

Clerk & Dagger





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CREDITS

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The city of Dis is cursed. A black veil of clouds has shrouded the city for longer than is known, only parting at its peak each night to inhale the silvery light of the moon. The sun, if such a thing really exists, only permeates the mist as a hazy glow to illuminate black cobblestones, slimy shingles and lead pipes.

Here is the resting place of the undying Empress of Thieves. Once a thief of legend, her skill was so profound that she stole her own mortality. But life and death are two sides of the same coin, and she now she exists in a state neither living nor dead, clutching onto her wooden throne at the city's centre.

Her curse has borne strange fruit: currency repeatedly drops from her sunken eyes. Known as Soul Coins, this deathly doubloon carries an evil power, and those who pluck them from the pile beneath her feet find themselves incurring spiritual debt. Despite this, Soul Coins have become popular tender amongst certain circles: the mad, the occult, and the evil. And who is more evil than the rich?

The wealthy have found means to bend the Coins' arcane energies and questionable taxability to their crooked machinations. Now tax rates for the rich plummet, public infrastructure crumbles, and workers starve.

The Accounting Guild stood for a millennia to keep the moneyed in check, but now finds itself defunded and privatised. You and your compatriots are lowly Clerks booted from the Guild, but you will not go gently. Ancient ledgers and records hint at an organisation that once existed of noble bookkeepers who stood against a past threat: the Order of Clerk & Dagger.

Through magical covenant you have reformed the order, and will turn your remit as auditors to bring the cursed debt of the Soul Coins crashing down upon the magnates who despoil the city of Dis.

The city of Dis is cursed, but here profiteers and private capital will find no peace. You are the abacus in the dark, the knife at the purse-strings. You are the Order of Clerk & Dagger. **Begin the audit.**



Welcome to the Cursed City

Clerk & Dagger is a game about using stealth, cunning and guile to steal back the ill-gotten gains of the (both figuratively and literally) monstrously wealthy.

When picturing how you'll play, think *Oceans 11*, not *Heat*. The game has a light tone and is much more about the art of the steal than 'smash and grab'. Things are going wrong if the enemy knows what you're up to, and direct confrontations without being prepared are a recipe for disaster. A perfect game will have you emptying safes, slitting throats, donning disguises, and ruining ambitions without your enemies even knowing you were there.

YOU WILL NEED:

3 OR MORE PLAYERS

Clerk & Dagger requires at least 3 players for the full experience, and is best played with 4-5. One player will need to be the Game Master (shortened to GM throughout this book), who plays the Foes (the nemeses of the Clerks) and other characters (often called non-player characters or NPCs) and arbitrates the rules. Every other player will play a Clerk.

D6S AND D10S

Clerk & Dagger uses two kinds of dice: six-sided dice and ten-sided dice, often shortened to 'd6' and 'd10'. Sometimes these shortened forms will be prefaced with a number indicating how many dice you should roll. For example, 'roll 3d10' would mean you roll three ten-sided dice. A few rules will ask you to roll a 'd3'. To roll a d3, simply roll a six-sided die and halve the result (rounded up).

A DECK OF PLAYING CARDS

You'll need a standard 52-card deck to play, with the Jokers removed. This is referred to in the rules as the Deck.

Some rules refer to a card being 'Discarded'. When you Discard a card, it is removed from play and put aside. At the end of each Audit, any Discarded cards are returned to the Deck, which is then shuffled.

PENCILS AND PAPER

As you'll play, you'll need to make notes. It is recommended for Clerk players to print out and use the Clerk Sheet. A copy can be found at the back of this book for photocopying. In addition, the GM will need to have sheets that show the Lair, the location the Clerks are infiltrating, as well as a space marked out at the table for what is called 'the Debt Pool'.

COINS

While playing, you'll have a chance to use Soul Coins for many things, from buying Magic Items to empowering your Skills. 'Soul Coin' is typically shortened to 'Coin' in the rules.

You'll need at least 10 coins of any currency and value to represent the Soul Coins. For the purposes of gameplay any piece of currency can count as a Coin, so it doesn't matter if you use coins of different currencies and/or values. You could also use tokens or counters.

Players who come to the game with money on them should either set them aside or be prepared to lose them. Coins used during gameplay will end up being exchanged between the players and the GM and your own money may end up being taken home by someone else!

COUNTERS OR MINIATURES

You can use counters or miniatures to represent each Clerk and the Foe. These will make the game more comprehensive, but are not a necessity.



THIS BOOK HAS THE FOLLOWING SECTIONS:

CREATING YOUR CLERK

To start playing, each player aside from the GM will need to create their Clerk. The steps to create your Clerk, along with the basic rules you need to know, begin on the next page.

PREPWORK & THE AUDIT

Gameplay is split between two parts in Clerk & Dagger: Prepwork and The Audit.

During Prepwork you'll prepare for the upcoming mission, learning about your target, gathering resources, and working behind the scenes.

In the Audit, you'll fulfil your mission, infiltrating your target's headquarters, seizing their Soul Coins, and foiling their evil plots.

Once you've finished an Audit, you move onto Prepwork for the next target.

PREMADE FOES, GM TIPS & IMPORTANT TABLES

This book comes with 9 premade Foes for the GM to pitch against the Clerks, including the Lairs they inhabit.

In addition, there is a small section containing advice and inspiration for GMs, followed by all the tables necessary for playing Clerk & Dagger gathered in one place.

CLERK SHEET

At the end of this book is a copy of the Clerk Sheet, which can be photocopied and used by players to keep track of important notes.

BLACKJACK VALUES

Some rules in the game require you to know the value of playing cards in accordance with the rules of Blackjack. You can see how ranks relate to value in the table on the right. Note that in typical Blackjack, an Ace can either be counted as valuing 1 or 11. In Clerk & Dagger, an Ace always counts as valued at 1.

CARD RANK	VALUE
<i>Ace</i>	<i>1</i>
<i>2</i>	<i>2</i>
<i>3</i>	<i>3</i>
<i>4</i>	<i>4</i>
<i>5</i>	<i>5</i>
<i>6</i>	<i>6</i>
<i>7</i>	<i>7</i>
<i>8</i>	<i>8</i>
<i>9</i>	<i>9</i>
<i>10</i>	<i>10</i>
<i>Jack</i>	<i>10</i>
<i>Queen</i>	<i>10</i>
<i>King</i>	<i>10</i>

INSPIRED BY BLADES IN THE DARK

While there are no mechanics directly taken from it, some of the mechanics and themes of this game are directly inspired by John Harper's Blades in the Dark and its Forged in the Dark system.

Clerk Creation & Mechanics

To begin playing, first you must create your Clerk. What's their background? What kind of personality do they have? What's their skill-set? This section explains what choices you'll need to make, and the mechanics for playing a Clerk.

The steps to creating your Clerk are:

1. Design your character concept
2. Take your 1 starting Coin and Debt
3. Assign your Skill Pips
4. Calculate your Saves
5. Choose a Feat
6. Don your mask



DESIGN YOUR CHARACTER CONCEPT

First, give some thought to the concept and backstory of your Clerk.

Some things to ponder are:

- * What's your Clerk's name or code name?
- * What's their new profession or calling since being sacked from the Accounting Guild?
- * What's their skill-set?
- * Beyond the order of Clerk & Dagger, who does your Clerk know? Do they have any friends or enemies?

It's important to give some thought to the personality of your Clerk. Dis is a twisted city set within a light-hearted game, so have some fun with it!

WRITING YOURSELF INTO THE SETTING

Rather than thinking of backstory as something that must be set in stone before the game even begins, you can approach it instead as something to be added to as the game progresses. As you develop an understanding of the city of Dis, its inhabitants, and your Clerk, you can keep adding to your background while you play. There is no reason you can't, for example, declare that the eel pie seller the Clerks have started talking to is the same person you've been buying your lunches from for years.



TAKE YOUR 1 STARTING COIN & DEBT

Soul Coins (often shortened to just Coins) are the currency of Clerk & Dagger: they are both what you'll spend and what you're attempting to steal.

Your Clerk's Coins aren't kept on the table or anywhere on your Clerk Sheet: they are kept on your person, such as in your pockets. It's a good idea for all players to set aside any money they have brought to the game so it isn't mixed in with the Coins used for gameplay. **Your Coins are yours alone: Clerk players cannot give Coins to each other.**

When you first create your Clerk, you'll get 1 Coin to start with along with 1 Debt. This is the first Coin you took from the Empress of Thieves and used as part of the mystical oath inducting you and your compatriots into the order of Clerk & Dagger.

When you spend Coins, they are removed from play. New Coins can be added to play through different ways: when you take on Debt in exchange for Coins during Prepwork, through uncovering them during the Audit, or through certain Magic Items. Your starting Coin, along with any others, are added to the game by the GM, who is also responsible for taking them out of the game when spent.

DEBT

Debt is the magical backlash from taking Soul Coins, and is something both you and your enemies have to contend with. Debt poses a problem for Clerks as it penalises your rolls when you incur the Alert Penalty, which is explained on page 32.

Your Debt cannot be lower than 1, and cannot be higher than 6. If your Debt is 6, you cannot take any further Coins in exchange for Debt from the Empress of Thieves' pile.

Your Foes can also have Debt. Your first goal during any Audit is to uncover Coins your Foe has hoarded in order to build up their Debt, to weaken them before a confrontation.



ASSIGN YOUR SKILL PIPS

Skills measure how trained your Clerk is in particular fields. There are nine Skills in total: Sleight of Hand, Sneak, Stunt, Search, Sabotage, Study, Silver Tongue, Streetwise, and Slaying.

Mastery of a skill is measured by how many ‘pips’ it has. Each Skill can have between zero and three pips, with zero pips meaning the Clerk has no training in the Skill, and three pips meaning the Clerk has mastered the Skill.

You can represent pips in your notes by drawing dots next to the name of each Skill. The Clerk Sheet provides empty circles next to each Skill name in which to do this.

When creating your Clerk, assign 3 pips to one Skill, 2 pips to two other Skills, and 1 pip to three remaining Skills.



SKILL ROLLS

Whenever you want to attempt something with a risk of failure, you make a Skill Roll. When you do so, first describe what it is your Clerk is attempting to do, and which Skill they’ll be using to achieve it.

Based on your description, the GM may decide that the course of action is risk-free and doesn’t require a Skill Roll, or may decide that the roll is Easy or Hard (most Skill Rolls will be neither).

Then, make a Skill Roll to see what the outcome is.

When you make a Skill Roll, you roll a number of d10s equal to the number of pips you have in the corresponding Skill. You then apply any additions to or subtractions from each of the numbers rolled to arrive at the ‘score’ of each die rolled. Based on what the highest score is amongst the dice rolled, you either succeed, have a trade-off, or fail. The table below shows what outcome each score corresponds to.

HIGHEST SCORE	OUTCOME
1-3	<i>A Failure</i>
4-6	<i>A Trade-Off</i>
7-10	<i>A Success</i>
<i>If two or more dice scored 7-10</i>	<i>A Critical Success</i>

For example, if you added +1 to a roll of 6, its score would be 7, meaning it would count as a Success. What things can add to or subtract from a roll are explained on the next page.

A roll’s score cannot be higher than 10 or lower than 1.

If you have no pips in a Skill, you instead roll 2d10 and choose the lower score rolled.

Rolls of 1 and 10 are exempt from being subtracted from or added to: **a roll of 1 is *always* a Failure and a roll of 10 is *always* a Success.**

A FAILURE

If you get a Failure, not only does your Clerk fail to do what they wanted to achieve, but they also make the situation worse. The GM narrates what happens on a Failure. Often, you'll want to undo any suspicion that would be raised due to a Failure with a Twist, explained on page 33.

A TRADE-OFF

If you get a Trade-Off, your Clerk doesn't succeed on what they wanted to achieve, but they manage to shift the situation. Narrate a 'Help' and a 'Hinder', explained below.

Help

A Help is something that happens as a result of your Clerk's actions that gives them some kind of advantage. The Help must be less significant than the goal you wanted to achieve.

Hinder

A Hinder is something that happens as a result of your Clerk's actions that gives them some kind of disadvantage.

The thing that helps and the thing that hinders should be roughly equal in scope. If a player is being a weasel and describes a hugely beneficial Help and negligible Hinder, the GM can replace the player's described Help with one more proportional to the Hinder.

If you're struggling to think of a Help and Hinder, you can always use the following:

Help: Make attempting the same Skill Roll easier next time, either moving the difficulty of the roll down from Hard to normal, or from normal to Easy.

Hinder: Make a later Skill Roll harder.

A SUCCESS

If you get a Success, you explain how your Clerk achieves their goal.

A CRITICAL SUCCESS

If at least two dice score a 7 or higher, you get a Critical Success. With a Critical Success, not only does your Clerk succeed, but they do so well you can in addition improvise a Help, as explained above in A Trade-Off.

EASY & HARD ROLLS

Sometimes the GM may declare a Skill Roll you're about to make is 'Easy' or 'Hard', based on whether what you're attempting is either exceptionally likely or exceptionally unlikely to succeed.

If a roll is Easy, a roll that would normally count as a Trade-Off instead counts as a Success.

If a roll is Hard, a roll that would normally count as a Trade-Off instead counts as a Failure.

ADDING TO AND SUBTRACTING FROM ROLLS

There are three things that can add to or subtract from the scores of a Skill Roll:

- * Coins
- * The effects of some Magic Items
- * The Alert Penalty

Magic Items and their effects are explained starting from page 25, and how you can use Coins to add to a Skill Roll is explained below.

The Alert Penalty is a subtraction to your Skill Rolls based on your Debt that comes into effect as the enemy becomes increasingly aware of your presence. Alert and the Alert Penalty are explained fully on page 32.

The Alert Penalty will be the most consistent modifier for Skill Rolls, applying to all rolls you make when it comes into effect. It's a good idea to write down in your notes what numbers you need to roll to get which outcomes after the Alert Penalties apply. The Clerk Sheet provides space to do this.

USING COINS ON A SKILL ROLL

After you have rolled the dice for a Skill Roll, but before the outcome is determined, **you can choose to spend a Coin to add +1 to the score of each die rolled.** You can spend multiple Coins on a single roll.

THE NINE SKILLS

There are nine Skills in the game, listed below. It is possible for multiple Skills to be applicable for a particular course of action. In such cases, you decide which Skill you use.

SLAYING

Slaying is the Skill of assassination and using weaponry, often in a quiet manner.

You could use Slaying to:

- * Approach someone undetected and slit their throat.
- * Fire a crossbow bolt to sever a rope.
- * Deftly disarm someone of their rapier through swordplay.
- * Notice someone has a concealed weapon on their person (or you could use Study).

SNEAK

Sneak is the Skill of moving and acting stealthily.

You could use Sneak to:

- * Crawl across a stretch of open ground watched by guards and search lights without being detected.
- * Move silently across a creaky floor.
- * Search through a collection of objects without making a noise (or you could use Search).
- * Slip through a trapped hallway without triggering anything (or you could use Stunt).

STUNT

Stunt is the Skill of performing acts of acrobatics and athletics.

You could use Stunt to:

- * Walk across a tightrope.
- * Jump between rooftops.
- * Contort your way through a confined space, such as an air duct or pipe.
- * Propel yourself with an explosion (or you could use Sabotage).



SLEIGHT OF HAND

Sleight of Hand is the Skill of doing quick, detailed work with your hands.

You could use Sleight of Hand to:

- * Cheat at cards.
- * Pick a lock.
- * Play an instrument convincingly enough to pass yourself off as a minstrel.
- * Lift a ring of keys off of a guard without them noticing (or you could use Sneak).

SEARCH

Search is the Skill of... well, searching.

You could use Search to:

- * Find a hidden trapdoor.
- * Go through a haystack to find a lost needle.
- * Go through a book of records for important information (or you could use Study).
- * Perform a pat-down (or you could use Sleight of Hand).

STUDY

Study is the Skill of intellectual scrutiny.

You could use Study to:

- * Investigate an archive for important intel.
- * Analyse magic runes to understand how to dispel an enchantment.
- * Pass yourself off as a chef by imitating the culinary techniques of people around you.
- * Glean personal information about someone through conversation (or you could use Silver Tongue).



SABOTAGE

Sabotage is the Skill of mechanical and alchemical knowledge and engineering, both towards creative and destructive ends.

You could use Sabotage to:

- * Prime an bomb.
- * Jam a spanner into a machine in the perfect spot to disable the entire thing.
- * Combine kitchen ingredients to create a smoke screen.
- * Figure out the function of a substance created from an alchemical recipe (or you could use Study).

SILVER TONGUE

Silver Tongue is the Skill of talking and acting so as to convince and trick others.

You could use Silver Tongue to:

- * Talk someone into revealing information.
- * Don and act out a false identity.
- * Captivate and distract a crowd with your oration.
- * Broker a truce between two rival gangs (or you could use Streetwise).

STREETWISE

Streetwise is the Skill of understanding the city and its ordinary people.

You could use Streetwise to:

- * Earn the trust of the wait staff at a party.
- * Calculate where to enter and exit the sewers to slip into a restricted area.
- * Navigate a maze of alleyways and backstreets.
- * Pass yourself off as a worker making a delivery (or you could use Silver Tongue).

ACCOUNTING

On all matters of accounting, Clerks never have to make any Skill Rolls: they always know any relevant information and can successfully perform any actions primarily to do with accounting without needing to roll.



CALCULATE YOUR SAVES

After you've assigned your pips to your Skills, you calculate the score of your Saves.

Throughout the game, you'll be asked by the GM to make a Save to resist a negative effect on your Clerk. Note that you only make a Save to resist something being done to your Clerk, not to prevent something your Clerk has done. For example, if your Sneak roll resulted in a Failure that meant your Clerk stepped on a creaky floorboard, you couldn't make a Save to avoid making the noise. However, if someone stepped on your Clerk's hand while they were concealed, you could make a Save to resist them yelling in pain.

There are three Saves: Ability, Nerve, and Brains.

ABILITY

Ability is the Save used for avoiding physical peril. You might make an Ability Save to:

- * Avoid getting swept up by a stampeding crowd.
- * Dive out of the way of a collapsing ceiling.
- * Dodge a sword-stroke.

NERVE

Nerve is the Save used for maintaining your nerve and focusing under pressure. You might make a Nerve Save to:

- * Resist collapsing due to pain or fear.
- * Keep your eyes on someone as they try to lose you in a crowd.
- * Avoid succumbing to distracting temptations.

BRAINS

Brains is the Save for using your intellect and memory to avoid dangers. You might make a Brains Save to:

- * Correctly recite a password before the guard grows suspicious of you.
- * Resist the effects of an amnesia-inducing drug.
- * Halt a mechanism before the descending ceiling it is moving crushes you.

MAKING A SAVE

To make a Save, you roll a d10 and compare it to your Save's score. If the roll is equal to or lower than the score, you succeed on the Save and resist the negative effect. If the roll is higher than the score, you fail the Save and the negative effect comes to pass.

If you have a score of 0 in a Save, you automatically fail.

If the consequence of a failed Save would arouse suspicion in your enemies, you can use a Twist to undo it. Twists are explained on page 33.

You can always choose to fail a Save instead of rolling it.



SAVE SCORES

To calculate a Save's score, you add up the number of pips filled in for the relevant Skills for that Save. Different Skills contribute to different Saves, and most Skills contribute to two different Save scores. For example, Silver Tongue can contribute up to +1 to a Brains Save's score and up to +2 to a Nerve Save's score.

Different Skills contribute different maximum amounts to a Save's score. For example, if you had 3 pips in both Stunt and Sneak, Stunt would add +3 to your Ability Save, while Sneak would be limited to adding only +2.

Which Skills contribute to which Save scores, and how much they can contribute to each Save, are listed below.

MAXIMUM AMOUNT THIS SKILL CAN ADD TO A SAVE	ABILITY	BRAINS	NERVE
+1	<i>Slaying</i>	<i>Sleight of Hand</i>	<i>Sabotage</i>
+2	<i>Sneak</i>	<i>Search</i>	<i>Silver Tongue</i>
+3	<i>Stunt</i>	<i>Study</i>	<i>Streetwise</i>
+2	<i>Sleight of Hand</i>	<i>Sabotage</i>	<i>Slaying</i>
+1	<i>Search</i>	<i>Silver Tongue</i>	<i>Sneak</i>

Steerpike has assigned the following pips to the following Skills:

1 Slaying

3 Sneak

2 Stunt

1 Sleight of Hand

2 Search

1 Silver Tongue

These Skills add up to giving Steerpike a score of 7 in the Ability Save.

His 1 pip in Slaying adds +1

His 3 pips in Sneak adds +2 (as Sneak adds a maximum of +2 to the Ability Save)

His 2 pips in Stunt add +2

His 1 pip in Sleight of Hand adds +1

And his 2 pips in Search adds +1 (as Search adds a maximum of +1 to the Ability Save)

These Skills also give Steerpike a Save of 4 in Brains and 3 in Nerve.

CHOOSE A FEAT

Feats are special, sometimes mystical abilities Clerks can employ during the Audit using the magic of Soul Coins. When you first create your Clerk, you can learn one Feat. Further Feats can be learned by spending Experience Points during Prepwork.

Feats can be used at any point in the narrative, including outside of your Turn. **To use a Feat, you must have at least 1 Coin.**

Whenever you use a Feat, flip one of your Coins. On a tails, you lose the Coin.



CROUCHING POMERANIAN, HIDDEN EEL

You use this Feat to visualise exotic martial art techniques to later employ when you make Slaying rolls.

To do so, first roll 3d10. Then, write down three strings of words to make three fictitious fighting techniques, such as 'twisting serpent bites the frog strike', with each technique being a number of words in length equal to one of each of the numbers rolled.

At any point afterwards when you've made a Slaying roll, you can declare you've used one of your techniques, and change one of the numbers rolled on a die to equal to the number of words in a technique. Cross out the technique name when you do so.

You cannot use this Feat again until all techniques are crossed out.

DISAPPEARING TRICK

You disappear an object you are holding provided it is small enough to fit in your palm. You can have it reappear in your hand at a moment of your choosing. You can have up to three objects disappeared at a time with this Feat. Only disappearing the object counts as 'using' this Feat: making objects reappear does not require a Coin to flip.

APATHETIC TOUCH

A person you touch is inflicted with an all-encompassing apathy. They won't give chase, raise the alarm, fight you, or do much else beyond standing around moping. This effect lasts until the end of the GM's next Turn.

ATTENTION SEEKER

If the Alert would be raised due to the actions of another Clerk, you can rewrite the moment to focus all attention on yourself. Narrate whatever it is you do to draw this attention and cause the Alert to be raised; then, improvise a Help for Clerk who would have caused the Alert to raise, but now remains undetected.

BREATHLESS

You do not need to breathe for your next d3 Turns.

CANDLEKINESIS

You cause all the light sources in the room you are in to either go out or light.

COSMIC QUERY

You ask a yes-or-no question to the GM, which the GM answers honestly. This Feat is intended be used to gain information during the Audit, but it can also be used to pry into the GM's personal life.

EXQUISITE EXPLOSION

You can start yelling about the majesty of explosions and make a Sabotage roll.

On a Success or Trade-Off, an explosion occurs near you or another Clerk of your choice (narrated as being from a device you pre-emptively planted). On a Failure, although you will draw attention to yourself with your yelling, the explosive fails to detonate.

The explosion, if it goes off, must happen close enough to pose a physical risk to the Clerk it happens near: they must make an Ability Save. If you rolled a Success, on a failed Save they take d3 Damage. If you rolled a Trade-Off, on a failed Save they take d6 Damage.

Using this Feat will affect Alert: unless somehow concealed, an explosion will raise the Alert to 2. If you rolled a Failure, you can Twist to mitigate the consequences of yelling about a non-existent bomb.

FAST FRIENDS

You subtly manipulate the past to gain some information on an NPC you choose and alter their disposition towards you. You cannot target the Foe with this Feat.

Make a Silver Tongue roll. On a Success, you learn the NPC's name, what they do, and other pieces of useful information, and the NPC regards you as someone they were previously on good terms with.

On a Trade-Off, you learn information about the NPC but they regard you as just an acquaintance.

On a Failure, you learn information about the NPC but they regard you as someone they were previously on bad terms with.

GREASE

You spray a jet of lubricant from your open palm. Yuck.

INVISIBILITY

While remaining still and holding your breath you become invisible. You will need to make one or several Ability Saves to hold your breath for an extended period.

IRON WILL

If you fail a Save to resist or avoid an effect that targets your mind or mental state, such as hypnosis, torture, or mind-reading, you instead succeed. You can only use this Feat once per Save.

JURY RIGGING

You touch a broken device and make a Sabotage roll. On a Success, the device is instantly magically repaired, enough to work for the next d6 Turns before returning to its broken form. Note this includes other players' Turns.

On a Trade-Off, the device works for the next d3 Turns.

On a Failure, the device is broken beyond even magical repair.

LEAF ON THE WIND

Whenever you would take Damage while airborne from a physical course of action you initiated, such as jumping through a glass window or landing from a tall height, you can reduce the Damage by the number of pips you have in Stunt.

LOOK AGAIN!

Whenever someone in your presence brandishes a handheld object, you can make a Sleight of Hand roll. On a Success, you narrate that they instead brandish a different, insignificant object of similar size, and reveal the initial object is actually in your hands, having been pre-emptively stolen.

On a Trade-Off or Failure, nothing happens.

For example, through use of this Feat someone may pull out a dagger to threaten you and look down to see they're holding a stick, and you are holding the dagger.

Using this Feat does not necessarily affect Alert: depending on the context, the person stolen from may believe that they have simply misplaced the object.

MIRRORWALK

You can use this Feat to mark magical runes onto the surface of a mirror.

While unseen by anyone else, you can touch a mirror you have marked and emerge from another marked mirror of your choosing.

You count as using this Feat each time you mark a mirror (and so will require a Coin which you will flip), but traversing marked mirrors does not count as using this Feat.

The magical runes are sinister and suspicious, and any guard who sees them will raise the Alert to Level 1.

MULTIPLY

You create an exact copy of an object you touch. The copy remains until you choose to dispel the effect (dispelling doesn't count as using the Feat, so does not require a Coin to flip), or when you next use this or another Feat. Copies of magical objects appear the same but otherwise do not have any magic.

MY X FOR A Y!

When you need a particular object, haggle with the GM which piece or pieces of your Equipment and/or Magic Items are of equivalent value. Once an exchange has been agreed upon, make a Search roll as those items are consumed by a magical fire.

