

 ROLLQUEST

Tidewrack



A d6 pool game of a drowned city

SYSTEM REFERENCE FOR GAME MASTERS AND PLAYERS

Tidewrack



Written for RollQuest. The rules match the game systems as they ship in RollQuest; the tables are generated from the systems' own data.

Illustrations were generated with an AI image model and reviewed by RollQuest.

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Tidewrack

Scoundrels, Wakeglass and a city sinking into the god it was built on.

Four hundred and twelve years ago, settlers ran aground on a body the size of a coastline and built a city on its back. The god beneath them, Old Maer, has never woken. It dreams, and its dreams harden in the silt as Wakeglass, the shard that lights every lamp and pays every wage in Tidewrack. Every year the god shifts in its sleep and the whole city sinks a hand's width deeper into the estuary. You play a crew of scoundrels working the gaps between the guilds, the bankers, the law and the faithful: running cargo through the night canals, lifting what the Dry Families keep in their cellars, diving into drowned streets for what the water took. Some of you carry a Wake, a splinter of the god's dream that gives you power and takes your memories in return. One of you is the Game

Master (GM), who plays the city and everyone in it. You roll a handful of six-sided dice and read the highest. A six gets you through. Two sixes, and the tide is on your side.

What You Need

- Three to six people: one GM and two to five players.
- A handful of six-sided dice (d6s) for each player; six each is plenty.
- A character sheet for each player and one shared crew sheet.
- Somewhere everyone can see the clocks: index cards, a whiteboard, or the **Clocks** panel in RollQuest.

What is in This Part

CHAPTER	WHAT IT COVERS
The world	Old Maer, Wakeglass, the Drowse, the districts, the factions and the tide calendar
How to play	The dice pool, the four results, Footing and Impact, Bracing, and three worked rolls
Making a character	Callings, Knacks, Strands and tags, abilities, Undertows, and a character built from start to finish
Rules of play	Harm and statuses, Pressure and Fractures, Wakes and their cost, clocks, crews, downtime and advancement
Equipment	Load, gear, bracing gear, Calling gear and Coin
Adversaries	How opposition works, the factions, the people of the city and how to build your own
Running the game	Scores, sessions, the GM's tools, plot hooks and the starter score, <i>The Bell at Low Water</i>
Art direction	The places, palette, light, weather and people of Tidewrack, for battle maps and tokens
Quick reference	The roll, the results and the most used tables on two pages



◆ The Finding. Four hundred years ago, on the flank of Old Maer.

The World

"My gran said the first thing the settlers did when the tide went out was look over the side. The second thing was pray. The third thing, and this is the Tidewrack way, was send a boy down with a bucket to see if any of it could be sold."

The Finding

Four hundred and twelve years ago a fleet of settlers, a dozen ships of debtors, dissenters and second sons, ran aground on an estuary that was on no chart. When the tide went out they found they had not beached on mud. They had beached on a body: grey, cold, as long as a coastline, half sunk in the silt. Its ribs rose out of the flats like the vaults of a cathedral. Its veins ran inland as channels, full of brackish water that moved when nothing moved it. Nobody could say whether the thing was dead or only sleeping, so they named it the way sailors name weather they cannot argue with: **Old Maer**.

The fleet's flagship had broken its back on a granite knuckle at the head of the estuary, the only stone for leagues. Its captain's family claimed the rock, and their descendants still own it. The rest of the settlers did what settlers do. They built. They raised houses in the cradle of the ribs, cut quays into the banks of the veins, and drove piles into flesh that never bled. They counted the years from that first low tide: it is now **412 AF**, after the Finding, and anything older is **BF**, before it.

Every year, at the turning of the tide that ends the calendar, Maer shifts in its sleep. Nobody feels it happen. In the morning the water stands a hand's width higher on every wall in the city, and stays there. Tidewrack is sinking, slowly and certainly, into the god it was built on. Everyone who lives here knows it. Most of them stay.

Why Anyone Stays: Wakeglass

Old Maer dreams, and its dreams do not stay inside it. They seep into the silt and harden there as **Wakeglass**: shards like sea-glass that glow faintly, hum against the teeth, and show whoever holds them a moment of a dream that is not their own. A thumb-sized shard lights a room for a month. A palm-sized one can make a gambler lucky, a singer unforgettable, a wound close overnight. Nobody understands it. Everybody buys it.

Dredging Wakeglass is the city's whole economy. The **Silt Flats** are a forest of dredge-cranes and sieve-houses, worked in shifts around the tide, day and night. The shards go in locked boxes to the **Lantern Exchange**, which grades them, banks them and lends against them, and from there to every pocket, lamp and hospital in the city, and out on ships to a world that pays very well for a little of a drowned god's sleep. Smuggling glass out of the Flats between the sieve and the strong-box is the oldest crime in Tidewrack.

Whoever holds the locks holds the city. The canals are tidal. The great locks of **Sluicagate** decide which districts flood and which stay dry at high water, which dredges can run, which barges move, and so who eats. The **Sluice Guild** keeps the locks and has never once in four hundred years done so for free.

Wakes

Some people sleep too close to the god. Some swallow Wakeglass on a dare, or by accident, or because a dredger's child will put anything in its mouth. Some are simply born at slack tide, in the still moment between ebb and flood, and come into the world with silt in

the
Wa
like

A Wake is power, and it is particular.

- A **Tidecaller** talks to water, and the water leans in to listen.
- A **Bellmouth**'s voice rings like the drowned bells of Bellwater. Crowds go quiet; glass cracks when they are angry.
- A **Saint of the Silt** knits flesh with river mud and stitches wounds shut with silt.
- A **Lantern-Eel** glows under the skin and sees clear through black water.
- A **Gull-Speaker** talks to the gulls, who are the worst gossips in the city and see everything.

The cost. The more you dream Maer's dream, the less you remember your own. The Wake-touched forget small things first: a sister's birthday, the taste of their mother's stew, which hand they write with. Then larger things. The old ones, who have leaned on their Wakes for decades, can be very powerful and very calm and not quite sure of their own name. Every Wake-touched person in Tidewrack has, somewhere, a list of the things they must not forget, and keeps it on paper, because paper does not dream.

From a list found in a drowned room in the Sunk, in a careful hand: My name is Orla Penhallow. My daughter is Bryony. She is nine. She does not like eels. I promised to take her to the Gullsmoon fair. I live on the second floor now; the first is water.



The Drowse

The city has a sleep-haze. Visitors call it the river damp. Locals call it **the Drowse**. Whatever it is, it makes ordinary people forget strange things by morning. A man who watched a Tidecaller lift a barge out of a canal with a word will tell you the next day, honestly, that the barge must have been lighter than it looked. *It was only a dream.*

The Drowse is why the Wake-touched work in plain sight and are never quite believed. It is why the Harbour Assize has no law against Wakes: the judges keep forgetting to write one. It is also why the people who do remember, the Wake-touched themselves, the Pale Divers who go down into the god, and the faithful of the Drowned Choir, are so often lonely. The strangest thing that ever happened to you is a story nobody else can keep hold of.

Anyone can be **Drowsed**. The haze gets its hooks in you, and by morning the strange thing you saw feels like a dream, unless you wrote it down or slept with a shard of Wakeglass in your fist. Ink and glass are the only things that keep a dream.

The Districts

Tidewrack is seven districts stitched together by canals, bridges, rope walks and ferries. Nobody walks far: you take a boat.

The Dry. The only high ground in the city: the granite knuckle where the flagship broke its back. The **Dry Families** have lived here since the Finding and own most of what is worth owning. Their houses have cellars, which in Tidewrack is the purest form of wealth. There are gardens, real trees, and a cathedral nobody prays in. The Dry does not sink. Everything around it does, so every year it stands a little taller above the rest of the city, and so do its people.

Rib Arches, the Old Quarter. The first city, built in and between the god's ribs: soaring grey arches with tenelements hung between them like swallows' nests, rope bridges, and stairs cut into bone that is not quite bone. Cheap rooms, old trades, printers, forgers and the best bakeries in Tidewrack. The arches hum in a storm. Everyone in the Old Quarter can tell you which arch their grandmother was born under.

Sluicagate. The locks and the guild halls: iron, oak, brass and the endless thunder of water moving on command. The Sluice Guild's lock-towers rise over the district like clock faces. Their wardens wear green coats and keep tide-books worth more than the people carrying them. The Harbour Assize sits here too, in a courthouse with a moat.

The Sunk. The districts that have already gone under, a floor or two at a time. People live on the upper storeys and moor boats where the front doors used to be. Streets are canals, ground floors are aquariums of drowned furniture, and balconies are docks. The Sunk is poor, proud and inventive, and full of children who swim better than they walk. Every year it is a hand's width bigger.

The Silt Flats. The dredge works: mud, cranes, sieve-houses, conveyor chains, foremen with whistles, and the smell. Shifts run on the tide. Wakeglass comes up here in buckets of silt and leaves in locked boxes.

Bellwater. A drowned cathedral at the edge of the estuary, sunk to its rooftops in the founding century. Its bells still hang in the tower under the water, and at low tide they ring by themselves, slow and enormous, a sound you feel in your teeth. Nobody rings them. The Drowned Choir says Maer does, in its sleep, and that if the great bell is ever rung on the lowest tide of the year, the god will wake.

The Lantern Mile. Markets, theatres, gambling dens, pleasure-barges, all-night cookshops and every vice the canals can float in on, lit by Wakeglass lamps in every colour the god dreams in. The Lantern Exchange's counting-house anchors one end of the Mile. The other end belongs to whoever is winning that year.

Factions and Powers

Tidewrack is run by people who want something. Each faction has a **Reach** from 0 to 4 (how far across the city its arm extends: 0 is a rumour, 4 is a power), what it wants, what it has, and a starter clock: the plan it is working on when your story begins. The GM's chapter, *Adversaries*, gives each one in full.

FACTION	REACH	WANTS	STARTER CLOCK
The Sluice Guild	4	Every lock, every toll, forever.	<i>Close the Sunk Sluice</i> (8)
The Dredgers' Company	3	More Wakeglass, cheaper hands, deeper cuts.	<i>Cut the Deep Seam</i> (8)
The Drowned Choir	2	Maer awake.	<i>Ring the Great Bell</i> (12)
The Lantern Exchange	4	Every shard graded, banked and owed on.	<i>Call in the Rib Arches Loans</i> (6)
The Harbour Assize	3	Order, fees, and a quiet docket.	<i>The Wake Statute</i> (8)
The Tallymen	2	What they are owed, with interest, in person.	<i>Make an Example</i> (6)
The Pale Divers	2	Fair shares for the people who go down into the god.	<i>The Divers' Charter</i> (8)
The Dry Families	4	To stay dry while the city sinks around them.	<i>Raise the Seawall</i> (12)
The Oars (ferryman's brotherhood)	2	Every passenger, every canal, no bridges.	<i>Burn the New Bridge</i> (4)
The Gilt Lamp	2	The Lantern Mile, all of it.	<i>Take the Pearl Theatre</i> (6)
The Silt Saints (hospital order)	1	No one dies of the damp.	<i>Licence or Ruin</i> (6)
The Rib Wardens	1	The Old Quarter left alone.	<i>Hold the Arches</i> (6)

The Sluice Guild's wardens are not cruel; they are punctual, and a district that cannot pay its toll learns what high water feels like. The Dredgers' Company is cutting into the god's own flank, where the glass is thickest, and nobody asks what Maer feels. The Lantern Exchange has never sunk a boat or broken a bone; it simply owns the people who do.

Everyday Life

Time runs on the tide. Every lock-tower has a tide-bell, and the city wakes, works and sleeps by them: the ebb bell, the slack bell, the flood bell. Dredge shifts change

on the tide. Ferries leave on the tide. A promise in Tidewrack is made "by the next low water", and everyone knows exactly when that is, except visitors.

You go everywhere by boat. The Oars, the ferryman's brotherhood, row most of the city's passengers and hear most of its rumours. Bridges are few, narrow and contested; the Oars would like them fewer. Rope walks hang between the upper storeys of the Sunk, and the children of the Sunk use them as streets.

Water is everywhere and never clean. The damp gets

into bread, lungs and ledgers. People eat eel pie, cockles, samphire and the Old Quarter's black bread, and the **Silt Saints**, a hospital order, run a floating infirmary because the damp kills more people than knives do.

Money is counted in Coin. A Coin is a fat purse, not a penny: a week's rent in the Sunk, a decent bribe for a lock-warden, a night's hire of a fast boat. Debts are renewed every Firstebbb, and the **Tallymen** collect them in person.

Light is Wakeglass. Every lamp holds a shard: amber for the poor, sea-green for the comfortable, every colour on the Lantern Mile. At night the canals look like

spilled jewellery.

The sinking is ordinary. Every family has moved upstairs at least once. Every street has a door that now opens onto water. On **Slack Day**, the one day that belongs to no tide, nobody works and nobody collects a debt, and in the morning everyone goes out to measure the new waterline on the old walls.

The Calendar: The Turning

A year in Tidewrack is a **Turning**: thirteen tides of twenty-eight days, and one day that belongs to no tide.

TIDE	NAME	DAYS	WHAT HAPPENS
1	Firstebbb	28	The year begins as the water draws back. Debts are renewed.
2	Brinewake	28	Salt fogs. Ships from abroad.
3	Lockmoon	28	The Sluice Guild sets the year's tolls.
4	Saltrise	28	Spring floods; the Sunk moves upstairs.
5	Silting	28	The best dredging of the year.
6	Gullsmoon	28	The gulls nest on every roof and are unbearable.
7	Highwater	28	The highest tides; the Dry throws its summer balls.
8	Bellmoon	28	Long low tides; Bellwater's bells ring most often.
9	Dredgetide	28	The Company's busiest, cruellest tide.
10	Lanternwane	28	Nights lengthen; the Lantern Mile never closes.
11	Mistfall	28	The Drowse is thickest. Nobody remembers Mistfall clearly.
12	Deepcold	28	Ice on the canals; ferries frozen in.
13	Lowmere	28	The lowest tides. On the lowest of all, the great bell can be reached.
No tide	Slack Day	1	The still moment between one Turning and the next. Maer shifts; the city sinks a hand's width. No work, no debts collected, no business done. Children born on Slack Day are watched closely.

A week is 7 days: Ebbsday, Floodsday, Locksday, Netsday, Bellsday, Siltsday and Lampsday. A Turning has 365 days. Years are counted from the Finding; the default year is 412 AF, and anything earlier is BF.

Tone and Themes

Tidewrack is **grimy, witty and romantic**, with **mythic weirdness** breaking through.

- **Grimy.** Mud, damp, debt, rope burn, the smell of the Flats. Nothing here is clean for long, and that includes people's motives.

- **Witty.** Tidewrack talks. Its people are funny under pressure, quick with an insult, and better at bargaining than fighting. A good scene ends with somebody saying something that gets repeated in taverns for a week.
- **Romantic.** Lamplight on black water, a song across a canal at night, an impossible heist for a beautiful reason. People here fall in love with the city even as it drowns them.
- **Mythic weirdness.** A god is asleep under your feet and its dreams are in your pocket. When the strangeness comes, it is huge and quiet and slightly sad.

Tidewrack lies under an open, rain-washed sky, and the

weather changes twice before noon. Its dead go into the water and stay there, sung for by the Drowned Choir. What troubles the city is what leaks up from the god's sleep: Wakeglass, the Drowse, and the lengths people go to for both. A sleeping god is a gentler neighbour than a hungry one, and a far stranger one.

The themes that run through every game:

- **Memory and power.** Every gift the god gives costs you a piece of who you are. How much of yourself will you trade to win?
- **Staying.** The city is going under and nobody leaves. What do you hold on to when the water rises?
- **Who holds the water.** Locks, debts, glass and law: every faction controls something everyone else needs. The crew lives in the gaps.
- **The forgetting.** The Drowse makes the city forget the strange. Your crew remembers. That is a power, and a loneliness.

Who You Are

You are a **crew**: a handful of scoundrels who work together because nobody else will have you, or because together you are worth more than apart. Night-canal runners, second-storey thieves, enforcers, a congregation of the drowned god, salvage divers, or brokers who arrange what others steal. You take jobs, called **scores**, from whoever pays, and you work the gaps between the factions, because the factions are too big to do their own dirty work and too proud to admit they need it done.

Each of you has a **Calling**, what you do for the crew; a set of **Knacks**, what you are good at; and four **Strands**, the threads of who you are. A Strand is either a **Wake**, a fragment of Maer's dream, or a **Root**, the life you had before the dream and keep beside it: a trade, kin, an oath, a debt, a street, a haunt. Your Roots keep you human. Your Wakes make you dangerous.

Why you matter. Tidewrack is at a turning point. The Choir's great bell has never been closer to ringing. The Dredgers are cutting into the god's flank. The Dry are walling themselves in. The Assize is trying to stay awake long enough to write a law about people like you. Every one of those plans needs hands to carry it out or stop it, and the hands that do the work are the ones that decide how it ends. The factions think you are

tools. The Drowse makes sure nobody remembers what you did. But you will remember, and so, perhaps, will the god.

Overheard on the Sluicegate steps: "The Guild owns the water, the Exchange owns the glass, the Dry own the ground and the Choir owns the god. What does that leave you?" "The night, mostly. And a very good boat."





◆ *A night run on the canals.*

How to Play

"Never ask a Tidewrack crew if a plan will work. Ask them how wet they are willing to get."

The Conversation

A game of Tidewrack is a conversation. The GM describes where you are; you say what your character does; the GM tells you what happens. Most of the time nobody rolls. You roll the dice when two things are true at once:

- **The outcome is uncertain.** It could go either way.
- **Something is at risk.** Failing would cost you, or someone, something that matters.

Then you make a **Knack roll**. When the city strikes back and you try to shrug it off, you make a **Brace**. Those are the two rolls you make in play, and both use a pool of d6s read the same way.

The Roll in One Paragraph

Say what you are doing and which **Knack** you are using. The GM sets your **Footing** (how much danger you are in) and your **Impact** (how much you can achieve). You build a **pool**: one die for each dot in the Knack, plus a die for each relevant tag you invoke (at most two), plus any extras you choose to pay for, minus any dice your troubles cost you. Roll the pool and **read the highest die**. A 6 is **Clean**: you do it. A 4 or 5 is a **Snag**: you do it, but there is a cost. A 1 to 3 is **Sunk**: it goes wrong. Two or more 6s is a **Flood**: you do it, and more.

Reading the Dice

You never add the dice together: you read the single highest die. More dice make a good number more likely, not bigger.

RESULT	WHEN	ON A BRACE
Flood	Two or more dice show 6 (never on a roll of no dice)	Clear 1 Pressure
Clean	The highest die is a 6	No Pressure
Snag	The highest die is 4 or 5	Take 1 or 2 Pressure
Sunk	The highest die is 1 to 3	Take 3 to 5 Pressure

The last column matters only when you Brace (see "Bracing" below). On a Knack roll, the result tells you how well the action went: a Clean is a success, a Snag a success with a cost, a Sunk a failure and a Flood the best result there is. How much a Snag or a Sunk costs depends on your Footing (see "What the results mean").

Two sixes always Flood, except on a roll of no dice (below). It does not matter how many other dice you rolled or what they show: if two or more dice in the pool show a 6, the result is a Flood.

Zero dice. If your pool comes to no dice at all (a Knack with no dots and nothing to add, or more dice taken away than you had), you still roll: roll two dice and keep the **lower**. A roll of no dice can never Flood, even if both dice show a 6; it is Clean at best.

Here is how often each result comes up:

DICE IN THE POOL	SUNK	SNAG	CLEAN	FLOOD
0 (roll 2, keep the lower)	75%	22%	3%	never
1	50%	33%	17%	never
2	25%	44%	28%	3%
3	12%	45%	35%	7%
4	6%	42%	39%	13%
5	3%	37%	40%	20%
6	2%	32%	40%	26%

Three dice is a competent professional; five or six is a crew pulling out everything it has.

Building the Pool

Every Knack roll and every Brace goes through the same short build:

PART	DICE	COST OR LIMIT	OFFERED ON
Base	One die per dot	Your Knack's dots, or your Current's rating on a Brace	Every pool roll
Tags	+1 per tag	At most +2 from tags, Pawns included	Every pool roll, Braces included
Pawn	One tag's die shows 6	1 tag per roll; the tag is spent until recovered	Knack rolls only
Leak	-1	The GM invokes it; the Strand marks Pull	Every pool roll
Statuses	+1 or -1 at tier 2 and 3	Boon and Cover add; Hurt and Shaken take away	Every pool roll
Strain	+1	You take 2 Pressure	Knack rolls only
Back	+1	The backer takes 1 Pressure	Knack rolls only
The Tide's Due	+1	The cost the GM names	Knack rolls only
Ability	+1	None	Every pool roll, Braces included

BASE: YOUR KNACK

Your pool starts with one die for each dot in the Knack you are using. Choose the Knack by what you are doing, not by what you are best at: if you are climbing, it is Scramble, however good your Charm is. When two Knacks could fit, you pick, and the GM may set different Footing or Impact for each.

On a Brace, the base is the rating of a **Current** (Hand, Mind or Voice) instead of a Knack. See "Bracing" below.

TAGS: WHO YOU ARE

Your four **Strands** each carry three or more short phrases you wrote yourself, called **tags**: "every roof and ladder in the Sunk", "Gran's lockpick hairpin". When a

tag is relevant to what you are doing, you may **invoke** it: say how it helps, and add one die.

- Each relevant tag adds **one die**.
- Tags can add **at most two dice** to one roll. You may tick more than two, but only two count.
- A tag is relevant when it changes how this action goes. "Gran's lockpick hairpin" helps you pick a lock; it does not help you swim. If the table disagrees, the GM decides.
- A tag can also make an action possible in the first place. Without "see clear through black water" you cannot read the name on a drowned door at all; with it, you can try, and the tag is one of your dice.

