserve called Oddity. When they suffer a consequence that they don't want to accept, they can take Oddity instead. The result of the resistance roll determines how much Oddity it costs to avoid a bad outcome. Additionally, many Characters will have abilities that utilize Oddity.

### Eccentricity

When a PC marks their last oddity box, they suffer a level of eccentricity. When you take Eccentricity, circle one of your eccentricity conditions like Cold, Reckless, Unstable, etc. They're all described below.

When you suffer eccentricity, you're taken out of action. You're "left for dead" or otherwise dropped out of the current conflict, only to come back later, shaken and drained. When you return, you have zero oddity.

Eccentricity conditions are permanent. Your character acquires the new personality quirk indicated by the condition, and can earn xp by using it to cause trouble. When you mark your fourth Eccentricity condition, your character cannot continue as a mage. You must retire them to a different life or send them to prison to take the fall for the crew's Strata level.

### Trauma Conditions

- Absentminded: You have difficulty remembering specifics.
- Distracted: You're constantly thinking about things and often forget what's in front of you.
- Oblivious: You're detached from reality in some ways. Keeping track of the here and now can be difficult.
- Obsessed: You're enthralled by one thing: an activity, a person, an ideology.
- Paranoid: You imagine danger everywhere; you can't trust others.
- Reckless: You have little regard for your own safety or best interests.

- **Unstable:** Your emotional state is volatile. You can instantly rage, or fall into despair, act impulsively, or freeze up.

## Mana

Mana is an internal reservoir Mages develop as they do their works and come in two forms: Raw and Nascent. Raw Mana, while limited, can help accelerate certain actions they can do or perform Rituals and pursue long-term projects. Nascent Mana is the stored up powers they accrue over time. At higher levels, it can generate RAW Mana easily. At anytime though, a mage can burn through their Nascent stores to produce 1 Raw Mana for 2 Nascent Mana.

Nascent Mana also factors into how Mage's retire. When you mark your final Eccentricity and retire, the amount of Nascent Mana they've managed to accrue determines their fate.

- 0-10 Nascent Mana: Street Peddler
- 11-20 Nascent Mana: Hedgemage
- 21-39 Nascent Mana: Magus
- 40 Nascent Mana: Archmage

## Attributes & Actions

### Attributes

The following three Attributes classify the types of actions possible and are used when a player is resisting a consequence of an action.

#### Astute

Consequences from understanding or intrigue are resisted with Astute.

#### Actions

- **Dabble** with your experiments, create new baubles. Modify or disable trinkets of wonder.
- **Probe** a person, building, book, or idea to find a weakness or more information.
- **Pursue** a lead, or rumor. Follow a person.
- **Study** a situation, place, person, or book. Gather information or deeper understanding.

#### Knack

Consequences from physical drain, strain, harm, or fortitude are resisted with Knack.

#### Actions

- **Duel** with foes, wits, or obstacles. Hold back the tide, win the rousing match.
- **Finesse** tools, items, and forces unseen. Deftly work through the ether. Operate mechanics aptly.

- Wreak **Havoc** on a structure, obstacle, or item. Cause chaos and distractions. Sunder, destroy, or break through.
- **Roam** about and explore through congested streets or the Ether. End up where you meant to go, and that place with the thing - though maybe not on time.

## Ensorcel

Consequences from mental drain, strain, harm, or willpower are resisted with Ensorcel.

## Actions

- **Compel** others to your will. Lead an action with your Cohorts.
- **Harmonize** with arcane forces, perceive and channel nearby energy, gain a better understanding of the forces at play.
- **Hobnob** with connections from your tradition, backgrounds, friends, or rivals to gain access to resources, information, people, or places.
- **Trick** through guile, riddle, logic, or charm. Change attitudes or behavior of others.

## Strata

Along with specific status with Factions, there is another underlying stat that permeates all levels of society and that is *Strata*. Strata is similar to status or "class". Each crewbook starts at a specific level and these can change based on the ventures the crew pursue.

Generally, the further apart two Strata Levels are, the more each group will be at odds with each other. However, no matter how far apart any two group are by Strata, no one goes to War based on it alone.

Strata changes based on the *Woe* the crew gains overtime.

Of note here, Strata is for most Societies within the mortal spheres of influence. Fae and Demon do not have any desire or care when it comes to Strata and are therefore immune to any such use.

## Strata Levels

The various strata levels can be broken down from 0 to 4. With 0 being the "highest":

- 0 Strata: Beyond Reproach, Example Factions include: Scholars of Old, the City Government, and the Re-Builders.
- 1 Strata: Slightly Tarnished, Example Factions include: Council of Elders, Witch Hunters, Glassmith Guild. Viziers start at this Strata.
- 2 Strata: Dirty Hands, Example Factions include: Crysaid, Lady Zanna, Embassy of the Observatory. Wizards start at this Strata.

- 3 Strata: Sinful, Example factions include: Progeny of the Moon, Wanderers of the Storm, Witches' Brew Crew. War Mages start at this Strata.
- 4 Strata: Exiled, Example factions include: The Exiled.

## Being a Character

### Action Rolls

1. The player states their **goal** for the action.
2. The player chooses the **action rating**.
3. The Facilitator sets the **position** for the roll.
4. The Facilitator sets the **effect level** for the action.
5. Add **bonus dice**.
6. The player rolls the dice and we judge the result.

### Position

#### Controlled

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

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 less harm, you end up in a risky position.

1-3: You're blocked or you falter. Press on by seizing a risky position or withdraw and try a different approach.

CRITICAL: You do it with increased effect.

#### Risky

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

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.

CRITICAL: You do it with increased effect.

#### Desperate

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

6: You do it.

4-5: You do it, but there's a consequence: you suffer severe harm, a serious complication occurs.



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

CRITICAL: You do it with increased effect.

## Effect

Effect is based on roughly 3 things: Quality, Scale, & Potency. Scale is the size of a group, Potency is how good they are at something, and Quality is similar to Tier or general skill.

The following is a basic list of effect levels (Clock Movement):

- Exceptional Effect (4 ticks)
- Great Effect (3 ticks)
- Standard Effect (2 ticks)
- Limited Effect (1 tick)
- No Effect (0 ticks)

Effects can be used to roughly denote levels of Harm, though not always. For Factions, Tier/Quality are a good indicator for this.

## Modifications to the Roll

There are a few ways in which a player can modify their action rolls, either by adding dice or improving their effect.

## Devil's Bargain

Anyone can suggest a Devil's Bargain for an Action Roll. If a player decides to take a Devil's Bargain, the Bargain happens whether the Roll succeeds or not. Additionally, the Bargain cannot be resisted - they player agreed to it. A Devil's Bargain can add 1 die to the roll or improve the effect by one level.

Common Bargains Include:

- Revealing a valuable Secret.
- Sacrificing an item or currency.
- Betraying a friend or loved one.
- Angering a powerful enemy.
- Make a Dangerous Promise.
- Add WOE to the crew.
- Suffer Harm.

## Devil's Price

A player may opt to increase a negative clock they have, or start a negative clock to add 1 bonus die or improve their effect level by 1 level on any roll.

## Spend MANA

A player may spend MANA they have to bump there effect level up 1 level.

