

Feel free to give this to anyone who might be interested, but try not to post it publicly.

There are no rewards from the conversation with Millicent so feel free just to play through without spoilers (though betraying her will lock you out of some content)
Kokokokok what

[A light in Clathermont's window](#)

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Universal Storylet:

(Unlocked by getting Entwined in the Intrigues of the Clathermont Family to 8, then speaking to Mr. Clathermont to advanced Entwined to 10, then speaking to Lilac about tattoos on her personal Feast of the Rose seasonal opportunity card.)

A light in Clathermont's window

You wait in the shadows beside the old pleasure-garden, at a safe distance from Clathermont's. Is the Lady in Lilac his missing wife, Millicent? Are you certain? And are you going to tell him? She warned you not to. She was very clear.

Option 1:

Tell him

Result:

Tears of gratitude

"I'll find her there," he babbles. He kisses you on both cheeks and piles your arms with gifts. "I'll find her. Thank you!"

His 'daughter', Myrtle, shakes her head sardonically as he lumbers out into the soft rain. "He won't find her. He'll never find her. You know that, don't you? But it won't stop him looking."

You will no longer find Millicent at the Panopticon in Veilgarden.

[If you choose this, and you want to advance the storyline, you'll need to talk to Lilac on her card again; you'll need to pay her the full amount of gifts that he gave you, plus Blackmail Material.]

Option 2:

Move on

No. No, she asked you to be discreet, and you'll honour that request.

Result:

Hurry. You'll be late...

- **Steadfast** increase (capped at 5)
- **Subtle** decrease

[Automatically redirects you to Lilac at the Panopticon Note: If you "Perhaps Not" out of Lilac at the Panopticon, you will need to redo this storylet, which will decrease your Subtle again. However, if you answer her first question, A Conversation With Millicent will become pinned in Veilgarden until a little after the Feast is over.]

At Veilgarden:

Lilac at the Panopticon

Millicent Clathermont, the Lady in Lilac. Clathermont begged you to find her, but perhaps you have motives of your own. She has taken a box at the Panopticon Theatre for tonight's performance of that notorious play, the Seventh Letter... but she seems to be using the box for purposes of intrigue, not entertainment. Millicent's Burly Associate has you wait outside until another visitor leaves, eyes troubled with new knowledge.

Millicent smiles carefully as you take your seat. "Tell me," she says, "why you're here."

[For curiosity's sake](#)

[For profit](#)

[For pleasure](#)

[To see the play](#)

[With the best intentions](#)

Option 1:

For curiosity's sake

Clathermont, the Feast, the Bazaar - she's connected to all of them. How?

Result:

"Perhaps we'll talk about that. But I'd like something from you, first. Tell me. These days are the grand feast of Love, here below. What do you understand by Love?"

- An occurrence! Your 'Entwined in the Intrigues of the Clathermont Family' Quality is now 16!

- Millicent is watching you closely. *[Lilac's Inclination set to 3]*

(Lilac's Inclination is a quality with no description, just a picture of Lilac)

Option 2:

For profit

Clathermont would pay for news of her.

Result:

"Understandable. You're not the only one; and you're more courteous than some. But he won't find me, you know. Now that you're here... I require something from you: it may seem petty, but perhaps that's for the best. These days are the grand feast of Love, here below. What do you understand by Love?"

- An occurrence! Your 'Entwined in the Intrigues of the Clathermont Family' Quality is now 16!
- Millicent is watching you closely. *[Lilac's Inclination set to 3]*

Option 3:

For pleasure

She's offered you the company of others. But her own company is terribly alluring.

Result:

A less careful smile

Perhaps we'll talk more, afterwards. Of love. But let us speak first of, hm, Love. Here at the time of the Feast - what does Love mean to you?"

- Millicent has favoured you with one of her less careful smiles. *[Lilac's Inclination set to 2]*

Option 4:

To see the play

The Seventh Letter! They only show that in secret at Mahogany Hall! A production at the Panopticon? How does the Ministry of Public Decency permit it?

Result:

"I requested a special dispensation, at the Feast. It has sentimental significance for me. It was the only payment I asked, for my work. And I will ask only one payment for your time here. Tell me, in this time of festival: what is Love?"

- Millicent has favoured you with one of her less careful smiles. *[Lilac's Inclination set to 2]*

Option 5:

With the best intentions

A husband and wife have been sundered. You like happy endings.

Result:

"That's sweet of you. But I hardly know you. Are you so eager to plunge yourself into a stranger's troubles? Did you imagine I would be as eager to have you do so? Let us speak of Love in the general case before we speak of it in the specific. Tell me. What is Love to you?"