On a Success, you find the object you are looking for (regardless of how strange a place you might find it).

On a Trade-Off, the GM improvises an object that you find that is similar to the object you want, but not quite right.

On a Failure, you find nothing. Any Equipment and Magic Items you sacrificed are still lost.

You cannot find an object already established to be elsewhere using this Feat (such as the specific key hanging around someone's neck) but you can use this Feat to find an object that has been lost (such as that specific key had it previously fallen down a drain).

NIGHTLIFE WHISPERER

You can make a Streetwise roll to summon denizens of the city to nearby the Lair.

On a Success, narrate a helpful group that shows up at the periphery, such as a noisy and distracting crowd of revellers.

On a Trade-Off, only one person shows up.

On a Failure, the GM narrates an disadvantageous group that shows up, such as an additional couple of guards who have decided they love working so much they'd rather be here than have time off.

NOBLE SACRIFICE

Pick up and roll all the dice in your Damage Stack. The Clerks remove Damage from their Damage Stacks with the total number of dice removed this way equal to the highest number you rolled. You then become Incapacitated.

POLYMORPH

Transform one non-magical object or small creature you are touching into another object or creature of similar mass. Under scrutiny, it becomes apparent the object or creature is a product of magic. It reverts back to its original form when you choose to dispel the effect (this doesn't count as using the Feat, so does not require a Coin to flip), or when you next use this or another Feat.

You must transform the target into an object or creature with which you are familiar. You couldn't use this Feat to, for example, recreate a key you've never seen before.

PURIFY

You violently jettison any poisons, toxic substances, parasites, or anything else foreign and harmful from your body.

PRACTICE MAKES PERFECT

When you attempt a Skill Roll or Save for something you have previously done, you gain a bonus to the roll equal to how many times you have done that specific thing previously.

If it is a Skill Roll, you add the bonus to each die rolled. If it is a Save you subtract the bonus from the roll. The bonus can be no larger than the number of pips you have in Study.

ROMANTIC HERO

Before you make a Skill Roll you can add a bonus to each die rolled equal to the number of Romance genre tropes you are fulfilling while performing the action the Skill Roll represents.

For example, if you were to make a Skill roll for an action while in the middle of a storm, you could add +1 to the roll.

If you were making that same action in the middle of a storm, while atop a burning building, with your lover in your arms, you could add +3 to the roll.

While the player declares which tropes they are fulfilling, the GM has final word on which tropes declared count towards the bonus.

SCHRÖDINGER'S NINJA

At the start of the Audit, you can decide not to introduce your Character. Instead, at any point during the Audit where the narration is focusing on a particular character, you can make a Sneak roll. On a Success, you reveal yourself to be hiding nearby. You may reveal yourself to be in a Protected location this way.

If the Sneak roll is a Trade-Off, you reveal yourself to be hiding near another Clerk.

If the Sneak roll is a Failure, you reveal you weren't actually hiding and are just late, arriving at the edge of the Lair.

SLUDGIFORM

You turn into a puddle of viscous sludge that can drop through small openings. You cannot control your movements as sludge, so you can only move through openings beneath you through gravity. You cannot take Damage as sludge. This effect lasts until the start of your next Turn, at which point you reform.

THAUMOVISION

You can use this Feat to see anyone or anything magical or under the effects of magic as having a glowing outline. This effect lasts until the end of your next Turn. You can tell whether anything outlined is itself magical or is merely under a magical effect.

TUFF STUFF

When you take Damage, you instead allocate that Damage to a second Damage Stack, which is stacked next to but not in contact with your first Damage Stack.

You can't split an instance of Damage between both stacks.

Each time you allocate Damage to your second Damage Stack counts as a separate use of this Feat (and so will require a Coin, which you will flip).

If either Damage Stack is knocked down you are Incapacitated. You can't have more than two Damage Stacks.

VAMPIRIC STRIKE

When you physically injure someone while in contact with them (or in contact with them through a weapon you are holding), you can remove 1 die from your Damage Stack.

WIZARD'S GRASP

Provided it isn't attached to or held by anything and it is something small enough to be grasped, an object of your choice within 10 feet leaps into your hand.



DON YOUR MASK

While you are out to wreak financial justice upon your foes, you must conceal your identity to keep you and those close to you safe. Draw your mask, and the design upon it that your Clerk has chosen to distinguish themselves from their comrades. The Clerk Sheet provides a mask outline within which to do this. **Now you're ready to begin your mission!**



Don Your Mask is just an exercise to encourage players to be creative. Your Clerk isn't required to wear their mask during their mission, and they may take it off for purposes of a disguise and so on.

EQUIPMENT?

Your Clerk's equipment is not something you determine during their creation, but instead something that is improvised during each Audit. This is fully explained in Improvising Equipment on page 31.

Aside from any equipment you create, your Clerk always has a cloak, a dagger, and an abacus.

ADVANCING YOUR CLERK

As you play, your Clerk's abilities will improve through gaining and spending 'Experience Points'. At the end of each Audit, every Clerk gains Experience Points equal to the amount of Coins in the Debt Pool, plus an additional d6 rolled by the GM if they defeated the Foe. Players should note down how many Experience Points they have accumulated on their notes or Clerk Sheet.

You can spend 10 Experience Points during Prepwork to either:

- ★ Add a pip to any Skill. This may cause a Save to increase too.
- ★ Learn a new Feat.

Prepwork

Moon Coin is rung in at St. Ethelburger's, and the decent people of Dis begin making their beds. The indecent too begin their nightly rituals: drunks stumble through the streets, out of their mind on whelks and turnip schnapps, while the moneyed gorge themselves at bacchanal masquerades, and still-darker entities set their malevolent machinations to motion. This city won't audit itself. Time to get to work.

Prepwork is the period where the Clerks prepare for their coming mission. At the start of each Prepwork, the GM describes the Clerk's latest Foe, a magnate of Dis who is making use of Soul Coins and their vile magic to expand their influence. The Premade Foes section provides a selection for the Clerks to face.

The GM then reveals the Lair, the layout to the Foe's headquarters that the Clerks will be infiltrating, as well as any important details about it. The GM will either need to draw the Lair onto sheets of paper or print it out.

After the GM has introduced the Foe and their Lair, the Clerk players are free to begin preparing for their upcoming Mission.

Gameplay during Prepwork is free-form: players can act simultaneously, freely discussing their plans and roleplaying. Later, during the Audit, players will switch to taking Turns.

During Prepwork, each Clerk can Gather Information.

In addition, they can at any point:

- ★ Spend Experience Points on a Skill or Feat
- ★ Take Coins in exchange for Debt

As well as spend Coins on:

- ★ Indulgences at the Church
- ★ A Fortune Reading from the Mechanical Fortune Teller
- ★ Intel at the Info Broker
- ★ Magic Items from the Magic Shoppe



DON'T PLAN IN DETAIL!

Players are strongly advised not to plan in detail, if at all. Detailed plans tend to take a lot of time, and as soon as something goes wrong (and it will) all that planning goes to waste.

To keep the game running smoothly, it is suggested players establish in Prepwork how they'll be entering the Audit, and what objectives they'll pursue during it, and leave it at that.

Players can still plan and coordinate with each other during the Audit.

GATHERING INFORMATION

During Prepwork, each player can explain how their Clerk has attempted to gather information on the **Foe** and their **Lair** for the upcoming **Audit**.

When they do so, each player picks the Skill most relevant to their attempt with which to make a Skill Roll. The roll for gathering information is almost the same as a typical Skill Roll, with one difference: the GM makes the roll rather than the player, and they keep the outcome secret.

Based on the outcome of the roll, the GM...

SKILL ROLL OUTCOME	
Failure	<i>...lies that the Clerk is successful and gives false and misleading information for the Audit.</i>
Trade-Off	<i>...explains that the Clerk doesn't manage to find any significant information.</i>
Success	<i>...explains the Clerk is successful and gives some useful information for the Audit.</i>
Critical Success	<i>...explains the Clerk is successful and gives some useful information for the Audit, and in addition gives the Clerk 1 Intel.</i>

Each Clerk can only Gather Information once per Prepwork.

INTEL

Intel represents a piece of prized knowledge on the **Foe**, their **Lair**, or their operation. Intel isn't information divulged by the GM, but instead a resource a player spends during the **Audit** to create something in the narrative that gives them an advantage.

Intel is not held by a single player, but instead is shared between all Clerks.

There is no limit on how many units of Intel the players can accrue. Any unspent Intel remaining after an **Audit** is lost.

Using Intel is fully explained on page 38.



AT ANY TIME DURING PREPWORK YOU CAN:

TRAIN IN A SKILL OR FEAT

During Prepwork, a Clerk can spend 10 Experience Points to either:

- * Add a pip to any Skill. This may cause your Saves to increase too.
- * Learn a new Feat.

Experience Points are gained at the end of each **Audit**.

TAKE COINS IN EXCHANGE FOR DEBT

At any point during Prepwork, a Clerk may choose to take Coins from the Empress of Thieves' pile in exchange for Debt. When they do so, the player tells the GM how many Coins they would like to take, and increases their Debt by that amount. The GM then gives that many Coins to the player.

A Clerk's Debt cannot be higher than 6. If it is 6, they can no longer gain Coins this way.

DURING PREPWORK YOU CAN SPEND COINS ON:

- ✦ Indulgences at the Church
- ✦ Fortunes at the Mechanical Fortune Teller
- ✦ Intel at the Info Broker
- ✦ Magic Items at the Magic Shoppe

Each of these vendors is explained on the following pages.

INDULGENCES AT THE CHURCH

You bring down the weighty knocker on the door of St. Ethelburger's Church Of Quick & Cheap Redemptions, and after a wait one of the priests, sleepy and drunk on leftover sacramental wine, lets you in. After some rifling in the back, a stack of paper indulgences are produced, stained with wax and splattered with ink.

During Prepwork, any Clerk can visit St. Ethelburger's to open the church late for Indulgences.

When a player first opens the church, the GM draws two cards from the Deck and places them face up.

With the church open, any Clerk can purchase Indulgences for 1 Coin each. Each Indulgence purchased lowers a Clerk's Debt by 1, to a minimum of 1.

Each time an Indulgence is purchased, the GM Discards the smaller-value card (representing the Clerk taking, signing, and burning the Indulgence to absolve some of their sin) and draws a new card from the Deck to replace it. For example, if the GM had drawn a 3 and a Jack for the Indulgences, and a player bought one Indulgence, the 3 would be discarded and replaced.

At the end of Prepwork, the two cards drawn for Indulgences are returned to the Deck, which is then shuffled.



FORTUNES AT THE MECHANICAL FORTUNE TELLER

You first spot it in the corner of your eye: that dusty box of wood and glass, and inside an automaton of a man's upper body with a fox's head. It is Mystical Edgar, the Mechanical Fortune Teller. Slip a few Soul Coins into the slot, and with creaking hand, faded cards and tinny voice your future shall be read. And when you look again, the box will be gone.

Once per Prepwork, a single player may pay 2 Coins to get a fortune reading from the Mechanical Fortune Teller. At the time of paying, the GM should perform Mystical Edgar giving cryptic clues as to some of the perils that await the Clerks in the Audit.

Then, after the GM has shuffled the Deck at the beginning of the Audit, they take the top three cards of the Deck and flip them all at once to be face-up to the top of the Deck.

These cards are drawn as normal from the Deck during the Audit. As a result the Clerks will know what card is about to be drawn for the first three cards.



INTEL AT THE INFO BROKER

You rap your knuckle on the booth's sliding window, and a muffled bark confirms: the info broker is in. A wet nose pushes open the window, revealing an expectant dog and behind him, stuffed letters and files lining the walls marked with names and allusions to their contents. For a few Coins your enemy's secrets could be yours.

During Prepwork, any player can pay 2 Coins in exchange for 1 Intel.



MAGIC ITEMS AT THE MAGICK SHOPPE

The cart rattles to a stop in the alleyway. The silhouette pulling it raises its shutter, and with the squeak of an oil lamp a selection of glittering arcane objects are revealed. The figure lights a pipe, briefly illuminating a twisted face, before they croak: “Roll up. Roll up. Magic Items for sale. Magic Items for sale...”

At the start of Prepwork, the Magick Shoppe opens. When it does so, the GM draws 10 cards from the Deck and places them face-up for all players to see. Each card represents a Magic Item available for purchase with Coins. What the item does, and how many Coins it costs, depends on the card. See the table below for each card’s corresponding Magic Item and cost. Any Magic Items not purchased by the end of Prepwork are returned to the Deck, which is then shuffled.

Clerks can freely trade Coins for Magic Items at any point during Prepwork, at which point they take the corresponding card. Clerks cannot give Magic Items they have purchased to each other: each Magic Item is bonded to the Clerk who bought it.

Clerks retain any Magic Item cards they purchased throughout the Audit until they are Discarded. Any unused Magic Items are returned to the Deck at the end of the Audit, so plan your purchases!

Magic Items are separate from Equipment, and don’t affect the number of pieces of Equipment you can create during the Audit. Unless otherwise stated in its rules, Magic Items can be used outside of your Turn.

CARD RANK	COIN COST	SUIT			
		♥ HEARTS ♥	♠ SPADES ♠	♦ DIAMONDS ♦	♣ CLUBS ♣
<i>Ace</i>	<i>3</i>	<i>Totem of Bruno</i>	<i>Magician’s Cloth</i>	<i>d10 of Providence</i>	<i>Empress’s Tarot</i>
<i>2</i>	<i>3</i>	<i>Instant Soul Powder</i>	<i>Aerosolised Architecture</i>	<i>Quantum Piggy Bank</i>	<i>Shimenawa of Weightlessness</i>
<i>3</i>	<i>3</i>	<i>Masoconverter</i>	<i>Magic Carpet</i>	<i>Lucky Vampire Bat</i>	<i>Telepathy Implant</i>
<i>4</i>	<i>3</i>	<i>Canned Eüchfishe</i>	<i>Circlet of Disguise</i>	<i>Sanctified Salt</i>	<i>Cursed Timepiece</i>
<i>5</i>	<i>2</i>	<i>Potion of Healing</i>	<i>Sandals of Scarper</i>	<i>Plastic Shamrock</i>	<i>Fifth Wind</i>
<i>6</i>	<i>2</i>	<i>Potion of Healing</i>	<i>Telescopic Pole</i>	<i>Sneakers of Sneak</i>	<i>Amulet of Sabotage</i>
<i>7</i>	<i>2</i>	<i>Cigar of Streetwise</i>	<i>Belt of Stunt</i>	<i>Bookmark of Study</i>	<i>Dagger of Slaying</i>
<i>8</i>	<i>2</i>	<i>Droplets of Silver Tongue</i>	<i>Gloves of Sleight</i>	<i>Glass of Search</i>	<i>Charm of Switcheroo</i>
<i>9</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Talisman of the Vending Machine</i>
<i>10</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Talisman of Debt Relief</i>
<i>Jack</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Talisman of Debt Relief</i>
<i>Queen</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Ghost Key</i>
<i>King</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Ghost Key</i>

MAGIC ITEMS LIST

All Magic Items and their rules are listed here in order of rank and suit.



A♥: TOTEM OF BRUNO

The totemic spirit of circus strongman Bruno inspires strength, durability, and the cultivation of a fine moustache. Whenever you take Damage, it is halved (rounded down).

2♥: INSTANT SOUL POWDER

You can Discard this card to pour this sachet of powder into the mouth of a corpse, causing it to spring back to life with any damage disappearing (including to attire). The corpse is animated by a temporary soul, which obeys your commands and has the memories and personality of the deceased.

3♥: MASOCONVERTER

Whenever you make a Skill Roll, you can first remove a die from your Damage Stack and roll it as a d3. You can add the rolled number to one die in the Skill Roll. You can only do this once per Skill Roll, and must choose to do it before you make the roll. After you use this item for a third time, Discard this card.

4♥: CANNED EÜCHTISHE

This fermented food has an odour so profoundly repulsive it is considered a kind of magic. Once this can is opened, everyone with a sense of smell in the same room leaves in disgust. Only Clerks and Foes can voluntarily re-enter the room, provided they succeed on a Nerve Save.

5-6♥: POTION OF HEALING

You can Discard this card to remove your current Damage Stack. Alternatively, you can Discard this card on your Turn to remove the Incapacitation of another Clerk you are adjacent to, provided you have the space and time to pour it into their mouth.

7♥: CIGAR OF STREETWISE

Add a +1 to your Streetwise rolls. Streetwise rolls you make are unaffected by the Alert Penalty.

8♥: DROPLETS OF SILVER TONGUE

Add a +1 to your Silver Tongue rolls. Silver Tongue rolls you make are unaffected by the Alert Penalty.

9-K♥: GÜP

Ahh, a refreshing can of Güp, the fermented herring soda. You can Discard this card on your Turn to remove the top die from your current Damage Stack.





1A♠: MAGICIAN'S CLOTH

Anything completely covered with this 6 foot diameter cloth disappears whenever someone shouts the magic word “abracadabra” in its presence. Saying the magic word again while the cloth is lying flat will cause anything disappeared to reappear under it.

2A♠: AEROSOLISED ARCHITECTURE

This spray creates a hard, porous substance, which you can spend your Turn using to create a single structure, such as a wall, stairway, or load-bearing pillar. The substance is hard enough that it would take tools and time to break. After you use this item for a third time, Discard this card.

3A♠: MAGIC CARPET

This flying carpet follows any simple verbal commands you give it, including commands that last after disembarking such as “stay hovering here”. It can support the weight of up to two people, and when exceeded it becomes incapable of flying.

4A♠: CIRCLET OF DISGUISE

You can Discard this card to have an illusion cast over you that makes you appear as someone of your choice that you’ve seen during the Audit. The illusion lasts until you voluntarily end the effect.

5A♠: SANDALS OF SCARPER

While wearing these sandals, you always outrun anyone chasing you. You automatically succeed on any Ability Saves to run away from someone or something.

6A♠: TELESCOPIC POLE

This pole extends and retracts to any width in accordance with its owner’s will.

7A♠: GLOVES OF SLEIGHT

Add a +1 to your Sleight of Hand rolls. Sleight of Hand rolls you make are unaffected by the Alert Penalty.

8A♠: BELT OF STUNT

Add a +1 to your Stunt rolls. Stunt rolls you make are unaffected by the Alert Penalty.

9-KA♠: UNIDENTIFIED MUNDANE OBJECT (UMO)

You can Discard this card to create an object as if you were improvising a piece of Equipment. The object appears to be made of white clay, although it gains the material properties of whatever you convert it into.

A♦: D10 OF PROVIDENCE

Every time you roll a 10 during a Skill Roll or Save during the Audit, put a counter on this card. Remove 3 counters from this card to have the GM add a Coin to the Debt Pool.

2♦: QUANTUM PIGGY BANK

Whenever a Coin would be added to the Debt Pool, you can choose for it to instead be placed on this card. Discard this card to return any Coins on it to the Debt Pool, and flip a coin. On a heads, the GM adds additional Coins to the Debt Pool equal to the amount returned.

3♦: LUCKY VAMPIRE BAT

You can take 1 Damage to have any combination of Clerks take d3 of their Coins and put them in the Debt Pool. After you use this item for a third time, Discard this card.

4♦: SANCTIFIED SALT

You can Discard this card to pour a line of salt from this shaker. There is enough salt to create a line as wide as a typical doorway, or a circle small enough that 1 person can stand inside it. Magical beings, including the Foe, cannot touch or cross an intact line of this salt.

5♦: PLASTIC SHAMROCK

Whenever a Clerk rolls a Save, you can use this item to note the number rolled and have the die rerolled. The next Save rolled by a Clerk must instead use the last noted number. After using a third noted number, Discard this card.

6♦: SNEAKERS OF SNEAK

Add a +1 to your Sneak rolls. Sneak rolls you make are unaffected by the Alert Penalty.

7♦: SPYGLASS OF SEARCH

Add a +1 to your Search rolls. Search rolls you make are unaffected by the Alert Penalty.

8♦: BOOKMARK OF STUDY

Add a +1 to your Study rolls. Study rolls you make are unaffected by the Alert Penalty.

9-K♦: BETTING STUB

At the end of the Audit, flip a coin. On a heads, you gain 2 Coins. On a tails, you gain nothing.



A♣: EMPRESS'S TAROT

You can have the GM flip the top card of the Deck face up. After you use this item for a third time, Discard this card.

2♣: SHIMENAWA OF WEIGHTLESSNESS

Anything that has this 10-foot hempen rope tied around it becomes unaffected by gravity.

3♣: TELEPATHY IMPLANT

You can use this item to read another person's mind, gaining a piece of information that you describe to the GM provided they know it (such as 'the combination to their safe'). You must be able to see the person you are reading the mind of. After you use this item for a third time, Discard this card.

4♣: CURSED TIMEPIECE

You may use this item to take another Turn immediately after your Turn ends. After you use this item for a second time, Discard this card.

5♣: FIFTH WIND

You can Discard this card to create a constant gust of wind in the direction you are facing, powerful enough to send someone flying. The gust remains for 1d3 of your Turns.

6♣: AMULET OF SABOTAGE

Add a +1 to your Sabotage rolls. Sabotage rolls you make are unaffected by the Alert Penalty.

7♣: DAGGER OF SLAYING

Add a +1 to your Slaying rolls. Slaying rolls you make are unaffected by the Alert Penalty.

8♣: CHARM OF SWITCHEROO

You can Discard this card to immediately swap the locations of any Clerks you choose.

9♣: TALISMAN OF THE VENDING MACHINE

You can Discard this card to discover a vending machine nearby. The GM draws 4 cards from the Deck and places them face up as magical items. You and any other Clerks present may purchase any cards drawn, after which any remaining cards are returned to the Deck and the deck is shuffled. The vending machine then disappears.

10-J♣: TALISMAN OF DEBT RELIEF

You can Discard this card to have the Alert Penalty not apply to a Skill Roll you or another Clerk are about to make. You must Discard this card before you make the roll.

Q-K♣: GHOST KEY

You can Discard this card to open any simple lock without having to make a Skill Roll. You do not need to be near the door.

REPRESENTING MAGIC ITEMS WITH THE DECK

GMs are advised to buy a cheap playing card deck and write the names of each Magic Item onto each card before the first session of Clerk & Dagger.

This will save a lot of time during the game, as you won't need to reference this book to discern what each Magic Item is when the cards for the Magick Shoppe are dealt.

The Audit

The moon hangs high, but its silver light is outshone by the warm glow emanating from the windows of the manor house. Peals of guttural laughter slip out into the night, and through thick panes silent onlookers watch a masquerade in motion.

The shadows move, punctured by the scant glint of a sharpened dagger and polished abacus. The audit has begun.

After Prepwork comes the Audit, where the Clerks begin the operation they have prepared for.

The general plan for an Audit is the following:

1. Infiltrate your Foe's Lair, exploring and gathering information.
2. Uncover Coins to build up your Foe's Debt Pool.
3. Use the Debt from the Debt Pool to defeat your Foe.

At the start of the Audit, the GM gives an introduction, setting the scene the Clerks will be entering. The GM should also establish the Foe, if they are present from the start.

Once the GM has set the scene, each player narrates where their Clerk is currently in the Lair and what they are doing. **Each player then makes a relevant Skill Roll to establish how well they're doing at that method of infiltration.** This way, the Audit starts with the operation already underway.

Players cannot introduce their Clerk as present in a Protected room - these must be infiltrated during the Audit.

Steerpike introduces themselves as having infiltrated the Lair by getting hired as a waiter, and makes a Streetwise roll. They roll a Trade-Off, and so narrate that while their uniform is convincing, all the other wait staff know they're a fake.

TAKING TURNS

Gameplay during the Audit is not free-form like in Prepwork. Instead, players take Turns, describing what their Clerk does (likely making one or more Skill Rolls to determine if they succeed), and possibly making a Save to resist a negative effect, before the next player's Turn.

There is no set order to the Turns, and the players between them decide after one Clerk has finished their Turn which Clerk will go next. After each Clerk has had a Turn, it is the GM's Turn, in which they control the Foe and their Lair. Then, the cycle repeats.

How much a Clerk can do in a single Turn is deliberately vague, to help facilitate storytelling, but generally each Turn should be dedicated to one course of action, such as attempting to crack a safe, seduce a mark, or cross a tightrope. A Clerk can make more than one Skill Roll in pursuit of a single course of action. It is at the GM's discretion whether a player is doing too much for a single Turn.

When it comes to moving through a Lair, players generally shouldn't move more than a single room along with their course of action on their Turn, unless they are attempting to traverse the Lair with speed, in which case moving multiple rooms is their course of action. A Clerk might make a Skill Roll as part of moving, such as a Sneak roll to move stealthily or an Stunt roll to climb a wall.

THE GM'S TURN & NPCs

On the GM's Turn, they narrate the actions of the Foe, along with any events that happen in the Lair, such as a gala progressing. For some Foes, the GM may keep a dice that ticks down each time it's their Turn to function as a timer.

NPCs do not act on a specific Turn. Instead, the actions of NPCs are narrated by the GM within and around the Clerks' Turns, and the outcomes of any actions by NPCs that would affect a Clerk are determined not by that NPC making a roll but instead by the affected Clerk making a Save. For example, the actions of guards trying to apprehend a Clerk would be contained with the Save that Clerk would make to avoid them.

TURN FLOW

Turns during the Audit usually cycle through the following steps:

1. A Clerk's Turn starts.
2. They describe what it is they want to do, and make one or more Skill Rolls to see how well they do it.
3. The outcome is narrated.
4. The GM then may ask the Clerk to make a Save based on the narrative context. The GM then narrates the consequence of the successful or failed Save.
5. The Clerk may Twist in response to a consequence of a Skill Roll or Save.
6. Another Clerk starts their Turn and repeats steps 1-5.
7. Once all Clerks have had a Turn, the GM has their Turn, in which the Foe acts and any events in the Lair are narrated. Then, the flow restarts from step 1.



PLANNING DURING THE AUDIT

Players are free to discuss plans and strategise with each other during the Audit, even if their Clerks are not in contact with each other (any such planning can be explained as having happened in the past). As with Prepwork, players should be wary of over-planning. Discussing, setting, and adapting goals is a good idea, but getting into minutia, contingencies, and long term plans will slow the game down and create a sense of confusion when things inevitably go wrong.