RULE	VALUE
Most dice tags can add to one roll	+2
Pawns per roll	1
A pawned tag's die	Always a 6
Invoking a Leak	-1 die, and the Strand marks Pull

PAWN: EVERYTHING ON ONE THROW

Once per roll, on a Knack roll, you may **Pawn** one of the tags you invoke. Instead of an ordinary die, that tag's die is set to 6 before you roll. A Pawn guarantees at least a Clean, and if any other die in the pool also comes up 6, the roll Floods.

The cost: a pawned tag is **spent**. You cannot invoke it or Pawn it again until you recover it (see "Pawn: and getting it back" in Rules of play). A pawned tag still counts as one of your two tag dice. You cannot Pawn on a Brace.

A Pawn needs a pool of at least one die. If Leaks and statuses bring your pool to zero or less, there is no die to set to 6: you roll two dice and keep the lower as usual, and the tag is spent for nothing. Do not Pawn into a pool that small.

DICE IN THE POOL, ONE OF THEM PAWNED	CLEAN	FLOOD
1	always	never
2	83%	17%
3	69%	31%
4	58%	42%
5	48%	52%
6	40%	60%

LEAK: THE GM'S DIE

Every Strand has one **Leak**: a weakness you wrote yourself, such as "I glow when my heart races" or "Teague owes the Tallymen, and they know my face". When your Leak is relevant to a roll, the **GM** may invoke it, on a Knack roll or a Brace, and says so before you roll. It takes **one die** away from your pool, and the Strand it belongs to marks one box of **Pull**. When Pull fills, the Strand gains a new tag (see Rules of play). Your weaknesses are how you grow.

Each Strand's Leak can be invoked once per roll, so a roll that touches two of your weaknesses can lose two dice.

FOR THE GM

Table ruling: one Leak per roll. Many tables let the GM invoke only one Leak per roll, which keeps a bad moment from snowballing. RollQuest does not enforce it: the pool builder lets every Strand's Leak be ticked on the same roll.

STATUSES: YOUR SITUATION

A **status** is a named condition with a tier from 1 to 4: "cracked ribs" at tier 2, "the crowd is with me" at tier 3. Hurt and Shaken are against you; Boon and Cover are for you. A status at tier 2 or 3 that is relevant to the roll is worth one die: a Boon or Cover adds it, a Hurt or Shaken takes it away. A tier 1 status is worth no dice, but it can drop your Impact a step. Statuses are covered in full in Rules of play.

You say which of your statuses apply; the GM can add one you forgot ("your cracked ribs are going to matter on that climb").

EXTRAS: WHAT YOU ARE WILLING TO PAY

On a Knack roll you may add any or all of these, once each:

EXTRA	DICE	WHAT IT DOES
Strain	+1	Push past what is sensible. One more die, and you take 2 Pressure.
Back	+1	Someone in the crew lends a hand. One more die; they take 1 Pressure.
The Tide's Due	+1	Accept a cost the GM names. One more die, and the tide collects.
Ability	+1	One of your abilities gives this roll an extra die. Tick it when the ability says so.

- **Strain** costs you 2 Pressure (see Rules of play) whatever the dice say.
- **Back** is another member of the crew in the scene: say who and how. Only one person can Back a roll; the Drowned Choir crew's Hymn is the one exception (see Crews in Rules of play).

- **The Tide's Due** is a cost the GM offers ("the warden will remember your face", "you will break the lamp"). Accept it, add a die, and the cost happens whatever you roll. The GM may decline to offer one.
- **Ability** is for an ability that says "one extra die (tick Ability)". It adds one die however many apply, and can also add to a Brace.

COUNT, ROLL, READ

Add up the dice: the base, plus tags (at most two), minus each Leak, plus or minus statuses, plus extras. Roll them all, set any pawned die to 6, and read the highest. If the total is zero or less, roll two dice and keep the lower.

◆ IN ROLLQUEST

Click a **Knack** on your sheet to open the pool builder. It shows **Base** (your dots), **Tags** (each with a **Pawn** toggle), **Leak**, **Statuses** (from your token, none ticked until you tick them) and **Extras**, then the **Footing** and **Impact** choices, with **Cancel** and **Roll**. Tags past the second say **not counted**. Whoever rolls ticks the boxes, so tick a Leak when the GM invokes it. When you **Roll**, the chat card lists what went into the pool, the Footing, the Impact and the result. Strain's Pressure is taken for you, a pawned tag is marked spent, and a Leak marks Pull on its Strand. If someone Backed you (the builder asks **Who backs you?**), the card carries a **Take 1 Pressure for backing** button that the backer's player or the GM can press, once. Abilities that change a cost are not built in: when Stand Between or Ringleader makes backing free, nobody presses the button, and a Gull with Steady Hands gives back 1 of the 2 Pressure the builder took for Strain.

Footing and Impact

Before you roll, the GM says two things out loud.

SET BEFORE THE ROLL	CHOICES	IF NOBODY SETS IT
Footing	Firm, Slipping, Sinking	Slipping
Impact	Slight, Solid, Sweeping	Solid

Footing is how much trouble you are in:

- **Firm.** You have the edge. You chose the moment, you have a way out, and a mistake will cost little.

- **Slipping.** The usual. You are in real danger, with your eyes open.
- **Sinking.** You are out of your depth. The danger is serious, close and moving. A Knack roll made from Sinking Footing marks one XP on that Knack's Current: you learn the most when the water is over your head.

Impact is how much you can achieve if it works:

- **Slight.** Less than you hoped: you slow them, but do not stop them; you get a foot in the door, not the room.
- **Solid.** What you would expect from the action.
- **Sweeping.** More than usual: the right tool, the perfect moment, a crushing advantage.

The GM sets both from the fiction: the opposition's strength, the tools you brought, your plan, the crew's Reach against a bigger faction. If nobody says otherwise, a roll is **Slipping** and **Solid**.

You can bargain. Offer to take a riskier approach for more Impact, or a safer one for less ("If I wait for the bells to cover the noise, can I be Firm?" "Yes, but the warden will be gone by then; your Impact drops to Slight"). The GM has the last word.

FOR THE GM

Table ruling: clocks and Impact. When an action makes progress on a clock (see Rules of play), Impact sets how many segments it fills: **Slight 1, Solid 2, Sweeping 3**, and a Flood fills one more. RollQuest does not enforce it: whoever ticks the clock decides how far it moves.

◆ IN ROLLQUEST

The GM can set the Footing and Impact of a player's next roll from chat with **/stakes**, for example **/stakes Wick sinking sweeping**. The player's pool builder then shows them as **Set by the GM**. They last for one roll, and a Brace counts: if the player Braces first, the stakes are cleared unused. Without them, the player picks Footing and Impact in the builder, starting from **Slipping** and **Solid**. A Brace has no Footing or Impact.

What the Results Mean

The result itself is fixed: a Flood is the best result, a Clean a success, a Snag a success with a cost and a Sunk a failure. What each one does in the story is the GM's to say, and the guidance below is how Tidewrack tables read them, from how far a Flood carries you to what a Snag costs on each Footing. This is a table ruling: RollQuest does not enforce it.

FOOTING	ON A SNAG	ON A SUNK
Firm	You do it, with a small cost: a tier 1 status, Impact one step lower, or a moment's delay.	It does not work, and nothing worse happens. Try again another way, or press on from Slipping Footing.
Slipping	You do it, with a real complication: a tier 2 status, a clock against you fills 2 segments, your Footing drops to Sinking, or your Impact drops a step.	It goes wrong. You do not get what you wanted, and the GM brings a complication as on a Snag.
Sinking	You do it, but you pay: a tier 3 status, a clock against you fills 3 segments, or a serious complication.	The worst happens: a tier 3 status and a serious complication, or a clock against you fills 3 segments. You do not get what you wanted.

The GM chooses the complication, says it plainly, and plays it as hard as the Footing warns. A tier 1, 2 or 3 status matches Firm, Slipping or Sinking Footing. When a complication would land on your character, you may Brace against it.

Bracing

When the GM names a consequence that is about to land on your character (a blow, a fall, a lungful of canal, a lie you are about to believe, the god's dream rising in your head), you may **Brace** against it, once.

1. **Choose the Current that fits.** **Hand** for the body, **Mind** for wits, tricks and the Drowse, **Voice** for nerve, fear, temptation and Maer's dream. A Current's rating is the number of its four Knacks that have at least one dot, so it is 0 to 4.
2. **Build the pool.** The base is that Current's rating. You may invoke tags that would help you endure (at most two dice), your statuses count, and an ability may add its die. Strain, Back, the Tide's Due and Pawn are not used on a Brace. The GM may invoke a Leak.
3. **Roll and read the highest die.** The consequence is reduced (see the table ruling below).

A **Flood** means you do it, and more: your Impact rises one step (on a clock, one more segment). Where more Impact would mean nothing, the GM adds a benefit instead: you learn something extra, you leave no trace, the door behind you locks itself. A Flood never brings a complication.

A **Clean** means you do it, with the Impact the GM set. No complication.

A **Snag** and a **Sunk** depend on your Footing:

4. **Take Pressure** equal to 6 minus the highest die. A Clean costs nothing. A Flood **clears** 1 Pressure instead. With a pool of zero dice you roll two and keep the lower, and the Pressure is 6 minus the die you kept.

HIGHEST DIE	RESULT	PRESSURE
Two or more 6s	Flood	Clear 1 Pressure
6	Clean	No Pressure
5	Snag	Take 1 Pressure
4	Snag	Take 2 Pressure
3	Sunk	Take 3 Pressure
2	Sunk	Take 4 Pressure
1	Sunk	Take 5 Pressure

FOR THE GM

Table ruling: what a Brace buys. You Brace once against each consequence, and a Brace always works: a status lands one tier lower (a tier 1 status does not land at all), and any other consequence is softened or avoided, as the GM rules. RollQuest does not enforce it: it rolls the Brace and offers the Pressure, and you set the status's tier yourself.

A Brace never fails; the question is what it costs. A crew

that Braces against everything runs out of Pressure fast; one that never Braces collects scars.

Sometimes the GM will ask for a Brace without a consequence on the table: "everyone in the room Braces with Mind, or the lamp's light has you". Then you choose: Brace and pay the Pressure to keep your head, or do not, and the thing has you.

◆ IN ROLLQUEST

Click **Hand**, **Mind** or **Voice** on your sheet to Brace. The pool builder opens with your Current's rating as the base, and offers tags, Leak, statuses and Ability, but no Pawn, Strain, Back or Tide's Due. After the roll, the result carries a button: **Take 2 Pressure** after a 4, for example, or **Clear 1 Pressure** after a Flood (a Clean costs nothing, so it has none). The Pressure is not taken until someone presses it: you on your own result or the chat card, or the GM on the card. It can be pressed once.

Three Worked Rolls

The Slack Hands, a crew of night-canal runners, have taken a job: steal the tide-book from the warden's office at the top of Grayle's Lock-tower in Sluicagate, tonight, before the watch changes. The GM has put a clock on the table, *The Watch-Boat Comes Back* (4), and another, *Get the Tide-Book Out* (6).

EXAMPLE

Roll 1: a Clean. Wick, the crew's Ferret, has to reach the lock-tower across the roofs of the Sunk before the watch-boat turns at the end of the canal.

- **What she does:** "I run the roofs, down the laundry lines, onto the tower's gutter."
- **Knack:** Scramble. Wick has 2 dots. **Base: 2 dice.**
- **GM:** "The roofs are wet and the slates are loose, but nobody is chasing you yet. **Slipping, Solid.**"
- **Tags:** Wick invokes "every roof and ladder in the Sunk", from her Street Strand: "I've run these roofs since I was six." **+1 die.**
- **Ability:** Wick has Rooftopper: Scramble rolls on the rooftops get one extra die. She ticks **Ability**. **+1 die.**
- **Statuses, Leak, extras:** none.
- **Pool:** $2 + 1 + 1 = 4$ dice.

Wick rolls **3, 6, 1, 4**. The highest die is the **6**, and only one die shows a **6**. **Clean.**

She reaches the tower's gutter with the watch-boat still far off. No complication, and the GM fills 2 segments of *Get the Tide-Book Out* (Solid): 2 of 6.

EXAMPLE

Roll 2: a Snag that costs Pressure. Wick is in the warden's office. The tide-book is in an iron cabinet with a lock the Sluice Guild is proud of, and the GM says boots are coming up the stairs.

EXAMPLE (CONTINUED)

- **What she does:** "I pick it. Fast."
- **Knack:** Deft. Wick has 2 dots. **Base: 2 dice.**
- **GM:** "The warden is on the stairs. You have about one breath. **Sinking, Solid.**"
- **Tags:** Wick invokes "light-fingered since I could walk" (Street) and "Gran's lockpick hairpin" (Kin). **+2 dice.** She also ticks "slip through gaps an eel would" (her Wake); it is a third tag, so it is **not counted.**
- **Statuses:** earlier that night a Tallyman recognised her on the ferry. She is Shaken, "they know my face", at tier 2, and her hands are not steady. The GM rules it matters for fine work against the clock. **-1 die.**
- **Extras:** Wick **Strains:** **+1 die**, and she will take 2 Pressure. Hobb, the crew's Knuckle, is holding the stairwell door: "Hobb leans on the door so the warden has to shove." Hobb **Backs** her: **+1 die**, and Hobb takes 1 Pressure.
- **Pool:** $2 + 2 - 1 + 1 + 1 = 5$ dice.

Wick rolls 4, 1, 5, 2, 3. The highest die is the 5. **Snag.**

On a Snag she does it: the cabinet opens and the tide-book is hers. The GM fills 2 more segments of *Get the Tide-Book Out* (Solid): 4 of 6. But she rolled from Sinking Footing, so the complication is serious. "The warden shoulders the door open past Hobb and swings his lantern-pole at your head as you turn. That's Hurt, 'cracked collarbone', at tier 3."

Wick **Braces** with Hand. She has dots in Scramble and Deft, so her Hand rating is 2. No tag fits taking a blow and she has no ability for it, so her pool is 2 dice. She rolls 5, 3: the highest is a 5. The status lands one tier lower, as Hurt, "cracked collarbone", at tier 2, and Wick takes $6 - 5 = 1$ Pressure.

The tally: Wick takes 2 Pressure for Strain and 1 for the Brace, **3 in all.** Hobb takes 1 for backing her. Because Wick rolled Deft from Sinking Footing, she marks **1 Hand XP.**

EXAMPLE

Roll 3: a Flood. The crew's barge waits in the lock below, but the lower gate is shut and the watch-boat is turning back. Ansel, the crew's Dreamer, carries a Bellmouth Wake. The lock-tower has a tide-bell that tells the wardens when to open the gates.

- **What he does:** "I sing the tide-bell into ringing the open-the-gates note."
- **Knack:** the GM says this is Ansel's Wake reaching into the god's dream: Dream. Ansel has 2 dots. **Base: 2 dice.**
- **GM:** "The wardens are confused, not alarmed. **Slipping, Solid.**"
- **Tags:** Ansel invokes "I hear notes nobody else hears" (**+1 die**) and "the bells sang my name the night I woke", both from his Bellmouth Strand, and he **Pawns** the second one: its die is set to 6 before the roll. Two tags: the cap is reached.
- **Leak:** the GM invokes Ansel's Bellmouth Leak, "my voice breaks glass I never meant to break": "The tower's lamp-room is all glass." **-1 die**, and his Bellmouth Strand marks 1 Pull.
- **Extras:** the GM offers the Tide's Due: "One more die, but it rings true: everyone on this canal hears that voice, and some of them will remember it." Ansel accepts. **+1 die.**
- **Pool:** $2 + 2 - 1 + 1 = 4$ dice, one of them already showing 6.

Ansel throws the other three: 6, 2, 4. With the pawned die the pool reads 6, 6, 2, 4. Two sixes. **Flood.**

The tide-bell rings the opening note, clean and enormous, and the wardens open the lower gate for a barge they never ordered. The Flood raises Ansel's Impact a step: *Get the Tide-Book Out* fills 3 segments (Solid, plus 1) and is complete. The GM describes the extra as the watch-boat, hearing the gate signal, mooring up to wait for the lock to cycle while the crew's barge slides past it.

The costs still land. The Tide's Due: the GM notes that the city heard the voice, and will raise the crew's Notice by 1 after the score. The pawned tag is spent: Ansel cannot invoke "the bells sang my name the night I woke" again until he recovers it in downtime. And his Bellmouth Strand is one box of Pull closer to a new tag.

Who Rolls, and When

Only the players roll. The GM never rolls against you. The opposition's strength shows in the Footing and Impact the GM sets and in how hard the consequences hit: a master duellist makes your Footing Sinking and your Impact Slight; a drunk lock-warden makes it Firm.

Say it, then roll it. The fiction decides the Knack, the tags and the Footing; then the dice decide how it goes.

One action, one roll. If it fails, you cannot simply roll again: you need a new approach, a new Knack or a changed situation.

Brace when it hits you. You Brace in answer to a consequence, never to act.

NO ROLL MODES

Tidewrack has no rolling twice and keeping the better, and no rerolls as a matter of course. Everything that helps or hinders you goes into the pool as dice before you roll. A few abilities break this rule (Stand Between and The Last Word let you reroll), and say so.

OPPOSED ROLLS AND CONTESTS

Against the GM's characters, there is no opposed roll. You roll; their skill and numbers set your Footing and Impact.

Against another player's character, each of you rolls the Knack you are using. The better result wins: a Flood beats a Clean, which beats a Snag, which beats a Sunk. On equal results, neither gets their way cleanly: the GM describes a stalemate, a messy draw, or a cost to both. Neither of you may Back the other in the same contest.

Racing a rival crew, a rising tide or a closing door is a pair of clocks: yours fills with your rolls' Impact, theirs with your Snags and Sunks and with whatever the GM decides they do in the meantime. Whichever fills first wins.

Contests between player characters and races are table rulings: RollQuest does not enforce them.

WORKING TOGETHER

When the whole crew tackles one thing, one character rolls and one other may **Back** them. Everyone else does their own part with their own roll ("I'll keep the watch busy while she climbs").

A Worked Example of Play

EXAMPLE

GM: The lower gate grinds open and your barge is moving. Up on the tower, Wick, the warden is swearing behind you. What do you do?

Wick's player: I jump. Off the gutter into the lock, and swim for the barge with the tide-book down my shirt.

GM: A long drop into moving water with a cracked collarbone. Scramble, **Sinking**, **Solid**, and your collarbone counts.

Wick's player: Scramble 2, minus 1 for the Hurt. None of my Street tags fit the water. But "see clear through black water" does: I can see the barge's hull under the surface. That's 2. Hobb, Back me?

Hobb's player: I hang over the side with my boathook and fish for her. I take 1 Pressure.

Wick's player: 3 dice. And I Strain: 4 dice, and I'm on 5 Pressure. (rolls) 2, 2, 1, 3. Sunk.

GM: You hit the water badly and the lock drags you towards the gate. Hurt, "half-drowned", tier 3, and the tide-book is soaking through.

Wick's player: I Brace with Hand: 2, plus "see clear through black water" to find the surface, minus 1 for the collarbone. That's 2. (rolls) 6, 4. Clean!

GM: No Pressure, and the Brace saves the tide-book: wet, but whole. "Half-drowned" lands a tier lower, at 2. You already carry Hurt at 2, so it rises one tier: "cracked collarbone, half-drowned", tier 3. One more and you're out. Hobb's hook catches your collar and you come up gasping on the deck.

Wick's player: And that was Sinking, so I mark a Hand XP.



The crew gathers.

Making a Character

"Everyone in Tidewrack has two names: the one your mother gave you and the one the canals did. Answer to the wrong one in the wrong tavern and you will find out which matters more."

What is on Your Sheet

A Tidewrack character is built from a handful of parts, and every one of them does something at the table:

- **Two names:** the one you were born with and the one the canals gave you.
- **A Calling:** what you do for the crew. It brings its own gear, suggests your first Knacks, and tells you how to earn Calling XP.
- **Twelve Knacks** in three **Currents**, rated in dots from 0 to 4: what you are good at. They are the base of every pool.
- **Four Strands**, each a **Wake** or a **Root**, each with three or more **tags** you write yourself and one **Leak**: who you are. Tags add dice; Leaks take them away.
- **A Calling ability:** one thing only you can do.
- **An Undertow:** how you let the Pressure out between scores.
- **Gear** and a **Load** you choose before each score.
- **Tracks:** Pressure, Fractures, XP, Coin and your Nest Egg, all starting empty.

TRACK	RANGE	SHOWN AS	WHAT IT DOES
Pressure	0 to 9	boxes	Nine boxes. Strain, backing a friend and Bracing all cost Pressure. When it overflows you take a Fracture, leave the scene to pull yourself together, and Pressure clears. With four Fractures there is no room for another: Pressure stays full, and it is time to retire.
Fractures	0 to 4	boxes	Each Fracture is a lasting crack: Floodsick, Saltmouth, Silted, Bellstruck, Moorless, Drowned Hours, Rust-Handed or Tide-Deaf. At four, you retire from the life while you still can.
Hand XP	0 to 6	boxes	Marked when you roll a Hand Knack from Sinking Footing (it marks itself), and at the end of a session. Six marks buy a dot in a Hand Knack.
Mind XP	0 to 6	boxes	Marked when you roll a Mind Knack from Sinking Footing (it marks itself), and at the end of a session. Six marks buy a dot in a Mind Knack.
Voice XP	0 to 6	boxes	Marked when you roll a Voice Knack from Sinking Footing (it marks itself), and at the end of a session. Six marks buy a dot in a Voice Knack.
Calling XP	0 to 8	boxes	Marked at the end of a session for living up to your Calling. Eight marks buy a new Calling ability.
Coin	0 to 4	boxes	Coin in your purse, counted in fat purses rather than pennies. Four is all you can carry without someone noticing.
Nest Egg	0 to 30	a number	Coin put by somewhere dry. At thirty you can buy your way out of the life, or up to the Dry.
Load	0 to 6	boxes	What you have brought onto this score. When you say you brought something, tick it on your Gear page: its load fills these boxes. Stop at your Load Limit.

