

BLADES OF NEW CROBUZON

v1.0

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*Designed for use with Blades in
the Dark by John Harper,
published by Evil Hat.*

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*This work is a fan creation, not
intended for sale or any other
commercial purpose.*

*Requires a copy of the Blades
in the Dark rulebook.*

INTRODUCTION

Blades of New Crobuzon adapts China Miéville's vast, cosmopolitan city for use with John Harper's *Blades in the Dark*.

On the following pages, you'll find an overview of the wider world of Bas-Lag, the various districts and landmarks of the city itself, descriptions of its factions, and a series of character and crew options to further customise your game to suit the strange alleys and byways of New Crobuzon.

This document is intended primarily as a toolbox, and you should feel free to change, remix, ignore, or add-on bits and pieces as you see fit. You New Crobuzon is invariably different from mine.

CONTENTS

<i>The World of Bas-Lag</i>	2
<i>New Crobuzon Map</i>	5
<i>Landmarks</i>	6
<i>Districts</i>	7
<i>Factions</i>	19
<i>Character Options</i>	23
<i>Crew Options</i>	29



THE WORLD OF BAS-LAG



Bas-Lag is vast and strange, a mass of continents slowly being stitched together through trade and industry. Below are but a few of the places that can be found there.

THE ROHAGI CONTINENT

New Crobuzon

An imperialist, oligarchic city state pretending at being a parliamentary republic, situated at the confluence of the Rivers Tar, Canker, and Gross Tar, about ten miles west of the Swollen Ocean. New Crobuzon is one of the world's most powerful states, and holds onto that power jealously, though its golden Full Years are long-gone. The city is currently engaged in a protracted war with distant Tesh.

The Cacotopic Stain

A region warped by the twisting energies of the Torque, its relatively safe outskirts patrolled by the centipede-like inch-men, its innards wandered by incomprehensible beasts, among them people who came too far in and and were changed by the Torque.

Cobsea

One of New Crobuzon's trading partners, the city's mercantile government is notoriously unstable, with few governments lasting more than a handful of months, their regular collapse accepted as utterly normal. Cobsea is favoured for its superior vineyards and its weaving industry, both of which are healthy in spite of the city state's constant upheaval.

Dreer Samher

A small cactacae port-city on the southern tip of the Cymek Desert, two thousand miles from New Crobuzon. The city's fortunes come from a mix of piracy and mercantile ventures. Its ships are crewed by trained chimpanzees, and their cactacae marines can make short work of the merchant ships they prey on. They are so feared on the high seas that merchants will often surrender at the very sight of them rather than face their rivebows and boarding axes.

The Gengris

The forbidding home of the grindylows, a half-sunken city lying at the jagged southern tip of the Cold Claw Sea, seven hundred miles north of New Crobuzon. It is home to malachite chapels, limb-farms, and bile workshops. The Gengris trade in strange objects, though such trade is risky - the grindylows' laws and taboos are many, byzantine and unknowable.

High Cromlech

A nation ruled by the thanati, an undead nobility, liches with sewn-shut mouths, beautifully clothes, and skin like preserved leather. They rule a brutal caste system of lesser undead, with the ab-dead vampir at the bottom living rough as vagrants and addicts in meagre shanty towns, where they come at night to beg for blood from the living. The living (the quick) form a useful minority in High Cromlech, bred and reared on farms to become zombies, who are the nation's primary workforce, or else kept alive to perform more delicate tasks.

Maru'ahm

A distant city state on Rohagi's western edge ruled by a casiono-parliament, where laws are stakes in games of roulette, where senators are cardsharps and hustlers, and the Queen's house always wins.

Myrshock

A small, ugly, industrial port city some six hundred miles from New Crobuzon. It is essentially that larger city in miniature, playing host to a diverse population, including a vodyanoi ghetto, a few freebooting garuda from the Cymek, and handful of cactacae. Myrshock's saltwater harbour accepts seawyrm-drawn ships, overlooked by minaret-surmounted temples and dirigible mooring posts. Myrshock was to be connected with its two trading partners, Cobsea and New Crobuzon, via an impressive railway network, but the project has been stalled indefinitely.

Shankell

A cactacae-run trade town on the northern edge of the Cymek, home to the worship of Sanshad. Shankell is also known as Borridor, the Salt-Hole, the Corkscrew Citadel, and so on. It is home to minority populations of most of Bas-Lag's known races, and regularly trades with New Crobuzon and Myrshock across the Meagre Sea. The city is known mostly, however, for the fleshpits, gladiatorial arenas where blood is spilled, and money lost and won.

Suroch

A city which fought and lost several vicious wars, now known as the Pirate Wars, with New Crobuzon, before being destroyed and rendered utterly uninhabitable by a colourbomb

dropped by New Crobuzon. The city's ruins and its former inhabitants were irrevoably twisted and changed by the Torque energies unleashed, a Cacotopic Stain in miniature. The place is wracked by random Torque storms. The Sacramundi report, a study of the effects of the colourbomb, put an end to experiments with the Torque in New Crobuzon - its heliotypes recorded images of cockroach trees, and herds of freakishly altered humanity.

Tarmuth

A grey, ugly, violent port town situated at the mouth of the Gross Tar, used by privateers and freebooters as safe harbour, home to prostitution and piracy, serving its patron city New Crobuzon with its busy shipyards, and as a staging ground for the city's fleets.