IMPROVISING EQUIPMENT

During the Audit, you can improvise pieces of equipment your Clerk has brought with them to achieve their goals. For example, if you wanted to open a safe, you might narrate that your Clerk produces lock-picks.

Up to three pieces of equipment can be created this way, and you should note down each piece you do. A collection of things, such as full costume or set of chef's utensils, can count as a single 'piece' of equipment. Equipment that is lost on use, such as a drug or explosive, can only be used once - if you wish to use that same object again, you will need to treat it as a new piece of equipment being created.

At the end of each Audit, any improvised equipment is removed, and you can invent up to three new pieces of equipment during the next Audit.

In addition to any equipment they create, each Clerk always has their cloak, dagger, and abacus.

Any equipment you improvise must be a non-magical.

Although Clerk & Dagger is predominantly late medieval / early industrial, there is no strict technological period Equipment must belong to. New bits and pieces of technology have been making their way into Dis over the past millennium, after all. However, as a rule of thumb any equipment you create should be useful but not powerful. Lock-picks are useful, as they still require time and skill to be used to crack a safe, whereas a plasma cutter that goes through steel like it's butter and needs no skill to use is just powerful, and as a result decidedly not fun. The GM can veto a piece of equipment you invent if deemed powerful rather than useful.

ALERT

Alert is a measure of how aware of your presence and operation your enemies are as a whole. Alert is measured in levels, starting at 0, and going to 2. Each Audit starts at Alert 0.

Alert determines the general awareness of your presence: if a solitary guard, or the Foe, is aware of your presence, that doesn't mean the Alert level will go up - provided you stop them from raising the alarm!

ALERT 0

At Alert 0, your enemies don't yet know they are being audited, and will go about their normal duties.

ALERT 1

At Alert 1, your enemies are suspicious, and will investigate anything out of the ordinary. However, they don't yet know if there is any cause for alarm.

As things get more tense, the magic of the Soul Coins will begin to work against you in the form of Debt.

ALERT 2

At Alert 2, your enemies know they have been infiltrated and have raised the alarm. They will actively guard important locations and search for the Clerks. More men may be roused and other security measures may be activated. At Alert 2, the Clerks need to be looking for an exit.

With everything going wrong, the sinister magic of the Soul Coins will be fully working against you. In addition, you will no longer be able to Twist.

Note that Alert levels 1 and 2 won't give guards any knowledge of where the Clerks are or what they're up to, merely that they might be or are present somewhere in the Lair.

ALERT PENALTY

At Alert 1 and 2, you receive a penalty to your Skill Rolls based on your Debt called the Alert Penalty. The severity of the penalty is based on the level of Alert and your current Debt.

At Alert 1, the Alert Penalty is equal to half your Debt (rounded down).

At Alert 2, the Alert Penalty is equal to your Debt.

Whenever you make a Skill Roll, you subtract the Alert Penalty from any dice you roll to determine what numbers the roll has produced. For example, if the Alert Penalty was -3, a roll of 8 would be lowered to a roll of 5, going from a Success to a Trade-Off. Rolls of 10 are excluded from this effect, and always count as a Success. **The Alert Penalty cannot lower a roll's value to less than 1.**

Steerpike has a Debt of 5. The Alert level is currently at 1, meaning Steerpike is subtracting -2 (half of 5, rounded down) from any dice in a Skill Roll. Steerpike makes a Sneak roll, for which he has 3 pips, so he rolls 3d10. He rolls a 2, 8, and 9. After applying the Alert Penalty, he has 1, 6, and 7. The high roll of 7 makes the roll a Success, however without the Alert Penalty he would have had a Critical Success.

Later, at Alert 2, Steerpike makes another Sneak roll and again rolls 2, 8 and 9. Steerpike is now subtracting -5 from his Skill Rolls due to the Alert Penalty, so after subtraction has 1, 3 and 4. The high roll of 4 makes the roll a Trade-Off.

TWIST

Any time a Clerk does something that would arouse suspicion or alert their enemies to their presence, they can choose to Twist. When a Clerk player Twists, they improvise a lucky event in the narrative that mitigates whatever would have caused that suspicion or alert. A Twist will commonly be used as a response to rolling a Failure or a failed Save, but they can also be used to mitigate or reverse intentional outcomes too.

Twists can only be used to prevent the Clerk's enemies from becoming suspicious or alerted. You can't use a Twist to, for example, undo a Clerk accidentally breaking a machine (but you could use a Twist to undo someone noticing the machine has been broken!)

When a Clerk Twists, first the GM draws a card from the Deck, revealing it to themselves and keeping it hidden from the other players. This card and each additional card from a Twist form a 'hand' for the Alert. This hand remains visible to all players (so everyone can see *how many* cards have been drawn) but only the GM can see which cards have been drawn (so only the GM knows *what* cards have been drawn).

Once a GM has drawn a card and added it to the hand, and provided the hand does not have a total value of 21 or higher, the Clerk can describe what happens in the narrative so that their mistake goes unnoticed or does not otherwise raise suspicion by their enemies. For example, they may say the nearby guard is distracted by a sneeze at the same moment their Clerk made some noise as the result of a Failed Sneak roll.

When a hand totals or exceeds 21, the Alert is raised as the mistake the Clerk had hoped to mitigate with the Twist is instead noticed by their enemies, who proceed to become suspicious if the Alert is raised to 1, or sound the alarm if the Alert is raised to 2. The GM Discards the current hand, and any further Twists will form a new hand.

If the Alert has reached 2, Clerks can no longer Twist.

INCREASING ALERT WITHOUT CARDS

It is possible for Alert to be raised without the GM's hand reaching a total value of 21.

This will happen if either a Clerk does something that cannot be feasibly mitigated by a Twist (such as setting off an explosion, or publicly attacking someone), or if a Clerk chooses not to Twist.

In such instances, the GM Discards their current Alert hand, and raises the Alert to the appropriate level.

If the event causing the Alert to be raised this way would merely make the enemy suspicious, the Alert is raised to 1.

If the event causing the Alert to be raised this way would confirm to the enemy that they have been infiltrated and are under attack, the Alert is raised to 2.



THE FOE

For each mission, your Foe is the current magnate who you are auditing, and who heads the business you're aiming to dismantle. Empowered the magic of the Soul Coins, Foes are too strong for the Clerks to immediately confront, so they'll need to sneak around collecting Coins for the Debt Pool in order to weaken the Foe with Debt first.

If the Clerks are aware of the Foe, the GM should describe what the Foe is up to on each of their Turns. If the Alert is 0, the Foe will be going about their typical routine, but as the Alert level raises they may begin to hunt the Clerks or engage other security measures.

There are 9 premade Foes contained within this book, including layouts for their Lairs. These premade Foes begin from page 43. There are also GM tips for creating new Foes on page 85.

FOE DRAWS

Like a Clerk rolling dice for a Skill Roll or Save, whether Foes succeed or fail or something involving risk is randomly determined.

However, Foes do not roll dice: instead, their success is determined by drawing a card from the Deck, with the Blackjack value of the card drawn used the same way as the number rolled on a dice. For example, drawing a Jack card would be akin to rolling a 10 on a die.

Remember that, in Clerk & Dagger, Aces always count as having a value of 1.

FOE DEBT

For both Foe Actions and Foe Saves, when a card is drawn from the deck for a Foe, the Foe's current Debt is subtracted from the card's value to determine the outcome.

Each Foe has a 'Protected Suit' of either Hearts, Spades, Diamonds, or Clubs. **Cards drawn for a Foe that are of the Protected Suit are unaffected by the Foe's Debt.**

The Foe's Debt is determined by the number of Coins in the Debt Pool at the moment when the card is drawn, explained fully on page 34.

FOE ACTIONS

During the GM's Turn, the Foe will typically perform some kind of action.

Whenever a Foe performs any action unrelated to the Clerks, they always automatically succeed.

If a Foe attempts to perform an action upon a Clerk, from attacking them to hypnotising them, the Clerk player does not make a Save to resist the effect: instead, the GM draws a card from the Deck, subtracts their current Debt from the card's value, and compares the outcome with the score of the relevant Save of the targeted Clerk(s).

When this happens, we say that the Foe has drawn a card against the Clerk's Save.

If the outcome is higher than the Clerk's relevant Save, the Foe's intended action upon the Clerk happens. Otherwise, the Clerk manages to resist or avoid it.

The premade Foes each have a list of special Foe Actions they can make, which include which kind of Save is used by the Clerk to resist them.

If a Foe's action would affect multiple Clerks, only one card is drawn for all Clerks to compare their Saves to.

On the GM's Turn, the Foe Lord Groan physically attacks Steerpike. Ability is the appropriate Save for dodging a physical attack, so Lord Groan draws a card and compares it to Steerpike's Ability Save score of 7. The card is an eight of Hearts, which is Groan's Protected Suit, so the value of 8 is not lowered by his Debt of 2. Being higher than Steerpike's Ability Save score, Steerpike fails to dodge the blow from Groan, and receives a hiding. The GM rolls a d3 for the Damage and gets a 2, so Steerpike adds 2 dice to their Damage Stack.

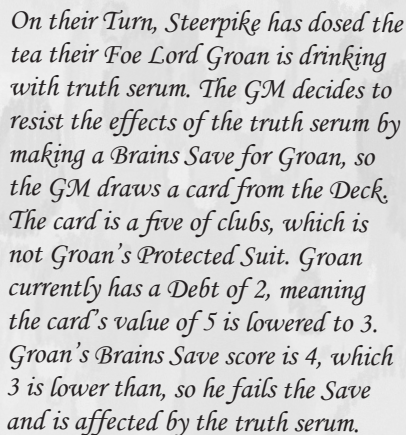
FOE SAVES

Foes have Ability, Nerve, and Brains Saves just like Clerks. Whenever something negative happens to a Foe, the GM makes a Save to see if they resist or avoid it.

When a Foe makes a Save, the GM draws a card from the Deck, subtracts their current Debt from the card's value, and compares the outcome with the Foe's score in the relevant Save. If the outcome is higher than their Save, the Foe succeeds on the Save and resists the effect. If the outcome is equal to or lower than their Save, they fail and the effect happens.

Note that Foes make Saves differently to Clerks. Whereas a Clerk rolls a d10 hoping for a low number, a Foe draws a card hoping for a high value.

Foes can use Saves to resist the effects of Feats and Magic Items. Foes can also use Saves to resist the consequences of Clerks making Skill Rolls to interact with them.



On their Turn, Steerpike has dosed the tea their Foe Lord Groan is drinking with truth serum. The GM decides to resist the effects of the truth serum by making a Brains Save for Groan, so the GM draws a card from the Deck. The card is a five of clubs, which is not Groan's Protected Suit. Groan currently has a Debt of 2, meaning the card's value of 5 is lowered to 3. Groan's Brains Save score is 4, which 3 is lower than, so he fails the Save and is affected by the truth serum.

SPECIAL ABILITIES

Foes can also have special rules and abilities, such as being able to see in the dark or being unable to receive a Wound except with a weapon made of silver.

The premade Foes each have a list of special abilities.

WOUNDS

Whenever a Foe fails a Save to avoid physical harm (be that from an injury, poisoning, anything else), rather than being killed or downed they receive a Wound.

Foes have a set number of Wounds they can take, **with the final one taken resulting in their defeat**. Most Foes go down on 3 Wounds, but some Foes can take more or less.

Wounds only prevent physical injury. It is possible for a Foe to be defeated by other means not involving Wounds.

On receiving their final Wound, the GM should allow the Clerk landing the finishing blow to narrate the Foe's death or defeat.

DEFEATING THE FOE

The ultimate objective of the Clerks during The Audit is to defeat the Foe.

For some player groups, defeat means a decapitated Foe and a Lair in flames. For others, it might be a worker's uprising and the Foe in court, or a disgraced business reputation and the Foe forced to go into hiding.

'Defeat' is contextual and has no strict definition in the game rules, although there are a two broad criteria that should be fulfilled.

DEFEAT SHOULD MEAN:

- ★ The Foe is dead, disappeared, or otherwise unable to return to the business world after the Audit.
- ★ The Lair and its business model is damaged, such that someone else can't just step in and take over the Foe's position after the Audit.

It is ultimately up to the GM whether defeat has been achieved, but they should make it clear to the players if and when they think the conditions for it have been reached, so that the Clerks can turn to escaping the Lair and the Audit be brought to an end.

If the Foe is defeated at the end of the Audit, the Clerks get an additional d6 Experience Points (along with those Points gained from each Coin remaining in the Debt Pool).

THE DEBT POOL

As the Clerks explore the Lair, they will uncover Coins hidden by the Foe. As an undeclared asset, these Soul Coins are subject to ‘taxation’: under a loose interpretation of the Accounting Guild’s remit, that means your Clerks can steal them. **Each Lair contains 9 Coins in total.**

Any Coins the Clerks uncover and seize are physically brought into the game and placed in the Debt Pool by the GM. The Debt Pool is a marked out area, ideally a circle around 4-5 inches wide, in a place visible and accessible to all players, including the GM. The Debt Pool should be a piece of paper or other material that the Coins won’t make a sound on.

At the end of The Audit, the Clerks gain Experience Points equal to the number of Coins in the Debt Pool.

THE FOE’S DEBT

Building up the amount of Coins in the Debt Pool is vital in defeating the Foe as it builds up their Debt: **a Foe’s Debt is equal to the amount of Coins in the Debt Pool.**

For a Foe, Debt negatively impacts their abilities similar to how it does a Clerk, by reducing the value of cards they draw from the Deck when they make Saves, use Foe Actions, and otherwise interact with the Clerks. How Foes are affected by Debt is explained on the previous pages.

Steerpike cracks Lord Groan’s safe, and the GM reveals that 3 Coins are stored inside. The GM puts 3 Coins into the previously-empty Debt Pool, making Groan’s Debt 3. Later, while the GM is distracted talking to another player, Steerpike takes 1 Coin from the Debt Pool and quickly hides it in their trouser pocket, bringing Groan’s Debt down to 2.

EMBEZZLEMENT

Embezzlement is the primary method by which a Clerk gains more Coins. To engage in Embezzlement, a player simply steals one or several Coins from the Debt Pool and conceals them on their person (such as in their pocket) without the GM noticing. Note that taking Coins out of the Debt Pool will reduce the Foe’s Debt!

During the Audit, Coins in the Debt Pool are always available for Embezzlement to all Clerk players: even if one player’s Clerk is responsible for uncovered all the Coins that have been added to the Debt Pool, any Clerk player has access to those Coins.

If the GM notices the player attempting Embezzlement before any stolen Coins are hidden away on the player’s person all Coins currently being stolen are removed from play.

Be careful! Attempting to confer about who should take however many Coins during Embezzlement is a good way to alert the GM and get yourself caught!



THE LAIR

The Lair is the domicile and base of operations for the Foe. Within the rules, ‘the Lair’ specifically refers to the set of blueprints to the building the GM provides at the start of Prepwork.

Each premade Foe comes with their own premade Lair to be printed out. GMs creating their own Foes should design and draw each Lair as part of preparing for the game.

During the Audit, players are free to write notes onto the papers containing the Lair. Note that this can be used as a trick to get your hands close to the Debt Pool for some sneaky Embezzlement!

LAIR ELEMENTS & LAIR EVENTS

Lair Elements are features of a Lair that Clerks can encounter, such as guards or a trap. Encountering a Lair Element will sometimes require a Clerk to make a Save to avoid a negative consequence.

Lair Events are specific things that happen as time passes during the Audit. Lair Events happen on the GM’s Turn, and most happen on a specific turn number. The GM can track how many turns they’ve had with a d6 or d10.

An example Event would be a dinner party hosted by the Foe lasting for the first three GM Turns. This Event would represent a closing window of time in which the Foe is distracted and the Lair is more empty, giving the Clerks more freedom to move.

PROTECTED AREAS

Some rooms in a Lair are Protected, represented by a ‘P’ mark typically placed in the top left corner. Some Lairs have entire floors or maps that are Protected, in which case they’ll have “Protected Map” or “Protected Floor” in one of the bottom left corner.

Clerks cannot place themselves in a Protected room during the introduction to the Audit, and they cannot enter a Protected area through a secret passage created with Intel. Note that if an area isn’t Protected, that doesn’t mean it’s safe to be in: the Clerks will need to stay hidden, maintain a disguise, or so on anywhere they’d otherwise draw suspicion, regardless of if it’s Protected or not.



USING INTEL

Intel represents secret information gathered by the Clerks that help them out in a pinch during the Audit.

Intel is gathered during Prepwork, either by rolling a Critical Success while Gathering Information or buying it from the Info Broker. Intel is not held by a single player, but instead is shared between all Clerks.

At any point, a Clerk can spend 1 Intel to do one of the following:

- ✱ Gain info on an NPC
- ✱ Reveal a secret passage
- ✱ Reveal information about an area

Or improvise something else.

Until it is used by a Clerk, the contents of a piece of Intel is undetermined: the actual information is created at the moment of use, although in the narrative it is treated as if the reveal of the information was held back until an important moment.

GAIN INFO ON AN NPC

Provided you know some discerning detail about them such as their name or face, you learn everything you need to know about an NPC of your choice, such as their interests, relationships, and what they carry on them.

You cannot use Intel this way to learn about the Foe. Their secrets, including information about their Lair's security systems (such as the code to their vault), must be uncovered during the Audit.



REVEAL A SECRET PASSAGE

You create a secret passage between two rooms in the Lair, taking a pencil and marking the passage on the paper.

The secret passage can be between two adjacent rooms on the same floor (in which case you mark the passage on the wall) or between two overlapping points on adjacent floors (in which case you mark that point on both floors).

Moving via a secret passage takes as much time and effort as moving through a door from one room to another normally would.

You cannot enter a Protected area through a secret passage, only leave. You cannot make a secret passage between two Protected areas.

The secret passage remains for the duration of the Audit. The Foe and any NPCs are unaware of the secret passage, and only learn of it and can use it if they see a Clerk do so.

REVEAL INFORMATION ABOUT AN AREA

You create a piece of advantageous information about a room or area in the Lair, taking a pencil and writing the information and an arrow to the room or area on the paper. You cannot create information about a Protected room.

The information should be something that wouldn't impede the room's day-to-day use. For example, you couldn't reveal that the ballroom frequently hosting parties contains lethal radon gas, but you could reveal that a section of the roof is weak and will collapse under someone's weight just before guards in pursuit climb atop it.

IMPROVISE SOMETHING ELSE

Intel is secret information only 'revealed' at the last moment, and it could be applied in more ways than the three options listed here. With the GM's permission you can spend Intel to create some other effect.

You can't use Intel to gain information on or otherwise directly affect the Foe.

DAMAGE

In many RPGs, 'Damage' is a number that builds up until your character reaches a limit (usually called Hit Points), at which point they suffer some consequence. Damage is a bit different in Clerk & Dagger.

Whenever a Clerk 'takes Damage' during an Audit, their player stacks up d6s equal to that amount, and any future Damage similarly becomes more dice added to that single stack. For example, if you were told 'take 3 Damage', you would stack 3 more d6s atop any d6s you'd already stacked. This stack of dice is referred to as the Damage Stack, representing the piling harm and exhaustion that threatens to incapacitate your Clerk.

You should only use six-sided dice for the Damage Stack. Each new die on the Stack is added individually without your fingers touching any dice below it, and once your fingers leave a die, you cannot go back and adjust it.

There is a dedicated space to build your Damage Stack on your Clerk Sheet. If you are not using a Clerk Sheet, instead mark a space for your Damage Stack around 2-3 inches wide on whatever you're using to take notes.

At the end of each Audit, each Clerk's current Damage Stack is removed.

REMOVING DICE

Some items and effects will allow you to remove dice from the Damage Stack. Whenever you remove dice this way, you take the top die from the Stack, one at a time, unless otherwise stated.

Like when adding dice, you cannot touch lower dice when removing a die from the Stack.

Accidentally knocking dice off of your Damage Stack that would have been removed by the effect anyway does not count as Incapacitation, but knocking any dice not intended to be removed does.

INCAPACITATION

If at least one die falls off the Damage Stack, the piling harm and exhaustion has become too much for the Clerk and they are Incapacitated. What that 'Incapacitated' looks like will depend on the narrative context: they could stumble and be taken down by a group of guards, or collapse from blood loss, or so on.

Provided it wasn't knocked over by another player or the GM, any cause of dice falling off the Damage Stack, from you knocking it while trying to add a die on top to hitting the table its on with your knee, counts as your Clerk becoming Incapacitated. If the Damage Stack is knocked over by the actions of another player, re-stack it with the same number of dice.

Clerks are incapacitated at the moment in the narrative when their Damage Stack collapses, not before or after. If a Clerk was about to make a Skill Roll, tough! They fall just before whatever it is they were about to do.

SACRIFICE ROLL

Clerks can choose to make a Sacrifice Roll, wherein they throw themselves into danger to get an edge in a Skill Roll. When you make a Sacrifice Roll, in addition to making a Skill Roll as normal, take all the dice in your Damage Stack and roll them. Add the highest number rolled amongst the d6s to each of the dice in the Skill Roll. After the Sacrifice Roll ends, your Clerk is Incapacitated.

SAVES & DAMAGE

While it is possible for Damage to come from other sources (such as some Magic Items), Clerks will primarily receive Damage as a result of failing a Save and therefore failing to avoid a threat in the narrative. How much Damage is received is determined by the GM, based on the severity of the circumstances. Typically, damage will be a d3, rolled by the GM.

THE DAMAGE STACK AND DISABLED PLAYERS

This system of stacking dice and trying not to knock them over may not work for players with mobility or visual impairments.

If they want to replace the Damage Stack system, players can instead roll 1d10 the first time they take Damage during an Audit. The total rolled is the amount of Damage that Clerk can take before being Incapacitated. A new number should be rolled for each Audit.

LOSING CLERKS

Through Incapacitation or other means, it's possible for a Clerk to end up at the mercy of their enemies. In such instances, at the end of the Audit the Clerk's player can spend 3 Coins to explain how their Clerk escapes doom through a combination of bribery, magic, and guile. Otherwise, their Clerk is lost, either killed, locked away, or condemned to some other grisly fate.

A player whose Clerk is lost will need to create a new one using the Clerk Creation steps.

SAVING LOST CLERKS

If a Clerk is lost, depending on how invested the players are in this doomed character, the GM can alternatively provide them with a mission to save this Clerk, such as breaking them out of prison.



ENDING THE AUDIT

The Audit ends when each Clerk has either exited the Lair or been Incapacitated. Usually, Clerks will begin trying to escape either when the Foe is defeated, the Alert has reached 2, or both.

The objectives of gathering Coins in the Debt Pool and using the resultant Debt to defeat the Foe are not a necessity, and it is possible for the Audit to end without the Foe defeated or even any Coins gathered.

What 'defeat' looks like for a Foe can vary - assassination may be adequate, but for Foes who have automated businesses or successors in the wings who will replace them upon their death, a more thorough destruction may be necessary. Ultimately what constitutes 'defeat' is down to the ambitions of the Clerks and the judgement of the GM.

Any Coins a Clerk player has at the end of an Audit continue into the next Prepwork.

EXPERIENCE POINTS

At the end of each Audit, each Clerk gains Experience Points equal to the total number of Coins remaining in the Debt Pool, plus an additional d6 if the Foe was defeated.

EXAMPLE OF PLAY

A group of players has gathered to play another game of Clerk & Dagger. Amongst them is player whose Clerk is named Steerpike, and has the Feat 'Purity', a Debt of 2, and 2 Coins.

At the start, the GM describes tonight's Foe:

"The scion of an old aristocratic family, Lord Groan has reinvented himself as a purveyor of spirits: carts of turnips go into his manor house-turned-distillery, and out come bottles of the finest schnapps.

The brutal working conditions of the distillery are no secret, but Groan's experiments to expedite his production are: rumours have reached your ears that his attempts to harness the dark magic of the Coins have cursed Groan with strange, vegetal qualities..."

While delivering this opening narration, the GM lays out sheets of paper with the plans of the floors of the Lair, with rooms labelled and points of interest marked, such as a grand fireplace. The Clerks write a few notes and ideas onto the paper while the GM draws the cards to represent the Magic Items.

Steerpike's player performs Gathering Information during Prepwork, describing how Steerpike snuck around the Lair earlier and peeked through some windows, choosing Sneak as the most appropriate Skill. After the GM has rolled for Steerpike, they describe that Steerpike spies a safe in the corner of an office.

Steerpike decides to take 1 more Coin and increase their Debt to 3 in order to buy the Sanctified Salt and have 1 Coin spare.

At the start of the Audit, Steerpike's player describes Steerpike as having infiltrated the Lair by hiding in one of the turnip carts, and decides that Sneak is the most relevant Skill. They roll a Success, and place a token representing Steerpike on the Lair in the queue of turnip carts just outside the walls.

Once it is Steerpike's first Turn, their player describes how they intend to stealthily move from the turnip cart, scale up the wall to the window of the office on the second floor, and slip inside. They first makes a Sneak roll to move stealthily, and then makes a Stunt roll to scale the wall. The Stunt roll is a Success, but the Sneak roll is a Failure: Steerpike's player uses a Twist to prevent Steerpike being noticed as a result.

On their next Turn, Steerpike enters the office and approaches the safe. They improvise a set of lock picks as one of their pieces of Equipment, and make a Sleight of Hand roll to try to crack the safe

with them, rolling a Success. However, the safe is trapped! Steerpike fails the Brain Save to notice the mechanism before activating it and takes 1 Damage as a result. The GM then narrates that the safe reveals cash, papers, and most importantly 2 Soul Coins, which the GM then places in the Debt Pool.

Later, the Clerks have found 7 Coins and Embezzled 1. With Groan's Debt Pool at 6 and unsure of where the remaining 2 Coins are, the Clerks decide now is the time to strike.

Using Steerpike's Sanctified Salt to block the exit, Groan is trapped in his laboratory. One Clerk sets off a dangerous chemical reaction, and due to Groan's Debt he fails the Brains Save to stop it, receiving 1 Wound from the resultant explosion. Steerpike and another Clerk rush Groan, attempting to stab him with their daggers, making Slaying rolls. Both Clerks roll Successes but Groan succeeds on one of his Ability Saves to dodge due to drawing a card from his Protected Suit.