TRACK	RANGE	SHOWN AS	WHAT IT DOES
Load Limit	0 to 3	dots	Before a score, choose how much you bring: one dot Light (2 load), two Laden (4), three Swamped (6). Swamped, you swim like a stone and climb like one.

Character creation takes eight steps. The first five are the character builder's; the last three are done on the sheet itself.

STEP	IN ROLLQUEST	WHAT IT ASKS	CHOOSE FROM	CAN SKIP
1	Name Your Character	Everyone in Tidewrack has a name they were born with and a name the canals gave them. Which one do you answer to?	Your own words	No
2	Choose a Calling	What do you do for the crew, and how does the city know you? Your Calling brings its own gear.	The seven Callings	No
3	Choose an Ability	Pick one special ability from your own Calling. More come with Calling XP.	The abilities of your Calling; pick 1	Yes
4	Choose an Undertow	Everyone in Tidewrack lets the Pressure out somehow. What pulls you under when the score is done?	The seven Undertows	No
5	Starting Gear	Your Calling's own gear is already in your coat. Take whatever else you would carry onto the canals.	The gear list (your Calling's own items arrive by themselves)	Yes

IN ROLLQUEST

On a new sheet in a Tidewrack game, the character builder's steps are **Name Your Character**, **Choose a Calling**, **Choose an Ability**, **Choose an Undertow** and **Starting Gear** (it opens past the name when the sheet already has one). **Choose an Ability** only offers your own Calling's abilities, and **Starting Gear** offers the standard and bracing gear (your Calling's own items are already added). Your Knack dots and your Strands are set on the sheet afterwards: click the dots beside each Knack, and, while you edit the sheet, use **New Strand** in the **Strands** block. The sheet does not count your dots for you, so check the budget below yourself.

Step 1: Name Your Character

Choose the name you were born with and the one the canals gave you, and say which you answer to. A canal name is short, earned and rarely flattering: Wick, Gannet, Two-Boats, Hobb the Door. A born name says where you come from: Marrish is a Sunk family, Pellam is Dry.

Step 2: Choose a Calling

Your **Calling** is what you do for the crew and how the city knows you. It brings its own gear (already in your coat), suggests where your first Knack dots go, and tells you when to mark Calling XP at the end of a session.

CALLING	ROLE	SUGGESTED KNACKS	STARTING GEAR
Knuckle	Muscle and minder	Brawl 2, Break 1	Knuckle's Boathook, Knuckle Irons
Ferret	Second-storey thief	Deft 2, Scramble 1	Ferret's Picks, Eel Grease
Gull	Lookout and long gun	Trail 2, Scout 1	Gull's Crossbow, Spyglass
Lampwright	Tinker of glass and fire	Rig 2, Sift 1	Lampwright's Tool Roll, Slow Fuses
Silvertongue	Talker and charmer	Charm 2, Bargain 1	A Fine Coat, Calling Cards
Ledger	Planner and fence	Sift 2, Lead 1	Tide-Tables, Forger's Kit
Dreamer	Wake-touched seer	Dream 2, and 1 dot anywhere	A Shard of Wakeglass, The List

Knuckle (muscle and minder). Somebody has to stand in the doorway. You are big, or fast, or simply too stubborn to fall over, and the crew sleeps easier knowing you are on the boat. On the canals they call you a Knuckle, and they step aside.

Ferret (second-storey thief). Locks, gutters, chimneys, the gap under a warehouse door at low tide: you go where the crew cannot. Small, quick, patient, and very hard to hold onto.

Gull (lookout and long gun). Rooftops are your streets and the crossbow is your argument. You see the patrol before it turns the corner and the shot before anyone else knows there is one.

Lampwright (tinker of glass and fire). You cut Wakeglass, mix things that should not be mixed, and keep the crew's pumps and lamps and diving bells working. Your fingers are stained every colour Maer dreams in.

Silvertongue (talker and charmer). Every crew needs someone people want to believe. You know every bar-keep on the Lantern Mile by name, you can pass for Dry in the right coat, and your lies are the kind people thank you for.

Ledger (planner and fence). You keep the crew's accounts and its secrets, and you always seem to have bought the right favour a week ago. The tide-tables are in your head. So, frequently, is everyone else's business.

Dreamer (Wake-touched seer). Your Wake is not a trick you do; it is a door you live beside. You read Wakeglass, hear the drowned bells, and carry a list in your coat of the things you must not forget, because some days you do.

At the end of every session, you mark Calling XP if you lived up to your Calling:

CALLING	MARK CALLING XP AT THE END OF A SESSION WHEN
Knuckle	You stood between the crew and harm, or made someone back down without saying a word.
Ferret	You got somewhere you were not meant to be, or out of somewhere you should not have left.
Gull	You found what was hidden, or hit what was far away.
Lampwright	You solved a problem with a machine, a mixture, or a very loud noise.
Silvertongue	You talked your way in, out, or up.
Ledger	You won because you planned it, or because you knew something nobody else did.
Dreamer	You leaned on Maer's dream, or paid for it.

Two players may take the same Calling. A crew with two Knuckles is a crew that wins arguments.

Step 3: Choose an Ability

Choose **one** ability from your own Calling. You gain more as you earn Calling XP (see Rules of play). Each Calling has eight; the last one, **Old Hand**, lets you take an ability from another Calling instead, and is usually taken later rather than at creation.

Some abilities add a die to certain rolls. When one applies, tick **Ability** in the pool: it adds one die, however many of your abilities apply. These are the ones that do:

ABILITY	CALLING	WHEN IT ADDS A DIE
Hold the Line	Knuckle	When you stand between the crew and harm, Brace with one extra die (tick Ability), and anyone you are shielding takes the hit on your Footing instead of theirs.
Brine-Tough	Knuckle	Cold water, a fall from a bridge, a night in the canal: when you Brace against them, roll one extra die (tick Ability). Even with Hand at zero, that is one honest die rather than two and the worse.
Crack the Hull	Knuckle	You know where boats, doors and sluice-gates are weakest. Break rolls against something built get one extra die (tick Ability).
Roofrunner	Ferret	You move across the slate roofs and rope bridges of the city as fast as anyone runs a street. Scramble rolls on the rooftops get one extra die (tick Ability).
Quarry	Gull	Name someone. Until the score ends, every roll to find, follow or hit them gets one extra die (tick Ability).
Pump and Bellows	Lampwright	You can make water go where you want it: drain a cellar, flood a room, lift a barge in a lock. Rig rolls against water and pressure get one extra die (tick Ability).

ABILITY	CALLING	WHEN IT ADDS A DIE
Honeyed	Silvertongue	When you Charm someone who has had a drink with you, you roll with one extra die (tick Ability), and they think it was their own idea.
Paper Trail	Ledger	Every faction keeps books, and you know how to read them. Sift rolls on records, ledgers and tide-books get one extra die (tick Ability).
Lucid	Dreamer	You can Brace with Voice against the Drowse and Maer's dream with one extra die (tick Ability), and you are never Drowsed unless you choose to be.
Slack-Born	Dreamer	You were born at slack tide. Once per session, when you Pawn a tag from a Wake, the tide answers twice: roll one extra die as well (tick Ability).

The full lists are below, under "The Calling abilities".

Pressure, and it is where you get into trouble when you clear too much (see Rules of play).

Step 4: Choose an Undertow

Everyone in Tidewrack lets the Pressure out somehow. Your **Undertow** is the habit you go back to in down-time when the score is done: it is how you clear

UNDERTOW	HOW YOU GO UNDER
Mudlarking	At low tide you go down alone onto the silt with a lamp and a hook and comb it for whatever the city dropped. Hours pass. The Pressure goes into the mud with your boots.
The Lamp-Dens	You lie on a cushion in a den off the Lantern Mile while the coloured lamps burn down and the smoke does your thinking for you. Someone will be along with the bill.
Night Swimming	After the last bell you slip into the black canals and swim until the cold empties your head. The Assize forbids it, and it is the only quiet you know.
Tending the Drowned	You keep a ledge under a bridge for someone the water took: candle stubs, their name scratched in the stone, an hour of talk they never answer.
Bell-Ringing	You climb a drowned church's tower and ring its bells until your arms burn and half the district shouts at you to stop. You never stop first.
The Ferry-Inn Chorus	You sing with strangers in the ferry inns until the first boat leaves: old canal songs, filthy verses, anything loud enough to drown your own thoughts.
Glass-Gazing	You stare into a sliver of Wakeglass until Maer's dream rises to meet you. It answers every question but the one you asked, and each time it keeps a little more.

Step 5: Starting Gear

Your Calling's own gear is already on your sheet. Add the rest of the standard and bracing gear you might carry onto the canals: it costs nothing to list. You do not choose what you carry until a score begins, when you pick your **Load**, and you tick each item only when you say you brought it. The full lists, and how Load works, are in Equipment.

Step 6: Set Your Knacks

Your **Knacks** are what you are good at. There are twelve, four in each of three **Currents**.

KNACK	CURRENT	MAX DOTS	WHAT IT COVERS
Scramble	Hand	4	Climb, swim, leap a canal, run the slate roofs of the Sunk. Getting somewhere before the water does, or the watch, or the rival crew with the faster boat.
Brawl	Hand	4	Fight up close with fists, boathooks and whatever the tide left lying about. Hold a doorway, break a grip, put someone in the canal and keep them there long enough to think it over.
Break	Hand	4	Bring force to bear on things. Stave in a hull, wrench open a sluice, pry the grate off a drowned cellar, wreck something that was built to outlast you.
Deft	Hand	4	Quick, careful hands. Lift a purse on the Lantern Mile, palm a shard of Wakeglass off a dredger's tray, slip a knot, pick a lock that was picked once before and swore never again.
Sift	Mind	4	Sift for what matters. A ledger, a wound, a tide-table, a forged lock-warrant. Dig through the Sluice Guild's archive or work out what the silt has been keeping for four hundred years.
Scout	Mind	4	Watch from a distance and see what is really there: the patrol's timing, the dredge crew's habits, which balcony in the Sunk has a boat tied under it, and the way out.
Trail	Mind	4	Trail a quarry through the canals by wake and rumour, or put a crossbow bolt exactly where you meant it from the far side of a lock-basin.
Rig	Mind	4	Build, mend and sabotage. Pumps, lock-gears, diving bells, lamps, slow fuses. Make a machine do what it was never meant to, and stop one doing what it was.
Charm	Voice	4	Win someone over with warmth, wit or the right lie told kindly. Make friends in low places and the occasional high one.
Bargain	Voice	4	Trade, haggle, bribe and make a deal stick. Know what someone wants, what they will give for it, and what they think you do not know.
Lead	Voice	4	Give orders and have them followed. Rally a frightened crew, command a gang of dredge-hands, face down a crowd on the Sluicegate steps.
Dream	Voice	4	Reach into Maer's dream. Read a shard of Wakeglass, hear what the drowned bells of Bellwater are saying, feel a Wake stir in someone across the room. The god dreams back.

Every Knack holds **0 to 4** dots. You start with a few and gain more with XP (see "Advancement" in Rules of play).

FOR THE GM

Table ruling: the dot budget. You have **7 dots** to place, and no Knack may have more than **2** at creation. Your Calling's suggested Knacks are where its first three dots usually go, and they count as part of the seven. You may place those three elsewhere if your character came to their Calling by an odd road; the GM may ask why. RollQuest does not enforce it: the sheet lets any Knack hold up to 4 dots and does not count them.

Currents. Each Current's rating is the number of its four Knacks that have at least one dot, so it runs from **0 to 4**. You do not buy Currents: they follow your Knacks. You roll a Current's rating when you **Brace**.

CURRENT	KNACKS	BRACE WITH IT AGAINST
Hand	Scramble, Brawl, Break and Deft	a blow, a fall, a lungful of canal
Mind	Sift, Scout, Trail and Rig	a trick, a maze of locks, or the Drowse stealing what you saw
Voice	Charm, Bargain, Lead and Dream	fear, shame, a bribe you should not take, or the pull of Maer's dream

A wide character (a dot in many Knacks) Braces well. A deep character (2 dots in a few Knacks) rolls well in their speciality and Braces poorly. Both are good.

Step 7: Write Your Strands

Your four **Strands** are the threads of who you are. Each one is a **Wake** or a **Root**.

KIND	WHAT IT IS	STRAND BOOKS
Wake	A fragment of Maer's dream lodged in you: power from the drowned god, paid for in pieces of your own memory.	Tidecaller, Bellmouth, Saint of the Silt, Lantern-Eel, Gull-Speaker
Root	The life you had before the Wake and keep beside it: a trade, kin, an oath, a debt, a street, a haunt. It keeps you who you are.	Trade, Kin, Oath, Debt, Street, Haunt

For each Strand:

1. Choose its **kind**, Wake or Root, and a **Strand book** of that kind. The Strand book gives you questions to answer; it gives you no tags of its own.
2. Give it a **title**: "The Light Under My Skin", "My Brother Teague", "St Sallow's Loft".

3. Write **three tags** by answering three of the Strand book's tag questions in a short phrase each. A Strand can hold up to eight tags; you gain more in play.
4. Write **one Leak** by answering one of the Strand book's Leak questions.

STRAND BOOK	KIND	WHAT IT IS
Tidecaller	Wake	The canals hear you. Water leans toward your hand, and the tide keeps a little of your name each time it answers.
Bellmouth	Wake	Your voice carries the ring of the drowned bells of Bellwater. Crowds stop to listen, and now and then a window cracks.
Saint of the Silt	Wake	You knit flesh with river mud and stitch wounds shut with silt. The Sunk calls you a saint; the Harbour Assize calls you unlicensed.
Lantern-Eel	Wake	Maer's dream glows in you like the eels of the deep canals: light under your skin, a spark in your touch, eyes that see through black water.
Gull-Speaker	Wake	The gulls of Tidewrack talk, and you are the only one rude enough to answer. They see everything and gossip worse than the Lantern Mile.
Trade	Root	What you do for a living and what it taught your hands: dredger, lamplighter, lock-keeper's apprentice, forger of lock-warrants.
Kin	Root	Blood and chosen family: the ones who would row out for you at night, and the ones you would row out for.
Oath	Root	A promise that outweighs your comfort, sworn to a guild, a saint, a drowned friend or the city itself.
Debt	Root	What you owe, and to whom. The Tallymen know your door, and you know the weight of every coin.
Street	Root	The streets and canals that raised you: their shortcuts, their gangs, their price for a favour.
Haunt	Root	A place that is yours: a tavern, a bridge, a drowned chapel, a mooring under the Rib Arches. You know it in the dark, and it knows you.

Wakes and Roots. Most characters take one Wake and three Roots; a Dreamer usually takes two of each. You may take no Wake at all: an ordinary person of the city, which in Tidewrack is its own kind of courage.

FOR THE GM

Table ruling: at least one Root. At creation at least one of your four Strands must be a Root: something that keeps you who you are. RollQuest does not enforce it: the **Strands** block takes any mix of kinds, up to four Strands.

Writing good tags. A tag is a short, concrete phrase that would change how a scene goes. Write tags in your character's voice, specific to Tidewrack.

- **What you can do:** "talk any lock-warden into a second look", "swim the Sluicgate races at full flood".
- **What you have:** "Gran's lockpick hairpin", "a key to the Pellam boathouse".
- **Who you know:** "Mother Gannet hides me", "Teague rows out for me at night".
- **What you know:** "every roof and ladder in the Sunk", "which dredge foremen take bribes".

Avoid tags that are true of everything ("strong", "clever", "lucky"). "Hauled dredge chain for ten years" beats "strong", because everyone can see when it helps.

Writing a good Leak. A Leak is a weakness the GM can use: a person ("the Oars want me off their canals"), a habit ("I lose whole nights up there"), a limit ("I glow when my heart races"). Only an invoked Leak fills Pull and grows your Strand.

Pull and Fray. Each Strand has two tracks of three boxes. You start with both empty. How they fill and what happens when they do is in Rules of play.

TRACK	BOXES	WHEN IT FILLS
Pull	3	Write a new tag on the Strand, then clear the track
Fray	3	The Strand snaps: rewrite it as the other kind (Wake to Root, or back), then clear the track

◆ IN ROLLQUEST

While you edit the sheet, **New Strand** in the **Strands** block asks for the kind (**Wake** or **Root**) and then the Strand book. The book's questions sit beside the Strand's tags and its Leak. Type a tag in **New tag** and press **Add**. The block holds four Strands and eight tags on each. Each Strand shows its **Pull** and **Fray** boxes; when Fray fills, a **Rewrite** button turns the Strand into the other kind.

Step 8: Join the Crew

Your character does not work alone. If the crew sheet exists, add your name to it; if it does not, make it together now (see "Crews" in Rules of play). Then answer two questions, one about the player on your left and one about the player on your right:

- **Left:** "How did you first save my life, or I yours?"
- **Right:** "What do I know about you that the rest of the crew does not?"

This step is a table ruling: RollQuest does not enforce it.

Starting Values

Your Pressure, Fractures, XP tracks, Coin and Nest Egg all start at 0. Your Load Limit starts at one dot (Light) and you choose it again before every score. You start with no statuses.

A Character from Start to Finish

EXAMPLE

Step 1: Name. Lena's character was born Idony Marrish in the Sunk. The canals call her **Wick**, because she burns low and lasts all night, and she answers to Wick.

Step 2: Calling. Lena wants a thief who goes where nobody else can: **Ferret**. Ferret's Picks and Eel Grease arrive in her coat, and the Calling suggests Deft 2 and Scramble 1.

EXAMPLE (CONTINUED)

Step 3: Ability. From the Ferret's eight abilities Lena takes **Roofrunner**: Wick moves across the slate roofs and rope bridges of the city as fast as anyone runs a street, and her Scramble rolls on the rooftops get one extra die.

Step 4: Undertow. Wick goes **Night Swimming**: after the last bell she slips into the black canals and swims until the cold empties her head.

Step 5: Starting gear. Lena lists a Rope and Grapple, a Hooded Lantern and a Cork Vest on Wick's Gear page. She will tick them only when Wick brings them on a score.

Step 6: Knacks. Seven dots, no more than 2 in any Knack. Lena takes the Calling's suggestion, **Deft 2** and **Scramble 1**, and spends her other four: one more in **Scramble** (now 2), and one each in **Scout**, **Charm** and **Dream**.

CURRENT	KNACKS WITH DOTS	RATING
Hand	Deft 2, Scramble 2	2
Mind	Scout 1	1
Voice	Charm 1, Dream 1	2

That is $2 + 2 + 1 + 1 + 1 = 7$ dots. Wick Braces with 2 dice for her body and her nerve, but only 1 for her wits.

Step 7: Strands. Lena writes one Wake and three Roots.

Wake, Lantern-Eel: "The Light Under My Skin". Lena answers three questions. Where does your light show when the Wake stirs? "Light along my veins." What can you see in murk and dark water? "See clear through black water." How do you slip through places too tight for anyone else? "Slip through gaps an eel would." For the Leak, why can you never truly hide in the dark? "I glow when my heart races."

Root, Street: "The Roofs of the Sunk". Tags: "every roof and ladder in the Sunk", "Mother Gannet hides me", "light-fingered since I could walk". Leak: "the Oars want me off their canals".

Root, Kin: "My Brother Teague". Tags: "Teague rows out for me at night", "Gran's lockpick hairpin", "the Marrish name still buys a drink at the Ferry Inn". Leak: "Teague owes the Tallymen, and they know my face".

EXAMPLE (CONTINUED)

Root, Haunt: "St Sallow's Loft". A drowned chapel in the Sunk whose loft is dry at low tide. Tags: "a dry loft at low tide", "a cache under the altar stone", "the chapel eels know me". Leak: "I lose whole nights up there".

Step 8: The crew. Wick joins the **Slack Hands**, a crew of Bargemen. On her left, Hobb the Knuckle answers how he first saved her life: he fished her out of the Sluicgate races with a boathook when she was twelve. On her right, Ansel the Dreamer knows something the crew does not: Wick has been to see Sister Ardency Vole of the Drowned Choir, twice, and will not say why.

Wick starts with no Pressure, no Coin and a Load Limit of one dot. She is ready for her first score.

The Calling Abilities

KNUCKLE

ABILITY	EFFECT
Hold the Line	When you stand between the crew and harm, Brace with one extra die (tick Ability), and anyone you are shielding takes the hit on your Footing instead of theirs.
Boathook Dancer	With a pole, a boathook or an oar in your hands you fight a whole gang as easily as one: your Brawl rolls against a crowd keep their Impact.
Iron Knuckles	Your fists count as weapons, and when you Brawl to frighten rather than hurt, your threat lands with Solid Impact even on a Snag.
Brine-Tough	Cold water, a fall from a bridge, a night in the canal: when you Brace against them, roll one extra die (tick Ability). Even with Hand at zero, that is one honest die rather than two and the worse.
Stand Between	When you Back a crew member in a fight, you take no Pressure for it, and they may reroll one die of their choice.
Crack the Hull	You know where boats, doors and sluice-gates are weakest. Break rolls against something built get one extra die (tick Ability).
Unbowed	Once per score, when your Pressure would overflow, you may grit your teeth and stay in the scene; take the Fracture as normal, but you do not leave.
Old Hand (Knuckle)	Take one ability from another Calling.