The Witchocracy of Tesh

A distant, mysterious nation on the far western edge of Rohagi, south of Maru'ahm. Tesh is currently at war with New Crobuzon for control of the prized Firewater Straits, which the Witchocracy currently controls by dint of geography. Little is known of the place, beyond the mostly-fabricated propaganda New Crobuzon's government feeds the broadsheets, though hushed word back from the front lines brings rumours of terrifying magical war machines, and vast, unblinking eyes filling the sky.

Yoraketche

A weak, warlike country northwest of New Crobuzon, home to a race of warrior-riders who raid for slaves and livestock and loosely-control a large region of grassland steppe, riven by ancient tribal feuds. Its main exports are fierce, ignorant mercenaries, prized for their fighting prowess and their bull-headed, brutish nature.

THE SWOLLEN OCEAN

A vast ocean once plied by Armada, the lashed-together pirate city state, a city now considered lost after the recent conclusion of the Second Pirate War, in which Armada foolishly attempted an assault on New Crobuzon itself. The Swollen Ocean, however, is used to the rise and fall of giants, repeatedly traversed and girdled as it has been by the fleets of lost empires, and the gargantuan forms of ancient, otherworldly marine life. Whether Armada still exists is immaterial - the Swollen Ocean continues fat and languid regardless.

Basilisk Channel

A series of independant islands just east of New Crobuzon that rely heavily on the city state for trade and protection from piracy. They've become a vital staging ground in New Crobuzon's war with Tesh.

Gnurr Kett

A distant island-nation of peaceful merchants, fishermen, and quiet scholars that maintains a close trading relationship with Dreer Samher. It is home to the cantors (singing scholars) and a healthy publishing industry focused on theoretical tracts. Its capital, Kohnid, is considered an intellectual paradise, home to High Kettai theory and a small colony of anophelii, kept as pet scholars. Kohnid guards its reserves of knowledge jealously, and few works published there ever make their way abroad.

The Jheshull Islands

A loose group of three pirate-ruled islands, reduced in power after being on the losing end of the Pirate Wars.

Nova Esperium

New Crobuzon's penal colony, currently failing due to its small population, rampant disease, monsters, and "savage" natives. Anyone exiled to Nova Esperium invariably remains there, trapped. Transport there is considered a death sentence.

Salkrikaltor

An underwater city, home of the cray, a race of aquatic crayfish people. The city is a convoluted and interconnected jumble of coral and seaweed, with an above-water district of rock and coral towers connected by floating platforms and smaller buildings supported by struts, designed for use by those seeking to do business with the cray.

BERED KAI NEV

A continent that lies far to the east of Rohagi, beyond the Swollen Ocean. The khepri are believed to be native to Bered Kai Nev, but were driven out by an event known only as The Ravening, forced to live as refugees in the cities and towns of Rohagi. Information about Bered Kai Nev is limited, though ill-fated expeditions lead by foolhardy explorers are not uncommon.

Rudewood

Gallmarch

Serpolet

Chimer

River Tar

6

Spatters

Lichford

Saint
Jabber's
Mound

Raven's
Gate

Ketch
Heath

Creekside

Sangwine

Howl
Barrow

Gross
Coil

Smog
Bend

Tar
Wedge

Sobek
Croix

Kinken

Skulkford

Rim

Canker
Wedge

River Canker

Salacus
Fields

Sheck

The
Crow

2

Barrackham

Riverskin

5

Dryside

Flyside

Petty
Coil

Spit
Hearth

West
Gidd

Aspic

Brock
Marsh

East
Gidd

Flag Hill

Syriac

Griss
Fell

1

Ludmead

Mafaton

Murkside

Sunter

3

Bonetown

4

Chnum

Pelorus
Fields

Kelltree

Echomire

Saltbur

Syriac
Well

Mog Hill

Nigh
Sump

Stoneshell

Dog
Fenn

Pincod

Abrogate
Green

Badside



River Gross Tar

NEW CROBUZON

○ Stations

--- Rail Lines

LANDMARKS

1 Strack Island

The home of Parliament, a shark's tooth of smokey black walls that juts from the small islet encircled by the swell of the Gross Tar, only physically connected to the rest of the city by the soaring skyrail network.

2 Perdido Street Station

The fulcrum upon which New Crobuzon turns, the centre of its rail and skyrail network. Its five enormous openings swallow the rail lines, and its maddening, unmapped interior contains embassies, militia towers and turrets, workshops, torture chambers, shops, taverns, and even a small museum.

3 The Ribs

The bleached ribs of some ancient leviathan tower some two hundred feet over Bonetown, casting unlucky shadows - tools break, projects come to naught, nothing prospers.

4 University of New Crobuzon

A prestigious, stuffy old institute that mostly serves the upper class, male, non-xenian students of the city, characterised by its old brick buildings, large halls, and its tree-lined quadrangle. The University plays host to the faculties of Science, the Arts, Engineering, Language, and Commerce.