## Aid

A fellow player can assist you in a roll for +1d, they take part in any complications or consequences however.

## Resistance Rolls

When your PC suffers a consequence that you don't like, you can choose to resist it. Just tell the Facilitator, "No, I don't think so. I'm resisting that." Resistance is always automatically effective—the Facilitator will tell you if the consequence is reduced in severity or if you avoid it entirely. Then, you'll make a resistance roll to see how much stress your character suffers as a result of their resistance.

You make the roll using one of your character's attributes (Astute, Knack, or Ensorcel). The Facilitator chooses the attribute, based on the nature of consequences:

Astute: Consequences from understanding or intrigue.

Knack: Consequences from physical drain, strain, harm, or fortitude.

Ensorcel: Consequences from mental drain, strain, harm, or willpower.

Your character spends 6 Oddity when they resist, minus the highest die result from the resistance roll. So, if you rolled a 4, you'd spend 2 Oddity. If you rolled a 6, you'd spend zero Oddity. If you get a critical result, you also clear 1 Oddity.

## Player Mantras

- Think Magically
- Build on What Others Say
- Think of Devil's Bargains
- Take Consequences, Use Resistances
- Act First, Flashback Later
- Oddity should be used!
- Blurt Out Awesomeness
- Turn a belief/drive into a Clock!

## Being a Facilitator

### Goals

- Play to find out what happens
- Bring Shades' Haven to life
- Convey the fiction of the world honestly.

## Principles

- Be a fan of the PCs
- Let everything flow from the fiction
- Hold on lightly.
- Address the Characters.
- Address the Players.
- Pain the world with a haunted brush.
- Surround the players with equal part Arcane Wonder and Terror.
- Give everything a double edge.
- Consider the risk.

## Actions

- Ask Questions
  - What venture did you make? (and what's the detail?)
  - How do you do that? (Which action do you use?)
  - What is your goal? (What is the effect you are trying to get?)
- Cut to the moment of crisis.
- Telegraph Trouble.
- Follow through and hit hard.
- Initiate action with NPCs
- Say the consequences and ask.
- Offer devil's bargains
- Make a progress clock, or tick one down.
- Ask the Players.
- Ask the Characters.
- Let actions ripple out.
- Think off-screen.
- *Always finish: "What do you do?"*

## Consequences

- Suffer Harm
- Reduce Effect
- Worse Position
- Extra Time
- Lose your Opportunity
- Complications
  - Tick a Clock
  - New Obstacle
  - New Threat

# Character Creation

## 1. Choose Playbook

Your playbook represents the nature of your character, their special abilities, and how they advance. Playbooks aren't unique multiple players can choose the same one.

## 2. Choose a Heritage, Upbringing, & Tradition

Pick a city your character grew up in and pick 2 features from that setting, then select and Upbringing and pick 1 feature from there, give a more specific detail. Finally, pick an Arcane Tradition, select a feature and detail that choice with either a Mentor or a School.

## 3. Choose one Special Ability

If you can't decide, choose the first ability on the list. It's placed there as a good first option.

## 4. 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 former friend turned rival, enemy, scorned lover, betrayed partner etc. (the downward pointing triangle).

## Heritage: Pick 1 City & select 2 abilities

### Shades' Haven

Raised in the Foundational Ruins of The Great Tower. This is the only true City left. Everyone knows everyone and there's always a quicker way to get where you need to go.

- +1 to Hobnob (max of 2)
- Gain an Extra Rival
- Gain Potency when navigating streets of Shades' Haven
- +1d to fortune rolls

### Pebble's Respite

The closest town to the Court of Sands, those who live here are the last who see those who seek power from the Fae. Hardy and careful of deals and bargains.

- +1 Pursue (max 2)
- Add to your items list: Fine Cold-Steel Necklace (0 weight)
- carry +1 weight in load

- +1d to resist when Fae are involved

## Archivist's Rest

Location of one of the greater sized troves found from the Great Tower, those raised here know how to scrounge and find what might be valuable.

- +1 Roam (max 2)
- Gain Potency when navigating the Wastes
- +1d when discerning old tech
- Add the question, "What here has the best resale value?" to your gathering info Qs

## Last Gasp

Location of a part of the Great Tower's Library was discovered here. Many come to seek knowledge or find answers in these old texts.

- +1 to Study
- Ignore the weight of Scrolls & Books
- Start with the Distracted Eccentricity (it does not count against your max eccentricities)
- add to your items list: Ancient Scripts (language, 0 weight)

## Pinnacle's Demise

The Closest to Shades' Haven, this serves as a trading post for those moving to and from. There is a large number of Airships resupplying here trying to beat the prices from Shades' Haven.

- +1 to Roam (max of 2)
- +1d when acting on an airship
- +1d to ensorcel resist
- Start with the Paranoid Eccentricity (it does not count against your max eccentricities)

## Observatory

The most remote of the Towns, those raised in the Observatory know how to take care of their own in the dangers of the wastes and to stay quiet and find those things that allow them to survive.

- +1 Probe (max 2)
- Add to your items list: Hand Speech (language, 0 weight)
- Ignore the effects of lvl 1 harm (still mark it)
- Add the question, "Who here has access to the best resources?" to your gathering info Qs

**Upbringing: Pick 1 Background & select 1 ability, give it a detail.**

Noble

- +1 to Hobnob (max 2)
- +1 Intel, but only you can spend it
- When reducing/gaining Woe, gain a -/+1

#### Trade

- +1 to Finesse (max 2)
- +1 Supply, but only you can spend it
- Start with an extra box of Oddity

#### Military

- +1 to Duel (max 2)
- +1d in group actions
- Gain potency when using mundane weapons

#### Underworld

- +1 to Trick (max 2)
- +fast and quiet while having a normal load
- +1d to resist on desperate actions

## Tradition: Pick 1 Arcane Tradition & select an ability, detail with a Mentor or School

### Lore

You found your learning through tomes and mentors with strict adherence to formula and theory. Many experiment and test theories to expand the known quantities of the arcana.

- Start with one Ritual learned from your Mentor
- +1d to Astute resist rolls
- +1 to Dabble (max of 2)

### Dancer

Energy is movement, and that is how all things are meant to be. You found learning through specific movements and rhythms passed down by a mentor or school.

- Gain potency when agility or reflexes are involved
- +1d to Knack resist rolls
- +1 to Harmonize (max of 2)

### Wilder

You are self-taught or trained vicariously through someone without any “formal” training themselves. To still be alive means you have great potential, but also you may not know or hold to the same cultural behaviors of those trained.

- +1 to Havoc (max of 2)
- Gain 5 Nascent Energy
- Gain the Unstable Eccentricity (it does not count against your max eccentricities)

## Pact

A deal was made, and you benefited in this by learning the ways of magic through some non-mortal entity. You are more versed with dealing with these other creatures, but you're also more closely tied to them as well.

