

CHARHOLLOW



Charhollow is home to the bulk of the workforce of the city—servants, dockers, sailors, stockyard and eelery workers, cabbies, and so on. It's cheap, noisy, cramped, and sweltering from cookfires and hissing steam-pipes, but there's a familial camaraderie among its residents that you won't find anywhere else. The people of Charhollow are a true community, brought together by circumstance, but bound by ties of mutual support and care in stark contrast to the cutthroat ruthlessness that constitutes business as usual in the rest of the city.

NOTABLE FACTIONS

- **The Vultures:** An up and coming gang of vicious thugs.
- **The Lost:** A group of street-toughs and ex-soldiers dedicated to protecting the downtrodden and the hopeless.
- **The Ink Rakes:** The journalists, muckrakers, and newspaper publishers of Doskvol. Willing to do whatever it takes to sell a story.

NOTABLE LOCATIONS

1. **Bellweather Crematorium:** The towering smokestacks are visible from just about anywhere in the city. Whenever someone dies, the giant bell tolls, and the deathseeker crows fly out and circle in the sky over the body. Then come the masked men with their carts, and the remains are collected and incinerated, hopefully before a ghost can arise and start wreaking havoc.
2. **Charhollow Market:** A public market fills the open square here in the shadow of the crematorium, offering fair prices to the local community.
3. **Longdale:** Only the poorest of the poor would live so close to the Crematorium, or those who have no other options.
4. **The Fountain of the Weeping Lady:** This elaborate fountain is topped by a statue of Lady Devera, the first Governor of Doskvol. Nearly 800 years later, she is known as the Weeping Lady, the central figure around which a notable charity organization has grown.
5. **Kellen's:** One of the oldest pubs in the city, with a dizzying selection of Skovlander ales and whiskeys.
6. **Quinn's:** High stakes card games. Former proprietor Albin Quinn's three sons ensure everything stays above board.

THE SITUATION

The Vultures have been causing all kinds of trouble for the good people of Charhollow, and the Lost are intent on putting a stop to it, by any means necessary. Now, dubious accusations have made right and wrong a bit murky. The Ink Rakes have waded into the middle of this mess because they can always smell a good story brewing, or at least the opportunity to make one up.

COALRIDGE



Coalridge is home to most of the machinists, industrial laborers and factories of the city. It's cramped, soot-choked, and loud—spewing dense clouds of black smoke, showers of sparks and burning cinders. The old elevated train lines that once hauled coal now carry heavy equipment and raw materials to and from Gaddoc Station, though many of the ancient tracks and cars have been abandoned to squatters who've converted them into makeshift homes.

NOTABLE FACTIONS

- **The Billhooks:** A tough gang of thugs wielding hatchets and meat hooks.
- **Skovlander Refugees:** Desperate survivors of the Unity War, now stuck here in Akoros.
- **Ulf Ironborn:** A brutal Skovlander, newly arrived in Doskvol, fighting everyone for turf.

NOTABLE LOCATIONS

1. **Coalridge Mine:** The site of the first permanent settlement at the river delta. The mine still operates over 1000 years later, though demand for coal has dropped sharply as the Imperium adopts electroplasmic power more and more widely.
2. **The Six Arms:** A public house named for the six lines which used to converge at the Old Rail Yard out front.
3. **Brickston:** The mostly densely packed residential area in Duskwall.
4. **The Ironworks:** A sprawling collection of massive industrial workhouses.
5. **Ironhook Prison:** A towering metal fortress, where the worst (or most unlucky) criminals are incarcerated.
6. **Gaddoc Rail Station:** Electro-rail trains from across the Imperium arrive here daily with goods and passengers.

THE SITUATION

The Billhooks have gotten it into their heads that Akoros is for the Akorosi, and don't much appreciate the Skovlan refugees cluttering up the city. Ulf Ironborn won't take their treatment of his countrymen lying down, of course. He's still sore about the outcome of the war, and will be looking to recruit as many of the refugees as he can in order to start another revolution. For their part, the refugees mostly just want to find a way to get back to Skovlan, but many of them have become desperate enough to turn to a life of crime to finance their return journey.