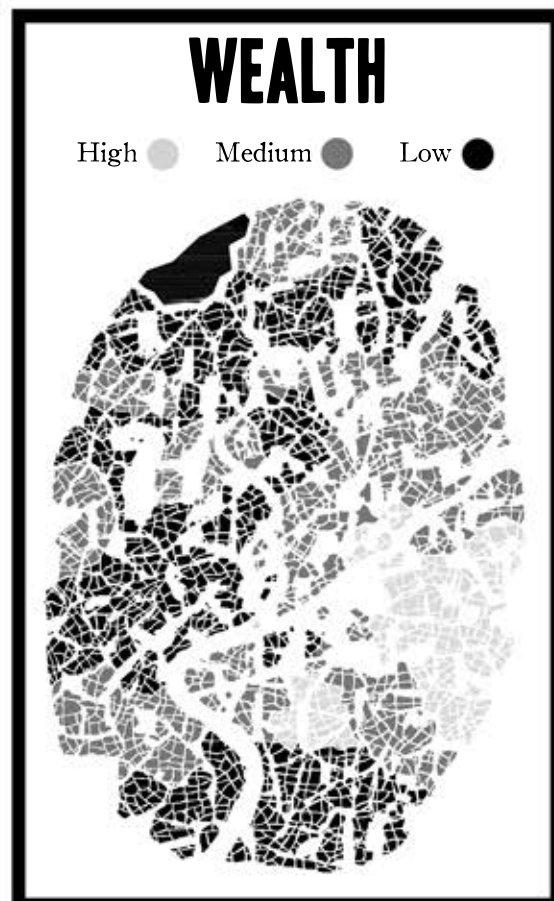
5 The Glasshouse

A cactacae ghetto in Ludmead; a little over an entire city block enclosed inside a giant greenhouse, whose interior temperature and humidity is reminiscent of the cactacae's desert homeland. Only cactacae are allowed inside, making the Glasshouse

something of a semi-autonomous community within New Crobuzon. The humid interior is home to a greenery-draped ziggurat temple dedicated to Sanshad-in-Crobuzon, an adapted cactacae sun deity.

6 Ruined Station

Once the first leg of an ambitious railway expansion project into Rohagi's interior, this station in the depths of Rudewood now sits empty and overgrown, a testament to the folly of its builders. The Sink Line now stops short at its ill-kept cousin of Fell Stop in the shanty town of Spatters.



For descriptions of the myriad districts that make up the patchwork sprawl of New Crobuzon, see the following pages...

ABROGATE GREEN

TRAITS

A largely cactacae community whose old buildings and pavements are crumpled and warped by the rampant growth of ancient trees, weeds, and ivy.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

ASPIC

TRAITS

A run-down district of stacked and packed low-income housing, home to the bustling Aspic Bazaar.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

BADSIDE

TRAITS

A slum, home to the destitute and downtrodden for as long as anyone can remember, countless generations of families living and dring in the cramped, wood-built houses; many, driven from the factories by harsh overseers, find their only sources of steady income tend to fall on the illegal side of things.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

BARRACKHAM

TRAITS

A tired old district, once considered well-off, now very much a shadow of its former self; faded estates and crumbling factories predominate, the streets empty, with only a few blueblood holdouts refusing to leave their crumbling ancestral homes.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

BONETOWN

TRAITS

A poor and maze-like district dominated (and hemmed-in) by the unlucky presence of the Ribs; considered a veritable thieves' quarter, with a gang on every corner.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

BROCK MARSH

TRAITS

Scientists of all stripes, including physicists, chymists, necrochymists, mathematicians, karcists, and thaumaturgists, congregate here, keeping workshop-apartments and meeting for drinks and debates in the numerous local pubs. The chymical and magical run-off generated here is as legendary as it is dangerous.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

CANKER WEDGE

TRAITS

A rich district, and the location of the now rusted and decrepit aeromorphic engine that was once used to regulate the wild seasons of New Crobuzon.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

CHIMER

TRAITS

One slum among many, clinging to the banks of the Tar, its first consolation being that it doesn't experience the filth and detritus that others down-river must deal with daily, its second being that at least it's not as bad off as Raven's Gate to the East.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

CHNUM

TRAITS

A district of wide avenues and large redbrick mansions, where the wealthy merchants and factory-owners of New Crobuzon sleep on featherbeds and are waited on by armies of servants; private guards and militia patrol the streets day and night.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

CREEKSIDE

TRAITS

A khepri ghetto, though not as obviously-so as Kinken; the khepri here don't seek to performatively flaunt their culture in the same way, preferring less gawkers and tourists.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

THE CROW

The city centre, deep in the heart of Old Town; a fashionable shopping district packed with street vendors, buskers, elegant shops, the offices of lawyers and doctors, dinging halls, gentleman's clubs, gambling halls, and so on; pickpockets, con artists, and vagabonds and rogues of all shapes, sizes, and persuasions prey on all who pass through.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

DOG FENN

The black market thrives in this slum, with fences, hawkers, and mudlarks pawning off their variously stolen, scavenged, or otherwise illicit wares by day and night, in public markets and private back-rooms. Prostitutes walk the streets openly, mixing with rabble-rousers and pamphleteers, mobs and civic unrest a mere angry glance or stone's throw away.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

DRYSIDE

An upper-middle class district of lavish river-front townhouses, though its inhabitants are constantly yearning for the far richer heights of Flag Hill and Chnum to the North and East.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

ECHOMIRE

A bustling district of docks and industry, the scale of its cargoes and river operations only rivalled by Gross Coil and neighbouring Kelltrees.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

FLAG HILL

A district of wide-open streets and sumptuous houses that back on to shared gardens, inhabited by bankers, city officials, wealthy artists, and captains of industry. New Flag Hill, once an area of cheap housing near the base of the hill set aside for veterans of the Pirate Wars, has since devolved into poverty before being cleared, then grotesquely lacquered and magically preserved as a museum to suit the rich and risk-averse poverty-tourists of Old Flag Hill.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

FLYSIDE

A crowded district of cheap housing; relatively quiet and friendly to the rest of the city, with a deeply-entrenched sense of community.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