- Gain one Ritual learned from that which gave you the Pact
- +1 to Compel ( max of 2)
- Gain the Obsessed Eccentricity (it does not count against your max eccentricities)

## Names List:

### Shades' Haven:

Ameretat, Arash, Ashtad, Bahram, Ghovad, Khordad, Khurshid

### Last Gasp:

Sarkis, Taline, Taniel, Vartan, Voski, Yeva, Zabel

### Pebble's Respite:

Gulisa, Gurgen, Iona, Ketevan, Malkhaz, Marta, Pridoni

### Pinnacle's Demise:

Aram, Briska, Sivan, Sirin, Asti, Diyar, Gona

### Archivist's Rest:

Gulnara, Inkar, Inzhu, Nurzhan, Ruslan, Sezim, Talgat

### Observatory:

Ferid, Leyla, Parvin, Rasim, Sevda, Tural, Zeynab

## Looks:

### Clothing:

Veiled Robes, Tattered Cloak, Worn Shirt, Proper Jacket, Loose Silks, Masked Face, Skirt & Blouse, Shawl, Headscarf

## Gender:

Man, Woman, Ambiguous, Concealed

## Appearance

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

## Smell:

Baked Earth, Salt, Flowers, Oils, Stringent, Decay, Wood Smoke, Ozone, Petrichor, Herbs,  
Incense

# Playbooks

## Oracle: A Dangerous Observer and Foreteller

### Starting Actions:

- 1 **Pursue**
- 2 **Probe**

### Special Abilities:

**Scry:** you can Pursue a location or person from afar for information or a setup action.

**I see through all:** when gathering info using Probe, gain potency

**Distance Viewing:** you can Probe any place you have been to previously without needing to go back

**Augury:** Gain an extra Downtime Action that deals with Gathering Information.

**Wait... No!:** Spend 1 Oddity per die to reroll any dice in a group action your crew makes

**Sixth Sense:** Spend your special armor to resist a consequence from surprise or spend your special armor to bypass an obstruction or obstacle

**Veteran**

## Omniscient Friends

- Salia, a Fae Noble
- Sige, a clairvoyant
- Bezer, fortune weaver
- Phasa, an augur



- Athyes, a Watcher

## Items

- Fine Scrying Device
- A cryptic prophecy
- Tarot Deck
- Fine Dreaming Vapors
- Extra INTEL

## XP & Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- When you roll a desperate action, mark XP in that Attribute.
- When you address a challenge with veiled information or inattentive inquiry (Mark either XP)
- You expressed your beliefs, drives, upbringing, or tradition. (Mark either XP)
- You struggled with your eccentricities or heritage. (Mark either XP)

## Gather Info Questions

- What is arcane or weird here?
- What might happen if I [X]?
- Where did [X] go?
- How can I find [X]?
- What do they intend to do?
- What is hidden or lost here?
- What's really going on here?
- Ask about a DETAIL for a VENTURE

## Psychonaut: An Explorer & Warper of the human psyche

### Starting Actions:

- 1 **Study**,
- 2 **Roam**

### Special Abilities:

**Dreamwalker:** you can Roam through the minds of others.

**Mind-Read:** Spend Oddity to Gather Info via reading a person. +1 Oddity per question. +2 Oddity to add Distance. -2 Oddity if they gather info on you.

**Mind-link:** you can Harmonize with any relationship or crew to speak with them telepathically. Spend 2 oddity per additional person.

**Befuddlement:** You can wreak Havoc on a human's mind that you can see.

**Daredevil:** When you roll a desperate action, you get +1d if you also take -1d to any resist rolls against consequences from your action.

**Words May Never Hurt Me:** Spend your special armor to resist a consequence from persuasion or intimidation or your special armor to silence 1 target.

**Veteran**

## Shrewd Friends

Salia, an Information Broker

Obar, Master Archivist

Abel, a servant

Dumue, a demon

Sacesu, a Summoner

## Items

- Captivating eyes
- A hidden wand
- A false bottom pouch
- Fine Hypnotizing Crystal
- Fine Trickster's Supply

## XP & Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- When you roll a desperate action, mark XP in that Attribute.
- When you address a challenge with insight or tread beyond your means. (Mark either XP)
- You expressed your beliefs, drives, upbringing, or tradition. (Mark either XP)
- You struggled with your eccentricities or heritage. (Mark either XP)

## Gather Info Questions

- What is arcane or weird here?
- How can I reveal [X]?
- What do they really care about?
- What are they really feeling?
- What drives them to do this?
- Are they telling the truth?
- What's really going on here?

-Ask about a DETAIL for a VENTURE

## Elementalist: A Meddler in the Fabrics of the Universe

### Starting Actions:

- 1 **Duel**,
- 2 **Havoc**

### Special Abilities:

**One with the Elements:** Choose an elemental type to which you are immune. Spend 1 Oddity to secrete it through your skin, spew it from your mouth, or exhale it from your breath.

**Remote-Viewing:** You can Harmonize to an element near you and use it to view somewhere else through that same element.

**Blood-Mage:** you can Dabble with the elements composing people to treat wounds, stabilize the dying, or the opposite. Your crew gets +1D to Recovery rolls.

**Imbued Essence:** When you roll resistance with Knack, you get +1d.

**Evocation:** You can control the elements themselves. Spend 2 Oddity for each:

- Element isn't present,
- Your Control lasts for more than a moment,
- the Element does as you say.

**Sticks & Stones:** Spend your special armor to reduce harm from a physical source or protect a small area from destruction.

### Veteran

### Dangerous Friends

Agacahuth, an Elemental

Ashtus, A brutish evocator

Litta, a cold killer

Tunica, loan shark

Vano, a Versatile Caster

### Items

- Fine Small Sample of a Pure Element
- Fine Focusing Rod
- Cold-steel Bands
- Forge Mask/Gloves
- Fine Imbued Staff

## XP & Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- When you roll a desperate action, mark XP in that Attribute.
- When you address a challenge with fierce resolve or unbridled power. (Mark either XP)
- You expressed your beliefs, drives, upbringing, or tradition. (Mark either XP)
- You struggled with your eccentricities or heritage. (Mark either XP)

## Gather Info Questions

- What is arcane or weird here?
- How can I damage [X]?
- Who's most dangerous here?
- What should I look out for?
- How can I find [X]?
- What is their weakness?
- What's really going on here?
- Ask about a DETAIL for a VENTURE

## Crafter: A Builder & Experimentalist of Arcane Wonders

### Starting Actions:

- 2 **Dabble**,
- 1 **Hobnob**

### Special Abilities:

**Artificer:** When you invent or craft a creation with arcane features, take +1d. You begin with 1 special design already known.

**Alchemist:** When you invent or craft a creation with alchemical features, take +1d. You begin with 1 special formula already known.

**Who needs a Manual?:** When you try to Finesse a device you've never seen before, take +1d.

**Masterwork Craftsman:** Gain an additional Downtime Action that involves crafting in a Long-Term Project.

**I know it's possible!:** When you attempt to Dabble with something that you've seen work before, gain potency.

**Second Wind:** Spend your special armor to resist a consequence of fatigue or weakness, or spend your special armor to hasten the speed of a creation started this mission.