THE DOCKS



The docks of Doskvol are ancient, going back to the days before the cataclysm, when the area was just a small settlement trading with the Skov kingdom to the northwest. Today, some commerce has shifted to the new electro-rail lines of the Imperium, but the docks are still bustling with cargo haulers, fishing boats, and the prestigious Leviathan Hunter ships which provide the raw material that keeps the city running. Of course, all manner of other goods are transported through here as well.

NOTABLE FACTIONS

- **The Gray Cloaks:** A crew of former Bluecoats turned to crime after being framed and expelled from the City Watch.
- **The Fog Hounds:** A crew of rough smugglers who unofficially work for Lord Strangford.
- **The Dockers:** The hard-bitten laborers who work the docks.

NOTABLE LOCATIONS

1. **The Broken Anchor:** A tavern on the waterfront, and second home to many a working stiff.
2. **The North Hook Company:** This grand, old-fashioned estate house is headquarters for one of the oldest surviving shipping and naval exploration enterprises in the Imperium. Owned by The Hive.
3. **Doskvol Tariff and Excise Office:** Official records of everything that comes in and out of the city via ship are kept here. Of course, there is the occasional item that isn't documented, so officially they never existed.
4. **Salford's:** A squat stone building which houses one of the more notorious private banks in Doskvol.
5. **The Strangford Trading Company:** A well established shipping concern, bankrolled by one of Doskvol's founding families.
6. **The Pint & Hound:** A bare-knuckle boxing venue. The proprietors have encouraged factions to resolve disputes here before resorting to violence in the streets.

THE SITUATION

The Hive and Lord Strangford are currently fighting a proxy war for control of the Docks and the contraband that comes in and out, using the Gray Cloaks and the Fog Hounds as catspaws, respectively. The stalwart men and women of the dockworkers' union are caught in the middle.

BARROWCLEFT



Barrowcleft is the home to the laborers and Overseers of the Ministry of Provisions who tend to the radiant energy farms of Doskvol. It is a dusty, rural district, with simple wooden buildings of only one or two stories and wide dirt roads to accommodate large cargo wagons. The farmers of Barrowcleft are organized into tight-knit family-based clans that are proud of their vital role in the city's welfare and hold themselves apart from the "city folk."

NOTABLE FACTIONS

- **The Ministry of Provisions:** The regulatory commission that maintains the farms that provide the majority of Doskvol's food supply.
- **The Brigade:** The fire-fighters of the city. Alternately beloved for their life-saving heroism, or reviled for their looting and extortion rackets.
- **The Grinders:** A gang of former dockers and leviathan blood refinery workers, brought in to fight fires while the Brigade was on strike.

NOTABLE LOCATIONS

1. **Lightning Tower:** Marvels of electropasmic engineering, requiring constant attention from the powerful Sparkwrights guild. This series of towers ring the city are over each over 400 feet tall and help to keep the ravenous spirits of the deathlands out of the city.
2. **Barrow Bridge:** One of several residential bridges in the city. The bridge is lined with homes, shops, and merchant stalls.
3. **Overseer's Office:** This is the local office of the Ministry of Provisions, keeping a keen eye on the nearby farms.
4. **The Black Tree:** A local pub frequented by the farmers.
5. **Radiant Energy Farm:** The wondrous power of radiant energy allows crops to grow in the darkness of Duskwall. Life in the city depends upon these farms, so their delicate radiant lamps and irrigation systems are watched constantly by specially appointed deputies of the Watch and Overseers of the Ministry of Provisions.
6. **Barrowcleft Market:** This open-air marketplace provides a place for the farms to sell fresh produce and goods made from their crops. Other related vendors have also sprung up here, including brewers and distillers, weavers, dyers, and goat breeders.

THE SITUATION

Fire is a constant threat in Doskvol, and Barrowcleft is especially vulnerable. However, the Ministry of Provisions has recently had a falling out with the Brigade over a labor dispute. As a result, the Brigade has refused to lift a finger to assist in fighting any fire that breaks out in the district. The Ministry felt obliged to bring in a third party, and the Brigade has not taken the news well.

