

Lord Scarloch (3)

- Archel

- we - gang thing  
Mudor Vreen  
(hand ready)

Full debt to Sparra



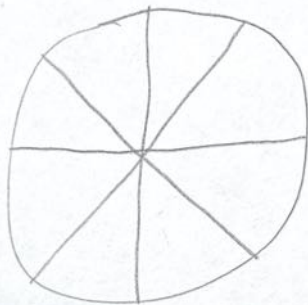
# The Crows

- Lyssa
- Bell
- City Watch tower
- gambling dens

Find Final Registry



Setarra and Lod  
Scurbck End the World



Carro Strongford,  
- Banker

- tall, plump
- sees beyond the present
- doting
- owns the Strand

DEAD

StrongArd's Solicitor

Candra - lanky,  
crisp, smart, mature

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receptionist - Lovella  
- loves mushroom wine

Constable Breachin

- makes Betty and  
all Hexwounds

## Lampblack (II)

- Dasso Baz
  - charming, open, - Arts, whiskey
- ~~Pickett~~
  - ~~strewed, suspicious~~
- Hene
  - drug, loyal, reckless
- lovable rogues

Became Wand Boss  
of Six Tuners





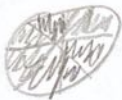
## The Attic (II)

- Mishya, athletic,  
tattoos, power via  
negotiation

stilts!

Orion - dark  
- seeks wealth

Assemble the Widow's  
Reinments



✓ collar - necklace      ✓ cuffs - bracelets  
✓ strachles - boots      strap - dress

removed to be behind  
Scrublock disaster

Gundobers

Griggs

- potato/plant metaphors
- rarely leaves his shift

# Fry Hands

Ber - cousin

Magette Vuk

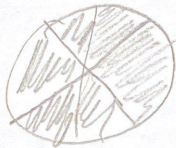
- cold, Perbs

## Gulie

- navigator

- calculating, perbs

Fog Hounds - Find the Weirdos  
who stole our Name



## Water Rats (II)

- allies: Gondoliers
- lair: drug den in  
Night market
- Maria: leader
- S - fair, barefoot, seeks  
knowledge via threads

Corner the blood needle  
trade in Night market



Old Druggs

Rigby's

Empty Vessel

- Father Anton - dead
- Patient Jayan
  - delicate
  - seeks control
  - uses espionage



Imperial Inquiry  
Seren



Notice the  
Arch ward



Washed by Trenches