With the Clerks all having taken a Turn, the GM takes theirs and narrates Groan's actions. Groan uses a Foe Action called Parasitic Roots to stab at Steerpike with a vegetal arm and attempt to suck out some life-force to lose a Wound. With the GM making a lucky draw Steerpike loses the Ability Save and is hit! However, Steerpike uses their Feat 'Purity' to force the vampiric roots from his body, flipping his remaining Coin to use the Feat and losing it on a tails. Groan is prevented from losing one of their Wounds, but Steerpike still takes the Damage. The GM rolls 1d3 and gets a 3. While placing the third die, Steerpike's player knocks over their Damage Stack and Steerpike is Incapacitated!

A Clerk who has already exfiltrated the Lair uses their last improvised Equipment to create a grappling hook, and makes a Slaying roll to hurl it through the window into the laboratory and impale Groan. They roll a Trade Off, but by spending their 2 remaining Coins they increase the roll to a Success. One of the Clerks in Groan's lab picks up Steerpike, and they all zip line to safety.

With all the Clerks escaped, Groan dead, and his research destroyed, this Audit is a rousing success! The GM rolls a d6 for Experience Points and gets a 4, then checks the Debt Pool to see how many Coins remaining are to be added to that number. The GM expects 6 Coins to be in the pool but finds only 4 - Steerpike's player, the rascal, stole a couple! Everyone gains 8 Experience Points and the session ends with a cheer.



Premade Foes

The following pages detail nine premade Foes and their Lairs, for GMs to use when running C&D. Advice on creating your own Foes can be found on page 83.

Dr. Acula and his Wimpyre Blood Bank are intended as an easy, introductory Audit, with not a huge amount of threat, while Lord Blotwyse and his Wyse Industries are intended as a final, grand challenge.

Print-outs of the Lairs should be included along with your PDF copy of Clerk & Dagger, but can be downloaded at: dicecapital.itch.io

You can read how a Foe's rules work from page 32. All premade Foes have the following details:

PROTECTED SUIT

Cards drawn from the Deck for this Foe's Actions and Saves that have the suit written here are unaffected by this Foe's Debt. This is sometimes shortened to "Prot. Suit".

SAVES

These are the numbers Foes check against when making Saves to resist negative effects happening to them.

WOUNDS

Once a Foe reaches the number of Wounds written in this section, they are killed, knocked unconscious, or otherwise are incapacitated.

FOE ACTIONS

These are the special powers a Foe can use on the GM's Turn, with the Save a Clerk will need to make to resist its effect written next to the name, such as *Vampiric Bite* [Ability Save]. Generally a Foe should only use one Foe Action per GM Turn. Some Foe Actions are accomplished through the Foe successfully making a Save roll instead, written such as *Fire Walker* [Foe Nerve Save].

Foe Actions are written as how they relate to Clerks, but Foes can use them on NPCs too.

SPECIAL ABILITIES

These are permanent abilities the Foe has, which are always in effect. They do not need a Save or any other roll to work.

Some Foes do not have any special abilities.

BEHAVIOUR

This section details the personality of the Foe, giving a broad idea of how they will respond to situations as The Audit progresses.

GATHERED INFO

You can read out these passages when each Clerk gathers information during Prepwork, basing which passage you read on the Skill rolled and whether you roll a Failure or Success (or Critical Success) for the Clerk. If you roll a Trade-Off, no information is shared.

Bear in mind information for a Failure is always either false or misleading. You shouldn't implement it during the Audit. You can read more about gathering information on page 20.

LAIR ELEMENTS & EVENTS

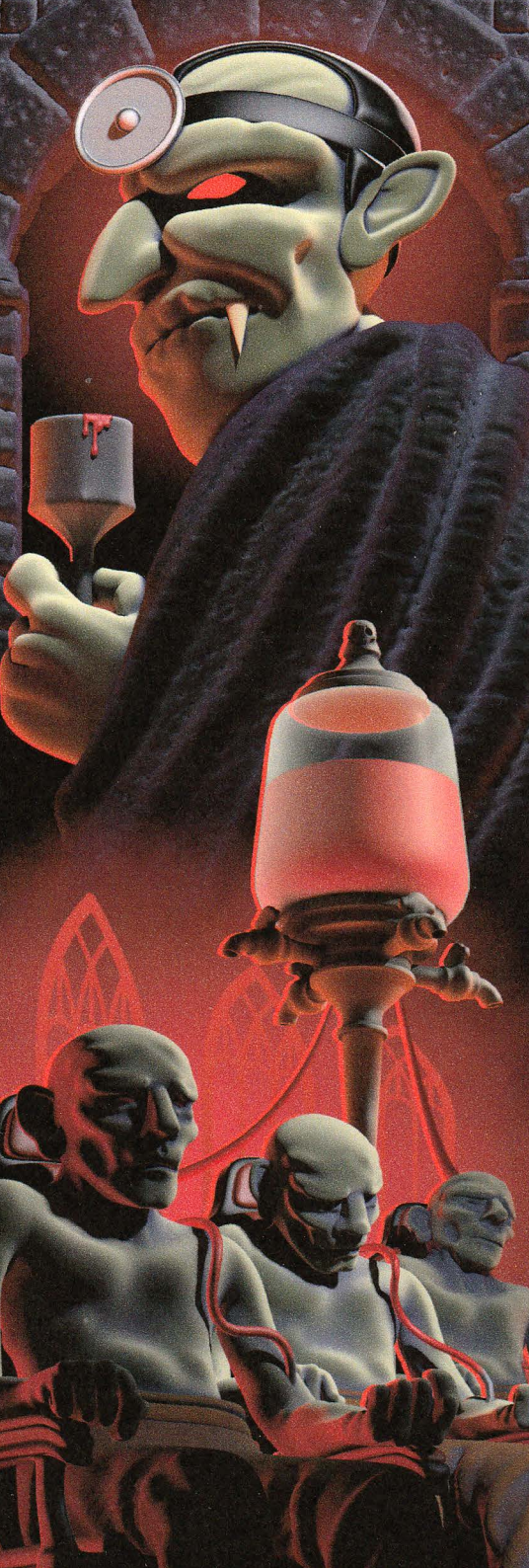
On the pages following the details of the Foe, maps of their Lair are provided, along with the various Elements of the Lair. Some Foes also have Lair Events, which are narrative beats that happen on specific GM Turns. Elements with a specific location are marked by a square marker and corresponding letter, such as [A], on the map.

COIN LOCATIONS

The locations of the 9 coins are also marked on the maps of the Lair with a circular marker and corresponding number, such as (1), along with information regarding that Coin. Often the information will give the you just the basic information: it is up to you, the GM, to interpret and present that information as a challenge to the Clerks.

LOCKED AREAS (🔒)

Also marked on each map are any locked doors, with a padlock symbol. Locked doors are not marked on the printed out pages the Clerks will see. The Clerks will need to either pick these doors, find the combination, steal the key, or so on.



Dr. Acula

WIMPYRE BLOODBANK

A renowned physician, Doctor Acula has pioneered the art of 'blood transfusion'.

However, the man is less interested in using his science for public health, and instead looks to profit. Convinced of the rejuvenating properties of youthful haemo, Acula buys blood from the healthy and young amongst the poor and pumps it into the sickly and aged amongst the rich.

Rumours abound that Acula has begun a series of personal experiments to marry his blood-science with dark magic, granting himself great and terrible powers. The Clerks better draw first blood.

PROTECTED SUIT: ♥HEARTS♥

SAVES:

Ability: 4 Brains: 3 Nerve: 4

WOUNDS: 2

FOE ACTIONS

Vampiric Bite [Ability Save]. Acula lunges jaw-first and bites into a Clerk, dealing them 1d3 Damage and sucking their blood on a failed Save.

Hypnotising Gaze [Brains Save]. Acula gazes into the eyes of a Clerk, causing them to become hypnotised on a failed Save. A hypnotised character answers any questions put to them honestly and obeys simple commands. The hypnosis ends if the character is harmed or shaken out of it.

Predation [Nerve Save]. If Acula has drunk the blood of a Clerk who has previously failed the Nerve Save for Blood Hunt, Acula can have that Clerk make a Nerve Save. On a failed Save, Acula learns the current location of that Clerk and moves with great speed towards it.

SPECIAL ABILITIES

Lifeblood. Whenever Acula drinks blood, he loses 1 Wound.

Blood Hunt. While the Alert is 1 or higher, whenever a Clerk spills their blood (such as when they take Damage), that Clerk must make a Nerve Save. On a failed Save, Acula smells the spilt blood and can home in on its location.

BEHAVIOUR

Acula is reclusive, preferring to stay in his laboratory or chambers throughout all Alert levels. He won't leave for minor disturbances, and will only be swift in action if any harm comes to his precious Blood Pump, at which point he will actively begin hunting for any intruders. He will use Hypnotising Gaze to interrogate people he does not recognise.

GATHERED INFO

SLAYING

Success: "There is a master swordsman with a concealed blade amongst the wealthy patrons upstairs - watch out!"

Failure: "Beyond the orderlies for any disgruntled donors, Acula is the only other physical threat in the building."

SNEAK

Success: "There's a safe tucked away at the back of Acula's lab - definitely the kind of place to squirrel a Soul Coin or two."

Failure: "There's a safe tucked away in Acula's bedroom - definitely the kind of place to squirrel a Soul Coin or two."

STUNT

Success: "The skylight atop the blood bank is completely unguarded, and could be used to abseil down to both floors."

Failure: "The skylight atop the blood bank is closely monitored, due to Acula's hatred of the outdoors."

SLEIGHT OF HAND

Success: "You've definitely spied the outline of a Soul Coin in Acula's breast pocket."

Failure: "Despite using them, Acula seems to avoid touching his Soul Coins."

SEARCH

Success: "There's a hollow area on the north side, through which piping from the blood pump machine runs up to Acula's laboratory upstairs. It might make a good hiding spot."

Failure: "There's a hollow area on the north side filled with load-bearing sand - breaking it open could create a smokescreen."

STUDY

Success: "Acula has been working on a surgical machine, but the Soul Coin powering it has possessed it with evil intent and it attacks anyone who comes near it."

Failure: "Acula has been working on a surgical machine but has been met by failure: the thing won't move. But he may have used a Soul Coin to try to power it."

SABOTAGE

Success: "The blood pump in the donor hall must be powered by multiple Soul Coins contained inside."

Failure: "The blood pump in the donor hall must be powered by multiple Soul Coins hidden elsewhere in the facility."

SILVER TONGUE

Success: "Word is Dr Acula has given a Soul Coin to a visiting friend, Master Hugh Fern."

Failure: "Word is Dr Acula will be giving a Soul Coin to a friend, Mistress Dora Day."

STREETWISE

Success: "Acula drained one of his donors too much - the boy's father will be showing up with some friends to make a scene."

Failure: "There'll be a visitor who Acula has paid off to make a scene, to test his workforce for any weakness."

ACULA'S LAIR

LAIR ELEMENTS

Donors & recipients. Wimpyre Bloodbank sees a regular flow of donors and recipients, entering through the main entrance, waiting in the waiting room, and leaving by the side entrance.

Orderlies & scientists. The Bloodbank employs orderlies who will fight the Clerks should they be alerted. There are also a few scientists in the ground floor laboratory and donor hall.

A. HOLLOW AREA

On the north wall of the Lair is a hollow through which pipes from the blood pump feed up to Acula's laboratory. The brickwork is old, and can be knocked open with a heavy object.

B. DISGRUNTLED FATHER

The father of a donor has brought along a couple of burly friends and will be making a fuss in the waiting area, demanding to see Acula. The Clerks could take advantage of this situation.

C. SKY LIGHT

There is a sky light on the roof of the Lair, and there is an open area at [C] for its light to reach the ground floor.

D. EVIL SURGEOTOMATON

Acula has been working on a machine that can perform surgery, and has powered it with a Soul Coin, (8), to make it work. Unfortunately the evil energies of the Coin mean it currently tries to kill anyone who approaches - but will lie dormant until they are within range to surprise them. If someone approaches the surgeotomaton, it will attempt to attack them, and its many limbs will become a whirling mess of blades the Clerks will need to parry or dodge to remove its Coin and power it down.

E. MASTER FENCER

There is a master fencer armed with a sword-cane amongst the aged patrons of the blood bank. Slaying rolls to fight this swordsman are Hard.

F. WORKSHOP DOORS

These doors are so large goods can be brought into Acula's workshop. There is an extendible crane attached above the door frame for hoisting with rope.

COIN LOCATIONS

1, 2 & 3. THE BLOOD PUMP

Wimpyre Bloodbank's blood-exchange works through a large pump in the donor hall, powered by three Soul Coins hidden within the machine. The machine is in plain view of everyone, making the Coins hard to retrieve without being seen. Once the Coins are removed the blood pump will cease to work, potentially arousing suspicion.

4. THE GROUND FLOOR LAB

The ground floor laboratory observes the donors and blood pump, and makes use of a Soul Coin to power their various instruments.

5. ACULA'S POCKET

Acula keeps a Coin in his breast pocket.

6 & 7. ACULA'S HIDDEN SAFE

At the back of Acula's lab, hidden under a table and amidst equipment and books, is a small safe. Locked in the safe are two Coins.

8. EVIL SURGEOTOMATON

This surgeotomaton is powered by a Soul Coin. See Lair Element [D] for details.

9. PATRON

A patron resting in the tea room, Master Hugh Fern, has been given a Soul Coin by Acula to study. Fern will quietly discuss with his peers how Acula is encouraging him to use black magic to better profit from his orphanages.



Mephisto O.

FAUST'S BARGAINS

The factories of Dis produce an onslaught of goods. Too many, in fact, for the increasingly impoverished people to buy. The surplus finds its way to Faust's Bargains, a thrift store - at least, that is the virtuous public image. Powered by mighty furnaces hidden from the public, the true function of the business is to destroy the surplus goods of Dis for pay, all to maintain inflated prices.

Mephisto O. is the architect of this blazing business model, having replaced Faust in a hostile takeover. Her fixation with fire goes beyond the commercial - dark magic is afoot, and the Clerks better put out these burning ambitions.

PROT. SUIT: ♦ **DIAMONDS** ♦

SAVES:

Ability: 3 **Brains:** 3 **Nerve:** 4

WOUNDS: 3

FOE ACTIONS

Fireball [Ability Save]. Mephisto causes a fireball to leap from a flame to a Clerk nearby, dealing them d3 Damage. Mephisto can't use this foe action if there are no flames nearby.

Bargain For Knowledge [Brains Save]. Any Clerks who can see Mephisto forgets a piece of information regarding the Audit chosen by the GM, which Mephisto then learns if she didn't know it already.

Explosive Temper [Nerve Save]. Mephisto burns with anger, causing flammable objects nearby to burst into flames and any Clerks to take 1 Damage on a failed Save.

Fire Walker [Foe Nerve Save]. Provided she passes the Save, Mephisto can step into one fire large enough to engulf her and reappear at any other similarly-large fire in her Lair.

SPECIAL ABILITIES

Fireproof: Mephista is not harmed by fire.

BEHAVIOUR

At Alert 0, Mephista will spend her time in her study in the basement, although if undisturbed will later head up to her office to collect some further notes from her safe. She will use her Bargain For Knowledge Action to erase the memories of her employees (or Clerks disguised as them) if they see or learn anything that would embarrass or compromise her.

Mephista is hot-headed, so once at Alert 1 and 2 may take actions that may damage her Lair. She will use her Explosive Temper Action to vent her rage if not actively fighting.

GATHERED INFO

SLAYING

Success: "Mephista is said to be able to step into one flame and out of another - when aiming to deal the deathblow, be sure she doesn't have an escape route!"

Failure: "Mephista is said to be able to step into one shadow and out of another - when aiming to deal the deathblow, be sure she doesn't have an escape route!"

SNEAK

Success: "The dumbwaiter used to move clothes to the basement is old, and makes a lot of noise when working."

Failure: "The dumbwaiter used to move clothes to the basement has been recently refurbished, and is near-silent when working."

STUNT

Success: "They've forgotten to lock one of the windows on Mephista's private balcony."

Failure: "They've forgotten to lock one of the windows on the office balcony."

SLEIGHT OF HAND

Success: "Mephista keeps a small safe hidden behind a painting in her upstairs office."

Failure: "Mephista keeps a small safe hidden behind a painting in the break room."

SEARCH

Success: "Some wizard left a Soul Coin in a coat they donated to Faust's Bargains - it'll be in the back and on its way to the incinerators."

Failure: "Some wizard left a Soul Coin in a coat they donated to Faust's Bargains - it must still be on the shop floor."

STUDY

Success: "A Coin is set in a frame in the upstairs office, and the frame is suspicious - the design implies some kind of magical trap."

Failure: "A Coin is set in a frame in the upstairs office - just hanging there. Sometimes the easiest place to hide is in plain sight."

SABOTAGE

Success: "Mephista has some kind of trapped chamber protecting her vault. The design is sophisticated, pulling fire from the furnaces to cook any trespassers, and having a redundant second control box on the exterior."

Failure: "Mephista has some kind of trapped chamber protecting her vault that uses fire. While dangerous, the mechanism is simplistic, and can be stopped through taking brute force to the internal control box."

SILVER TONGUE

Success: "The original owner, Faust, still works at the business, now demoted to manager. Word is he holds a grudge against Mephista and is planning to do something."

Failure: "The original owner, Faust, still works at the business, now demoted to manager. Word is he's enslaved to Mephista's will."

STREETWISE

Success: "Coal is running low at Faust's Bargains - a delivery is scheduled to be made shortly after closing. It wouldn't be hard for a Clerk to slip down the delivery chute..."

Failure: "Coal is running low at Faust's Bargains - a delivery is scheduled to be made late into the night. Perhaps the sound could provide cover? Just be sure not to try to escape out the delivery chute at the same time."

LAIR ELEMENTS

Guards & Employees. There is a small platoon of guards in the building: a few patrol the shop floor, some watch the workers at the incinerators, some patrols the upstairs office, and the remaining few rest in the break room.

Beyond them, there are labourers in the basement shovelling coal, a few employees lounging in the shop, and manager Faust.

A. LIFT

A lift between floors G and B is used to move surplus goods down to the basement for incineration. It makes a lot of noise.

B. TRAPPED ROOM

Mephista's vault is protected by a trapped room. The floor is one giant pressure plate that, when activated, causes the entrance to lock shut and for flames from the incinerators to be piped into the room and spew from holes in the floor. The flames take a moment to rise to lethal heat, meaning anyone trapped has a window in which to disable the trap. There is a control mechanism in the west wall of the room, but there is also a redundancy mechanism on the north wall too that is opened from the incinerator floor.

Running normally, the room burns for a brief period before deactivation, after which a timer begins (lasting until the end of the GM's next two Turns) before the trap can be reactivated. Extinguishing the fire of in the furnaces will stop the trap from being able to work.

C. UNLOCKED WINDOW

A window to Mephista's office is unlocked.

D. SMOKE DEMON

There is a magic trap set on the frame encasing Coin (8): its removal from the wall will trigger a demon to form from the smoke of the chimneys and blow into the office through a window. The smoke demon will then attempt to hunt down the Coin-thief.

It is humanoid but lacks legs, and moves by flying. It senses by sight and sound. Hidden in the smoke, where the demon's heart would be, is the Coin powering it. Trying to grab the Coin is Hard unless the demon is distracted.

LAIR EVENTS

The following happens by the end of the GM's following Turns:

1. Graveyard shift. The shop assistants settle in and manager Faust will begin winding down the shop. The guards will take up their posts.

2. Coal delivery. A coal-cart pulls up on the east side of the building and makes a large delivery of coal down the coal chute.

3. Disgruntled Faust. Unless disturbed, Faust will head upstairs and sneak into Mephista's office to root through her things to steal.

4. Mephista heads up. Unless disturbed, Mephista will realise she has left some notes in her office and head up from her lab, potentially encountering Faust. If she does, she will torture him for his betrayal.

COIN LOCATIONS

1, 2 & 3. MEPHISTA'S VAULT

Protected by a trapped room, Mephista's simplistic locked vault contains 3 Coins.

4. MEPHISTA'S LAB

A Coin is atop Mephista's desk in an alchemical apparatus, being studied. Its removal will be conspicuous.

5. POWERING THE FIRES

A Coin is within the fires of the incinerator, powering them. Once removed, the fires will begin to dim, and will need to be fed coal at an increasing rate to be maintained.

6. LOST AMIDST CLOTHES

Hidden amongst the piles of clothes moved to the back room for incineration is this Coin.

7. THE PRIVATE OFFICE SAFE

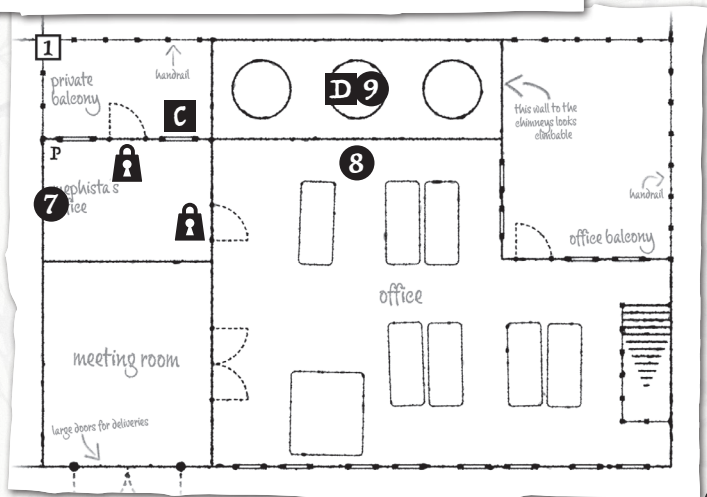
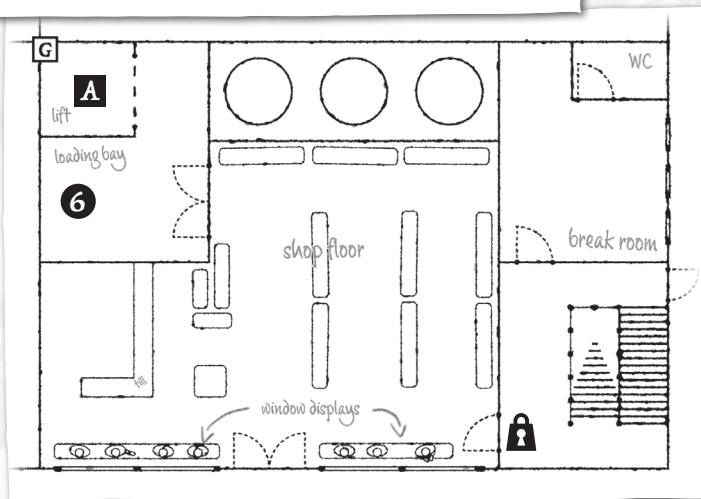
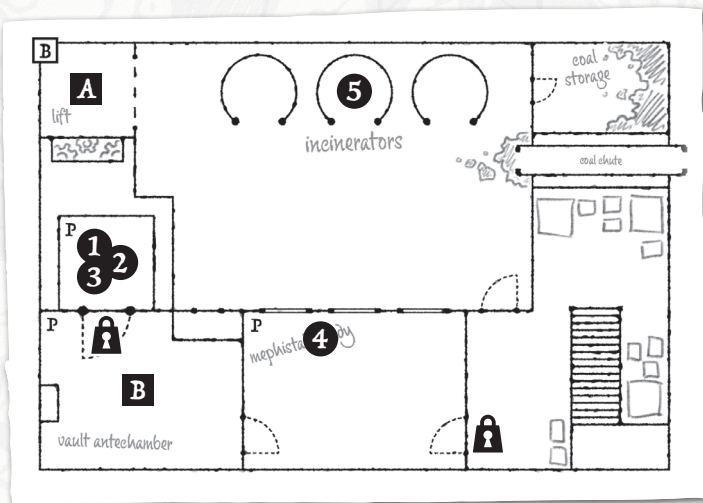
A Soul Coin is in the safe in Mephista's private office, hidden in the wall behind a painting.

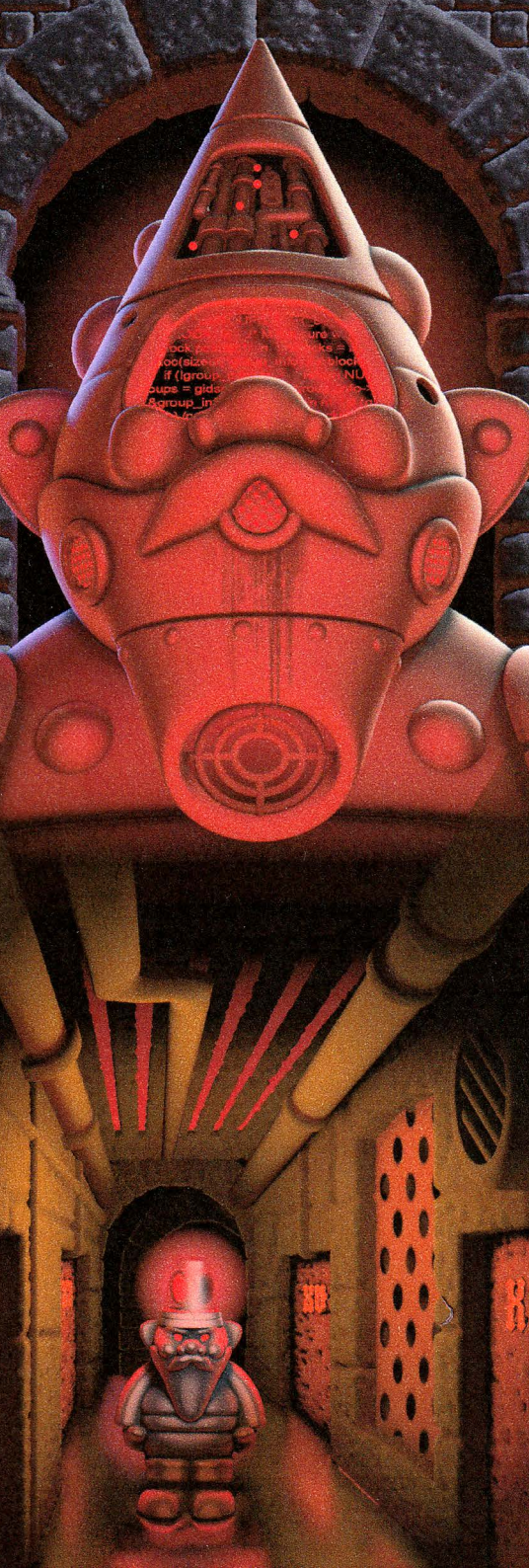
8. ON THE OFFICE WALL

This Coin is set in a frame with bears a magic trap on it, which when removed from the wall will cause a smoke demon to appear. See Lair Element [D] for details.