GALLMARCH

A middle class suburb, not old money, but not quite new either; many who live here are middle-of-the-road clerks, small-time accountants, and bankers hoping to make it to Dryside or Flag Hill someday, as well as highly-private scholars who detest the noise and human contact foisted upon them by Brock Marsh and Ludmead.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

GIDD (EAST & WEST)

An older-than-old noble district straddling the Canker, whose wide streets are flanked by elegant, haroque townhouses that call to mind a bygone era of great pojmp and circumstance; some prefer to simply call it as it is - stuffy and battened-down.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

GRISS FELL

A deprived, decaying industrial district whose narrow, pollution-soaked streets are home to numerous beggars and urchins, coughing up their lungs as they plead for some small gesture of charity, the raw red marks of the factory overseers' beatings still livid on their backs.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

GRISS TWIST

A vast industrial junkyard and waste storage area, picked over by scavengers, inhabited sparingly by the homeless and desperate, rotting away in the imposing shadow of Parliament.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

GROSS COIL

The industrial docks here service incoming farm shipments and trade-barges coming down the Tar from further inland, as well as barges coming upriver from Kelltree and Echomire. Travellers from Rohagi's interior often alight here,

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

HOWL BARROW

A bohemian slum known for its homosexual, transvestite, and theatre community, Howl Barrow continues to attract the artists, writers, and radicals being pushed out of Salacus Fields by gentrification.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

KELLTREE

The main docks of the city, a vast array of channels, slips, basins, reservoirs, and canals cut deep into the clay to accept barges, steamships, sloops, galleys, and submersibles.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

KETCH HEATH

A lower-middle class community that, due to a hard limit on land and murky construction codes, has expanded upward rather than outward, its inhabitants living all jammed-together in teetering high-rise apartment blocks.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

KINKEN

A khepri ghetto whose buildings have been remolded into organic hives by skittering home beetles; relatively prosperous, Kinken is the face and centre of khepri culture in New Crobuzon. The district is semi-autonomous, controlled by a complex web of clans, moieties, and queendoms who prefer to deal with internal disputes themselves before ever involving the militia.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

LICHFORD

A district mostly inhabited by low-income vodyanoi, especially stevedores. Lichford maintains direct water access to the Tar via a dizzying array of canals, both above and below ground, and is itself criss-crossed by numerous interweaving artificial waterways.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

LUDMEAD

A district of old money and elegant architecture, dominated by the large, prestigious, and stuffy University of New Crobuzon campus.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

MAFATON

A wealthy district of industrialists and politicians, and the location of the Penton family's Arrowhead Mansion

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

MOG HILL

A wealthy district, most of whom's manions and townhouses have their own personal mooring posts for aerostats and dirigibles that crowd the skyline with their bulbous silhouettes.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

MURKSIDE

A backwater district dominated by street gangs and rampant poverty, its alleys and pathways avoided by most even during the day.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

NIGH SUMP

An old and prosperous district with wide streets and well-kept buildings, home to the Glasheim, a facade of stained glass, reportedly one of the city's prettiest places - residents are rightfully proud of it, and don't miss any opportunity to boast about it.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

PELORUS FIELDS

A respectable middle class district, almost oppressive in its quietude and effusive neighbourliness; almost everyone here is actually engaged in some petty game of one-upsmanship, hiding it under a thin veneer of smiles and pleasantries.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

PETTY COIL

An Old Town district, once full of the rich elite, its wide streets and ancient mansions have since been abandoned due to the smog and noise from Griss Twist across the river, taken over by merchants and unscrupulous landlords, subdividing mansions into cheap apartments.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

PINCOD

A poor and neglected borough, its still-inhabited buildings in an advanced state of disrepair.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

RAVEN'S GATE

A brutalised, barely-habitable warren of rotting buildings. This is the worst side of New Crobuzon, condensed into one decaying slag-heap of a district.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

RIM

A part of Old Town characterised by its high-end workshops and artisans, all tucked away within elegant shops and bazaars. Pickpockets who can't make it in The Crow come here for easier pickings.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

RIVERSKIN

An old district of tall timber-frame houses that flex and creek in high winds. The north side is home to lower class cactacae residences surrounding the fogged walls of the Glasshouse that cut indiscriminately across the original streets.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SAINT JABBER'S MOUND

TRAITS

A slum hugging the crooked back and ragged slopes of an ancient hill which has deep religious and historical significance.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SALACUS FIELDS

TRAITS

A bohemian, socially-progressive, liberal district popular with the political left, home to artistic types. Salacus Fields has recently taken on more of a bourgeois reputation, slowly being abandoned by more radical artists in the face of creeping gentrification.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SALTBUR

TRAITS

A district of towers and spires that scrape the air, home to apartment buildings, tall townhouses, churches, temples, and cathedrals.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SANGWINE

TRAITS

Home to a popular canal-side market, its goods mostly consisting of choice produce from the Grain Spiral and further afield: fish, meat, root vegetables, and so on.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SERPOLET

TRAITS

A middle class suburb over the hill from Spatters, its residents pointedly avoid the sight of that wretched slum and inhabitants, even as the Spatters poor and criminals frequent their streets.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SHECK

A lower-middle class part of Old Town inhabited by specialist workers who live in cramped, irregular old brick houses and brownstones. Sheck is notorious for its rampant xenian-focused violence and racist gangs.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SKULKFORD

A constantly-rebuilt district of sweatshops and workhouses, sinking endlessly into the muddy, swampy ground upon which it stands.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SMOG BEND

An industrial district of docks, canals, and factories. Most shipments that come through here aren't kept here, but processed and sent further down-river to Kelltree and Echomire.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SOBEK CROIX