NIGHTMARKET



Nightmarket is a district dominated by commerce. Situated near Gaddoc Rail Station, Nightmarket receives the bulk of saleable goods from the cargo trains that travel across the Imperium, bringing the exotic and rare to Duskwall. The citizens that call Nightmarket home constitute a new class of "elites"—wealthy people who are not of noble descent but nevertheless claim land, status, and power without titles. The district has been taken over by new construction, introducing lavish private townhouses with all of the modern advances for the elites that can afford them.

NOTABLE FACTIONS

- **The Dimmer Sisters:** Housebound recluses with an occult reputation. They have hidden agents all over the city.
- **The Path of Echoes:** A mystery cult that borders on open rebellion against spirit laws.
- **Deathland Scavengers:** Desperate freelancers who roam the wasteland beyond the lightning barriers. Many are former convicts from Ironhook.

NOTABLE LOCATIONS

1. **Dundridge & Sons:** Considered by many to be the foremost tailor in Duskwall.
2. **Dimmer Manor:** An old Severosi villa with exotic gardens. The word is that anyone who goes in never comes out again.
3. **The Veil:** A luxurious social club known for its confidentiality and permissive policies regarding guests of arcane or unusual origins.
4. **The Night Market:** The exotic open-air marketplace for which the District is named. It's said that you can find nearly anything for sale here, if you know where to look.
5. **The Harping Monkey:** A tavern known for its "secret" menu of alchemical concoctions.
6. **Vreen's Hound Races:** The racing of specially bred hounds is currently in vogue among Duskvol's upper crust. Run by Master Vreen, a con man from the Dagger Isles.

THE SITUATION

The Path of Echoes is searching for a secret way into the home of the reclusive Dimmer Sisters. Rumor has it that the reclusive Sisters have gotten their hands on an ancient artifact, and they're certainly not known for their willingness to share. The Deathland Scavengers have also got wind of this, and are investigating on their own.

SILKSHORE



Criss-crossed by dozens of narrow canals, Silkshore is a district best navigated by gondola, as most visitors to this “red lamp district” do. The brothels, vice dens, food stalls, and exotic shops all perch at the waterside, ready to satisfy the appetites of their clientele, no questions asked. Silkshore is a place of public indulgence and private indelicacy, catering to every pleasure imaginable—as well as some that strain the bounds of fantasy.

NOTABLE FACTIONS

- **Consulate Offices:** The official offices of the emissaries from Iruvia, Severos, Skovlan, and the Dagger Isles.
- **The Hive:** A guild of merchants who secretly trade in contraband. Named for their symbol, a golden bee.
- **The Wraiths:** A mysterious crew of masked thieves and spies.

NOTABLE LOCATIONS

1. **The Ease:** The north part of the district is more easily navigated by gondola than by coach, and the dozens of entryways into the canals are flanked by shops and brothels advertising their wares with colored electric lights and flying banners.
2. **The Hooded Fox:** A public house noted for its selection of locally brewed beers from radiant farms.
3. **The Spark Grounds:** Beneath the crackling flares of a lightning tower, this open field draws crowds to watch the death-defying stunts of acrobats and circus performers, including the notorious “spark flyers.”
4. **Fogcrest:** A high, peaked hilltop crowded with rowhouses jammed within the maze of narrow stairways that constitute its “streets.”
5. **Ojak’s:** A rooftop market run by the eponymous Ojak, a Tycherosi merchant who deals in arcane artifacts.
6. **Ankhayat Park:** This extravagantly landscaped space is the largest open area in the city, hosting many public festivals and events throughout the year.

THE SITUATION

The Wraiths have recently come into possession of some valuable intel regarding the leviathan hunters, and are looking to sell to the highest bidder. However, the Hive sees this as an opportunity to remove a thorn from their side.