FERRET

ABILITY	EFFECT
Light Fingers	Lifting something small from a person or a counter is never worse than Slipping Footing, however many people are watching.
Roofrunner	You move across the slate roofs and rope bridges of the city as fast as anyone runs a street. Scramble rolls on the rooftops get one extra die (tick Ability).
Under the Waterline	You can hold your breath for as long as a slow song and slip through flooded cellars and drowned doorways that would kill anyone else.
Lockwhisper	No ordinary lock stops you for long. When you Deft a lock, a Snag counts as Clean unless the GM spends a complication on the time it took.
Never There	When you slip away from a scene, nobody remembers seeing you leave. Once per score, you may simply not have been where the trouble started.
Second Skin	With a minute and a borrowed coat you pass for a dredger, a lock-warden, a servant of the Dry. Your disguises hold until you do something out of character.
Gutter Sense	You always know the nearest way out. When a plan goes wrong, you may say where the crew escapes to, and the GM makes it true.
Old Hand (Ferret)	Take one ability from another Calling.

GULL

ABILITY	EFFECT
Eye of the Flock	From any rooftop you can ask the GM one question about the streets below and get an honest answer: who is coming, where they are going, what they carry.
Long Shot	You can hit anything you can see. Trail rolls at long range never lose Impact for the distance.
Read the Wake	Boats leave tracks if you know how to look. You can follow a vessel through the canals by the ripples and the floating rubbish it disturbs, hours after it passed.
Rooftop Nest	You keep hides all over the city. Once per score, say where one is, and you are already in it, with a clear line of sight and a bolt on the string.
Steady Hands	When you Strain on a Trail roll, take 1 Pressure instead of 2.
Weather-Wise	You read fog, rain and tide like a page. Once per session, ask the GM what the weather will do in the next hour, and plan on it.
Quarry	Name someone. Until the score ends, every roll to find, follow or hit them gets one extra die (tick Ability).
Old Hand (Gull)	Take one ability from another Calling.

LAMPWRIGHT

ABILITY	EFFECT
Glass-Cutter	You can cut and refine Wakeglass. In downtime, turn a raw shard into a useful one: a lamp that never dims, a lens that shows a hidden thing, a splinter that dulls pain.
Slow Fuse	You always have a charge somewhere about you. Once per score, something you set earlier goes off exactly when you need it.
Pump and Bellows	You can make water go where you want it: drain a cellar, flood a room, lift a barge in a lock. Rig rolls against water and pressure get one extra die (tick Ability).
Lamp of Many Colours	Your Wakeglass lamps can dazzle, soothe or show what the Drowse hides. When you light one in a scene, everyone in it must Brace with Mind or be caught by it.
Diving Bell	You built a bell that works. The crew can go down into the Sunk's drowned streets for as long as your air holds, about an hour.
Tinker's Pockets	When you need a tool, you have it. You never pay load for tools, and you can say "Earlier..." about a gadget for free once per score.
Volatile Mixtures	Your concoctions are dangerous and you know exactly how. A mixture you throw strikes with Sweeping Impact, but always costs 1 Pressure to handle safely.
Old Hand (Lampwright)	Take one ability from another Calling.

SILVERTONGUE

ABILITY	EFFECT
Honeyed	When you Charm someone who has had a drink with you, you roll with one extra die (tick Ability), and they think it was their own idea.
Lantern-Mile Regular	Every barkeep, dealer and doorman on the Mile knows your face. You can always get in, get a table, or get word to someone.
The Silver Lie	Once per score, tell a lie so good that it becomes, for the rest of the scene, true for everyone who heard it.

ABILITY	EFFECT
Read the Room	When you enter a gathering, ask the GM two of: who is in charge here, who is lying, who wants to leave, who is about to start something.
Ballroom Ready	You can pass among the Dry Families as one of their own. Bargain and Charm rolls on the Dry are never worse than Slipping Footing.
A Friend in Every Tavern	Once per score, say "I know someone here." Describe them; they owe you a small favour.
The Last Word	When a negotiation is going against you, you may Strain to reroll a Bargain roll instead of adding a die.
Old Hand (Silvertongue)	Take one ability from another Calling.

LEDGER

ABILITY	EFFECT
It Was Always the Plan	When something goes wrong, you may say "Earlier..." to reveal you expected it. Your flashbacks cost one Pressure less.
Paper Trail	Every faction keeps books, and you know how to read them. Sift rolls on records, ledgers and tide-books get one extra die (tick Ability).
Leverage	In downtime, learn one secret about a person or a faction. When you use it against them, roll with Firm Footing.
An Ear at the Exchange	You hear what the Lantern Exchange is buying and selling. The crew gains one extra Coin from every score that pays.
To the Minute	You know every tide in the city to the minute. When timing matters, ask the GM one question about when something will happen, and get a straight answer.
Ringleader	When you roll Lead and crew members Back you, backing you costs them no Pressure: you have already planned for their part.
Contingency	Once per score, when a plan collapses, you name a second plan; the crew starts it at Slipping Footing instead of Sinking.
Old Hand (Ledger)	Take one ability from another Calling.

DREAMER

ABILITY	EFFECT
Shardreader	Hold a shard of Wakeglass and ask it one question about where it came from or what it has seen. The answer comes as a dream, true but strange.
Sleepwalker	You can walk in Maer's dream while your body sleeps. Once per downtime, visit any place in the city as a dreamer, unseen, and see what is there.
Lucid	You can Brace with Voice against the Drowse and Maer's dream with one extra die (tick Ability), and you are never Drowsed unless you choose to be.
Keeper of Names	You write down what the Wake takes. When a Strand would Fray because you leaned on your Wake, you may instead lose a memory the GM names and leave the Fray box clear.
Dream-Speech	You can speak into the dream of anyone sleeping within a canal's width of you. They remember it as their own idea.
Slack-Born	You were born at slack tide. Once per session, when you Pawn a tag from a Wake, the tide answers twice: roll one extra die as well (tick Ability).

ABILITY	EFFECT
Ward of Silt	Paint a doorway with river mud and nothing that belongs to Maer's dream can cross it until the next tide.
Old Hand (Dreamer)	Take one ability from another Calling.

The Strand Books

Each Strand book offers questions for your tags and for your Leak. Answer the ones that suit you, in your own words; you can write a tag that answers no question at all if the GM agrees it fits the Strand.

TIDECALLER (WAKE)

The canals hear you. Water leans toward your hand, and the tide keeps a little of your name each time it answers.

Questions for your tags:

- The first time you called the water, what came?
- What can you make water do with a single word?
- How does the tide warn you before it turns?
- What do you carry that the river gave you?
- Where in Tidewrack does the water obey you best?
- What did the water show you that nobody believes?
- How do you travel when the canals are on your side?

Questions for your Leak:

- What happens to you on dry ground, far from the water?
- What does the water take from you each time it answers?

BELLMOUTH (WAKE)

Your voice carries the ring of the drowned bells of Bellwater. Crowds stop to listen, and now and then a window cracks.

Questions for your tags:

- What can your voice do that an ordinary voice cannot?
- Which note makes a whole room go quiet?
- How do you sing a lock, a door or a heart open?
- What did the bells say to you the night your Wake woke?
- Who taught you to hold a note without breaking?
- What sound can you hear that nobody else does?

Questions for your Leak:

- What does your voice break that you never meant to break?
- Why can you never truly whisper?

SAINT OF THE SILT (WAKE)

You knit flesh with river mud and stitch wounds shut with silt. The Sunk calls you a saint; the Harbour Assize calls you unlicensed.

Questions for your tags:

- What can your hands mend that no surgeon can?
- What do you carry to work a mending: a jar of silt, a bone needle, a strip of eel-skin?
- Who owes you their life, and still remembers it?
- How does the mud answer when you press it to a wound?
- Which sickness of the city can you smell before it spreads?
- Where do the hurt come looking for you?

Questions for your Leak:

- What does each mending cost your own body?
- Whom do you refuse to heal, and why?

LANTERN-EEL (WAKE)

Maer's dream glows in you like the eels of the deep canals: light under your skin, a spark in your touch, eyes that see through black water.

Questions for your tags:

- Where does your light show when the Wake stirs?
- What can you see in murk and dark water?
- What happens to someone who grabs you when you are frightened?
- How do you slip through places too tight or too deep for anyone else?
- Which drowned places of the city do you know by their glow?
- What do the eels of the Sunk do when you pass?

Questions for your Leak:

- Why can you never truly hide in the dark?
- What does your light draw to you?

GULL-SPEAKER (WAKE)

The gulls of Tidewrack talk, and you are the only one rude enough to answer. They see everything and gossip worse than the Lantern Mile.

Questions for your tags:

- Which gull counts as your friend, and what is its name?
- What can you see through the eyes of the flock?
- What will the gulls fetch for you if you ask nicely?
- Where do the gulls gather to trade gossip?
- What do you know about the rooftops that the watch does not?
- How do the gulls warn you that trouble is coming?

Questions for your Leak:

- What price do the gulls demand, every single time?
- Who hates gulls enough to hate you too?

TRADE (ROOT)

What you do for a living and what it taught your hands: dredger, lamplighter, lock-keeper's apprentice, forger of lock-warrants.

Questions for your tags:

- What is your trade, and which of its tools never leaves you?
- What can you do with your trade that people pay you for?
- Who in the trade still trusts you?
- Which trick of the trade did you learn the hard way?
- Where do you work, and what does it let you into?
- What do you know about the city because of your work?

Questions for your Leak:

- Who in your trade would like to see you ruined?
- Which part of the work have you never been able to do?

KIN (ROOT)

Blood and chosen family: the ones who would row out for you at night, and the ones you would row out for.

Questions for your tags:

- Who in your family would do anything for you?

- What did your family teach you before you could walk?
- Where is home, and what waits for you there?
- Which heirloom do you carry, and what is it good for?
- Which old family friend can open a door for you?
- What does your family name still buy in Tidewrack?

Questions for your Leak:

- Which of your kin is a danger to you?
- Who depends on you so much they could be used against you?

OATH (ROOT)

A promise that outweighs your comfort, sworn to a guild, a saint, a drowned friend or the city itself.

Questions for your tags:

- To whom did you swear, and what did you swear?
- What does the oath give you the strength to do?
- Who else keeps the same oath, and helps you keep it?
- What token marks you as sworn?
- What have you done that proves you keep your word?
- Where do the sworn meet?

Questions for your Leak:

- What does the oath forbid you, even when breaking it would save you?
- Who would punish you if you broke it?

DEBT (ROOT)

What you owe, and to whom. The Tallymen know your door, and you know the weight of every coin.

Questions for your tags:

- What did you borrow, and what did it buy you?
- What has the debt taught you about finding coin fast?
- Who owes you, and how much?
- What can you get on credit that others cannot?
- Which collector has a soft spot for you?
- What have you learned about the Lantern Exchange's ledgers?

Questions for your Leak:

- What happens if you miss the next payment?

- Who holds your paper, and what else do they want?

STREET (ROOT)

The streets and canals that raised you: their shortcuts, their gangs, their price for a favour.

Questions for your tags:

- Which district is yours, and how well do you know it?
- What shortcut do you know that nobody else uses?
- Who on the street will hide you when it counts?
- Which street trick has saved your skin more than once?
- What is your name on the street, and what does it mean?
- What was the first thing you stole, and do you still have it?

Questions for your Leak:

- Who on the street wants your hide?
- Which part of the city is closed to you?

HAUNT (ROOT)

A place that is yours: a tavern, a bridge, a drowned chapel, a mooring under the Rib Arches. You know it in the dark, and it knows you.

Questions for your tags:

- What is your place, and why do you keep coming back?
- What can you always find there?
- Who else is always there, and what will they do for you?
- What secret way in or out does it have?
- What have you hidden there?
- What do you hear there that nobody else hears?

Questions for your Leak:

- Who would take your place from you?
- What happens to you when you are far from it?



◆ *Grayle's Lock at the turn of the tide.*

Rules of Play

"Pressure is like the tide. It always comes in. The trick is knowing where you'll be standing when it does."

The Score

Tidewrack is played in **scores** (jobs the crew takes on) with **downtime** between them. A session usually holds one score and the downtime after it.

THE PLAN

When the crew takes a job, decide together how you will do it. A plan is two things: an **approach** and one detail.

APPROACH	WHAT IT MEANS	THE DETAIL YOU GIVE
Over the roofs	Get in unseen, by climbing, sneaking or slipping through	The way in
Through the front door	Talk, lie or dress your way in	The cover story
Under the water	Through flooded cellars, drowned streets or the canal bed	The route
By force	Hit them where they stand	The point of attack
By paper	A deal, a bribe, a forged warrant, a legal trick	The paper or the price
By the dream	Let a Wake lead the way	The Wake, and what it will do

That is all the planning there is. Play starts at the **first moment of danger**: the crew is already on the roof, already through the door, already under the water. The GM sets your opening Footing from the plan: **Firm** if the detail is clever and the target is weaker than you, **Slipping** most of the time, **Sinking** if the target is far bigger than the crew or the detail missed something important. Anything the plan did not cover, you handle with Earlier.

The six approaches and the opening Footing are a table ruling: RollQuest does not enforce them.

EARLIER...

When the plan needs something nobody mentioned, any player can say "Earlier..." and describe a moment before the score began: the bribe you paid the porter last week, the rope you left on the roof, the cork vest under your coat. The GM sets a cost in Pressure, which you take at once:

- **0 Pressure** for something simple and likely: you had a rope, you knew the porter's name.
- **1 Pressure** for something involved: you arranged a meeting, you hid a boat.
- **2 Pressure** for something elaborate or unlikely: you forged a lock-warrant in the Guild's own hand, you swapped the tide-book for a fake last Bellsday.

An Earlier may need a roll of its own, made in the past ("you are bribing the porter: Bargain, Slipping"). It cannot undo what has already happened in the score. Several abilities make Earlier cheaper (It Was Always the Plan, Tinker's Pockets, the Fixers' Favours Owed).

The Pressure scale for an Earlier is a table ruling: RollQuest does not enforce it.

◆ IN ROLLQUEST

RollQuest has no Earlier button. Take the Pressure by clicking your Pressure boxes. Boxes you click never overflow: if an Earlier would push you past 9, clear your Pressure and add the Fracture yourself.

LOAD

Before the score starts, each player chooses a **Load**: how much you are carrying.

LOAD	LOAD LIMIT	LOAD YOU CAN CARRY
Light	1 dot	2
Laden	2 dots	4
Swamped	3 dots	6

You do not say what you brought. During the score, when you need something, say you have it and tick it: its load fills your Load boxes, up to your limit. Swamped, you swim and climb like a stone: expect worse Footing for both. The gear lists are in Equipment.

Fights and Danger

A fight is a string of Knack rolls like any other danger. There are no hit points and no turn order: the GM moves the spotlight, and the fiction decides who can act.

- **Weapons change Impact, not dice.** A boathook against a fist is Solid; a fist against a boathook is Slight. A heavy weapon against a door is Sweeping; a knife against a door is Slight.

- **Numbers change Footing and Impact.** One Knuckle against a gang of six is Sinking with Slight Impact, unless an ability says otherwise.
- **A dangerous foe is a clock.** "Put Hallowell Down" might be a clock of 6, filled by your rolls' Impact. An ordinary foe goes down on one good roll.
- **You defend by Bracing.** When the blow, the bolt or the fall comes for you, you take it, or you Brace.
- **Shooting is Trail.** A crossbow bolt across a lock-basin is Trail; the Gull's Long Shot means distance never lowers its Impact.

How weapons, numbers and dangerous foes set Footing, Impact and clocks is a table ruling: RollQuest does not enforce it.

◆ IN ROLLQUEST

If you open RollQuest's combat tracker in a Tidewrack game, initiative is a single d6. Tidewrack itself has no turn order, so use it only if your table wants to keep the spotlight moving round the board.

Harm and Statuses

Harm in Tidewrack is a **status**: a condition with a name and a tier. There are four kinds.

STATUS	KIND	WHAT IT MEANS
Hurt	Penalty	An injury with a name: cracked ribs, a gashed hand, half-drowned. At tier 1 it colours the scene; at 2 or 3 it costs you a die when it gets in the way; at 4 you are out of the action.
Shaken	Penalty	Fear, shame or doubt with a name: spooked, humiliated, sure the bells are speaking to you. Tiers 2 and 3 cost a die when it matters; at 4 you cannot act against it at all.
Boon	Bonus	Something going your way, with a name: the crowd on your side, a guard who owes you, the tide at your back. Tiers 2 and 3 add a die when it helps.
Cover	Bonus	Protection with a name: behind the lock-gate, in the fog, under the arches. Tiers 2 and 3 add a die to keep you safe while it lasts.

Each tier does something different:

TIER	DICE	EFFECT
1	None	Narrative only: it shapes what you can do, and drops your Impact a step when it matters.
2	1 (a bonus status adds it, a penalty status takes it away)	Counts in the pool when it is relevant
3	1 (a bonus status adds it, a penalty status takes it away)	Counts in the pool when it is relevant
4	None	Taken out: the character gains the Taken Out condition.

One of each. You carry at most one status of each kind: one Hurt, one Shaken, one Boon, one Cover. Its name says what it is ("cracked ribs", "the crowd is with me"). New harm of a kind you already carry changes that status's tier and name; it never adds a second one.

Tier 4 is out of the action. A status at tier 4 leaves you **Taken Out**. A Hurt at tier 4 means knocked cold, swept under, pinned; a Shaken at tier 4 means you cannot act against the thing at all: you flee, freeze or give in. Either way you act again when the scene changes or someone hauls you clear.

Bracing gear (see Equipment) spends a use to step a Hurt or Shaken of the right sort down one tier, even after it lands, even from tier 4, which ends Taken Out.

FOR THE GM

Table ruling: how statuses land and fade.

RollQuest does not enforce any of this: you set every tier yourself.

- **Tier by Footing.** The GM gives a Hurt or a Shaken as a consequence at the tier the Footing warns of: **tier 1 from Firm, tier 2 from Slipping, tier 3 from Sinking.** A Brace makes it land one tier lower (a tier 1 does not land at all).
- **Stacking.** If you already carry that kind, it rises to **the new tier if that is higher, otherwise by one tier**, and you rename it to cover both ("cracked collarbone, half-drowned").
- **Boons and Cover** come from the fiction and from good rolls: a Flood that wins the crowd, a fog bank. The GM sets their tier from 1 to 3, never 4. They last while their situation does, and end with the scene at the latest. RollQuest has no such cap: a Boon or Cover raised to tier 4 applies Taken Out like any other status.
- **Coming back.** When a Taken Out character acts again, their status drops to tier 3.
- **Recovery.** At the end of each score, any tier 1 Hurt or Shaken fades. Anything worse stays until you **Mend** it in downtime.

Three more conditions can land on a character:

CONDITION	WHAT IT MEANS
Taken Out	Out of the action: knocked cold, swept under, pinned beneath a fallen beam. You act again when the scene changes or someone hauls you clear.
Withdrawn	Your Pressure overflowed. You took a Fracture and left the scene to put yourself back together. You return in the next scene with Pressure cleared.
Drowsed	The Drowse has its hooks in you. By morning the strange thing you saw will feel like a dream, unless you write it down or hold a shard of Wakeglass while you sleep.

IN ROLLQUEST

Statuses live on your character's token, so put it on the board: a character with no token carries none. The **Harm and Boons** block on your sheet adds them (choose the kind, type a name in **Name it (optional)**, and click **Add**; it starts at tier 1) and shows each with its name and tier, such as "cracked ribs-2", with – and + to lower and raise it and **Remove** to clear it. The pool builder lists them under **Statuses** for you to tick. A status raised to tier 4 puts **Taken Out** on the token, whatever its kind, Boon and Cover included; lowering it lifts **Taken Out** again. **Withdrawn** and **Drowsed** the GM puts on your token by hand.

Pressure and Fractures

Pressure is how hard you are pushing yourself. It has 9 boxes. You take Pressure when you:

- **Strain** on a roll: 2 Pressure.
- **Back** someone else's roll: 1 Pressure.
- **Brace**: 6 minus the highest die (a Flood clears 1 instead).
- Say **Earlier...**: 0 to 2 Pressure (a table ruling, see "Earlier..." above).
- Use an ability that says so.

Overflow. If Pressure would go past 9, it overflows. Clear your Pressure to 0, take a **Fracture**, and leave the scene: you are **Withdrawn**, off somewhere putting yourself back together, and you return in the next scene. Whatever Pressure went past the ninth box is lost, not carried over. Reaching exactly 9 fills the track without overflowing. Backing works the same way: a backer whose 1 Pressure goes past 9 takes a Fracture too.

Fractures are lasting cracks:

FRACTURE	WHAT IT DOES TO YOU
Floodsick	Deep water undoes you. Crossing it, wading into it, even hearing it rush under a bridge takes everything you have, and when it closes over your head you lock up and sink.
Saltmouth	The bitter word is out before you can stop it. You say the true thing at the worst moment, to a patron, a rival or a friend, and you never manage to take it back.
Silted	Names, faces and promises settle out of you like silt in still water. You forget who you owe, who owes you, and the thing you swore you would never do again.
Bellstruck	A sudden sound stops you dead. A bell, a shot, a door slammed in the next room: for a long breath you cannot move, speak or think of anything but the noise.
Moorless	You cannot tie up anywhere. You never sleep in the same bed twice, you leave before any welcome runs out, and staying still feels like being held under.
Drowned Hours	Time goes under and comes up somewhere else. You lose whole hours, and come to in places you do not remember walking to, sometimes with things in your pockets.
Rust-Handed	Your hands betray you under strain. A fine lock, a steady aim, a careful pour: whenever the Pressure is on, the work is a fight against your own fingers.
Tide-Deaf	Warnings slide off you. The bells, a friend's hand on your sleeve, the creak before the beam gives way: you hear them only after it is too late.

A Fracture is yours for good. Play it as a story: a Bellstruck character flinches at every tide-bell.

FOR THE GM

Table ruling: Fractures in play. When you take a Fracture, choose one you do not already have, or let the GM choose for you. When it bites, the GM makes your Footing for that roll one step worse, or asks you to **Brace** (usually with **Voice**) to act at all. RollQuest does not enforce it: a Fracture on your sheet is a description and changes no roll.