- Millicent has favoured you with one of her less careful smiles. [*Lilac's Inclination set to 2*]

Linked Storylet:

A Conversation with Millicent

On the stage before you, the play continues. Millicent props a contemplative chin on a delicate fist. She's asked you about love. There is a burning intentness in her gaze. ***This storylet will be available until a little while after the Feast ends. Just pick the options that interest you: Millicent will eventually lose patience, but there are no tangible rewards, just conversation.***

[Talk about tattoos](#)

[Ask what all this business at the Feast is](#)

[Ask how she evades notice so effectively](#)

[How long has she been in London?](#)

[What is love to *her*?](#)

[Prevaricate](#)

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[Pay her a compliment](#)

[Answer her question](#)

Option 1:

Talk about tattoos

Is she really the one with the talent?

Result:

A satisfied smile

"I have no inclination to modesty. Yes. Yes, my husband does his best, but at the beginning, he handled the clients and the... messages... and the art was mine. It was the messages on the skin that came to the attention of a Power. A wonderful Power." This time, her smile is more tender.

- Gain 1 x **Entwined in the Intrigues of the Clathermont Family**

Option 2:

Ask what all this business at the Feast is

Why does she go about the city arranging... encounters?

Result:

A candid answer

"One whom I love asked it of me. The Courier. I have received payment... but most of that payment is love."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- Your **'Recent Topic of Conversation'** quality is now **The Courier**

Option 2.1:

Talk about the Courier

That's not Clathermont?

Unlocked with Recent Topic of Conversation: The Courier, Featuring in the Tales of the University no more than 21

Result:

"Far from it. The Courier - you'll know him by another name. If you haven't guessed, you'll learn soon. He is cunning; he is merciful; he is a great dark eminence; he carries his messages on his skin. He is... aboil with passion."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- Your **'Recent Topic of Conversation'** Quality has gone!

Option 2.2:

Talk about the Courier

This Courier she loves. Does she mean... the Bazaar? It collects love stories - they're written on its spires. And she is terribly concerned with love.

Unlocked with Recent Topic of Conversation: The Courier, Featuring in the Tales of the University 22

Result:

A nod

"Is that so strange? Perhaps. But I'm not the only one. Penstock, too. There are others... some of us came to it naturally, some with assistance. But the passion in those spires!" Her lips are parted as she pauses: a curl of hair falls across her cheek. "It cannot be denied forever."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- Your **'Recent Topic of Conversation'** Quality has gone!

Option 3:

Ask how she evades notice so effectively

Clathermont has been looking for her. He has connections. She's been out on the streets, talking to people. How does she evade him?

Result:

"Yes. The agents of the Bazaar protect me, during the Feast. But more, there is a place, down here... it's difficult to describe. It's a place where everything is forgotten, eventually. It was founded for protection. Before I started to spend time there - before that" - she hesitates - "my eyes were blue."

- **Lilac's Inclination** +1 level
- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- An occurrence! Your '**Recent Topic of Conversation**' Quality is now **Obscurity!**

Option 4:

How long has she been in London?

She was here at the last Feast, it seems.

Result:

"Not long."

"I prefer the Surface. I am given dispensation to travel, to learn a certain art taught only in the country of the High Lakes. I return to serve as a mistress of ceremonies. As you know. I don't miss London, but I am fond of its inhabitants. Some of its inhabitants."

She leans forwards. "You have changed the subject."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- An occurrence! Your '**Recent Topic of Conversation**' Quality is now **The High Lakes!**

Option 4.1:

The High Lakes

What are they?

Unlocked with The Matter of the Tartar Priest: (Blank), Recent Topic of Conversation: The High Lakes

Result:

"In Asia - Tartary, or China. I'm not certain. I travelled with a guide, not a map. A hostile place, the Surface. Colder than the Neath, and so exposed. But I miss it. I always feel cramped down here, now."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- Your '**Recent Topic of Conversation**' Quality has gone!

Option 4.2:

The High Lakes

Where the traditions of the Judgements are taught?

Unlocked with A matter of the Tartar Priest: (Any), Recent Topic of Conversation: The High Lakes

Result:

A startled blink

"Yes. Yes... it's very dangerous. I won't speak of it here. I had to take protective measures before I could go up there. Visit a - another place, down here. A place of irrigio and obscurity."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- An occurrence! Your '**Recent Topic of Conversation**' Quality is now **Obscurity!**

Option 4.3:

What about this place of irrigio and obscurity?

Where is it?