9. THE SMOKE DEMON

See Lair Element [D] for details.





G.N.O.M.3

GNOME HOMES

Bits and pieces of modern and future technology have made their way into Dis over the centuries; a demented landlord cobbled them together and through arcane ritual breathed artificial life into G.N.O.M.3, a supercomputer devoted to managing Gnome Homes, a dense housing block watched over by gnome security drones and other strange devices.

The conditions are draconian, and G.N.O.M.3's micromanagement of tenants is only getting worse as it attempts to maximise its landlord algorithms. Time to shut this machine down - but how do you kill something that isn't alive?

PROTECTED SUIT: ♠ SPADES ♠

SAVES:

Ability: 5 **Brains:** 1 **Nerve:** /

WOUNDS: SPECIAL

FOE ACTIONS

Gnomebot Controller. G.N.O.M.3 does not directly make Foe Actions, instead putting a charge into a gnomebot which then autonomously acts (although is still controlled the GM). See Lair Element [A] for more details. G.N.O.M.3's Saves are used when a gnomebot tries to avoid a negative effect.

Blockchain Lightning [Ability Save].

Lighting arcs from the gnomebot, dealing d3 Damage to anyone near it that failed the Save.

Thermal Scan [Brains Save]. The gnomebot performs a scan through the wall of the room it is facing. On a successful Save a Clerk manages to mask their presence, but on a failure G.N.O.M.3 detects them.

SPECIAL ABILITIES

Electric Soul. G.N.O.M.3's consciousness exists as a moving spark within the circuitry of Gnome Homes. It has a housing unit

marked [H] in the Lair Elements, which is not necessary for G.N.O.M.3 to live, but it will habitually send its consciousness back to it when it no longer needs to be elsewhere.

G.N.O.M.3 does not have Wounds, and instead can be killed by the Clerks cutting cables on its circuit to trap it in one place, then stabbing its spark. The Clerks become aware of the circuit once they destroy the housing unit, and from that point can see a red glow where G.N.O.M.3's spark is.

Nerves of Steel. G.N.O.M.3 is a machine, and so cannot lose its nerve. It ignores Nerve Saves.

BEHAVIOUR

G.N.O.M.3 always acts rationally in pursuing its goals. However, it is programmed to police its tenants first, and protect itself second, which Clerks may take advantage of.

GATHERED INFO

SLAYING

Success: "G.N.O.M.3s gnomebots have a metal carapace that makes them impervious to weaponry. Best to avoid them."

Failure: "G.N.O.M.3s gnomebots have a tough metal carapace, but have a fatal weak point at the lower back of their casing."

SNEAK

Success: "G.N.O.M.3's gnomebots are highly sophisticated, able to scan for intruders through walls. If you aren't smart enough to figure out how to hide, distract them or run."

Failure: "G.N.O.M.3's gnomebots are tough but dumb. The guards are the real threat when sneaking around."

STUNT

Success: "G.N.O.M.3 is said to employ a 'laser grid' in defence of something precious. Sounds like a job for acrobat."

Failure: "G.N.O.M.3 is said to employ electrified floors: a job for acrobat and a rope."

SLEIGHT OF HAND

Success: "The guards by the entrance have unwittingly confiscated a Soul Coin."

Failure: "The guards in the booth on the first floor have unwittingly confiscated a Coin."

SEARCH

Success: "Plans from a secretive renovation reveal a hidden door was put behind a gnomebot recharging unit - but which one?"

Failure: "Plans from a secretive renovation reveal one of the guard booth windows can be opened - but which one?"

STUDY

Success: "The building's handyman is said to be experimenting on a strange medallion."

Failure: "Someone in block C is said to be experimenting on a strange medallion."

SABOTAGE

Success: "G.N.O.M.3's central computer is housed in a reinforced room, protected by three security gates. Each gate is sealed by a Coin-powered machine elsewhere in the Lair."

Failure: "G.N.O.M.3's central computer is housed in a reinforced room, protected by three security gates. Each gate has a complicated lock you'll need to pick - so you'll need to buy lots of time in that secure area."

SILVER TONGUE

Success: "The creator of G.N.O.M.3 still lives at Gnome Homes. They say he lives in block D. He must have intel on G.N.O.M.3, and maybe he's held onto a Soul Coin too."

Failure: "The creator of G.N.O.M.3 is buried somewhere in Gnome Homes, killed by his own creation. Perhaps his corpse holds some intel on G.N.O.M.3, and maybe a Coin too."

STREETWISE

Success: "Word is some of the tenants in block A are so fed up with Gnome Homes they want to fight back. Their leader is even said to have stolen a magic coin from G.N.O.M.3"

Failure: "Some of the tenants in block A are ratting out fomenters of a rent strike in exchange for reduced rent. You could use these traitors to feed false info to G.N.O.M.3 and lead it on a wild goose chase."

LAIR ELEMENTS

Guards & Tenants. The Lair is watched by guards who mostly stay in their booths unless investigating anything suspicious. There are also tenants, who usually stick to their rooms but will occasionally enter or leave the building or visit the communal shower or clothes wash. Tenants will generally not interfere with the Clerks. The Lair is also guarded by gnomebots, explained below.

Sinister Circuits. One of the sheets for the Gnome Homes Lair lays out the circuitry that runs through both floors. These are the cables through which the spark of G.N.O.M.3's consciousness moves. The GM can use this sheet to track where G.N.O.M.3 is on the circuit, and which cables have been cut by the Clerks. This sheet and G.N.O.M.3s spark on it are revealed to the Clerks once they destroy the G.N.O.M.3 housing unit at [H].

Refer back to G.N.O.M.3's Special Abilities for how they work in tandem with this Lair.

A. GNOMEBOTS

Gnomebots are security drones that G.N.O.M.3 uses to police Gnome Homes. They are encased in steel, so weapons harmlessly bounce off of them. Gnomebots make a loud sound to alert the guards if they confirm an intruder. Sabotage rolls to tamper with a gnomebot are Hard, and G.N.O.M.3 detects a failed attempt.

The boxes containing a lightning bolt in the Lair, marked [A], are gnomebot charging stations. There is one gnomebot for each floor, which starts in the west-most charging station.

When G.N.O.M.3 detects anything amiss, they send a charge into a gnomebot, which then goes to the suspect area and investigates. A gnomebot returns to its nearest charging station if it detects nothing, or if two GM Turns have passed and it needs to recharge.

B. REBELLING TENANTS

In area [B] are a group of tenants who are fed up with the draconian rules and rising rent of Gnome Homes. Their leader, Camilla Crombyn, has stolen a Soul Coin, although she doesn't know how to use it. These rebelling tenants are open to helping the Clerks.

C. SERVER ROOMS

These two rooms contain swelteringly hot servers in which G.N.O.M.3 keeps information on its tenants. Staying in a room for more than a Turn requires a Nerve Save, which on a failure causes 1 Damage. Each room is watched by a camera connected to G.N.O.M.3.

D. LASER CORRIDOR

The security lock (3) is protected by two corridors of laser tripwires. Touching the lasers causes 1 Damage and will trigger G.N.O.M.3 to send a gnomebot to investigate. The lasers deactivate if a gnomebot enters the room.

E. CLOTHES WASH

The communal clothes washers and dryers are located here. If enough of them are active they create a lot of noise.

F. GNOMEBOT FACTORY

This large room takes in raw resources and slowly produces new gnomebots. Clerks will have to dive through or fend off the machines to get to the computer with Coin (6).

G. SECRET DOOR

There is a secret door behind the gnomebot charging station here.

H. G.N.O.M.3 HOUSING UNIT

This giant computer in a reinforced room is where the consciousness of G.N.O.M.3 rests. Once destroyed, G.N.O.M.3 will flee as a spark into the cables of the Lair.

I. SECURITY GATES

The G.N.O.M.3 housing unit is protected by three sealed security gates, at [I]. A gate each is opened by removing the Soul Coins (3), (4), and (6) from their evil computer nodes.

COIN LOCATIONS

1. REBELLING TENANT

Camilla Crombyn has a stolen Soul Coin which she keeps in her room. See Lair Element [B] for more details.

2. CONFISCATED PROPERTY

The guards at the entrance guard booth have unknowingly confiscated a Soul Coin.

3, 4 & 6. SECURITY LOCKS

Each of these Soul Coins powers an evil computer that keeps one of the three security gates in Lair Element [I] sealed. Removing a Coin opens one of the doors, but does not alert G.N.O.M.3.

5. CURSED ROOMS

A Soul Coin hidden under the floor here has caused an evil rot to set in. The area has been blocked off with a brick wall and the window has been boarded up.

7. TINKER'S OFFICE

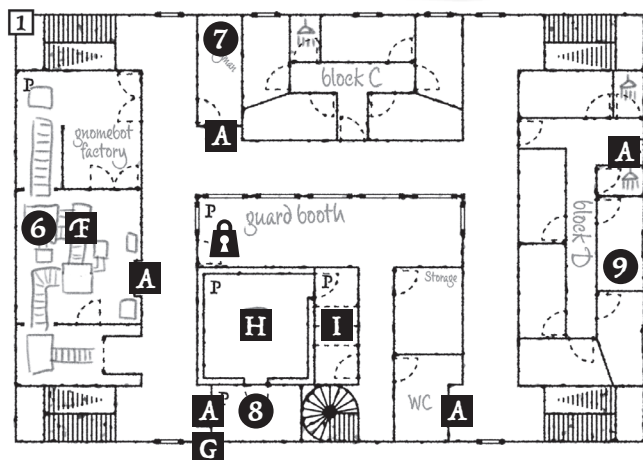
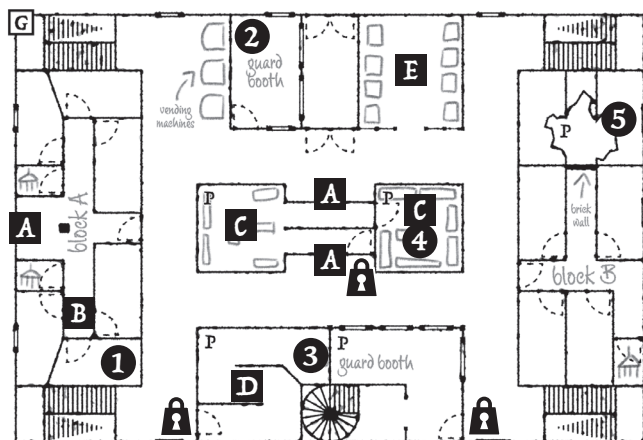
The handyman for Gnome Homes has stumbled upon a Coin, which they are experimenting upon.

8. RITUAL ROOM

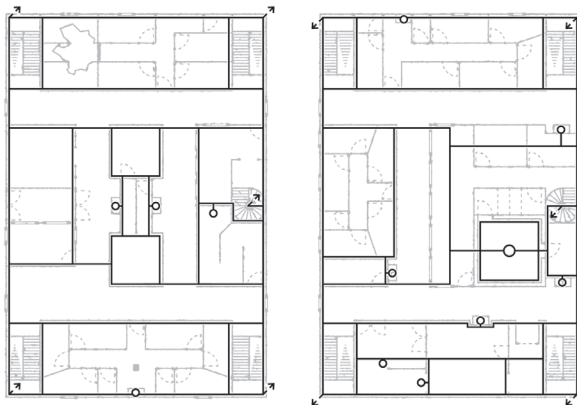
This side room is where the magical part of G.N.O.M.3s creation took place. There is a Coin still at the centre of the ritual circle.

9. LANDLORD

Bungle Scrink, creator of G.N.O.M.3 and Gnome Homes, lives here, having been forced into one of his hovel units by his own creation.



G.N.O.M.3 CIRCUIT MAP





Lyca Arcade

WEAR WOLVES

Pump iron and dress well while doing it, that's the ethos of Wear Wolves, the clothing brand owned and promoted by muscle man Lyca Arcade.

His aspirations for others to better themselves does not extend to the employees of his clothing sweatshop, who find themselves worked to the bone while loomed over by body-builders on the lower rung of Lyca's personality cult. The clothes are made cheap and sold at a premium, but not wealth nor popularity are enough for Lyca: his recent ventures into the eldritch power of Soul Coins will lead to bigger profits, bigger prestige, and bigger muscles.

The Clerks better dash those hopes before this lone wolf becomes an apex predator.

PROTECTED SUIT: ♣CLUBS♣

SAVES:

Ability: 1 Brains: 5 Nerve: 3

WOUNDS: 3

FOE ACTIONS

Uppercut [Ability Save]. Arcade hits a Clerk with a swift uppercut on a failed Save. It deals Damage equal to the Moon Score. If Arcade is not exposed to moonlight it instead deals just 1 Damage.

Intimidating Howl [Nerve Save]. Arcade lets out a howl that reverberates throughout his Lair. Any Clerk that fails the Save becomes unable to willingly leave the room they are currently in until the start of the GM's next Turn. If Arcade is in moonlight and the Moon Score is 4 or higher, an affected Clerk cannot willingly move more than a few metres.

SPECIAL ABILITIES

Power of the Moon. Arcade's power increases while he is in moonlight. Track the arc of the moon with a d6 placed at 1 at the end of the first GM Turn, and increase it at the end of each subsequent GM Turn until it reaches 6, representing the moon at its zenith. Then, have the number decrease by 1 at the end of each GM Turn until it stops and remains at 1. This number is called the Moon Score. The Moon Score only counts towards Arcade's abilities when he is in moonlight.

Heightened Senses. When the Moon Score reaches 6 and he is in moonlight, Lyca's senses will be sharp enough that he will know something is afoot even if he can't say what, raising the Alert to 1 if it isn't already.

BEHAVIOUR

Arcade is both proud and aggressive: wanting to simultaneously order people around and solve everything himself. While at Alert 0 he will stay in his office. If the Alert increases, when the moon is closer to its zenith, Arcade will be more interested in hunting the Clerks himself. When it is weaker, he will be more interested in leading his minions.

GATHERED INFO

SLAYING

Success: "Arcade guards his Lair with minions from his fitness program. More athletic than a typical guard, they'll stand more of a challenge in a direct confrontation."

Failure: "Arcade guards his Lair with minions from his fitness program. Strung out on steroids and lacking combat experience, they'll be less of a challenge that a regular guard in a direct confrontation."

SNEAK

Success: "The upstairs of the Lair has a magically-soundproofed screaming room, for people to vent their feelings inside. It might be a good spot to silently dispose of someone."

Failure: "The upstairs of the Lair has a magically-soundproofed screaming room, but the sounds are actually transferred to Arcade's office to spy on his underlings."

STUNT

Success: "The plumbing on the southeast side is connected throughout all three floors - and those pipes look big enough to climb through."

Failure: "The plumbing on the toilets on the top floor, which are placed on the west and east sides, are connected - and those pipes look big enough to climb through."

SLEIGHT OF HAND

Success: "Arcade's lieutenant and gym instructor Bro Bogan wears a Coin on his belt - but he'll take it off to shower after gym class."

Failure: "Arcade's lieutenant and gym instructor Bro Bogan wears a Coin on his belt - but he doesn't even take it off to shower."

SEARCH

Success: "Old plans reveal a secret room on the west side of the basement, with hidden doors on its north and south sides."

Failure: "Old plans suggest a secret room on the west side of the ground floor, with hidden doors on its west and east sides."

STUDY

Success: "Lyca draws power from the moon. With the moon at its zenith he will be at his strongest, but this is a double-edged sword: get him out of the moonlight and he'll be weak."

Failure: "Lyca wrestles with his lupine magic - as the night progresses and the moon approaches its zenith he will become increasingly distracted and vulnerable."

SABOTAGE

Success: "Reports suggest serious structural weakness in the southwest of the basement."

Failure: "Reports suggest serious structural weakness in the northeast of the basement."

SILVER TONGUE

Success: "Arcade's secretary is under some kind of hypnosis enchantment - perhaps from a Soul Coin-powered object nearby?"

Failure: "The sweatshop workers are under some kind of hypnosis enchantment - perhaps from a Soul Coin-powered object nearby?"

LAIR ELEMENTS

Workers & Wear Wolves. Aside from the basement which contains sweatshop workers, the rest of the building is occupied by Wear Wolves. The dungeon in the west half of floor B is avoided by both. More physically strong than the average guard, Slaying rolls for direct physical confrontation with one or more of the Wear Wolves are Hard.

A. LIFT

A lift between floors G and B is used to move raw materials and finished clothes between them. The wheely bins used for transport are large enough for a person to hide inside. Its machinery is on floor B, on the south face.

B. HIDDEN ROOM

This room has hidden doors at its south and north sides, and inside is a botched body-building ritual that has cursed the foundations of the southwest of the Lair. Inside the faded ritual circle is a Soul Coin, (1).

C & D. SEALED ROOM

The southwest of the Lair is structurally compromised due to the damage left by the botched ritual in hidden room [B]. Support beams have been haphazardly installed in this room, which, if removed, put the floor in the southeast of floors G and 1 at risk of collapsing. The door to the room, [C], has been bricked up to prevent anyone entering, but there are loose bricks hidden at [D] that would enable someone to get in.

E. WILLING PRISONERS

This prison cell contains chained up Wear Wolves who are being punished for underperforming. They have willingly submitted to this, and although exhausted will try to sound the alarm if they spot any Clerks.

F. COSMETIC SURGERY ROOM

This room is used for cosmetic surgeries, and is filled with alchemical and surgical instruments. Also inside is a body lying still and wrapped in bloody bandages, who is alive but will appear dead. If disturbed They will wake up and fight any intruders. They cannot talk.

G. CONNECTED PLUMBING

The plumbing between all floors on the southeast side is connected, with pipes large enough for someone to fit through.

H. GLASS FLOOR & SKYLIGHT

The floor at points [H] is glass, so that Wear Wolves can look down at the people below them on the hierarchy: the people in the gym can look down on the sweatshop workers, and the people waiting outside Arcade's office can look down on the people in the gym. There is a skylight above H to let moonlight in.

LAIR EVENTS

The following happens by the end of the GM's following Turns:

1. Get Changed. Acolyte Wear Wolves here for gym arrive at the Lair and get changed.

2. Gym. These acolytes begin a gym session under Bro Bogan.

4. Shower. The gym session ends and everyone, including Bogan, hits the showers. The acolytes will leave after.

COIN LOCATIONS

1. BOTCHED RITUAL

See Lair Element [B] for details.

2. BROSEPH THE BETRAYER

Chained to a wall and beaten is Broseph, a traitor to the Wear Wolves who swallowed a Coin. The Wear Wolves are waiting to figure out how to get the Coin out of Broseph. Unbeknownst to them, his incredible anus fitness means he can pass the Coin whenever he wants. Clerks may take advantage of his resentment of Arcade and the Wear Wolves.

3. COSMETIC SURGERY ROOM

On the east wall of the room a Soul Coin has adhered itself, and also made the wall magnetic - all the metal tools in the room are similarly stuck there. Removing the Coin will cause these tools to clatter to the ground.

4. QUALITY CONTROL

A life-sized statue of Arcade stands here and, with its glowing eyes staring south-eastward, scans all clothing that goes past it to detect if

it is up to Wear Wolves standards. This also doubles as a security check, as any sub par clothes (including what the Clerks are wearing) will trigger it, causing a crystal in Arcade's office to flash red. If triggered, Arcade will send someone to check and may grow suspicious.

5. LOST IN STORAGE

A Coin has been lost amidst the supplies.

6. BRO BOGAN

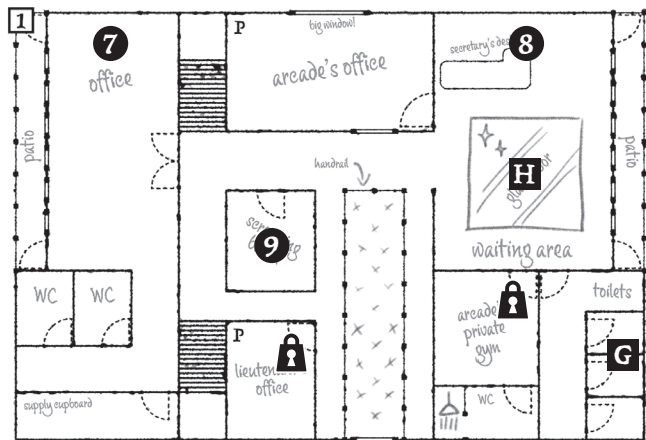
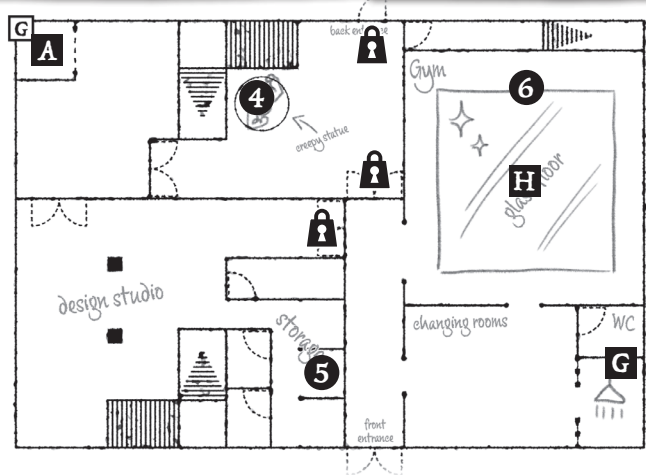
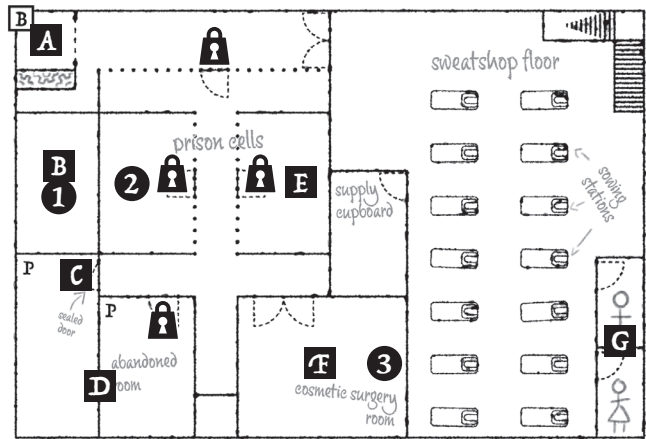
Arcade's lieutenant Bro Bogan has been gifted a Soul Coin, which he wears as a giant belt buckle. Bogan leads the gym class.

7 & 8. HYPNOTIC BUSTS

A Soul Coin is set inside the head of these two hollow marble busts of Arcade. They emit a brainwashing effect over time that makes people obedient to Arcade. It can affect a Clerk if they spend three Turns in the presence of a bust, and is resisted with a Brains Save.

9. SCREAMING ROOM

This room is enchanted with soundproofing magic maintained by the Soul Coin set into the ceiling. Removing it ends the enchantment.





Will Ithid

MINE FLAYERS LTD.

The metalwork of Dis begins in the vast complex of mines beneath it. Mine Flayers Ltd has held the monopoly for much of recent history, spearheaded by Will Ithid.

The mines of Dis have been worked for centuries, if not millennia, and there is little left to extract. With share holders to appease, Ithid's operation has turned increasingly draconian in an effort to wring more profit out of his workers. Longer hours, less pay, and worse conditions are only the start: Ithid has turned to dark magic in the pursuit of more lodes to tap. Tunnels branch and connect with no regard for geometry, and many miners have not returned from this mineral maze of Ithid's making. Time for the Clerks to put an end to this profiteer's madness.

PROT. SUIT: ♦ DIAMONDS ♦

SAVES:

Ability: 3 Brains: 2 Nerve: 3

WOUNDS: 3

FOE ACTIONS

Brain Drain [Ability Save]. Ithid sinks his beard locks into a Clerk's head on a failed Save, causing them d3 Damage. If they are near the first, Ithid may target a second Clerk.

Madness Miasma [Brain Save]. Psychic emanations from Ithid cause everyone nearby who fails the Save to experience visual and auditory hallucinations.

Psychic Scent [Nerve Save]. Each Clerk who was near where Ithid was at least three Turns ago makes a Nerve Save. On a failed Save, Ithid picks up their psychic scent trail, which he can follow. He must use this foe action again on subsequent Turns to keep following the trail.

SPECIAL ABILITIES

Maze Master. Ithid is unaffected by the Mineral Maze Lair Element.

BEHAVIOUR

During Alert 0, Ithid will stay in his study, and occasionally eat in the dining room.

Once the Alert is raised, he will leave his compound and begin to search the Lair for intruders, using *Psychic Scent*.

Ithid is mad and paranoid. If scared, Ithid will use *Madness Miasma* and attempt to run into a tunnel, hoping to use the Mineral Maze Lair Element to lose any pursuers.

GATHERED INFO

SLAYING

Success: "The mine overseer is a fierce pugilist - and since being given a medallion by Ithid his strength has only grown."

Failure: "One of the foremen is a fierce pugilist - and since swallowing a strange coin of Ithid's his strength has only grown."

SNEAK

Success: "Ithid is said to be able to smell the psychic scent trail of people, and has used this talent to hunt down interlopers. Watch what trail you leave lest he stumble upon it."

Failure: "Ithid is said to be able to smell liars, and has used this talent to hunt down interlopers. Watch you don't tell any lies if you end up sneaking around him."

STUNT

Success: "The mines are becoming unstable with overwork: disturbances can cause rocks to fall. Use this hazard to your advantage."

Failure: "The mines, despite being overworked, are still very stable. The wooden beams used to support the place can be relied upon as perches. Use them to your advantage."

SLEIGHT OF HAND

Success: "A foreman has stolen a Coin for himself, hiding it in his safe."

Failure: "The entrance guard has stolen a Coin for himself, hiding it in his pocket."

SEARCH

Success: "One of the miners reported finding a magic coin but then losing it amongst the stockpiled crates near the exit."

Failure: "One of the miners reported finding a magic coin but then losing it amongst the stockpiled crates near the engineers' lodge."

STUDY

Success: "Ithid is said to have a locus for the magic that has turned the mines into a shifting maze. If found, the ritual may be able to be tweaked to help the Clerks."

Failure: "Ithid is said to have engraved his body with the magic that has turned the mines into a shifting maze. If he's nearby, the magic may behave better for the Clerks too."