Four Fractures. When you take your fourth, there is no room for another. From then on your Pressure can fill but never overflow: at 9 it stays full. Finish the score as best you can, then **retire** (see "Retiring" below).

◆ IN ROLLQUEST

Pressure and Fractures show as pips on your token. When a cost RollQuest applies (Strain, the **Take 1 Pressure for backing** button, a Brace's **Take** button) pushes Pressure past 9, the sheet clears Pressure and adds 1 to Fractures by itself, and a line in chat says so. This works for a backer's Pressure too. With four Fractures, Pressure fills to 9 and stops. Clicking the boxes yourself never overflows them. The count goes up by itself, but you choose the Fracture: add it from the **Fractures** tab of your inventory with + **From pack**. The GM puts **Withdrawn** on your token by hand. The Knuckle's Unbowed lets you ignore the **Withdrawn** part once per score.

Strands in Play

Your Strands change over time through three things: Pull, Fray and Pawn.

PULL: YOUR WEAKNESS TEACHES YOU

When the GM invokes a Strand's **Leak**, that Strand marks one box of **Pull**. When the third fills, write a **new tag** on it about what the trouble taught you, and clear Pull. A Strand holds at most eight tags; one that already has eight clears Pull with no new tag (a table ruling: RollQuest does not enforce it, so click the Pull boxes empty yourself).

FRAY: A STRAND UNDER STRAIN

When the third box of **Fray** fills, the Strand snaps (below). What marks Fray is a table ruling: RollQuest does not enforce it, and you mark the boxes yourself. A Strand marks one box of Fray when you betray what it says about you. The GM tells you when, and you can volunteer:

- You turn your back on your kin, break your oath, sell out your street.
- You lean on a **Wake** in a way that costs one of your **Roots**: you use the god's gift against the people your Root is about, or you choose the dream over the life. The Root marks Fray.
- You deny a **Wake**: you refuse it when it calls, drown it with salts and drink, swear it off. The Wake marks Fray.

When the third box fills, the Strand **snaps**. Rewrite it as the other kind: a Root becomes a Wake (the dream has taken that part of your life) or a Wake becomes a Root (the fragment fades, and ordinary life grows over the gap), and clear Fray. Choose a Strand book of the new kind and rework the title, tags and Leak with the GM, keeping any tags that still make sense and writing new ones to bring it to at least three.

PAWN: AND GETTING IT BACK

When you **Pawn** a tag on a roll, its die shows 6 and the tag is **spent**: you cannot invoke or Pawn it until you recover it. You recover pawned tags in downtime, in either of two ways:

- **Redeem** a pawned tag for 1 **Coin**, as many times as you can pay.
- **Mend** recovers every pawned tag on one of your Strands (see "Downtime").

How you recover pawned tags is a table ruling: RollQuest does not enforce it.

◆ IN ROLLQUEST

A pawned tag stays on your sheet, marked spent, with a **Recover** button beside it: press it when you redeem the tag. Nothing recovers tags by itself, the **Downtime** button included. When Pull fills, the Strand says **Pull is full: add a new tag to clear it**, and adding the tag clears Pull. When Fray fills, press **Rewrite**: the Strand turns into the other kind, keeps its tags and loses its Strand book, so edit it and choose a new one.

Wakes and Their Cost

A Wake's tags work like any tags, and they do one thing a Root's cannot: they make the impossible possible. A Tidecaller with "the canal lifts what I ask" can try to raise a sunk skiff with a word; nobody else can try at all. Most Wake work is rolled with **Dream**, but a Wake can colour any Knack: "see clear through black water" helps Scout and Scramble too.

Every Wake is paid for, in four ways.

1. **The Leak.** Every Wake has a weakness, and the GM will invoke it.
2. **Fray on your Roots.** Lean on the dream at the expense of your life and your Roots fray. When a Root snaps, it becomes another Wake.
3. **Memory.** When you **Pawn** a tag from a Wake, you forget something small: you or the GM name it (the name of a street, a friend's face, the taste of something you loved). Write it on your list of things you must not forget if you want it back; read the list, and it comes back for a day.
4. **The last Root.** If your last Root ever snaps into a Wake, there is nothing left to remember you by. Your character walks into the water, or into the Drowned Choir, and becomes the GM's. Play out the farewell.

A Wake denied until it snaps into a Root is gone. Some characters spend their lives trying to make that happen.

The second, third and fourth costs are table rulings: RollQuest does not enforce them. Only the Leak is in the pool builder.

The Drowse

Ordinary people who see something strange forget it by morning, or remember it as a dream. That is the Drowse, and it works for you as often as against you: the watch forgets the Tidecaller who lifted their boat.

Player characters can be **Drowsed** too. When you see something strange, the GM may tell you that you are Drowsed. You may Brace with **Mind** against it: pay the Pressure and you keep your head, and are not Drowsed (what a Brace buys is a table ruling; see Bracing in How to play). If you are Drowsed, then by morning the strange thing feels like a dream: you cannot invoke it as a fact, you cannot be sure of it, and you will argue yourself out of it. Unless you **write it down** before you sleep, or sleep with a shard of Wakeglass in your fist. Ink and glass are the only things that keep a dream.

Clocks

Anything that takes time, effort or danger to happen is a **clock**: a circle cut into **4, 6, 8 or 12 segments**, with a name. The GM puts them on the table where everyone can see them, unless a clock is the GM's secret.

- **Progress clocks** fill as you succeed: *Free the Clapper* (8), *Win the Dredgers Over* (6). Your rolls fill them by Impact: **Slight 1, Solid 2, Sweeping 3**, and a Flood fills one more.
- **Danger clocks** fill as things go wrong: *The Tide Turns* (6), *The Watch-Boat Comes Back* (4). A Snag or a Sunk may fill one as its complication: **2 segments from Slipping, 3 from Sinking** (1 from Firm, on a Snag).
- **Racing clocks** are a pair, yours and theirs. Whichever fills first wins.
- **Faction clocks** are the factions' own plans, which the GM fills between scores (see Running the game).
- **Slow-job clocks** are your long projects, filled in downtime.

Size a clock by how hard the thing is: **4** simple, **6** complicated, **8** big, **12** many sessions. When a clock fills, the thing happens, and it may start another.

How many segments a roll fills is a table ruling: RollQuest does not enforce it. Whoever ticks the clock decides.

◆ IN ROLLQUEST

A Tidewrack game has a **Clocks** panel on the tool rail. Type a name in **New clock**, pick **4, 6, 8 or 12 segments**, and click **Add**. The GM also picks **Everyone or GM only**; a player's clock is always seen by everyone. Click a clock's face, or its **+** and **-**, to fill and empty it: the GM can change any clock, a player only the clocks they made. Every change shows to everyone at once. **Edit** renames or resizes a clock and **Delete** removes it (the GM, or the player who made it); **Post to chat** and **Hide or Show** are the GM's.

Crews and the Crew Sheet

The player characters are a **crew**, and the crew has a sheet of its own, shared by everyone. It holds what you have built together and what is coming for you.

CHOOSE YOUR CREW

There are six kinds of crew. Choose one together. It tells you what kind of scores you take, where you start and what you are good at.

CREW	ROLE	FIRST FOOTHOLD	WATERS IT WORKS
Bargemen	Night-canal runners	A mooring in the Sunk nobody else knows the way to	The canals between the Silt Flats and the open estuary
Lockpicks	Thieves	A fence's back room in the Rib Arches	The Dry, and the counting-houses of the Lantern Mile
Collectors	Enforcers	A tavern on the Lantern Mile that pays you to keep the peace	The Lantern Mile and the poorer canals of the Sunk
The Drowned Choir	A congregation of the drowned god	A drowned chapel in the Sunk, dry at low tide	Bellwater and the drowned streets around it
Divers	Salvagers	A wreck in the Sunk only you can reach	The Sunk and the deep water off Bellwater
Fixers	Brokers	A back table at a counting-house on the Lantern Mile	Wherever the factions meet: Sluicagate, the Mile and the Dry

Bargemen (night-canal runners). You move what the Guild taxes and the Assize forbids: Wakeglass out of the Flats, people out of the city, crates nobody opens. Your barge is your home and your getaway.

Lockpicks (thieves). Houses with cellars, vaults with three keys, the Lantern Exchange's grading-rooms: anything locked is an invitation. You take what the Dry keep and sell it back to them.

Collectors (enforcers). Somebody has to make people pay. You collect debts, protection and grudges for whoever is paying this week, and the canals know your boat.

The Drowned Choir (a congregation of the drowned god). You sing to the god under the city, and you believe it hears. Some of you want it awake; some of you only want it to keep dreaming kindly. All of you have heard it answer.

Divers (salvagers). You go down into the Sunk's drowned streets and the god's own flesh for what the water took: lost cargo, old silver, Wakeglass the dredges cannot reach.

Fixers (brokers). You do not steal, smuggle or collect; you arrange. Introductions, alibis, safe passage, a quiet word in the right ear. Every faction in the city owes you something, and you keep the ledger.

Each kind of crew has three **crew abilities**:

Bargemen

CREW ABILITY	WHAT IT DOES
Low in the Water	A cargo hidden aboard your barge cannot be found by an ordinary search
Night Tide	The crew can travel any canal by night without paying a toll or being stopped
Lock Friends	Once per score, a lock opens for you that should not

Lockpicks

CREW ABILITY	WHAT IT DOES
Clean Hands	Notice from a score rises by one less when no one saw your faces
The Fence	The crew gains one extra Coin from selling stolen goods
Patient Work	The crew's long-term projects to plan a theft tick one extra segment

Collectors

CREW ABILITY	WHAT IT DOES
Reputation	Once per score, someone gives in because of who you are, not what you do
Hard Bargain	Protection money pays one extra Coin each downtime
No Witnesses	Warrant from violence rises one step slower

The Drowned Choir

CREW ABILITY	WHAT IT DOES
The Hymn	The crew's Dream rolls together are one group roll, with every singer Backing for free
Faithful	Once per score, a stranger in the Sunk hides you for the Choir's sake
Bellwater Key	You can get into Bellwater's tower at any low tide

IN ROLLQUEST

The pool builder takes one backer, so a Hymn with more singers cannot be built there. Roll it in chat instead, for example `/roll 5d6kh1` for five dice, and read the highest die yourself.

Divers

CREW ABILITY	WHAT IT DOES
Deep Lungs	The crew can stay under for a whole scene with a diving bell or a breathing reed
Salvage Rights	One score's salvage per downtime is legal, whatever the Guild says
Feel the God	Once per score, ask the GM what Maer is doing beneath you

Fixers

CREW ABILITY	WHAT IT DOES
Middlemen	Once per score, a faction deals with you instead of fighting you
Favours Owed	The crew starts every score with one free "Earlier..." flashback
The Ledger	Once per downtime, call in a debt from a faction you have helped

Each kind of crew also has three **upgrades** it can buy with the crew's Coin:

CREW	UPGRADES
Bargemen	A second barge; Hidden compartments; A lock-warden on the payroll
Lockpicks	A master fence; A safehouse on the Dry; Fine tools for the whole crew
Collectors	A gang of hired hands; A boat with a ram; A judge who owes you
The Drowned Choir	A hidden chapel; Choir robes that pass in any crowd; A Wakeglass reliquary
Divers	A diving bell; A salvage barge with a crane; A map of the drowned streets
Fixers	A network of runners; A respectable front; Leverage on a Dry Family

Then name the crew and its first foothold.

THE CREW'S TRACKS

TRACK	RANGE	SHOWN AS	WHAT IT MEANS
Reach	0 to 4	dots	How far the crew's arm reaches across the city, from 0 (a rumour) to 4 (a power). Rolls against bigger factions are harder.
Steady Keel	0 to 1	boxes	Ticked while the crew rides on a steady keel at its Reach; unticked when it is listing, and one bad score could cost it.
Renown	0 to 12	boxes	What the canals say about the crew, earned by scores. Twelve marks, and the crew can stretch its Reach (with the coin to pay for it).
Coin	0 to 16	boxes	The crew's shared Coin, held in common: spent on upgrades, bribes and the cost of stretching its Reach.
Moorings	0 to 6	boxes	Streets, moorings and businesses the crew controls. Each one is a foothold someone else wants.
Notice	0 to 9	boxes	How much the city's powers are paying attention. Raised by loud scores; lowered by laying low. At 9, something comes for the crew.
Warrant	0 to 4	boxes	How badly the Harbour Assize wants the crew. When Notice fills, Warrant rises and Notice clears.

Reach is on the same scale as the factions', from 0 (a rumour) to 4 (a power), and rolls against a bigger faction are harder. **Steady Keel** is ticked while the crew rides steady at its Reach, and unticked while it is listing, when one bad score could cost it. **Renown** is what the canals say about the crew; when all 12 boxes are full, the crew can stretch its Reach, if it has the Coin to pay for it. **Coin** is the crew's shared purse, up to 16: clients pay into it, and the crew decides in downtime how much goes to each member. **Moorings** are the streets, moorings and businesses the crew controls, up to 6, each one a foothold someone else wants. **Notice** and **Warrant** are covered under "Downtime" below.

FOR THE GM

Table ruling: running the crew. RollQuest does not enforce any of this.

- **A new crew** has all three of its crew abilities and starts at **Reach 0**, listing (Steady Keel unticked), with **Renown 0**, **Coin 0**, **Notice 0**, **Warrant 0** and **1 Mooring**: its first foothold.
- **Reach.** Against a faction with greater Reach than the crew, your **Impact is one step lower**; against one with less, **one step higher**.
- **Steady Keel.** The GM unticks it when the crew loses a Mooring, its Warrant rises, or a score goes badly wrong. A crew already listing when another such blow lands loses one dot of Reach. A listing crew ticks Steady Keel again when it finishes a score, gets paid, and its Warrant did not rise.
- **Renown.** After each score, mark **1** for a job few will hear about, **2** for an ordinary one, **3** for one the whole Mile is talking about, and **1 more** if the target had greater Reach than the crew; mark none if nobody knows it was you. To **stretch its Reach** in downtime, the crew pays Coin equal to the new Reach times 4, raises Reach by 1, clears Renown and unticks Steady Keel (a crew that has just grown is listing until it proves itself).
- **Moorings** are taken by scores from whoever held them. In each downtime the crew collects **1 Coin** for every two **Moorings**, rounded up.
- **Upgrades** cost **4 Coin** each from the crew's Coin, bought in downtime.

◆ IN ROLLQUEST

The crew sheet is a sheet like any other. The GM makes it and ticks **Shared with the party** in the **Edit Sheet** form: every player in the game can then open it and play it, but only its owner and the GM can rebuild, rename or delete it. RollQuest has no visible control yet that adds the **Crews** pack to a sheet, so the crew's tracks and its crew card cannot be put on the crew sheet from the app: keep them on paper for now.

Downtime

Between scores comes **downtime**: days or weeks of ordinary life in the city. Two parts of it are fixed: bracing gear gets its uses back, and when the crew's Notice fills, Warrant rises by 1 and Notice clears. Everything else in this section, from how much Notice a score raises to the downtime moves, Mend and Go Under, is a table ruling: RollQuest does not enforce it.

Take downtime in this order.

1. **Payday.** The client pays the crew's Coin; the crew decides how much goes to each member (each can hold 4). Mark Renown. Collect Coin from your Moorings.
2. **Notice.** The GM raises the crew's Notice for the score just done: **1** for a quiet job nobody connects to you, **2** for an ordinary one, **3** or **4** for a loud one, more if there were bodies, fires or a faction's pride involved. When Notice reaches 9, something comes for the crew (the GM plays it out now, as a scene or a new danger), Warrant rises by 1, and Notice clears.
3. **Downtime moves.** Each character takes **two** moves. Each extra move costs **1 Coin**.
4. **Restock.** Bracing gear gets its uses back.

DOWNTIME MOVES

MOVE	WHAT YOU DO
Fetch	Get something you need: a thing, a person, a fact. If it is ordinary, you get it. If it is hard to come by, roll a fitting Knack: on a Clean or Flood you get it, on a Snag you get it for 1 Coin or with a catch, on a Sunk you do not. If it is beyond the crew's Reach, start a slow job instead.
Slow job	Work on a long project with a clock (forge a set of lock-warrants, court a magistrate, build a diving bell). Roll a fitting Knack and fill the clock: Sunk 1, Snag 2, Clean 3, Flood 4 .
Mend	Rest and be tended. Every Hurt and Shaken you carry steps down one tier (two tiers if a real healer tends you: a Saint of the Silt, the Silt Saints' infirmary, a surgeon you paid). Also recover every pawned tag on one of your Strands.
Go Quiet	Lie low and pay people off for the crew. Roll a fitting Knack and lower the crew's Notice: Sunk 1, Snag 2, Clean 3, Flood 4 .
Drill	Practise. Mark 1 XP on any one of your Current tracks.
Go Under	Go to your Undertow and let the Pressure out (below).

Downtime rolls are made at **Firm Footing**: nothing in the score is at risk, and they never mark XP. You may invoke tags, and a crew member may Back you as usual. The **Redeem** of pawned tags (1 Coin each) costs no move.

GO UNDER: THE UNDERTOW

When you **Go Under**, you go to your Undertow and lose yourself in it. This is a table ruling: RollQuest does not enforce it.

1. Roll a pool equal to your **lowest Current's rating** (if it is 0, roll two and keep the lower).
2. Clear Pressure equal to the **highest die**.
3. If that is **more than the Pressure you had**, you **overindulged**. Tell the GM, who picks one: you made a scene (the crew's Notice rises by 1); you spent too much (lose 1 Coin); you were found in the canal at dawn (start the next score Hurt at tier 1); you talked (a faction learns something about the crew); you lost track of time (one fewer downtime move next time).

◆ IN ROLLQUEST

The **Downtime** button on your sheet shows what it will do, then, when you confirm, gives every piece of bracing gear its uses back, whether you brought it or not. It changes nothing else: Coin, Notice, statuses, pawned tags, Pressure from Going Under and slow-job clocks you change by hand, on your sheet, on the crew sheet and in the Clocks panel.

Advancement

You learn in two ways: when the water is over your head, and when you look back at the end of a session.

Sinking rolls. Every Knack roll you make from **Sinking Footing** marks 1 XP on that Knack's Current track (Hand XP, Mind XP or Voice XP), whatever the result.

End of session. When the session ends, every player marks XP for the session. The questions below, and marking 2 Calling XP, are a table ruling: RollQuest does not enforce them.

- **Did you live up to your Calling?** Read your Calling's XP line. Mark **1 Calling XP** if you did, **2** if you did more than once or at a real cost.
- For each of the following that is true, mark **1 XP** on any one of your Current tracks:
 - A Strand got you into trouble: your Leak was invoked, or a Strand marked Fray.
 - You showed what one of your Roots means to you, and it cost you something.
 - You leaned on a Wake and paid for it.
 - Your Undertow or a Fracture changed what you did.

Spending XP. When a Current track's 6 boxes fill, clear it and add one dot to one of that Current's Knacks (no Knack above 4). When the 8 Calling XP boxes fill, clear them and choose a new ability from your Calling, or take **Old Hand** to choose one from another Calling. Marks that would go past a full track are lost, so spend as soon

as a track fills, between scenes.

A Knack that goes from 0 dots to 1 also raises its Current's rating by 1.

IN ROLLQUEST

A roll made with Footing set to **Sinking** marks the XP on its Current by itself. End-of-session marks are yours to tick.

Retiring

A character leaves the life in one of three ways:

- **Four Fractures.** The city has cracked you too many times. After the score in which you took the fourth, you retire while you still can. Say where you go.
- **A full Nest Egg.** With **30** in your Nest Egg you can buy your way out of the life, or up to the Dry. You may keep playing, but you may also stop. Moving personal Coin into your Nest Egg is free in downtime (a table ruling; RollQuest does not enforce it).
- **Lost to the dream.** If your last Root snaps into a Wake, your character belongs to the god now (a table ruling; see "Wakes and their cost").

A retired character becomes part of the city: a contact, a patron, a name to drink to. Make a new character to join the crew.



Gear on the jetty.

Equipment

"Bring a rope. Bring a knife. Bring a coat that floats. Do not bring anything you would not leave on the bottom of the Sluicgate races."

Gear in Tidewrack does not add to your dice. It decides what you **can** do, and it changes your **Impact** and **Footing**: a crossbow lets you hit the warden across the lock-basin; a skiff lets you outrun the watch-boat; a forged lock-warrant gets you through the gate without a fight. Bracing gear is the exception: it softens harm after it lands.

Load

Before each score, choose your Load: how much you are carrying. During the score, tick each item when you say you brought it. Its load fills your Load boxes, and you cannot go past your limit.

LOAD	LOAD LIMIT	LOAD YOU CAN CARRY
Light	1 dot	2
Laden	2 dots	4
Swamped	3 dots	6

Light is how a Ferret goes out; **Swamped** is a heavy weapon, steel stays and a coil of rope, and you swim like a stone. Small things weigh nothing: a purse, a letter, a lockpick, a shard. If you would need a hand to carry it, it has load.

Standard Gear

Anyone can carry these.

GEAR	LOAD	WHAT IT IS
Short Steel	1	A short sword, a gutting knife, a hook. For when talking has stopped working.
Heavy Weapon	2	A maul, a boarding axe, a capstan bar. Slow, loud and very persuasive.
Flintlock Pistol	1	One shot, a lot of smoke, and a reload that takes a whole scene if you are hurried. Damp powder is everyone's problem.
Rope and Grapple	1	Forty feet of tarred line and a three-pronged hook. Bridges are for people who cannot climb.
Hooded Lantern	1	A Wakeglass lantern with a shutter. Shows what you want to see and nothing else.
Disguise Kit	1	Wigs, paint, a dredger's cap, a lock-warden's badge that will pass in poor light.
Breathing Reed	0	A hollow reed and a lot of nerve. Lets you lie under the surface of a canal for as long as you dare.
Skiff	3	A small, quick boat. Does not count against load while you are in it; counts heavily when you carry it.