Result:

"The Forgotten Quarter. I could try to tell you the way, but it can't be told, only shown. I don't recommend it. It's not safe. I've only replaced one set of dangers with another."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family [?]**

Option 4.4:

Talk about this place of obscurity

Does she mean she's been to the Nadir?

Unlocked with Recent Topic of Conversation: Obscurity, Route: the Cave of the Nadir 3

Result:

"That's what it's usually called. The Bazaar can't find it. There are powers the Bazaar fears - they can't find it either. This whole city is under its protection, I think - the whole Neath, perhaps - but to carry that protection with me, I had to go in deep." She sighs. "I lost a great deal."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- Your '**Recent Topic of Conversation**' Quality has gone!

Option 5:

What is love to her?

Let her answer, first.

Result:

She answers instantly

"A price. Or so I fear. I have two loves. Deep true ones. Let us call them the Artist, and the - the Courier. (Though neither has proven successful in their roles.) They love me, and I love them."

Each of us wishes something of the other. If I give up that thing - if I give it up -"

She makes an inconclusive gesture. Her eyes flash. "If I give it up, then love will be satisfied. It's always a transaction, is love, even outside the establishments of professionals."

"Now, will you be as honest with me?"

- **Forceful** increase
- An occurrence! Your '**Recent Topic of Conversation**' Quality is now **The Courier!**
- Gain **1 x Entwined in the Intrigues of the Clathermont Family**

Option 6:

Prevaricate

Does she miss her three daughters? It must be hard for a mother to be so long parted from her children.

Result:

A silence

...broken, thankfully, by raven-song from the stage. "I have no daughters," Millicent says icily. "I have never had children, and now I never will."

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**
- **Lilac's Inclination** +1 level

Option 7:

Watch the play for a little while

The *Seventh Letter* has long been banned by the Ministry of Public Decency. The last scene - with the Dragons - is not the only reason; but it's probably the biggest. There is a brief hiatus before that scene, to allow squeamish audience members to leave, and to darken the lights.

Unlocked with Entwined in the Intrigues of the Clathermont Family 16

Result:

"Yet no sweeter than yours, great master. I acknowledge it so."

This year, an unproven young actress - an alumna, it's rumoured, of the Foreign Office's mysterious choir - has taken the part of the Raven. Her rendition of the Hymn of the Shames sends a bankerly fellow fleeing from the auditorium in tears. Millicent mouths the words along with her. "The glowing-hearted mountain / the river in the sky / the near night and the deep night...'

- Gain **1 x Entwined in the Intrigues of the Clathermont Family**

Option 7.2:

Watch the play for a little while

The *Seventh Letter* has long been banned by the Ministry of Public Decency: but the story goes that Mr Wines enjoys it, and bribes them to wink at the ban, now and then.

Unlocked with Entwined in the Intrigues of the Clathermont Family 17

Result:

“Ah, were it only my unfettered choice. But I owe him his hunts and the joys of his voice.”

The Messenger is - you've heard - always played by a man and a woman, alternately, scene by scene. In this performance, there are three actors, and you're not sure any of them are a man or a woman, precisely. The Messenger-actor who receives the flattery of the Owls, and warns the Hunter against greed, is bald and burning-eyed. Millicent watches closely. "Not so very unlike," she murmurs to you. "I think that had the Messenger succeeded, I would not love it so - but I know that had it given up, I would despise it -"

The Hunter begins his litany of solar insults, and Millicent goes guiltily quiet.

- Gain 1 x **Entwined in the Intrigues of the Clathermont Family**

Option 7.3:

Watch the play for a little while

The *Seventh Letter* has long been banned by the Ministry of Public Decency: but the story goes that Mr Wines enjoys it, and bribes them to wink at the ban, now and then.

Unlocked with Entwined in the Intrigues of the Clathermont Family 18

Result:

"Aren't we touchy! I had no idea."

The role of the Phoenix is taken by a thrillingly beautiful visitor from the floating city of Khan's Shadow. There are whistles and cheers from the audience when she appears on the stage: and the more boorish audience members punctuate her lines with further whistles, even the soliloquy for which the part is so well-known - "I am so very tired of flames. I will drown myself in snow, and emerge in perfect serenity. Or emerge not at all." The point approaches where the Phoenix usually disrobes to undergo her Last Immolation, and two gentlemen become so excited that other better-mannered theatre-goers eject them.

But when the Immolation begins, the Phoenix does not disrobe - her feathered robe bursts into cold blue flame and she stands in the middle of it like a wick in a candle. You could swear that from the box you hear her crack and creak like new-made ice. The curtain falls, and there's a long pause before anyone applauds.

