The Crrana: A Matter of "You know our words. 'We Keep.' Our honor, most jealously." THIS WILL NOT STAND

We came as strangers to this city and through strength and skill we have proven ourselves a force to be reckoned with. Not on their terms, but on our own. The politesse, the art, the craft, the lie. Their ways are not ours. Their rules are not ours.

-MOHSEN AL-MARI, Master-At-Arms

They despise this about us. And so when one of our own transgresses their imaginary lines, they snap and bark. They do not seem to realize that we are not dogs. We are lions.

THE BIND

♦ THE TWISTJACK'S HQ. The Scion of the House has been taken to the headquarters of the Twistjacks and is awaiting sentencing and punishment.

What defenses do the Twistjacks have in place? Who can help you get inside?

♦ TURNED OVER TO THE WATCH. The Twistjacks have handed over the scion of Al-Mari to the officers of the Watch. Even now, they are headed toward the Watch station in the Spindle.

Who might be able to delay them? What will get the Watchmen to hand over the Al-Mari scion?

♦ A PUBLIC TRIAL. The scion is enjoying one of the speedy trials common in the lower wards of Ilrien. Dozens of citizens look on and jeer as witnesses are called to condemn the scion and Al-Mari.

How will you end this mockery of justice? What is an acceptable level of collateral damage?

A SCION of our House has crossed one line too many, it seems. One bearing our name has been seized by the callow hands of the city's guardians. They think to administer justice. Imagine. Justice? The only justice is won. And they have not won. You will not let them. The strength and honor of our House, our name is at stake.

What we have, we keep.



HOUSE AL-MARI

THE ANGLE

♦ FOUAD, A DUELIST. Fouad descends nightly into the city to prick at the honor of swaggering toughs in the Twist. Tonight he went too far, and pricked too deeply. Bodies in the streets, and Fouad in chains.

Who did Fouad kill? What powerful faction were they connected to?

♦ BERRA, A KNACK. Berra's talent for knackery is great, though her control leaves something to be desired. Her gifts have landed her in trouble in the Twist, and she stands charged of attempting to wake the Deathless. What caused Berra's magic to go haywire? What kind of havoc was raised?

♦ RAMIN, A GAMBLER. Ramin has always been lucky with cards and dice. Tonight, their luck has run out and in a fit of pique, they pulled a pistol and shot the man across the table. The law has them well in hand. Who is the only witness to the crime? Who really pulled the trigger?

THE COUP

♦ A FAVOR FROM THE HOUSE. In recompense for your dutiful service.

Who in the House is watching you? What faction in the city is now gunning for you?

♦ A COLLEAGUE WHO OWES YOU. You pulled them from the fire.

What services can they provide you? Can they be trusted?

♦ THE FEAR OF THE WATCH. They will think twice before moving against Al-Mari.

What reputation do you now have among those who enforce the law? How can it be used with the Uncouth factions of the city?

FOUR-PART CLOCKS

- ♦ The Twistjacks know you're coming. Security tightens.
- ♦ The procession enters the upper wards of Ilrien.
- ♦ A rowdy crowd calls for punishment.



SIX-PART CLOCKS

- Aggrieved citizens assault the HQ.
- ♦ A Captain and his squad take custody.
- ♦ A key witness' testimony is delivered.



EIGHT-PART CLOCKS

- Twist-wide manhunt.
- The Scion is locked inside the Watch station.
- ♦ The gavel comes down. The Scion is sentenced.

Court of Blades

COTERIE NAME

Supply & Force

STRENGTHS Intelligence, Magic, Wealth, Transport, or Force HEALER Type: Physician

REPUTATIONS

Ambitious, Brutal, Daring, Honorable, Subtle, Arcane, Loyal, Reliable, Uncouth, Respectable, Dangerous



EXPOSURE

 $\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$



+1d to Hunt or Survey on site.

Favored Contact

SPHERES OF INFLUENCE

the Plaza, the Banks, the Theatre, the Arsenal, the Twist, the Grand Gate, the Docks, the Granary, the Artist's Quarter, the Traitor's Gate, the Arbor, the Necropolitan Hill, the Silk, the Palace, the University, the Market, the Foreign Quarter, the Watch, the Canals, the Temples, the Garden

The Traitor's Gate

The Traitor's date

SPHERE OF INFLUENCE

Sara, a Mercenary

CONTACT

SPHERE OF INFLUENCE

PERK

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

House Al-Mari

House Words: "We Keep"

SPECIAL FEATURE

 GIVE THEM NOTHING: When you roll to recover from harm, mark an extra tick on your progress clock.