A **Skiff** is the one piece of gear with its own rule: it costs nothing while you are in it, and 3 load when you carry it over a lock or up a stair.

Weapons. Short Steel, a Heavy Weapon and a Flintlock Pistol set your Impact in a fight. Against an armed opponent, bare hands are Slight; a blade or a boathook is Solid; a heavy weapon against a door, a hull or a crowd of dredge-hands can be Sweeping. A pistol fires once and then needs a whole scene to reload in a hurry;

damp powder may misfire, which is the GM's to decide on a Snag. How weapons set Impact is a table ruling: RollQuest does not enforce it.

Bracing Gear

Bracing gear softens harm after it lands. Each item has a number of **uses**. Spend one to step a **Hurt** or **Shaken** down one tier, when the harm is the kind the item pro-

TECTS AGAINST. You may spend a use after the status lands, and even to lift a tier 4 status back to 3 before you are carried out of the scene. Spending a use costs no Pressure and no roll.

GEAR	LOAD	USES	STEPS DOWN	USES COME BACK	WHAT IT DOES
Oilskin Coat	1	2	1 tier of Hurt or Shaken	On Downtime	Waxed canvas against the wet. Spend a use to step a harm from cold, water or a glancing blow down one tier.
Cork Vest	1	1	1 tier of Hurt or Shaken	On Downtime	Keeps you afloat when the canal takes you. Spend its use to step a harm from drowning or a fall into water down one tier.
Steel-Boned Jacket	2	2	1 tier of Hurt or Shaken	On Downtime	A tailor's armour, worn under a coat. Spend a use to step a harm from a blade or a blow down one tier.
Smelling Salts	0	1	1 tier of Hurt or Shaken	On Downtime	A sharp breath of something awful. Spend its use to step fear or shame (Shaken) down one tier. Against the Drowse it does nothing: only Wakeglass or ink keeps a dream.

Bracing gear works alongside a Brace, not instead of it: Brace to make the harm land a tier lower, then spend a use to take it down one more.

◆ IN ROLLQUEST

Bracing gear you have ticked as brought, with a use left, shows under each Hurt and Shaken in your **Harm and Boons** block as a button such as **Use Oilskin Coat**: press it to spend a use and step that status down a tier (from tier 1, it clears the status; from tier 4, it lifts Taken Out). The button does not know a cold from a cut, so press it only when the item fits the harm. Your **Downtime** button gives every use back.

Calling Gear

Each Calling arrives with its own items, already in your coat.

GEAR	CALLING	LOAD	WHAT IT IS
Knuckle's Boathook	Knuckle	2	Ash shaft, iron hook, and a dent from every argument it has settled.
Knuckle Irons	Knuckle	0	Brass knuckles cast from a melted lock-plate. The lock-plate's owner is still looking for them.
Ferret's Picks	Ferret	0	A roll of lockpicks, each one named after the lock it first opened.
Eel Grease	Ferret	0	Rubbed on the skin, it makes you very hard to hold and very easy to smell.
Gull's Crossbow	Gull	2	A light, quiet crossbow with a sight cut from Wakeglass, and a quiver of bolts with gull-feather fletching.
Spyglass	Gull	1	Brass, dented, perfect. Shows you the far side of a lock-basin as clearly as your own hand.
Lampwright's Tool Roll	Lampwright	1	Pliers, files, a jeweller's loupe, glass-cutters, a hammer small enough to be polite.
Slow Fuses	Lampwright	1	Coils of slow match and three charges wrapped in oilcloth. Handle with affection.

GEAR	CALLING	LOAD	WHAT IT IS
A Fine Coat	Silvertongue	1	Good enough for the Dry, if nobody looks at the cuffs. Opens doors that a clean face alone will not.
Calling Cards	Silvertongue	0	A stack of cards with a dozen different names on them. All of them are you.
Tide-Tables	Ledger	0	A battered almanac of every tide for three Turnings, annotated in four colours.
Forger's Kit	Ledger	1	Inks, seals, a lock-warrant blank and the patience of a saint.
A Shard of Wakeglass	Dreamer	0	Thumb-sized, warm, humming against your teeth. It shows you things when you sleep.
The List	Dreamer	0	A small book of the things you must not forget. The first page is your own name.

Coin

Coin is counted in **fat purses**, not pennies. One Coin is a week's rent in the Sunk, a decent bribe for a lock-warden, a night's hire of a fast boat with a quiet rower, a good coat second-hand, or a debt to the Tallymen paid off before they come round.

- **Your Coin** is what you carry: up to **4**. More than that and someone notices.

- **The crew's Coin** is held in common on the crew sheet: up to **16**. Clients pay it, the crew spends it on upgrades, bribes, extra downtime moves and stretching its Reach, and shares it out in downtime.
- **Your Nest Egg** is Coin put by somewhere dry: up to **30**. At 30 you can buy your way out of the life, or up to the Dry. In downtime you may move your own Coin into it freely; getting it back out is a downtime move (Fetch), and the GM may ask who has been minding it. Those two are table rulings: RollQuest does not enforce them.

What Coin buys, as a rough guide (a table ruling: RollQuest does not enforce it):

PRICE	WHAT IT BUYS
1 Coin	A bribe that gets you past one person; a week's food and roof in the Sunk; a boat and a rower for the night; an extra downtime move; redeeming one pawned tag
2 Coin	A bribe a magistrate would notice; a forged pass that will stand a second look; a fence's silence for a season
4 Coin	A crew upgrade; a skiff of your own; a lock opened at the wrong hour by a warden who will deny it
8 or more	A favour from a faction; a house in the Rib Arches; the debt that has been following you since you were fourteen

WAKEGLASS

Wakeglass is the currency behind the currency. A fence gives a Coin or two for a thumb-sized raw shard, no questions; a palm-sized shard is a score in itself, and somebody is already looking for it. Cut, graded glass from the Lantern Exchange is worth far more, and is registered.

A shard of Wakeglass held in your fist while you sleep keeps you from being Drowsed. Most scoundrels carry a sliver for exactly that reason.



◆ *The Drowned Choir sings at low water.*

Adversaries

"The Guild won't kill you. The Guild will close a sluice, and the water will. Nobody hangs for a tide."

How Opposition Works

Adversaries do not roll dice and have no hit points; the players make every roll. An adversary's strength shows in four places, and a stat block says how to set each:

- **Footing.** How much danger a character is in when facing them.
- **Impact.** How much a character's action can achieve against them.
- **Harm.** The tier of status they deal when a roll goes against the crew, and what kind.
- **Clock.** How many segments of progress it takes to beat them, if one good roll will not do it.

A faction adds a **Reach** from 0 to 4, and rolls against a bigger faction are harder (see "Crews and the crew sheet" in Rules of play).

FOR THE GM

Table ruling: this chapter. RollQuest ships no statistics for adversaries. The Threat scale, the edges and every stat block in this chapter are guidance for the GM: RollQuest does not enforce them. Only the factions' Reach, wants, assets and starter clocks come from the setting.

Threat

Every adversary has a **Threat** from 0 to 4, on the same scale as Reach. Read Footing, Impact, harm and clock from this table, then adjust for the fiction: a Threat 1 tough in his own boathouse with six friends is as dangerous as a Threat 3 captain.

THREAT	WHO	FOOTING FACING THEM	YOUR IMPACT	THEIR HARM	CLOCK TO BEAT THEM
0	A porter, a drunk, a frightened clerk	Firm	Solid	Tier 1	None: one roll
1	A dock tough, a sharp-eyed clerk, a lone warden	Slipping	Solid	Tier 2	None: one roll
2	A professional: collector, Bellmouth, watch sergeant	Slipping	Solid	Tier 2	4
3	An elite: a warden-captain, a Tidecaller, a master fixer	Sinking	Slight	Tier 3	6
4	A power: a Dry matriarch, a saint of the Choir	Sinking	Slight	Tier 3	8

Gangs. A group acting together is one adversary. Use the Threat of its members, then make the crew's Footing one step worse for a gang of six or more facing one character, and give the gang a clock (4 for a small gang, 6 for a big one) even if its members would go down in one roll each.

Building Your Own

1. **Say what they want.** One sentence. Everything they do comes from it.
2. **Set a Threat** from 0 to 4, and a faction if they have one.

3. Read Footing, Impact, harm and clock from the table, and change any that the fiction changes.
4. Give them two or three edges: things they do that the table does not cover. An edge should change a roll's Footing or Impact, fill a clock, give a particular status, or invoke a Leak.
5. Give them a weakness: something the crew can find with Scout or Sift and use to change Footing or Impact.

The Factions

Each faction's Reach, wants, assets and starter clock come from the setting; its edges are how it treats a crew in its way.

The Sluice Guild

Keepers of the great locks of Sluicegate, punctual, green-coated, and never once generous.



REACH	4
WANTS	Every lock, every toll, forever.
HAS	The locks of Sluicegate, the tide-books, green-coated wardens, the law on its side.
STARTER CLOCK	<i>Close the Sunk Sluice</i> (8): flood the poorest canal for a week to break a dredgers' strike.

- Close a sluice. When the crew crosses the Guild, the GM may flood a district or strand a barge: a danger clock fills, or a whole score's Footing starts one step worse.
- The tide-books. The Guild knows every boat's movements. Scout and Trail rolls against the Guild's people in Sluicegate are Sinking.

The Dredgers' Company

The masters of the Silt Flats, paying half the wages in the city and cutting deeper into the god every year.



REACH	3
WANTS	More Wakeglass, cheaper hands, deeper cuts.
HAS	The Silt Flats, the cranes, the foremen, half the city's wages.
STARTER CLOCK	<i>Cut the Deep Seam</i> (8): dredge into the god's flank, where the glass is thickest.

- Whistle. A foreman's whistle brings a gang of dredge-hands in one beat: a Threat 1 gang of six or more.
- Wages. The Company can buy any dredge-hand's silence. Fetching anything from the Flats is always hard to come by, and always a roll.

The Drowned Choir

A congregation of the drowned god, singing in every district, sure that Maer will hear.



REACH 2

WANTS Maer awake.

HAS Bellmouths, Tidecallers, faithful in every district, the key to Bellwater's tower.

STARTER CLOCK *Ring the Great Bell* (12): the ritual, the tide tables, the clapper, the night.

Faithful everywhere. In the Sunk, someone is always watching for the Choir: a danger clock fills one extra segment on any Sunk result there.

The hymn. Bellmouths singing together make everyone who hears them Brace with Voice or become Shaken at tier 2.

They mean well. Choir members rarely kill. When the crew kills one, every character with a Root in the Sunk marks Fray on it.

The Lantern Exchange

The bankers of Wakeglass, who grade every shard, hold every debt and never touch a weapon.



REACH 4

WANTS Every shard graded, banked and owed on.

HAS The counting-house, the grading-houses, the city's debts.

STARTER CLOCK *Call in the Rib Arches Loans* (6): foreclose on the Old Quarter.

Call the loan. Anyone in the crew with a Debt Root may have its Leak invoked by the Exchange, in any scene, without a word spoken.

Bailiffs. The Exchange hires its violence: Collectors, Tallymen, a Threat 2 gang with papers that make it legal.

The Harbour Assize

The law: courts, magistrates, watch-boats and prison hulks, and a docket it would like kept quiet.



REACH 3

WANTS Order, fees, and a quiet docket.

HAS Courts, magistrates, the watch-boats, the prison hulks.

STARTER CLOCK *The Wake Statute* (8): a law that names Wakes, if the judges can stay awake to write it.

Watch-boats. A Threat 2 crew of four, with a fast boat, lanterns and a bell to call more.

Warrant. Every score the Assize can pin on the crew raises Warrant by 1 at the next downtime, as well as Notice.

The Tallymen

Debt collectors who come in person, with ledgers, long memories and short tempers.



REACH	2
WANTS	What they are owed, with interest, in person.
HAS	Ledgers, collectors, a long memory and short tempers.
STARTER CLOCK	<i>Make an Example</i> (6): break a debtor publicly on the Lantern Mile.

They know your door. The Tallymen can find anyone in the crew who owes: no Scout or Trail roll hides you from them for more than a day.

An example. A crew member they catch takes Hurt at tier 2, in public, unless someone pays 1 Coin on the spot.

The Pale Divers

The salvagers' union, who go down into the drowned streets and the god's own flesh.



REACH	2
WANTS	Fair shares for the people who go down into the god.
HAS	Diving bells, salvage rights, the only maps of the drowned streets.
STARTER CLOCK	<i>The Divers' Charter</i> (8): win salvage rights in the Sunk from the Guild.

The only maps. Under the Sunk, without a Diver's guidance, every Scramble roll is Sinking.

Feel the god. The Divers know when Maer stirs. They are the first to hear of anything strange in the deep water, and the first to be frightened.

The Dry Families

The old money on the only high ground, staying dry while the city sinks around them.



REACH	4
WANTS	To stay dry while the city sinks around them.
HAS	Land, cellars, old money, the cathedral, the ear of the Assize.
STARTER CLOCK	<i>Raise the Seawall</i> (12): a wall around the Dry, paid for by everyone else.

Cellars. A Dry house's cellar is its vault. Breaking into one is a clock of 8 at least.

The ear of the Assize. A Dry Family that names the crew raises Warrant by 1, whatever the evidence.

The Oars

The ferrymen's brotherhood, rowing most of the city's passengers and hearing most of its rumours.



REACH	2
WANTS	Every passenger, every canal, no bridges.
HAS	Boats, boathouses, every rumour the river carries.
STARTER CLOCK	<i>Burn the New Bridge</i> (4): before it opens and puts them out of work.

Every rumour on the river. The Oars hear what happens on any canal by the next tide. While the Oars are against the crew, *Go Quiet* lowers Notice by 1 at most, whatever the roll.

No boat for you. A crew the Oars dislike cannot hire a ferry anywhere in the city.

The Gilt Lamp

A gang of gambling barges, a theatre and a dozen fixers who want the whole Lantern Mile.



REACH	2
WANTS	The Lantern Mile, all of it.
HAS	Gambling barges, a theatre, a dozen fixers, cut Wakeglass.
STARTER CLOCK	<i>Take the Pearl Theatre</i> (6): the last house on the Mile they do not own.

Fixers. The Gilt Lamp's people are Threat 2, charming and armed, and always have a second offer.

Rivals. When the crew takes a valuable score, the Gilt Lamp has often heard about it too: the GM may start a racing clock for them.

The Silt Saints

A hospital order with a floating infirmary and unlicensed Saints of the Silt in its wards.



REACH	1
WANTS	No one dies of the damp.
HAS	Healers, a floating infirmary, the gratitude of the Sunk, unlicensed Saints of the Silt.
STARTER CLOCK	<i>Licence or Ruin</i> (6): the Assize wants their Saints licensed or jailed.

The infirmary. A crew on good terms with the Saints Mends two tiers in downtime, without paying.

Gratitude of the Sunk. Crossing the Saints turns the Sunk against the crew: the GM may invoke a Street Root's Leak there freely.

The Rib Wardens

Neighbourhood toughs and grandmothers' favourites, keeping the Old Quarter's arches their own.



REACH	1
WANTS	The Old Quarter left alone.
HAS	Neighbourhood toughs, the arches' secret stairs, every grandmother's loyalty.
STARTER CLOCK	Hold the Arches (6): keep the Exchange's bailiffs out.

Secret stairs. In the Rib Arches the Wardens appear and vanish at will: Scout rolls to find them there are Sinking.

Every grandmother. Charm rolls with Old Quarter people are Firm for a crew the Wardens vouch for, and Sinking for one they do not.

People of the City

Sister Ardency Vole

The Drowned Choir's new hand: soft-spoken, pale as silt, with a Wake so deep she no longer knows which parts of her are hers.



THREAT	4
FOOTING	Sinking whenever she sings; Slipping when she only talks
IMPACT AGAINST HER	Slight; Dream rolls to reach the person under the Wake are Solid
HARM	Shaken, tier 3: her voice rings like the great bell
CLOCK	Turn Her Aside (8), filled by talk, truth and the Dreamer's Wake, never by blows
WANTS	The great bell rung on the lowest tide, and the god awake

Bellmouth. When she sings, everyone who hears her Braces with Voice or takes Shaken at tier 2. Glass in the room cracks.

Beyond the Drowse. She is never Drowsed, and she remembers everything the crew does in her presence.

Something true. She offers the crew's Dreamer a lost memory of their own, whole and real, in exchange for the bell. She means it.

Weakness. She keeps no list of things she must not forget. Show her one memory of her own and her clock fills 2.

Warden-Captain Osk Hallowell

The Sluice Guild's captain of the Bellwater approaches, who would rather the city did not wake up.



THREAT	3
FOOTING	Slipping in an office; Sinking on a lock-gate or a boat
IMPACT AGAINST HIM	Slight with force; Solid with paperwork he respects
HARM	Hurt, tier 2 or 3, with a lantern-pole; or Warrant +1
CLOCK	<i>Put Hallowell Down</i> (6)
WANTS	The locks run on time, and the god asleep

To the minute. He knows every tide by heart. Any plan that depends on timing in Sluicegate starts Slipping at best while he is watching.

Calls the wardens. On a Snag or Sunk against him, the GM may start *Wardens Arrive* (4).

Mistress Pellam of the Third Cellar

A Dry Family matriarch whose wealth is measured in the depth of her cellars.



THREAT	4 in any negotiation; 0 in a fight, behind two Threat 2 bodyguards
FOOTING	Sinking for Bargain and Charm on the Dry
IMPACT AGAINST HER	Slight unless you know what she fears
HARM	Warrant +1, a Debt Root's Leak invoked, a door closed for good
CLOCK	<i>Win Her Trust</i> (8)
WANTS	To stay dry while the city sinks, and the seawall built

Pays in favours. She pays well and in kind: a favour on the Dry is worth more than Coin.

Never forgets. A crew that cheats her has its Steady Keel unticked at the next downtime.

Old Brannoch

The Pale Divers' union steward: grey-bearded, half deaf from diving bells, frightened for the first time in forty years.



THREAT	2
FOOTING	Firm for Charm, if you have been under the water yourself
IMPACT AGAINST HIM	Solid
HARM	Rarely any; he would rather walk away
CLOCK	None
WANTS	Fair shares for the people who go down into the god

Has heard the god move. He can tell the crew what Maer is doing beneath them, once per score, if they ask him honestly.

The drowned maps. With his help, a crew's first Scramble roll under the Sunk is Firm.

Sluice Warden

A green-coated lock-keeper with a tide-book, a lantern-pole and a pension to think about.



THREAT	1
FOOTING	Slipping
IMPACT AGAINST THEM	Solid
HARM	Hurt, tier 2
CLOCK	None
WANTS	A quiet shift and a correct tide-book

Tide-bell. A warden who reaches a bell-rope calls every warden within earshot: start a danger clock of 4.

Briable. One Coin buys one warden's back for one tide.

Choir Bellmouth

A Drowned Choir singer whose voice carries the ring of the drowned bells.



THREAT	2
FOOTING	Slipping; Sinking when several sing together
IMPACT AGAINST THEM	Solid
HARM	Shaken, tier 2
CLOCK	4 for a choir of three or more
WANTS	The god to hear

Ringing voice. Their song makes everyone who hears it Brace with Voice or take Shaken at tier 2.

Choir Tidecaller

A Wake-touched faithful of the Choir, who speaks to the water and is answered.



THREAT	3
FOOTING	Sinking on or near water; Slipping on dry stone
IMPACT AGAINST THEM	Slight on the water
HARM	Hurt, tier 3: "half-drowned", "pulled under"
CLOCK	<i>Silence the Tidecaller</i> (6)
WANTS	The tide to answer the bell

The canal rises. The Tidecaller can swamp a boat or sweep a walkway: a Scramble roll from Sinking, or Hurt at tier 2 for everyone on it.

Assize Watch-Boat

A boat of four watchmen in black oilskins with brass badges, a bow-lantern and a bell.



THREAT	2 as a crew
FOOTING	Slipping; Sinking in open water in a chase
IMPACT AGAINST THEM	Solid; Slight in a straight fight on their boat
HARM	Hurt, tier 2; or an arrest, and Warrant +1
CLOCK	<i>Lose the Watch-Boat</i> (4) in a chase; <i>Fight Off the Watch</i> (6)
WANTS	An arrest to show the magistrate

The bell. If they ring their bell, start *More Boats* (4).

The Drowse. They remember faces and knives; they forget Wakes.

Tallyman Collector

A debt collector with a chained ledger, a cosh and a good memory for faces.



THREAT	2
FOOTING	Slipping; Sinking if you owe them
IMPACT AGAINST THEM	Solid
HARM	Hurt, tier 2, delivered slowly and in public
CLOCK	None alone; 4 for a pair
WANTS	What they are owed, with interest

The ledger. They can invoke the Leak of any Debt Root in the crew, once per scene.

Paid off. One Coin turns a Tallyman away for a day; nothing turns them away for longer.

Gilt Lamp Fixer

A charming, well-dressed rival from the gambling barges of the Lantern Mile.



THREAT	2
FOOTING	Slipping; Sinking on the Lantern Mile
IMPACT AGAINST THEM	Solid
HARM	Hurt, tier 2, from a knife you did not see
CLOCK	<i>Outbid the Gilt Lamp</i> (6) in any race for a prize
WANTS	The prize, the Mile, and the crew's best member on their payroll

A second offer. At any point, a fixer may offer one of the crew a better deal. The GM may offer it as the Tide's Due.

Friends on the Mile. On the Lantern Mile, a fixer's Snag or Sunk complication can always bring three more of them.

Dredge Foreman

A mud-caked boss with a whistle, a ledger of shifts and twenty dredge-hands who do what he says.



THREAT	1 alone; his gang is a Threat 1 gang of six or more
FOOTING	Slipping; Sinking on the Flats when the whistle has blown
IMPACT AGAINST HIM	Solid
HARM	Hurt, tier 2
CLOCK	6 for the gang
WANTS	His tally met, and no trouble from the Company

Whistle. One blast brings the gang in a beat.