Though a rather poor district, Sobek Croix is a popular area due to its large, beautiful gardens dotted with picturesque, overgrown monastery ruins, rare patches of calm and greenery amidst the noise and pollution of the city.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SPATTERS

An entirely lawless slum and garuda ghetto, Spatters is a true shanty town cobbled-together from wood, scrap metal, and assorted refuse that bleeds off chaotically into the dappled shadows of Rudewood.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SPIT HEARTH

An Old Town district of ancient stone buildings, home to the grim, blank-faced edifices of the punishment factories that line the river, the screams of prisoners being gradually Remade echoing from the warrens of chambers buried within.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

STONESHELL

A district of dumps and wasteground at the edge of the city, its buildings perched along the refuse-strewn dirt-track streets like desperate, hungry vultures.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SUNTER

An industrial district of factories and refineries that processes heavy freight and metal shipments hauled up from the docks of nearby Kelltree and Echomire; one of the true work-horse districts of New Crobuzon, vital to the city's infrastructure even through most tend to overlook it.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SYRIAC

Home to a large population of cactacae who mostly work as bodyguards, bouncers, and unskilled labourers.

TRAITS

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

SYRIAC WELL

A lower-middle class district dominated by the city's largest hospital which, despite its size and importance, is almost always underfunded and crowded, its physickers worked to the bone in sorry conditions.

TRAITS

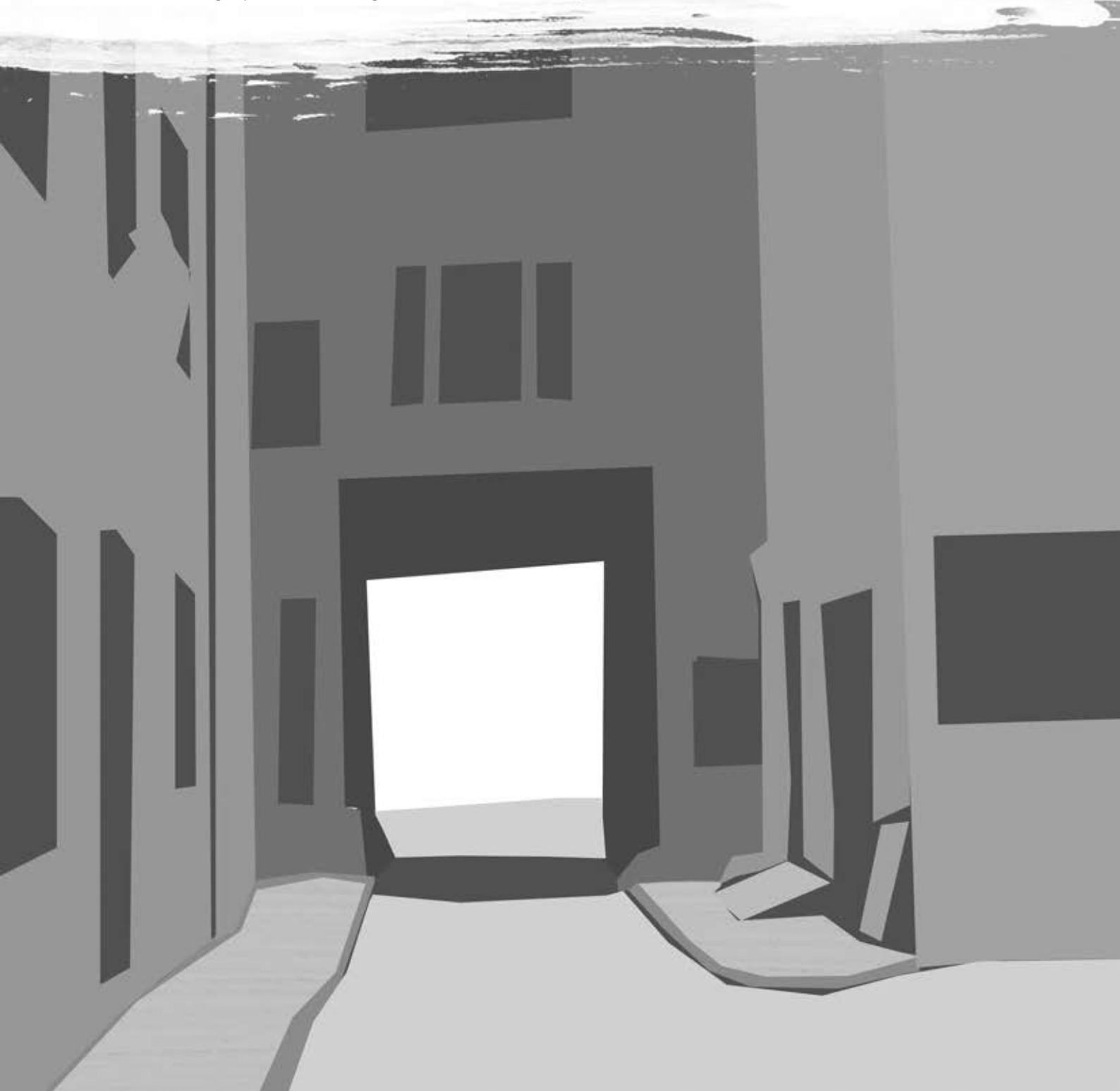
<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●

TAR WEDGE

TRAITS

A tower-filled district, one of which is the ancient Cloudtower, home of the aeromorphic engine until it began to fail and was removed West to lie in state in Canker Wedge. The metal tower sits rusting, leaning over its neighbours precipitously, its old, long-disconnected thaumaturgical apparatus glowing and humming strangely on some nights.