SPECIAL ABILITIES

- O DEADLY: Each PC may add +1 action rating to Hunt or Skirmish.
- O ABLE: Each PC gains +1d to Body resist rolls.
- LIKE A HAMMER: Gain additional xp trigger: Did we show a glorious disregard for subtlety? Name one faction who dares not go to war with you, for the duration of the game they will not.
- PACK TACTICS: Your coterie is treated as 1 tier higher when engaging in a combat roll together.
- SNEERING DISREGARD: Take +2 influence on every errand, also take +1 exposure.
- O WAR DOGS: Even when at war you may take two downtime actions.
- STRIKE FEAR: Any time someone is clearly thinking of snitching on the coterie, or lying to a PC in it, call them out and they will think twice. Roll a fortune die to determine the outcome.
 - 1-3: They don't, even against their best judgement.
 - **4-5:** They don't, but they do talk around the question or try to make trouble for you in other ways.
- 6: They succeed in snitching or lying (unless they have the misfortune of trying to lie to a Key with the I Know This Tune ability).

XP TRIGGERS

At the end of each session, for each item below, mark 1 xp (on your house sheet), for a maximum of 4 xp.

- ◆ You overcame an obstacle with Dominance or Aggression.
- ◆ You contended with challenges above your current station.
- You bolstered your coterie's reputation or developed a new one.
- You expressed the goals, drives, inner conflict, or essential nature of the Coterie.
- Additional XP Trigger:

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RETINUES AND COLLEAGUES

 PREPARED: You gain 2 free load for weapons and tools for violence.

- SWORDS WITHOUT NUMBER: When you hire a retinue of Blades it functions as 1 tier higher.
- WELL-ARMED: The coterie gains access to the house's armories. All weapons grant +1 effect.
- IN THE KNOW: The coterie gains an informant who is incredibly knowledgeable in one subject. What is it?

UNIVERSAL UPGRADES

Quality:

- O Documents O Gear
 - Documents Cocar
- Tools
- ImplementsWeapons
- O Supplies We

Training:

O Mind O Body

Body Spirit

O Retinues and Colleagues-

The coterie hires a retinue or colleague. Retinues are groups of trained professionals that work in unison. Colleagues are experts with a specific area of mastery.

- O Private Apartments
- O Hidden Exit
- Workspace
- O Ritual Space
- O Private Library
- O Arcane Wards
- O Dedicated Transportation



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T I E R	Houses Minor	S T A T U S
V	THE BANK OF BRASS AND BONE	
IV	THE FORTUNATO TRADE FEDERATION	
IV	THE FIRST COURT	
III	THE SCHOLAM NATURALIS	
III	THE GRACES	
III	THE GONDOLIERS	
III	THE SIGNORA	
III	THE CITY WATCH	-1
III	THE DOCKERS	
II	THE BAKERS GUILD	
II	THE ARBORIST GUILD	
II	THE BROADSHEETS	
II	THE IRONMONGERS	+1

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T I E R	The Outsiders	S T A T U S
	FAVOR • • • •	S
IV	THE SEVENFOLD VEILS	
III	THE MERCIES	
II	THE DEAD WATCHERS	
II	THE COLLEGE OF SATIRE	
II	THE BUSKIN	+1
I	THE TRAMPS	+1
I	SORAYA	

-)	(%)		***
,	T I E R	The Uncouth	S T A T U S
	IV	THE PRINCE OF TATTERS	
	IV	THE BRIZOLATTO FAMILY	
	III	RIGNOLLE'S ROVERS	-1
	III	THE TEN HAMMER REGULARS	
	III	THE FOUNDER	
	II	THE UNBURNT	+1
	II	THE BLUE DEVILS	-1
	II	THE TWISTJACKS	
	I	THE MOTLEY	



STATUS KEY

- +3: Allies. This faction will help you even if it is not in their best interest to do so. They expect you to do the same for them.
- +2: Friendly. This faction will help you if it does not create serious problems for them. They expect you to do the same.
- +1: Helpful. This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

0: Neutral

- -1: Interfering. This faction will look for opportunities to cause trouble for you (or profit from your misfortune) so long as it causes no problems or significant cost for them. They expect the same from you.
- -2: Hostile. This faction will look for opportunities to hurt you so long as it does not create serious problems for them. They expect you to do the same and take precautions against
- -3: War. This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same and take precautions against you. When you are at war with any number of factions, your crew suffers +1 exposure from errands, and PCs get only one downtime action rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.