- Gain 1 x **Entwined in the Intrigues of the Clathermont Family**

Option 7.4:

Watch the play for a little while

The *Seventh Letter* has long been banned by the Ministry of Public Decency. The last act, with the Dragons that consume Time, is probably why. There is an additional brief interval to allow ladies and gentlemen of a sensitive disposition to leave the theatre.

Unlocked with Entwined in the Intrigues of the Clathermont Family 19

Result:

"Not yet enough. Not yet enough!"

The Dragons who bring the Messenger to justice are seven in number. One carries Time gored on a horn. Another has the Hunter carelessly slung over one huge shoulder. Two more each are daubed with red - 'The Blood of the World,' Millicent whispers. They drag the Messenger screaming, up the steps to the scaffold at the back that represents the Wound in the World, where the Chained Sun and the Messenger's Daughter wait. The Seventh Dragon recites the crimes of the Sun and the Messenger - Betrayal of Messages, Undelivery of Words, Vile Breeding, Conspiracy in Darkness, and Unlicensed Love.

When the Dragon says the words 'Unlicensed Love', its fellows set up an astonishing, breathless scream of rage - metallic, like the tearing of ships' hulls, and so loud! Loud as thunder or the collapse of buildings. You see others in the audience rise from their seats, clutching their heads. Millicent dabs at her own ear - a trickle of blood runs down her pale neck. And the screaming grows yet louder! The stage, the roof, the box you sit in, all shake like a ship in the grip of a hurricane. The audience are rushing for the exits now. It is a relief when the Dragons cease their screaming and lunge forwards, to feed on their prisoners. The curtain falls on the sights and red sounds of their feasting.

Even before your hearing has cleared, Millicent turns to you. "Now," she says. "Love."

- **Nightmares** increase
- Gain **1 x Appalling Secret**
- You've gained **1 x Entwined in the Intrigues of the Clathermont Family** [*this will bring you to 20 and end this storylet*]

Option X:

Pay her a compliment

Something ironic, but pretty, but superficial, but thoughtful. She must have heard it all, these last few weeks.

Unlocked with Lilac's Inclination 2

Persuasive challenge

Success:

A throaty chuckle

"I have been complimented by the very best, this past Feast. You, [gendertitle], are a worthy addition to my company of flatterers."

- **Lilac's Inclination** -1 level
- Gain **1 x Entwined in the Intrigues of the Clathermont Family**

Option 8:

Answer her question

This will bring the conversation to its conclusion.

or, if Entwined in the Intrigues of the Clathermont Family reaches 20:

Answer her question

Her patience is exhausted.

Result:

On love

Millicent will wait no longer for your answer. What - she wants you to tell her - is love?

All ending options increase Entwined in the Intrigues of the Clathermont Family to 30

[Is this a test?](#)

[Love is the devil](#)

[Love is the law](#)

[Love is light](#)

[When the histories of love are written...](#)

[Love is an illusion](#)

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[Love is a mystery](#)

[You will not answer](#)

[Love is loyalty](#)

[There are many kinds of love...](#)

[Love is sacrifice](#)

["Permit me to show you."](#)

[Love is power](#)

Option 1:

Is this a test?

What if you give the wrong answer?

Result:

A reassuring smile; a hint of impatience

"Don't worry. There are no prizes here. But I *am* interested in your answer, and in the answers of others. I was a scholar of ink, and now I am a scholar of amorous intrigue. Perhaps they will affect my own decisions: perhaps not. And I would think, too, you might be interested in your own answer."

(Loops you back to the options)

Option 2:

Love is the devil

Love is temptation, compulsion, obsession. It rides us as if we were animals, into the oncoming night.

Result:

"A grim view. But I can't deny it has some force. Perhaps you were thinking of a certain incident in the Clay Warrens? Or of my own poor Courier? There's the oncoming night, certainly."

She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 3:

Love is the law

Love is that force which cannot be denied: the motive which overrides all others. Good or bad? As well ask that of the wind.

Result:

"I'm never sure what to think of this. It does sound to me, sometimes, like an excuse. I've known lovers who can deny their heart... and others who cannot. Would you suggest that the first are not true lovers? Perhaps they're not."

She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 4:

Love is light

Love is what makes life possible. The healer, the saviour, the last touch of the sun. It may not be easy, but it's essential.

Result:

"A romantic," she remarks drily. "I like romantics. No, don't look like that. I admire your optimism. I think it's even possible you're right. I wonder if the Traitor Empress would agree, or the Hand of Aten, or the King with a Hundred Hearts. Perhaps they would."