CHARTERHALL



Charterhall is the site of the first major construction in the city, in the days before the cataclysm. The old wall upon which was built the first lightning barrier in the Empire still stands in partial ruin around the district. The area is now home to the civic offices of the government including the courts, licensing and taxation offices, banks, and records archives. City officials and students at Charterhall University live here, along with the captains of Imperial industry who prefer to reside within sight of their fortunes.

NOTABLE FACTIONS

- **The Ministry of Preservation:** The governmental body of the Imperium that oversees all transportation between cities and the disbursement of food and other vital resources.
- **The Leviathan Hunters:** The daring crews that grapple with titanic demons of the Void Sea to drain their blood for processing into electroplasm.
- **The Foundation:** The ancient order of architects and builders. Many of their enemies have disappeared behind the brick and mortar of Daskvol.

NOTABLE LOCATIONS

1. **Charter Wall:** Along the ruins of the old walls is a sprawling artist's colony.
2. **Clerk Street:** The main avenue of the district is lined with imposing governmental structures of all sorts, all tucked behind high iron fences, patrolled by a mix of Bluecoats on the sidewalks and mounted Imperial cavalry on the grounds.
3. **Heartbreaker Square:** This open plaza in front of the Office of the High Court contains a very well used set of gallows.
4. **Jayan Park:** The great alchemist for whom this park is named contrived to formulate soil and seeds that could produce real, growing trees, without sunlight or radiant energy.
5. **Charterhall University:** A dozen buildings have been converted into classrooms and dormitories for the students of this modest-seeming but nevertheless prestigious institution. The school's massive Sparkwright Tower, where experts of spark-craft are trained, looms huge over the district.
6. **The Old Rasp:** A tavern frequented by the small army of civil servants employed by the City Council, as well as students of the University.

THE SITUATION

The Ministry of Preservation is working on pushing legislation to take control of the Leviathan Hunters. However, someone in the Foundation has a personal grudge against the Ministry, and is actively working to stymie their efforts. And the Leviathan Hunters might want to have a say in the matter.

SIX TOWERS



This formerly prestigious district has faded over the centuries into a pale shadow of what it once was. The eponymous six towers were originally the grand residences of Duskvol's first noble families. All but two (Bowmore House and Rowan House) have been sold off and converted into cheap apartments or fallen into ruin and abandoned. The district has an empty, haunted feel, with many sprawling old buildings dark without power, broad stone streets cracked and buckled, and the fires of squatters crackling from overgrown lots.

NOTABLE FACTIONS

- **Lord Scurlock:** An ancient noble, said to be immortal, like the Emperor. Possibly a vampire. Obsessed with arcane secrets.
- **The Circle of the Flame:** A secret society of antiquarians and scholars; cover for extortion, graft, vice, and murder.
- **The Unseen:** An insidious criminal enterprise with secret membership. Thought to pull the strings of the entire underworld.

NOTABLE LOCATIONS

1. **Rowan House:** One of the last of the original six towers, this antique building resembles an ancient castle from history books, complete with moat, draw-bridge, and arrow-slit windows. The powerful Rowan family rarely ventures beyond the security of its thick stone walls.
2. **Mistshore Park:** This dark and overgrown space overlooks the eastern branch of the river Dosk and the deathlands beyond. In old folk ballads, young lovers who could not be together would commit suicide in this park. Whatever the truth of it, the park is certainly haunted now.
3. **The Row:** A strip of fancy shops and boutiques.
4. **Arms of the Weeping Lady:** This grand building, formerly an opera house, is now a soup-kitchen and bunkhouse for the destitute, run by the charity of the Weeping Lady. Locals use this landmark as the demarcation between the districts of Charterhall and Six Towers.
5. **The Golden Plum:** An upscale restaurant, catering to a very select clientele.
6. **Scurlock Manor:** The Scurlock family came to Duskwall centuries ago and was once a great force in the city, before some curse or calamity befell their line.

THE SITUATION

Lord Scurlock has been using various pawns around the city to keep a particularly powerful artifact from falling into the Circle of Flame's hands. The Circle will be looking for allies to finally take the old man out. And rumor has it that the Unseen has reasons of its own to stoke the fires.