Glass in his pocket. Every foreman skims; a Sift roll on his tally finds the proof.

Hazards of the City

The city itself is an adversary, and the most dangerous one. Treat each hazard as a consequence the GM can bring on a Snag or Sunk, or as a Brace the GM asks for.

HAZARD	WHAT IT DOES
Deep or fast water	Hurt, "half-drowned", at the Footing's tier; Brace with Hand. A Cork Vest steps it down.
Cold	In Deepcold, or after a night in the canal: Hurt, "chilled to the bone", tier 1 or 2. An Oilskin Coat steps it down.
A fall	From a roof, a rope bridge or a lock-gate: Hurt at the Footing's tier, or worse into stone; into water, it is deep water instead.
The tide	A danger clock, usually 6: when it fills, the water rises, a passage floods, a boat is stranded.
The Drowse	Anything strange the crew sees may leave them Drowsed; Brace with Mind.

HAZARD	WHAT IT DOES
The bells	At low tide near Bellwater, each ring is a Brace with Voice against the god's dream; the Wake-touched hear words in it.
The god stirs	Rare and huge: everyone in the scene Braces with Voice or takes Shaken at tier 3, and the GM may fill a faction clock.



◆ *The Golden Carp, on the Lantern Mile.*

Running the Game

"A good job in Tidewrack is like a good tide: you can feel it coming for hours, and when it turns, it turns all at once."

Your Job

You play the city: every warden, collector, singer and dredge-hand in it, every faction with a plan, every tide and every bell. The players play the crew. Your job is to make the city feel alive and dangerous, to say plainly what is at stake, and to let the dice and the players' choices decide what happens.

- **Play the city as if it were real.** The factions act whether or not the crew is looking. The tide comes in on time.
- **Say the stakes out loud.** Before every roll, say the Footing, the Impact and what might go wrong.
- **Make every complication move the story.** "Nothing happens" is never a complication.
- **Ask, and use the answers.** "Who in the Sunk would hide you?" The players' answers beat anything you prepared.
- **Keep time visible.** Clocks are how the players see the city moving.
- **Remember for them.** The city forgets; you do not. Every favour and insult comes back.
- **Be a fan of the crew.** Want them to win, make them pay for it, and cheer when they do something outrageous.

A Session

A session usually runs like this.

1. **Open the crew sheet.** Read out Notice, Warrant, Coin and the state of Steady Keel. Look at the clocks on the table together. Ask what everyone did since last time.

2. **The job.** Offer one or two scores: a client's offer, a faction plan the crew could profit from, a Root in trouble, or whatever came for the crew when Notice filled. Let the crew choose, or chase something of their own.
3. **The plan.** The crew chooses an approach and one detail, and each player chooses a Load. Five minutes, no more. If the crew argues for longer, call a vote.
4. **The score.** Cut straight to the first moment of danger. Set the opening Footing from the plan. Play until the job is done, abandoned or overtaken.
5. **Payday and downtime.** Pay, raise Notice, take downtime moves, fill faction clocks, restock.
6. **End of session.** Everyone marks XP from the end-of-session questions.

A score takes most of a session; downtime takes twenty minutes.

Setting Footing and Impact

Footing is how much danger the character is in. Start at **Slipping** and move from there.

- **Firm** when the character chose the moment and has a way out: they planned it, the target is weaker, they set it up with an earlier roll.
- **Sinking** when they are out of their depth: against a much stronger foe, without the right tool, with the tide already turning, or when their plan went wrong.

Impact is how much the action can achieve. Start at **Solid**.

- **Sweeping** with the right tool, a perfect moment, a crushing advantage, or against a faction with less Reach.

- **Slight** with the wrong tool, against a crowd, against a faction with greater Reach, or when a tier 1 status gets in the way.

When the players offer a trade ("Can I be Firm if I wait?"), say yes and say what it costs.

Complications

When a Snag or a Sunk calls for a complication, choose one that fits the Footing, or two from Sinking on a Sunk.

- **Harm:** Hurt or Shaken at tier 1, 2 or 3 for Firm, Slipping or Sinking. The player may Brace.
- **A danger clock fills:** 1, 2 or 3 segments.
- **Worse Footing:** the next roll is one step worse.
- **Less Impact:** it works, but less than they hoped.
- **Lost opportunity:** the window closes, the target moves, the door locks.
- **Lost gear:** the lantern goes in the canal; the pistol's powder is wet.
- **Trouble for someone else:** the backer, a bystander, the crew's barge.
- **Notice:** someone saw. Note a point of Notice for downtime.
- **A Leak:** you invoke it on the next roll it fits.

The tiers and segments in this list follow the table rulings in How to play and Rules of play: RollQuest does not enforce them.

Clocks and the Crew Sheet Over a Session

EXAMPLE

The Slack Hands' crew sheet: **Reach 1**, Steady Keel ticked, **Renown 7**, **Coin 3**, **2 Moorings**, **Notice 6**, **Warrant 1**. On the Clocks panel: the Guild's *Close the Sunk Sluice* (8) at 5, and the crew's slow job, *Forge the Lock-Warrants* (6), at 4.

Opening. The GM reads the sheet. Notice at 6: one more loud job could bring something down on the crew. Rumour says the Guild will close the Sunk Sluice within the tide to break the dredgers' strike.

The job. Old Brannoch of the Pale Divers pays 4 Coin for the tide-book from Grayle's Lock-tower, so the strikers know when the sluice will close. The GM adds *Get the Tide-Book Out* (6) and *The Watch-Boat Comes Back* (4).

The score. It plays out as the worked rolls and the example of play in How to play: Wick's Clean fills *Get the Tide-Book Out* by 2, her Snag by 2 more (the GM chose Hurt as the complication, not the watch-boat clock), and Ansel's Flood the last 3. Wick's jump into the lock leaves her Hurt at tier 3 and her Pressure at 5. Merrow's Sunk bribing the porter had filled *The Watch-Boat Comes Back* to 2 of 4: the crew got out with two segments to spare.

Payday. The crew sheet gains 4 Coin from Brannoch (now 7) and 1 Coin from its 2 Moorings (now 8). The crew pays 1 Coin each to Wick, Hobb and Ansel, who are broke (crew Coin 5). Renown: 2 for an ordinary job, plus 1 because the Guild's Reach (4) is greater than the crew's: 7 becomes 10.

Notice. A loud score: 3 Notice, plus 1 from Ansel's Tide's Due. 6 + 4 fills all nine boxes, so something comes for the crew: the wardens raid its second Mooring that night. In a short scene Hobb holds the door and the crew keeps the Mooring. Warrant rises to 2, Notice clears to 0, and because Warrant rose the GM unticks Steady Keel: the crew is listing.

EXAMPLE (CONTINUED)

Downtime moves. Merrow works the slow job: Rig at Firm, a Snag, and *Forge the Lock-Warrants* fills 2 and is done. Ansel Goes Under to the Ferry-Inn Chorus: his lowest Current, Hand, is 1; he rolls a 4 and clears 4 of the 5 Pressure the score left him with, then pays 1 Coin to redeem his pawned tag. Wick Mends (her Hurt steps down to 2, her Shaken to 1), then goes Night Swimming: her lowest Current, Mind, is 1, and she rolls a 6 with only 5 Pressure. She overindulged, and the GM picks "you talked": she told a ferryman too much, and the Tallymen will learn where the crew's barge moors. Hobb Drills (1 Hand XP) and Fetches a cork vest, an ordinary thing with no roll. Then everyone restocks.

Faction clocks. The GM fills *Close the Sunk Sluice* by only 1 (the strikers know when, so it slows): 6 of 8.

End of session. Wick marks 1 Calling XP (she got somewhere she was not meant to be) and 1 Hand XP, because her Undertow changed what she did. Ansel marks 1 Calling XP (he leaned on the dream and paid for it) and 1 Voice XP. The session ends with the crew sheet at Coin 5, Renown 10, Warrant 2, Notice 0 and Steady Keel unticked, and every player already planning how to use the forged warrants.

IN ROLLQUEST

With **Shared with the party** ticked, any player can open the crew sheet and change it as things happen. A clock can stay GM only until you click **Show** to let the players see it.

The Factions Between Scores

The factions do not wait for the crew. In every downtime, after Notice, pick one to three faction clocks and fill each by 1 or 2 segments, depending on how hard the faction is pushing and whether the crew helped or hindered it. When the crew's score helped a faction's plan, fill it more; when it hurt it, fill it less or empty a segment. This is a table ruling: RollQuest does not enforce it.

When a faction clock fills, the plan happens, and the city changes: the Sunk Sluice closes and a district floods for a week, the Exchange forecloses on the Rib Arches, the Wake Statute passes. Describe it in the next session's opening. Then start that faction's next plan with a new clock.

Start with the factions' starter clocks, and keep five or six in play at once.

Notice and Warrant

Notice is the city's attention. When it reaches 9, something comes for the crew. Play it as a scene in downtime, or as the opening of the next score:

- A faction the crew crossed sends people to a Mooring, or to someone's home.
- A rival crew moves in on the crew's waters, or an informer is found in its circle.
- The watch-boats search the crew's barge.
- Someone's kin or haunt is threatened as a warning.

Warrant is how badly the Harbour Assize wants the crew. Let it build:

WARRANT	WHAT THE ASSIZE DOES
1	The watch knows the crew's name and stops its boats for questions.
2	A magistrate has a file. Bribes cost one Coin more.
3	Faces are posted at every lock. Sluicegate and the Dry start at Sinking Footing.
4	The Assize moves to arrest. Someone in the crew goes to the prison hulks unless the crew runs, pays, or gives someone up.

Warrant comes down only through the story: a score to burn the Assize's files, a magistrate bought for a price you set, or someone in the crew serving time on the hulks (Warrant drops by 1, and that character sits out the next score).

What each Warrant means, and how it comes down, is a table ruling: RollQuest does not enforce it. The fixed part is that Warrant rises by 1 each time Notice fills.

Asking the Tide

Sometimes you want the dice to decide something no character controls: does the fog lift, is the porter on shift, has the rival crew heard? **Ask the tide.** Roll a pool sized

by how likely you think it is (1 die unlikely, 2 even, 3 likely, 4 very likely), and read the highest: Sunk no, or badly; Snag partly, or yes with a catch; Clean yes; Flood yes, and more. This is a table ruling: RollQuest does not enforce it.

◆ IN ROLLQUEST

Ask the tide in chat: `/roll 2d6kh1` rolls two dice and keeps the highest.

The Calendar and the Weather

The Turning is your campaign's clock: note the tide and day each session, and let downtime move it on a week or two. The tides give you scenes for free (Lockmoon's tolls, Highwater's balls, Mistfall's thick Drowse, Deepcold's ice, Lowmere's low water), and every campaign should see one Slack Day. Use the weather too: a squall that covers a climb, a fog bank that gives Cover at tier 2.

◆ IN ROLLQUEST

A Tidewrack game's calendar is the Turning: thirteen tides of 28 days, Slack Day, the seven-day week from Ebbsday to Lampsday, and the year 412. It comes from *Game Settings, Rules*, where the *Calendar* card's *In-world calendar* starts on *System default*, which follows the game's system. Leave it there to keep the Turning.

The Drowse and the Wakes

Use the **Drowse** to protect the crew, not to punish them. A Wake used in public is safer than a knife. Use Drowsed on the crew sparingly, when what they saw matters.

Call Fray when it is earned. When a player leans on a Wake at the cost of a Root, say so: "That's your kin you're selling out. Mark Fray on 'My Brother Teague'." Give them the chance to change their mind first.

Name the memories. When a player Pawns a Wake tag, name the small thing they forget, or ask them to. Make it specific and a little sad. Bring it back later.

Pacing

- **Cut to the danger.** Skip the journey unless the journey is the score.
- **One roll per obstacle.** Save clocks for the things worth fighting through.
- **End scenes on a decision.** "The tide's turning and the Choir's boats are in sight. Stay or go?"
- **Keep downtime quick.** Play a scene only when a move deserves one.

Plot Hooks

1. **The Sunk Sluice.** The Sluice Guild will close the sluice that keeps the poorest canal in the Sunk drained, to break the dredgers' strike. The strikers want the closing date; the Guild wants the strike leaders' names; the families on the first floors want someone to open it again.
2. **The Deep Seam.** The Dredgers' Company is cutting into the god's flank, where the glass is thickest. The Pale Divers say the god flinched. Someone wants proof, and someone else wants the proof to vanish.
3. **The Rib Arches loans.** The Lantern Exchange is calling in every loan in the Old Quarter at once. The Rib Wardens want the Exchange's ledger stolen before the bailiffs come; the Exchange wants a crew to make sure they come.
4. **The Wake Statute.** A magistrate of the Assize has found a way to stay awake long enough to write a law naming Wakes: a Wakeglass splinter under her tongue. She has written three pages. Who wants the fourth page finished, and who wants the splinter?
5. **Make an Example.** The Tallymen intend to break a debtor publicly on the Lantern Mile, and the debtor is somebody's kin. Pay the debt, hide the debtor, or make the Tallymen regret choosing that night.
6. **The New Bridge.** A bridge will open across the Sluicegate races and put a hundred Oars out of work. The Oars want it burned before it opens. The Dry Families paid for it.
7. **The Pearl Theatre.** The last house on the Lantern Mile the Gilt Lamp does not own has a new play opening, and a backer who has gone missing. The Gilt Lamp wants the theatre; the actors want their backer back.

8. **Licence or Ruin.** The Assize means to license the Silt Saints' healers or jail them. One unlicensed Saint is already on the prison hulks, and the Sunk wants her out.

9. **A shard that remembers.** A palm-sized shard of Wakeglass has turned up at a fence's back room, and anyone who holds it dreams of a drowned room in the Sunk and a woman's name. Three factions want it, and one crew member recognises the name.

10. **Slack Day.** On the one day no business is done, someone has done business: a lock was opened, a cellar

- flooded, and a Dry heir is missing.

The Starter Score: The Bell at Low Water

The Bell at Low Water is a one-session score for a crew of two to five, made to start a campaign. It is written for the GM; players should stop reading here.

THE SITUATION

It is the last week of **Lowmere**, and the year's lowest tide falls on Bellsday night. For one hour the water will drop far enough that the top of Bellwater's tower stands clear, and the great bell (the one the Drowned Choir says can wake Maer) can be reached by boat.

The Choir has been preparing for years. Their clock, *Ring the Great Bell*, is nearly full. They have the tide tables, the key to the tower, a choir of Bellmouths to sing the bell into motion, and a new hand among them, **Sister Ardency Vole**, who has promised that this year the god will hear.

THE JOB

A client wants the bell's **clapper**: a bronze tongue the size of a rowing boat, still hanging in the drowned tower. Take it, and the bell cannot be rung this Turning. Pick the client that suits your table, or let the crew choose between offers:

CLIENT	WHO ASKS	WHY	PAYS
The Sluice Guild	Warden-Captain Osk Hallowell	Would rather the city did not wake up	6 Coin and a season of free passage through the locks
The Dry Families	Mistress Pellam of the Third Cellar	Would rather it did not sink	8 Coin and a favour on the Dry
The Pale Divers	Old Brannoch, union steward	Have heard the god move and are frightened	4 Coin and the crew's choice of the salvage in the tower
A crew member's Root	Kin, an oath, a debt	Simply wants their city to go on	Something no coin buys

CLOCKS TO PUT ON THE TABLE

CLOCK	SEGMENTS	STARTS	WHAT IT TRACKS
The Tide Turns	6	Empty	One hour of low water. Tick it whenever the crew spends time. When it fills, the tower floods and anything still inside goes under.
Free the Clapper	8	Empty	The bronze tongue is rusted to its hanger. Rig, Break and a boat or a crane all help.
The Choir Gathers	4	Empty	Bellmouths arriving by boat from the Sunk. When it fills, the singing starts.
Ring the Great Bell	12	10 filled	The Choir's own clock. Two more and the bell rings.

Put all four on the Clocks panel. *Ring the Great Bell* should be visible from the first minute, two segments from full.

WHAT IS IN THE WAY

- **The tide.** Water slapping at the tower's windows, currents round the drowned nave, and the smaller bells ringing on their own at low water. Every ring is a Brace with Voice against the god's dream; the Wake-touched hear words in it.
- **The Choir.** Bellmouths in the belfry, Tidecallers on the water, faithful on the rooftops of the Sunk with lanterns and long poles. They are not murderers, mostly. They are very sure.
- **Sister Ardency Vole.** Soft-spoken, pale as silt, and far more than she seems. She wants the bell rung, and she will offer the crew's Dreamer something true in exchange (see her stat block in Adversaries).
- **The clapper.** Huge, heavy, rusted to its hanger, and the only part of the bell anybody can steal. Freeing it takes Rig and Break; carrying it takes a boat or a crane.
- **Rivals.** The Gilt Lamp has heard what a drowned bell's bronze is worth. A barge of their fixers arrives when

The Choir Gathers is half full.



HOW IT PLAYS

The offer. Open with the client somewhere that shows who they are: Hallowell among his tide-books, Mistress Pellam in her cellar, Old Brannoch on the Divers' quay with his hands shaking. Let the crew bargain, then ask for the plan.

The water. Cut to the crew on the black water off the Sunk, with Bellwater's tower rising out of the estuary and the tide still falling. Start *The Tide Turns* the moment they are in sight of the tower. Faithful on the rooftops with lanterns, Tidecallers in boats, and the slow, enormous sound of the bells under the water.

The belfry. Inside, the tower is wet stone, green bronze and rope, the great bell hanging over a shaft of black water. Bellmouths are already there, rehearsing. Every time a small bell rings, ask for a Brace with Voice. *Free the Clapper* starts when someone lays hands on it.

The rivals and the Choir. When *The Choir Gathers* reaches 2, the Gilt Lamp's barge arrives. When it fills, the singing starts, and every Snag or Sunk in the tower can fill *Ring the Great Bell*. Sister Vole comes when the singing starts, if not before.

Getting out. If *The Tide Turns* fills, the tower floods: anyone inside Braces with Hand against the water or is swept into the nave, and anything not yet on a boat goes under, the clapper included.

COMPLICATIONS TO REACH FOR

- A crew member's Wake answers the bell, and a tag they did not write appears on one of their Strands.
- A Choir singer is someone's kin.
- The Harbour Assize's watch-boats arrive to arrest everybody, and the Choir's faithful fight them.
- The clapper comes free, and the bell rings anyway, once, very softly, and something under the city turns over in its sleep.

AFTERWARDS

Whatever happens, Notice goes up by 2, or by 4 if the bell rang at all. The Choir's clock does not empty; it slows. And everyone in the crew who was in the tower when the bell rang will dream, that night, of being very large and very cold and very tired, and of a city on their back like a crust of barnacles they are, for now, too sleepy to shake off.

The battle maps for the night are in Art direction: Bellwater at low water, and the belfry.



Bellwater at low water, the ribs of Old Maer behind

Art Direction

This appendix is for anyone drawing Tidewrack: battle maps, tokens, handouts and covers. Where a place's notes mention rolls, statuses or clocks, they follow the table rulings in Rules of play: RollQuest does not enforce them.

The Look in One Breath

A working city on black water under an open, rain-washed sky. Pale ribs of bone the size of cathedral vaults, tenements of soft brick and tarred timber hung between them, every wall striped with old tide lines. Boats everywhere. By day, silver light on wet stone; by night, pools of sea-glass light doubled in the canals. Grimy, crowded, warm in the right places, and always slightly wet.

Map Conventions

- **Grid:** squares of 5 feet (1.5 m). All sizes below are in squares.
- **Height:** a storey is about 3 squares (15 feet). Mark heights on maps as a number in a small circle (in squares above the low-water line).
- **Water depth:** three tones. **Shallows** (ankle to waist, wading: slow and noisy), **deep** (swimming: Scramble rolls, no fighting worth the name), and **current** (moving water: draw arrows; anyone in it is carried along).
- **Tides:** every water map should come in at least two states, **low water** and **high water**, and some in three. Draw the tide line on walls: a ladder of stains, one for each year the city sank.
- **Light:** mark light sources with a small glyph, and draw pools of light on the ground; Wakeglass light is soft-edged, fire is warmer and harder.

Palette

COLOUR	HEX	WHAT IT IS FOR
Silt	#6E6352	Ground: mud flats, packed silt, wet cobbles, the canal bed at low water
Canal Black	#1C2A28	Deep water and deep shadow; lay it at 50 to 60% over Silt for shallows
Bone	#CFC6B1	Structure: the god's ribs, limewash, pale stone, the crew's token rings
Tarred Oak	#3D2F25	Structure: piles, quays, lock gates, boats, beams
Verdigris	#5E9C8C	Accent: green bronze, bells, lock gear, the Sluice wardens' coats
Wakeglass	#9DE3D3	Light: shards, lamps, the glow from drowned rooms, Wake signs
Rust	#9A3D2C	Danger: harm, alarms, the Assize's seals, blood in the water

Secondary light: **Lamp Amber**, #E2A04A, for the cheap amber grade of Wakeglass, windows and braziers. On the Lantern Mile, any colour at all, but always soft.

Materials and Textures

- **Wet stone.** Granite on the Dry, soft red-brown brick elsewhere: dark at the base, salt-white at the tide line, green with weed below it.
- **Bone that is not quite bone.** The ribs and the god's exposed flank: pale, ridged like old ivory, with fine growth rings, faintly translucent at the edges. Worn, never cracked.
- **Tarred timber.** Piles, quays, gates and boats: black-brown and glossy when wet, grey and split when dry.