<i>Wealth</i>	●	●	●	●
<i>Security & Safety</i>	●	●	●	●
<i>Criminal Influence</i>	●	●	●	●
<i>Occult Influence</i>	●	●	●	●



FACTIONS OF NEW CROBUZON

UNDERWORLD

	Tier	Hold
Arrowhead Corporation	IV	S
The Kinken Syndicate	III	S
Mr. Motley	III	S
Savage Peter	II	S
Jack Half-a-Prayer	II	S
The Flexible Puppeteers	II	W
The Pretty Brigade	II	W
Toro's Gang	I	S
The Runagate Rampant	I	W

THE FRINGE

	Tier	Hold
Khepri Clans	III	S
The Glasshouse	III	S
The Weaver	III	S
Forgotten Constructs	II	W
The fReemade	II	W

Arrowhead Corporation (IV): Nominally a respected, family-run industrial mining concern, actually the profitable front for a vast and shadowy criminal empire trading in contraband of all kinds.

Broadsheets (II): New Crobuzon's official, heavily-censored news papers.

INSTITUTIONS

	Tier	Hold
The Mayor	V	S
Parliament	V	S
Ministry of Com. & Ind.	V	S
Ministry of Justice	V	S
The Militia	IV	S
The Navy	IV	S
Hell's Embassy	III	S
Uni. of New Crobuzon	III	W

LABOUR & TRADE

	Tier	Hold
The Firms	IV	S
Stevedores	III	S
Workers Unions	III	W
Broadsheets	II	S
Swole Solar Merchants	II	W

The Firms (IV): Government-backed factories, workhouses, industrial concerns; their bosses, their overseers, and their armies of clerks.

The Flexible Puppeteers (II): Various anti-establishment writers, artists, and rabble-rousers whose dissident actions

include putting on incendiary political plays and performances, and the publishing of illegal pamphlets, though they have their share of thugs.

Forgotten Constructs (II): Metaclockwork constructs, survivors of the Construct Wars, hiding deep within the mouldering trash heaps of Griss Twist.

The fReemade (II): Remade dissidents who've escaped the city proper, living desperate, precipitous lives out in the wilds.

The Glasshouse (III): A semi-autonomous community of cactacae living within a sealed glass dome in Riverskin, where the environs and climate of their desert homeland are faithfully replicated.

Hell's Embassy (III): Hell's official political representative on this plane, naturally kept secret from the general populous.

Jack Half-a-Prayer (II): A legendary Remade thief, revolutionary, and champion for the common people, prone to near-suicidal displays of bravery and daring-do, leading a crew of old hands, second-story men, and true believers.

Khepri Clans (III): The various clans, moieties, and hive queens that hold sway over khepri society in New Crobuzon.

The Kinken Syndicate (III): A khepri gang running vice and protection rackets throughout Kinken, as well in numerous nearby districts.

The Mayor (V): The Mayor's office and cabinet; the autocratic ruler of the city.

The Militia (IV): The secret police of New Crobuzon, accompanied by their masked, militarized, shock trooper comrades, commonly used for the violent putting-down of protests.

Ministry of Commerce & Industry (V): Overseers of industry, trade, the city coffers, and the railroad.

Ministry of Justice (V): Overseers of New Crobuzon's courts, punishment factories, and prisons.

Mr. Motley (III): The Remade crime lord of Bonetown and his vicious gang of thugs, killers, leg-breakers, dealers, and extortionists.

The Navy (IV): New Crobuzon's formidable armada of war ships, seasoned veterans of the Pirate Wars.

Parliament (V): New Crobuzon's government, riddled with in-fighting and corruption.

The Pretty Brigade (II): A troupe of Howl Barrow bohemian socialists attempting to carve out an anarcho-collectivist utopia in the squalor of their home district.

The Runagate Rampant (I): An underground, uncensored, seditious newspaper, published in secret and passed out by hand.

Savage Peter (II): The bloodthirsty, small-time crime lord of the Spatters slums, backed up by garuda lookouts and a crew of desperate men.

Stevedores (III): A union of dock workers, longshoremen, and customs officials.

Swole Solar Merchant League (II): A syndicate of cactacae merchants attempting to put down firmer roots in New Crobuzon.

Toro's Gang (I): A band of urban terrorists and vicious killers bent on a violent campaign of insurrection and targeted shows of force against Parliament.

University of New Crobuzon (III): The city's stuffy centre of learning, with facilities in the Arts, Engineering, Science, Language, and Commerce.

The Weaver (III): An eccentric, possible mad, and very alien extradimensional being with strange, unguessable motivations - those who've seen it describe it as a massive spider, cooing and chittering.

Workers Unions (III): The beleaguered, semi-underground organisations attempting to lobby on behalf worker's rights and equality, repeatedly harassed and attacked by firms and their stooges in the militia.





CHARACTERS



This section contains only additions or adjustments, with the things being replaced noted in parentheses. Refer to the Blades in the Dark rulebook for the full suite of character options.

CHOOSING A HERITAGE

Instead of choosing a homeland, select one of the races of Bas-Lag. All races have some advantages and disadvantages to them which will have an effect on your fictional position in the world, as well as your assumed capabilities.

All Xenian races (marked below with an 'X') are subject to a certain amount of oppression and racism, confined to ghettos, barred from the University, and treated in general as second-class citizens.