**Veteran**

## Clever Friends

Arynn, an Apothecary

Obar, A machinist

Ashtus, a corpse thief

Litta, a blood dealer

Sacesu, a priestess

## Items

- Fine Dabbling Tools
- Previous Creation(see below)
- Pockets
- Fine Lenses
- Extra SUPPLY
- Previous Creation (pick 1)
  - a bandolier of potions (4 uses)
  - a bag of gadgets (2 uses)
  - a large red button, that does the thing (1 use)

## XP & Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- When you roll a desperate action, mark XP in that Attribute.
- When you address a challenge with calculation or tenacity. (Mark either XP)
- You expressed your beliefs, drives, upbringing, or tradition. (Mark either XP)
- You struggled with your eccentricities or heritage. (Mark either XP)

## Gather Info Questions

- What is arcane or weird here?
- How can I get them to [X]?
- How can I discover [X]?
- What can I Dabble with here?
- How can I find [X]?
- Where's the weakness?
- What's really going on here?
- Ask about a DETAIL for a VENTURE

## Knower: A subtle Mage who knows the Power of Words

### Starting Actions:

- 2 **Harmonize**,
- 1 **Compel**

### Special Abilities:

**Summoner:** You can Compel creatures & other supernatural beings to appear before you from the etheric field or beyond. Once you've Compelled them, you can Harmonize with them to maintain their Presence.

**Occultist:** You may Hobnob with ancient powers, forgotten gods, or demons. Once you've Hobnob'd with them, you appear as the same Strata Level to any of its subordinate & gain potency on any Compels.

**Thing-Talker:** You can spend 1 Oddity to Hobnob with inanimate objects.

**I Know You:** You can wreak Havoc on any supernatural structure or arcane power.

**Do not take me for a mere Conjurer!:** You can spend 2 Oddity to do 1 of the following:

- perform a feat of arcane force that verges on superhuman
- engage a small cult on equal footing
- add +2 Tier in regards to a single supernatural creature.

**Many-Named:** Spend your special armor to resist a consequence from supernatural effects, or spend your special armor to be synced to the local vicinity.

**Veteran:** Take an Ability from another Playbook.

### Strange Friends

Tunica, a Fae Broker

Vano, a Fae Enchanter

Saneerana, a demon

Bezer, a witch

Phasa, a spirit trafficker

### Items

- A Summoning Circle
- A Word of Power
- Fine Tome of Knowledge
- The True Name of a Demon
- Passage to the Fae

## XP & Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- When you roll a desperate action, mark XP in that Attribute.
- When you address a challenge with arcane deals or a metered response. (Mark either XP)
- You expressed your beliefs, drives, upbringing, or tradition. (Mark either XP)
- You struggled with your eccentricities or heritage. (Mark either XP)

## Gather Info Questions

- What is arcane or weird here?
- What might happen if I [X]?
- How can I discover [X]?
- What echoes in the ether?
- How can I reveal [X]?
- What should I lookout for?
- What's really going on here?
- Ask about a DETAIL for a VENTURE

## Illusionist: A Manipulator and Trickster of the Arcane

### Starting Actions:

- 2 **Trick**
- 1 **Finesse**

### Special Abilities:

**Veiled Presence:** Mundane sources find it difficult to detect you, ignore Quality & Tier. Take +1d against arcane measures of detection.

**Charismatic:** When trying to Trick someone, gain +1 effect.

**Create Illusions:** You can create illusions at will, spend 2 Oddity per additional feature:

- *persists*
- *more than 1 sense*
- *increase scale.*

**TBD:** to be filled in at a later date.

**Glamour:** You can change your appearance at will spend 1 Oddity for each feature: voice modulation - facial feature change - size difference - clothing change.

**Now you see me, now you...:** Spend your special armor to resist a consequence from detection, or spend your special armor to have a perfect duplicate of yourself appear for a short time.

**Veteran:** Take an Ability from another playbook

## Sly Friends

Arynn, an Apothecary

Demue, A psychonaut

Athyes, a tavern owner

Abel, a prostitute

Sige, a jail-bird

## Items

- A Large Cape
- A Wry Grin
- A Deck of Cards
- A Dazzling Coin
- Fine Faerie Dust

## XP & Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- When you roll a desperate action, mark XP in that Attribute.
- When you address a challenge with showmanship or guile. (Mark either XP)
- You expressed your beliefs, drives, upbringing, or tradition. (Mark either XP)
- You struggled with your eccentricities or heritage. (Mark either XP)

## Gather Info Questions

- What is arcane or weird here?
- What do they really care about?
- What might happen if I [X]?
- How can I get them to [X]?
- How can I blend in here?
- Where's the leverage here?
- What's really going on here?
- Ask about a DETAIL for a VENTURE

## Basic Items:

- A Knife (or Two)
- A Rod    A Wand



- A Large Weapon
- Armor
- +Heavy
- Scrolls & Books
- Travelling Gear
- Spell Pouch (Pick 3)
  - Salt
  - Sulphur
  - Rose Petal
  - Finely Ground Bone
  - Pure Quartz
  - Chalk
  - Water from a Spring
  - Mandrake Root
- Rare Reagent
- An extra vial or 2 (empty)
- Hand Mirror

## Item Descriptions

### General

Knife or Two: Perhaps you carry a simple fighting knife. Or two curved swords. Or a sacrificial dagger. Or A heavy butcher's cleaver. Up to you.

Rod, Wand: Maybe you have a small one-handed item that helps focus and hone one's energies. Maybe it stores spells for future use. Maybe it's just a pretty stick. Up to you.

Armor/Heavy: Basic Armor allows for the protection of physical attacks. Leather Armor, Hide Armor, maybe something reinforced. Heavy: grants either additional physical protection, or provides a small reprieve from minor arcane forces. The load for heavy armor is IN ADDITION to the normal armor load.

Scrolls & Books: A collection of volumes on a variety of topics, maybe it's an index of local physicians, or the initiation ritual for a local academy, or possibly the description of proper etiquette when greeting the Fae.

Travelling Gear: An assortment of random items one might need when travelling. A light source.

Rope. Heck, how did a 10ft pole get in here?

Spell Pouch: Some materials seem to help casters cast stronger versions of spells or reduce the concentration needed in others. Here's a basic list of commonly found ingredients in Shades' Haven

Rare Reagent: More rare or.... taboo... materials are available to help. Though they are harder to find. Sometimes though, its effect can be more potent.

Extra Vial or Two: this is as it appears. It's empty vials. Stoppers can be cork, wax, whatever.

Hand Mirror: A small, portable, hand-held mirror. Seeing the reflections of things can always prove useful... no?

## Oracle

Fine Scrying Device: A finely crafted crystal ball, or maybe a silvered dish that reflects water perfectly. Your choice.

A cryptic prophecy: You've received a prophecy about something, though some of it appears to be shrouded in symbolism and imagery.

Tarot Deck: A Basic Tarot Deck. Useful for fortunes, or earning some easy chits.

Fine Dreaming Vapors: Many Oracles have seen an substantial bump in their abilities when under a case of the Vapours... though it is often seen as a double-edged sword.

Doublespeak: You have a gift of saying what needs to be said without saying it. Though truthful, also confusing.

## Psychonaut

Captivating Eyes: your eyes.... I never noticed how colorful they are..... wait. What was I saying?

A hidden wand: it is a wand. but hidden.

