

THE DOSKVOL DAILY

TIER II

Duskwall's premiere newspaper, focused on profit, scandal, and the whims of their wealthy backers.

FACTION CLOCKS

Uncover or create juicy scandals, salacious gossip, and/or fearmongering stories (0/4, repeating)

Turf: The Doskvol Daily offices and printing press in Charterhall (HQ). [pub]

NPCs: Anita Argent (staff reporter, *dramatic, cunning, relentless*). Morten Beck (printing press overseer, *ambitious, scheming, mercurial*). Simon Lomond (editor-in-chief, *greedy, cautious, conniving*).

Notable Assets: Large staff of reporters, typesetters, editors, and artists. Sprawling network of informants across the city. Large, well-furnished offices, with multiple large printing presses in the basement.

Quirks: While positioning themselves as a trustworthy, objective source for news and information about Duskwall, their main priority is supporting the interests of the nobility who financially support them. Their second priority is selling as many papers as possible in a day, and they've quickly learned that gossip and scandal sell better than investigative journalism. Reporters who want to uncover the truth find themselves quietly moved to less prestigious beats, or simply fired.

Allies: The Hive, City Council, The Foundation, Ink Rakes

Enemies: Cyphers, The Weeping Lady, Inspectors

Situation: With their only real competition, The North Hook Mirror, out of business following the Ink Row fires, the Doskvol Daily is in an increasingly powerful position in the city. However, their position is still a tenuous one: should they ever cross the nobility and wealthy merchants who fund their work, they will be immediately cut off—and sometimes, the scandals they're encouraged to print leave them torn between two feuding parties. It's a delicate balancing act, but one that's mostly kept out of the public eye.