She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 5:

When the histories of love are written...

...they will outnumber the histories of war. Love is what sets the stories in motion. Some of us prefer to sit back and see what happens to others.

Result:

"A curious answer... but less curious, in this city." She sighs. "Messages are sacred, did you know that? It is against the highest laws of the - the highest laws - for a messenger to write its own messages. That is why the stories should be true. Do you understand my meaning? Whether you do or not - please - be true in love, if nowhere else."

She makes a note in a book bound with shark-leather. "And, thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 6:

Love is an illusion

We tell each other that we love, because it is cold at night.

Result:

She watches you for some time. "It is cold," she says. "Very cold. I am glad we have our illusions, though. Illusions are powerful, aren't they? Words. Currency. Mirrors. Ink on skin."

She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 7:

Love is an arrangement

Each act of love is a transaction, even the amateur ones. Provide time, receive love. Provide love, receive a home. Love can be sincerely felt, but never lose sight of the price.

Result:

She nods, slowly, as you speak. You have the sense that she isn't entirely aware that she's nodding. "It's the whole history of these cities, isn't it? The Hundred. The Empress. A thousand exchanges every day. There are idealists who would tell you that love is not real if there are specific assurances given. Well, I would say to them -."

She catches herself, and stops. She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

- **Lilac's Inclination** -1 level

Option 8:

Love is a mystery

It has a hundred faces and a hundred hearts.

Result:

"I won't deny I'm disappointed. But I won't deny you might be right." She makes a note in a book bound with shark-leather. "Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 9:

You will not answer

You cannot easily express your opinions on love: or it is none of her business.

Result:

She makes a . "Ungenerous of you. Nevertheless, no answer is an answer of sorts. It all goes in the book."

She makes a note in a book bound with shark-leather. "Ungenerous, but sufficient. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Option 10:

Love is loyalty

Love is the eternal fulfilment of a promise. She and Clathermont - they were married once. She should not have left him.

Result:

She watches you for a little while. "Have you never done worse?" she asks. "I left him, because I couldn't stay with him. He took up with those - "

She makes a chopping motion with her hand, and is silent; she makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

- **Lilac's Inclination** +1 level (*up to level 4*)

Option 11:

There are many kinds of love...

...aren't there?

Result:

An impatient chopping-hand gesture

"Yes, of course. The Correspondence teaches us as much. A mother loves a child, a priest loves his congregation. But we are at the Feast of the Rose now. And as it happens, I believe that many springs feed one river."

(Loops you back to the options)

Option 12:

Love is sacrifice

Consider this creature. I gave a great deal to preserve it. It will die anyway, soon. Perhaps I will mourn: perhaps I loved it. ***This will give no additional benefits or consequences.***

Unlocked with 1 x Noman

Result:

"Self-love? Not exactly, I suppose. I wonder if the Masters love their lacre-selves. The relationship is, I understand, a little like parenthood, but not very. I must commend you: although I am not overly fond of lacre."

She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

[Travel to the Forgotten Quarter to gain your tattoo.]

Option 13:

"Permit me to show you."

Unlocked with Lilac's Inclination 1 and no more than 1, A Person of Some Importance: A Legendary Charisma

Result:

She throws back her head and laughs

"There's always one! And often, more than one. But..." she taps at her teeth with her finger. Her laughter was not especially kind, but she is smiling very directly at you. "You have a reputation. I am curious about your reputation. Why not? Why not."

Then she's on you with pantherish speed. The experience is not unpleasant - far from it - but

you find yourself under the curious impression that you are not so much experiencing it as being experienced. And in the midst of all that lightheartedness and heat, when her thoughts should properly be with you, you are certain you hear her moan "*Courier...*"

You think perhaps you have lost consciousness. A lilac haze clouds your vision. When you recover, Millicent has repaired the damage to her attire, and is seated decorously opposite, writing in her note-book. She closes it with a snap.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

- Gain 1 x Irrigo

Option X:

Love is power

'There is always one who kisses, and one who turns the cheek.' The idea that love is a matter between equals is amusing, and understandably popular. But there's never a balance.

Unlocked with Heartless 3 and invisible without it

(2015: Requires Heartless 4)

Result:

Love

"It's not uncommon, certainly. Perhaps you were aware of the business with the Provost? And I understand you've not been short of admirers. Always one more loving, and one more beloved. I wonder: in which position do you see yourself?"

She makes a note in a book bound with shark-leather.

"Thank you. I will make you an offer in turn. If you can find me in the Forgotten Quarter, I will give you the tattoo of your choice."

