

AN: Certain tags may not always appear within the notes of each chapter, as they are included in the overarching content warnings for this series. Examples of these tags would be **canon-typical violence, PTSD, grief/morning, and period-typical attitudes** (racism and xenophobia specifically, but also including sexism, homophobia, etc.)

Other content tags, such as **suicide** and **torture**, will always appear within the chapter notes, despite being accounted for in the overarching work tags.

The above only applies to AO3. Readers on FFN and Wattpad are highly encouraged to take a look at this doc if one needs specific content warnings!

I have provided two sections: one with warnings with minimal spoilers, and one with more detail. This way those who don't want spoilers can avoid them, but elaboration is available for those who need or want it.

If there are any warnings I've missed or any you would like me to add, please feel free to message me on Twitter or email me at sopsignao3@gmail.com.

I will **always** accept requests for niche or uncommon content warnings, but only common or frequently requested content warnings will show up in the author's notes and the tags in order to avoid tag bloat. If the warning you need is niche or uncommon, I highly encourage you to check this document!

Part One: The Plagued Capital

General Warnings (Non-Spoilers)

0 - Reverie

No warnings applicable.

I - Prague

- War Scenes
- Graphic Violence and Character Death

II - Blood Brothers

- War Scenes
- Graphic Violence and Character Death

III - Lazarus

- Drugging

IV - Strangers in a Strange Land

- Drugging

V - The Coterie and the Void

- Needles and Drug Use

VI - Drapers Ward

- Racism and Xenophobia

VII - Confrontation

- Graphic Violence and Character Death

VIII - Outside Hanging

No warnings applicable

Detailed Warnings (Spoilers)

0 - Reverie

No warnings applicable.

I - Prague

- War Scenes

Detailed description of a war-ravaged city. The main characters are combatants.

- Graphic Violence and Character Death

The main characters engage in a gunfight with several enemy combatants. They then target a decoy posing as Vladimir Makarov.

Several unnamed enemy combatants, the decoy, and a minor character (Kamarov) are killed. The enemy combatants and the decoy are killed by gunshot, and Kamarov is killed by an explosion which occurs shortly after the decoy is revealed as such. At this point, Kamarov's death is uncertain, but it is confirmed in the next chapter.

The fate of a major character (Price) is uncertain after the explosion, but he is confirmed to have survived in the next chapter.

II - Blood Brothers

- War Scenes

Detailed description of a war-ravaged city. The main characters are combatants, and are in the midst of active combat.

- Graphic Violence and Major Character Death

The POV character (Soap) suffers from wounds inflicted at the end of chapter one. These injuries include internal bleeding, broken ribs, and an opened stomach wound. He later succumbs to his wounds in a safehouse at the end of the chapter.

There are also the implied deaths of numerous unnamed enemy combatants.

III - Lazarus

- Drugging

During a scuffle, Corvo injects Soap with sleep poison to subdue him.

IV - Strangers in a Strange Land

- Drugging

From the middle to the end of the chapter, Soap is drugged with sleep poison to sedation in order to satisfy Havelock's fears of him potentially causing harm. The drugging happens off-screen, but Soap experiences the effects until near the end of the chapter.

V - The Coterie and the Void

- Needles and Drug Use

Corvo uses an altered version of Piero's sleep poison as a sleep aid. He administers it via injection.

VI - Drapers Ward

- Racism and Xenophobia

While meeting with the black market dealer in Drapers Ward, Jerome (the dealer) calls Corvo and Soap "Serks." It is a derogatory term referencing Corvo and Soap's assumed Serkonan origins (from Corvo's accent and both of their skin tones, as there is an in-universe assumption that most people with certain skin tones/of a certain race hail from Serkonos).

Later, Soap asks Corvo to explain what it means. Corvo explains, and tells Soap not to allow anyone to call him a "Serk" or a "Morey." The latter, also derogatory, references Soap's assumed Morlish origins, as he has an accent similar to those from the region around Fraeport, Morley.

VII - Confrontation

- Graphic Violence and Minor Character Death

Soap and Corvo are confronted by a group of unnamed gang members while looting a tailor's shop in Drapers Ward. A fight ensues, in which Soap and Corvo kill all four gang members.

One gang member is shot, and two are killed by knife, and the last is killed by sword.

VIII - Outside Hanging

No warnings applicable