SABOTAGE

Success: "Beware! Ithid is said to protect a great magic ritual with a trapped room that will need a mechanical mind to break."

Failure: "Beware! Ithid is said to protect a great magic ritual with a trapped room that will need acrobatics to break."

SILVER TONGUE

Success: "The mines are becoming quite mad, and a less rational persona may actually be more convincing if deceiving people here."

Failure: "Ithid increasingly demands clarity from workers, and a more rational persona may be more convincing if deceiving Ithid."

STREETWISE

Success: "Ithid has started locking up miners who don't meet their quota. However there's rumours one of the prisoners has acquired a magic coin they mean to use to escape."

Failure: "Ithid has started locking up miners who don't meet their quota. There's rumours one of the jailers has acquired a magic coin they mean to use to torture the prisoners."

LAIR ELEMENTS

Workers and Overseers. The mine is worked by miners, overseen by overseers, and guarded by... well, guards. The miners still working here have gone a bit mad and, although not directly in conflict with the Clerks, will react with hostility to strangers unless approached alone and with caution.

Mineral Maze. When entering a tunnel that leads off the map, roll a d10 - that is the tunnel a Clerk or character emerges from. It is possible for a Clerk to emerge from the same tunnel they entered. Ithid chooses which tunnel he emerges from.

Minecarts. Minecarts are employed in this mine, and can potentially be ridden by characters, including from one area of the lair to another in accordance with the Mineral Maze Lair Element. If the character emerges from a tunnel with no minecart tracks and was moving at speed, the minecart will crash.

Loose Rocks. The mine is losing structural integrity, and shaking the walls - such as with explosions, heavy blows, or messing with the supports - can cause rocks to fall. They can be dodged with an Ability Save and deal d3 Damage on a Failure.

A. SEALED FISSURE

A fissure leaking hallucinogenic gas has been sealed by collapsing rocks, and the area has been blocked off by metal bars. If rocks are cleared the gas will slowly spread.

B. IMPORTING THE GOODS

Workers at this depot heave heavy crates onto carts and push them up and out of the mine via the entrance to the north. New crates occasionally arrive from within the mine.

C. PRISONERS

Workers who have failed to meet their quota have been forced into a makeshift prison.

D. POSSESSED ENGINEERS

Soul Coin (8) has caused all the engineers at this lodge to become possessed, with glowing eyes that make Sneak rolls Hard due to the illumination. They mindlessly attack anyone on sight, so the lodge has been boarded up.

E. ITHID'S RITUAL CHAMBER

This is the ritual by which Ithid cast the Mineral Maze spell. With a successful Study roll, a Clerk can harness the magic, meaning while they remain by the ritual Clerks can roll two d10s when entering a tunnel and choosing the result, and allowing the Clerk by the ritual to roll two d10 and choose which tunnel Ithid emerges from if he enters one.

F. TRAP ROOM

Pressure plates in this room cause the doors to lock and the spiked ceiling to slowly descend to crush anyone trapped inside. It is operated by gears on the east and west walls.

COIN LOCATIONS

1. SEALED FISSURE

A Coin is wedged in the piled rocks blocking the fissure. Removing it will cause some gas (which is resisted with a Brains Save) to leak and risks collapsing the piled rocks that prevent the gas from leaking into the mines.

2. LOST AMIDST CRATES

A Soul Coin has been lost amidst the crates.

3. OVERSEER'S OFFICE

This area's overseer carries a Coin around his neck as a medallion. It imbues him with magical strength, making Slaying rolls to fight him Hard. It has also made him paranoid and reclusive, and he now hides in his room.

4. FOREMAN'S SAFE

Within the Foreman's locked safe is a Coin.

5. ITHID'S STUDY

Ithid has a Coin in his desk drawer.

6. POWERING THE WORKSHOP

A Coin powers a pulley for lifting minecarts, and one is currently suspended. Removing the Coin will de-power the pulley, causing the minecart to crash down.

7. PRISONER

One of the prisoners has hidden a Soul Coin on their person, and plans to use it to escape. See [C] for more details.



Mary Frank

FRANK & STEIN SURGERY

The wealthy do not live longer lives by leading healthier ones. It is through lucre that they purchase medicine denied to poorer folk, and none is more readily a merchant than the legendary surgeon Mary Frank. Through dark magic and with her surgical partner Stein, she has mastered the art of organ replacement, and through it strips organs from the less fortunate to place in the wealthy - at no small price.

Mary Frank has used her magic to switch some of her organs, imbued with part of her soul, with some of her colleagues. The process has made her supposedly unkillable while these traded parts of her survive. Fortunately tonight she is hosting a great party, and anyone who might have one of her parts will be in attendance. Finding out who her donors are will be vital in taking this piecemeal princess apart.

PROTECTED SUIT: ♥HEARTS♥
SAVES:

Ability: 4 **Brains:** 2 **Nerve:** 3

WOUNDS: 1, SPECIAL

TOE ACTIONS

Dissecting Touch [Ability Save]. Frank's touch, avoided with a successful Save, causes a Clerk or object to magically start to neatly carve itself into parts, dealing 1d6 Damage.

Diagnosis [Brains Save]. Frank asks a question, and then learns what every honest answer would be from everyone who hears, although not who gave each answer. The effect is resisted with a successful Save, in which case Frank learns a false answer that would diffuse suspicion. For example, if Frank asked "who here isn't invited?" and the one Clerk present failed the Save, she would know there is one interloper, but not who they are.

SPECIAL ABILITIES

Piecemeal. Frank has swapped three of her organs with three aides, and while these organs remain intact in her aides she cannot be killed, although she can be knocked unconscious. Flesh that is severed or crushed reattaches and regenerates. Each of these aides will have a evil-looking surgical scar hidden on their body.

Roll 3d10, re-rolling any duplicate numbers, to determine the aides who are donors. These aides are detailed in the Lair Elements. As the GM you will need to pepper the Audit with clues as to who the secret donors are.

BEHAVIOUR

While undisturbed, Frank will spend the night entertaining guests.

Lacking in bravery, Frank will prefer to stay with guests if the Alert is raised. If she suspects a Clerk is amongst the guests, she will try to single them out with *Diagnosis*. If directly threatened she will use *Dissecting Touch*.

GATHERED INFO SLAYING

Success: “A possessed suit of armour is said to be under Frank’s command. If it exists it must be a dangerous foe, so watch out!”

Failure: “A possessed taxidermy bear is said to be under Frank’s command. If it exists it must be a dangerous foe, so watch out!”

SNEAK

Success: “At the start of the night Frank will be hosting dinner, then presenting a surgery. That’s when people will be most distracted.”

Failure: “While Frank distracts most of the guests at the start of the night, that’s when the guards do their sweeps of the upstairs rooms. It’ll be easier to sneak about later in the night.”

STUNT

Success: “People don’t look up. Frank uses a Coin to keep her chandelier lit, and it also makes a fine hiding spot if you can jump up.”

Failure: “People don’t look down. Frank has covered up a few pitfalls in the floor to trap interlopers - make sure you can jump out.”

SLEIGHT OF HAND

Success: “Frank commissioned a carpenter to make her an ottoman that could conceal a safe - exactly the kind of place to hide a Coin.”

Failure: “Frank commissioned a carpenter to make her a bathtub that could conceal a safe - exactly the kind of place to hide a Coin.”

SEARCH

Success: “The blueprints you’ve uncovered imply there’s a crawlspace with hidden entrances between floors on the south-eastern side, below the library.”

Failure: “The blueprints you’ve uncovered imply there’s a secret basement with a hidden entrance on the north side.”

STUDY

Success: “Frank is said to have a strange mentor, not quite human, possessed of evil magical power - perhaps from a Soul Coin - who hides in the shadows of the library.”

Failure: “Frank is said to have an undefeated lawyer, possessed of evil magical power - perhaps from a Soul Coin - who likes to relax alone in the library.”

SABOTAGE

Success: “The design of the kitchen pipes is strange, seeming to draw power from an unconventional place - perhaps a Soul Coin?”

Failure: “The design of the bathroom pipes is strange, seeming to draw power from an unconventional place - perhaps a Soul Coin?”

SILVER TONGUE

Success: “Word is that Frank’s husband Humphrey is devoutly religious, and frequently secludes himself in his prayer room.”

Failure: “Word is that Frank’s surgeon Stein is devoutly religious, and frequently secludes himself in the prayer room.”

STREETWISE

Success: “Frank’s live-in butler Baxter often boasts about the magical coin she gave him.”

Failure: “Frank’s investor Iglesias often boasts about the magical coin she gave him.”

LAIR ELEMENTS

PIECEMEAL PARTICIPANTS

As detailed in Frank's Piecemeal special ability, roll 3d10 to determine her donors from the list below. Their habits are also detailed.

1. Amelie the Assistant. Nervous Amelie will stick to Frank's side at all times unless ordered to fetch something.

2. Baxter the Butler. Baxter performs his duties with detached professionalism, usually standing by a door with the regular guests. If not needed he will retire to his room.

3. Chantelle the Chef. Chantelle will spend the night busy in the kitchen, occasionally going out the back for a smoke break.

4. Doogle the Dog. Doogle has a dog house outside, but has free reign of the manor, and usually will go wherever there's food or pets.

5. Goingast the Ghoul. Goingast is a hairless, gaunt, vaguely-human being staying with the Franks. It will spend its time crawling around the library ceiling when not joining everyone for dinner. It has a Soul Coin, (9), embedded in his belly which grants it superhuman senses and strength, making Slaying rolls to fight it Hard. When hiding in the library it will attack Clerks if it thinks they are intruders.

6. Humphrey the Husband. Humphrey placates his gnawing guilt with frequent trips to the prayer room, where he makes liberal use of the sacramental wine.

7. Iglesias the Investor. Iglesias is a prospective investor, and will stick with the regular guests. Frank will suck up to him.

8. Lloyd the Lawyer. Lloyd is the family lawyer, and will stick with the regular guests.

9. Nigel the Neglected. Mary and Humphrey's wastrel shithhead son Nigel will spend most of his time sulking in the library, occasionally coming down to the first floor.

10. Stein the Surgeon. Stein is the surgeon assistant who helps Frank in her transplants. He will stick with the regular guests except when he aids her in her surgery on Lloyd.

Guests, Servants & Guards. Beyond her aides, the Lair will be populated with party guests, Frank's servants, and guards standing watch outside and in the central hallway.

A. CRAWL SPACE.

There is a crawl space in the southeast portion of the Lair, between the library on floor 1 and the display room, surgery, and viewing room on the ground floor. It is accessible by two hidden trapdoors at points [A].

B. THE DISPLAY ROOM

This locked room contains glass cases displaying the prized organs of Frank's collection. She also keeps paper records in here of surgeries. On a successful Search roll, a Clerk can find a file that, when read, reveals one Piecemeal participant of their choice.

C. SUIT OF ARMOUR

A suit of armour with a sword stands guard at the back of the display room, and when the room is locked its glowing eyes light and visually scan the room. Its gaze casts a cone of dim light. If it sees an intruder it will take up its sword and attack them, potentially causing a lot of noise. Its skill and equipment make Slaying rolls to fight it Hard. The suit of armour is powered by Coin (5).

LAIR EVENTS

The following happens by the end of the GM's following Turns:

1. Dinner. Guests finish arriving and move into the dining room, and are served dinner.

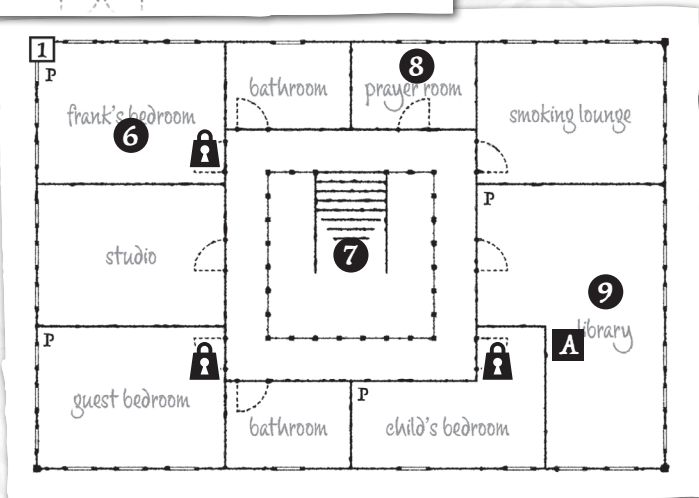
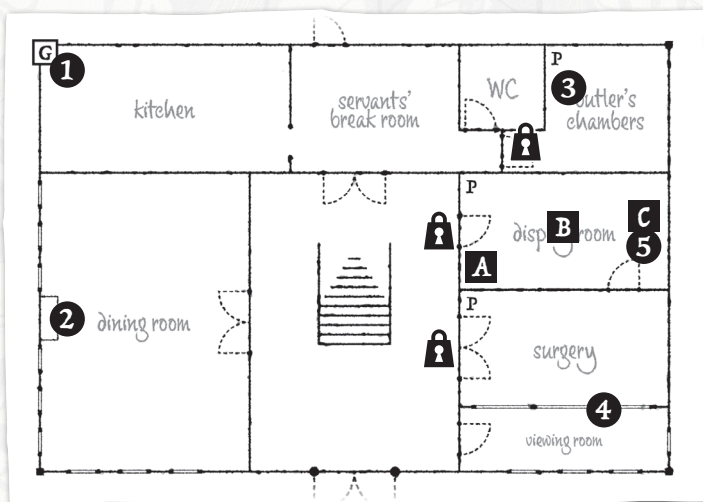
3. Surgery. Guests finish dinner, and Frank announces she will be demonstrating a surgery by installing a new kidney in Lloyd the lawyer. Guests will watch from the viewing room.

5. Relaxation. Frank finishes her surgery, and most guests will retire to the smoking room.

COIN LOCATIONS

1. KITCHEN

A Coin is installed in the piping of the kitchen, powering the stoves. Its use is implied by the ethereal blue flame of the stoves and ovens. Its removal will stop the appliances from working.



2. DINING ROOM MANTLE

Conspicuously placed above the fireplace, a Soul Coin is set in a frame.

3. BAXTER THE BUTLER

Baxter carries a Soul Coin in his breast pocket, a token of pride given to him by Frank.

4. IN THE CRAWL SPACE

Hidden in the crawl space above the viewing room is a lost Soul Coin.

5. SUIT OF ARMOUR

A Soul Coin is inside the suit of armour that guards the display room, powering the enchantment. Its removal will dispel the spell. See Lair Element [C] for more details.

6. BEDROOM SAFE

Frank's bedroom has a concealed and locked safe, hidden in an ottoman.

7. IN THE CHANDELIER

A Soul Coin is set into the chandelier that hangs over the staircase, keeping the candles eternally lit. Its removal will snuff them out.

8. PRAYER ROOM

The stone idol in the prayer room holds a Soul Coin in its hands. They'll need to broken to free the Coin, which will be noticeable.

9. IN GOINGAST'S ABDOMEN

A Soul Coin is implanted in Goingast's belly. Removing it will kill him.



Sy Cloppes

PANOPTICA PRISON

Growing poverty in Dis has led to a surge in crime, as people fight and steal for necessities. What better solution than to lock them up and force them to work? Panoptica Prison is the for-profit penitentiary of Dis, ruled over by Sy Cloppes, the one-eyed watchman.

Obsessed with control, Cloppes has designed this place to constantly scrutinise his prisoners for each and every infraction. But architecture cannot compete with the depths of paranoia, and Cloppes has delved into Soul Coins to further his fixation - and increase his profits. The Clerks better shut this down before they get locked up!

PROTECTED SUIT: ♣CLUBS♣

SAVES:

Ability: 4 Brains: 2 Nerve: 1

WOUNDS: 2

TOE ACTIONS

Iron Fist [Ability Save]. Cloppes swings a mighty fist, dealing 1 Damage to a Clerk on a failed Save.

Forced Confession [Brains Save]. Cloppes focuses on a Clerk who failed the Save against Cyclopean Glare, and if they fail their Brains Save they are forced to answer any questions put to them truthfully.

Cyclopean Glare [Nerve Save]. Cloppes intensifies his gaze, and anyone caught in it becomes unable to move and takes d3 Damage, and a further 1 Damage on subsequent GM Turns. Clerks avoid getting caught in his glare on a successful Save, but on a failed Save cannot escape until Cloppes is distracted. This effect remains for as long as Cloppes can hold his gaze.

BEHAVIOUR

Cloppes won't leave his swivel chair in his watchtower unless physically forced to, and will prefer to freeze his enemies with his Cyclopean Glare then have his guards finish them off. While on Alert 0, Cloppes will randomly move about his gaze, sweeping the gangways and fixing on anything suspicious.

On each of the GM's Turns, the GM should indicate where Cloppes has his gaze focused.

It can be helpful to use a matchstick, toothpick, or another object to indicate where Cloppes' gaze is currently focused.

GATHERED INFO

SLAYING

Success: "Cloppes has grown corpulent in his isolation - while his gaze is terrifying, he lacks martial prowess."

Failure: "Cloppes has grown meaty in his isolation - once past his terrifying gaze, he will still be a formidable opponent."

SNEAK

Success: "The corridor to the vault is trapped! Be careful of the pressure-plated floor!"

Failure: "The corridor to Cloppes' study is trapped! Be careful of the pressure-plated floor!"

STUNT

Success: "Gibbets hang from the prison ceiling, and they can be raised or lowered at pulleys set into the nearby walls. They might provide a way to block Cloppes' sight, or alternative access to his watchtower."

Failure: "The gibbets hanging from the ceiling are a rusted and old, meant only for display - a blow from a projectile could cause them to fall, creating a distraction."

SLEIGHT OF HAND

Success: "Cloppes' vault, incorporated into the prison, requires a retinal scan - and it's said Cloppes still keeps his lost eye."

Failure: "Cloppes' vault, incorporated into the prison, requires a thumbprint scan."

SEARCH

Success: "The cell doors lock automatically. If the warden's keys get pinched it might be a while before anyone notices they're missing, since he won't need them to lock the cells."

Failure: "The cell doors lock manually. If the warden's keys get pinched before lockdown their absence will be noticed when he goes to lock the cells."

STUDY

Success: "There is a device that highlights magic at the entrance - if it scans us Clerks while we have the power of the Coins, we could get noticed!"

Failure: "There is a device that highlights magic in Cloppes' lab - if found, it could be used to uncover Soul Coins!"

SABOTAGE

Success: "Someone blew up a wall on the first floor trying to escape. Not only does this give us another way in and out, but word is the rubble from it is still blocking the gangway."

Failure: "Someone blew up a wall on the first floor trying to escape. The obvious hole has since be repurposed into a trap for other aspiring escapees. Best avoid it."

SILVER TONGUE

Success: "Word amongst the prisoners is that prisoner K dabbles in black magic, and is said to have a sinister coin in his possession..."

Failure: "Word amongst the prisoners is that prisoner A dabbles in black magic, and is said to have a magic coin in his possession..."

STREETWISE

Success: "A prison guard bragged recently about finding a magic coin on a prisoner and putting it in confiscated property."

Failure: "A prison guard bragged recently about finding a magic coin on a prisoner and keeping it for himself."

LAIR ELEMENTS

Prison Guards & Warden. The Lair is crawling with guards who will punish any prisoner who steps out of line. One or two can be faced, but a group will be unbeatable. There is also a warden that carries keys to all cells in the Lair, and who closes all the cells once the prisoners have returned to them.

Cells & Prisoners. Each cell has a wall of bars and a door that locks when closed. Each working cell, labelled A-Z, has a prisoner, except the two marked [A].

Open-Air Area. There is an open-air area on the north side of the prison, surrounded by high walls and watchtowers. It is not Protected.

A. CLERKS DISGUISED AS PRISONERS

A Clerk may introduce themselves as a prisoner in one of these [A] cells, with their equipment hidden in their cell if they rolled a Success when narrating how they infiltrated.

B. SECURITY SCREENING

This device, powered by Coin (1), projects an invisible cone that causes magical objects and people in it to be highlighted. If any Coins are currently in the Debt Pool, any Clerks caught in its effect will be highlighted. It is aimed at anyone who walks past the booth's windows.

C. BROKEN WALL

A mysterious explosion put a hole in the wall here. The rubble is yet to be cleared, blocking the gangway.

D. CLOPPES' VAULT

Cloppes' vault is protected by two corridors. The first is a trap corridor, that when activated by stepping on pressure plates causes spikes to emerge from the wall, both doors to close and lock, and the walls to close in.

The next corridor leads to the vault door, which to unlock through conventional means requires a retinal scan of one of Cloppes' eyes. Cloppes removed eye, [G], can be found in his study, preserved in formaldehyde. Once the retinal scan is done, a secret panel opens to reveal a pickable lock.

E, F & G. BRIDGE DOORS

Cloppes' chamber is accessible by a bridge sealed by two locked gates, [E]. These doors are unlocked (but still must be manually opened) by switches in Cloppes' study [F] and warden's office [G]. Switch [G] is in a locked cage with a trap set to sound an alarm if the cage is forced open.

H. GIBBETS

Two gibbets hang from the ceiling. The chains for lowering them are tied to the nearby walls.

LAIR EVENTS

At the start of the Audit, prisoners are being led from the open-air area outside, into the prison and their cells. Any prisoner out of line will be met with Cloppes' *Cyclopean Glare*.

All prisoners are expected to be at their cell entrances by the start of the GM's second Turn, at which point they'll be checked by the warden while under Cloppes' gaze.

COIN LOCATIONS

1. SECURITY BOOTH

A Coin powers the room's magical device, [B]. Once removed the device will cease to work, potentially raising suspicion.

2. CONFISCATED PROPERTY

A Coin lies hidden amongst various other dangerous contraband in the locked part of the confiscated property room, behind bars.

3. PRISONER K

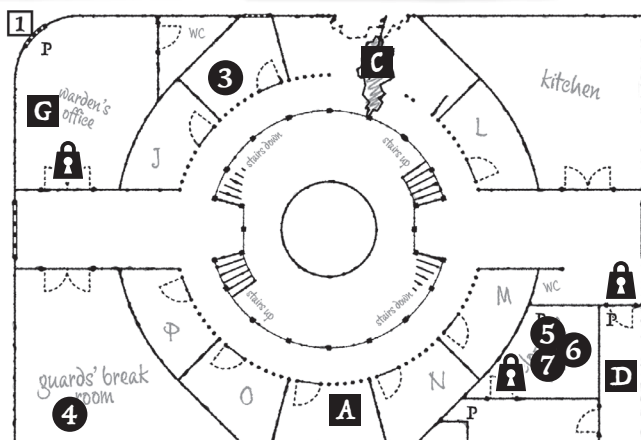
The prisoner in cell K has a Coin hidden on their person. Rumours amongst the prisoners are that K had something to do with the wall collapsing in their neighbouring cell (it was a magic spell gone awry).

4. GUARDS' BREAK ROOM

Mounted on the wall opposite the door in a glass case is a Soul Coin.

5, 6 & 7. CLOPPES' VAULT

Cloppes' locked vault contains three Coins. See Lair Element [D] for more details.



71



Ai Tyrannus

PROPERTY BEHOLDINGS

Through the shifting corridors of her dilapidated manor, Ai Tyrannus stalks. A property mogul of great magnitude, vast riches and magical prowess have driven this monster into solitude and madness.

Her lair is an amalgam of rooms from across her property empire that she has, through magic, stripped from her renters for herself. Existing in a constantly changing kaleidoscope of architecture, her impossible manor house is a gauntlet of traps and trickery. The Clerks better close the book, on this pernicious property portfolio before Tyrannus starts a new chapter.

PROTECTED SUIT: ♠ SPADES ♠

SAVES:

Ability: 2 **Brains:** 2 **Nerve:** 2

WOUNDS: 3

FOE ACTIONS

Disintegration Ray [Ability Save]. A cone of negative energy causes d6 Damage to anyone caught in it by failing the Save.

Phase Shift [Foe Brains Save]. If Tyrannus can see or is inside a Shifting Room, roll a d6 if she passes the Save. The Shifting Room swaps with the one corresponding to the d6 roll (nothing happens if the number rolled is for the room already seen or inside). However, if she is inside the Shifting Room Tyrannus may choose to either be transported with it, or remain fixed in space and have the Shifting Room swap around her. In addition, Tyrannus can choose to have this effect extend to anyone she can see, having them either be moved with the Shifting Room or stay fixed in space, provided they fail a Brains Save. If they succeed, they choose whether they move or stay.

Sightless Senses [Nerve Save]. The nearest Clerk to Tyrannus makes this Save, regardless of whether Tyrannus knows if they're there. On a failed Save, Tyrannus learns their rough location, although nothing else.

SPECIAL ABILITIES

Personal Property. Tyrannus can feel if at least one person or animal has recently entered her Lair, although she cannot discern quantity, location, or nature from this special ability.

BEHAVIOUR

Tyrannus will wander about her Lair, using Sightless Senses to slowly pursue any intruders, with increasing urgency as the Alert raises. Once the Alert reaches 1 she may use Phase Shift to get around the Lair quickly. If she gets into a fight, she will corner Clerks with her Phase Shift ability then kill them with Disintegration Ray.

GATHERED INFO

SLAYING

Success: "Tyrannus can cast a disintegrating ray that has a wide area of effect and is particularly deadly, even for a Foe. Be absolutely ready before you face her."

Failure: "Tyrannus' danger comes from her ability to change her environment. Get her outside of a Shifting Room to take her on."

SNEAK

Success: "Tyrannus has placed an obvious Coin at the end of a booby-trapped corridor."

Failure: "The less obvious the spot, the more likely Tyrannus has booby-trapped it."

STUNT

Success: "Tyrannus has a protected Coin that requires a feat of acrobatics to unlock."

Failure: "Tyrannus' gymnasium is a distraction. Don't get caught up in acrobatics."

SLEIGHT OF HAND

Success: "Paranoid about thievery, Tyrannus' Lair is full of chests that are booby-trapped."

Failure: "A hoarder of wealth, Tyrannus' Lair is full of chests holding magic items."

SEARCH

Success: "Tyrannus commissioned a chest to house a magic object - likely a Soul Coin. The chest is said to be kept in a room within a room, facing a booby-trapped duplicate."

Failure: "Tyrannus commissioned a chest to house a magic object - likely a Soul Coin. The chest is said to be kept near the entrance."

STUDY

Success: "Tyrannus is said to have an impressive library. It's also said to be haunted by a poltergeist possessing a cursed fetish."