A false bottom pouch: this can help hide a thing from prying hands or searches

Fine Hypnotizing Crystal:

Fine Trickster's Supplies

## Elementalist

Fine Small Sample of a Pure Element: this can be a small amount of water, or a flame, a pinch of earth, some fresh air. Some other element. Choice is yours

Fine Focusing Rod

Cold-steel Bands: cold steel is known to have... adverse effects to some supernatural creatures.

Forge Mask/Gloves: You have gloves and a face shield to protect from intense temperature changes.

Fine Imbued Staff: This two-handed staff works for focusing your energy through it. It also makes a neat sound when it is swung at someone.

## Crafter

Fine Dabbling Tools

Previous Creation

Pockets

Fine Lenses

Extra Scrap

## Knower

A Summoning Circle: Maybe a circle of fine metal, or a chalk outline sealed in blood. Whatever it is, it's yours and it works.

A Word of Power: invoking Words can add fuel to many things. It can also attract the attention of those who Speak.

Fine Tome of Knowledge

The True Name of a Demon: All Demons must address those who state their name. Their response however, need not be cordial.

Passage to the Fae: you somehow secured passage to the Fae. Note: this is not passage back.

Fineprint with the Fae is always troubling no?

## Illusionist

A wry grin

A dazzling coin

A large cape

A Deck of Cards

Fine Faerie Dust

## Item Details

If you want to include advantages from specific details of your items consider a devil's bargain that relates to a detail.

## Crew Creation

### 1. Choose Crewbook:

The crew type determines the group's purpose, their special abilities, and how they advance You begin with Tier 0, Weak Hold, and 0 Rep.

### 2. Choose Initial Reputation & Sanctum:

Choose how other arcane factions see you - Ambitious - Brutal - Daring - Honorable - Professional - Savvy - Subtle - Strange. Look at the map and pick a district to place your Sanctum and describe it.

### 3. Choose one Special Ability:

If you can't decide, choose the first ability on the list. It's placed there as a good first option.

### 4. Assign Crew Upgrades:

Your crew has 2 upgrades pre-selected. Choose 2 more. If your crew has a cohort follow the procedure to create them. Record the faction standing changes due to your upgrades as follows:

- a. One Faction helped you get an upgrade. Take +1 standing with them, or spend 1 CURRENCY for +2 standing instead.
- b. One Faction was harmed when you got an upgrade. Take -2 standing with them, or spend 1 COIN for -1 standing instead.

### 5. Choose a Favorite Contacts:

Mark the one who is a close friend, long-time ally, or partner from time-to-time. Record the faction status changes related as follows:

- a. *One Faction is friendly with your contact.* Take +1 standing with them.
- b. *One Faction is unfriendly with your contact.* Take -1 standing with them.
- c. At the crew's discretion, increase the intensity of the faction standing with your contact and take +2/-2 instead.

### 6. Assign Currencies:

Your crew starts with 2 currency of either SUPPLY, INTEL, or RAW MANA. Choose 2 of any combination, (Mana is kept track on player sheets):

- a. *Someone's Tradition helped give you a jumpstart with some currency.* Take +1 standing with that Faction.
- b. *Someone's Upbringing helped gain some currency for the crew.* However it was at the cost of a Faction. Take -1 standing with them.

## Crew Books

### Viziers

### Special Abilities

**Scheming:** Each PC may add +1 action rating to Trick, Hobnob, or Finesse (up to a max rating of 3)

**Don't you know who I'm with?!** If you involve a contact, friend, or ally in your score, you can use their Tier as a base instead of your own crew's Tier when determining engagement.

**Wormtongued:** Each PC can spend 2 oddity to resist with Ensorcel, instead of Astute or Knack. What trickery allows this to occur?

**Accord:** Sometimes friends are as good as Power. You may count up to 3 +3 Faction Standings you hold as if they are Places of Power.

**With the Right Pressure...:** You have leverage on your cohorts. Add the Loyal or Tenacious edge to your cohorts, but decrease their effect level.

**It's not what you think!:** During Downtime, take -1 woe. When your woe is 4 or less, you get +1d to deceive people when you pass yourselves off as ordinary citizens.

## **Veteran**

## Contacts

- [], Circle Primarch
- [], Warden of Psychosis
- [], Tavern Owner
- [], Socialite
- [], Merchant Lord

## Starting Ventures

- Explore
- Conspire
- Delivery
- Shield
- Start at 1 Strata

## Starting Upgrades

- Secure
- Ensorcel

## Claims

Sycophants: +1 INTEL for social operations

Happy Hour: +1 scale for Trickster Cohorts

Friends of Friends: +1d to Gain Asset

Place of Power: (x3)

Ancient Tower: +1d to Hobnob with Occult Beings on site.

Personal Clothier: +1d to Engagement Rolls for Social Ventures

Luxury Venue: +1d to Hobnob and Trick on site.

Luxury Fence: +1 SUPPLY for high class targets

Side Business: (Tier Roll)-Woe = SUPPLY in downtime.

Little Black Book: +1d to gather info for Ventures

Gossip-mongers: +1 REP per venture

Vice Den: (Tier Roll)-Woe = INTEL in downtime.

## Crew Upgrades

- Elite Tinkerers (+1 Quality)
- Elite Tricksters (+1 Quality)
- Fine Ritual Foci
- Vizier Rigging (2 free load for documents or tools)
- Normalized (+1 Oddity) [*requires 3 upgrades to select*]

## XP and Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- Execute a successful blackmail, con, fixer, or extortion operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one
- Express the goals, drives, inner conflict, or essential nature of the crew.

## Warmages

### Special Abilities

**Formidable:** Each PC may add +1 action rating to Duel, Havoc, or Compel (up to a max rating of 3)

**Bonded in Chaos:** When you fight alongside your cohorts in combat, they get +1d for teamwork rolls. All of your cohorts get the Shakers type for free (if they're already Shakers, add another type).

**Protect the Mission:** When you're at war (-3 faction standing), crew does not lose research actions, additionally gain +1d to Recover actions

**Anointed:** When you contend with supernatural threats, you gain potency and +1d to resistance rolls.

**Frenemies:** When dealing with a faction, treat your Strata Level as 1 level closer to them.  
How/What lets you ignore the Stata Etiquette?

**What Job?:** When you keep an operation quiet or make it look like an accident, you get half the REP value of the target (round up) instead of 0. When you end downtime with 0 Woe, take +1 REP.

### Veteran

## Contacts

- [], Watchman
- [], Doctor
- [], Vicious Noble

- [], Warden Lt.
- [], Worm Hunter

## Starting Ventures

- Explore
- Evict
- Delivery
- Shield
- Start at 3 strata

## Starting Upgrades

- Weapons
- Knack

## Claims

Barracks: +1 Scale for Shaker Cohorts

Training Room: +1 scale for Duelist Cohorts

Protection Racket: (Tier Roll)-Woe = SUPPLY in downtime.

Place of Power: (x4)

Ancient Gate: Safe Passage to the Wastes

Witch Hunter Intimidation: -2 Woe per venture

Infirmary: +1d to Recovering Harm rolls

Watch Confederates: +1d engagement when using force in a venture.