- **HUMANS** are the most populous and dominant race of Bas-Lag, and occupy a relatively privileged place within the economy and politics of New Crobuzon. They are the only race upon which Remaking is effective. *Dominant -- Numerous -- Privileged*
- **KHEPRI (X)** are a race of red-skinned women with scarab beetles for heads (see picture opposite), while the males of the species are essentially mindless, simple scarabs that scuttle about, feeding and mating voraciously - the women consider them pests, at best. Khepri mouthparts cannot speak human languages, so they communicate with outsiders via writing and sign. Between khepri, a complex mixture of chymical gusts, scent, and antennae-gesture is employed. The khepri homeland is long-lost to the Ravening - the only modern khepri exist in the ghettos of New Crobuzon and other cities of Rohagi, descendants of refugees tied together by clans, moieties, and hives. *Compound eyes -- Scent language*
- **CACTACAE (X)** are a race of cactus-people native to the veldt, the grasslands, and the deep deserts of Cymek, Dreer Samher, and the South. They stand 7 - 8' tall, with powerful vegetable muscles and thick, green, fibrous skin studded with spines. Oily sap flows through their veins, and they sleep standing up, their legs locked together. *Incredible strength -- Tough skin -- Powerfully-built*
- **VODYANOI (X)** are a race of amphibian, frog-like water dwellers, known for their dowsers, shamans, and warlocks. All vodyanoi have some facility with watercraft, a kind of folkloric elemental water magic that allows them to shape water into useful or attractive forms. Most vodyanoi in New Crobuzon work on the river docks as stevedores. *Amphibian -- Thaumaturgical facility -- Watercraft*

CUTTER

SPECIAL ABILITIES

HEX FIGHTER (REPLACES GHOST FIGHTER)

You may imbue your hands, melee weapons, or tools with thaumaturgical energies. You gain potency vs. the supernatural. You may grapple with spirits, elementals, and demons to restrain and capture them.

STRANGE FRIENDS

- **JASMINE**, a pugilist.
- **KELKER**, a vicious thug.
- **PRALE**, a cold killer.
- **LISANNE**, an extortionist.
- **BRITTLE**, a doctor.

HOUND

SPECIAL ABILITIES

HEX HUNTER (REPLACES GHOST HUNTER)

Your hunting pet is imbued with thaumaturgical energies. It gains potency when tracking or fighting the supernatural, and gains a thaumaturgical ability: *shadow-form*, *mind-link*, *arrow-swift*. Take this ability again to choose an additional thaumaturgical ability for your pet.

STRANGE FRIENDS

- **CORNER**, an assassin.
- **ELENA**, a sentinel.
- **WESTINGHOUSE**, a doctor.
- **TWILL**, a spy.
- **QUORL**, a bounty hunter.

HOUND ITEMS

THAUMATURGIC AMMUNITION (REPLACES ELECTROPLASMIC AMMUNITION)

A bandolier of hexed, rune inlaid, thaumaturgic ammunition, especially potent against the supernatural, but less effective against normal targets.

LEECH

SPECIAL ABILITIES

ABJURER (REPLACES GHOST WARD)

You know how to wreck an area with chymicals and thaumaturgical substances and methods so it is either anathema or enticing to the supernatural (you choice).

STRANGE FRIENDS

- **MIA**, an apothecary.
- **ZEBYENI**, a psychonaut.
- **RIDGEMAN**, a grave robber.
- **JESHK**, a chymical dealer.
- **AYALA**, a priestess.

LURK

SPECIAL ABILITIES

DIMENSIONAL INSTABILITY (REPLACES GHOST VEIL)

You may shift partially out of phase with base reality, becoming shadowy and insubstantial for a few moments. Take 2 stress when you shift, plus 1 stress for each extra feature: *it lasts for a few minutes rather than moments -- you are invisible rather than shadowy -- you may float through the air like a slake moth.*

STRANGE FRIENDS

- **LAWKLIN**, a beggar.
- **HUMBER**, a militia-man.
- **TRENT**, a locksmith.
- **ELIZA DEN BRILTVOY**, a noble.
- **AVICE**, a ministry clerk.

SLIDE

SPECIAL ABILITIES

HEX-TONGUE (REPLACES GHOST VOICE)

You know the secret method to interacting with a spirit, demon, or elemental as if it was a normal human, regardless of how wild or feral it appears. You gain potency when communicating with the supernatural.

STRANGE FRIENDS

- **FENK**, a drug dealer.
- **MOTLEY**, a crime boss.
- **SILCHRISTCHECK**, a pub landlord.
- **BRAID**, a prostitute.
- **YELLOWTEETH**, a jail-bird.

SPIDER

SPECIAL ABILITIES

HEX CONTRACT (REPLACES GHOST CONTRACT)

(name change - refer to Ghost Contract in the Blades in the Dark rulebook for details).

STRANGE FRIENDS

- **DEMIA**, an information broker.
- **OILING**, a master architect.
- **EBRI**, a servant.
- **UNWELT**, a chymist.
- **TEN**, a ministry archivist.

THAUMATURGE (REPLACES WHISPER)

SPECIAL ABILITIES

COMPEL (RE-WORDING)

You can *attune* to the world's ambient thaumaturgical energies to force a nearby spirit, demon, or elemental to manifest and obey a command you give it. You are not supernaturally terrified when you summon or compel.

THIRD EYE (REPLACES GHOST MIND)

(name change - refer to Ghost Mind in the Blades in the Dark rulebook for details).