Failure: "Tyrannus is said to have an impressive library. It's also said to be enchanted, so that people struggle to enact violence within it."

SABOTAGE

Success: "Tyrannus has an impressive vault, but its design is magical, not mechanical. Three arcane seals within her Lair are said to be what keeps it locked."

Failure: "Tyrannus has an impressive vault, but its design is mechanical and simple. You'll need time and privacy, but if you can pick the three locks you're in."

SILVER TONGUE

Success: "Tyrannus' servants have all disappeared, and her memory is as dilapidated as her Lair. Perhaps you can trick her into thinking you're one of them, returned."

Failure: "Tyrannus' servants are all trapped somewhere in her Lair - they could be potential allies."

STREETWISE

Success: "People who step foot on the threshold of the Lair say they get chills, and that Tyrannus always knows if someone's in her house - although who, where, and how many people is another matter for her."

Failure: "People who step foot on the threshold of the Lair say they get chills, and that Tyrannus always knows if someone's in her house, and exactly where - but she can only detect the first person who enters."

LAIR ELEMENTS

Shifting Corridors. Tyrannus' Lair constantly rearranges itself. There are two empty A5-sized spaces, and four empty A6-sized spaces (assuming each sheet of Lair is printed on A4). These empty spaces are filled with random, changing rooms called Shifting Rooms.

At the very start of the Audit, roll a d6 for each empty space to determine which Shifting Room fills it. Place the corresponding A5 and A6 Shifting Rooms in the empty spaces. If the dice rolls would have you use the same Shifting Room twice, for the second instance instead use the next available Room along in numerical order, with a roll of 6 looping back around to 1.

At the end of each GM's Turn, Tyrannus makes a Brains Save, which the GM may choose to fail to preserve the current layout. On a successful Save, their Lair changes again in accordance with the above rules.

When the corridors shift, any characters caught in a Shifting Room stay in it, and move with it to its new location. If standing near a threshold, a Clerk or Tyrannus may choose to make an Ability Save and on a success jump out of the room before it shifts.

There will be one A5 and two A6 Shifting Rooms that do not get placed into the empty spaces Lair with each new change of the layout. These spare Shifting Rooms are stored in a pocket dimension. These Shifting Rooms are joined, and characters can move and act normally on their Turn in them. The GM should put together these rooms in a way where any characters caught in the pocket dimension can move between them (if possible), but beyond that the layout is at the GM's discretion, and may use this to Tyrannus' advantage. If Tyrannus dies, this pocket dimension collapses and the Shifting Corridors Lair Element stops. Any characters caught in the collapsed pocket dimension will be spat out somewhere in the Lair, along with a deluge of imploded architecture - potentially posing physical risk!

Lonely. Tyrannus lives alone, all her servants having fallen into transdimensional cracks and been extruded through space-time. Clerks can take advantage Tyrannus' confused mental state and that she doesn't know where her servants have gone, by pretending to be them.

Protective Instincts. Tyrannus' entire Lair is Protected, meaning Clerks must start the Audit outside. Furthermore, her enchantment on her Lair means that once a Clerk has entered Tyrannus will know someone or someones has done so and begin casually searching for them, although this Lair Element does not tell her their location, nature, or number.

This alone won't increase the Alert; the intruder may just be a pest or one of her returned servants, after all.

This magic effect gives the creeps to anyone who enters the Lair, and they will instantly know Tyrannus will be searching for them.

A. TRAPPED CHESTS

These chests are booby-trapped, aimed at whoever is in front of the chest when opened. If the trap is triggered, roll a d3 to determine what trap is in the chest:

1. A cloud of powdered glass is sprayed, avoided through leaping back with an Ability Save.
2. A cloud of nerve agent is sprayed, avoided with a Nerve Save.
3. A cloud of psychic mites is sprayed, avoided with a Brain Save.

A failed Save results in d3 Damage.

B. HAUNTED LIBRARY

This library is haunted by a spirit that, if it spots an intruder, will hurl objects at them, requiring an Ability Save to dodge or take 1 Damage. See Coin Location (9) for more information.

C. CHALLENGE ROOMS

This A5 Shifting Room has a west and east chamber, each containing a challenge that must be passed to lower the protective bars around Coin (8). Two candles flank the Coin, each of which is snuffed out its corresponding challenge is won.

The west room is a gymnasium that presents a physical challenge, requiring the participant to jump through a series of obstacles then fight an automated training dummy. Clearing the obstacle course triggers the dummy, and defeating the dummy passes the challenge.

The east room presents a mental challenge, requiring the participant to solve a sequence of puzzles. Each solved puzzle unlocks the next, with the last one passing the challenge. The puzzles can be left and returned to later.

D. GARBAGE DISPOSAL

Without servants to dispose of her waste, Tyrannus has taken to just throwing all of it in this room, and the floor is now lost beneath a pile of filth. Traversing the room is slow and difficult, and hiding in the repulsive waste for more than brief moment requires a successful Nerve Save.

E. MAGIC MIRROR

This magic mirror in Tyrannus' walk-in wardrobe tries to bewitch anyone who looks into it. On a failed Nerve Save, a Clerk stops and remains staring at the mirror unless snapped out of it by another character, or if they succeed on another Nerve Save on a subsequent Turn. Tyrannus is immune to the effect of the mirror.

F. VAULT

Tyrannus has an enchanted vault encased in reinforced walls, locked by three magic seals, each powered by Soul Coins (1), (2), and (9). Removing one of these Soul Coins undoes its corresponding seal, and the removal of all three will cause the vault to unlock.

Skill rolls to tamper with or break the seals on the vault are Hard, and an additional spell on them means Failure will trigger Tyrannus' Sightless Senses foe action but targeted at the Clerk tampering with the vault.

G. TRAPPED CORRIDOR

This corridor has a series of traps built into it, such as saw blades in the carpet, animatronic suits of armour that swing their weapons, and so on. The traps are activated by pressure plates in the floor and walls.

Also activated by these pressure plates is a semi-circle of bars that shoot up to protect Coin (1) at the end of the corridor - meaning a character needs to make it through the corridor without setting off any traps to obtain Coin (1).

Once activated, the trap makes a lot of noise, and resets after the end of the GM's next two Turns.

COIN LOCATIONS

1. LIBRARY POLTERGEIST

This Coin is hidden in an effigy amongst the many curios displayed in the library, and is the vessel for the spirit haunting the library. A Study roll can be used to identify the vessel for the poltergeist, through its distinct arcane runes. The Coin binds the library poltergeist, which when stolen will destroy the spirit. See Lair Element [B] for more details.

2. CHALLENGE ROOMS PRIZE

This Coin is flanked by two magic candles and set on a pedestal protected behind raised bars, which lower when both challenges in Lair Element [C] are completed. Each challenge completed puts out one of the candles. This Coin powers one of the magic seals on the vault [F].

3. A6 SHIFTING ROOM CHEST

This Coin is held within a locked chest, facing one of the trapped chests detailed in Lair Element [A].

4. PAINTING FRAME

This Coin is set into the frame of a large painting of Tyrannus at the back of her walk-in wardrobe. This Coin powers one of the magic seals on the vault [F].

5, 6, 7 & 8. VAULT

These Coins are all sealed within the vault. See Lair Element [F] for more details.

9. TRAPPED CORRIDOR

This Coin is mounted on the wall at the end of the trapped corridor [G]. This Coin powers one of the magic seals on the vault [F].

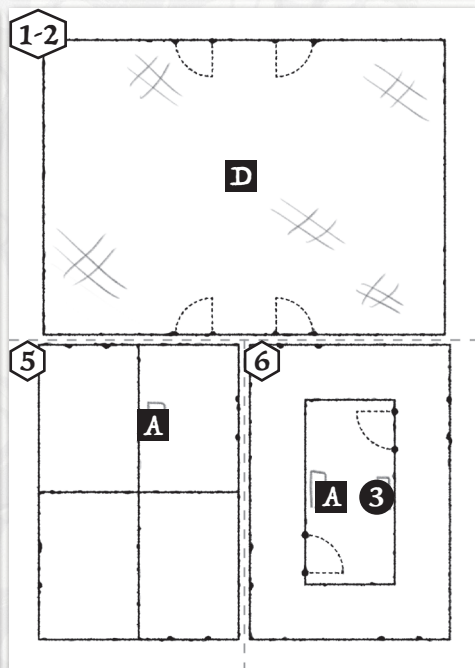
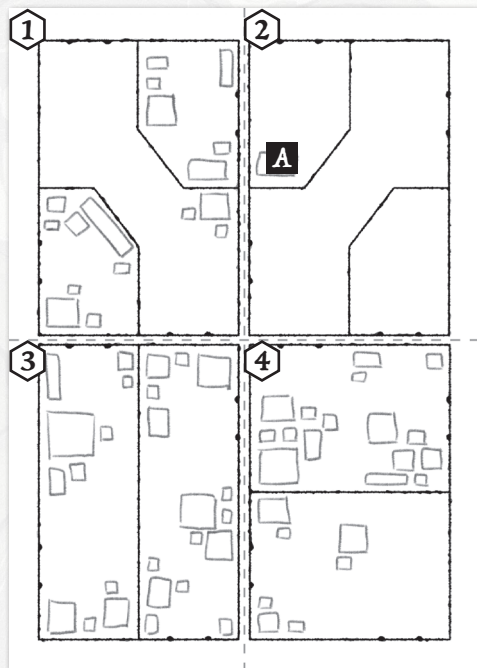
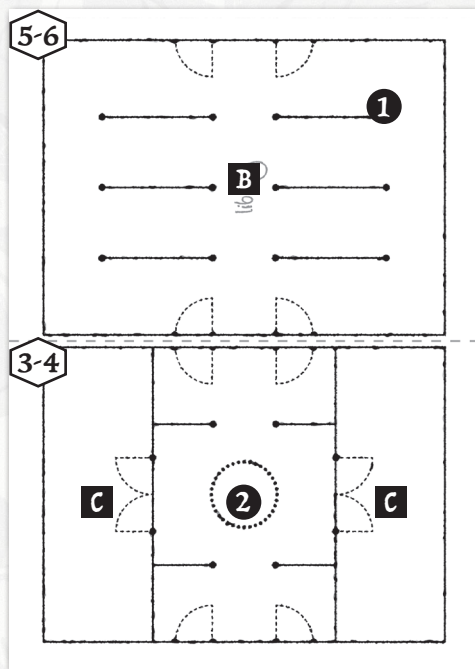


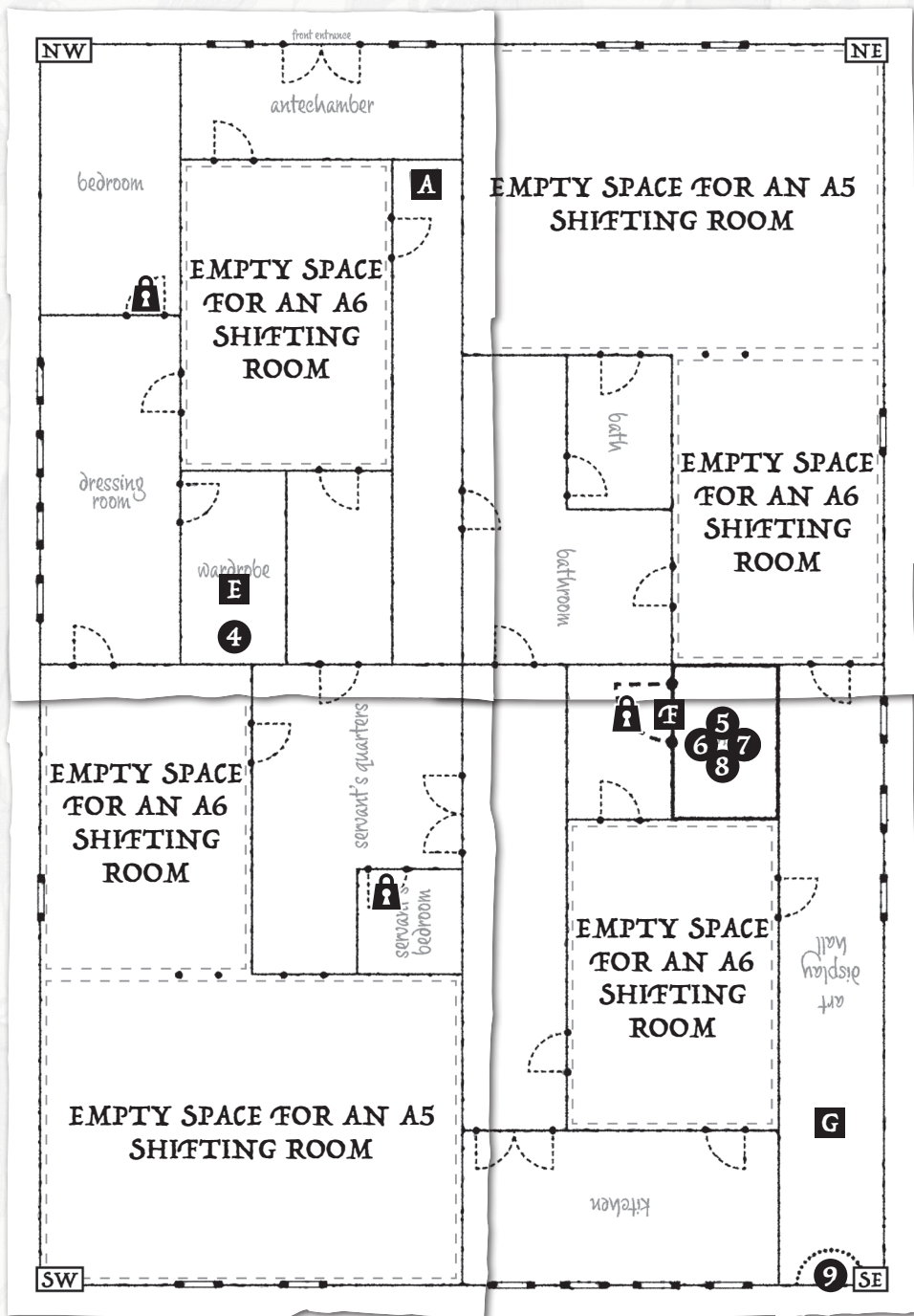
LAIR ELEMENTS

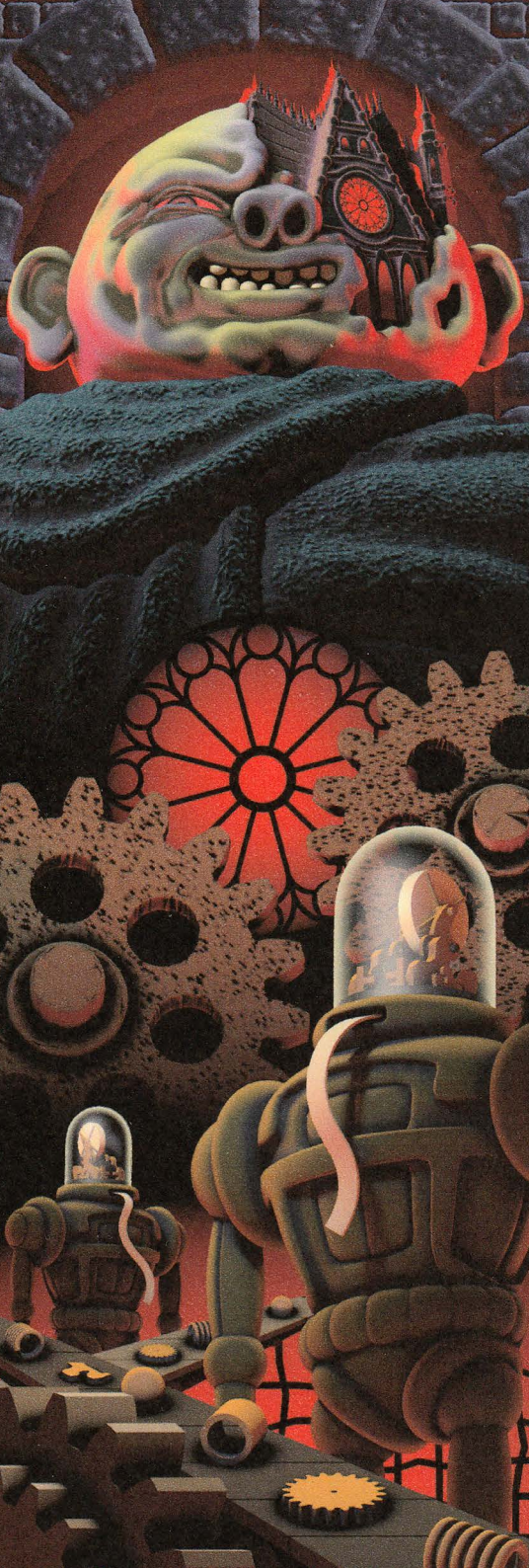
- A. TRAPPED CHESTS
- B. HAUNTED LIBRARY
- C. CHALLENGE ROOMS
- D. GARBAGE DISPOSAL
- E. MAGIC MIRROR
- F. VAULT
- G. TRAPPED CORRIDOR

COIN LOCATIONS

- 1. LIBRARY POLTERGEIST
- 2. CHALLENGE ROOMS PRIZE
- 3. A6 SHIFTING ROOM CHEST
- 4. PAINTING FRAME
- 5, 6, 7 & 8. VAULT
- 9. TRAPPED CORRIDOR







Lord Blotwyse

WYSE INDUSTRIES

Lord Brutus Blotwyse stands at the peak of Dis. Literally: his manor-turned-factory Wyse Industries sits on a cliff over the city.

An inheritor of a great fortune, Blotwyse is of course an evangelist for the virtues of market competition. And yet the more galling hypocrisy is how Blotwyse seeks to own the market itself: he has used his capital to destroy anything that opposed his greed. His ticker-tape tax machines have replaced the Accounting Guild, and now all commerce flows through him, and he can take what he pleases.

His factory has begun to produce an army of mechanical soldiers, anticipating dissent from those impoverished by this parasite. Where is his supposed love of competition? Time to blot out Blotwyse.

PROT. SUIT: ❖❖SPECIAL❖❖

SAVES:

Ability: 3 Brains: 2 Nerve: 1

WOUNDS: 3

TOE ACTIONS

Vice Grip [Ability Save]. Blotwyse reaches out with a mighty hand and, if he catches a Clerk on a failed Save, deals them d6 Damage as he squeezes hard.

Asset Strip [Nerve Save]. Blotwyse glares at a Clerk and, on a Failed Save, a Magic Item they are holding that Blotwyse chooses disintegrates. The Clerk is given a Coin.

Coin Corruption [Special]. Blotwyse's glass eye flashes red, and a Clerk he can see rolls a d6 and compares it with their Debt. If the roll is equal to or lower than their current Debt, they become enslaved to Blotwyse's will. The effect is undone by the player successfully committing Embezzlement, then showing the stolen Coin to the GM.

SPECIAL ABILITIES

Ill-Suited. Every suit is a Protected Suit for Blotwyse, due to a powerful spell. Clerks should be told this at the start of Prepwork, but nothing else. How to undo the spell is detailed in the The Orbs Lair Element.

BEHAVIOUR

Blotwyse will spend Alert 0 in his office, but once the Alert is raised he will fixate on the issue and nothing else. He will patrol, commanding his underlings to do the same, but may return to his office to issue new orders to his tickertomatons to help in the search.

GATHERED INFO

SLAYING

Success: “The ghost of knight Ignibold haunts Blotwyse’s antique weaponry collection, guarding an important room while hoping someone will finally best him in swordplay.”

Failure: “The factory overseer is said to be a great swordsman, seeking a challenge - with a magic coin to bestow on whoever bests him.”

SNEAK

Success: “The tickertomatons that patrol Wyse Industries stay on fixed routes and return to rewinding stations dotted about the Lair.”

Failure: “The tickertomatons that patrol Wyse Industries look dumb, but have some kind of perception gadget in them that actually makes pretending to be an ally easier than hiding.”

STUNT

Success: “There is a collapsed gangway, some kind of locked room on the other side, and giant horizontal spinning cogs between the two. The acrobat in me knows what to do.”

Failure: “There is a railing holding red-hot metal sprues feeding them into a machine full of moving parts. The acrobat in my heart knows there must be a Coin to win if I can pass that challenge.”

SLEIGHT OF HAND

Success: “Past a trapped room, there’s a chamber of mirrors and lasers, which if you adjust with a delicate hand will undo a spell.”

Failure: “In the Lair there’s a chamber of mirrors and lasers. It’s a trap designed to catch those who approach it with skilled hands.”

SEARCH

Success: “Blotwyse delights in traps. In his Lair there is one mechanical, one psychic, and one magic that manipulates space.”

Failure: “Blotwyse has a love of violence. There are many traps in his Lair, all mechanical, so watch out.”

STUDY

Success: “Blotwyse controls his tickertomatons through paper codes. Perhaps if you study the machine that punches this paper you could change up the orders.”

Failure: “The tickertomatons are controlled by tape based on accounting data. You could apply your accounting skills to tweak them.”

SABOTAGE

Success: “There’s a giant battery on the factory floor that must be using a Soul Coin. Once it loses power, we could start a cascade that could destroy the place, so time it right.”

Failure: “One of the cogs must turn with the power of a Coin. Blotwyse has rigged up a huge battery to the gears with a dynamo. If you spin the cog fast the battery’ll explode.”

SILVER TONGUE

Success: “Blotwyse has created a ghost from paperwork from the Accounting Guild to do his bidding. If they are filled with information from your former guild, perhaps they know the Order of Clerk & Dagger and aren’t a threat.”

Failure: “Blotwyse has had his office staff reading old Accounting Guild paperwork. It sounds like one of them has learned of the Order of Clerk & Dagger and kept it quiet. Perhaps they’re an ally in waiting?”

STREETWISE

Success: “The factory workers have reported strange things from one of the factory line units. Sounds like a Soul Coin’s in there.”

Failure: “That crucible melts stuff too fast. The furnace below must hold a Soul Coin.”

LAIR ELEMENTS

Labourers, Staffers & Guards. A mix of factory workers and office staff are employed at Wyse Industries. While all will investigate anything suspicious and raise the alarm, only the guards are paid to actually fight intruders.

The Orbs. Blotwyse has cast a protection spell on himself, represented by the Ill-Suited special ability. While the spell is in effect, every suit is a Protected Suit for Blotwyse. This means he is immune to Debt until the spell is broken.

The spell is maintained by four orbs, each containing a Soul Coin. Details on the orbs are in their Coin Location descriptions.

The orbs can be destroyed if applied with enough force, such as throwing them in molten metal or crushing them between giant cogs, but each also has a magical vulnerability.

When a Clerk finds an Orb, they immediately feel the sickly presence of Blotwyse's magic, and when they destroy one they feel a magic protection on Blotwyse has weakened - but isn't undone until all orbs are destroyed.

A & B. TICKERTOMATONS

Tickertomatons are giant clockwork men of brass and ticker-tape made by Wyse Industries.

Tickertomatons are considerably stronger than a human and are made of metal, so Slaying rolls to best just one in a direct fight is Hard, and more than one is impossible.

Tickertomatons periodically return to rewinding stations marked [A], which on the Lair maps are boxes marked with a gear, where they may also receive any new orders in the form of new ticker-tape. Clerks can potentially feed their own orders into a tickertomaton if they can study how they're programmed at the grand machine at (2). Clerks can also tinker with or break tickertomatons with Sabotage rolls, provided they can sneak up to one.

Tickertomatons patrol the Lair on set courses which they'll only deviate from to investigate anything suspicious. When the Alert is raised, Blotwyse may give them new orders via the computer in his office, marked [B].

C. LIFT

This lift, which can be also entered from the outside on the ground floor, is used to move raw materials up to the first floor for smelting.

D. CRUCIBLE & MOULD

Metals are melted in this giant crucible to be poured into moulds. The cast is then fed into Wyse Industry's machines to produce tickertomatons and other products. The crucible is heated by a furnace beneath it.

E. TRAP CORRIDOR

This corridor is rigged with mechanical traps, triggered by pressure plates in the floor, walls, and ceiling.

F. FACTORY FLOOR

The Wyse Industries factory has a series of machines that build and assemble parts to produce goods. Most goods are moved between units with conveyor belts, and a number of units are powered by gear power. Some conveyor belts lead into hoppers - the hopper mouths are represented on both floors, in case a Clerk jumps into one!

G. BROKEN GANGWAY

The gangway here has collapsed, so Clerks will need to make it across by other means.

H. PSYCHIC TRAP

This room contains a psychic gem in the chandelier that attempts to bar anyone who enters from progressing to the next room by creating visions of people they know, such as their Clerk allies or an enemy they fear. The effect is resisted with a Nerve Save.

I. INFINITE CORRIDOR

This corridor contains a magic gem, set in an inconspicuous painting frame, that distorts space, causing anyone who walks down the corridor to never reach the other end. A Brains Save allows anyone who has ventured down the corridor to make it back, but a failure will cause them to be trapped trying to travel an infinite distance in either direction. The magic can be overcome either by destroying the gem somehow, or by studying the magic effect so that it can be navigated.

COIN LOCATIONS

1. THE CLUB ORB

This orb is protected by a spirit, Sir Ignibold, who possesses the suit of armour that stands directly in front of the orb room's locked doors. Sir Ignibold will challenge anyone who approaches to a duel.

Ignibold's skill and armour make rolls to fight him Hard, and his tenacity means that a Clerk needs to roll a Critical Success to win a fair fight; a regular Success means they manage to match Ignibold's skill, but not surpass it.

Ignibold has no desire to kill, and just wants someone to surpass him. If he bests a Clerk, he will give them a cut to remember him by, dealing just 1 Damage. If Ignibold is bested, the door to the club orb will unlock itself, the orb will shatter, and his spirit will pass on.

2. THE GRAND MACHINE

The cornerstone of Wyse Industries, Blotwyse's 'Grand Machine' takes in paperwork, reads it, and spits out ticker tape that not just condenses and refines the information, but also makes market predictions based on it. At least, that is the sales pitch. The machine also produces the ticker-tape that gives the tickertomatons their orders.

Hidden within its design is a Soul Coin Blotwyse has planted, which causes the machine's clockwork brain to skew information it puts out to always favour Blotwyse.

3. VAULT

Blotwyse is making so much money that he sends it off to a bank, and his personal vault has been forgotten. Lost amidst the piles of gold and cobwebs, a lone Soul Coin is buried.