Tactical Knowledge: +1d to gather info for ventures

Warehouse: Stockpiles give you +1d to Gain Asset

Vice Den: (Tier Roll)-Woe = INTEL in downtime.

## Crew Upgrades

- Elite Duelists (+1 Quality)
- Elite Shakers (+1 Quality)
- Prison Contacts: +1 Tier while in Prison
- War Mage Rigging (2 free load for weapons or armor)
- Hardened (+1 Eccentricity Box) [*requires 3 upgrades to select*]

## XP and Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- Execute a successful battle, protection, or destruction operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one

- Express the goals, drives, inner conflict, or essential nature of the crew.

## Wizards

### Special Abilities

**Everyone Tinkers:** Each PC may add +1 action rating to Roam, Study, or Dabble (up to a max rating of 3)

**Synchronized:** When you perform a group action, you may count multiple 6s from different rolls as a critical success.

**Patron:** When you advance your Tier, it costs half the coin it normally would. *Who is your patron? Why do they help you?*

**Bound in Darkness:** You may use teamwork with any member, regardless of the distance separating you. By taking 1 oddity, your whispered message is heard by every cohort.

**Something about a Pen:** When you use arcane skill or technical merits to pull off a venture, take +1d to the engagement roll.

**Fae Strings:** From experience or ritual, all crew members gain the ability to interact with a Fae Court, additionally mortals currently in deals with Fae of that Court are discernable. *How can you tell they have made a deal?*

**Veteran**

### Contacts

- Marcus, Arcane Curator
- Horace, Warden of Entropy
- Adellum, Old Crone
- Kuda, Seller of Trinkets & Baubles
- Caulfield, Salon Owner

### Starting Ventures

- Explore
- Make
- Delivery
- Shield
- Start at 2 Strata

### Starting Upgrades

- Workshop
- Astute



## Claims

Cover Operation: -2 Woe per Venture

Side Business:(Tier Roll)-Woe = SUPPLY in downtime.

Ancient Library: +1d to Long Term Projects

Place of Power: (x4)

Scryers: +1d gather info for ventures

Ley Lines: +1 Quality to Products

Sacred Nexus: +1d to Recover Harm Rolls

Ancient Tower:+1d to Hobnob with Occult Beings on site.

Ancient gate: Safe Passage to Other Realms

Way Points: Hidden Escapes throughout your Places of Power.

Secret Ways: +1d Engagement to Mobile Ventures.

## Crew Upgrades

- Fine Ritual Foci
- Elite Researchers (+1 Quality)
- Etheric Map of Shades' Haven
- Bags of Holding (-2 Load)
- Peculiar (+1 Oddity Box) [*requires 3 upgrades to select*]

## XP and Advancement

At the end of the session, Mark 1XP for the following cases if it came up, Mark 2XP if it came up frequently or was a very pivotal moment of the session:

- Execute a successful search, delivery, construction, or acquisition operation.
- Contend with challenges above your current station.
- Bolster your crew's reputation or develop a new one
- Express the goals, drives, inner conflict, or essential nature of the crew.

## Crew Upgrades

### Basic Upgrades

**Carriage:** You have a carriage, two goats to pull it, and a stable. A second upgrade improves the carriage with armor and larger, more agile goats.

**Zeppelin:** You have an airship of some manner, a place to store it along with a small shack to store supplies. A second upgrade improves the armor and gives more carrying capacity.

**Hidden:** Your sanctum has a secret location and is disguised to hide from view. If your sanctum is discovered, use two downtime activities and pay CURRENCY equal to your TIER to relocate and hide it once again.

**Quarters:** Your sanctum includes living quarters for the crew. Without this upgrade, each PC sleeps elsewhere, and is vulnerable when they do so.

**Secure:** Your sanctum has locks, alarms, and traps to thwart intruders. A second upgrade improves the defenses to include arcane measures that work against spirits.

**Storage:** Your lair has a secure vault, increasing your storage capacity for INTEL or SUPPLY to 4. A second upgrade increases your capacity to 8 or allows your to store 4 of the other.

**Workshop:** Your sanctum has a workshop appointed with tools for Dabbling 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.

### **Documents**

**Gear:** (covers Traveling Gear)

**Implements:** (Spell Pouch, Reagent)

**Supplies:** Vials, Hand Mirror

**Tools:** Demolition Tools and Dabbling Tools

### **Weapons**

**Astute:** When Training Astute during downtime, gain 2 XP instead of 1.

**Knack:** When Training Knack during downtime, gain 2 XP instead of 1.

**Ensorcel:** When Training Ensorcel during downtime, gain 2 XP instead of 1.

**Personal:** When Training playbook during downtime, gain 2 XP instead of 1.

**Mastery:** This allows the 4th dot to be filled for actions.

**Extra Venture:** Your crew can select one additional Venture Type to use.

## Cohorts

A cohort is a gang or an expert who works for your crew. To recruit a new cohort, spend two upgrades and create them using the following process:

### Gang Types

- **Researchers:** Librarians, Scholars, Philosophers, Students, Scribes
- **Duelists:** Showman, Swashbucklers, Gladiators, Bored Nobles.
- **Movers:** Rickshaw Drivers, Airship Workers, Wanderers.
- **Shakers:** Toughs, Guards, Battle-Hardened Veterans.
- **Tricksters:** Snake Oil Hagglers, Con-Artists, Glamourists.
- **Tinkerers:** Physicians, Smiths, Chemists.

A gang has scale and quality equal to your current crew Tier. It increases in scale & quality when your crew moves up in Tier. Some crew upgrades will add the "Elite" feature to a gang, which gives them +1d when they roll for a given Type.

### Expert Types

Record the expert's type (their specific area of expertise). They might be a Doctor, an Investigator, an Occultist, an Assassin, a Spy, etc. An expert has quality equal to your current

crew Tier +1. Their scale is always zero (1 person). Your experts increase in quality when your crew moves up in Tier.

## Edges & Flaws:

When you create a cohort, give them 1/2 edges & an equal number of flaws.

**Edges:** Fearsome, Independent, Loyal, Tenacious

**Flaws:** Principled, Savage, Unreliable, Wild

## Downtime Activities

In between Ventures, players and crews can perform certain activities during downtime. These are organized based on the types of CURRENCY needed to perform said activities. Some abilities give access to free activities.

The crew can spend MANA, SUPPLY, or INTEL to perform any downtime actions they wish. Once it is decided that Downtime is over, each PC gets Raw mana equal to the level of their Nascent Mana. (Total Nascent Mana divided by 10).

These can be used with SUPPLY: (This is done at a crew level)

- **RECOVER HARM:** Everyone can roll based on Tier towards Recovery Clock (1-3 1 tick, 4-5, 2 ticks, 6 3 ticks, Crit: 5 ticks) when clock is filled, all harm is reduced by 1 level.
- **RECOVER ARMOR/ITEMS:** Everyone can clear armor, special armor, and item usage.
- **GAIN ASSET:** Everyone can roll based on Strata Level to acquire an asset they do not have access to (1-3 poor, 4-5 standard, 6 fine, crit: exceptional)
- **Train:** Everyone can 1 XP in one track towards advancement, if that area is upgraded gain 2 XP.