"Next!" she calls to the Burly Assistant. The interview, it seems, is over.

Travel to the Forgotten Quarter to gain your tattoo.

Millicent's Parlour

You've come to a refurbished caravanserai at the Quarter's edge. In the half-abandoned out-buildings, a single light glows like a cold eye. Millicent Clathermont is here, sometimes. You told her what you knew of love: and she's offered you one of her extraordinary tattoos.

The process will take some time, and you may have only one; but it is a very particular souvenir, and will give you a permanent point of Dreaded or Bizarre. They do not give any other bonus. Everyone knows there's no such thing as a magic tattoo.

All tattooing options cost 10 actions

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No tattoo at all

Instead of gaining a tattoo, you may politely refuse Millicent's offer, and remain with your skin untouched, as God or Nature intended. This will ensure you a point of Respectable. Of course, you'll have to pay Fate if you change your mind.

Result:

You're probably too pretty to blemish, anyway. Millicent doesn't seem offended. "Keep them inside for now," she suggests.

Entreat her to return to Clathermont

He misses her. Or her talents. Or both.

Result:

She shakes her head

"Plead for him as prettily as you like. Or threaten me, if you prefer. He knows better than to try to find me, now."

The Overgoat

Its dread and burning gaze shall join your own. ***A Dreaded Tattoo.***

Unlocked with an Overgoat

Result:

Horns and embers. They'll look away.

Übergoat

Will your skin even sustain it? **A Dreaded Tattoo.**

Unlocked with an Übergoat

Result:

Cinders and night. Millicent's hand doesn't tremble, but she's a professional.

The Cheesemonger

In memory of Alice. **A Dreaded Tattoo.**

Unlocked with A Fine Piece in the Game

Result:

A dab of violant, a touch of ice. Somehow, Millicent has replicated her expression exactly. Did they know each other?

Devilbone Dice

Celebrate Randomness. **A Bizarre Tattoo.**

Result:

A dozen faces. Black on white, like woods in winter.

The Sun

Your skin will remember, even if you forget. **A Bizarre Tattoo.**

Result:

Golden as Umbria, warm as a fire-side snooze. Set your regrets aside.

The Bazaar

All asprawl with limbs and lights. **A Dreaded Tattoo.**

Result:

Its comings and goings, its dark and half-submerged shape, the lights and the faint scratches of

its fiery skin-sigils: all here.

A Zee-Monster

Beware, beware, its sunken eyes, its sunken lair. The Sunless Sea is a great temptation to tattoos. **A Dreaded Tattoo.**

Unlocked with An Explorer of the Unterzee

Result:

A long dash of jade-green and peligin. At first glance, it looks unfinished. On the second glance, it resolves into terror.

Penstock's Wicket

The lift and the gate. **A Dreaded Tattoo.**

Unlocked with Putting the Pieces Together: the Taste of Lacre 3

Result:

A furnace-lit door to the Bazaar's heart. Few will recognise it, but those who do will know.

The Face in the Snow

It will be gone, soon. At least you'll have something to remember it by. **A Dreaded Tattoo.**

Unlocked with possession of a Noman

Result: **Face of pearl, eyes of gant. It is always watching.**

The Indefatigable

Your Aunt. God love her. **A Dreaded Tattoo.**

Unlocked with Inconvenienced by Your Aunt

Result:

Hair like twilight, a mouth like the blow of a hammer. When once you look, you can't look away.

A View from the Chambers of the Heart

This was the memory of another. **A Bizarre Tattoo.**

Unlocked with One who has Indulged in Unknown Pleasures

Result:

Beyond the window there is a river aswarm with boats like flies. The battle is almost over: bodies clog the river. Factory-chimneys gout flame. Each detail is visible.

The House of Chimes

The fallen tower of St-Stephen-in-the-river. **A Dreaded Tattoo.**

Unlocked with Admitted to the House of Chimes

Result:

That clock, on the tower. You're certain that was not the time that Millicent outlined. What time does it mark?

A Blemmigan

Fanged, Fungal, Ferocious...and oddly articulate. **A Bizarre Tattoo.**

Result:

That purple is a particular purple. A purple to rival the Imperial toga, or the noble beet. An interesting choice, but a memorable one.

A Velocipede

Behold the glory of its arc. **A Dreaded Tattoo.**

Unlocked with On the Velocipede Squad

Result:

The crest of the wheel rises like Empire. The handlebars are the horns of the Bull of Chaos. Millicent's even given it an unlikely electric bicycle-lamp.