TORQUE (REPLACES TEMPEST)

You can *push yourself* to do one of the following: *unleash a lick of Torque energy as a weapon -- twist objects in your immediate vicinity into grotesque and unnatural forms.*

STRANGE FRIENDS

- **MILCHER/TEACH**, a handlinger.
- **THE WEAVER**, a dimension-hopping spider.
- **ZELLANA-PRIST-HESH**, a demon.
- **QUELL**, a witch.
- **ROYAL**, a vampire.

THAUMATURGE ITEMS

EXTRADIMENSIONAL KEY (REPLACES GHOST KEY)

There are folds, tears, rucks, and whorls in the fabric of reality throughout New Crobuzon. Find one, unlock it, and you can step to other places through alien geometries, twisting the city around you.



CREWS

ASSASSINS

SPECIAL ABILITIES

OCCULTATION (REPLACES CROW'S VEIL)

Due to hard-won experience or occult ritual, your activities are hidden from the Ministry of Justice's scanners and empathy-engines. You don't take extra heat when killing is involved on a score.

FLESHTWIST (REPLACES EMBERDEATH)

Due to hard-won experience or occult ritual, you have at your disposal the bio-thaumaturgical methods to violently Remake a living victim. Take 3 stress to channel the energies required, and state the nature of the Remaking.

UPGRADES

SPIKE CONTACTS (REPLACES IRONHOOK CON.)

+1 Tier in prison and the punishment factories.

CONTACTS

- **FRANCINE 2**, a gang boss.
- **VANE**, a deal broker.
- **MOYA PENTON**, a vicious noble.
- **GRIN**, a bounty hunter.
- **FENWICK**, a Remaker.
- **ELGIN**, a merchant lord.

CLAIMS

CHYMICAL REFINER (REPLACES HAGFISH FARM)

(name change - refer to Hagfish Farm in the Blades in the Dark rulebook for details).

As with the characters section, this section contains only additions or adjustments, with the things being replaced noted in parentheses. Refer to the Blades in the Dark rulebook for the full suite of crew options.

BRAVOS

UPGRADES

SPIKE CONTACTS (REPLACES IRONHOOK CON.)

+1 Tier in prison and the punishment factories.

CONTACTS

- **HENNA**, a pit-fighter.
- **VAUNT**, a militia-man.
- **DRESHER**, a blacksmith.
- **RANDALL**, a doctor.
- **HARK**, a district administrator.
- **PALMER**, a pub landlord.

CULT

CLAIMS

TORQUE BLOOM (REPLACES SPIRIT WELL)

You get +1 to *attune* rolls on-site. *A ragged twist in reality through which mutating energies pour, dangerous but useful in the employ of a skilled thaumaturge.*

ANCIENT WAYS (REPLACES ANCIENT GATE)

Safe passage through Rudewood and the Rohagi interior. *When you follow these trails, the strange denizens of the uncivilised wilds will not molest you unless directly provoked.*

CONTACTS

- **VANAMAN**, an academic.
- **ASP**, an occultist.
- **MORTON**, an antiquarian.
- **AMARISSE**, a cryptozoologist.
- **HENRIC GHAST**, a noble.
- **BREFFNY**, an astronomer.

HAWKERS

CONTACTS

- **HARLON WREN**, a magister.
- **LEMKIN**, a militia-man.
- **VANE**, a deal broker.
- **ABERLINE**, a smuggler.
- **KYRA**, a dilettante.
- **PRINCIPE**, a gang boss.

SHADOWS

SPECIAL ABILITIES

THAUMATURGICAL ECHOES (REPLACES GHOST ECHOES)

Due to weird experience or occult ritual, all crew members gain the ability to see and interact with the twisted supernatural, Torque-infused, and extradimensional echoes of structures, streets, and objects within New Crobuzon..

CLAIMS

CHYMICAL REFINER (REPLACES HAGFISH FARM)

(name change - refer to Hagfish Farm in the Blades in the Dark rulebook for details).

CONTACTS

- **ORD**, an explorer.
- **LEMKIN**, a militia-man.
- **GAGE**, a deal broker.
- **FITZROY**, a collector.
- **YELYENA PRIAM**, a noble.
- **CROAK**, a pub landlord.

SMUGGLERS

SPECIAL ABILITIES

CRYPTOZOOLOGY (REPLACES GHOST PASSAGE)

From harsh experience or occult training, all crew members know the manifold preparations required to make themselves immune from the poisons, secretions, venoms, infections, and thaumaturgical displays or exotic creatures, and are schooled in the arts of their capture and containment.

CLAIMS

ANCIENT WAYS (REPLACES ANCIENT GATE)

Safe passage through Rudewood and the Rohagi interior. *When you follow these trails, the strange denizens of the uncivilised wilds will not molest you unless directly provoked.*

CONTACTS

- **GULL**, a stevedore.
- **PROUST**, a drug dealer.
- **DUST**, an arms dealer.
- **AMARISSE**, a cryptozoologist.
- **DESMOND**, an anarchist.
- **GEMMA**, a pub landlady.

A NOTE ON TERMINOLOGY

THE SUPERNATURAL

On Bas-Lag, the term “supernatural” covers not just spirits, but demons, elementals, and other monsters as well. Spiritbane charms are called abjuration charms, and fictionally-speaking could be anything from highly-scientific thaumaturgical warding devices to rune-inscribed religious talismans.

CRAFTING

The terms used for crafting on Bas-Lag are a little different as well: “spark-craft” is replaced in all instances with “elyctrical” and “metaclockwork”, while “arcane” is replaced in all instances with “thaumaturgical” and “Torque”.