These can be used with INTEL: (This is done at a crew level)

- **RECOVER ODDITY:** Everyone can clear half their used oddity rounded up, expending benefits halves it again.
- **REDUCE/GAIN Woe:** Make a Fortune Roll based on Strata Level to reduce or gain Woe, die result is amount changed. Rolls over both directions.
- **RESEARCH:** Everyone can make or assist (not both) a *Gather Info* roll. (roll results: Poor/Standard/Fine/Exceptional)
- **Train:** Everyone can 1 XP in one track towards advancement, if that area is upgraded gain 2 XP.

These can be used with MANA: (This is PC specific)

- **Long Term Project:** Anyone can expend Raw Mana to further or start a LTP
- **Ritual:** Anyone can expend Raw Mana to perform a Ritual they currently know.

## Long Term Projects

Long Term Projects (LTPs) are ways for players to pursue non-traditional things with their characters. They want to create a thing? They want to gain access to a thing? They want to do something and it doesn't feel like a Venture? It's probably a LTP.

The Facilitator determines the size of the clock or the number of clocks needed to achieve a project. However, as an LTP progresses, all of them will address the following questions (in order)- roughly every two ticks:

- The Facilitator will ask, "What [thing, effect, information] are you attempting to discover, and how is it magical?" The Player will answer.
- The Player will ask, "What must I do to [create, find, locate] the [thing, effect, information]?" The Facilitator will answer.
- The Player will ask, "What is the Price I pay to accomplish this?" The Facilitator will answer.
- The Facilitator will ask, "What new belief, drive, instinct, or fear does knowledge of these discoveries and its implications instill in you?" The Player will answer.

## Ventures

- Explore: Investigate or Research an unknown thing. Detail: Starting Point (Gain Supply+Intel)
- Conspire: Parley or Negotiate with someone/thing. Detail: Method (Gain Intel+Intel)
- Delivery: Escort or Courier something/one. Detail: Route (Gain Intel+Mana)
- Shield: Protect or Strengthen something/one. Detail: Power (Gain Supply+Mana)
- Make: Build or Create something/one. Detail: Process (Gain Supply+Supply)
- Evict: Banish or Rebuke something/one. Detail: Point of Attack (Gain Mana+Mana)

## Engagement

Once the players choose a venture and provide its detail, the Facilitator cuts to the action - describing the scene as the crew starts and encounters their first obstacle. But how is this established? The way the Facilitator describes the starting situation can have a huge impact on how simple or troublesome the venture turns out to be. Rather than expecting the Facilitator to simply "get it right" each time, we use a dice roll instead. This is the engagement roll.

The engagement roll is a fortune roll, starting with 1d for sheer luck. Modify the dice pool for any major advantages or disadvantages that apply.

## Major Advantages / Disadvantages

- Is this operation particularly bold or daring? Take +1d.
- Is this operation overly complex or contingent on many factors? Take -1d.
- Does the venture's detail expose a vulnerability of the target or hit them where they're weakest? Take +1d.
- Is the target strongest against this approach, or do they have particular defenses or special preparations? Take -1d.
- Can any of your friends or contacts provide aid or insight for this operation? Take +1d.
- Are any enemies or rivals interfering in the operation? Take -1d.
- Are there any other elements that you want to consider? Maybe a lower-Tier target will give you +1d. Maybe a higher-Tier target will give you -1d.
- Maybe there's a situation in the district that makes the operation more or less tricky.

The engagement roll assumes that the PCs are approaching the target as intelligently as they can, given the plan and detail they provided, so we don't need to play out tentative probing maneuvers, special precautions, or other ponderous non-action. The engagement roll covers all of that. The PCs are already in action, facing the first obstacle.

Don't make the engagement roll and then describe the PCs approaching the target. It's the approach that the engagement roll resolves. Cut to the action that results because of that initial approach—to the first serious obstacle in their path.

## Engagement Roll

- 1d for sheer luck.
  - +1d for each Major Advantage.
  - -1d for each Major Disadvantage.
- 
- **Critical:** Exceptional result. You've already overcome the first obstacle and you're in a controlled position for what's next.
  - **6:** Good result. You're in a controlled position when the action starts.
  - **4/5:** Mixed result. You're in a risky position when the action starts.
  - **1-3:** Bad result. You're in a desperate position when the action starts.

## Determining Payoff

The crew earns CURRENCY based on the type of venture completed.

Each Venture gains 2 types of CURRENCY, each gain equal amounts as follows:

- (1,1) CURRENCY: A minor job; a simple or low stakes venture.
- (2,2) CURRENCY: A small job; a middling discovery.
- (3,3) CURRENCY: A standard venture; decent stakes.
- (4,4) CURRENCY: A Big Venture; Serious stakes, significant effort.
- (5,5)+ CURRENCY: A major venture; impressive discovery or finds.

The crew earns 2 REP per Venture by default. If the target of the score is higher Tier than you, take +1 rep per Tier higher. If the target of the score is lower Tier, you get -1 rep per Tier lower (minimum zero).

## Gaining Woe

Woe is changed after each Venture with the following prompts:

- Add +2 for a high-profile or well-connected Target.
- Subtract -2 for a high-profile or well-connected Client.
- Add +3 if Venture occurred at a hostile Place of Power.
- Add +1 if the crew is at war.
- Add +3 if supernatural forces were invoked.
- Add +2-3 if dealing with higher Stata Factions.
- Plus any additional Woe from complications or Devil's Bargains during the Venture.

## Entanglements

After each Venture is complete and woe and payout is determined, an Entanglement is generated. The following table can be used as a quick reference. The level of Woe determines which column is used and the number of dice rolled equals the crews Strata.

Level: 0-3	Level: 4-5	Level: 6+
1-3: Follower's Issue	1-3: A Warden Visits	1-3: Flipped
4,5: Rivals	4,5: Fae Notice	4,5: Demonic Notice
6: A Favor Due	6: Show of Force	6: Warden's Seizure

- Follower's Issue:  
One of your cohorts causes trouble due to their flaw(s). You can lose face (forfeit REP equal to your Tier+1), make an example of one of the members, or face reprisals from the wronged party.
- Rivals:

A neutral faction throws their weight around. They threaten you, a friend, or a contact. Forfeit (1 REP or CURRENCY) per Tier of the rival, or stand up to them and lose 1 Status with them.

- **A Favor Due:**  
A +3 Status Faction asks you for a favor. Agree to do it, or forfeit 1 REP per Tier to the Friendly faction, or lose 1 Status with them. If you don't have a +3 faction status, you avoid entanglements right now.
- **A Warden Visits:**  
A Warden grabs an NPC member of your crew or one of your crew's contacts, to question them about your activities. *Who do they think is most vulnerable?* Make a fortune roll to see how much they talk: (1-3: +2 Woe, 4,5: +1 Woe), or pay the Warden with 2 CURRENCY.
- **Fae Notice:**  
A Fae approaches the crew with an intriguing offer. Accept their offer, hide until it loses interest (forfeit 2 REP), or deal with it another way.
- **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.
- **Flipped:**  
One of the PCs' rivals arranges for one of your contacts, patrons, clients, or a group of your customers to switch allegiances due to the WOE on you. They're loyal to another Faction now.
- **Demonic Notice:**  
A demon approaches the crew with a dark offer. Accept their bargain, hide until it loses interest (forfeit 3 REP), or deal with it another way.
- **Warden's Seizure:**  
A Warden presents their investigation to a Magistrate beginning the prosecution of your crew. They send a detail (scale equal to Strata Level) to seize you. Pay them off with CURRENCY equal to STRATA+3, hand someone over for arrest (This clears Woe), or try to evade seizure.