An occurrence! Your 'A Skin-Bound Memory' Quality is now A Velocipede!

*You've gained a new quality: **Dreaded** at 1*

The Great Work

Who is the Glovemaker, and who the Glove? **A Dreaded Tattoo.**

Unlocked with The Sultan's Dream 1

currently unknown how to obtain this

Result:

The Hunt

Millicent cannot draw the Vake, but she can draw a weapon that might end it. **A Dreaded Tattoo.**

Unlocked with Ambition: Bag a Legend

Result:

The brasswork on the gun almost seems to glint. Power rides your arm like a grappling snake.

The Cards

Will they bring you luck? **A Bizarre Tattoo.**

Unlocked with Ambition: Heart's Desire

Result:

A winning hand? Perhaps. That last card is invisible beyond its edge. "It can be the one you prefer," Millicent observes.

The Jewel

All that light in such a little space... **A Bizarre Tattoo.**

Unlocked with Ambition: Light Fingers

Result:

Perhaps it's the size of a cow. It's hard to tell. But each facet is realised flawlessly.

Someone you once loved

A face from the deep past. **A Dreaded Tattoo.**

Unlocked with Ambition: Nemesis

Result:

Each dear feature recollected perfectly. Had Millicent ever met them? Did you know her, on the surface? She shakes her head. "I know only what I'm told," she says.

An Invisible City

What is love?

Unlocked with Ambition: Enigma

(Bizarre tattoo, even though it doesn't say so)

Result:

(Baby don't hurt me)

The things I do for you people: in this case, subject myself to a week-long Haddaway earworm. I hope you have it too now. You're welcome.

Millicent was a substantial experiment - I wanted something more like an actual NPC conversation, and some recent upgrades to the engine make that a little more feasible. She is also, intentionally, a banquet of content that gives very little in the way of monetary reward. I don't think she's a particularly successful character, because she serves as such a conduit for information and the opinion-poll question is so blatant. I'd love to do something similar with

extant NPCs, though, if I could ever find the time, and I'm looking to take this approach into Sunless Sea.

Anyway, have a tattoo of an invisible city. Maurilia, probably, but since it's invisible, who knows?

The Stag's Head

Only one club would ever encourage its members to get tattoos. **A Dreaded Tattoo.**

Unlocked with The Young Stags' Club

Result:

Its nostrils flare! Its daft eyes are bright with merciless mischief! Just wait until Squibby and Taffers see it.

*An occurrence! Your 'A Skin-Bound Memory' Quality is now **The Stag's Head!***

*You've gained a new quality: **Dreaded at 1***

A Chess-Piece

A knight. Let's not be too presumptuous. **A Dreaded Tattoo.**

Unlocked with The Boatman's Opponent 10

Result:

Deep peligin, the colour of the River. Glinting accents that recall the light on the Boatman's bony hands.

A Knife which Burns

It might be a Knife, a cigarette-lighter, or an infernal trap. **A Dreaded Tattoo.**

Unlocked with A Participant in the Underground Leagues of Knife-and-Candle

Result:

Be careful: if once you leave the Game, you'd better keep this covered, or enthusiasts might misinterpret it and ignore your retirement. Until then, let it serve as a goad to the unwary!

Just a Knife

You finished him. Let this recall as much. **A Dreaded Tattoo.**

Unlocked with Jack's Gone

Result:

It has a particular beauty, this knife, a razory silvery tint... perhaps you shouldn't look too long, too closely.

Flute Street

“Othotharooth!”, as they say below. **A Bizarre Tattoo.**

Unlocked with Visiting Flute Street 12

Result:

Amber and absence. The benign neglect of a soft city fallen.

The Scar in the Sky

There is a word which is probably safe to trace on human skin... **A Dreaded Tattoo.**

Unlocked with A Scholar of the Correspondence 10

Result:

Millicent is familiar with the simpler glyphs of the Correspondence, but this challenges her skills. She frowns with concentration. A curl of smoke rises from your skin. You grit your teeth. The smell of it is appetising. At last she sits back. You examine the result warily. A single sigil: DARE.

The Fallen Rat

Honor your foe-rat. **A Dreaded Tattoo.**

Unlocked with Vermin-Free

Result:

He fought long. You fought longer. He fought cunningly. You fought cunninglier. His inked eye is still red with malice. Remember him.

The Heiress

Her story ended in the Clay Quarters... as far as you know. **A Dreaded Tattoo.**

Unlocked with a Finder of Heiresses

Result:

Green eyes wide, a bold smile. Millicent nods. “Yes, I knew her. She came to me for a tattoo, once, long ago.”