- **Rope and canvas.** Tarred hemp for bridges, moorings, laundry and nets; awnings and oilcloth in faded ochre, rust and grey.
- **Green bronze and rusted iron.** Bells, lock gear, rails, rings, ladders, with rust streaks below every fitting.
- **Silt.** Glossy grey-brown mud with shell fragments, water-filled footprints, and here and there a glint of Wakeglass.
- **Wakeglass.** Frosted sea-glass with a soft inner glow, never faceted. Raw shards are rounded and pitted; cut glass is set in brass.
- **Slate.** Blue-grey roofs, wet and loose in places, with lead gutters and leaning chimneys.

Light

- **Day** is overcast silver, the sun breaking through in bars after rain. Shadows are soft; water goes almost white.
- **Night** is lamp-lit, never pitch-black: amber Wakeglass in poor streets, sea-green in comfortable ones, every colour on the Lantern Mile, each light doubled in the canal.
- **Drowned rooms glow** sea-green from below where glass lies under the water.
- **Fire is rare and warm:** ovens, braziers, slow match, a burning barge. It is the only hard-edged light in the city.

Weather and Atmosphere

- **Rain** is constant, light and sideways. Show it as a wet sheen and puddles, not streaks.
- **Fog** comes in salt banks in Brinewake and as the Drowse's haze in Mistfall: haloed lamps, milky distances. On a map, a soft white overlay that gives Cover.
- **Squalls** come and go fast: roofs hum, ribs sing, washing flies.
- **Ice** in Deepcold: canals skinned over, ferries frozen in.
- **Gulls** in Gullsmoon: on every roof, loud.
- **The weather changes twice before noon.** Make two versions of a big map when you can: wet grey and breaking sun.

Eight Places Worth a Map

I. GRAYLE'S LOCK, SLUICEGATE

What it is. A working lock on the main canal into Sluicegate, with its lock-tower, its wardens and its toll queue. Crews come here to steal tide-books, run cargo through at the wrong hour, or hold the gates while a barge escapes.

Layout (40 x 20 squares).

- **The lock chamber** runs east to west through the middle: 30 squares long and 6 wide, with stone walls and iron ladders every 6 squares. Full, its water is level with the upper canal; empty, it is 3 squares below the quays.
- **The upper gates** (west) and **lower gates** (east) are pairs of oak gates meeting in a V, each with a walkway 1 square wide along the top. A **balance beam** 6 squares long swings out over the quay from each gate.
- **The upper pound** (west) stands 2 squares higher than the lower pound (east) at mid tide.
- **Quays** run along both sides, 4 squares wide, with bollards, capstans, a toll booth (2 x 2) on the north quay, and railings with gates to the streets.
- **The lock-tower** (5 x 5) stands at the north-east corner: four floors, with a winch room at quay level, the wardens' mess, the tide-book office, and an open bell room at the top with the tide-bell.
- **Entrances:** the street gates on both quays, the tower door, the water, and the roof of a Sunk tenement 2 squares off the tower's west face.
- **Cover:** bollards, capstans, barrels, the toll booth, the gates themselves.
- **Hazards:** the chamber filling or emptying (current through the gate paddles), gates closing (crushing), a fall into an empty chamber, the tide-bell calling the wardens.
- **Light:** sea-green Wakeglass lamps on posts every 6 squares, amber tower windows, bow lanterns on waiting barges.

Props. Balance beams, capstans, mooring rings, a painted tide gauge on the chamber wall, chained tide-books, lantern-poles in a rack, a barge in the chamber.

Variants. Day: a queue of barges and a crowd at the toll

booth. Night: one barge and two wardens. Chamber full or empty. Highwater: quays awash to the ankle.

Encounters. Steal the tide-book from the office before the watch-boat returns; hold the gates against the wardens while the crew's barge locks through; a toll dispute that becomes a brawl on the balance beams.

2. NUMBER NINE SIEVE-HOUSE, THE SILT FLATS

What it is. A dredge crane, its yard and the sieve-house where Wakeglass is washed out of the silt and tallied. Crews come to skim glass, break or support a strike, or steal a tally box.

Layout (36 x 28 squares).

- **The yard** is open mud: Silt, glossy, with slurry pits (deep, 2 x 3) and spoil heaps (2 squares high). Plank walkways 1 square wide on piles cross it.
- **The dredge crane** stands at the water's edge (south): a 3 x 3 base, a boom 12 squares long, a bucket the size of a skiff.
- **The conveyor chain** runs from the crane to the sieve-house, raised 2 squares on trestles, with a catwalk beside it.
- **The sieve-house** (14 x 10, timber on piles) holds rows of riddling tables, washing troughs, and in its north-east corner the **tally office** (4 x 4, locked, with a strongbox of glass).
- **The foreman's tower** (2 x 2, 3 squares high) has a whistle and a view of everything.
- **Entrances:** the plank road from the city (north), barges at the crane, and the crawlspace under the sieve-house at low water.
- **Cover:** spoil heaps, buckets, stacked sieves, the crane base.
- **Hazards:** sucking mud, the moving chain, the swinging bucket, slurry pits, and the tide coming over the flats (a clock of 6 that floods the low yard).
- **Light:** big white-green floodlamps on poles by night, an amber lamp in the tally office, glints of glass in the sieves.

Props. Riddles, buckets, chain links, tally slates, Company strongboxes, braziers, whistles, mud-caked boots in rows.

Variants. Shift change (thirty dredge-hands). Strike (empty yard, pickets round braziers). High water (yard under water, walkways only).

Encounters. Skim glass from the tally office during a shift change; a strike meeting broken up by Company men; a chase across the planks with the tide coming in.

3. BELLWATER AT LOW WATER

What it is. The drowned cathedral at the edge of the estuary, sunk to its rooftops, on the one night a year its tower stands clear. The setting of *The Bell at Low Water*.

Layout (40 x 40 squares).

- **Open water** fills the map: deep, with a current running north to south round the tower (arrows).
- **The nave roof** runs east to west for 30 squares, its ridge 1 square above the water at the lowest tide: broken slate, with gaps opening into the drowned nave below. Two transept roofs cross it.
- **The tower** stands at the west end: 6 x 6, rising 4 squares above the low-water line, with louvred belfry openings on all four sides at 3 squares up, and a stone ledge 1 square wide round its base, exposed only at the lowest water, with mooring rings.
- **The rooftops of the Sunk** begin 15 squares east: gables, chimneys and rope bridges, where the Choir's faithful wait with lanterns and long poles.
- **A sandbar** (shallows, 3 x 10) shows to the south at low water.
- **Entrances:** boats to the ledge, the louvres, and the gaps in the nave roof (by diving).
- **Cover:** chimneys, roof ridges, boats, the tower's parapet.
- **Hazards:** the current, the tide's clock, holes in the nave roof, slick slates, and the bells ringing under the water (a Brace with Voice).
- **Light:** night; amber Choir lanterns on the roofs and in boats; a faint sea-green glow from the drowned nave below; moonlight on the water if the sky is clear.

Props. Choir boats with lanterns on poles, a hymn-board nailed to a chimney, mooring rings, a drowned weathervane, floating offerings of candles and shards.

Variants. Lowest water (as above). Mid tide (only the tower's top 2 squares and the ridge show). High water (only the spire breaks the surface).

Encounters. Approach under the Choir's lanterns; the

Gilt Lamp's barge arrives to race the crew; the Assize's watch-boats come for everyone.

4. THE BELFRY OF BELLWATER

What it is. The inside of the tower, three levels of wet stone, green bronze and timber.

Layout (12 x 12 squares a level).

- **The ringing chamber** (lowest level) is a 10 x 10 room standing in water, shallows from knee to waist, with bell ropes hanging and a stone stair 1 square wide spiralling up from the north-west corner. A shaft 3 x 3 in the middle drops into deep water and the drowned nave.
- **The bell chamber** (middle level) holds the **great bell** in its timber frame in the centre (4 x 4 squares, green bronze), with its **clapper** (1 x 3) hanging inside, rusted to an iron hanger. Six smaller bells hang in frames round the walls. The floor is beams with gaps (a fall into the ringing chamber). Louvres on all four walls open onto the outside. The Choir has rigged a winch and pulleys.
- **The spire base** (top level) is reached by ladder: a walkway 1 square wide round the spire, behind a parapet, the best place to rig a crane jib to lower the clapper to a boat.
- **Hazards:** gaps in the floor, swinging bells (Hurt at tier 2 or 3 to anyone in the way), the sound, and the water rising as *The Tide Turns* fills: the ringing chamber is flooded at half full, and the bell chamber floods when it fills.
- **Light:** Choir lanterns; reflections off bronze; the green glow from the shaft; grey dawn through the louvres if the night runs late.

Props. The great bell with its cast inscriptions, ropes, the Choir's hymn-sheets in oilcloth, candles and shards left as offerings, pry bars, the winch.

Encounters. Bellmouths rehearsing; Sister Ardency Vole's offer; freeing the clapper while the tide turns.

5. MALLOW ROW, THE SUNK

What it is. An ordinary street in the Sunk: once cobbles, now a canal. Every chase, collection and dive in the poor districts can happen here.

Layout (30 x 24 squares).

- **The canal** runs north to south, 6 squares wide and deep: the old street.

- **Tenements** line both sides, 6 to 8 squares deep. Their **ground floors are flooded:** doorways and windows open into drowned rooms with furniture still in them. Their **first floors are the new ground:** balconies 1 square deep serve as docks, with mooring posts and doors cut where windows were.
- **Rope bridges and laundry lines** cross the canal at second-floor height (6 squares up).
- **A pontoon footbridge**, planks on barrels, 1 square wide, crosses at the south end.
- **Inside one tenement** (6 x 6 rooms): a trapdoor down to the flooded floor, a stair up to the roof.
- **The roofs:** slate, chimneys, skylights, gutters, and gaps of 1 to 2 squares between buildings.
- **Entrances:** by water, by rope bridge, over the roofs, and through the drowned ground floors.
- **Cover:** moored boats, balcony railings, laundry, chimneys.
- **Hazards:** deep water, drowned rooms (cold, snags, no air), rotten balconies that give way, slippery slates.
- **Light:** grey silver by day; by night amber lamps in upper windows, one Wakeglass lamp on the pontoon, and the glow of glass in a drowned parlour.

Props. Skiffs and punts, buckets on ropes, washing, a drowned piano, a child's swing hung from a balcony, a shrine of candle stubs under the pontoon.

Variants. Saltrise flood (first floors awash, everyone up a storey). Deepcold (canal iced over: walkable, and treacherous). Market morning (boats packed hull to hull).

Encounters. A chase across boats and rope lines; a Tallyman collecting at a balcony door; diving for a lost shard in a drowned parlour.

6. GANNET'S ARCH, RIB ARCHES

What it is. One of the great arches of the Old Quarter, with a tenement stack hung between two of the god's ribs. Forgers, bakers, printers, the Rib Wardens and everyone's grandmother live here.

Layout (24 x 30 squares, four levels).

- **Two ribs** curve up from the east and west edges, 3 squares thick at the base, nearly meeting 12 squares overhead.
- **The courtyard** (10 x 10) at ground level holds a pump, a bakery with ovens on its north side, and a printer's shop on its south.
- **Rooms stacked between the ribs** on four levels, each 3 squares above the last, hung on beams and ropes, joined by **rope bridges** across the gap.
- **Stairs cut into the bone** (1 square wide) spiral up each rib. Inside the west rib, a **secret stair** known to the Rib Wardens.
- **The top**, where the ribs almost touch, is a narrow platform with a view of the whole Old Quarter.
- **Entrances:** the courtyard arches (north and south), the rope bridges to neighbouring arches, the rooftops, the secret stair.
- **Cover:** laundry, crates, the ribs themselves.
- **Hazards:** long drops, rope bridges that can be cut, and in a storm the ribs hum loudly enough to drown out shouting.
- **Light:** shafts of daylight down the gap; by night, amber windows stacked like a lantern; the red glow of the bakery ovens.

Props. Bread racks, printing presses, forged lock-warrants drying on lines, rope pulleys for hauling buckets, grandmothers' chairs on landings.

Encounters. The Exchange's bailiffs against the Rib Wardens; raiding a forger's shop on the third level; a meeting at the top where the ribs almost touch.

7. THE GOLDEN CARP, THE LANTERN MILE

What it is. A gambling barge of the Gilt Lamp, moored on the Lantern Mile. Cons, heists and fights that end in the canal.

Layout (barge 10 x 34 squares, beside a quay 6 squares wide).

- **The quay** (north) has market stalls, a lamp post every 4 squares and two gangplanks to the barge.
- **The gaming saloon** (8 x 16, amidships) has card and dice tables, a bar along one side and a small stage for a singer.
- **The counting room** (6 x 6, aft) holds the strongbox and the fixers.
- **The fore deck** has awnings, lanterns and benches.
- **The hold** below, reached by two hatches, has crew bunks and the Gilt Lamp's stock of cut glass.

- **A skiff dock** hangs off the water side.
- **Entrances:** the two gangplanks, the skiff dock, the hatches, and the water.
- **Cover:** tables, the bar, curtains, crates in the hold.
- **Hazards:** the crowd, lanterns and spilt spirits (fire), water on both sides, and the barge itself, which can be cast off.
- **Light:** every colour: Wakeglass lamps under rose, gold, violet and green shades, doubled in the water; warm and close inside.

Props. Dice cups, card tables, a brass bell for the croupier, crates of cut glass, a singer's painted backdrop of the Dry.

Encounters. A con at the high table; a heist on the counting room during a singer's set; a brawl that ends with someone in the canal.

8. THE PELLAM HOUSE, THE DRY

What it is. A Dry Family's townhouse, its walled garden and its cellar: the purest form of wealth in Tidewrack. Heists, balls and negotiations.

Layout (30 x 30 squares, plus the cellar).

- **The garden wall** is 2 squares high with broken glass along the top; one gate with a porter's lodge (2 x 2).
- **The garden:** real trees, hedges, gravel paths, a dry fountain.
- **The house** (14 x 12, two floors): hall, dining room, library, a servants' stair at the back.
- **The cellar**, down a stair from the kitchen: a vaulted room 12 x 10 with a dry sand floor, wine racks, and a **strongroom** behind an iron door.
- **The old sea-gate culvert** runs from the cellar's south wall down to the canal: a tunnel 1 square wide and 20 squares long, flooded at high water.
- **Entrances:** the gate, the garden wall, the windows, the culvert.
- **Cover:** hedges, statues, furniture.
- **Hazards:** dogs, a porter with an alarm bell, the culvert flooding with the tide.

- **Light:** green garden light by day; by night, lamps in the windows, lanterns along the paths, and darkness in the cellar except one lamp by the strongroom door.

Props. Umbrellas in a stand, portraits of dry ancestors, a measuring rod on the garden wall marking how far the city has sunk below it, wine older than the Sunk.

Variants. A Highwater summer ball (the house full of guests). A quiet night. A night the culvert is flooded.

Encounters. Infiltrate the ball; the cellar heist through the culvert, racing the tide; a negotiation with Mistress Pellam among her wine.

Tokens and Characters

Silhouettes are layered and practical: oilskins, wool, high boots, caps and hoods, with gear hung where you can see it (rope coils, boathooks, lanterns). Give every figure one asymmetric element so tokens read at a glance.

Heroes wear one strong accent colour (a scarf, sash or lining) and carry their Calling's signature tool where it shows. A Wake shows on the body:

- **Tidecaller:** water beading on the skin and hair, running the wrong way.
- **Bellmouth:** faint green-bronze ring marks round the throat.
- **Saint of the Silt:** hands and forearms grey with dried mud.
- **Lantern-Eel:** sea-green light under the skin, along the veins.
- **Gull-Speaker:** a gull on the shoulder, feathers in the hair.

Commoners wear muted Silt, canvas and wool, and carry buckets, baskets and oars. No accent colour.

Adversaries wear uniform or insignia, so the crew can tell who they are crossing:

- **Sluice wardens:** green coats with brass tide-keys and lantern-poles.
- **Assize watch:** black oilskins, brass badges, bow-lanterns.
- **Drowned Choir:** pale grey robes with salt-stained hems, deep hoods shaped like bells, lanterns on long poles.
- **Tallymen:** dark coats, ledgers chained to the wrist, coshes.

- **Dredgers:** mud to the thigh, whistles, shovels.
- **Gilt Lamp:** gilt buttons and coloured silks, a little too much of both.
- **Dry Families:** fine dry wool and umbrellas. Nothing about them is wet, and that is the point.

Token rings: Bone for the crew, Silt for bystanders, and each faction's own colour for its people (Verdigris for the Guild, Rust for the Assize, pale grey for the Choir).

Old Maer is never drawn whole. Show its scale: the curve of a rib, a vein that has become a canal, the grain of its flank in a dredge cut. Never show a face or an eye.

What to Avoid

- **Ghosts and endless night.** Tidewrack's dead stay in the water and its sky is open. No spectres, no haunted fog, no city under permanent darkness, and no glowing barriers walling districts off.
- **Hungry horror.** The god is vast, quiet and sad, not monstrous. No tentacles, no fanged things in the deep, no cosmic dread.
- **A pirate port.** No skull flags, eyepatches, parrots or treasure chests.
- **A carnival of masks and gondolas.** The canals are working water: barges, skiffs, punts and ferries, plain and practical. No masquerade masks as decoration.
- **Gears for decoration.** Machines are wet iron and oak and do real work. No brass goggles, decorative cogs or airships.
- **Electric light.** Wakeglass glow is soft and sea-glass-like. No tubes, no hard neon signage, no electric colour.
- **Grey all through.** The city is grimy, never joyless. Every scene has one warm light, one colour, one sign that people live here.
- **Ash and gaslight.** Keep Tidewrack distinct from Ashfall's ash-grey, gaslit dread: Tidewrack is wet, bright between showers, and smells of the sea.
- **Anachronism.** Flintlocks at most; no electricity, no engines.

Quick Reference

Anything marked *(table ruling)* is a table ruling: RollQuest does not enforce it.

The Roll

1. Say what you do. Pick the **Knack**.
2. The GM sets **Footing** (Firm, Slipping, Sinking) and **Impact** (Slight, Solid, Sweeping). Unset: Slipping, Solid.
3. Build the pool: Knack dots, +1 per relevant tag (at most +2, a Pawn included), each Leak -1, statuses at tier 2 or 3 +1 or -1, then Strain, Back, the Tide's Due and Ability at +1 each.
4. Roll and **read the highest die**. Zero dice: roll two, keep the lower, never Flood.

RESULT	WHEN	ON A BRACE
Flood	Two or more dice show 6 (never on a roll of no dice)	Clear 1 Pressure
Clean	The highest die is a 6	No Pressure
Snag	The highest die is 4 or 5	Take 1 or 2 Pressure
Sunk	The highest die is 1 to 3	Take 3 to 5 Pressure

Snags and Sunks by

Statuses

TIER	DICE	EFFECT
1	None	Narrative only: it shapes what you can do, and drops your Impact a step when it matters.
2	1 (a bonus status adds it, a penalty status takes it away)	Counts in the pool when it is relevant
3	1 (a bonus status adds it, a penalty status takes it away)	Counts in the pool when it is relevant

Footing (table Ruling)

FOOTING	SNAG	SUNK
Firm	Done; small cost (tier 1 status, Impact -1 step)	Fails; nothing worse
Slipping	Done; real complication (tier 2, clock +2, Footing to Sinking)	Fails, and a real complication
Sinking	Done; serious complication (tier 3, clock +3)	Fails, and the worst happens

A Flood: done, and Impact +1 step or a benefit *(table ruling)*. A Clean: done. A Knack roll from Sinking marks 1 XP on its Current.

Clocks are 4, 6, 8 or 12 segments. Progress fills by Impact: Slight 1, Solid 2, Sweeping 3, a Flood +1 *(table ruling)*.

Bracing

Roll the Current (Hand, Mind or Voice: Knacks with a dot, 0 to 4), plus tags, statuses and Ability. The harm lands one tier lower, tier 1 not at all *(table ruling)*. Take 6 minus the highest die in Pressure, as the results table's last column shows: a Clean costs nothing, a Flood clears 1.

TIER	DICE	EFFECT
4	None	Taken out: the character gains the Taken Out condition.

One of each kind. Tier 1, 2 or 3 from Firm, Slipping or Sinking; a second raises it to its tier, or one tier if not higher; Boon and Cover stop at 3 (*table ruling*).

Pressure

Strain 2, Back 1, Brace 6 minus the highest, Earlier 0 to 2 (*table ruling*). Past 9: clear it, take a Fracture, leave the scene (Withdrawn). Four Fractures: retire.

Strands

RULE	VALUE
Strands per character	4
Tags per Strand	3 to 8
Leaks per Strand	1
Most dice tags can add to one roll	+2
Pawns per roll	1
A pawned tag's die	Always a 6
Invoking a Leak	-1 die, and the Strand marks Pull

TRACK	BOXES	WHEN IT FILLS
Pull	3	Write a new tag on the Strand, then clear the track
Fray	3	The Strand snaps: rewrite it as the other kind (Wake to Root, or back), then clear the track

Load

LOAD	LOAD LIMIT	LOAD YOU CAN CARRY
Light	1 dot	2
Laden	2 dots	4
Swamped	3 dots	6

Downtime

Payday; Notice +1 to +4 (*table ruling*), and when it fills, Warrant +1 and Notice clears; moves; restock (the Downtime button).

Moves (*table ruling*): two each, more at 1 Coin each. **Fetch**: ordinary, you get it; hard, roll (a Snag costs 1 Coin or brings a catch). **Slow job**: fill a clock, Sunk 1, Snag 2, Clean 3, Flood 4. **Mend**: Hurt and Shaken down 1 tier (2 with a healer), and recover one Strand's pawned tags. **Go Quiet**: Notice down, Sunk 1, Snag 2, Clean 3, Flood 4. **Drill**: 1 XP on a Current. **Go Under**: roll your lowest Current and clear the highest die; more than you had, you overindulge. Redeem a pawned tag: 1 Coin. Crew upgrade: 4 Coin. Stretch Reach: 12 Renown and the new Reach times 4 Coin.