## Factions

- **Council of Elders:** An old remnant of the Great Tower's Government. Now more of a Emeritus Organization, though its said the experiments and rituals they perform are both awe-inspiring, and terrifying.
- **Duelist's Cadre:** Solely focused on the interaction of dueling Mages, this Cadre has devised and adapted many different tactics to engage in formal bouts. Though, the Wardens and Military might comment that their techniques border to far on the sporting side of things.

- **Scholars of Old:** Tasked with maintaining and re-discovering the many wonders of the Great Tower, these Scholars' knowledge and experience are unmatched by any other Mortal means
- **The Winkers**
- **Crysalid:** This group focuses on the many different crystals and foci used in arcane manners. They buy, sell, and manipulate many of these to further their own interests.
- **Progeny of the Moon:** More feral than human some say, this faction looks towards the Moon and the natural world - its suggested many have undergone special rituals to modify their bodies towards other fauna of the World.
- **Seers**
- **Witches' Brew Crew:** these Witches are fascinated by the types of edibles and consumables possible with their magicks. They are always interested to meet new victi--- clients.
- **Artificers**
- **Transportation**
- **Wardens:** Wardens are tasked with maintaining the coherence of the vast array of Guilds, Societies, and Circles that exist w/in the magical cliches of Shades' Haven. To anger them, is a grave error indeed.
- **Lady Zanna:** a Madame of renown beauty, Ancient Noble who's un-matched in her deft knowledge of the archaic and arcane. It's been said she's happy to dispense her knowledge, if a deal can be agreed upon...
- **The Exiled:** Not really one organization, but a myriad grouping full of formerly Exiled Mages, Wizards, Mystics, and Occultists. Most are within Tiers 0-1, but together they can reach upwards of Tier II. Talking with them is quite Taboo, and they generally do not look favorably upon those `in favor' with the current societal structure. Still though, they have access and knowledge of a great many things that the more.... respectable types, frown upon.
- **City Government**
- **City Watch**
- **The Prison:** Built to contain those who miss use the Magicks. Though inside, many taboo traditions still thrive.
- **Embassy of the Observatory**
- **Consulate of the Last Gasp**
- [Keep Boundaries Going]
- **Witch Hunters:** Wishing to never see another Fall such as The Great Tower, these citizens wish to stamp out any and all forms of magic from the world.
- [Newspapers/Media]
- **Magistrates:** Lawyers, Barristers, and Solicitors.
- **Inter-city Transit:** (Airships)
- **Worm Hunters**
- **Re-Builders:** Tasked with rebuilding and repairing rooms and parts of the Great Tower to work in modern society.



- **Rickies:** Shades' Haven is covered in a vast network of Rickshaws, these Rickies have an ear to the ground for rumors and know the city better than anyone else.
- **Moors:** These workers help the airships unload at the Mooring Stations in Shades' Haven.
- **Workers of the Airships**
- **Merchant Guild**
- [Utilities]
- **Glassmith Guild:** In a city full of magical research and creation, the Glassmiths have developed a surprisingly wealthy Guild. They control much power in the city, and it is advised to not risk their ire.
- **Court of Sands:** The Larger of the 2 known Fae Courts. The Court of Sand is far off to the southeast from Shades' Haven - but its presence is ever felt.
- **Ladies of the Stars:** Said to watch from above, this Cult tries to spread the faith in a world full of gloom and sorrow.
- **Wanderers of the Storm:** Less of a Group and more of a network of those who blaze across the wastes of the world, away from the protection of the Tower Ruins. They are able to find and locate wonders unknown to have ever exist.
- **Court of Oasis:** The smaller of the 2 known Fae Courts. While it has lesser influence than The Sand, it is not to be trifled with.

## Starting Premises

### Sample Starting Premises

- A shared Place of Power between Two Factions has been destroyed, each are blaming the other and want your circle to pick a side. (Crysalid and Progeny of Moon)
- A well respected member of Society wishes to renegotiate their Family's Fae Contract and has tasked your Crew with the details, promises of Wealth for a good renegotiation of course.
- A recent Worm Hunter expedition has returned with a treasure trove of old Artifacts and Tomes, a Faction wishes to know the veracity of these items and where they came from for... reasons.

## Special Permissions & Abilities

Sometimes, through means outside of the norm, a character may come across a way to gain abilities or advantages not usually offered. Here are a few suggestions.

## Spellswords

Through Military connection, or The Duelists Cadre, it is possible to learn techniques that combine the use of weapon and spell.

## Phylacteries

While lost to the ages, it has been written that it is possible for the inquisitive mage to construct an item such that it can hold their essence and fight back the pangs of Death. Such a thing, of course, is highly Taboo and frowned deeply upon by polite society.

## Demonic Favor

Demons have, from time to time, shared power and abilities with Mortals. Tales say these can be both exhilarating and terrifying powers. *What did you agree to for the Demon to share their power?*

## Fae Court Favor

It has been acknowledged from time to time that various Fae Courts will bestow certain Favors towards Mortals. This Favor have been seen to have a variety of effects. *How does one gain Favor with a Fae Court?*

## Elemental Affinities

While many Elementalists have been able to show control of certain elements, or produce various elements in themselves, it's been written that Elementals can show mages ways to become more like the elements than mortals. *How do you retain your sense of self when you no longer are Human?*

## Constructs & Golems

Many great Constructs of Wonder were shown to be possible in the Age of the Grand Tower. It has been theorized and suggested that it is possible some of these great wonders can be constructed again... *What do you give up, to animate these lifeless husks of metal, clay, and stone?*

## Taboos

There are many things that, while possible, are taboo amongst the common arcane communities. Many of which will surely get the notice of the Wardens and others. Some Taboos include:

- The Taking of Names
- Experimentation of Life Energies, for example Phylacteries as discussed above.

# Thanks & Acknowledgements

I'd like to thank my alpha testers Adam Sexton, DeviantWarlock, Xentropy0, and Scaridium. Along with feedback from Stras Acimovic, Matt Hayles, and Adam Sexton. This hack also takes influences from the Apocalypse World Engine of D. Vincent Baker along with other Forged in the Dark games: Band of Blades by Stras Acimovic and John Leboeuf-Little, Mortally <0> Bankrupt by Adam Sexton, and Girl By Moonlight by Andrew Gillis

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## Playtest Feedback:

If you've played this or plan on playing it, THANK YOU!! It's so cool to see people interested in this game! This is still being heavily tested, and I'd love to hear some of your feedback. If possible, organize some time at the end of your sessions and as a table discuss the following survey: <https://goo.gl/forms/snCjARzARY0qNCBP2>

Again, thanks so much! Let me know if you streamed, podcasted, or recorded your playtest! I'd love to check it out!