Your Own Name

You never know. You might be glad you wrote it down.

Unlocked with Route: the Cave of the Nadir 3

(Bizarre tattoo, even though it doesn't say so)

Result:

Millicent chuckles delicately. "I have one of those. An excellent choice." She illuminates each letter with twining clusters of Forgotten Quarter ivy.

London From Above

Soft-glowing coals, alone in the Neath's night. **A Dreaded Tattoo.**

Unlocked with Free of Surface Ties

Result:

It's almost abstract. No Surfacers would ever recognise it. But anyone who's ever descended the Spiral would.

The Fist

You delight in being Dangerous. **A Dreaded Tattoo.**

Unlocked with Dangerous 25

Result:

Raised like a bludgeon, coiled like a snake.

The Eye

You take pride in your Watchfulness. **A Dreaded Tattoo.**

Unlocked with Watchful 25

Result:

Perhaps it'll see things you don't. Perhaps it'll keep you safe. (Of course it won't. It's ink on skin. But it'll add to the stories they tell of you.)

The Pen

You glory in being Persuasive. **A Bizarre Tattoo.**

Unlocked with Persuasive 25

Result:

The Shadow

Perhaps you don't want to boast aloud of being Shadowy...**A Dreaded Tattoo.**

Unlocked with Shadowy 25

Result:

How can one draw a shadow on skin? Millicent can. A net of cross-hatchings and darkness

resolves, from different angles, into hints and threats.

Hellfire

It is what you might call a 'devil-may-care' choice. ***A Dreaded Tattoo.***

Result:

Flames of a deep cherry-red, paling to sin-yellow at their heart. You can almost hear them roar. You can almost hear laughter.

New Newgate Prison

Isn't this where it all began? ***A Dreaded Tattoo.***

Unlocked with Suspicion 1

Result:

The prison-stalagmite looms on your arm. Tiny lights like pin-pricks. Of course they are, in fact, pin-pricks.

Parabola

There are colours which can only be seen in sleep... ***A Bizarre Tattoo.***

Unlocked with Nightmares 7

Result:

Cosmogone and viric. Your skin tingles. In the undergrowth she's illuminated so lavishly, you sense watching eyes.

Sunless

Black sea. Black sky. A lonely ship. ***A Dreaded Tattoo.***

Unlocked with You Disposed of a Whisper-Locked Sea-Chest 100

Result:

A Face for the Evening

A reminder that you once wore the lines and smiles of another. ***This is a Bizarre Tattoo.***

Unlocked with The Face Trade 26

Result:

The Gift

A reminder of the royal children. ***This is a Dreaded Tattoo.***

Unlocked with The Gift 110

Result:

Millicent inks. The china white of the doll's cheek appears. Pupils black as the tunnels beneath the palace. A dress, red as a smile from the Captivating Princess.

The Name of Mr. Eaten

Perhaps a reckoning will no longer be postponed.

Requires St Arthur's Candle, St Beau's Candle, St Cerise's Candle, St Destin's Candle, St Erzulie's Candle, St Forthigan's Candle, and St Gawain's Candle, and is therefore currently impossible; not available through random option [per Alexis](#).

Something Unexpected

Perhaps you can't decide. Perhaps you need to work up the courage. Go out, Drink until you're insensible, and then stagger back to Millicent, who will kindly satisfy your drunken request, as agreed in advance. This is best in company.

Unlocked with 4 x Greyfields 1879, 2 x Morelways 1872, 1 x Broken Giant 1844, 1 x Strangling Willow Absinthe

Result:

An adventurous night

Load up on wine, bribes and hidden weapons. Draw a map on your fore-arm. Alert your contacts among the Constables. Millicent's Parlour, here we come. *If your friend doesn't turn you down.*

Recipient Sees:

[Sender] proposes that you both get utterly hammered and then roll by Millicent Clathermont's secret tattoo parlour. [Warning! This will give both of you a completely random tattoo, which will cost 50 Fate to remove.]

On acceptance (recipient)

You make a rollicking tour of the most unsavoury parts of London, with [Sender] at your side. Much later, much drunker, you head for the Forgotten Quarter... (Examine your Skin-Bound Memory quality to find out what you ended up with.)

On acceptance (sender)

You make a rollicking tour of the most unsavoury parts of London, with [Receiver] at your side. Much later, much drunker, you head for the Forgotten Quarter... (Examine your Skin-Bound

Memory quality to find out what you ended up with.)



A Skin-Bound Memory

Millicent Clathermont has marked your skin, to commemorate something particular.