

BLADES IN THE DARK – CREW MISSION TYPE TABLE

1 ASSASSINS		
1	Accident	A killing with no telltale sign of murder.
2	Disappearance	The victim vanishes without a trace.
3	Murder	An obvious killing to send a message.
4	Ransom	A kidnapping and demand for payment for their return.
2 BRAVOS		
1	Battle	Defeat an enemy with overwhelming force.
2	Extortion	Threaten violence unless you're paid off.
3	Sabotage	Hurt an opponent by destroying something.
4	Smash & Grab	A fast and violent armed robbery.
3 CULT		
1	Acquisition	Procure an arcane artifact and attune it to your god.
2	Augury	Do what you must to attract the god's attention and counsel.
3	Consecration	Anoint a place for your deity.
4	Sacrifice	Destroy what is valuable or good in honor of your god.
4 HAWKERS		
1	Sale	A significant transaction with a special buyer of illicit product.
2	Supply	A transaction to acquire new product or establish a fresh supplier.
3	Show of Force	Make an example of an enemy to dominate territory.
4	Socialize	Improve customer and/or supplier relations with a social event.
5 SHADOWS		
1	Burglary	Theft by breaking and entering.
2	Espionage	Obtain secret information by covert or clandestine means.
3	Robbery	Theft by force or threats.
4	Sabotage	Hurt an opponent by destroying something.
6 SMUGGLERS		
1	Smuggle Arcane/Weird	Spirit essences, ghosts, cult materials.
2	Smuggle Arms	Restrict military weapons, heavy ordnance, explosives.
3	Smuggle Contraband	High-tax luxuries, drugs, banned art, etc.
4	Smuggle Passengers	People or livestock traveling in secret.

WAYS TO USE THE TABLE

FIRST: Roll 1d6 + 1d4 to generate a mission type.

- **OPTION:** Roll 1d8 + 1d4, with results of 7 or 8 on the 1d8 defaulting to the crew's type.

OPTION #1 – USE OPPORTUNITY TABLES: Roll 1d3 + 1d6 on the appropriate crew's opportunity table and combine with the mission type.

- **Assassins**, p. 103
- **Bravos**, p. 107
- **Cults**, p. 111
- **Hawkers**, p. 115
- **Shadows**, p. 119
- **Smugglers**, p. 123

Example: “Smuggle Arcane/Weird” + “Union organizers want to arm factory workers in advance of a strike” tells you what kind of weapons the union organizers are looking for.

Example: “Sabotage” + “A master assassin has come out of retirement for one more job; many would pay well to know who their target is” means your mission isn't just to figure out who the target is, but to prevent the master assassin from carrying it out.

OPTION #2 – USE WORK TABLE: Rolling 1d4 + 1d6 on the **WORK** table may be superfluous, but can also combine with the mission type in unexpected ways (e.g., “Disappearance” + “Hollow or Revivify” resulting in a job where you need to kidnap a corpse in order to revive it).

- *Blades in the Dark*, p. 306

Example: “Accident” + “Burglary or Heist”. It's that much harder to kill someone and make it look like an accident when you ALSO need to purloin something from their person/house.

Example: “Augury” + “Poison or Arrange Accident”. Cult mission types can be difficult to interpret for other crews. In some cases, the crew may just be engaging in cult-like activity (attempting to gain a powerful augury by giving a noblewoman a very powerful poison that causes prophecies regarding their blood relations to appear as blood welts on their skin). You might also invert the scenario so that the crew is seeking to *prevent* a cult from carrying out the mission. Or the crew might be hired *by* the cult to do the mission.

FINALLY: Flesh things out with the other **SCORES** tables.

- **Client/Target**, p. 306
- **Connected to Person/Faction**, p. 307
- **Twist or Complication**, p. 307