BRIGHTSTONE



Brightstone is home to many of the wealthiest and most influential citizens of Duskvol. Its streets are broad and paved, under bright electric lights; its canals are sparkling and clean, with perfumed water; its houses are all of fine, pale marble blocks, rich timbers, and intricate ironworks. There are cultivated parks fed by radiant-energy; lavish restaurants and cafes; jewelers, tailors, and other luxury shops. Street-side vendors are forbidden here, resulting in a serene, spacious atmosphere, punctuated by the occasional carriage or marching Bluecoat patrol.

NOTABLE FACTIONS

- **The Church of the Ecstasy of the Flesh:** The closest thing to a “state religion,” which honors the physical and abhors the corrupted spirit world.
- **The Sparkwrights:** The engineers who maintain the lightning barriers. Also pioneers of new technology, often indulging in dangerous research.
- **The Reconciled:** An association of spirits who have managed to keep themselves from going feral with the passage of time.

NOTABLE LOCATIONS

1. **Bowmore Bridge:** This massive structure of bright white stone and shimmering metal-work is said to be the largest bridge in the Imperium. Luxury apartments and shops perch all along its length from Brightstone to Whitecrown.
2. **The Silver Market:** A curated open-air emporium overlooking the North Hook channel. Named for its original use as the primary marketplace for silver traders, it's now host to luxury goods vendors of all sorts.
3. **The Sanctorium:** The chief cathedral dedicated to the Church of the Ecstasy of the Flesh. It's a towering edifice of buttresses and spires, originally commissioned by the Emperor during his last visit to Duskvol nearly 500 years ago.
4. **Unity Park:** A grand park, fountain, and roundabout featuring an enormous monument commemorating Imperial victory in the Unity War (or the War for Skovlan Independence, depending on who you talk to).
5. **The Sextant:** More a wine tasting club than a tavern, they strive to cater to those of a refined palate.
6. **The Centurnalia Club:** A very exclusive gentleman's club. Membership is strictly by invitation only.

THE SITUATION

The Reconciled are looking to infiltrate the Church of the Ecstasy of the Flesh, but as of yet they have been unable to penetrate the powerful arcane wards protecting the institution and its members. Meanwhile, the Sparkwrights are working on some exciting new technology to help sniff out ghosts.

OTHER FACTIONS



There are a number of factions whose presence is felt all throughout the city, regardless of district or territory. Here are the most notable ones.

THE LAW

- **The City Council:** The elite noble rulers of the city government.
- **The Bluecoats:** The City Watch, ostensibly tasked with maintaining order on the streets. Commonly referred to as the largest gang in Duskvol. Corrupt, violent, and cruel.
- **The Inspectors:** The criminal investigators of the City Watch. In stark contrast to the Bluecoats, they have a reputation for ethics and integrity. They present evidence for prosecutions to the city magistrates.
- **The Spirit Wardens:** The bronze-masked hunters who destroy rogue spirits. Also run Bellweather Crematorium and research artifacts scavenged from the deathlands. Membership is secret.

SERVICES

- **The Cabbies:** The public coach operators. They also breed the large Akorosian goats used to pull the carriages. An impressive gossip network.
- **The Gondoliers:** The guild of canal boat operators, venerated by ancient tradition. Said to know occult secrets (many things are submerged in the Dusk).
- **The Cyphers:** The messenger guild of the city. Cyphers swear sacred oaths of secrecy, never revealing the contents of their messages or the identities of their clients... or so they claim.

OTHER

- **The Weeping Lady:** A charity and pseudo-religion, honoring the first Lord Governor of Duskvol, Lady Devera, said to be a champion of the poor.
- **The Forgotten Gods:** A collection of cults that follow the old ways from before the cataclysm, doing the bidding of demons and darker things.
- **The Eels:** Not so much a gang as an extended family of homeless orphans, ranging in age from about 8 years old to 14, who have found a way to make a living by spying on everyone else in the city.