4. FACTORY MACHINE

A Soul Coin has been planted inside this unit on the factory floor to enchant it, increasing productivity. Clerks might notice this particular unit is special by the distinct red sparks that can be seen from its openings. They'll need to get inside the machine and navigate dangerous clockwork mechanisms to retrieve the Coin.

5. THE HEART ORB

Symbols on the pedestal this orb is placed upon reveal how to break it: if a significant act of violence is committed in its presence, where either a Clerk takes at least 3 Damage, Blotwyse takes a Wound, or an NPC dies in a particularly brutal manner, the orb will shatter.

6. PAPER FILING POLTERGEIST

Wyse Industries is not as efficient at paperwork as they like to claim. So much has piled up that in one room Blotwyse has used a Soul Coin to create a poltergeist that can sort some of the mountains of files for him.

It appears as a flying spectral accountant. Its mind is formed from the collective data of the paperwork in the room it is bound to, and a Soul Coin floats where its heart would be. It does its job by animating sheets of paper to file themselves, and if attacked, it can use this ability to create defensive walls, constrict a Clerk, or give them a nasty paper cut.

However, formed from the accumulated data of what was once the Accounting Guild, the geist is both aware of and sympathetic to the Order of Clerk & Dagger. If approached diplomatically, they could become an ally.

7. THE SPADE ORB

This orb is contained within a dazzling room where crystals project laser beams that scatter into a web upon adjustable mirrors. The lasers can be weaved through to grab the orb, but a keen mind could adjust the mirrors so that all the energy of the lasers is concentrated into the orb, shattering it. However, if the mirrors are adjusted incorrectly, you could potentially be hit with one. The lasers deal d3 Damage.

8. THE DIAMOND ORB

Symbols on the pedestal this orb is placed upon reveal how to break it: if the Clerks can destroy an object of great monetary value in its presence, the orb it will shatter. This can include a Magic Item, but not a Coin.

9. POWER SOURCE

A Coin is used as the power source for a motor that turns the giant gears in Blotwyse's factory. Spare batteries have been hooked up to it.

LAIR ELEMENTS

A & B. TICKERTOMATONS

C. LIFT

D. CRUCIBLE & MOULD

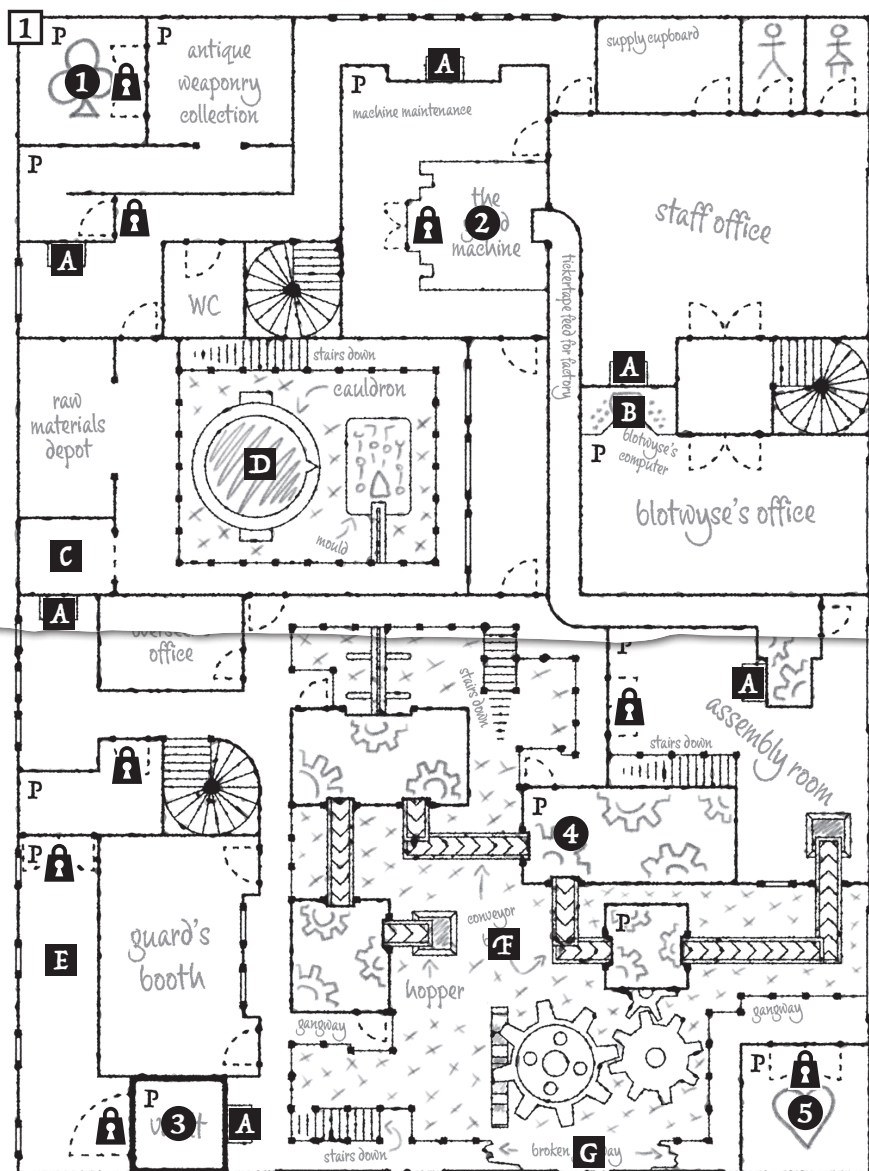
E. TRAP CORRIDOR

F. FACTORY FLOOR

G. BROKEN GANGWAY

H. PSYCHIC TRAP

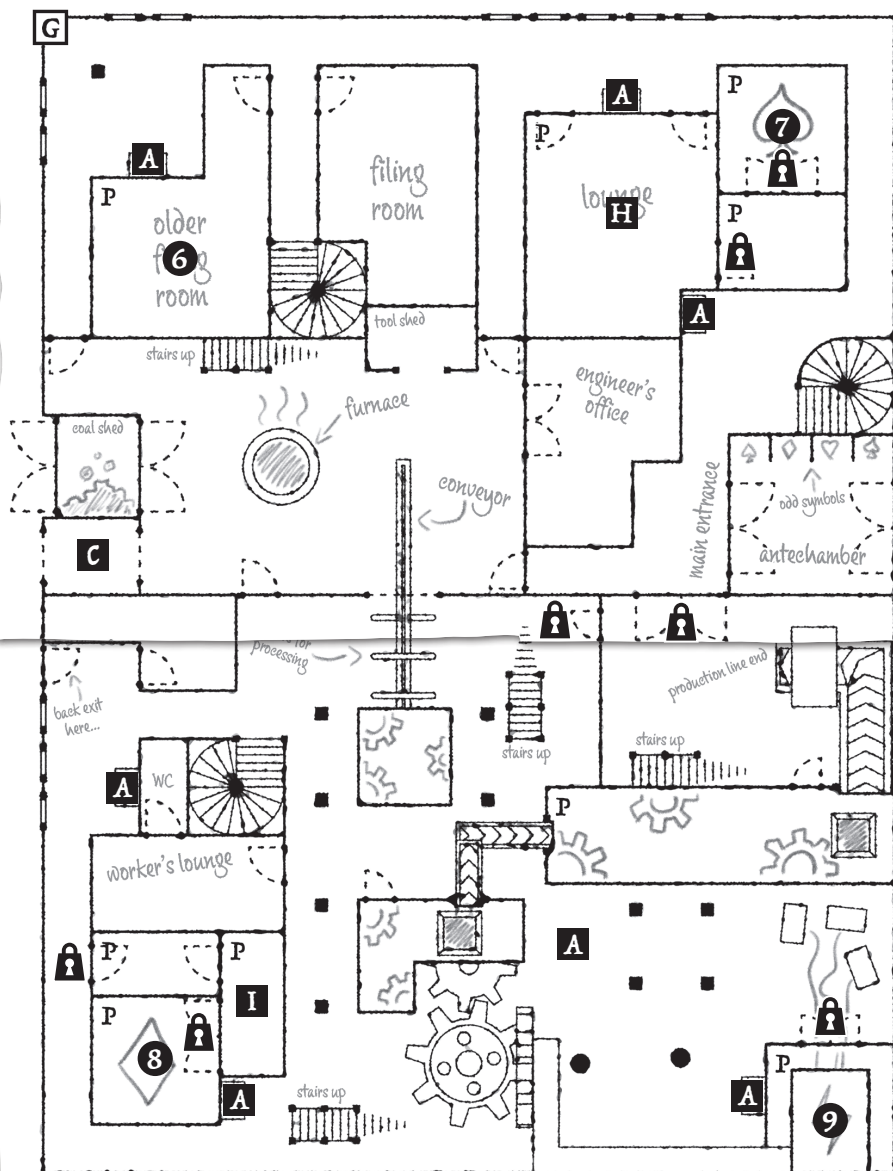
I. INFINITE CORRIDOR



COIN LOCATIONS

1. THE CLUB ORB
2. THE GRAND MACHINE
3. VAULT
4. IN THE FACTORY MACHINE

5. THE HEART ORB
6. PAPER FILING POLTERGEIST
8. THE DIAMOND ORB
7. THE SPADE ORB
9. POWER SOURCE



GM Tips

This section outlines ways GMs can better run the game and best implement their own ideas.

DOLING OUT DAMAGE

It is important as a GM to have a grasp of how much Damage is appropriate in a given situation. While a player is technically at risk of Incapacitation as early as having taken 2 Damage (and so has 2 die on their Damage Stack), generally players start to be at a real risk at a Damage Stack of 4 or 5. That means that 1d6 Damage alone is potentially enough to cause the Incapacitation of a Clerk, so GMs should be wary of utilising a d6 or anything higher. The typical die rolled for Damage should be a d3, and d2 Damage (simulated by flipping a coin and granting 1 Damage on heads, and 2 Damage on tails) or just 1 Damage with no die rolled are also healthy amounts of Damage to dole out.

DAMAGE EXAMPLES

1 Damage is appropriate for a minor instance of harm such as a shallow cut or mild electric shock.

1d3 Damage is appropriate for a typical threat, such as being attacked by guards, hit with a booby trap, or zapped by a psychic ray.

1d6 Damage is appropriate for extreme, exceptional threats, such as the blow from a physically empowered Foe or being crushed by a particularly lethal trap.

It's also possible for you to alter the danger of an instance of Damage by adding or subtracting from a roll, such as d3-1 Damage or 1d6+1 Damage.

CREATING NEW MAGIC ITEMS

COSTING A NEW MAGIC ITEM

When figuring out the Coin cost of a new magic item, compare its power to similar items to try to gauge it. A magic item should cost between 1 and 3 Coins, unless you plan to modify the game: a magic item that costs 4 or more Coins could throw things out of balance.

It can also be helpful to think of a magic item's Coin cost in terms of the Alert Penalty, with stronger items risking a higher penalty. If a magic item costs 2 Coins, is it proportional in power to a -1 penalty to Skill Rolls at Alert 1 and a -2 penalty at Alert 2?

ADDING NEW MAGIC ITEMS

Once you've created a new magic item there are two ways to add them to the game:

Substitute an existing magic item

Substituting a magic item is simple: just note somewhere visible to all players that a card from the Deck of a particular rank and suit is no longer the magic item listed in the Magic Items Table, but instead your new magic item.

You should also change the note on the card itself, if you've marked the playing cards you're using with their corresponding magic item.

Add a card to the Deck

By buying a second copy of the same deck and adding individual cards to the Deck corresponding to your new magic items, you can add more to the game instead of substituting them. Note that you will need to write something different on each doubled card in the Deck to distinguish them: otherwise you won't know if, say, the five of Hearts is a healing potion or your new item.

Adding only cards with a low blackjack value will slightly shift the gameplay in favour of the Clerks, and adding only cards with high value will slightly shift the gameplay in favour of the Game Master. If you're adding new magic items to the Deck, try to add a mix of powerful and weak (and so, low and high value) cards.



CREATING NEW FOES

The principle idea behind the premade Foes is to take a fantasy monster, reinterpret them as a human corrupted by the magic of Soul Coins, then pair them with an unscrupulous business model, such as a vampire with a for-profit bloodbank.

There is no necessity for GMs to follow this idea themselves - it is merely noted here in case you want to repeat the formula. There's nothing to stop you creating Foes based on entirely different ideas and genres. There are, however, a few things you should try to include when creating a new Foe:

KEEP THEM HUMAN

The Foe being human, or at least human-like in behaviour and interests, means Clerks can interact with them in diverse ways that keep the game interesting.

While a human can be manipulated, pick-pocketed, debated, seduced, poisoned, misled, and so on, anything separate from humanity such as a beast or mindless monster lacks these dimensions, and so will limit the Clerks to defeating them with violence - which in turn will punish players who have not put pips into the Slaying Skill.

This extends into the organisation and Lair surrounding the Foe: a Foe that exists within a structure where they interact with humans all the time (such as a business) can be approached by a Clerk in ways that a solitary creature, even an intelligent one, cannot.

MAKE THEM POWERFUL

In order to incentivise the Clerks to seek out Coins and build up the Foe's Debt, the Foe needs to be too powerful for them to initially take on. The defensive side of this is already encompassed in the game's rules around Foe Saves and Wounds, but some aggressive abilities that would pose a threat to the Clerks in a confrontation are essential.

CRAFTING THE LAIR TEXTURE, NOT REALISM

When designing a Lair, don't get bogged down in realism. You don't need to work out how the plumbing works, or if a booby trap in the kitchens might present some problems in staff retention - the Lair only needs to hold together for as long as the Clerks are inside it.

That being said, plumbing, food, clothing, lighting, heat - everything that goes into real housing design can be used to add 'texture' to the Lair, which is vital for gameplay. A Lair with kitchens, a clothes wash, fireplaces, and toilets can be infiltrated by dressing as a cook, running along a clothes line, climbing down a chimney, or through the sewers, and these are just examples of infiltration - players could creatively use this 'texture' for a great many things. A Lair composed of rooms dedicated solely to evil purposes offer none of those options. This is all to say, use stuff from the real world as creative sources for your players, rather than constraints you need to follow.

LAIRS DONE QUICK

If you don't have time to create a Lair from scratch, there are a few ways to quickly put one together. Blueprints of buildings are readily available on the internet, which you can print out and write a few notes about points of interest onto. Or, it's possible you have materials that can be used for Lairs around the house: the Cluedo board makes a great Lair!

A FEW MORE NOTES:

- ★ Try to have at least one place in a Lair for each Skill to shine.
- ★ Lairs can give players a more digestible sense of objectives and progression by putting some Soul Coins in a protected place (such as a vault) and requiring other Soul Coins to be gathered first.
- ★ Don't get bogged down with exactly how many guards and employees there are. You're here to help tell a story, so present a challenge rather than micromanaging numbers.

EXPANDING THE STORY

The formula of Clerk & Dagger, where players are always either in Prepwork or an Audit, keeps things focused on the gameplay. That's great for some players, but others may want to engage in wider roleplaying and storytelling. The following advice can help you expand Clerk & Dagger to accommodate more story elements.

CHARACTER MOTIVATION

The quickest way to get the ball rolling on storytelling is to get each Clerk player to give their character individual motivation.

Taking down the Foes is a unifying cause for the Clerks, but why they each pursue that cause can be for different reasons, such as revenge, ideals, cruelty, the thrill of the hunt, and so on.

These motivations can then be built into story lines: the object of a Clerk's revenge could be a Foe pursued over multiple missions, or you could devise challenges that will test the integrity of an idealistic Clerk.

FITTING IN THE STORY

Unless you plan to change the gameplay structure of Clerk & Dagger, your approach to storytelling will need to work with it.

Prepwork is free-form in its gameplay, so storytelling elements can be fitted around steps like Gathering Information or visiting the Magick Item Shoppe without issue. You could even remove introducing a Foe and their Lair at the start of Prepwork, instead allowing the players to explore the city and through narrative find their own targets. This can, however, demand a lot more preparation from the GM as they may need to devise multiple Foes and Lairs.

However, The Audit is more formal in its gameplay and so is more restrictive of what you can do narratively. A good example of this is how Alert might interact with a Clerk crossing paths with the nemesis from their tragic backstory: if the Clerk confronts this nemesis, what's to stop them from raising the Alert? A player cannot Twist out of an entire dialogue!

Narrative elements appearing in The Audit either need to be separate from the conflict with the Foe, or structured in such a way that Clerks aren't forced to raise the Alert just because they engaged with the story. One way to do this is through flashbacks: keeping your drama in the 'past' is a good way to prevent it from mucking with the gameplay structure of the 'present'. Another way is to introduce narrative elements with some distance from the Clerks: for example, a Clerk spying on their nemesis through a distant window gives the player the space to approach this narrative element without forcing the Alert to be raised or the mission jeopardised, in a way that the nemesis jumping out and revealing themselves to the Clerk doesn't.

Another space to add in story is an epilogue after the Audit but before the next Prepwork.

ENVIRONMENTAL STORYTELLING

Another final to add story that doesn't clash with the gameplay structure of the Audit is to do it through what is called 'environmental storytelling', which is essentially a collection of static narrative elements that when added together reveal a story. For example, through poking through old letters, a music room, and a sealed-off bed-chamber, the Clerks might put together that the Foe's marriage to a musician has broken down. You can incentivise players to engage with environmental storytelling by conferring some kind of advantage to players who piece the hidden narrative together. Perhaps the Foe in the example can be distracted by playing their spouse's favourite song, opening them up to a coup de grace?

LIFE IN DIS

The following are tidbits of life in Dis just how I, the shmuck who wrote this game, imagine it. They are not a canon to be adhered to. They are morsels of inspiration to feed the creativity of this game's players. If the GM or players imagine Dis differently, cast these writings into the gutter! You will not need them where you are going.

EMPRESS SQUARE

The most important location in Dis is Empress Square, at the city centre. Atop her wooden throne, there rests the Empress of Thieves, below her a pile of Soul Coins.

The Empress 'Square' is actually round, encircled by various predatory businesses, chief amongst them Saint Ethelburger's Church of Quick & Cheap Redemptions.

TIMES OF THE DAY

Timepieces, and clockwork of any kind, is not prevalent in Dis, and lacking a sun the people instead mark the passage of time with the falling of Soul Coins from the eyes of the Empress of Thieves. Four times a day, at consistent-ish intervals, Priests from Saint Ethelburger's Church of Quick & Cheap Redemptions observe the dropping of the Coins and ring their bell to usher in the next step of the daily routine.

Each ring is known by a different name: First Coin, Luncheon Coin, Breaking Coin and Moon Coin, by which people wake, eat lunch, stop working, and go to sleep.

RELIGION

Like everything else in Dis, faith is warped. What was originally some denomination of Christianity has degenerated into several squabbling sects each worshipping a different saint unofficially canonised for possibly doing something nice centuries ago. These are the more sanitary examples of faith: as a place touched by dark magic many strange cults gather in the basements of Dis.

FOOD

Nominal sunlight drives the Dis diet towards ingredients that thrive in the dark: mushrooms, root vegetables, and various wretched animals. Eels are a staple, particularly in a pie.

Parsnip schnapps and mushroom ale are the intoxicant of choice for the masses, often mixed with murky well-water to sterilise it.

THE RULING COUNCIL

Dis is ruled (poorly) by an elected Mayor and a council of figures representing the city's various interests, although it is in the process of being gutted by the magnates.

The Mayor is ostensibly elected by the public, but profiteers have inserted themselves at every step of the process. The candidates, the neutral observers, the vote counters, the ballot boxes: all now commodities to be fought over by the increasingly small circle of people who can afford to.

Politics in Dis are winding down from a grungy, corrupt pluralism to anarchic capitalism. Or perhaps that's the reactionary diagnosis of cynics - after all, now that bribery is legal, corruption is lower than ever!

TECHNOLOGY

While the city was first cut off from the outside world and its developments some time in the middle ages, drips and drabs of new tech have made their way from across the centuries in the pockets and minds of those who stumble their way in. Some of them are adopted by the city and become commonplace, others are discarded as trinkets. What technological era the outside world is in is anyone's guess.

This is all to say that, while Clerk & Dagger is primarily within a 'cartoonish middle ages' setting, a ray gun or supercomputer are not beyond the limits of this game, and modern and scifi technology can be utilised by GMs. The only thing to watch out for when adding contemporary technology is to manage how, if at all, it will play out in the hands of a Clerk. A Clerk facing down a Foe with a rapier makes for a much more interesting fight than them doing it with a machine-gun!

Important Tables

Important tables for the game are collected on these pages.



CARD VALUES TABLE

The 'value' of a card for Twists and Foe Actions and Saves is determined by its rank according with the rules of Blackjack.

Note that in typical Blackjack, an Ace can either be counted as valuing 1 or 11. In Clerk & Dagger, an Ace always counts as valued at 1.

CARD RANK	VALUE
<i>Ace</i>	<i>1</i>
<i>2</i>	<i>2</i>
<i>3</i>	<i>3</i>
<i>4</i>	<i>4</i>
<i>5</i>	<i>5</i>
<i>6</i>	<i>6</i>
<i>7</i>	<i>7</i>
<i>8</i>	<i>8</i>
<i>9</i>	<i>9</i>
<i>10</i>	<i>10</i>
<i>Jack</i>	<i>10</i>
<i>Queen</i>	<i>10</i>
<i>King</i>	<i>10</i>

SKILL ROLL OUTCOMES TABLE

The 'score' of a roll is determined by adding or subtracting any modifiers to the number rolled. The outcome of your roll is determined by the highest score amongst the dice you rolled.

HIGHEST SCORE	OUTCOME
<i>1-3</i>	<i>A Failure</i>
<i>4-6</i>	<i>A Trade-Off</i>
<i>7-10</i>	<i>A Success</i>
<i>If two or more dice rolled 7-10</i>	<i>A Critical Success</i>

The Alert Penalty will lower the scores you roll as the Alert reaches 1 and 2.

At Alert 1, the Alert Penalty is equal to half your Debt (rounded down).

At Alert 2, the Alert Penalty is equal to your Debt.



MAGIC ITEMS TABLE

CARD RANK	COIN COST	SUIT			
		♥HEARTS♥	♠SPADES♠	♦DIAMONDS♦	♣CLUBS♣
<i>Ace</i>	<i>3</i>	<i>Totem of Bruno</i>	<i>Magician's Cloth</i>	<i>d10 of Providence</i>	<i>Empress's Tarot</i>
<i>2</i>	<i>3</i>	<i>Instant Soul Powder</i>	<i>Aerosolised Architecture</i>	<i>Quantum Piggy Bank</i>	<i>Shimenawa of Weightlessness</i>
<i>3</i>	<i>3</i>	<i>Masoconverter</i>	<i>Magic Carpet</i>	<i>Lucky Bat</i>	<i>Telepathy Implant</i>
<i>4</i>	<i>3</i>	<i>Canned Eüchfishe</i>	<i>Circlet of Disguise</i>	<i>Sanctified Salt</i>	<i>Cursed Timepiece</i>
<i>5</i>	<i>2</i>	<i>Potion of Healing</i>	<i>Boots of Scarper</i>	<i>Plastic Shamrock</i>	<i>Fifth Wind</i>
<i>6</i>	<i>2</i>	<i>Potion of Healing</i>	<i>Telescopic Pole</i>	<i>Sneakers of Sneak</i>	<i>Amulet of Sabotage</i>
<i>7</i>	<i>2</i>	<i>Cigar of Streetwise</i>	<i>Belt of Stunt</i>	<i>Bookmark of Study</i>	<i>Dagger of Slaying</i>
<i>8</i>	<i>2</i>	<i>Droplets of Silver Tongue</i>	<i>Gloves of Sleight</i>	<i>Spyglass of Search</i>	<i>Charm of Switcheroo</i>
<i>9</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Talisman of the Vending Machine</i>
<i>10</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Talisman of Debt Relief</i>
<i>Jack</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Talisman of Debt Relief</i>
<i>Queen</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Ghost Key</i>
<i>King</i>	<i>1</i>	<i>Güp</i>	<i>UMO</i>	<i>Betting Stub</i>	<i>Ghost Key</i>

GATHERING INFORMATION TABLE

When a player gathers information during Prepwork, it is the GM who rolls their Skill Roll, keeping the result hidden and basing what information they give on the result.

Based on the outcome of the roll, the GM...

SKILL ROLL OUTCOME	
<i>Failure</i>	<i>...explains the Clerk is successful and gives false and misleading information for the Audit.</i>
<i>Trade-Off</i>	<i>...explains that the Clerk doesn't manage to find any significant information.</i>
<i>Success</i>	<i>...explains the Clerk is successful and gives some useful information for the Audit.</i>
<i>Critical Success</i>	<i>...explains the Clerk is successful and gives some useful information for the Audit, and in addition gives the Clerk 1 Intel.</i>



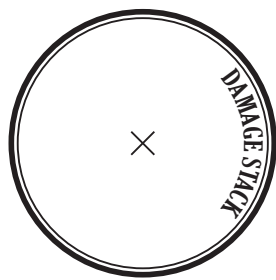
Clerk Sheet

PLAYER NAME: _____
CLERK NAME: _____

EXPERIENCE POINTS:

FEATS: _____

DEBT: _____



Saves

Skills

ABILITY

BRAINS

NERVE

- SLAYING
- SNEAK
- STUNT
- SLEIGHT OF HAND
- SEARCH
- STUDY
- SABOTAGE
- SILVER TONGUE
- STREETWISE
- SLAYING
- SNEAK

Skill Rolls

Use the below table to note what numbers you need to roll to get each outcome with the Alert Penalty in effect. At Alert Level 1, the Alert Penalty subtracts half your Debt from the roll. At Alert Level 2, the Alert Penalty subtracts your Debt from the roll.

ALERT LEVEL

0	1	2
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ALERT PENALTY

FAILURE	TRADE-OFF	SUCCESS
0	1-3	4-6
7-10		

Equipment

cloak dagger abacus



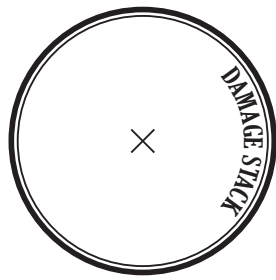
Clerk Sheet

PLAYER NAME: _____
CLERK NAME: _____

EXPERIENCE POINTS:

FEATS: _____

DEBT: _____



Saves

Skills

ABILITY

BRAINS

NERVE

- SLAYING
- SNEAK
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