

FACTIONS OF DOSKVOL

UNDERWORLD	TIER	HOLD	STATUS
The Unseen	IV	S	
The Hive	IV	S	
The Circle of Flame	III	S	
The Silver Nails	III	S	
Lord Scurlock	III	S	
The Crows	II	W	
The Lampblacks	II	W	
The Red Sashes	II	W	
The Dimmer Sisters	II	S	
The Grinders	II	W	
The Billhooks	II	W	
The Wraiths	II	W	
The Gray Cloaks	II	S	
Ulf Ironborn	I	S	
The Fog Hounds	I	W	
The Lost	I	W	

INSTITUTIONS	TIER	HOLD	STATUS
Imperial Military	VI	S	
City Council	V	S	
Ministry of Preservation	V	S	
Leviathan Hunters	V	S	
Ironhook Prison	IV	S	
Sparkwrights	IV	S	
Spirit Wardens	IV	S	
Bluecoats	III	S	
Inspectors	III	S	
Iruvian Consulate	III	S	
Skovlan Consulate	III	W	
The Brigade	II	S	
Severosi Consulate	I	S	
Dagger Isles Consulate	I	S	

LABOR & TRADE	TIER	HOLD	STATUS
The Foundation	IV	S	
Dockers	III	S	
Gondoliers	III	S	
Sailors	III	W	
Laborers	III	W	
Cabbies	II	W	
Cyphers	II	S	
Ink Rakes	II	W	
Rail Jacks	II	W	
Servants	II	W	

CITIZENRY	TIER	HOLD	STATUS
Whitecrown	V	S	
Brightstone	IV	S	
Charterhall	IV	S	
Six Towers	III	W	
Silkshore	II	S	
Nightmarket	II	S	
Crow's Foot	II	S	
The Docks	II	S	
Barrowcleft	II	S	
Coalridge	II	W	
Charhollow	I	S	
Dunsloough	I	W	

THE FRINGE	TIER	HOLD
The Church of Ecstasy	IV	S
The Horde	III	S
The Path of Echoes	III	S
The Forgotten Gods	III	W
The Reconciled	III	S
Skovlander Refugees	III	W
The Weeping Lady	II	S
Deathlands Scavengers	II	W

WAR
 When you're at war with any number of factions (status -3), the following penalties apply:

- ◆ Lose 1 hold (temporarily, while the war persists). This may knock you down a Tier.
- ◆ PCs get only one free downtime action instead of two.
- ◆ Take +1 heat from each score.
- ◆ Your claims which generate coin (vice dens, fighting pits, fences, etc.) produce only half their normal income (round down).